



POINTS OF INTEREST

FIVE NATIONS



**50 ADVENTURE LOCATIONS FOR
THE EBERRON CAMPAIGN SETTING**



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This book refers to spells and items from other sourcebooks. If a source is not specified, it comes from *Mordenkain Presents: Monsters of the Multiverse*, or the *Player's Handbook*. Some words are formatted to indicate linked mechanics, as below.

italics - Spell

Capitalised Italics - Magic Item

Bold - Monster with Stat Block

* - Located in this Book

BGG - Bigby Presents: Glory of the Giants

ERLW - Eberron: Rising from the Last War

FTD - Fizban's Treasury of Dragons

GGR - Guildmaster's Guide to Ravnica

TCE - Tasha's Cauldron of Everything

VRGR - Van Richten's Guide to Ravenloft

XGE - Xanathar's Guide to Everything

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Ambience

Sidebar such as this one feature different bits of ambience that appeal to the senses. This can help to bring a location to life, and engage players' imaginations. Other sidebars include further information on specific topics, or notes from the author for running locations.

Locations: Suggested areas where the Location will fit narratively



ACH LOCATION IN THIS BOOK HAS A SIMILAR STRUCTURE FOR QUICK reference. This includes different environmental conditions, example social and combat encounters, different treasures and rewards, and plot hooks to encourage players to travel in search of adventure. Many locations also have additional roll tables, unique magic items, or other features to add depth and flavor. While these locations were written with existing setting information in mind, none of this is sacred. You should feel free to alter anything you need to suit your game.

ENVIRONMENTAL CONDITIONS

Different locations can have ongoing mechanical effects. These can range from harsh weather, to magical effects that trigger when spells are cast, to the prophetic whisperings of dark beings. Typically, environmental conditions are prompts that add a veneer of flavor to a location, including difficulties that a party might need to prepare for in advance.

EXAMPLE ENCOUNTERS

- PL X - Example encounters provide a range of enemies or NPCs that a party might face in a specific location. These encounters are not fixed, but suggestions, and provide a range of difficulties to accommodate parties of differing power.
- PL X - Enemies with stat blocks are written in bold. The listed 'Party Level' of the encounter (PL) is the average party character level at which the encounter will be of medium difficulty - unlikely to be deadly, but not too easy to have no threat.

TREASURE

- The Treasure section features potential rewards that a party might find (or hunt for) in a location. Items with mechanics are listed in *Capitalized Italics*.
- Treasures aren't always magic items, but can include permanent boons, taught spells, or sought-after information.

QUEST HOOKS

- These are potential reasons why a party might travel to a location. Some involve the party being hired by a quest-giver, while others suit a party in search of a specific answer to a problem. This might be a curse to break, a specific item to find, or rare information that they are hunting for.

ROLL TABLES

- Tables in this format indicate things you can choose to roll for, if you feel indecisive or wish to let the dice determine aspects of a location.
- As always, these are merely suggestions.
- As a DM, you should feel free to modify any aspect of a location to suit the plot.
- While some locations are canon, many were created or expanded for this book.
- As a result, modifying things is unlikely to cause any contradictions or issues.
- Remember - It's your Eberron!



THIS BOOK CONTAINS 50 RANDOM ENCOUNTERS TO PROVIDE INSPIRATION FOR travel through the Five Nations. These cover a range of difficulties, themes, and opportunities, and should be tweaked as needed to suit a GM's interests. There are many ways to handle random encounters. Some are better suited for granular day-by-day travel; others are better for narrative abstraction of journeys. There's no right answer, and which method to use is simply down to personal preference. Some examples of random encounter mechanics are featured below:

DAY-BY-DAY

Each day of travel is divided into three times - morning, afternoon, and night. The GM rolls a die for each time to determine if an event occurs (for example, a d8, with an event occurring on a 1). The size of the die and chance of encounter can be changed depending on the relative danger of the region. This method requires a fair amount of rolling, but can be done in advance, and leads to encounters feeling more natural due to the differing times of day.

JOURNEY ABSTRACTION

The entire journey - or key sections of the journey - are rolled for to determine if travel goes without issue, or has random encounters. This is the simplest method, and abstracts travel into something closer to a montage, or 'highlight reel', than a granular daily track. For example, every day, the GM might roll a d4. On a result of:

- 4 - Travel is fortuitous; the party arrives faster than expected, or encounters something purely beneficial.
- 3 - Travel is quiet and uneventful.
- 2 - The party is waylaid by weather or a random encounter. Roll once on the random encounter table.
- 1 - The party is poorly prepared or unlucky; roll twice on the random encounter table. The party either encounters the more dangerous encounter of the two rolls, or encounters both encounters consecutively.

SKILL-BASED

Random encounters are determined by the Survival skills of the party. A simple way to manage this, is that for every day of travel, a nominated member of the party with proficiency in Survival rolls a secret die for the GM, without knowing the result. On a roll below a certain threshold, the party has a random encounter. On a roll below an even lower set threshold, the GM rolls twice on the encounter table and chooses the worst option. The inverse might also be true; an excellent Survival roll might speed up travel or lead to a beneficial encounter. For example, on a result of:

- 20+ - The party gains a day of travel, or has a beneficial encounter.
- 14-19 - The party has an uneventful day of travel.
- 8-13 - The party has a random encounter.
- 1-8 - The party has a dangerous encounter; the GM rolls twice and chooses the worse option.

Encounter Tags

Every encounter table has a list of basic tags for encounters. This is to help a GM to quickly determine the style of an encounter. If the party has been fighting a lot, you might want to pick an encounter with the social or intrigue tag, and vice versa.

THE KINGDOM OF GALIFAR

AN INTRODUCTION




THE FIVE NATIONS, THE DISPARATE CHILDREN OF THE KINGDOM OF Galifar. Once united, now splintered, the nations at the heart of Khorvaire were bound as one for 900 years until the Last War began. Now, embittered by a century of conflict, the Five Nations are four. Cyre, the golden child, lies a broken ruin after the Day of Mourning, forcing a tense peace between those who survive. Still adapting to the new status quo, and damaged by war and strife, the Five Nations must now find a new path into the future.

While united under a shared throne, the Five Nations - Aundair, Breland, Cyre, Karrnath, and Thrane - each maintained their own unique characters. Aundair is the wizard, its pomp and pageantry underlined by a keen mind for magic. Breland is the rogue with a cunning smile and a love for coin. In contrast, Thrane is the pious cleric, always seeking to defy evil wherever it can be found, while Karrnath is the grim and honorable warrior standing in harm's way. Their lost sibling - the golden child Cyre - was where all their best parts came together into the full glory of Galifar, its beauty sung by the shining bard. These characters began long before Galifar conquered these kingdoms, and were allowed to flourish after.

Adventures in the Five Nations are usually underscored by the impacts of the Last War. Spycraft and subterfuge are rife, as each nation struggles to gain an edge in this tenuous peace. The mists of the Mournland are a looming reminder. As a result of the War, each nation had positioned their armies on their borders. The countryside they used to patrol has seen a resurgence in unchecked threats; roaming monsters, planar threats, and evils from Khyber are a recurring foe - as are armed dissidents and deserters with an ax to grind. Meanwhile, internal politics are a constant battlefield. Thrane's conversion to a theocracy has led to myriad challenges as the clergy grapple with their new political power. In Karrnath, the newly forged peace has created rising discontent. Many of the country's warlords believe that honor and victory still lie on the battlefield. In secret, the ruling triumvirate of Aundair are preparing for the same, amassing arcane force of arms for an 'inevitable' conflict. Meanwhile, Breland awaits the death of their aging king with no clear successor in line. Until the corpse of Cyre can be plundered for its secrets, everything hangs in the balance.





POINTS OF INTEREST

AUNDAIR

FEY, WINE & WHIMSY

AUNDAIR

AN INTRODUCTION



IN AUNDAIR, WHERE THE SPELLS FLOW AS FREELY AS THE WINE. THE 'WIZARD' of the Five Nations is a land of rolling hills and fertile vineyards owned by noble families stretching back centuries. The people of Aundair are quick in hand and blade, practiced with spell and foil alike. They revel in horse-riding, dueling, poetry, and debate. Across the land, famed schools raise the next generation of intellectuals, bound for the Arcane Congress, the towers of Arcanix, and other centers of learning. Nowhere else is knowledge so highly regarded.

This pursuit of understanding stems from the immortal fey whose influence saturates the land of Aundair. Manifest zones to the plane of Thelanis can be found across the land, from the southern Eldritch Groves to the dark forests of the north. The sprites that arise from these zones have, over history, formed many pacts with the people. Some have been used by noble families to launch themselves into fortune. Others have been studied by legendary warlocks, such as Margana Lain, to grant insight into the workings of magic. Their legacy can be seen in the country's many arcane Guilds, which labor to unlock new forms of arcana. However, Aundair's relations with the fey are not always so cordial. Parents tell their children of the dark forces that hunger in the shadows, of the Forest Queen's hunters who see mortals as prey, and of hags that crawl from the Moonlit Court to sow discord and terror.

Sites of adventure in Aundair can often feature the fey and their mischief (Auntie's Shack, Ir'Vareil Vineyard, Vibrant Grove), but there are darker things in this land (Whisper Rock, Willowater Brook). The Overlord Sul Khatesh once ruled this region, and the archfiend has tempted mages towards dark obsession since time immemorial. The Overlord's servants still labor to free their mistress from her bonds, researching the Draconic Prophecy to this day (Thestra'kidak). Opposing them are the draconic agents of the Chamber, who often use adventurers to counter their scheming (Startouch Peak). Beneath them, plucky mortals continue to push the boundaries of exploration and research. Houses Orien and Lyrandar - eternal rivals - continue to explore their dragonmarks' potential in their new post-war freedom (Kraken's Wake, Passage Down). However, for Aundair's crown, the Last War has not ended yet. The armies of the dragonhawk crest remain prepared, and Queen Aurala still believes it is she who will sit on Galifar's throne (Tower Valiant).



Themes

Hags, Fairytales

Auntie's Shack - The Shack is the archetypal hag's lair in the woods, found wherever parents warn their children not to go. Auntie is the embodiment of fairytale stories, born from Thelanis - she is because people fear the woods, and people fear the woods because she is.

Nobility, Fey

Ir'Vareil Vineyard - Aundair's nobles have had long relations with the fey. The Ir'Vareil family is no exception. While their famed vintages bring in reliable coin and fame, the family matriarch is juggling all manner of problems, from absconding heirs to intrusive pests.

Lyrandar, Storms, Cult

Kraken's Wake - House Lyrandar is home to a cult that reveres the Devourer, and believes that the Mark of Storms should be used to rule over Khorvaire. The sea cove of Kraken's Wake is their headquarters, home to secret barracks and training grounds where the Kraekovar scheme.

Khyber, Exploration

Passage Down - With House Orien's fortunes falling after the Mourning, Baron Kwanti d'Orien has begun investing in an experimental method of travel - Khyber demiplanes. Passage Down is the House's top-secret Khyber exploration facility, mapping out routes in the Realm Below.

Mountains, Prophecy

Startouch Peak - An ancient draconic observatory lies high in the Starpeaks, hidden by snow and mountain wind. The orrery within can be used to glean information on the Draconic Prophecy, but ancient guardians and competing forces won't make it easy - and that's without any resident dragons.

Dark Magic, Fiends

Thestra'kidak - The Overlord Sul Khatash once ruled this region of the world. When the armies of the Sovereigns warred against her, the conflagration shattered the land, forming Lake Galifar. However, the Keeper of Secrets is well-named; beneath the waters of the Lake, an umbral citadel still thrums with dark magic.

Last War, Cult

Tower Valiant - The Tower Valiant stands on the border with Thrane, and held out against the odds during the Last War. Its soldiers have a reputation for skill and bravery. In truth, that skill and bravery is not as noble as it seems.

Fey, Whimsy

The Vibrant Grove - Aundair's relationship with the fey goes back thousands of years, inspiring the nation's love for magic. The fey are famously capricious, and nowhere more so than the Vibrant Grove - a site for celebration and games that mortals can only guess at.

Prophecy, Dark Forests

Whisper Rock - An ancient edifice stands in the very north of Aundair, cloaked by deep forest and marauding beasts. Whisper Rock is the prison of something old and unknown. Every hour, it speaks in prophecy, and what it speaks will unfailingly come true. Sometimes, at a price.

Daelkyr, Alien Plants

Willowater Brook - The daelkyr Avassh, Twister of Roots, once infested the western forests. Bound in Khyber, her infectious spores are sealed. Mostly. In Willowater Brook, a fey dryad has become corrupted, spelling local disaster.

Potential Locations: The Duskwood, Any Forest



NO ONE KNOWS WHAT COMES FIRST - THE FEY, OR THE STORY. HOWEVER, stories can take on a life of their own. In regions close to Thelanis, local tales and boogie monsters can gain literary mass, becoming fey that embody the stories told about them. In towns across Aundair, parents use Auntie Shryke to scare misbehaving children, but few appreciate that Auntie Shryke now does that in truth. Wherever children misbehave, Auntie is there - you just haven't turned around to see her yet.

Auntie Shryke's Shack is her lair in the woods, appearing wherever it fits the narrative. The hag lives inside a hollowed-out dead treant, its screaming face looming over windows, extensions and ramshackle additions. Inside is everything you expect. A bubbling cauldron over a warm hearth, walls festooned with trinkets and oddities, and lanterns that never cast enough light. Reaching it is simple; one only has to head into the darkest parts of the woods, where the trees loom over the broken path, and the crows herald the night. Doing so without alerting the hag is difficult. The creatures of the forest are her eyes and ears, cowed into obedience.

ENVIRONMENTAL CONDITIONS

Only naughty children tell lies. A character who knowingly and willingly lies in the vicinity of Auntie's Shack must succeed on a DC 15 Charisma saving throw or take an amount of psychic damage equal to a quarter of their maximum hit points.

HAG DEALS

Auntie might ask for:

- Three Spoonfuls of Luck (On three occasions, before the player makes an attack roll, ability check, or saving throw, the GM can declare that it's a natural 1).
- A single minute of being her poppet (for 1 minute of time, the hag can possess the player character and control them narratively. The player retains control of their character, but might receive GM guidance as to their goals in this time).
- The eye of someone who broke a deal with her, plucked fresh from their head.
- The fresh screams of an unknowing adult, captured in a small box.

In exchange for things such as:

- A rare magic item (cursed).
- The reincarnation of a dead person (into whatever ancestry is the most jarring).
- Transport through Thelanis to somewhere on the Material (danger guaranteed).
- Secrets that only a fairytale witch would narratively know (cursed).

SHRYKE'S POTENTIAL WEAKNESSES

- ❑ She is terrified of squirrels.
- ❑ She cannot perceive those with their eyes closed and their hands on their heart.
- ❑ She cannot refuse a game of dice with something on the line.
- ❑ The happiness of her adopted child.
- ❑ The one hour every day (randomly chosen) where she naps and snores loudly.
- ❑ Gingerbread cookies.

Ambience

Sight: Hanging trinkets and wooden fetishes; distant smoke rising over the trees

Sound: Cawing crows and the dry crackling of wood

Smell: Distant smoke heady with alchemy

Touch: Rough wooden furniture and cracked, uneven stone cobbles

Fighting Shryke

Auntie Shryke is given no set stat block to avoid locking down her abilities. As a literal walking plot point, her strength is whatever is appropriate for the story. Naturally, one can use any fitting Hag stat block, or give her abilities off the cuff to match what the players expect (or don't).



EXAMPLE HAG SERVANTS

- Carrionettes^{VRGR}, each a naughty child stolen away by the hag.
- A flesh golem that the hag refers to as Daughter Dearest.
- A pair of yeth hounds named Boggart and Bogie.
- A young hexblood named Malady who was given to the hag as a child as part of a deal. While they love their mother, they chafe to see the outside world.
- Wicker scarecrows with mismatched claws taken from woodland beasts.

TREASURE

- A *Pearl of Power*. When used, the next time the user casts a spell of the highest level available to them, they roll on the Wild Magic table.
- A reverse *Philter of Love*; when the target drinks it, the person who gave them the *Philter* falls in love with them instead.
- The ability to cast *speak with animals* at will, but small animals treat you with disdain.

QUEST HOOKS

- A local village has become terrorized by dark fey and wicker terrors from the woods. They beseech the party to seek out the source - a hag who has settled in the forest nearby. In truth, Auntie Shryke's servants are warding off something even worse at night, as per a deal made with one of the villagers. If they kill her, that 'something' will make its move.
- Should one of the party fall under a dark curse, or fall dead, they might be pointed towards Auntie as a way of solving the issue. This is a perfect DM tool to help solve plot threads, though it will surely come at a cost.
- A panicked villager stumbles upon the party and begs them for help; soon after, monstrous servants of Auntie Shryke attack, seeking to slay them. They reneged on a deal with the hag in desperation, and ask the party to resolve the issue - with words, or cold iron.

Trinket

This treant heartwood spoon fills with delicious sap every few hours. Consuming the sap instills dendrophobic nightmares for a day afterwards.

Potential Locations: Eldeen Bay, North Coast



OF ALL THE DRAGONMARKED HOUSES, IT IS LYRANDAR THAT MOST flagrantly breaches the Korth Edicts. Over the course of the Last War, the House has become the de-facto government of Valenar, turned the island of Stormhome into its uncontested territory, and spread its influence to Stormreach and beyond. As a result, the House's operations have become very contentious - the perfect smokescreen for operations that intentionally lie out of sight. The deepest secret of House Lyrandar is that some of its members aren't just satisfied with mere politics. The cult of the Kraekovar believes that House Lyrandar should rule over Khorvaire - and those who stand in their path will face the true ruin of the Mark of Storms.

Kraken's Wake is their headquarters and hideout, built into a hidden cove on the north coast of Aundair. Below secret meeting rooms and research labs, barracks and sparring grounds allow brainwashed heirs to test out the full might of their Dragonmarks. They guard any number of devastating secrets, from new and advanced naval artifice, to a shrine of the Devourer anointed in kraken blood. These rooms are hewn into the rock, wrapping around the flooded cove in a semicircle. The churning waters outside turn still within the cavern itself - an effect maintained by a large *Wave Locus* set into the cavern wall, powered by the Dragonmark of the facility's leader.

LEADER - SESTRA D'LYRANDAR

Sestra d'Lyrandar rules Kraken's Wake with power and guile - an omen of Khorvaire's future should the cult have its way. For years, she fought the pirates of the Principalities, learning to use her birthright to char flesh and shatter ships. Decades of ineffectual battle turned her hard and bitter. Returning to Stormhome, she proposed the creation of a training facility for new Storm Sentries to safeguard the future of House Lyrandar, and has run that very facility since with a different goal entirely. Now, Sestra dreams of joining her ancestors in their ascension to krakens, and guiding the wayward House Lyrandar to smite the weak kings of Khorvaire with the divine right of the Devourer. However, her megalomania is tempered by a keen mind and a practiced sword-hand. Sestra is no fool, and intruders will be executed without mercy to avoid spreading the cove's secrets.

ENVIRONMENTAL CONDITIONS

While the cove itself is protected by Lyrandar's signature weather magic, the surroundings are under the effects of extreme cold, with snow and blizzards serving to hide Kraken's Wake from sight.

EXAMPLE ENCOUNTERS

- PL 5 - A small group of Dragonmarked sentries - three Tarkanan Assassins^{ERLW} who instead deal lightning and cold damage with their spells and abilities.
- PL 7 - An experimental fluxcharger^{GGR} created as an autonomous ship sentry.
- PL 7 - A Kraekovar kraken priest and their shackled water elemental guard.
- PL 9 - Sestra d'Lyrandar - An evoker wizard who deals in ice and thunder.

Ambience

Sight: Waves lashing a rocky coast, flashes of coruscating lightning

Sound: Booming thunder and screeching sea-birds

Smell: Salty sea air and ozone

Touch: Slick rock and cold spray from the freezing ocean

The Kraekovar

The Kraekovar ('kraken's children') believe that the founders of their house ascended into the forms of krakens by mastering their dragonmarks. Many among them believe they too can reach this form of ascension. In older editions, the Kraekovar were instead 'Stormfront' - a name that has since been ruined by an infamous fascist internet forum, resulting in their renaming.



TREASURE

- A *Wand of Lightning* carved into a jagged shape and inlaid with silver.
- A prototype stormship with experimental arcane weaponry.
- A *Wind Fan* with a silver kraken motif.

QUEST HOOKS

- A number of odd disappearances is worrying the Lyrandar elite of Stormhome. The party is hired to investigate, discovering a secret operation to kidnap dragonmarked heirs and bring them to Kraken's Wake, ready to be indoctrinated into the Kraekovar cult.
- On their way across the northern seas, the party's ship is attacked by a highly advanced vessel manned by a crew with dangerous lightning magic. After triumphing (or being captured by them), the party are given the location of Kraken's Wake, and the task of shutting it down for good.
- Scion's Sound and the north coast of Aundair have been lashed with powerful storms that are wreaking havoc on the region. A scholar has pinpointed a location on the coast as the center for many of the storms, suggesting an unusual influence. The party are tasked with investigating, and putting a stop to whatever is causing it.

Trinket

Carved from a kraken tooth, this horn emits a low shrieking bellow when used underwater but emits no discernable sounds on land.

Potential Locations: Anywhere in Southern Aundair

THE IR'VAREIL FAMILY HAVE RUN THEIR VINEYARDS SINCE THE DAYS THE LAND was called Thaliost. Their famed 'Chanth Indigo' wine has been an Aundairan mainstay for generations. Careful deals with the local fey, and a keen eye for business, have ensured their prosperity. However, everyone knows that dealing with fey can have unintended consequences. There have been several historic family heads with...unusual afflictions, but the ir'Vareils always pull through. The rigors of the Last War took precedence over the usual prosperity. With the dust now settled (hopefully), Lady ir'Vareil is now focusing on matters at home, while preparing the young scions of the house for their esteemed future. If only it was that easy.

Aundair is rife with local fey. The ir'Vareils have been appeasing them for centuries, receiving fertile soil and good luck in turn. Most are an eclectic mix of boggles, widderkin, brownies, and nature sprites. These fey are mostly harmless, but the pranks they can pull can be legendary when offended. The serving staff of the Vareil Manor are keenly aware of their presence, which is a part of everyday life, and know to leave milk on the doorstep each eve. Some of these sprites have particular names and mannerisms, and have their own little preferences for appeasement. As a result, life in the Vareil estate is a constant dance of little rites and rituals to keep the peace.

VINE SCIONS

The twin heirs of the ir'Vareil name are Kestrel (She/her) and Avacy (They/them) ir'Vareil. Having reached eighteen years of age, narrowly missing the Last War due to being cooped up in the estate, both are rebellious and in search of adventure. Avacy was born a fey changeling as a result of some forgotten pact way up the family tree, but their 'standard' appearance is what they consider natural to them - a near identical one to their sister. Both twins make frequent use of this, impersonating each other constantly. Their latest scheme is Kestrel absconding to the nearby village of Sandleby to rendezvous with her beau, much to their mother's fury. Avacy, for their part, is an avid fencer, and holds dreams of adventuring before they return to take over the ir'Vareil fortune.

Ambience

Sight: Sprawling villa with terracotta roof tiles and rolling green hills

Sound: Whinnying horses, creaking carts and chatting staff

Smell: The perfume of flowers and baking bread.

Touch: Warm stucco walls and varnished wood



ENVIRONMENTAL CONDITIONS

Characters that deal callous damage to a plant or area of natural scenery in the manor grounds are likely to summon an angry nature sprite or fey, such as a **chwinga**, **pixie**, or **boggle**. Unless the character in question succeeds on an ability check to appease them, they may give one of the character's future rolls disadvantage in vengeance - often at the worst possible moment.

EXAMPLE ENCOUNTERS

- PL 1 - 2 **boggles** in search of entertainment, who will try to **steal trinkets** and fun items from the party and lead them on a merry chase.
- PL 1 - Avacy ir'Vareil in search of a thrilling friendly **duel** (**changeling** ERLW with a Rapier instead of a dagger, dealing 6 (1d8+2) **piercing damage** on a hit).
- PL 4 - An adult **kruthik** and 4 **young kruthiks** who have **burrowed** out a lair beneath the vineyards, and are now wreaking havoc.
- PL 4 - A **bandit captain** and squad of 8 **bandit goons** (**deserters** from the Last War) seeking to smash and grab treasures from the estate.

TREASURE

- The favor of Lady Ir'Vareil, which **might open doors** in the courts and halls of Aundair's elite.
- Bottles of the finest Chanth **Indigo vintage**, worth 50gp each. A bottle is enough for a party to drink during a **meal**, and **grants** temporary hit points equal to a character's proficiency **bonus**.
- A stash of shiny **trinkets** collected by **cheeky fey**, which might include coins, small treasures, and a *Ring of Jumping*.

QUEST HOOKS

- The party are **present** in an Aundairan village when they see a young woman being **accosted** by a **group of guards**. She tries to run away while the guards chase **her down**. This is Kestrel ir'Vareil, currently avoiding being dragged back home. **She doesn't want** the party to kill the guards, but roughing them up a bit, well **that's just a good** bit of combat training for them. The young heir might ask the party to accompany her back to the estate and help convince her mother to **give her more freedom** - perhaps in exchange for solving some of the vineyard's **problems**.
- The taverns in the region have notices pinned to their doors; whoever can slay the **pests** assailing the Ir'Vareil estate will be handsomely rewarded. The 'pests' are actually young kruthiks, and the adult kruthik spawning them is lying in wait for larger prey.
- Bandits have broken into the ir'Vareil Vineyard and made off with a crate of their prized Chanth Indigo. Lady ir'Vareil has put out a call for them to be captured before they can flee across the border. Of course, the crates of wine must also be returned unharmed. As it happens, a certain Avacy ir'Vareil has also joined the hunt in disguise.

Trinket

An intricate glass goblet under a permanent *faerie fire* effect. Liquids in the goblet swirl and glow.

Potential Locations: Anywhere in Aundair



HOUSE ORIEN'S LOSSES DURING THE LAST WAR WERE DAUNTING. WITH THE Mournland dividing the Lightning Rail network into east and west, one of Orien's greatest strengths has been crippled. To make matters worse, it's an issue that doesn't affect House Lyrandar in the slightest. Baron Kwanti d'Orien has stepped up research into new methods of travel to compensate, hoping to turn the House's fortunes around. One of the most secret lies at Passage Down - a fortified entrance into the underworld of Khyber from which the House explores potential routes through the World Below. The concept is simple. Khyber's geography does **not** match Eberron's, and explorers can walk for an hour through an alien demiplane to emerge on the other side of Khorvaire. If Orien can map out and explore these routes, they can cross impossible distances with goods (and people) in tow - a feat that Lyrandar can only dream of. If only it were that easy.

In truth, Khyber's fearsome reputation is deserved. The demiplanes of the World Below are dangerous, unnatural, and deeply malevolent. Rather than risk any more unfortunate personnel, House Orien has begun hiring skilled adventurers to explore the World Below and map out the routes they take. The ones that come back are paid handsomely. However, this involves poking into things best left undisturbed, and some adventurers bring back things that should never see the light of day.

Passage Down appears as if it were a standard Orien enclave, with a massive central warehouse ostensibly built for 'packages'. Within that warehouse, a ringed defensive barricade surrounds a massive iron gate set into the floor, with soldiers on constant watch for any 'breaches' from below. Exploration squads are sent beyond, with a special passcode they must speak to be allowed back through. If they make it that far.

WHAT LIES BENEATH PASSAGE DOWN?

- The path to a Dhakaani vault that has been sealed from the surface for thousands of years. Whether the Dhakaani inside have survived untouched or been corrupted by other forces in that time is another matter entirely.
- An underground sea populated by an alliance of kuo-toa, pallid merrow, and abyssal merfolk who overthrew their aboleth masters to gain independence.
- The Ironlands demiplane, where the plants and animals are all entirely metallic. The party will have to avoid cutting their boots to shreds by running over the bladed grass, and dodge the warring tribes of fiends.
- The Supernal Reach - a bleak demiplane of cliffs and caverns where the sky is bizarrely close to the land below, and the stars are both sentient and aggressive.
- A party of returning explorers who found a demiplane connecting straight to the other side of Khorvaire. One, or all, of the explorers have been infected by parasitic insects created by the daelkyr Valaara, and will spend the next few days killing and infecting others to take over Passage Down.
- The Heart demiplane of Sul Khatash - the Tower of Shadows. Arcane fiends and hexgheists labor to create and record abominable spells beneath the pale light of three crescent moons. Entering for too long is near-certain death.

Ambience

Sight: Scratched and scarred metal gates, watching Orien sentries in unicorn-crest livery

Sound: Reloading crossbows, barked orders, bass tremors

Smell: Dust and stale air mixed with oiled leather

Touch: Hanging cobwebs, rigid metal

Demiplane Details

Khyber demiplanes are a blank canvas for a GM to place whatever weirdness appeals to them. This is an easy way to introduce the servants of the daelkyr, or simply to include your favourite monster that you've always wanted to use in a fight. For detailed examples of different demiplanes, consider checking out *Hektula's Khyber Codex* on the DMsGuild.

EXAMPLE ENCOUNTERS

- PL 5 - 1 dolgaunt and 3 dolgrims dragging an unconscious kobold back to an aberrant lair nearby.
- PL 5 - A rampaging **barlgura** from a nearby demiplane.
- PL 5 - A group of 6 **myconids** and their **sovereign** living peacefully in a potentially hazardous fungal garden who fled from a conflict elsewhere in Khyber.
- PL 10 - A **balhannoth** drawn by the noise far above that has now set up its lair beneath Passage Down, waiting to prey on fresh meat wandering through.

TREASURE

- Large Khyber dragonshards worth between 50 to 150 gold pieces each.
- Symbionts such as an *Earworm*^{ERLW} or *Living Gloves*^{ERLW}.
- *Boots of Elvenkind* taken off the body of a deceased **Orien**.

QUEST HOOKS

- After an expensive 'incident' on a Lightning Rail (funny how that happens) the party are given a deal by House **Orien**. In exchange for traveling a set route through Khyber for them to prove its commercial value, their debt will be written off.
- The party are traveling through **Aundair** when a bizarre fiend or aberration attacks them. After defeating it, a squad of House **Orien** soldiers burst onto the scene, talking with hushed tones about what to do. Eventually, they ask the party to accompany them back to Passage Down, where the head of the facility rewards them for their discretion.
- As famous adventurers, House **Orien** approaches the party with an offer, or is pushed into doing so by a notable ally of the party. They can show the party how to travel a vast distance to a location they need for free (in perpetuity!)... as long as the party clears a small problem for them on the way down.

MAPPING ROUTES THROUGH KHYBER

Khyber is a three-dimensional labyrinth of caverns, demiplanes, underground seas, fungal forests, and everything you can imagine (as long as it's dangerous). House **Orien** intends to secure routes through Khyber. Doing so without getting lost is a real challenge. To aid in their efforts, House explorers are given a number of *Waypointers** that they can use to mark their routes. These serve several functions. Primarily, they produce a growing network of routes through Khyber that have been explored and deemed safe. They also allow explorers to easily trace their routes back to Passage Down, like a trail of breadcrumbs. Perhaps most importantly, they allow rescue squads to figure out where lost explorers have been, and whether there is any hope for their survival.

Waypointer

Wondrous Item, Uncommon

A waypointer is a 3-foot-long metal rod etched with glyphs and the crest of House **Orien**. These items are used by the House to plot out new routes and help prevent explorers from getting lost. One end holds an embedded Eberron dragonshard. The other is tipped with a sharp spike, ready to be driven into the ground. When placed in a stationary position for more than an hour, touching the Eberron dragonshard causes any creature that can understand a language to know the exact direction of the nearest two other waypointers within 1 mile. This does not convey the distance to these two waypointers or any information about the route to them.

Trinket

A gnarled horn of a Khyber-touched unicorn that spins in the presence of raw Khyber dragonshards.

Alternate Locations: Blackcaps



IN THE TIMES AFTER THE AGE OF DEMONS, THE DRAGONS SPREAD ACROSS Eberron, acting as teachers, scholars, and rulers of many petty kingdoms. Some created observatories to track the movements of the stars, using them to divine fragments of the Draconic Prophecy, lest the Overlords ever be unbound again. When the Daughter of Khyber eventually broke free of her bonds, the dragons retreated to Argonnessen, for it was their dominion over other races that empowered her. As a result, some observatories remain - including Startouch Peak, in the mountains of Aundair. The Peak was formerly kept shrouded by arcane wards, but those have faded with time. Now, several groups have an interest in the knowledge within.

Reaching the observatory requires a difficult hike into the Starpeaks, which are capped in snow year-round. Naturally, the former inhabitants relied on flight, and the remaining path there is weathered and icy at the best of times. Worse, monsters nest in the mountains, ready to pick off any prey (such as adventurers) that wander near. Startouch Peak itself lies in a manifest zone to Daanvi, the Plane of Law, which empowers divination spells. The manifest zone has an odd effect on the weather, causing blizzards and storms on the mountain to all last exactly 1 hour and no more. Observant climbers may notice that all icicles grow to exactly the same length, while rocks are often weathered to have smooth-planed geometric surfaces.

THE ORRERY

Startouch Orrery is a relic of the dragons, and may be guarded by all manner of traps, wards, and constructs. The structure itself is a grand tower built of the same pale stone as the mountain. The entrance gate opens automatically at a creature's touch (unless it's more fun to say otherwise), and reveals a massive central well that rises up through the tower. In that space hovers an impossibly intricate orrery of brass and gold that displays the movements of the moons in real time as they orbit Eberron. A large console holding an Eberron dragonshard lies beneath it in the center of the building. Although many colossal stone bricks have collapsed into the rooms that ring the tower, others remain open, and might contain draconic facilities dating back thousands of years.

ENVIRONMENTAL CONDITIONS

1. Startouch Peak is under the effects of extreme cold.
2. Divination spells cast on Startouch Peak are treated as though cast using a spell slot one level higher than the spell slot that was expended (or base level of the spell if cast as a ritual).

EXAMPLE ENCOUNTERS

- PL 4 - 2 dragon-shaped animated armors that manifest each round until the central Orrery console can be shut down or magically overridden - or until something fitting is said in Draconic.
- PL 4 - a yeti lairing in the Orrery.
- PL 6 - The young white dragon Arctirigy - a member of the Chamber who wishes no intruders in her current lair as she performs research into the Prophecy.

Ambience

Sight: Levitating metal moons of great size, snow banks and hanging ice, ancient arcane tech

Sound: Screaming wind and distant howls

Smell: Snow, dust, and potentially meat

Touch: Ever-warm stonework, intricate draconic controls and glyphs

Dragon Lairs

If Startouch Peak is the lair of a dragon in your game, it might be a wise member of the Chamber, or a rogue with its own self-interest in mind. Either way, it's likely to be a major obstacle - but might also have a hoard of its own that a party would die for. Perhaps that's a poor choice of phrase.



- PL 9 - A frost salamander and 4 ice mephits born from the natural cold of the Starpeaks.

TREASURE

- Shed dragon scales that can be crafted into *Dragon Scale Mail* by a skilled artisan.
- An *Astromancy Archive*^{TCE} written in Draconic.
- The knowledge of an incoming lunar alignment that will be used by the servants of an Overlord to trigger its release.

QUEST HOOKS

- The party is tasked with retrieving a fragment of the Draconic Prophecy regarding an important future event. To do so, they will have to ascend Startouch Peak and reconfigure its ancient orrery, opening an arcane eye to the heavens.
- Northern Aundair has been rocked by successive attacks by a rogue dragon wreaking havoc in the region. A massive bounty has been placed on the dragon's head, and different groups are racing to slay it within its mountain lair.
- The Startouch Orrery is powered by its manifest zone using an ancient eldritch machine created by the dragons. A villain is planning on using that machine to fuel their own schemes, potentially with disastrous results for the nearby cities of Daskaran and Thaliost (such as the release of the Overlord Rak Tulkesh).

PROPHECY IN PRACTICE

In practice, writing fragments of Prophecy can be difficult. They need to set the course for future events *without* railroading players in their actions. One way to go about this is to **highlight important items and locations, but not times or actions**. In this way, key artifacts and sites of major battles can be featured without needing to specify why or when. Similarly, you *don't* need to mention the party in the prophecy at all - it doesn't matter who is involved as long as the events are coming to pass. This is useful, as it means that party members aren't fated heroes - and the plot isn't derailed if they die. As an example for a plot featuring Bel Shalor:

The burnished blade in silver burns, the cinders laugh with glee; in chains of stone the priestess turns, her silver tongue the key.

This highlights key figures and items without relying on certain events coming to pass, allowing for interpretation.

Trinket

The constellations that are scrimshawed onto this dragon bone shine during various celestial events.

Alternate Locations: Scion's Sound, Eldeen Bay



LAKE GALIFAR IS AN INLAND SEA OF INCREDIBLE SIZE. OVER 300 MILES OF water separate the east and west shores, hiding countless secrets beneath the waves. The sunlit shores have many fishing boats, ferries, and Aundairan yachts, especially in the summer months, but few ever venture to the Lake's heart. Here, the land is too distant, the yawning expanse a reminder of the scale of what lies beneath. Now, it is named Lake Galifar. The names it had before are secret.

In truth, the size of Lake Galifar is a testament to the destruction of the Age of Demons. This land was once the kingdom of the Overlord Sul Khatash, the Keeper of Secrets, who lies bound beneath Arcanix on the southeast shore. When the draconic armies flew to defeat her, the world-shaking magic brought down by both sides laid waste to the land, blasting it to craters of rock and ash. The grand citadel of Sul Khatash, built in the deep shadows of a vast chasm, was shattered and scorched. Over time, the cratered wasteland was filled by river and rain, growing to the modern Lake Galifar. However, the secret ruins of that citadel remain. This is Threstra'kidak, the Citadel of All Secrets, and it hides power beyond comprehension.

SUNKEN SPIRES

Though Threstra'kidak is a ruin, the dragons were unable to destroy it completely. Arcane wards and materials such as demonglass render it partly indestructible, and the true victory came when Sul Khatash was successfully bound. As a result, much like the ruins of Ashtakala, the city is still worryingly intact. The price of leveling it for good was simply too great. Instead, the dragons left it to flood, content to hide it from curious eyes. Unfortunately, this secrecy is double-edged. The servants of Sul Khatash thrive unseen, and their work in the sunken citadel continues. Their umbral gaze looks southeast to the village of Arcanix, where their mistress lies bound.

The central spires of Threstra'kidak are now surrounded by a bubble of air supported by a grand web of abjuration runes. The arcane workshops and libraries within contain the work of Sul Khatash's fiends, including their readings of the Draconic Prophecy. Many toil to uncover these riddles as they work towards the Overlord's release. Serving them are captured waterfolk, cultists of Sul Khatash, and those cultists' final fate - arcane wraiths known as hexgheists.

ENVIRONMENTAL CONDITIONS

1. Bright light cannot be created in the vicinity of Threstra'kidak. Any effect that would create bright light produces dim light instead.
2. The citadel itself is coated in an arcane envelope of air created by the fiends of Sul Khatash.
3. Within the vicinity of Threstra'kidak, spellcasters can choose to cast leveled spells by expending a number of hit die equal to the level of the spell, instead of expending a spell slot. Whenever a spell is cast in this way, the nearest ally to them must reveal a dark or disturbing secret about themselves, or both they and the spellcaster lose hit points equal to their level and the spell fails.

Ambience

Sight: Far-off arcane lights in the ink-black waters, broken towers of violet demonglass

Sound: Distant unseen whispers, choral chanting

Smell: Iron-tinged ink, alchemical fumes

Touch: slick pallid seaweed, unseen drifting things

Sul Khatash

The Keeper of Secrets, Sul Khatash, is an Overlord embodying the destruction and terror of magic. The fiend is bound in a massive Khyber dragonshard beneath Arcanix, and whispers in her slumber into the minds of mages seeking ultimate power.

EXAMPLE ENCOUNTERS

- PL 4 - 1 merrow and 3 aquatic darkmantles (swim speed equal to their fly speed) attack the party. If possible, they knock characters unconscious, seeking to bring them back to the citadel as fresh spell components
- PL 7 - a young sea serpent^{FTD} with jet-black scales inscribed with mutating glyphs that has been raised as a war beast. When the prophecy aligns, it will be unleashed to lay waste to the village of Arcanix.
- PL 8 - A hydroloth guardian of the city who feasts on secrets pulled from the minds of its victims.
- PL 11 - An arcanoloth in charge of the city's collection of lore, who serves under Hektula herself.

TREASURE

- The *Book of Vile Darkness*, to be used in a sacrificial rite to release Sul Khatash (and the personal notebook of Hektula).
- A *Trident of Fish Command*, used to dominate the wildlife of the lake.
- Any manner of spellbook taken from the libraries of the umbral city, such as a *Fulminating Treatise*^{TCE} containing powerfully destructive spells.
- A rare and unethical spell such as *negative energy flood* or *infernal calling*.

QUEST HOOKS

- Serial kidnappings are driving fear into the lakeside communities of the Eldeen Reaches. An aquatic fiend, or a group of merrow terrorized by one, have been dragging people from the shore into the shadows of Thestra'kidak. The party must foil their next kidnapping to uncover the truth.
- A student has been confined to the infirmary after attempting to perform a ritual that would summon a fiend. The Divination faculty have confirmed that a corrupted artifact - a page of occult writings penned in blood - was the driving force, and that it somehow originated from within Lake Galifar. They wish for the party to investigate.
- A cultist of the Court of Shadows, seeing the party as obstacles in their path, conducts a rite to teleport them into Threstra'kidak; can the party find a way to escape before the fiends of Sul Khatash can lock them in the darkness forever?
- A line of the Prophecy has foretold that Sul Khatash will be released. The fiends of Thestra'kidak have manipulated events so that the trigger will happen within their underwater fortress, far from the prying eyes of the dragons. The party must sink beneath the waves and breach Threstra'kidak to stop the ritual before it's too late.
- A cultist of the Court of Shadows is using a secret portal to slip into Thestra'kidak from their office in Arcanix. The party is tasked with following them through the portal and observing what they are doing, to gain proof of their dark deeds.

Underwater Realm

While Thestra'kidak itself is enveloped in a bubble of air, reaching it (or discovering it) might involve an underwater adventure. This can be easily set up by having a local arcanist cast *water breathing* on the party as part of their quest.

Trinket

An indestructible bubble filled with dozens of secrets that murmur their contents in infernal whispers.



Alternate Locations: Tower Vigilant, Wrogar Keep, Vanguard Keep



UNDAIR THRIVES ON HEROIC DEEDS. CHILDREN ARE RAISED ON THE STORIES of Harryn Stormblade and Hala ir'Wynarn, while honorable duels were a cultural mainstay for hundreds of years. During the Last War, Tower Valiant was the home of many such stories. Constructed in the center of the front with Thrane, the knights of the Tower were the rock protecting central Aundair from attack. The Epic of the Valiant and Vigilant is a saga that every Aundairan has heard, popularized by court bards after a long siege in 951YK. Today, the Tower is as active as ever. Its fame attracts many promising recruits and noble scions. Yet, valiance is not all it's cracked up to be, especially in war-time. Beneath the vainglory of the knights of Tower Valiant lies a dark truth hidden by the shadow of war that has safeguarded Aundair - at disturbing cost.

POTENTIAL SECRETS

The truth of Tower Valiant is entirely up to the GM to determine, and may range from something outwardly worrying (but ultimately harmless) to a growing infection that may threaten to restart the Last War. The following table highlights the options available:

- **Three Faces of War** - Tower Valiant is the heart of a mystery cult to the Three Faces of War, with the commander a devout follower of the Mockery. New initiates are inducted in blood rites involving brutal treatment of captured prisoners. Now, the soldiers are working to incite conflict with Thrane once again in the name of their religion.
- **Archfey Pact** - Before leaving for war, the commander of the Tower made a pact with an Archfey such as the Forgotten Prince, ensuring that they and their men are never forgotten and cannot have their lives stolen away. The cost of that pact is currently being paid, and the debt is heavy indeed.
- **Secret Weapons Testing** - Adal ir'Wyrnan, Minister of Magic and brother of Queen Aurala, has long used Tower Valiant as a secret testing ground for war magic and other terrible weapons. The 'heroism' of the Tower is due heavily to their use of such tools, which would be considered war crimes in every nation. The commander of the Tower ensures the silence of everyone who knows - one way or another. A twist on this may be that the soldiers were willingly 'altered' by House Vadalis into supersoldiers, with research still ongoing in the Tower.
- **Overlord Cult** - The soldiers of Tower Valiant were stuck in the middle of a brutal war, surrounded by death and besieged over and over. The overwhelming pressure drove the highest commanders of the Tower into a desperate deal with a fiend of Katashka the Gatekeeper - the Overlord of Undeath. When a member of the garrison dies, their soul is captured and planted into the body of a living prisoner of war, allowing it to take over their body and live again. The soul of that prisoner is taken by the Overlord. In this way, the soldiers of Tower Valiant have evaded death over and over, extending their own lives. The details have been erased by their commanders to hide the

Ambience

Sight: Fluttering banners in blue and gold, massed ranks of steel-eyed soldiers

Sound: The clarion call of warhorns, military orders

Smell: Leather and sweat, stabled horses and campfire smoke

Touch: Battlefield mud, iron chains, scorched brick and mortar

The Forgotten Prince

Detail on the archfey known only as the Forgotten Prince can be found in *Exploring Eberron*. The fey is narratively responsible for things lost, stolen, or forgotten, which end up in his Castle of Lost Things in Thelanis.

truth. With prisoners running out now that the war has ended, they may have turned to nearby civilians instead.

- ❖ **Shavarath Fiends** - Tower Valiant was first built to keep watch over a manifest zone to Shavarath, Plane of War, and destroy any fiends that crossed over into the Material. However, guarding Aundair's borders soon took priority. The soldiers have since begun to make minor pacts with the fiends that cross over, using their power and infernal weaponry to fend off Thranish assaults. Those fiends now lurk in the heart of the Tower, plotting to incite the conflict that defines them.
- ❖ **Quori Possession** - The bravery and power of the knights are the result of their bodies being taken over by quori in battle. The knights were long ago turned into pawns of the Dreaming Dark, who appeared in their dreams as angels of Dol Dorn. Now, the soldiers believe themselves to be blessed by the Sovereigns. The commander has already been Mind Seeded, and the Quori aim to use this battalion of heroes like they did the Inspired in Sarlona long ago, wielding them as intrepid heroes to rule a new age.

ENVIRONMENTAL CONDITIONS

Tower Valiant was the site of many battles in the Last War, and Aundair is ever on guard for any rising conflicts, especially with the current powderkeg in Thaliost. As a result, parties approaching the tower (which has line of sight for miles around) are likely to be approached by armed squads of soldiers to determine their business.

TREASURE

- *Swords of Wounding* or *Berserker Axes* that might be blessed by cult rites, or enchanted with infernal hexes.
- Powerful *Spell Scrolls* supplied by Aundair to be used in the case of a siege or serious risk to the Tower.
- *Demon Armor* supplied or enchanted by the dark powers of the Tower.

QUEST HOOKS

- The party are hired to track down a Thranish soldier captured as a prisoner of war, who disappeared in Tower Valiant before they could return home. Their despairing parents want to find out what happened to them at any cost.
- As the party travels between Thrane and Aundair, they are surrounded by a squad of soldiers from Tower Valiant (or Vigilant) who request that they come with them to have their papers and equipment checked. There, they are imprisoned, to be used for some manner of rite - and then 'disappeared' quietly.
- Both Aundair and Thrane are up in arms, blaming each other for the brutal destruction of a border village. The party is tasked with investigating what happened to both the village and its missing residents.
- The party are hired by the commander of the Tower to investigate and solve a local problem unrelated to what's actually going on. Upon completing the task, they encounter something strange within the tower - a sign of something off, an escaped prisoner desperately enlisting their help, or soldiers who are deeply unnerving to talk to.

Trinket

This tarnished brooch is made from a strange metal that absorbs any blood that touches it.

Alternate Locations: Any Forest



UNDAIR'S FORESTS - MOST NOTABLY THE ELDRITCH GROVES - ARE RIFE WITH fey. Sometimes they're dark and murderous, as per the stories that adults tell children to keep them away. Others are much more whimsical. The Vibrant Grove is one such spot, where the beauty of Thelanis shines through in a widespread manifest zone. The trees grow touched by the plane of stories, with trunks that curl and twirl playfully, and leaves painted in luminescent colors. Sprites and pixies cross the planar threshold when the moons rise in the sky, prowling in search of mortal entertainment.

The people who live in the region have a love-hate relationship with the fey of the Vibrant Grove. Many have harvested the magical woods for generations, trading and carving arcane whimwood (a form of planetouched alder) to supply wand shops across Aundair. However, treating with the fey (and avoiding their displeasure) is a careful balancing act. As different archfey gain power in the Moonlit Court, the denizens of the Grove can change. Sometimes there are satyr revelers holding wild (and destructive) bacchanals. Other times, marauding fey hunters prowl in search of new and exotic Material prey. Local woodsmen trust their instincts to gauge the mood of the woods, which is a literal thing reflected in the colors and attitude of the plants and animals.

Despite the risk, the Grove holds plenty to draw people in. The plant life is infused with magic, and the academics of Arcanix are willing to pay well for samples from the deeper woods. Others travel to the forest in search of fey deals, familiars, or pacts of all kinds. Of course, not all of these end well. Sometimes people enter and never return, spirited away to the world beyond the veil.

ENVIRONMENTAL CONDITIONS

Within the grove, party members who cast a spell using the highest-level spell slot available to them must roll on the Wild Magic table.

ONGOING COMPETITIONS

- **Spring Mood** - A haughty contest of beauty and charm; oratory, art, fashion, and etiquette are the name of the game.
- **Summer Mood** - A sporting competition with feats of strength and speed.
- **Autumn Mood** - An eating competition with plentiful (and powerful) fey booze.
- **Winter Mood** - A hunting competition with stark winter fey; whoever can kill or capture an albino star deer in the surrounding woods first will win.

TREASURE

- A fey trinket won in a competition that acts as a *Feywild Shard*^{TCE}.
- A *Bag of Beans*, with each bean representing a different story.
- A *Wand of Magic Detection* carved from aged whimwood.

QUEST HOOKS

- An Arcanix professor will pay handsomely for an aged log of whimwood from the heart of the Eldritch Groves; they're in need of a replacement wand, and not just any old wood will do.

Ambience

Sight: Swirling trees and rustling leaves, watching fey with eyes of winter's darkness

Sound: Inhuman laughter, ringing bells, sylvan melodies

Smell: Too-sweet honey, floral perfumes, childhood nostalgia

Touch: Soft spring leaves, winter's snow, warm pastries and silk

Moonlit Moods

The Moonlit Court, where the archfey of Thelanis gather, is divided into four Courts that represent the seasons. The Vibrant Grove matches the season of whichever Court is currently in power, and not the actual season that Aundair is under. As a result, it can be stark and wintry in the height of summer.



- A local woodsman traveled to the Vibrant Grove and never returned. His family have asked any local adventurers to investigate, with the offer of arcane items carved from whimwood if they can bring him back. The woodsman may be stuck out of time, captured by cruel winter fey, or magically charmed into a drinking contest with boisterous satyrs.
- The party is sought out by an eladrin herald; their lord has heard of the party's exploits, and wishes to see their abilities first-hand. One member of the party is issued a challenge by the eladrin. If they can triumph in a duel (first to reach under half their maximum hit points loses) against their master, they will receive a potent gift. Should they lose, they will live in disrepute, and no fey will ever see them with respect.

ARCANE WHIMWOOD

Trees that grow in manifest zones to Thelanis can become saturated with fey magic. Their branches grow in whimsical twirls, the leaves shifting color with the moods of the Moonlit Court instead of the seasons. Thelanian Alder trees, often referred to as arcane whimwood, are highly prized for their uses by mages.

A staff or wand with charges that is carved from arcane whimwood gains an additional maximum charge. Additionally, when you roll to regain charges for that item and roll a 1, you can reroll the die, but must take the new result. Aged whimwood might also grant a +1 to spell attack rolls and spell save DC.

Trinket

A polychromatic die with seven sides. Each side is a different color and depicts a Sylvan symbol.

Alternate Locations: Any Forest



THE WHISPER WOODS ARE WELL-NAMED. AUNDAIR'S NORTHERN FORESTS ARE dark and foreboding, lashed by freezing storms and home to lurking fey and other nightmares. No major cities lie north of the Starpeaks, excepting the far-off resort of Stormhome. Those people who live and farm the lands here are stoic folk, weathered by cold climes and a harsh relationship with the local fey. Where the people of the south work with the local fey, the rural folk here are more likely to appease them instead, hoping they stay far away in their wooded haunts. This is a land with many dark legends, and Whisper Rock is just one of those with a hint of truth to the tale.

VOICE OF PROPHECY

The occult ruin lies deep within the Whisper Woods, and gave the region its name. Not quite a carved ruin, nor a natural feature, Whisper Rock is an odd monument of black stone surrounded by a wide radius of barren ground in which no plants grow. Hundreds of cairns carved from black granite radiate away from the Rock into the surrounding woods for miles, each topped with a stone that resembles a humanoid skull. The clearing is cold - unnaturally colder than the surrounding woods - and radiates powerful abjuration magic. Whatever is inside Whisper Rock, it is clearly bound there (or appearing to be).

Every hour, a single mortal within that clearing receives the prophecy of the Rock, spoken three times, in three lines. It is unclear if the choice is random, or the will of the being in the Rock itself. The given prophecy is unfailingly accurate, if entirely cryptic, and could occur at any point in the being's future. Those who receive a prophecy can also be given instructions - at first, odd or benign, but then unnervingly occult. This is the way in which the being aims to free itself.

The area of forest surrounding Whisper Rock is the domain of a centaur tribe who make frequent use of the place's oracular abilities. The Gnarlhooves are led by warchief Horgun, who communes with the Rock and leads them in their efforts. Their greatest foes are the forest spiderkin to the west, including ettercaps and chitines, who wish to claim the monument for themselves. Outsiders are unlikely to find a warm welcome.

ENVIRONMENTAL CONDITIONS

Every hour, a random sentient mortal within 200 feet of Whisper Rock receives three lines of prophecy, repeated three times, regarding their future. If two mortals have a shared future, this might be the same prophecy.

WHAT LIES IN WHISPER ROCK?

- The lair of the gynosphinx Starwhisper, who cultivated the place's rumors to entice prophetically important figures to learn the truth about their fates.
- A large Khyber dragonshard containing much of the bound essence of the Truth in the Darkness - the Overlord Tul Oreshka, who says everything that one must never hear, and shows one everything they fear to see.
- An ancient night hag, sister of Sora Kell, who is either bound within the rock and working to free herself, or biding time for a cruel and foreseen event.

Ambience

Sight: Cairns of stacked granite skulls, massive cobwebs, dead pines

Sound: Stark and foreboding silence, faint hints of whispering and distant chittering

Smell: Pine needles, damp, a hint of rot, petrichor

Touch: Ice-slick rock, weathered pine trunks, bleached bone

Trinket

A grass doll decorated with stone beads and centaur hair. The doll is surrounded by silence for keeping secrets.



A **gallows speaker**^{VRGR} or similar ghostly undead - the **spirit** of a person sacrificed here in an ancient rite that has been wiped from **history** for its cruelty, its purpose forgotten.

A draconic agent of the Chamber, who has **discerned** that adventurers will need to show up at **Whisper Rock** and be **subtly guided** to avoid the release of an Overlord in the future.

An extraplanar angel, **summoned and bound** here long ago, that has watched the movements of the **stars for centuries** to avoid insanity - and has a deep insight into the **Draconic Prophecy** as a result. Alternatively, it's an angel from Xoriat, and sees **the world from** such a non-dimensional angle that it only sees the Draconic Prophecy.

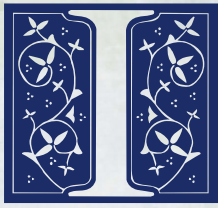
TREASURE

- **Three lines of prophecy** that **will** change the world.
- *A Periapt of Proof against Poison* worn by Horgun to defend against spider venom.
- **A carved stone skull** that acts as a *Crystal Ball* if you gaze into its eye sockets.

QUEST HOOKS

- **A group** of cultists or bewitched servants (likely led by a puppet master in their ranks) are conducting a rite that will sunder **Whisper Rock**, releasing the power within to do as it pleases. They have been following its cryptic guidance, gathering the materials needed - or stealing them, if necessary. Hot on their trail, the party must interrupt their dangerous ritual before it's too late.
- When the party needs the means to combat a powerful fiend or the location of a hidden treasure, the prophecies of **Whisper Rock** might provide the answer. Reaching the Rock is difficult, but the true test is what the Rock will ask them in return for these dark truths.
- The centaurs of the **Whisper Woods** have begun a campaign of brutal raids on the settlements of north Aundair. The party are hired to investigate, and soon discover that the centaurs have been capturing people alive, then bringing them to the heart of the woods. These hostages are being used to maintain the seals on **Whisper Rock** (either as sacrifices, or as laborers). If the centaurs stop, the entity inside will soon break its bonds.

Alternate Locations: Any Forest



IN A PAST AGE, THE LORDS OF MADNESS STEPPED THROUGH INTO THE Material from the plane of Xoriat. The daelkyr Avassh, known as the Twister of Roots, was drawn to the verdant Towering Woods, and began corrupting the forests of western Khorvaire into an alien nightmare. Though sealed in Khyber by the Gatekeeper druids and the Dhakaani Empire, the roots and spores of Avassh are an endlessly spreading infection. Willowater Brook - once a local beauty spot - is one such victim. The peaceful grove was the home of a willow dryad named Sashry, who has ensured its serenity with the help of generations of local people. Unbeknownst to those people, a small tremor broke the bedrock between the dryad's willow tree, allowing spores from Khyber to corrupt it - and the fey with it. Now, battling against the infection gripping her mind, Sashry is starting to spread the daelkyr's awful rot.

ABERRANT TOUCH

The influence of Avassh erodes the barriers between life and death, converting plant and animal life into unliving horrors festering with rot. Sashry's new form reflects this; mushrooms and fungus sprout from cracks in her wooden body, her eyes seeping tears of tarry black ooze. The plants of Willowater Brook are following suit, twisting into brambles and rotting vines that strangle small animals for their blood. Victims are raised as half-living zombies, their bodies puppeteered by mycelial roots. The more the corruption spreads, the more the land itself becomes something wholly unnatural. The trees themselves walk, shift, and sob with angst.

DEALING WITH THE GROVE

Adventurers seeking to end the threat of Willowater Brook have two options available to them. They can attempt to destroy it, razing the glade and burning every trace of the rot. They can also attempt to cure Sashry, and curb the infection so that the Brook can recover. Destroying the Brook requires slaying Sashry and burning her heart-tree - an ancient willow at the center of the glade. Doing so will cull the dryad's influence, saving it from an aberrant fate, but destroying its fey beauty for good.

Restoring Sashry without destroying her is possible using druidic or divine purification rituals, and requires magically curing the willow tree instead. This is open depending on the story the GM wishes to tell, but might mean casting a spell such as *protect from evil and good* on the willow, then succeeding on three Spellcasting ability checks during combat to purge the aberrant infection. It might also mean protecting a druid or priest from attack by plant monsters while they do the same.

ENVIRONMENTAL CONDITIONS

1. Spells that create or affect plants cannot be ended early within the Brook, and continue for twice their normal duration.
2. The twisted plants of the Brook can create patches of difficult terrain, and deal minor piercing or poison damage to those who pass through without taking their time.

Ambience

Sight: Oak trees with bark that softly pulses, flowers that grow in infinite spirals

Sound: The cracking of rapidly growing wood, garbled muttering

Smell: Sickly-sweet rot and sap, floral scents you've never known but one day will

Touch: Loam that writhes to the touch, vines with toothy barbs

Trinket

Wearing this mushroom cap hat allows simple communication with myconids, but imparts a hunger for raw meat the longer it is worn.

EXAMPLE ENCOUNTERS

- PL 3 - 1 vine blight, 2 needle blights and 4 twig blights who wrench themselves painfully from the ground to lurch after the party.
- PL 3 - An owlbear lashing out in pain, its hide infected with parasitic vines
- PL 5 - a shambling mound lying in wait in a patch of marshy ground alongside the flowing brook.
- PL 8 - A corpse flower roaming in search of new bodies to consume.

TREASURE

- The pulsating *Heartseed* of Sashry's willow tree, which acts as an *Eldritch Claw Tattoo*^{TCE}, allowing one to extrude vines from their wooden fists. The *Heartseed* is a Symbiont, and attuning to it requires swallowing it or holding it against one's chest. Once attuned, it cannot be unattuned without the spell *remove curse*.
- Sashry's blessing - the ability to cast a spell such as *goodberry*, *entangle*, or *entangling strike* a number of times per day without expending a spell slot.
- A *Nature's Mantle*^{TCE} woven by the dryad.

QUEST HOOKS

- Ever-growing tides of plant horrors have begun to emerge from the forest, warring against nearby villages. While their leaders have appealed to the Aundairan army, they fear that the soldiers won't mobilize in time before they are destroyed. They ask the party to sneak into the forest and take out whatever evil is causing this to happen.
- The party is tasked with retrieving a rare herb from a local beauty spot. The patron assures them that there's a helpful dryad there, and that they should ask for her permission to take the herb to avoid offending her.
- An odd sickness takes hold in an Aundairan city. The local doctors trace the outbreak to a specific river that flows through the city, now infected by aberrant spores. While they treat their patients, the party is tasked with investigating what is happening upstream.



RANDOM ENCOUNTERS

1 A pair of wandslingers about to hold a duel. They ask the party to act as referees to ensure there's no foul play. As it happens, both wandslingers are about to cheat using different methods, but think they're good enough to go undetected.

2 The party stumble upon an enchanted grove held sacred by the archfey known as the Forest Queen. The grove is guarded by a unicorn, and the target of a pair of noble hunters (scouts) competing to slay the beast and take its horn. The waters of the spring at the heart of the grove are said to be able to cure any disease and banish any curse - and are also a gateway to Thelanis.

3 Academics from Arcanix have set up a digsite around a partly excavated obelisk from the Age of Demons. One among them is a member of the Court of Shadows - a cult of mages who serve Sul Khatesh. They intend to trigger an 'accident' that will end up killing most of their comrades as a blood sacrifice, and the party are the perfect people to blame. They will ask the party to perform a 'test' on the obelisk that will summon several shadow demons or other fiends.

4 A group of bandits attacking a noblewoman's carriage. They're actually Aundairan soldiers in disguise, paid off to kill the Thranish diplomat inside to try and reignite tensions between the two nations.

5 An Aundairan paladin of the Pure Flame hunting a 'dangerous werewolf'. The werewolf is actually an Ashbound shifter from the Reaches with honed shape-shifting gifts, responsible for sabotaging Aundair's arcane weapons research.

6 A pixie is sitting on the doorstep of a house, with muffled yells of annoyance coming from inside. They had a deal with the old owner of the house to ward it from terrible luck in exchange for a new song each year. Since the old owner transferred ownership to the person currently trapped inside, the deal has been transferred to them. However, they haven't upheld their side of the deal (potentially due to not being told). Until the pixie gets a new song, they will continue to suffer terrible luck, including the house's lock getting stuck.

7 There's a whistling noise as a young mage on a *Skystaff* (*Broom of Flying*) rocket-dives towards the ground, pulling up sharply to avoid crashing before being catapulted off their ride. A moment later, a hungry griffon swoops in after them, continuing its attack.

8 The party is attacked by a raging redcap that bursts from a nearby grove of trees. It leaves behind a trail of blood leading back to where it came from, where several more redcaps are sprouting from mushrooms near the corpse of a murdered Orien courier. Notes on their body indicate that a package was stolen from them - one containing a valuable magic item.

9 A banderhobb attacks the party during the night, aiming to capture one of them in its stomach then flee back to its hag mistress. The hag might simply want someone as part of a dark ritual, or may actually need the party's help after they chase down the banderhobb.

10 One random member of the party must make a DC 13 Strength saving throw or become restrained by a massive spider web slung between two trees. A moment later, the party is attacked by an ettercap and 3 chitines hunting for prey.

Themes

Social

Social, Combat

Social, Combat

Combat, Intrigue

Social, Combat

Social

Combat

Combat, Intrigue

Social, Combat

Combat

N
POINTS OF INTEREST
S

BRELAND



MONEY, CRIME & CREATIVITY

BRELAND

AN INTRODUCTION



THE BRELAND, THE CREATIVE AND THE CUNNING. THE LARGEST OF THE FIVE Nations finds strength in diversity, industry, and forward thinking - especially if it leads to a tidy profit. The scale of the country has created independent cultures from north to south, from the trade metropolis of Sharn, to the tidy order of Wroat, to the industrial heat of Starilaskur. Breland came off lightly in the Last War, but its problems are growing. An aging king, unclear succession, and scheming parliament are a storm on the horizon, while banditry and unchecked monsters are a threat to its disparate lands. Yet, Brelish pride and forward thinking will find a way through.

Breland's sheer size means the climate and culture varies greatly. When humanity arrived on Khorvaire, the lieutenant of Lhazaar known as Malleon the Reaver wrought havoc on the tropical south coast, eventually conquering and settling in the goblin city of Ja'shaarat. From there, his people spread out, cutting back the rainforest to settle around The Hilt. Over time, settlers from the north moved down from Scion's Sound, gradually crossing the great plains of the Yedan Expanse and settling Vathirond, Starilaskur, and the capital of Wroat. These two origins have led to Breland's modern diversity. While the tropical south-west is a center for trade surrounding the great city of Sharn, the arid northeast is Breland's pragmatic industrial heartland.

Adventures in Breland can take on a variety of themes due to the nation's size. The towns and cities are centers for industry, and where there's industry, there are those seeking to take advantage. The War created as many opportunities as it did catastrophes, and the Brelish are always ready to grasp the day if it means making money (Black Pit, Viper's Nest, Woodhelm). The armed forces that once kept them civil still watch the borders (King's Citadel, Lurching Tower), gazing outwards at enemy nations - especially with the dangerous ruins of Cyre on the horizon (Salvation). Where their presence has wavered within Breland, threats have taken root. Breland's vast wilds (Yedan Expanse) are home to all manner of monsters (Dragon's Crown, Glyphstone Keep, Yarkuun Draal), and the isolated hinterlands are always in need of a skilled blade or four.



Themes	
Crime, Khyber	Black Pit - Breland's worst hive of scum and villainy is built on the edge of a perilous crevasse that drops away into Khyber itself. No one comes to Black Pit without a 'Wanted' poster somewhere in the world. You can find everything here, as long as it's illegal.
Dragons, Prophecy	Dragon's Crown - A great circle of menhirs rises from the plains of the Yedan Expanse. These standing stones glow beneath the moon, and are said to be the focus of cult activities. In truth, the Crown is a gathering point for disguised dragons, sharing news from across Khorvaire.
Military, Ruins	Glyphstone Keep - Ships sailing to Wroat pass under the ruins of Glyphstone Keep - a relic of Breggor First-King built to protect his city from attack. With Breland's borders far away, the keep fell into disrepair, but opportunistic bandits and local monsters are a perennial problem.
Espionage, Law	King's Citadel - The heart of Brelish law is the King's Citadel in Wroat. This maze of offices and training rooms is home to the King's Swords, Shields, and Wands - but also the top-secret intelligence organization known as the Dark Lanterns, who carry out espionage in the name of the Crown.
Daelkyr, Military	Lurching Tower - The strangest military base in Breland is the mobile Lurching Tower. This Dhakaani construction once formed the heart of one of their great cities, before the daelkyr Orlassk animated it during the fall of the Empire. The Brelish warden of the tower has an uncanny connection its ancient heart.
Mourning, Crime	Salvation - The boom town of Salvation lies within sight of the Mournland, overshadowed by the mists on the horizon. Grifters and salvagers have gathered here in the dust to make a name for themselves, risking life and limb in the ruined wasteland of Cyre.
Rainforest, Crime	Viper's Nest - The King's Forest sprawls for hundreds of miles, patrolled by rangers on behalf of the crown. Bandits have used the Forest as cover for guerilla raids on caravans heading to Wroat and Sharn. Their base is the Viper's Nest - a debauched criminal paradise.
Dragons, Rainforest	Woodhelm - The Dragonwood is home to a unique community that supplies the cities of Breland with lumber. Their prosperity comes from a secret alliance with a venerable green dragon whose presence infuses the forest with verdant growth.
Daelkyr, Dhakaan	Yarkuun Draal - The goblin city of Yarkuun Draal was destroyed during their war with the daelkyr. Beneath the surface, the entire citadel has been overtaken by a dense jungle of aberrant vines that prey on any treasure hunters in search of Dhakaani relics.
Nature, Exploration	Yedan Expanse - The great savannah of eastern Breland stretches for hundreds of miles from the Bear's Wood to the Mournland border. The region is a patchwork of farming communities, open plains, ancient relics, and colorful manifest zones.

Alternate Locations: Anywhere in Breland away from major cities



BLACK PIT IS THE LOWEST OF THE LOW. THE POINT OF NO RETURN. A shanty town of the desperate and the sinful hidden from the eyes of the law. The settlement lies within a shaded valley in the Blackcaps on the edge of a jagged rift into Khyber. Here, a growing community of deserters, criminals, and smugglers have created a dangerous paradise for Breland's semi-legal underground. No one lives here unless they need to hide. Black Pit survives due to the criminal market created by these people, who deal in illicit goods smuggled in from neighboring countries or concocted for Breland's various syndicates. Monthly auctions allow for rare and dangerous items (stolen or killed for) to receive bids from masked representatives of the rich and powerful. The items are expensive, but life in Black Pit is cheap.

DARK DESCENT

The town is named for the yawning chasm into Khyber that reaches right up to its edge. The Black Pit itself is marked by toxic vapors that billow from the darkness, haunting sounds echoing from the deep in pain and anguish. Troglodytic monsters lair in tunnels in the cavern walls, ever ready for new prey. From the town, a perilous series of ladders and stairs descend into the Pit itself. This pathway - hidden from magical sight by the region's manifest zone - is a despicable remnant of the War's atrocities, and a stark reminder of the pain that Black Pit is built on.

The nearby town of Cragwar saw constant fighting during the Last War, changing national hands 9 times between Breland, Thrane, and Aundair. Exhausted by the constant battle, the Brelish military chose to send captured prisoners of war to the Black Pit Valley, building an open camp to contain them where Aundair's mages couldn't scry. Prisoners were sent as miners into the Pit, and given food and supplies in exchange for silver ore and Khyber dragonshards. Most never returned.

Those who fell in the darkness attracted monsters that hunted the miners, while the Brelish guards wiped their hands of the issue. It is those voices that still ring out from the deep, their vengeful souls unwilling to move on to Dolurrrh. In the wake of the War, the people of Black Pit gave an ultimatum to the Crown; the shanty town they had built on their own blood would remain theirs, or the crimes of the government would be disclosed for all to see. The town's legal immunity only remains through a dangerous game of blackmail. The Dark Lanterns keep a close watch, waiting for the chance to pounce on the worst of the worst.

ENVIRONMENTAL CONDITIONS

The nearby Kyrrilspire's Kythri manifest zone blocks all divination spells that would affect or target creatures, places, or objects in Black Pit.

ILLEGAL GOODS FOR SALE

- Blast disks looted from battlefields around Cragwar.
- Banned enchantment *Spell Scrolls* and *Philters of Love*.
- A live slaad tadpole captured near the Kyrrilspire.
- Blood gin smuggled from Droaam. Drinking it shows one the dying moments of the creature whose blood it was brewed from.

Ambience

Sight: Billowing vapors rising from the abyss, hooded figures staring

Sound: Cawing crows, hushed whispers

Smell: Dried blood, sulfurous vapors

Touch: Ash-caked stone and splintering wood

The Black Highway

During the war, a number of smuggling groups bound together to form the Black Highway, which crossed war-time borders in the name of profit. The Highway is now the largest smuggling network in Khorvaire, and uses Black Pit as a highly useful place for acquire and delivery.

- ❏ Gloamingleaf - a potent and physically consumptive tranquilizer.
- ❏ A living *dispel magic* from the Mournland locked in a thick lead box.

EXAMPLE ENCOUNTERS

- PL 3 - Three halfling thugs working for the Boromars who take grievance with the party over something pointless, out of a sense of bravado.
- PL 5 - A cocky master thief aiming for one of the party's magic items (or their gold).
- PL 6 - A vrock assaulting the town from out of the Black Pit.

TREASURE

- A full suit of *Demon Armor* unearthed in an archaeological dig site near Ghalt (and subsequently stolen, then put up for auction).
- A padded case containing vials of the drug dreamlily.
- A *Sword of Vengeance* from the Crying Fields haunted by the spirit of a Thranish soldier.

QUEST HOOKS

- A rare item the party wants is going to be auctioned off in Black Pit in a few days, and the criminal powers of Breland are watching with hungry eyes. The auction itself will be peaceful and well-behaved (you've gotta have some class), but whoever wins will be the target of assassins, thieves, and other criminals until they can reach safety.
- The party needs to find a certain individual who hid themselves in Black Pit. When they arrive, they find that the person was sentenced to descend into the Pit itself and retrieve something to help pay off the predatory debts they owe. They'll need to follow them into the darkness and bring them back alive.
- A noble's son was captured as a Brelish prisoner of war, but never returned home, and the Brelish military has stayed silent as to their fate. The party is tasked with tracking them down, leading them to the truth that lies at the bottom of the Black Pit.

Trinket

A bottle of Aundairian red wine - with a secret map on the inside of the label.



Alternate Locations: Anywhere in rural Breland



BRELAND'S YEDAN EXPANSE IS A VAST SAVANNAH OF ROLLING HILLS THAT RUNS for hundreds of miles. One of the region's most mysterious monuments lies at the heart of the Expanse, where a ring of ten stone monoliths jut from the ground. Each is more than fifteen feet high, forming a patch of bare ground roughly 30 feet across in which nothing grows. This is the Dragon's Crown - a source of endless legends and dark rumors for the people of the sun-drenched plains. When one of the moons is full in the sky, the stones glow from within, and sing with inhuman voices that carry on the wind for miles. Few are willing to travel anywhere near, but those who do sometimes see figures moving within the Crown - apparently cultists and practitioners of dark magic. The only evidence found by the Brelish soldiers is the occasional animal carcass, seemingly placed at the center of the standing circle.

GRAND FACADE

These rumors have more than a grain of truth to them. Mages do gather at the Dragon's Crown when the moons rise in the sky, listening to the ethereal chorus in contemplation. However, these are no cultists. In truth, they are agents of the Chamber, and include disguised dragons. These servants of the Draconic Prophecy gather here to deliver news, discuss rising threats, and decode clues to the future. Their missions safeguard the entire continent from the Lords of Dust, preventing Overlords from breaking free. Its location is no coincidence. At least three different Overlords are located equidistant from the Crown - Sul Khatesh in Aundair, Val Gultesh in Zilargo, and Bel Shalor in Thrane, not to mention the scattered fragments of Rak Tulkesh. However, the dragons' discovery could lead to a fiendish ambush. As a precaution, they dress up as cultists and perform pointless rituals as a facade against watching eyes.

The stones themselves are a construction dating back to when Khorvaire was ruled by dragons in the wake of the Age of Demons. They channel the magic of the Ring of Siberys, empowering divination rituals cast within the stone circle. The cause of this effect is actually a dragon buried beneath the site. This ancient oracle of the Shadow performed a rite to bind their soul to the site, intending to support their descendants in their fights against the Overlords. It is their voice that sings to the stars on cloudless nights, and sometimes delivers Prophecy to the spies who gather here.

ENVIRONMENTAL CONDITIONS

Within the stone circle, divination spells do not require components to be expended to be cast.

EXAMPLE ENCOUNTERS

- PL 1 - A lion stalking the party from the savannah grass.
- PL 3 - A blue guard drake left here as a 'local legend' to scare off hunters.
- PL 5 - A dragon blessed^{FTD} agent of the Chamber keeping watch over the site, pretending to be a terrifying evil cultist to scare off any intruders.
- PL 7 - The young black dragon Sezerast, who foresaw the party's arrival and is here to give them a near-death experience as part of training for what is to come.

Ambience

Sight: Glowing menhirs, sacrificed animal carcass

Sound: Singing stones in an alien language, chanting 'cultists'

Smell: Fresh entrails, desert dust on the wind

Touch: Dust-covered carvings, barren ground

Draconic Disguises

The dragons of the Chamber are skilled in hiding amongst mortals. To match their purpose (and Argonnessen's arcane skill), you can safely assume that every dragon that might be at the Crown can shapechange into a humanoid form, as per the ability possessed by metallic dragons.

TREASURE

- A *Dragon Wing Bow*^{FTD} bestowed by a dragon to the party to support their endeavors.
- A key line of the Prophecy involving the party, delivered by the disguised sages of the Chamber.
- A *Holy Avenger* made from the crystallized divinity of a couatl - a weapon of Prophecy needed to reseal a powerful fiend or Overlord.

QUEST HOOKS

- Scared farmers are reporting a dragon flying over the Crown, as well as terrifying cultists lurking in the glowing menhirs. The party is asked to investigate, but this is a set-up - the Chamber has arranged for this to happen, aiming to give the party a fight against 'evil enemies' to test their strength. They'll need it for what is to come.
- A Morgrave archaeologist hires the party to guard them as they investigate the Dragon's Crown. Unfortunately, they rapidly unearth the bones of the ancient dragon beneath the site, causing agents of the Chamber to try and dispose of both them and the party to hide the evidence and repair the damage.
- The party are sent by their patron - an agent of the Chamber - to the Dragon's Crown to receive a fragment of the Draconic Prophecy. When they arrive, the soul of the dragon beneath the Crown pulls them into a vision of the ancient past. The party might fight their way through this dream of the Age of Demons to escape, and learn of the fiendish threat to Eberron.

Trinket

An intricate stylus made from a draconic talon that transcribes in glowing ink.



Alternate Locations: Fort Orcbone, Shadowlock Keep



WROAT'S BRANCH OF THE DAGGER RIVER IS GUARDED BY THE RUINS OF Glyphstone Keep, built in the days of Breggor First-King to defend the city from harm. As Breland's borders grew, the Keep's position became incidental, and its importance faded behind the heroic tales of Fort Orcbone and Sterngate. With time, the Keep was abandoned, collapsing into a historic ruin. The dark stone rooms and important position of the Keep have turned into a headache in the wake of the Last War. The ruin is the perfect place for dangerous monsters or cunning bandits to hide, attacking ships heading upriver to Wroat. However, with the Brelish military posted to the nation's borders, previously routine checks of the Keep have fallen by the wayside. Instead, adventurers are often paid to deal with the ruin's perennial problems.

The Keep consists of one large fort, with access to a stone bridge arching over the Dagger. This ends at a single taller tower on the opposite bank, with commanding views of the surrounding area. The main fort contains barracks, an armory, a feast hall, and training yard for the soldiers who once lived here. Many of the wooden floors have rotted away, dropping into the levels below, though slipshod repairs by the occasional bandit group have patched most of the worst holes.

ANCIENT ABJURATION

The most historic feature of the Keep are the Glyphstones themselves. These early productions of House Cannith are large runes created using Eberon dragonshards set into the Keep walls. The dragonshard at the center of each rune contains an early iteration of the spell *shield*, which is conducted through the rest into arcane protection over the entire Keep. This abjorative ward was a cutting-edge defense against archers, siege weaponry, and the terrifying new (at the time) spell *magic missile*. Over the centuries, some of the glyphs have collapsed and weakened the effect, but just enough remain to make it annoying when bandits hole up in there.

Ambience

Sight: Glowing crystal runes set into castle walls, rushing rivers

Sound: Bubbling streams, twittering birds

Smell: Clean forest air

Touch: Rubble overgrown with weeds and vines, trees wet with river spray



ENVIRONMENTAL CONDITIONS

The eponymous Glyphstones still partly function despite the Keep's state of disrepair. Ranged attack rolls made against creatures on the Keep walls from outside them gain a -2 penalty to the roll. Magic missile spells are blocked as though by shield.

EXAMPLE ENCOUNTERS

- PL 2 - Three sleeping darkmantles clinging to the roof of a tower.
- PL 3 - A phase spider that has coated the interior of one of the towers with webbing - and eggs.
- PL 3 - A pair of cockatrices nesting in the Keep, which will aggressively attack anything nearby.
- PL 4 - A bandit captain and five bandits using the Keep's bridge to ambush ships at night.
- PL 7 - A liondrake^{FTD} lairing in the top of the Keep's high tower.

TREASURE

- The dragonshard core of a Glyphstone, which functions as a *Brooch of Shielding*.
- An ancient *Orb of Shielding*^{ERLW} made from Shavarran Chert as a defense against the once-powerful spell *magic missile*.
- A locked medical case containing the Keep's most effective treatment for wounds - House Jorasco's newly available (at the time) *Potion of Healing*. After so much time, it's a bit gummy and gross.
- A party of sufficient level and renown within Breland may be granted Glyphstone Keep as a base, both to keep it safe, and to keep them close to Wroat and the Crown.

QUEST HOOKS

- A bounty has been placed for the capture of the leader of a group of bandits raiding ships at night from the ruins of Glyphstone Keep. They have turned the keep into a defensive nightmare, laying all manner of traps through its halls.
- House Medani is planning a training mission for some of its young heirs. They hire the party in secret to 'heist' a ship holding valuable goods sailing into Wroat under cover of night. Their aim is to avoid the notice of as many Medani khoravar as possible, then steal a chest of gold (the party's bonus pay) from the ship's cargo hold. Once they have the chest, they can call in all the Medani heirs to explain how the party succeeded.
- A Cannith artificer is worried that the Glyphstones failing might cause a magical explosion, collapsing part of the Keep into the river. She asks the party to guard her from any lurking threats as she performs repairs.

Trinket

This worry stone is covered in minute runes and sigils; any *magic missile* cast in its vicinity turns red.

Alternate Locations: Sharn, Starilaskur



WROAT HAS A REPUTATION FOR CLEANLINESS AND ORDER - THE WELL-BEHAVED older son to Sharn's charming maverick. This is Breland's center of governance, with Brokenblade Castle visible from everywhere in the city on its island in the river. Various government buildings surround the Castle in the noble quarter. To the south, a massive obsidian tower marks the King's Citadel; home to the offices and training facilities of those who uphold Brelish law. Their leader - and the king's brother - is Kor ir'Wynarn, the commander of the five branches of the Citadel. Of the five, the King's Swords, King's Shields, and King's Wands are public. As an intelligence agency of spies, the Dark Lanterns are publicly known, but operate in secrecy. In comparison, the elite Shadows are a guarded state secret. These assassins are the most trusted blades of the King, and serve Breland in the knowledge that they will be disavowed completely if they fail one of their missions.

The Citadel complex serves a variety of functions. For the Swords and Shields, it forms their main headquarters and training grounds, where the soldiers expect to be called on at any time to protect the King on his journeys. Many of the rooms in the lower levels of the tower contain state-of-the-art training rooms for sparring and exercise. The Wands' levels contain libraries and records of dangerous magic, as well as a heavily-warded chamber home to dangerous and confiscated items. The leaders of the divisions are granted their own workshops, and pursue research into magic that can help the other branches in their missions. For the Dark Lanterns and Shadows, the King's Citadel represents something different - one of the few places where they can truly relax and be themselves, after weeks or months of espionage. Rarely, adventurers deemed skilled or useful to the Dark Lanterns are brought into the Citadel for missions; the less they are connected to the government outwardly, the more easily they can move around in Breland's underbelly.

DARK LANTERN TRAINING

- **Survival Training** - New recruits for the Dark Lanterns are all given the same infamous test, known simply as 'Survival Training'. This involves dumping them 50 miles deep in the King's Forest, with orders to find their way back to the King's Citadel.
- **Weft & Weave** - Recruits must work together to steal a key hanging off the belt of a skilled agent as they go about their day, without being caught.
- **Towerup** - A perilous climb up the outside of the Citadel's main tower to grab the medals hanging off the weathervane.
- **Deep Cover** - Agents have 1 hour to hide anywhere they wish in Wroat, as long as they don't leave the city's walls. They are then tracked down by an elite team of Lanterns; whoever evades capture the longest is the winner.

ENVIRONMENTAL CONDITIONS

The King's Citadel is protected by potent countermeasures installed by House Kundarak, and some unique tricks unknown to the House. Key areas are under the effects of *guards and wards* as a result of special *Houseward* focus items installed into the flooring. Floors and personal offices have doors under *arcane locks* that can only be opened by the *Keycharms*^{ELRW} of appropriate personnel.

Ambience

Sight: Steel-eyed guards in Brelish blue, soldiers training

Sound: Barked orders, scratching pens

Smell: Surgical clean hallways, spiced rations, cigar smoke

Touch: Knotted obstacle course ropes, metal manacles

Badge of Authority

While in Breland, the King's Lanterns wear badges denoting their position. The Brelish people have a mix of awe and fear for these agents, and will generally go out of their way to comply with any requests that a Lantern might ask them, knowing it will help to save lives.

EXAMPLE ENCOUNTERS

- PL 3 - A pair of iron defenders patrolling the corridors for anything unusual.
- PL 5 - Captain Nebik (enchanter wizard), the scholarly leader of the King's Wands.
- PL 7 - Two veterans and an archer of the King's Shield standing guard at the entrance to the Citadel.

TREASURE

- *Gloves of Thievery* produced on secret commission by nomadic changeling glameweavers.
- Forged identity and travel documents for Thrane, Aundair, and Karrnath.
- Standard-issue *Dust of Disappearance* for use in infiltration missions.
- The legendary Orb of Dol Azur, kept in pure secrecy within the vault of the King's Wands.

QUEST HOOKS

- A key item or ally of the party has been captured pending their interrogation in the King's Citadel. The only thing to do is pull a daring heist at the heart of Breland's lawkeeping forces. Fortunately, no one in the Citadel seriously expects anyone to break in instead of out, giving the characters an opportunity to go down in legend.
 - The adventurers have drawn the attention of Captain Vron of the Dark Lanterns for a mission, partly due to their skills, and partly because they can be easily disavowed and sacrificed if they mess up. He invites them to undergo a customary Lantern test of skill to prove their abilities. Should they succeed on the following mission, they will be greatly rewarded. As it happens, that test of skill involves breaking into the Citadel and stealing something from Vron's own office. They can expect an analysis of their many failures afterwards.
 - During an adventure, the party come across a dying Dark Lantern who managed to steal a key item, or confidential plans, from a villain. With their last breath, they ask the party to deliver what they took to the King's Citadel, allowing Breland to prepare before it's too late.

Trinket

Cryptic messages whisper from the king's lips of this silver sovereign on occasion.



Alternate Locations: Anywhere in north-east Breland



THE SOUTHERN BANKS OF THE RIVER BREY ARE MARKED BY A SPRAWLING RUIN from the Age of Monsters. This lost city of the Dhakaani Empire was almost entirely swallowed into the earth and petrified by the daelkyr Orlaskk, leaving only weathered stone walls and broken masonry. The largest structure to survive unscathed was a massive tiered tower at the center of the warlord's palace. In the early days of the War, Brelish military surveyors studied the site, identifying key locations that could be fortified against the nearby Thranish border. They immediately settled on the Tower - clearly solid and defensible - and began the process of converting it into a Brelish fortress. The Tower had other ideas. The moment the first worker struck its outer wall with a pickaxe, the entire thing rumbled, shook, and stood up - then galloped away from the ruins, crushing much of the Brelish work camp in its path.

As it turns out, the entire tower was given life by Orlaskk, the Lord of Stone, and made indestructible as per the being's alien whims. In a sense, it's a colossal living gargoyle. The massive stone legs of the Tower articulate and move in impossible ways, carrying it across the landscape, and giving the Tower its name. Fortunately for northern Breland, the Lurching Tower is a pacifist, and simply walks away from conflict. However, the dreams of the military were eventually realized.

The Wroat scholar Tolri Lanner was tasked with scaling the tower and deciphering its secrets, alongside a group of adventurers experienced in Dhakaani ruins. They rapidly discovered an extensive fractal citadel within the Tower, far larger on the inside than the outside, with a clan of gargoyles living in the upper levels. This was once the central keep of the city and the throne room of one of the Six Kings. Lanner refused to leave until her research was complete. A week later, the Tower marched to the edge of Starilaskur under Lanner's command. Her grasp of ancient Dhakaani had allowed her to communicate with the gargoyles and the Tower's own deep mind, guiding its travels across the plains, but at a cost - she could never leave again.

ESOTERIC OUTPOST

Since that day, the Warden of the Tower has acted as the mediator between it and the Brelish Crown, with a battalion of air cavalry maintaining a griffon aerie in its upper levels. The Tower's high vantage point and indestructible stone make it a perfect command center for the forces on the Thranish and Aundairan borders. The only caveat is that the Warden keeps the Tower away from active combat at all costs; due to the echoes of its city's fall, conflict drives it into a panic. The link between the Warden and the Tower is unsettling, and gradually affects the Warden's personality. Each one serves until they die, with a new Warden appointed by the Crown. This appointment can only be voluntary. Despite being an unusual death sentence, several Dhakaani scholars have taken up the position in the name of exploring history. Perhaps the most unnerving aspect is that, so far, every Warden has willingly allowed themselves to be instantly petrified by the Tower in the moment before their death, joining the Dhakaani statuary that adorns the throne room.

Perhaps the most worrying aspect of the Tower is that it still contains the palace basements, extending deep into the earth. Externally, this is impossible. The bottom of the Tower, seen from the outside, extends into open air and a quick fall to the plains beneath. However, expeditions have determined that the interior still connects to caverns within the earth, believed to be the underground ruins of its city. The

Ambience

Sight: Massive sandstone legs, flying gargoyles and griffons

Sound: Grinding stone, distant impacts

Smell: Ancient dust, stale air, moss and petrichor

Touch: Impossibly dense and smooth sandstone, worn wooden ladders

main stairways leading to this connection have been sealed off by orders of the military, lest anything from Khyber invade from below, but the Tower is a warren; it's possible that not all such tunnels have been found.

ENVIRONMENTAL CONDITIONS

1. The stone of the Lurching Tower is indestructible by all known means.
2. When asked to by the Warden, the tower moves at a rate of 4 miles per hour (96 miles per day).

EXAMPLE ENCOUNTERS

- **PL 1** - An irritating **quasit** from Khyber that's been causing a mess.
- **PL 5** - three **dolgrims**^{ERLW} and a **dolgaunt**^{ERLW} of Orlassk, with stony skin, that have infiltrated the Tower from below.
- **PL 5** - A **xorn** that has burrowed up through one of the legs of the fortress, and is now posing a threat to the soldiers.

TREASURE

- A **+1 Rhythm-Maker's Drum**^{TCE} used by a **Dhakaani** dirge singer, found in a deep room in the Tower basement.
- A small lizard familiar made of living stone that has immunity to slashing, piercing, and poison damage.
- An **Ioun Stone of Awareness** in the shape of a stone gargoyle eye gifted by the Warden as thanks on behalf of the Tower.

QUEST HOOKS

- While traveling across northern Breland, the party sees the Lurching Tower moving on the horizon in their direction. No matter which direction they go in, it continues to hunt them down, eventually towering over them in the night. A Brelish scout flies down to meet them, explaining with some exasperation that the Tower needs them in particular to solve a problem inside - and won't take no for an answer.
- The party is hired - either by a scholar, or a Brelish military officer - to delve into the Tower's basement. They have concerns about the safety of the personnel inside the Tower, and wish for the party to protect them as they investigate the spatial anomaly for any signs of threats.
- The current Warden of the Tower is dying, and the new Warden needs to be escorted from Wroat to the Tower at speed; if they're late, the Tower might go on a grief-filled rampage. It's up to the adventurers to guard them, as a large group of military soldiers would immediately alert any foreign agents aiming for their life. As it happens, the Cyran Avengers are very happy to let the Lurching Tower go on a rampage towards Starilaskur by taking out the new Warden.

Cult of Stone

While the soldiers of the Lurching Tower aren't cultists of Orlassk, they are playing a very dangerous game. It's possible that living inside the Tower is slowly drawing them into the influence of the Lord of Stone - or that the Tower Warden is already the daelkyr's agent.

Trinket

A goblin skull formed of marble with bat-wing ears.



ALVATION IS BUILT ON DUST AND DREAMS. THE BOOM TOWN IS HOME TO grifters, scavengers, and outcasts of all types. Common to them all is the belief that the Mournland holds their fortune. The dead-gray mists loom tall on the horizon, marking the land of death once known as Cyre. The 400 people who live here pick that nation's corpse clean, bringing back salvage, treasures, relics, and oddities to sell. Their target market is threefold. Cyran memorabilia is sold to the desperate refugees of Highwall and New Cyre, who strive to maintain their culture in an enemy nation. Scrap metal and weapons are sold to brokers, then delivered to the foundries of Vathirond and Starilaskur. Meanwhile, valuables, artifice, and mutated animals are sold on the black market, fueling dark interest in the Mourning and its cause. The lightning rail into Cyre is no more, and the Salvation stop is the closest one to the mists. This is literally the end of the line.

SQUALOR & STEEL

The town is formed from several blocks of scrappy buildings lying parallel to the rail line. A number of tradespeople support the needs of the salvagers, including a blacksmith, carpenter, apothecary, and (most importantly) two different taverns. Despite its small size, Salvation also has a chapel to the Silver Flame and a shrine to the Traveler; when it comes to the Mournland, you need every blessing you can get. The main scrapyard lies just outside town, containing assorted junk and salvage ready to be sold on to brokers.

As new salvagers arrive in the town each day, the pressure on services and living space rapidly grows, and it's a tough task for the town's warforged sheriff to keep the peace. Crime is common, especially for those with nothing to lose, and it's only a matter of time until someone salvages something that should never have been touched. Until then, the salvage gangs continue to take jobs from the board in the Tin Pot Tavern, and sharpen their blades for the coming storm.

TOWN PROBLEMS

- Cyran Avengers are attacking salvagers in retaliation for Brelish theft.
- A scavenger gang war has erupted over a valuable piece of salvage.
- The warforged Blades are raiding the town to discourage fleshborn from entering the mists.
- Wandering undead from the Mournland are attacking the town by night.
- The floating fortress Argonth has stopped by, causing a horde of soldiers on break to flood the town.
- Sheriff, the warforged sheriff, has suddenly gone missing and things are boiling over into anarchy.

SALVAGE JOBS

- Capture a living spell in a box for study at Morgrave University.
- Retrieve the master *Docent*^{ERLW} of a partially active warforged colossus.
- Carry supplies to Cannith scouts at a forward outpost in the Mournland.
- Kill a mutated flamingo and return it to a House Vadalis representative.

Ambience

Sight: Wall of grey mist on the horizon, ramshackle buildings, sand roads

Sound: Clattering metal, howling laughter, firing spells

Smell: Dust, whiskey, acrid smoke and ozone, sirocco winds

Touch: Sticky tavern tables, hot sand, rust

- ❏ Take an illuotype of the ruins of Eston on behalf of Cannith South, to survey damage to the city.
- ❏ Retrieve the undecaying body of a Brelish soldier from the Fields of Ruin to be delivered home to Wroat.

ENVIRONMENTAL CONDITIONS

At times, dust storms can sweep over Salvation, limiting visibility to about 20 feet at most. During such a storm, casting a spell with verbal components requires a DC 10 Constitution saving throw. On a failure, the spell is not cast, as the caster uses the action required to choke on dust. This does not expend any spell slots or resources.

EXAMPLE ENCOUNTERS

- PL 2 - A brutish salvager (thug) and their crew of goons (commoners) who think the party looked at them the wrong way, or simply want a good drunken fight.
- PL 5 - A squad of twelve warforged soldiers^{ERLW} from the Blades aiming to destroy Salvation by blowing up the Lightning Rail's conductor stones, causing it to plow into the town.
- PL 5 - A living lightning bolt^{ERLW} captured by a salvager in a specially warded box on behalf of a Sharn scholar. It escaped after the hapless man tripped down the stairs.
- PL 8 - A thrashing, blind, mawed horror (hydra) wreathed in mist galloping out of the Mournland to devour the town's inhabitants.

TREASURE

- A Cannith +1 All-Purpose Tool^{TCE} pilfered from the outskirts of Eston that glows turquoise at night.
- Mutant worg pelts that are hairless, gray, and studded with whorls of scales. Worth fifty gold coins each if sold to the right collector.
- An oddly rusted Armblade^{ERLW} still attached to a broken Warforged arm.

QUEST HOOKS

- The party arrives in Salvation to find the streets deathly quiet. As they watch, a screaming salvager jumps out of a nearby window, followed soon after by a faceless banshee. He has just enough time to scream, "I don't have the ring!" before the ethereal undead ends his life. The banshee is searching for its wedding ring taken by a small band of salvagers a few days ago, and cannot rest until either the ring is returned, or all the salvagers lie dead at its feet.
- The party is tasked with retrieving an item from the Mournland, using Salvation as their base. Fetching the item might be easy, but not having it stolen from them by opportunistic salvagers is a different challenge altogether.
- A scavenger in Salvation has reported valuable information about the Lord of Blades, or the situation in the Cannith enclave in Eston. The party is asked to meet up with them to get the lowdown, but when they arrive, the salvager has gone back into the mists and never returned. They'll need to trace their movements and gather information from the townsfolk to track them down.

Trinket

This portrait depicts a cheerful Cyran family long before the Last War - but the mists of the Mournland roil in the background.

Alternate Locations: Greenhaunt, Skyraker Forest

URING THE WAR, THE FIVE NATIONS SAW A RESURGENCE IN BANDITRY.

Soldiers that normally patrolled the countryside were sent to the borders, while outlying territories were left destitute by battle and famine. Those with no other recourse, or who fled the battlefield in shame, were free to form bandit groups to survive. One such gang of brigands lurks in the King's Forest, using the jungle to hide. These 'Jungle Boys' are led by a brutal captain going by Tree Viper, who leads their raids on outlying towns and plantations that border the forest. Despite several skirmishes with the King's Rangers, the Viper's lair has never been found, and the authorities would pay anyone well to root the bandits out.

The core of the bandits' petty kingdom is the Viper's Nest. This old Dhakaani border fort, hidden by moss and vines, has been turned into a seat of petty power. Tree Viper has ordered an old stone throne to be dragged into the center, with looted tables and chairs surrounding it for his peons to sit at. Piled around them are their spoils. Lazy bandits are positioned on the broken roof of the fort to keep watch for intruders, but they don't seriously expect anyone to find the place, and would much rather be drinking with the others below. No one knows exactly how many bandits occupy the Viper's Nest; rumors claim anything from a dozen bandits to a hundred men with a score of mock courtiers and hangers-on.

DEEPER PLOTS

- The Jungle Boys found (or were given) some symbionts of Avassh, and are slowly turning into an aberrant cult of plant-people.
- The Jungle Boys are smarter than they seem. Their activities are a smoke-screen to cover up specific items they are being paid to steal for a Sharn crime lord.
- They're all podlings^{VRGR} produced by a bodytaker plant^{VRGR}.
- They're actually druids protecting the natural balance of the King's Forest who are being besmirched and treated as criminals.
- They were originally being funded by Cyre to disrupt Breland while the two were at war; now they're funded by the Cyran Avengers instead.
- Tree Viper is secretly a rakshasa that needs the party to destroy the Jungle Boys as part of its plans.

ENVIRONMENTAL CONDITIONS

The King's Forest is dense jungle, with plants creating patches of difficult terrain. Insect bites can rapidly lead to disease.

TREASURE

- A Nature's Mantle^{TCE} stolen from a captain of the King's Rangers.
- A large crate of Khyber dragonshards worth a total of 300 gold pieces that were being taken to Zilargo for use in elemental binding.
- A Cloak of Displacement worn by Tree Viper, made from the hide of a displacer beast he (allegedly) killed with his bare hands.

Ambience

Sight: Tangled rainforest, silhouetted bandit sentries, piles of stolen loot

Sound: Harsh laughter, clanging swords, shouted orders

Smell: Moist plants, roasting meat, body odour

Touch: Soft mud, tough vines, old stone

Starter Quest

Clearing out the Jungle Boys is a great starting quest for a party. It's low danger, can be approached in a number of ways, allows for exploration of the King's Forest, and can be used to set up future plot points.



EXAMPLE ENCOUNTERS

- PL 2 - A druid opposed to the Jungle Boys attacks the party, thinking they belong to the bandit group.
- PL 3 - An owlbear that the bandits have captured and chained, ready to be released in the direction of any intruders.
- PL 5 - Tree Viper (a bandit captain who can cast *entangle* once per day at first level - DC 12) and 8 bandit goons.
- PL 5 - The Jungle Boy, a surprisingly friendly troll with a poor mind for names who sees the actual Jungle Boys as their friends, as they feed the troll a steady supply of people.

QUEST HOOKS

- The Jungle Boys have raided a caravan traveling from Zilargo to Sharn via Zilspar, and now have hostages that they don't realize are major diplomatic figures. The King's Citadel believes that deploying any kind of large force into the jungle would be both useless and obvious that something is up. Instead, they have asked the party to rescue the hostages as an elite force with no obvious connection to the government, before Tree Viper realizes the true amount of money he can negotiate for (embarrassing the Brelish Crown in the process).
- The party are traveling in the vicinity of the King's Forest, when a small group of clueless bandits surround them, suggesting that they give up their valuables before someone gets hurt. If the party defeats them, Tree Viper will catch wind, and order the characters to be killed to reclaim the Jungle Boys' honor.
- King Boranel holds semi-regular hunts in the King's Forest, which is legally his property as a royal hunting reserve. The King's Rangers are concerned that the Jungle Boys will try something during the event. While they safeguard the king, they hire the party to strike at the Viper's Nest, rooting them out and distracting them before any kind of incident can occur.

Trinket

A vibrant snake-leather whip that hisses when it is cracked.

Alternate Locations: Ringbriar



THE PEOPLE OF THE DRAGONWOOD ARE KNOWN ACROSS BRELAND AS ODD backwater yokels with one telling feature - each and every one of them has emerald eyes. Living deep within the jungle in the druidic town of Woodhelm, the 'dragonsfolk' are a secretive bunch who play a massively important role in Breland's industry. The lumber they float down the Dagger is crucial for the workshops of Wroat and Sharn, fuelling the nation's centers of production. The secret to their success is an ancient pact with the green dragon Klasgirys, whose presence enriches the plants of the forest - in exchange for a tithe of Woodhelm's profits for her hoard!

Back in the days of Breggor First-King, the rural folk of the Wood were stuck in a bitter conflict with the young green dragon Klasgirys, who sought to rule the forest as her domain. The green's guile wrought havoc on the people, who managed to sever one of the wyrm's arms during her raids for gold. With losses mounting on both sides, a woodsman by the name of Hedro Woodhelm sought out the dragon's lair, and sat alone and unarmed before it. Suspecting an obvious trap, Klasgirys roared death threats at the woodsman from her lair, who replied with a calm and simple offer; the people and the dragon would make a deal. The dragon's presence had enriched the plants of the forest, but she craved coins for her hoard. By harvesting the rapidly-growing trees, the people would make money to give to her. For the last thousand years, the people of Woodhelm have done just that, forming a business with a rogue dragon in a classic (and secret) display of Brelish ingenuity.

THE DRAGONWOOD

In the thousand years since the Woodhelm accord, the Dragonwood has become a rainforest suffused with the magical effects of a lairing wyrm. The plants grow at unnatural speed, including rare species with magical properties and great value. Animals are tinged with draconic influence, often possessing traits that reflect Klasgirys, including an unusual amount of guile. While these are more passive effects, Klasgirys uses her innate magic to control the weather and purify the forest's water, cultivating the jungle on a grand scale.

However, acting as a gardener isn't enough to keep the green dragon entertained. Her hoard - buried in a lair at the true source of the Dagger River - contains stacks of gold coins delivered by the people of Woodhelm, as well as carefully preserved sheafs of parchment. Each is a land deed, contract, or business deal, for the wyrm has used northern Breland like a game board played in investments. As part of this, she has even gone so far as to masquerade as a local noble, buying a title from the Crown as the Lady of Woodhelm. While the Crown is aware of this bizarre deceit, any intervention would be costly. So long as the Lady of Woodhelm continues to serve the Brelish engine of industry, they are happy to leave her in peace. Tax collection, though, remains a slight wrinkle in affairs.

ENVIRONMENTAL CONDITIONS

1. Plants within the Dragonwood grow extraordinarily quickly as a result of Klasgirys's presence. Spells and abilities that affect plants have their duration doubled, and cannot be ended early by any means.
2. Beasts and Monstrosities within the Dragonwood have slight draconic features, gaining resistance to poison damage, and patches of green scales.

Ambience

Sight: Moss-covered wooden statues, tree houses, thick jungle and colorful birds

Sound: Raucous jungle birds, chittering insects, growling beasts

Smell: Orchid perfume, sharp mustard, sandalwood

Touch: Reptilian scales, wet leaf litter, old coins

Draconic Origin

The emerald eyes of the dragonsfolk might be a result of ambient magic ... or a result of a close relationship between Hedro and Klasgirys. Either way, it's an easy background for a Draconic bloodline sorcerer, and a character from Woodhelm can use the Dragonborn ancestry mechanics while narratively being human.

EXAMPLE ENCOUNTERS

- PL 2 - A green guard drake protecting a clutch of eggs in a forest burrow.
- PL 3 - A Viridian Panther (use the stats of a green dragon wyrmling with the Monstrosity type)
- PL 6 - A jungle chimera with the heads of a green dragon, a tiger, and an okapi; its breath weapon deals poison damage.
- PL 15 - The adult green dragon Klasgirys, who is less interested in eating adventurers, and more interested in entertaining battles of wit, and contests of guile and survival in the rainforest.

TREASURE

- A *Staff of the Adder* with the head of a green dragon carved from Brelish Wyrwood by a woodcarver in Woodhelm.
- The hoard of Klasgirys, containing a thousand years of Brelish lumber dividends in gold coin, a bevy of land deeds and contracts, and a collection of skilful wooden carvings from the people of Woodhelm.
- *Green Dragon Scale Mail* made from the hides of the draconic creatures of the forest by an artisan in Woodhelm.

QUEST HOOKS

- The Brelish Crown has started a hidden operation to grow Aereni soarwood in the Dragonwood, using the rainforest's 'unique' properties. The party is hired to fetch materials from nearby manifest zones to help the trees grow. Keeping watch for spies, both from the other nations and the Aereni, among the townsfolk is a must - as is meeting the random requirements of Klasgirys.
- As Klasgirys ages, the dragon's magical effects grow stronger. Bit by bit, the Dragonwood is becoming ever more tangled and dangerous. The party is hired by one of the people of Woodhelm (or a prominent industrialist who relies on timber) to deliver an eldritch machine to the center of the Dragonwood, to help calm the effects on wildlife.
- The Aurum are interested in the economic power of the Dragonwood. Their agents have set up a lumber operation on the border of the forest, and the people of Woodhelm are furious. The Aurum risks upsetting Klasgirys and disrupting the jungle, but they don't know about the secret dragon. The townsfolk hire the party to covertly disrupt their operations, or steal evidence of its illegality from the camp offices.
- The adventurers are hired at great expense to confront the 'Lady of Woodhelm' about irregularities in her annual tax reports. The Brelish officials refuse to explain why they need armed adventurers to do this, but they do emphasize a diplomatic tone.

Trinket

An outfit of sturdy denim that has been made resistant to decay with long-term exposure to mild acid.



ONCE A GREAT CITY OF THE DHAKAANI EMPIRE, NOW AN OVERGROWN RUIN, Yarkuun Draal lies in a great fissure on the south coast of Breland. A gorge ten miles in length cleaves through the Silln Highlands. The goblinoids used this gorge as a natural harbor, building a metropolis into the walls. Massive statues and arcing walkways span the gap, guarding passages into the maze of caverns within the cliffs. These underground districts form a three-dimensional metropolis once home to tens of thousands of goblinoids. This was the jewel of the south. Now, it's an overgrown warren of rainforest, the caverns lush with alien plants sown by the daelkyr Avassh, the Twister of Roots.

The daelkyr of rot and rebirth was drawn to Yarkuun Draal by the city's tropical climate. It paints the world in plants of its own design, weaving a carpet of root and vine that chokes the life from the mortals in its path. In the final days of the Empire, the Gatekeepers created a dimensional seal at the heart of the city, binding Avassh within a demiplane in Khyber. To combat the fiend's rot and decay, an orc Gatekeeper entwined their soul with the seal, defying the daelkyr's corruption. However, a mortal mind was never meant to carry the weight of millennia. Bit by bit, the mycelial roots of Avassh have infiltrated the orc's mind, seeking the weaknesses created by thousands of years in solitude after the ruin of the Empire. As the druid has fallen, the seal on Avassh has slowly weakened, allowing an alien forest to spread out from the city's heart. Should they truly fall, Yarkuun Draal will not be contained for long.

CONSUMING FOREST

The rainforest of Yarkuun Draal is disturbingly ravenous. If not for the reality-bending proliferation of the plants, it would consume itself in days. Avassh's touch creates forms of life that defy the certainty of death. Plants that are half-rotten and decaying endlessly sprout new seedlings even as they visibly wilt and blacken. Crawling vines hunger for blood and meat to gorge themselves, staving off the suffering of their unreal half-lives. Every inch of sunlight is fought over; the aqueducts and walkways that span the Yarkuun Ravine are clotted with plants and hanging vines in a raucous display of pulsating color. Only the effects of the dimensional seal are preventing them from surging up the cliffs and into the Silln Highlands in a verdant tide. While most of the plants aren't intelligent, a small cadre of Avassh's servants are actively working to undermine the seal. They believe that mortals baited into the city can be manipulated into slaying or disrupting the Gatekeeper druid. To that end, they have spread symbionts and Dhakaani treasures in the upper parts of the ruins, like nectar for insects. Their leader is the death kiss Bhodex'av'gr - a floating ball of thorned vines and rotting wood surrounding a single gazing eye.

ENVIRONMENTAL CONDITIONS

Yarkuun Draal's thick vegetation can act as patches of difficult terrain, or plants that deal piercing damage when touched. The deeper areas can have shriekers present.

Ambience

Sight: Bright tropical colours, slithering vines, high aqueducts, weathered statues

Sound: Cracking wood, high-pitched shrieking, seabirds on the wing

Smell: Powerful floral scents, sweet nectar, stomach acid

Touch: Mithral doors, fleshy flowers, acidic sap and raw sinew

Trinket

If cultivated, this buzzing bumble bee orchid produces a swarm of actual bees once a month.

ALIEN FLORA

- **Locktraps** - Venus flytraps that scuttle on root-legs, hunting for blood in packs.
- **Seenflowers** - Oversized sunflowers where the center of each flower is an eyeball that gazes in pain at the sun - or the nearest sentient being.
- **Deathhorns** - Massive festering spires of fungus that wheeze out spores as though they were breathing; each was once a goblinoid, and consuming the spores lets one understand their pained thoughts.
- **Yarkuun Gulls** - The seabirds nesting on the ravine walls have been warped by Avassh's proximity. Their meat and organs have been replaced entirely by plant matter, with tiny ferns instead of feathers and beaks made of wood.
- **Berries-of-the-Fall** - Dense bushes covered in ripe berries; each berry appears to have a shivering larva inside. Eating a berry poisons one for ten minutes, then lets them cast *infestation* for the next 24 hours using their spellcasting DC (or Constitution as their spellcasting ability modifier, otherwise).
- **Engorging Palms** - These disturbingly veined trees (AC 15, 30 HP) attempt to consume any Humanoid creature that moves within 5 feet of them (DC 13 Dexterity saving throw). On a failure, the target is eaten by the palm. The creature is restrained and takes 1d10 bludgeoning damage at the end of each of their turns until the palm takes 10 or more damage in a single round, causing it to spit the creature up and avoid swallowing anything for an hour.

EXAMPLE ENCOUNTERS

- PL 2 - A swarm of Locktraps (wretched sorrowsworn with the Plant type).
- PL 3 - A dolgaunt with parasitic vines melded with its shoulders.
- PL 8 - A corpse flower digesting the last group of adventurers it found.
- PL 9 - The death kiss Bhodex'av'gr, which lashes out with thorny vines to flay the blood from victims (change Lightning Blood to deal poison or acid damage).

TREASURE

- A *Rope of Climbing*^{TCE} that is actually a length of intelligent vine with a personality uncomfortably close to a dog's.
- Handfuls of pollen *Dust of Sneezing and Choking* taken from pulsing flowers.
- A fungal *Earworm*^{ERLW} that connects minds using fungal spores, like a myconid.

QUEST HOOKS

- A Morgrave scholar believes that a historically important Dhakaani artifact lies within the main palace of Yarkuun Draal. They hire the party to guard them on an expedition into the ruins, offering to translate the ancient Dhakaani inscriptions to guide them to any treasure they might seek.
- A group of adventurers returning to Sharn from a trip to Yarkuun Draal have caused a stir by bringing back plant-like symbionts with wondrous properties. A number of factions, including House Jorasco, are hiring adventurers to investigate the city and bring back more for further study.
- The party finds a map in a Dhakaani ruin of the major cities of the Empire, each holding a dimensional seal keeping the daelkyr bound. However, those seals are beginning to break. To prevent the daelkyr rising once more, they will need to delve into Yarkuun Draal and find the ancient gatekeeper Laatesh'Tornn - a relic of the Age of Monsters on the verge of breaking under Avassh's will.



THE GREAT SAVANNAH OF EASTERN BRELAND STRETCHES FOR HUNDREDS OF miles from the Bear's Wood to the Mournland border. The region is a patchwork of farming communities, open plains, ancient relics, and colorful manifest zones with a wide range of environments. The southern Expanse is a rolling savannah of acacia and golden grass. Towards the mountains of Zilargo and Darguun, the land rises into a cool highland buzzing with life. Further inland, the dry conditions create barren desert and rolling dunes, with isolated farming communities living off local rivers and manifest zones.

The Expanse was fought over frequently during the Last War; while the region has little intrinsic value, it forms the geographic border between Breland, Thrane, Aundair, and Cyre, forcing the Brelish military to maintain a constant defense. As a result, there are many battlefields scattered across the region, and the people here have lost much. The Yedani are poorer and harder than their kin in the tropical south-west, with a focus on industry and practicality. The cities of Vathiron and Starilaskur produced goods for the front for centuries, and it will be a while before they can recover in this newfound peace. The Mournland mists to the east are a grim reminder of the costs the region has faced.

EXPANSE LOCATIONS

- 1 **Dragon's Crown** - A standing circle of menhirs surrounded by rumors of cult activity that are a smokescreen for agents of the draconic Chamber who meet there regularly.
- 2 **Lurching Tower** - A walking tower of stone built by the Dhakaani Empire and animated by the daelkyr Orlassk. Now home to a battalion of Brelish griffon riders, despite its unnerving properties and native clan of gargoyles.
- 3 **Fading Forest** - An entirely monochrome forest within a manifest zone to Dolurrh. The plants drift in and out of the Ethereal Plane as the sun rises and sets. The nearby town of Mistmarsh makes good money by harvesting Ghost Oak acorns.
- 4 **Breggor's Hearth** - The legendary monastery of Breggor's Hearth is built inside a Fernia manifest zone on the shores of Lake Brey. The manifest zone is linked to a small layer of Fernia embodying the joys and comfort of taverns, and the plants that grow are uniquely blessed by angels to produce excellent alcohol. Since the time of Breggor First-King (who attacked the monastery, only to leave it be after sampling its beer), the drunken monks of the Hearth have worshiped Olladra with their world-class brews.
- 5 **The Grand Trail** - Colossal herds of tribex travel across the Expanse, moving between fertile areas created by manifest zones. These migratory paths are known as the Grand Trail, and draw dangerous predators that hunt stragglers.
- 6 **The Fields of Gold** - This famous Irian manifest zone is eternally light; darkness cannot exist within its borders. The savannah grasses and acacias glow softly with a golden light, and spending time in the zone soothes the mind, strengthening happy memories. House Jorasco has a small enclave here for those suffering mental woes, especially veterans.

Ambience

Sight: Grasses rolling to the endless horizon and waving in the wind, lone acacia trees

Sound: Endless breezes, distant roaring beasts, buzzing flies

Smell: Dry grasses, sirocco winds, the coming rain

Touch: Sun-warmed stone, sharp acacia thorns, grass stems

Plains Fauna

Geographically, the Yedan Expanse can be compared to the African savannah. You can and should feel free to add in animals such as elephants, crocodiles, termites, and zebra alongside their fantasy counterparts. It's always good to remember that Breland's geography was touched by the familiarities of its American writers, and thus doesn't entirely reflect its actual tropical and sub-tropical climates.

7 **The Rust Barrens** - One region of the Expanse is shunned due to folk legend. A thousand rusted iron weapons lie rammed into the hard-packed dirt, flaking in the wind with dried blood. Some are fit for a person to wield. Others are the size of giants. Nothing grows in the Rust Barrens, and the wind howls like a dirge. Whatever fiendish battle created the place happened long ago, but this is no place for the living.

8 **Breyhold** - Cannith South's largest forgehold lies outside Starilaskur within a manifest zone to Daanvi, the Perfect Order. The plane causes all measurements to be exact and perfect, items produced identically without flaw or imperfection. Unfortunately, it also forces people to speak in a consistent monotone devoid of 'vocal flaws'. Canniths who spend too long there are nicknamed 'Boreforged' for their odd accent.

9 **Nowhere Junction** - Where the lightning rail splits between Aundair and the eastern line to Cyre, a small town has sprung up around the junction. Nowhere is not notable for any reason. Few people live there in the open heart of the savannah. It's only really there to support the lightning rail. However, it has become a fascination for many people across Breland, who believe the town to be so nondescript and isolated that it's a kind of horror story. 'Nowhere Diaries' are a popular column in many broadsheets, giving the silent backwater an air of misplaced mystique.

10 **The Yedan Heights** - As the Expanse rises into the Seawalls, the land becomes cooler and craggier, forming highlands covered in temperate montane forest. The Heights are wild and diverse. Brelish noble hunters have visited the region throughout history to bag rare species such as leopard-spotted displacer beasts and harpy griffons.

ENVIRONMENTAL CONDITIONS

At midday, the Expanse is under the effects of extreme heat for those without cover.

EXAMPLE ENCOUNTERS

- PL 2 - A roaming herd of tribex (elk) with plenty of young foals, who are overly defensive and agitated as a result.
- PL 3 - A pair of male lions stalk the party through the savannah.
- PL 6 - A tlincalli and cadre of four chitines guarding a rift into Khyber that leads to the domain of the daelkyr Valaara; they are defending it while the daelkyr's presence grows in the surrounding area.
- PL 6 - A wyvern soaring in from the Howling Peaks in search of prey.

TREASURE

- A *Gem of Brightness*^{TCE} carved out of quartz from the Fields of Gold.
- A *Clockwork Amulet*^{XGE} produced in Breyhearth.
- A cursed, sentient *Berserker Axe* pulled from the Rust Barrens by a young lover seeking revenge.

Trinket

A story quilt of tribex quiviut that has nearly a hundred panels from many different families and individuals.

RANDOM ENCOUNTERS

	Themes
<p>1 A group of Vadalis heirs are learning to train war bears as mounts on a field trip from Shavalant's ranches or Sharn's Pegasus Spire. Their warm instructor, on noticing the party, asks if they're happy to assist in the process for a little coin. The massive bears are terrifying, but surprisingly cuddly; the main difficulty comes in directing their attention to what the rider wants. The instructor asks for some party members to act as 'dummies' for the bears to lift up and put back down under the heirs' commands, and will happily let characters show the heirs how it's done if they have the ability.</p>	Social
<p>2 A manifest zone to Kythri where the environment is a complete mismatch to the plains around it, such as a polar tundra under extreme cold. This environment changes to a different one each day, along with the animals inside.</p>	Exploration, Combat
<p>3 An aggressive silverback girallon in search of food.</p>	Combat
<p>4 The party comes across a large mine that has been sealed off. A group of warforged miners are arguing with the foreman. Part of the cave collapsed, releasing a barlgura from Khyber into the mine, and the foreman has decided to seal it off with some warforged still inside. They don't want to risk a rescue attempt, as the warforged can 'just survive down there'. The warforged arguing with the foreman begs the party to defeat the fiend and rescue their comrades.</p>	Social, Combat
<p>5 A rhinoceros (plains or forest) that has a satchel caught on the end of its horn from the last person it charged down. The satchel contains 30 gold pieces, a suggestive letter about illicit business deals, and a trinket from this book.</p>	Combat, Intrigue
<p>6 A large house-cart pulled by horses belonging to a couple of tailors who specialize in enchanted fabrics. The pair are disguised changelings from a nomadic clan that produces high quality <i>shiftweave</i> and <i>glamerweave</i>^{ERLW}. For people that seem reasonable, they will transform into the party, allowing them to see how the clothing will fit them in seconds.</p>	Social
<p>7 A wide salt lake with thousands of flamingos wading through the waters. A lone hunter is setting non-lethal traps to capture a few on commission for Sharn's ir'Tain family, to be displayed at an upcoming party. They don't feel good about it, but desperately need the money. If the party helps, they promise on their life to make sure the animals are well cared for, and returned to the lake safely after. If they go against the hunter, they back down quickly enough, but have no choice but to inform the ir'Tains of exactly who interfered...</p>	Social, Exploration
<p>8 A pair of burrowing ankhegs hunting for live prey.</p>	Combat
<p>9 The party is surrounded by 8 desperate-looking bandits in ragged army uniforms. They demand the party take out half their gold, leave it on the ground, then go on their way. These veterans, who barely escaped the Mourning, were declared illegal deserters by a spiteful noble - thus forcing them into desperate measures. The richer and glitzier the party appears, the more committed they will be to potentially attacking them.</p>	Combat, Social
<p>10 The party arrives at a town under attack by a small force of druids who seem to be mind-controlling forest beasts to destroy buildings and attack people. Their leader, furious at extensive logging of the nearby forest, has decided to use a symbiont of Avassh to gain the power to defend it. The band of mycelial fungus has integrated into their arm, and spreads soporific spores that control minds.</p>	Combat



POINTS OF INTEREST

KARRNATH

HONOR, DARKNESS & DANGER

KARRNATH

AN INTRODUCTION



H KARRNATH, THE SWORD OF KINGS. THE MILITARY HEART OF GALIFAR IS AN unwelcoming land of plains and dark forest, haunted by dangers from all sides. The Karrns are a grim but stoic people. Their determination holds fast against hungry undead and winter snow, buoyed up by a burning community spirit. The nation has endured plagues, defeats, sieges, and more over the course of the Last War, but its soldiers are never beaten for long. This is the land of snow and night; none can quench the fire in Karrnathi hearts.

Karrnath's martial spirit dates back to its first human settlers, who raided the fertile lands to the south. When Karrn the Conqueror united the warlords under the wolf banner, the nation's army was born, and served Galifar I well in his conquest of Khorvaire. The finest generals train in blade and tactics at Rekkenmark Academy, while respected orders of knights serve the crown. During the Last War, it was only plague and famine that held back these armies from finishing the War almost before it began. These soldiers are trained by the disparate warlords who rule the nation beneath the king, and every Karrn serves time in the military. While Kaius III was instrumental in the peace treaty following the Last War, many of his warlords long for the chance to return to the battlefield for the victory denied to them.

During the Last War, Karrnath bolstered its armies with undead soldiers raised in special rites by the Blood of Vol. This antitheistic community-focused religion sees each person as innately divine. By following the path to the Divinity Within, these Seekers believe they can wield their own inner power. With this divinity held within the blood and soul, Seekers see their own remains as just another tool, and reanimate the dead to serve their communities. In doing so, they drain negative energy from Karrnath's manifest zones to Mabar, the Endless Night, protecting its people from the plane's effects. Outlawed in the wake of the War, the Blood of Vol now occupies a maligned and unstable position.

Adventures in Karrnath often focus on two main areas - the wounded pride of its warlords in the wake of the War, and the dangers that lurk in the nation's wilds. For many, the Last War never ended (*Cannith-12, Fort Bones, The Midwife's Clinic*); Karrnath teeters between monarchists and those who would war against the Five Nations once more. Meanwhile, the War's strain has diverted attention from growing threats. The undead and fey of Karrnath are always watching for new prey (*Hail's Hunt, The Madstone, The Nightwood*). However, a growing number of adventurers and hunters are doing their best to pick up the slack (*Crimson Hall*). Supporting them, and the people, are the clergy of the Blood of Vol. Their expertise in containing dangerous undead and commitment to the people has maintained their popularity despite the crown outlawing the religion (*Crypt of the Covenant, Bastion*). Meanwhile, the Dragonmarked Houses grapple with their own ambitions, with new opportunities in the wake of Galifar's fall (*Tower of the Twelve*).



Themes	
Folk Horror, Monsters	Bastion - Perched perilously between the Nightwood and Karrnwood, Bastion is a rural community of isolated farmers, lumberjacks, and hunters. The people here work hard to placate the dangers surrounding them, but sometimes, adventurers are just what you need.
Necromancy, Artifice	Cannith-12 - The House of Making maintained many secret centers for weapons development during the Last War. Now controlled by Cannith East, Cannith-12 focuses on combining necromantic research and modern artifice, with horrifyingly effective results.
Monster Hunts	Crimson Hall - Atur's guild of monster hunters are experts in patrolling the dark woods of Karrnath. The Lodge's bounties cover all manner of horrors, drawing adventurers and hunters alike to drink and reminisce in its shadowed halls.
Undead, Blood of Vol	Crypt of the Covenant - Beneath Atur, the powerful undead of the Crimson Covenant work to protect the Seekers of Karrnath. The Crypt of the Covenant contains endless catacombs of the dead, along with workshops and ritual chambers for the Covenant themselves.
Undead, Military	Fort Bones - Infamously manned by the undead and surrounded by a bleached field of bones, Karrnath's border fort with the Talenta Plains is a foreboding monument to war. Though the Last War is over, Fort Bones has plenty of problems, ranging from rogue necromancers to elven raiders.
Fey, Folk Horror	Hail's Hunt - Cruel winter fey rule the citadel of Taer Syaen. Their court is divided into four, with the fey of Hail skilled in war. These boreal hunters stalk the northern Karrnwood, slaying mortals who dare to intrude. The standing stones of Hail's Hunt hold their wrath and respect.
Crime, Intrigue	The Midwife's Clinic - The Midwife is one of Karrnath's most famous criminals, named for her penchant for 'birthing' new identities and counterfeit documents. She maintains a lair beneath the streets of Korth, rife with danger and desire.
Fiends, Corruption	The Madstone - The northeast of Karrnath holds an alien secret. The Madstone is a bizarre relic that warps minds and flesh, converting people into raving monsters. Its growing corruption is a threat to the people, and the terrible fiend within the stone hungers for more.
Undead, Gothic Horror	The Nightwood - Within the Nightwood, hungry undead wander in search of fresh meat. These creations of Mabar spawn from the many manifest zones in the ebon-black woods. The plants of the Nightwood are as prized as they are feared, and many venture within to find them.
Artifice, Intrigue	Tower of the Twelve - The massive floating headquarters of the Dragonmarked Houses contains workshops, offices and training schools for the next generation of heirs. Consequently, it also contains boundless schemes for power and prestige.

Alternate Locations: Teryk, Lakeside



THE RURAL FOLK OF KARRNATH ARE A GRIM BUNCH. THEY LIVE BETWEEN forests crawling with cruel fey, roaming monsters, and hungry undead. Bastion is no exception. This community of farmers, woodsmen, and hunters lies a hundred miles from the nearest city, selling its produce to merchants who stop by. The people are Seekers of the Divinity Within, and believe in the strength of community above all else. Kings come and go, but the safety of the village is forever. Nothing changes here. When it does, it's time for adventurers to pick up the slack.

Visitors entering Bastion find a quaint village of carved pine and steep thatched roofs. Fields of cows and root vegetables stretch towards the distant woods on the horizon. Tending to those fields are skeletons - necromantic undead raised with the help of the town's abactor as part of the beliefs of the Blood of Vol. The center of the village is a grassy square kept open for community events, one end occupied by a grim Seeker temple where the abactor lives. The largest building is the warm tavern opposite the temple. Its selection of local sausages and mead is the village's pride.

FIERCE NATURE

Bastion is pinned between the Karrnwood to the north, and the Ashen Spires to the south. The Karrnwood is a primeval forest of pine and snow, with hundreds of miles of cryptic secrets. The bitter fey of Taer Syraen patrol the woods, striking down mortals with fearsome grace, while boreal predators lair beneath the snow. The Ashen Spires are a striking range of granite mountains. Mining towns dot the slopes, ever-vigilant for flying monsters darkening the skies above. These constant dangers on all sides have created a stoic and grim people. It's no wonder that the Blood of Vol, with its practical community spirit, has taken hold here.

TOWN PROBLEMS

■ A young villager has made a desperate deal with a bheur hag to bring back their lover, who died recently after being caught in a blizzard. The town is now under a perpetual blizzard, with the spirit of the deceased bound to it.

■ A winter boggle is curdling all the milk at the largest farm in town. It needs to be captured, killed, or negotiated with before things go sour.

■ A crew of miners are resting in the town before they move on to the Ashen Spires. They're originally from western Karrnath, and blame the Blood of Vol for the country's losses during the war. Tensions are rising.

■ The local Barrel of Preserving Pine* used to store blood for community rituals has broken. To make another, someone will have to venture into the Karrnwood and bring back wood from a Risian pine.

■ A frozen revenant is walking the streets of the town at night, terrifying the people. It's searching for the person who murdered them, but no one is brave enough to talk to the thing and find out.

■ A winter wolf was seen dragging off an entire cow into the Karrnwood; it's hunting easy prey to feed a litter of pups.

Ambience

Sight: Skeletons plowing the fields, thatch roofs, warm fires

Sound: Ringing bells, lowing cows, chatting villagers

Smell: Manure, mead, hot sausages and cheese

Touch: Dry hay, fresh snow, roughly-carved tankards of mead

Barrel of

Preserving Pine

Wondrous Item, Uncommon
Carved from Risian pine wood, Barrels of Preserving Pine prevent fermentation, coagulation, and other effects that would alter liquids placed inside. Such liquids are effectively placed into stasis. These are used to store blood for Seeker rituals and delivery to the Crimson Covenant, but also by villages to store water during the winter without it freezing.



ENVIRONMENTAL CONDITIONS

The cold polar winds and shadows coming off the Ashen Spires can place Bastion under conditions of extreme cold. Deep snow can create areas of difficult terrain.

EXAMPLE ENCOUNTERS

- **PL 1** - A rowdy crew of five belligerent miners (commoners) who went a bit too hard on the mead.
- **PL 3** - A dire wolf and 3 wolves hunting livestock after a vicious winter.
- **PL 5** - A young remorhaz buried under a farmer's field at the edge of town, eating ankhegs under the soil. While it isn't interested in the villagers, its presence is melting the permafrost and destroying the crops.
- **PL 9** - A squad of 20 Emerald Claw cultists led by a deathlock and veteran, here to slaughter the village, raise them as undead in service to the Claw, then hide as much evidence as they can.

TREASURE

- A +1 *Bloodwell Vial*^{TCE} carved from local pine wood by the village's abactor.
- Extremely good sausages, cheese, and mead; having it for dinner grants a party temporary hit points equal to their proficiency bonus after they long rest.
- *Boots of the Winterlands* made from Risian mammoth hide.

QUEST HOOKS

- The party is asked to investigate trouble at a mine in the Ashen Spires. Bastion is the nearest stopping point to the mine on the Orient trade roads, but the way there is currently blocked due to an ongoing issue.
- A war criminal has been seen in Bastion by a traveling merchant. The party might be asked to arrest them, or notice a bounty with a hefty reward for doing so.
- The party needs a rare material found in the Karrnwood or the Ashen Spires, and are pointed towards Bastion to find out where they can source it.

Trinket

An exquisite bottle of Nightwood Ale that refills when Aryth is full.

Potential Locations: Anywhere in Karrnath



BEFORE THE LAST WAR, HOUSE CANNITH'S PRESENCE IN KARRNATH WAS limited. The Last War saw its influence grow, with heirs accompanying the first warforged sent to the nation. Their specialties matched Karrnath's martial bent. Siege weaponry produced by House Cannith was put to great use, its facilities growing to support Kaius II's needs.

Their leader, Zorlan d'Cannith, worked hard to make profitable deals with the Mror Holds and Principalities, establishing centers for research across the nation. Over time, this new generation of Canniths have developed a different philosophy to their kin in the west. Worship of the Blood of Vol and Karrnath's use of undead have led to research into necromantic artifice. The heart of that effort is Cannith-12.

This secret laboratory is located in an 'abandoned' fortress built by the goblinoids of Dhakaan backed by a large escarpment. The fortress itself holds storerooms, living facilities, and guard outposts. A network of caverns stretch back from the fortress into the rocky outcrop, housing confidential research facilities. Here, caged undead and organic 'samples' delivered by corpse collectors are used to advance the field of necromancy, in combination with advanced artifice and arcane weapons. The result is terrifyingly effective.

POLITICAL MACHINATIONS

Cannith-12 might be at the heart of any number of illicit schemes. Many of Karrnath's warlords are staunchly opposed to Kaius III's pursuit of peace, and might be working with Cannith East to build up their forces in secret. This might include the exiled warlord Drago Thul, who has publicly accused Kaius of vampirism.

The Royal Minister of the Dead, Vedim ir'Omik, is another public figure with a dark interest in necromancy. Despite being ordered by the king (his cousin) to seal away the nation's undead armies, Vedim has been conducting top-secret experiments into new forms of these creatures. His position allows him to command royal corpse collectors to take bodies from morgues across Karrnath.

Lastly, there is one figure with a wealth of information on necromancy. Lady Illmarrow of Farlnen, leader of the Emerald Claw, might be working with Cannith-12. This could be directly, or via a secret alliance through the Bloodsail principality. It may be that the Bloodsails are delivering captives to Cannith-12, or that the Emerald Claw are testing their creations in enemy nations.

CANNITH-12 LABORATORIES

- **Necro-Prosthetics** - Undead grafts for both the living and the dead.
- **Undead Soldiers** - New forms of undead combined with artificial materials, intended to act as replacements for now-illegal warforged.
- **Blood Artifice** - Armaments powered by the innate divinity of the blood.
- **Necromantic Siege Weaponry** - Large weapons intended to lay waste to armies, or raise large numbers of the dead in an instant.
- **Infectious Undead** - Novel self-replicating undead used as virulent weapons.
- **Mabaran Eldritch Machines** - powerful planar devices that can cause necromantic effects in a wide area.

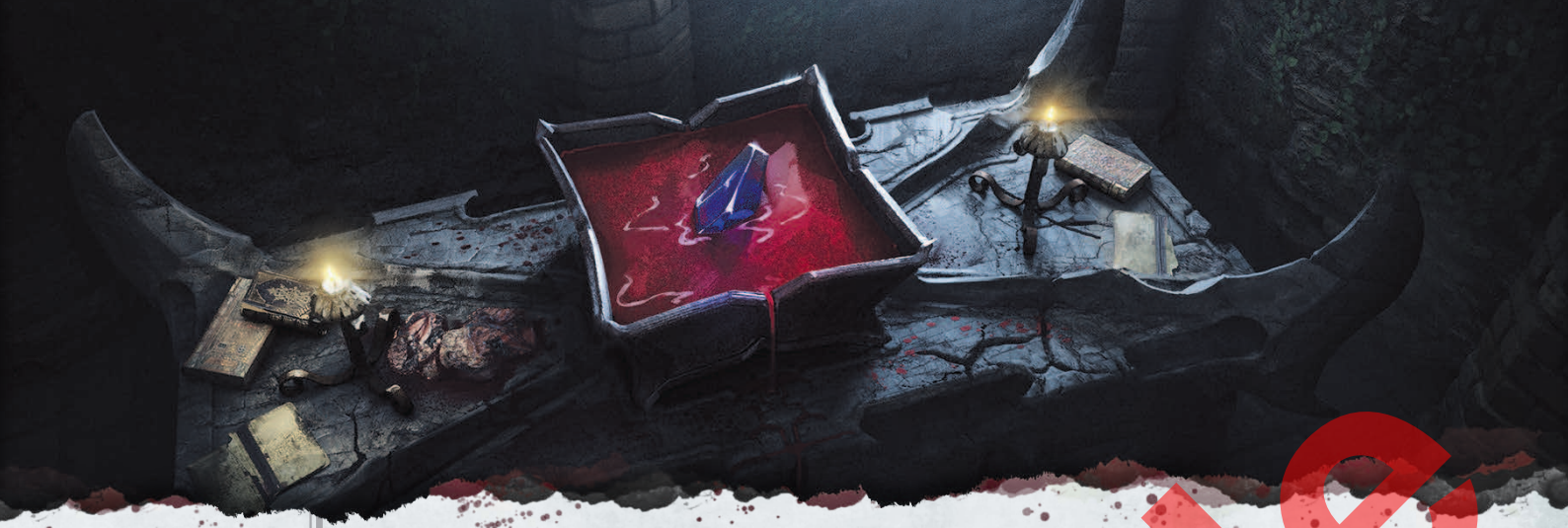
Ambience

Sight: Bodies on slabs, bubbling chemicals, caged undead

Sound: Ethereal cries, crackling sparks, clanging metal

Smell: Sharp medical fluids, fresh blood.

Touch: Antiseptic steel, preserved flesh, engraved crystal



ENVIRONMENTAL CONDITIONS

- Within Cannith-12, when a creature casts a necromancy spell of 1st level or higher, it does so as if cast at a level one higher than the expended spell slot.

EXAMPLE ENCOUNTERS

- PL 3 - A squad of three Necromantic Constructs (**warforged soldiers**^{ERLW} with the Undead type and immunity to necrotic damage).
- PL 6 - A **zombie clot**^{VRGR} that gets fed 'failed experimental material'.
- PL 9 - Zorlan d'Cannith or Vedim ir'Omik, the Royal Minister of the Dead (**necromancer wizard**).
- PL 11 - A **Karrnathi corpse collector**^{ERLW} under repairs, ordered to attack the party as a defensive measure.

TREASURE

- An **Arcane Propulsion Arm**^{ERLW} ready to be attached to an undead soldier.
- A **Libram of Souls and Flesh**^{TCE} containing Zorlan d'Cannith's research notes.
- A **Docent**^{ERLW} containing the ghostly intelligence of a Cyran soldier slain during the Last War.
- **Proof that Cannith-12 is collaborating** with Vedim ir'Omik or the Emerald Claw in a highly illegal move that's tantamount to treason.

QUEST HOOKS

- The party hears of an odd mass disappearance, or arrives in a town to find the entire population gone. The signs point to some kind of attack, with tracks leading towards Cannith-12 hidden nearby. The people are about to be used as fresh material.
- The party finds notes or letters on the body of an Emerald Claw lieutenant pointing towards Cannith-12, which the Emerald Claw have been assisting with. They hope to unleash some of the undead created there into a populated city.
- The party is asked to investigate the activities of Vedim ir'Omik or Zorlan d'Cannith on behalf of anyone ranging from Merrix d'Cannith to Kaius III. Their goal is to collect proof of his crimes and return it to their patron.

Spreading Undeath

While ghouls, ghosts and other undead aren't innately infectious, you can cause utter chaos by having some in Cannith-12 that are. Should they be released, they will undoubtedly kill soldiers and researchers, turning them into more ghouls in a terrible chain reaction.

Trinket

An animated Warforged zombie arm.

Alternate Locations: Korth, Vedykar



KARRNATH IS A WARRIOR NATION, ITS WILDERNESS THE ETERNAL ENEMY.

Generations of hunters, trackers, and rangers have kept the people safe from the horrors that lurk in the night. The Crimson Hall is a hunter's lodge where such individuals gather, seeking a warm hearth and news of interesting threats. This landmark in the Night City of Atur has existed for hundreds of years, and the rangers there have an earned respect. Not just anyone can be a Crimson Hunter. Only those blooded in the wilds of Karrnath, with the scars to prove it, take on the jobs posted here.

The Hall is named for its central meeting place, where rows of benches lie beneath a hundred different hunting trophies that adorn the walls. A bar at the back caters to members, with mismatched armchairs dotted around the edges for comfort. Over time, this has been expanded, adding lodging, a library of lore, sparring rooms, and a custom workshop manned by a venerable elven craftswoman nicknamed 'Stitch'.

One entire wall of the central hall is covered in notices and requests for hunters. These are posted by all kinds of people, ranging from worried farms, to representatives of the Crown, to agents of the Dragonmarked Houses. Any hunter is free to take whatever job they like; it's up to them to keep their own ego in check when doing so. These requests maintain the lodge's comfort, as a tithe of every reward is donated by hunters to the guildmaster.

CRIMSON HUNTS

- Hunt the Hundred Hells remorhaz in the Mamont Tundra. Bait out and capture a Karrnathi bulette for study at the Atur Academy.
- Karrnathi bulettes are an odd subspecies that prefer to hunt and devour undead, thus having resistance to necrotic damage.
- A feral nosferatu^{VRGR} has been preying on travelers on the road between Korth and Atur. The Crown wants it destroyed, with proof.
- The main Jorasco Enclave in Vedykar wants a live baby basilisk. Hazard pay is included, as it will need to be taken from a basilisk nest, with parents.
- A terrified man is being stalked by a peryton that he swears wishes to tear out his heart. He's willing to trade his family's ancestral sword for its death.
- The Vurgenslye Beast, a Mabaran hydra with an endless hunger for flesh. House Vadalis will pay handsomely for one of its heads as a sample.

CRIMSON HUNTERS

- Tak 'Titan' Halamar, a halfling hunter from the Plains, and his clawfoot companion, Mala. Both are experts in hunting dinosaurs many times their size.
- The Fuchsia Twins, named for the color of their hair - the result of a fey pact made by their parents that brought misery to their family. Their weapons are cold iron and silver.
- Aelder Fenjaeger, a master hunter of the Lodge. Old and injured but a respected staple, and always willing to teach youngsters about the beasts of the woods.

Ambience

Sight: Worn armchairs, blazing fireplaces, countless mounted trophies on the walls

Sound: Bellowing laughter, knife sharpening, flames

Smell: Spiced meat and leather

Touch: Worn Conqueror pieces, tanned hide, soft leather

Trinket

This ridged shield is made from a Karrnathi bulette scale; undead find it repulsive.

- ❖ Annawyn Deneith of the Ram, a retired Sentinel Marshal spending her retirement protecting the people of Karrnath in a more bloodthirsty fashion. The Viscount, a human vampire said to have defended Atur from Karrn the Conqueror himself. Brooding and solitary due to a distinct social awkwardness borne from not understanding the lingo of the modern era.
- ❖ Tracker, a warforged from the Karrnathi army who couldn't shake the purpose they were made for, and finds comfort in the 'missions' of the Crimson Hall.

TREASURE

- A *Cloak of Displacement* made of actual displacer beast hide, sewn together with care by Stitch.
- A *Dagger of Venom* carved from the fang of a basilisk - the prize for the annual Crimson Conqueror tournament.
- The knowledge of grizzled hunters on how to bait, trap, and slay more monsters than you knew existed.
- The respect of a noble hunter - the brother of a Karrn warlord.

QUEST HOOKS

- A Crimson Hunter has knowledge the party needs, either to combat a unique threat, or to find a specific location. Unfortunately, they went out on a hunt and haven't yet returned. It's up to the party to rescue them from mortal danger.
- A character in possession of some rare monster parts is pointed towards Stitch at the Crimson Hall. To create a unique item, the elf will need a rare material from a different monster - and the more dangerous it is, the more powerful the result.
 - The party is challenged by a storied hunter from the Crimson Hall in a competition to slay a dangerous creature lairing beneath the city streets. Whoever wins will earn a unique reward from the Hall's famed workshop.





THE BLOOD OF VOL IS A RELIGION STEEPED IN SACRIFICE. SEEKERS WHO never find the path to divinity offer their mortal shells to help their descendants find the way in their stead. These undead martyrs can be found across Karrnath, offering guidance or menial labor, and the most powerful among them are leaders of the faith. These venerable undead are the Crimson Covenant. Collectively, the

Covenant has protected Karrnath's Seekers for more than a thousand years. Their place of rest is the crypt beneath the Crimson Monastery of Atur, where martyrs meet, conduct Mabaran rites, and can be called on by the faithful.





For the undead of the Covenant, sustaining one's link to humanity is a constant trial. The hunger of Mabar saps emotions and willpower over time, turning undead into inhuman monsters. To prevent this, the Covenant rely on binding rites, donations of blood, and unachievable goals to chain their minds to the mortal world. Few members of the Covenant interact directly with Seekers. Instead, they often employ mortal agents to carry out their will, who aren't bound by the same restrictions and responsibilities.

Instead, the undead typically spend their time maintaining the rituals that direct and channel the negative energy of Mabar, preventing it from spreading sickness and undeath in Karrnath's Mabaran zones. Others focus on crafting items or raising lesser undead to support the living. The facilities needed for this lie within the catacombs of the Crimson Monastery, hidden from sight and those would seek to destroy undead - notably, the paladins of the Silver Flame and the Deathguard of Aerenal.

CRIMSON CATACOMBS

The Covenant's catacombs form a maze beneath the Crimson Monastery. The stone halls are lined with the bones and coffins of Atur's dead; many pilgrims travel here to entomb the remains of the faithful. These upper levels are open to Seekers and visitors trusted by the head abactor of the Monastery - Malevanor, the highest public authority of the Blood of Vol. Venerable ghosts and spirits walk the halls, occasionally manifesting to guide their ancestors. The priests of the Monastery conduct rituals of reverence here during holy days. Far beneath the public section lie the facilities of the Crimson Covenant, including the vaults containing Karrnath's sealed undead armies. These libraries, ritual halls, and workshops are used by the undead in their endless service to the people of Karrnath, and lie around a central meeting chamber with a table of Mabaran ebony inlaid with ruby. Very few mortals are allowed within these halls, and only to receive the guidance or commands of the powerful undead.

COVENANT QUESTS

- 
The Silent Knight - The capture of a dangerous Overlord cultist working to unseal the Madstone.
- 
Lady Dusk - Hunting a dangerous Thief of Life, a member of a cult that hunts other Seekers to try and gain their inner divinity through forbidden rites.
- 
Duran - Using specially crafted reagents to refresh a sigil within a Mabaran manifest zone, ensuring its energies are contained.
- 
Bonecrafter Lhorik - Gathering a special piece of bone from a Mabaran beast needed for the creation of bonecraft armor.

Ambience

Sight: Bones arranged in geometric patterns, endless stone halls

Sound: Ghostly whispering, chittering rats and mice

Smell: Dust and death

Touch: brittle bone, cold flagstones

The Crimson Covenant

The Covenant members include mummies ('oathbound'), vampires, death knights, and liches alongside other powerful undead. Most are bound to the Crypt beneath the Crimson Monastery, but others such as the Silent Knight spend their unives roaming the country in support of Seekers.

ENVIRONMENTAL CONDITIONS

1. Within the Catacombs of the Covenant, undead are immune to being turned, and gain advantage on all Wisdom ability checks and saving throws.
2. Most of the Catacombs are unlit and under total darkness.

EXAMPLE ENCOUNTERS

- PL 3 - A deathlock wight infiltrating the Catacombs to feed information to the Emerald Claw.
- PL 5 - A Karnathi bulette that has burrowed into the catacombs in search of undead to eat.
- PL 2 - A devourer formed from the focused negative energy of Atur's manifest zone, and summoned by a member of the Covenant in order to be slain and dispersed by the party.
- PL 15 - A mummy lord of the Covenant and guardian of the catacombs.

TREASURE

- The components and knowledge required to cast a necromantic spell such as *summon undead*.
- The casting of a powerful divine spell such as *legend lore*, *resurrection*, or *plane shift*.
- A suit of custom bonecraft heavy armor immune to effects that target or corrode metal, that cannot be removed from your person unless you allow it.

QUEST HOOKS

- A dangerous planar conjunction is about to bring Mabar close to the Material Plane. The Covenant aims to avoid major fallout to the people of Karnath by focusing the excess negative energy in one place, then banishing it back to Mabar. Unfortunately, this could result in planar undead manifesting into the Material, and it's up to the party to defeat them while the Covenant conducts their rite.
- More than one member of the Covenant are actually secret servants of Lady Illmarrow. In a single night, they conduct a coup, waiting for other members of the group to leave Atur on missions. Their aim is to release the power of Atur's manifest zone, submerging the city whole into Mabar. To stop them, the party must delve into the Catacombs to put an end to their scheme.
- A dangerous and intelligent undead such as a nosferatu^{VRGR} is using the catacombs as a lair, lurking in the maze of tunnels. The party is tasked with hunting them down, before they can hunt for blood in the city above.

EXAMPLE MEMBERS OF THE CRIMSON COVENANT

The Silent Knight - A death knight cursed to never speak by cultists of Sul Khatesh, lest her descendants all die. Hunts down warlocks and cultists, those who harm her children, or brought shame to their house.

Lady Dusk - The first mortal vampire on Khorvaire, who fought to protect elven refugees exiled after the fall of the Line of Vol. One of the oldest guides for Karnath's Seeker communities.

Duran the Wise - A demilich who sacrificed himself to protect the Seeker city of Atur from Karn the Conqueror. Oversees the rituals that weaken Mabar's influence on the city and the surrounding region.

Lhorik the Bonecrafter - The founder of the field of necroartifice, responsible for pioneering the bonecraft armor worn by Karnathi Bone Knights, as well as many of the constructs found in the city of Atur.



THE SOUTHERNMOST BASTION OF KARRNATH IS THE INFAMOUS FORT BONES, which guards the nation from the threats of both Valenar and the Talenta Plains. The bleached ivory walls can be seen for miles around, standing over a vast field of skeletons bleached by the sun. In typical Karrn fashion, the fort is named very literally. Not only is it surrounded by bones, but the very walls of the Fort incorporate them into the stone. Atop those walls are undead soldiers keeping a constant watch for elven raiders from the south. The living Company of the Skull commands them in their defense, led by Alinda Dorn - the Captain of Bones.

While Fort Zombie kept watch over Cyre, Fort Bones has always guarded against the elves of Valenar, as well as the dangers of the Talenta Plains. To the Valaes Tairn, the fortress is the ideal target. Not only is it a challenge to beat, but the undead soldiers provide an eternal threat for them to fight. Even better, the Company of the Skull are skilled cavalry, and can match the elves on horseback.

As a result, Fort Bones always keeps watch for dust clouds growing on the horizon, and was even destroyed in 990YK by a full elven assault. Valenar druids used earthquakes and storms to level the fortress and much of the town that surrounded it. Arriving too late from Fort Zombie, Alinda Dorn vowed that the “bones of every Karrn that had fallen would serve as a wall to protect those still alive”, and has since made good on her promise. The 20-foot tall walls of Fort Bones are now a tangled collage of stone and bone, including the remains of elven raiders who fell during the attack.

THE COMPANY OF THE SKULL

‘Welcome to the edge of the sword’. The motto of the Company of the Skull hangs over the fortress gate, welcoming any who wish to join. Those who enter are not checked. They need no papers. All are free to join the Company, given Karrn citizenship on the spot, and the command to protect the fortress for one year. Currently, 400 living soldiers man the fort, many of them former criminals, soldiers with nowhere to go, or noble scions forging their own path in life. This motley bunch is united by their duty - brothers in arms at the edge of the world, miles from comfort. All are in search of a fresh start.

While Karrnathi undead man the walls at all hours, the Company specialize as skilled cavalry. The stables are one of the largest buildings in Fort Bones, housing hundreds of living horses and fifty undead ones. These skeletal chargers never tire, and can thus run down the Valenar on their own living horses, given enough time. This allows the Company to strike back effectively against elven raids. In typical fashion, their skill on horseback has only drawn more attention from the Tairnadal.

ENVIRONMENTAL CONDITIONS

1. Fort Bones lies within a Mabaran manifest zone that empowers necromancy. The walls of the fortress channel this effect to empower the undead within using negative energy. Within 100 feet of Fort Bones, all undead have advantage on saving throws made to resist being turned or frightened, and gain 2 extra hit points per hit die.
2. The walls of Fort Bones allow sentries to see for miles across the Plains, keeping watch for the dust clouds produced by passing horses. As a result, a party that travels within several miles of the Fort is likely to be approached by scouts to check if they’re elven raiders.

Ambience

Sight: White walls studded with bones, hollow-eyed undead

Sound: Unsettling moaning from the walls, alarm warhorns, whinnying warhorses

Smell: Petrichor, fragrant grasses, dust

Touch: Oiled leather saddles, warm marble

EXAMPLE ENCOUNTERS

- PL 3 - Three Karrn guards on warhorse skeletons approaching the party to gauge their purpose.
- PL 5 - a pack of three roaming allosaurus from the plains in search of fresh meat.
- PL 5 - A pair of Karrnathi undead soldiers^{ERLW} ordered to attack raiders, but are unable to distinguish armed adventurers from armed elves.
- PL 12 - An elven warlord leading a war band in an attack against Fort Bones.

TREASURE

- Gyrnar Shult's *Libram of Souls & Flesh*^{TCE} containing the secrets of the Odakyr Rites.
- Skeletal warhorses that can be ridden across the plains without tiring like their living kin.
- A skeletal rabbit familiar that costs no components to resurrect using *find familiar*.
- A *Double Scimitar of Wounding* taken from the leader of a Tairnadal warband.
- Training in a single free use per long rest of a Battlemaster Maneuver.

QUEST HOOKS

- The necromancer Gyrnar Shult was a pioneer, working with Malevanor to create the Odakyr Rites that raised Karrnath's undead soldiers. His hallowed bones were taken from Fort Bones during its destruction in 990YK. Now, Alinda Dorn aims to take them back in a bold strike at a Valenar war band. If they can be recovered, a party would gain massive favor with the Crimson Covenant, and be able to cast *speaking with dead* on the bones to learn Shult's potent necromantic secrets.
- After being convicted of a crime, the party is sent to Fort Bones to join the Company of the Skull. They'll need to impress Alinda Dorn to get her permission to leave after having served their dues in service to Karrnath. Or they could run away, of course.
- A party traveling to the Talenta Plains (or into Karrnath) might get caught up in a Valenar assault on the fortress. Siding with either the elves, or the Karrn soldiers, might come with different boons - though making an enemy of the other is sure to have consequences.

Battlemaster Tricks

The Karrns have been training in the art of war for a thousand years, and many Battlemaster Maneuvers can be attributed to their warriors. Teaching these Maneuvers to player characters regardless of class can make for a unique quest reward to highlight Karrnath's themes.

Trinket

This saber is made from the bones of elves and dragons.



Potential Locations: Anywhere in northern Karrnath



THE WESTERN KARRNWOOD IS THE ROYAL TERRITORY OF THE PRINCE OF Frost. The archfey maintains winter's cruel grip on the forest from his throne in Taer Syraen, the Feyspire of bitterness and misery. His outriders patrol the woods, hunting those who break the feyspire's esoteric law, or simply out of a cruel sort of malice. Occasionally, following the bizarre whims of the eladrin, the Prince and his entourage set out on grand hunts, riding with the blizzard to slay fanciful beasts or random mortals who get in the way. The people of Karrnath have learnt to fear the fey; these are not beings to make deals with, but to avoid and appease.

Hail's Hunt is a standing circle near the southern edge of the Prince's domain. This border is not marked in any manner known to people; it's simply the furthest range at which the Prince will send outriders to slay intruders. The ancient stones are arrayed in a circular pattern that appears like a snowflake when seen from above. The snow within doesn't melt, yet no snow ever seems to fall there; the circle is an inviting respite from blizzards and harsh weather. This is very intentional. The menhirs are carved with Sylvan messages that act as invocations when spoken aloud by the unwary. Each is a different trap. To read them aloud is to enter into a pact, becoming participants in the cruel games of the fey. These range from hunting contests to competitions of artistry, to quests that must be undertaken lest the party fall under powerful curses. To win is to receive blessings, fey items, and the respect of Taer Syraen. To lose can mean death.

SLEET & HAIL

Each of the four courts of Taer Syraen has enchanted their own rituals into the site, but Hail has the largest number by far. The fey of Hail are warlike and cruel, the raiders and hunters in the Prince's employ. They wait with bated breath for the prideful or foolish to explore Hail's Hunt, as it gives them new and refreshing prey. Local legends tell of those who bested them at their game, lasting until the moons rise while evading the wild hunters, and the wondrous gifts they have been given in return. Of course, they also speak of those struck down by wolf-riders and elves with owls' eyes, dragged back to the Fortress of Winter never to be seen again. In contrast, the wizards and artists of ice and snow prefer contests of prestige. By crafting the greatest illusions, sculptures, and works of art, they can gain position in their Court, rising in the esoteric social strata of the fey.

ENVIRONMENTAL CONDITIONS

Hail's Hunt is typically under conditions of extreme cold. When narratively appropriate, this can include blizzards and snow that limit visibility to about 20 feet.

EXAMPLE ENCOUNTERS

- PL 4 - A wild yeti embodying the tales people tell about snow monsters in the woods.
- PL 7 - A bheur hag willing to hide the party from the Prince's sight, in exchange for a little favor...
- PL 10 - A winter eladrin and their winter wolf mount, hunting the party.
- PL 13 - An adult white dragon that serves the Fortress of Winter out of a love for its polar hunts.

Ambience

Sight: Standing stones carved with Sylvan riddles

Sound: The deep silence of winter

Smell: Bitter pine and perfumed lilies

Touch: Freezing ice and etched granite



TREASURE

- A *Frost Brand Rapier* wielded by a winter eladrin courtier.
- A *Staff of Frost* wielded by one of the bitter sorcerers of the Court of ice.
- A warhorn of pine inlaid with silver; it functions as a *Horn of Valhalla*, but summons a winter eladrin ally once, and only once.
- The honor of the Prince of Frost - the party will face no threat from the beasts and fey of Karrnath, gain immunity to the effects of extreme cold, and find blizzards parting before them.

QUEST HOOKS

- A Karrn warlord has fallen foul of the Prince of Frost, and been frozen inside a block of ice as a result. His husband offers to pay the party a small fortune if they'll challenge a champion of Taer Syraen at Hail's Hunt in order to win him back.
- The party are approached by a fey of Sleet - another of the factions in Taer Syraen, known for their cunning. They warn the party that the Winter Hunt will soon be underway, and that they're in danger of being the targets. Fortunately, this fey can help to protect them. All they ask is that should the party encounter a certain eladrin rival of theirs, they must embarrass the elven knight in front of his friends.
- While crossing the Nightwood, the party come across the standing circle, where a desperate man is carving a statue out of ice. The Karrn - Erik Vastrun - is in a gambit for his life. At the stroke of midnight, an artist from the Court of Snow will arrive to present their work, and whoever has produced the best sculpture will win. For Erik, winning means the power to slay the bandits who destroyed his village. He begs the party for their aid; though he's skilful, he'll need something special to triumph.

Trinket

Wearing this frozen pixie wing brooch openly guarantees parlay if captured by Taer Syraen.

Alternate Locations: Karrnwood, Nightwood, Shadowmount Forest



THE TOWNS OF THE MAMONT TUNDRA ARE UNDER ATTACK BY AN INSIDIOUS force from within the Icewood. The Madstone is a huge Khyber dragonshard containing something unspeakable, hidden in the heart of the boreal forest. Its broken consciousness hungers, awoken by some cosmic accident, perhaps the shock of the Mourning.

The people in the region have encountered dangerous 'Madborn' that appear like people, but ramble in unknown languages. Their eyes shine with a blinding azure glow, mindless and raging in search of things to attack. Their victims are dragged back into the woods, taken to the Madstone itself - where they too are converted into Madborn. Now, the warlords of the north-east face an unprecedented threat from within their borders. Whoever can destroy the threat lying at the heart of the Icewood will receive their weight in gold.

ALIEN KNOWLEDGE

The Madstone itself is a large Khyber dragonshard embedded into the snowy ground in a clearing within the Icewood. At the top, its shape twists and fractures into jagged edges like a broken crown. Where this torsion has caused its surface to break, shifting faces are visible in the glowing blue heart of the rock. The being trapped within is an unusual fiend from the Age of Demons. Vyre of Intellect, servant of the Overlord Tul Oreshka, is an incarnation of terrible secrets that break the mind. The weight of the cursed knowledge it grants is enough to shatter mortal psyches, granting terrible psionic powers as they 'ascend' into Madborn. Whether the shock of the Mourning has weakened its bonds, or the threads of the Prophecy are aligning, Vyre is keen to break from its prison. The settlers and villagers of the Tundra are just the thing it needs. The more Madborn it creates, the more soldiers it has at its disposal - a terrible loop causing growing fear in the northeast. Dealing with the threat might require sundering the dragonshard, then slaying the released demon. It could also require a special rite at a Prophetic time to strengthen the arcane seals placed upon it, binding it once more to the Madstone.

ENVIRONMENTAL CONDITIONS

1. The Icewood is typically under conditions of extreme cold.
2. Creatures with an intelligence of 6 or more that spend more than an hour within 1 mile of the Madstone must succeed on a DC 13 Wisdom saving throw or suffer a form a short-term madness. A creature suffering in this way that touches the Madstone must succeed on a DC 20 Wisdom saving throw or have their consciousness subsumed into the rock, turned into a Madborn. Effectively, their soul is trapped within the Madstone, and they can only be restored by destroying it, then restoring them to life with spells such as *revivify* as their soul is freed.

EXAMPLE ENCOUNTERS

- PL 3 - A horde of 8 madborn guards captured from an unsuspecting Orien trade caravan.
- PL 3 - A madborn berserker that knocks victims unconscious, intent on dragging them back to the Madstone.
- PL 7 - A warlock of the fiend who made a pact with the Madstone to gain revenge on a local Karrn warlord; once Vyre of Intellect is freed, they intend to fuse with it into an avatar of terror.

Ambience

Sight: Glowing sapphire eyes, otherworldly light through the trees

Sound: Nonsensical babbling in several languages, whispered promises

Smell: Sharp pine needles and ice

Touch: Warped dragonshard that subtly writhes to the touch

- PL 7 - A lost sorrowsworn born from a victim of the Madstone.
- PL 19 - Vyre of Intellect, a disturbing fiend with the abilities of a **kalaraq quori**^{ERLW}.

TREASURE

- A *Berserker Axe* tainted with the psychic residue of the Madstone.
- A fragment of the Madstone that acts as a *Far Realm Shard*^{TCE}.
- An unnerving fragment of the Madstone that acts as a demonic *Ioun Stone of Insight*. The insights it grants are generally disturbing.
- The knowledge of where the Overlord Tul Oreshka is bound - which will doom the party to a dire fate.

QUEST HOOKS

- The party arrives at a village to find it under attack by a small army of crazed warriors, their eyes blazing with blue light. They are in the process of capturing the villagers with brutal coordination and efficiency... When the party attacks, they all speak as one. The Madstone knows of them now, and it won't stop until it has them in its grasp.
- The party learns of a fiend of Tul Oreshka bound in ages past in the Icewood. The fiend is a being of pure knowledge, and it can grant them lost information they seek regarding other fiends, ancient artifacts, or the plans of villains. However, once they reach the Madstone without issue, it will attempt to capture them and turn them into its thralls.
- The party are hired by a Karrn warlord to deal with the situation in the Icewood. Her subjects are being attacked, her soldiers fearful of the stories that survivors are telling. In exchange, they will earn her favor and a hefty sum of gold.

MADBORN TEMPLATE

To create a Madborn, take any Humanoid stat block and apply the following changes:

- **Ability Scores.** The Madborn's Intelligence becomes 6 (-3). Its Charisma becomes 3 (-4).
- **Condition Immunities.** The Madborn gains immunity to being charmed, frightened, or stunned.
- **Ascended Mind.** The Madborn has advantage on Intelligence and Wisdom saving throws.
- **Tottering Rage.** The Madborn lacks natural control over its body, but its broken fury drives it on. It has advantage on all melee attack rolls, but if it misses a melee attack roll, it falls prone and loses the benefit of this trait until it stands back up.
- **Alien Puppet.** The Madborn is in constant communication with the Madstone itself. As a result, all Madborn share the knowledge of the Madstone and each other, instantly alerting one another to threats and intruders. As a result, Madborn cannot be surprised as long as any other Madborn in the same combat is not surprised. A character that attempts to read the thoughts of a Madborn must succeed on a DC20 Wisdom saving throw or fall prone and scream uncontrollably for the next minute.

Trinket

A scrawling of the Madstone on a page of unidentifiable parchment. The longer you look the harder it is to pull yourself away.

Mental Illness

When portraying the Madborn, it's important to avoid mental illness tropes. These are not people suffering from mental illnesses, but are closer to zombie puppets who speak in bizarre languages as a result of Vyre of Intellect. To avoid bad implications, you may find it fitting to rename them to the Iceragers or Woodtaken.

Alternate Locations: Rekkenmark, Vedykar



THE MIDWIFE IS A NAME KNOWN ACROSS KARRNATH AS A CRIMINAL mastermind. One of the few people to outsmart House Sivis daily, the arcane counterfeiter runs a thriving trade in forgery. Her hideout lies beneath a dusty curio shop in Korth. Those looking for a new identity, or forged official documents, inevitably find their way to the Midwife's Clinic. There, the halfling helps to 'deliver a new person to life' - hence her codename. In doing so, she has one-upped the entirety of House Sivis, overcoming their extensive efforts to make forging documents utterly impossible. The skill of a single halfling has undermined the trust held in an entire dynasty of gnomes. She takes this with pride.

However, the Midwife is no fool. She is perfectly aware that the House's elite Oversight agents would do anything to see her captured, and the White Lions of Korth see her operation as a threat to Karrnath. As a result, the halfling hides behind layers of codes, lethal traps, and endless subterfuge to maintain her safety (and great wealth). Only a dozen trusted subordinates work under her, acting as proxies with the Karrnathi underworld. Getting the chance to hire the Midwife is difficult. Meeting her face-to-face is even harder.

DEATH'S CLINIC

The Midwife's Clinic consists of a warren of underground tunnels and trapped corridors beneath Korth's Low District. The main entrance (for there are definitely hidden ones) is in the backroom of a ramshackle trinket shop. The owner owes a life debt to the Midwife for giving him a new identity. The initial rooms are actually disguised as the lair of a small-time criminal gang. These hide hidden entrances to the actual Clinic, which lead to heavily trapped corridors filled with lethal pits, swinging blades, glyphs of warding, and more. Only after these, can the actual rooms of the Midwife and her gang be found. This is where the true wealth lies. The ornate and comfortable chambers hold storerooms of arcane components and parchment of all types, living quarters for the halfling and her staff, and several boltholes leading across the city (a few of which simply lead to inescapable death traps).

ENVIRONMENTAL CONDITIONS

The Clinic is riddled with traps of all kinds, including poison darts, pits, flame traps, and glyphs of warding. Most are hidden by the Midwife's illusions. Those that aren't are illusioned are there to disguise the other traps that are. The criminal is so paranoid that there is a trap at least every 10 feet in the tunnel leading to the hideout.

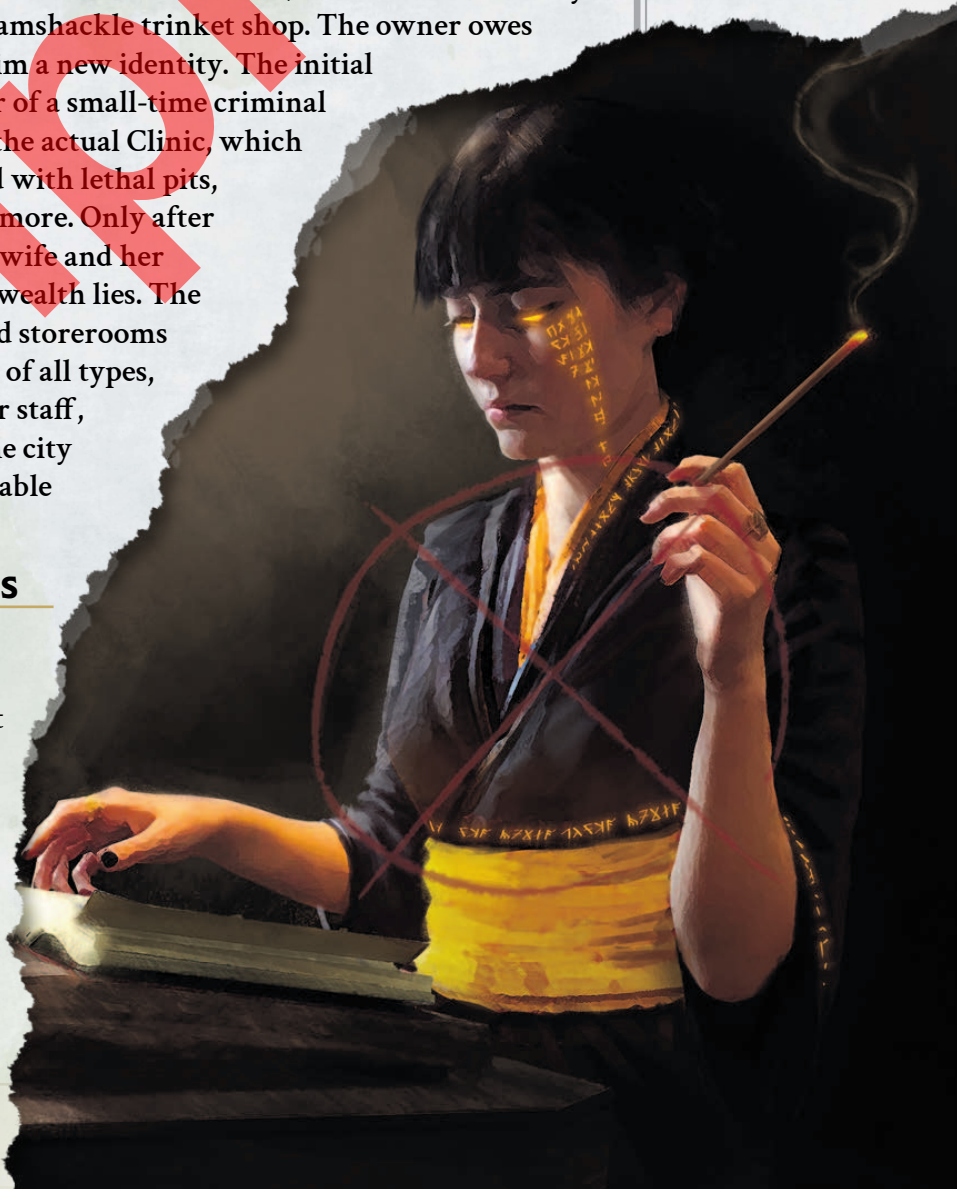
Ambience

Sight: Opulent chambers behind blood-stained death traps

Sound: Ticking clocks and latches, snapping tripwires

Smell: Fresh ink, sawdust, exotic incense

Touch: Perfectly aged parchment, worn forgery tools and pens



EXAMPLE ENCOUNTERS

- PL 3 - Three thugs paid to wait inside illusory furniture to ambush anyone the Midwife deems suspicious.
- PL 3 - The Midwife - an illusionist wizard who can cast *illusory script* at will, and *seeming* once per day.
- PL 6 - An invisible stalker with the construct type, created by the Midwife as an illusory arcane assassin wrought from magic.

TREASURE

- A *Hat of Disguise* enchanted by the Midwife for a well-paying client.
- The Midwife's *Emerald Pen*^{FTD}, used to write coded messages for her minions.
- Forged Karrn identity papers allowing the party to bypass military checkpoints.
- A *Parchment of the Cursory Glance** - a unique creation of the Midwife.
- The personal information and locations of several different criminal organisations and wanted figures across Khorvaire.

QUEST HOOKS

- A criminal has been to the Midwife in efforts to escape the country. To track them down, the party will need to pay the criminal a visit, and convince her one way or another to disclose the criminal's new identity. Of course, finding the hideout is a challenge in and of itself.
- The party needs new identities, and there's only one person who can help. Maybe they've been implicated in a crime (or committed one), or they need access to somewhere as part of a heist. They'll need to work their way through the Korth criminal underworld to gain an audience with the Midwife's cronies - or break into her headout and steal new names for themselves.
- House Sivis has placed a massive bounty on the Midwife, intent on ending her criminal enterprise once and for all. The race is on between the party and other bounty hunters to steal the prize, but the Midwife's clinic is a literal death trap. The characters will have to contend with their rivals as they traverse the illusory gauntlet (or use them as test subjects for the traps, instead).

PARCHMENT OF THE CURSORY GLANCE

The most expensive and illegal item produced by the Midwife is the *Parchment of the Cursory Glance*, which features intricate illusions that show exactly what one expects to see. Used effectively, this allows one to enter any nation, building, or private party as long as you condition people beforehand to expect what you are supposedly handing over to them. Naturally, this item is the bane of House Sivis, and few are granted.

Parchment of the Cursory Glance

Wondrous item, Uncommon

This high-quality set of identification papers is enchanted with an intricate illusion by the Midwife. Anyone who looks at the *Parchment* sees exactly what they expect to see. A character with suspicions about the *Parchment* can attempt a DC 20 Intelligence (Investigation) check to determine that it is enchanted with an illusion, and highly illegal.

Trinket

Made from mimic pseudopod, this fashionable necktie changes its appearance for every upcoming holiday.



THE NIGHTWOOD IS THE UMBRAL HEART OF KARRNATH. MANIFEST ZONES TO the plane of Mabar cloak the forest in eternal darkness, birthing undead that hunger for flesh. The cities of Karrnath surround the forest, and their sentries keep watch for the things that emerge from the woods. It is a testament to their danger that they have never been cleared. While Aundair and Thrane have cut down their forests for farmland, the Nightwood has stood strong for thousands of years.

The forest itself is a bleak expanse of marsh and pine painted in monochrome. Buzzing gnats swarm up from stagnant pools of water in which vegetation festers. The influence of Mabar encourages rot and decay, meaning fungi and decomposers are common. The animal life in the Nightwoods is also touched by Mabar; their adaptations allow them to live in permanent night, often granting them void-black fur and feathers, the ability to manipulate shadow, or true undeath.

Some have turned into true horrors, driven by Mabar's endless hunger to consume and destroy. Where the Endless Night draws close, undead can also spontaneously rise, and nearby communities of Seekers have worked for centuries to stop this by siphoning Mabar magic for their own purposes. However, the heart of the Nightwood holds a different danger altogether.

OOZING CORRUPTION

In the center of the woods, where no mortal dares to tread, an oozing chasm opens into Khyber. In ages past, monsters from the endless tunnels beneath would occasionally enter the woods, strengthening its fearsome reputation. However, in the last few centuries, the agents of the daelkyr Kyrzin have consumed the region of Khyber beneath the woods. These minions of the Bile Lord were drawn to the marshy environs, and their creeping corruption has begun to spread from the rift. Necrotic oozes and slimy horrors now stalk the forest. However, the daelkyr are artists, and not all their disgusting work is dangerous. Some of the plants touched by Kyrzin are highly valued for their properties. Night's rye is perhaps the most famous - the key ingredient for Karrnath's ever popular Nightwood Ale.

ENVIRONMENTAL CONDITIONS

Bright light cannot exist in the Nightwood. Any effect that would produce bright light produces dim light instead.

EXAMPLE ENCOUNTERS

- **PL 4** - A creeping black pudding disguised as a pool of marshy water.
- **PL 6** - A pack of four shadow mastiff's led by a shadow mastiff alpha on the hunt for fresh meat.
- **PL 13** - A vampire from the nearby city of Atur painting some new wards in fresh blood. The wards help to contain the manifest zone, stopping it from spreading beyond the woods.
- **PL 15** - A nightwalker summoned using a powerful necromantic ritual by Emerald Claw soldiers under the direct orders of Lady Illmarrow.

Ambience

Sight: Ink-black pine trees, pools of shadow

Sound: Howling wolves, chirping insects and hooting owls

Smell: Smoky wood, rot, and damp

Touch: Inky bark, fallen pine needles, and fresh blood

Trinket

A bouquet of Soul's Respite - a magebred plant combining the qualities of garlic and wolfsbane.

MABARAN MUTATIONS

- 1 Immunity to necrotic damage, and when the creature would take necrotic damage, it instead heals a number of hit points equal to half the damage that would normally be dealt.
- 2 The creature is completely blind and eyeless, but gains 60 feet of blindsight. It cannot use this blindsight if deafened.
- 3 When it reduces a creature to 0 hit points, the creature regains a number of hit points equal to twice its proficiency modifier.
- 4 The creature has advantage on Dexterity (Stealth) checks; once per long rest, it can teleport as a bonus action from an area of dim light or darkness to another unoccupied space within 30 feet of it that is also in dim light or darkness.
- 5 At the start of the creature's turn, every other creature within 10 feet of it takes necrotic damage equal to its proficiency bonus.
- 6 The creature can cast *darkness* innately once per long rest without requiring components, and can see in magical darkness as though it were dim light.
- 7 The creature projects an aura of death in a 10-foot radius around it. Within that radius, no creature can regain hit points.
- 8 The creature died but kept going; it has the Undead type, immunity to necrotic and poison damage, and immunity to the poisoned condition.

TREASURE

- Mabaran Ebony wood that can be used to craft an *Imbued Wood Focus*^{ERLW}.
- Mabaran nightwater - a common component of Thieves' Tools kits that can be used to temporarily *dispel* a magical effect.
- A *Sword of Life Wounding* in the shape of a macuahuitl with manifest zone obsidian for the slicing edge.
- A *Necrotic Absorbing Tattoo*^{TCE} made to order by a skilled dhampir artist in Atur using distilled pigment from the sap of a duskwillow tree.
- *Goggles of Night* with lenses soaked in darkmantle blood.

QUEST HOOKS

- The party finds evidence that the Emerald Claw have set up an operation in the Nightwood. They intend to tear open a portal to Mabar, bringing forth a terrifying nightwalker to lay waste to Korth while they aim to assassinate the king in the chaos.
- A member of the Crimson Covenant of Atur asks the party for their assistance. They need the characters to defend them while they perform a rite to refresh the wards on the Nightwood, containing the Mabaran magic flowing into the environment. The rite will draw hungry undead like moths to a flame.
- The beasts of the Nightwood are saturated with negative energy. A party seeking to travel to the plane of Mabar may need to hunt one to produce items that will protect them from the plane's necrotic ruin.



THE DRAGONMARKED HOUSES ARE UNITED BY THE ORGANIZATION CALLED the Twelve, which oversees their united interests and collaboration. The international group is headquartered in the Tower of the Twelve, which levitates over Korth's Wollvern Park. The massive monolith is the eternal rival of Aundair's Arcane Congress; where the Twelve seeks to push the magic boundaries of their dragonmarks, the Congress seeks to make those abilities available to all. The workshops of the Tower contain cutting-edge spells only possible with the power of the Dragonmarked Houses, and contribute greatly to Khorvaire's advances. It was here that Houses Cannith, Lyrandar, and Orient worked together to produce the Lightning Rail and the Elemental Airship. However, for all their apparent cooperation, the Houses are not always so friendly. The Tower is a hotbed for corporate espionage, with plenty of experimental mishaps just waiting to happen.

The Tower itself has 13 floors, even though it was built when only 10 dragonmarks were known. This odd decision was mandated by its eccentric architect, Alder d'Cannith. In the years since, the Marks of Finding and Detection were discovered and recognised, and each of the Houses has their own floor to work with. The thirteenth floor is home to administrative offices and the leaders of the Twelve. Only the Houses of Shadow, Phiarlan and Thuranni, know what dragonmark that floor is actually dedicated to. These floors are connected by a central well with arcane lifts and a glass ceiling, allowing light to filter through the massive structure.

FLOOR SPECIALTIES

Lyrandar - A branch of Lyran's Gift - the House's development arm - occupies Lyrandar's floor in the Twelve. The arcanists work with House Cannith to produce new airship technology and sub-systems, including emergency *Life Rings*, elemental matrices, enchanted *ballistae*, and other paraphernalia used by Lyrandar pilots. This includes new and experimental engines, designed to channel powerful elementals above the usual grade.

Orient - House Orient's losses during the Last War were great, and Baron Kwanti d'Orient is keen to invest in new methods of travel. Their floor in the Twelve is a center for teleportation research, and features experimental *teleportation circles*, as well as devices that can transfer people into the ethereal plane. One of their most successful creations is *Passage Salve* - a form of *Oil of Ethereality* that lasts for one hour, but can only be used by those with the Mark of Passage.

Cannith - The Cannith artificers in the tower work with every other floor to produce experimental dragonmark focus items. In return, they apply this knowledge to their own cutting-edge designs, which are then distributed throughout the House. Cannith's crucial role as the foundation for the development of the other Houses' artifice has rendered its people impartial and isolated by necessity from their fractious House politics. However, it was here in the Twelve that the Lightning Rail and Elemental Airship were first conceptualized, and only the elite of Cannith are allowed a place here.

Vadalis - Rare animals are brought to the Vadalis floor to investigate their abilities and potential for taming. The people here are unusually skilled in artifice by the House's standards, and use their abilities to create new tools for veterinary purposes and to reinforce the command of the Mark of Handling

Ambience

Sight: Massive levitating monolith arcing with lightning

Sound: Roaring airships, arguing academics, and classy elven musicians

Smell: Fresh sea air, odd chemicals, and hot food

Touch: Intricate devices and experimental tools

Level Height

The actual order of the House floors in the Tower is entirely up to the GM and what's convenient for them. If players are planning to steal something, you may want it to be on the highest floor for drama. Similarly, players fighting a construct might be told to be as quiet as possible, as the Phiarlans are holding a play upstairs!

over dangerous beasts. Their current focus is the deconstruction of an item known as a *Dominance Collar* obtained from Xen'drik, used by the giants of the Esht Primacy to enforce control over behemoth creatures.

5 **Jorasco - The Last War** has seen Jorasco work with Cannith to produce advanced prosthetics for veterans. It was here in the Twelve that the first *Arcane Propulsion Arms*^{ERLW} were made, with new iterations designed for those working in industry as well as war, often based off warforged designs.

6 **Kundarak** - Kundarak's extradimensional vaults allow items to be deposited in Korth and withdrawn from the same deposit box in Sharn. This was first developed in the Tower of the Twelve, and the dwarves here are always pushing the boundaries of security. They specialize in weaving complex abjurations, creating uncrackable safes with complex mechanisms layered with magic. Adventurers who can test them for weaknesses are always well paid.

7 **Sivis** - House Sivis' security arm - Oversight - is based in the Tower, working with Kundarak, Phiarlan, and Thuranni to ensure the House's reputation for secrecy and impartiality. They also work to develop new methods of proofing documents against forgery and impersonation.

8 **Ghallanda** - The halflings of Ghallanda develop techniques to apply to their House's goods. Their current work is understanding the mechanism behind *Eternal Rations* - food which never decays produced from Xen'drik long corn and gur'kash meat. Should they succeed, they will be able to sell this everlasting food to the Five Nations armies. They are always in need of taste testers.

EXAMPLE ENCOUNTERS

- PL 1 - A new model of iron defender in need of a controlled combat test.
- PL 3 - A phase spider that escaped from the Vadalis floor after an employee spilt a drink on the magical wards preventing it from phasing out of its cage.
- PL 5 - A clockwork oaken bolter gone haywire (potentially due to sabotage).

TREASURE

- An *Arcane Propulsion Arm*^{ERLW} produced by the Jorasco artificers.
- *Finder's Goggles*^{ERLW} produced by the Tharashk branch.
- *Handheld Sending Stones* produced by House Sivis.

QUEST HOOKS


- A rare artifact from Xen'drik has been brought to the Twelve for study. A wealthy individual has discretely tasked the party with 'obtaining' it, preferably with as little evidence as possible. To do so, they will have to pull off the heist of the century - and avoid falling from the Tower to the park below.
- The Twelve has put out a call for adventurers willing to help test some of their newest inventions. Cannith constructs need to be fought, Ghallanda food needs to be tried, and Kundarak defenses need to be cracked.
- House Lyrandar is paying well for a rare material from a manifest zone in the Karrnwood for their research, but House Orien would rather this experiment turned out to be a failure. Their agents might try to steal the material from the party, sabotage the experiment, or pay them off in secret to damage the goods.

Trinket

The head of this key resembles a dragonmark, but not one that is conventionally recognizable.

RANDOM ENCOUNTERS

	Themes
<p>1 A screaming bloodied man in dark mage's garb sprints toward the party, gibbering with fear. Following him with implacable patience is a female knight with the unnatural pallor of the undead. This is the Silent Knight - a death knight surrounded by an aura of constant <i>silence</i>, and a member of the Crimson Covenant of Atur. She is bound to slay evil cultists, such as the man who has just collapsed at the feet of the party. It's up to the party how they interpret this scene, of course.</p>	Social, Combat
<p>2 A squad of four Karrnathi soldiers lead 20 chain-gang prisoners in their work to clear a landslide away from a trade road. The prisoners are former Cyran soldiers singing an old song that any fellow Cyran would know.</p>	Social
<p>3 A hunting pack of four <i>deinonychus</i> that have traveled far north from the Talenta Plains in search of fresh meat.</p>	Combat
<p>4 A squad of House Deneith Blademarks undergoing field training and sparring. Their drill sergeant may pull any obvious warriors from the party for a quick sparring match with the trainees. The harder the party kicks their asses, the happier the sergeant will be. In return, the party can rest under their watch, and gain an ally in Deneith.</p>	Combat, Social
<p>5 Three ghouls and a ghast attack the party. An investigation can determine that they aren't the result of a Mabaran manifest zone, but show signs of tampering, as they were actually released t as a test. A member of the Emerald Claw, or Cannith East, is nearby and watching their performance in secret.</p>	Combat, Intrigue
<p>6 A bitterly cold frozen pond with a grasping hand jutting out from the ice towards the center of the lake. The ice is fragile, and requires a Dexterity (Acrobatics) check to cross without falling in and risking Exhaustion.</p>	
<p>7 Characters who manage to reach the hand can see that it's a half-elven corpse. Should they retrieve it from the ice, their unnatural wounds will be obvious. They may have been killed as part of a local cult rite, as part of a criminal cover-up, or due to trespassing on the land of the winter fey.</p>	Intrigue
<p>8 A deathlock from the Order of the Emerald Claw conducting a ritual to raise zombies and skeletons from the earth in an old battlefield.</p>	Combat
<p>9 A village where the residents are celebrating the Blood of Vol festival known as Tanarath, where the moon Sypheros eclipses Aryth. This involves the community coming together to celebrate each other's company, and those who were lost in the Last War. Typically, the largest event is the storytelling competition, with plenty of alcohol flowing.</p>	Social
<p>10 A member of House Vadalis conducting a veterinary ritual to cure a wild animal of a Mabaran disease. The rituals to contain a nearby Mabaran manifest zone have partially failed, leading to the spread of illness.</p>	Social
<p>11 A sharp old man waiting at a crossroads with a Conqueror board, challenging passers-by to a game. Whoever can win will earn a gift (a trinket from one of the locations in this book!).</p>	Social



POINTS OF INTEREST

THRANE



PIETY, PRIDE & POLITICS

THRANE

AN INTRODUCTION



A THRANE, THE BASTION OF THE RIGHTEOUS. THE HEARTLAND OF GALIFAR is a crossroads for trade, connecting the Five Nations with its verdant farmland and gentle rivers. The people of Thrane are humble, practical, and pious. Their nation is rife with dangers, from roaming undead, to violent fey. Every village trains with the bow and spear, ready to defend against threats both magical and mundane. The people's faith in the Silver Flame keeps them strong and driven, their paladins ready to destroy evil wherever it can be found. Aundair might study the impossible, but Thrane's belief brings it to life.

Thrane has always been a center for piety; grand temples of the Sovereign Host stood in the ports of Daskaran and Shadukar for centuries. The Year of Blood and Fire changed everything. The Overlord Bel Shalor broke free of its bonds, bringing fear and paranoia to the people. Fiendish corruption saw the priests of the Host fall to darkness, until the paladin Tira Miron sealed the Overlord away in an act of legendary sacrifice. Where her sword is driven into the stone, the people built the city of Flamekeep, worshiping the Silver Flame that saved them from ruin. During the Last War, the clergy of the Silver Flame established a theocracy, breaking the monarchy that had ruled since Galifar. This contentious move has seen mortal politics combine with the religious guidance of the Church - a conflict that Thrane is still learning to navigate.

Adventures in Thrane often focus on two main areas - the mortal dangers of politics and religion, and the immortal threats that seek to take advantage. The Last War hit Thrane hard (Shadukar, White Arch Bridge), and its religious government is still finding the balance between lofty ideals and war-time brutality (Tower of Judgement). Even now, Thrane's paladins labor to keep Khorvaire safe from enduring evil (Arythawn Keep, Flickering Rift, Mercury Hall). Where things escape their watch, supernatural forces can lead to growing threats to the people (Daskaran Palace, The Harrowcrowns). Yet, Thrane is a land of saints and heroes, and there is always a chance for a new legend in the making (Cinderfall, Vale of Heroes).



LOCATION LIST

Themes

Mournland, Mutants

Arythawn Keep - The border keep of Arythawn kept watch over the enemy nations of Breland and Cyre. With the advent of the Mournland, it now has a very different role - watching for and fending off the horrors that emerge from the wreckage of Cyre.

Dragons, Dungeons

Cinderfall - Prince Thrane, son of Galifar I, was killed in battle with the red dragon Sarmondelaryx. The Bane of Thrane dwelled in a volcanic lair in what is now the Burnt Wood, but the precise location of that lair has never been found. When the dragon disappeared, its hoard went missing with it.

Royalty, Cults, Secrets

Daskaran Palace - Once, Daskaran was the capital of Thrane, but centuries of poor fortune have led to its gradual decline. The greatest symbol of this is the burnt-out ruins of the former royal palace, now a gathering site for an insidious cult that prays to the downfall of the theocracy.

Corruption, Fiends

Flickering Rift - In the Year of Blood and Fire, Bel Shalor crawled forth from a massive fissure in the Tamor Hills that belched smoke and fiends into the sky. What remains is known as the Flickering Rift, and the land around it is tainted with the Overlord's corruption.

Fey, Nature

The Harrowcrowns - Much of Thrane was once covered in dense temperate forest. This continuous band of greenery was cut down piece by piece for timber and farmland. Now, the firbolgs of the Harrowcrowns and their patron, the Forest Queen, are taking a violent stand.

Artifacts, Spycraft

Mercury Hall - The Argentum is a branch of the Church that deals with dangerous artifacts and contraband. Agents bring their discoveries back to Mercury Hall, where specialists do their best to store and contain them. Sometimes, their best isn't quite enough.

Undead, Last War

Shadukar - The city of Shadukar was subject to one of the most devastating attacks of the Last War. The armies of Karrnath laid waste to the port, leaving a broken ruin abandoned by the people of Thrane. Now, only ghosts call Shadukar home.

Silver Flame, Last War

Tower of Judgement - The former Aundairan capital of Thaliost is governed by Thrane's Cardinal Dariznu. The Cardinal is a cruel man who rules with terrible order from his Tower of Judgement, issuing commands that stoke resentment and rebellion in the people.

Combat, Glory

Vale of Heroes - For more than a millennium, warriors of all stripes have gathered at Tamor Gulch to prove their might. Once a ritual to the gods, now a competition for money and prestige, the Tamor Trials have taken on a life of their own.

Politics, Traversal

White Arch Bridge - A shining span once connected Thrane and Karrnath - a symbol of the power of Galifar. The White Arch Bridge was destroyed during the Last War, but many are keen to see it rebuilt - unless the efforts of nationalists can undo their work.

Locations: Arythawn Keep, Angwar Keep



ARYTHAWN KEEP GUARDS THE POINT WHERE THE BORDERS OF THRANE, Cyre, and Breland meet. Mere days before the Mourning, Thrane's legions gathered here to march on Cyre alongside their Brelish allies. The wardens of the Keep watched with horror as the gray mists swept towards them over the horizon, stopping mere miles from their position. The soldiers they had sent off to victory never

returned. With the War stopped in its tracks, the Keep now serves a new and vital purpose - defending Thrane from the mutant horrors that crawl from the mists.

Though the Brey River acts as a natural defense, the waters don't stop the most determined - or aquatic - creatures from landing on Thrane's shores. As a result, the Keep's commander has spearheaded the creation of a scout network around the shores of the Burnt Wood. Pairs of rangers armed with dancing flares camp in tandem for miles, able to rapidly call in support should they spot anything unusual. The monsters they take down are often returned to the Keep itself for study, which has rapidly become a center for Thrane's research into the cataclysm on their border.

The Keep is tightly run by Commander Hector Vencia, a human in his fifties with a track record of obeying orders to the letter. His men are well-trained, respectable, and reliable, and their keen vigilance has kept Thrane's border safe for decades. As more and more reports of the Mournland have found their way to the Keep, Vencia's fears of a repeat event have only grown. He is increasingly driven to figure out how to end the Mournland and safeguard Thrane's borders. With the Keep's scout network a success, his newest project is the creation of an elite squad to enter the mists and gather information on the mystery of Cyre's destruction. The Keep itself is clearly visible for miles around, even at night; a divine beacon of sunlight stands atop its tallest tower, helping to uncover any threats for the wardens on its walls.

ENTERING THE MOURNLAND

The soldiers of Arythawn Keep have special dispensation to enter the Mournland. Players attempting to cross Scion's Sound or the Brey River to do the same might find Arythawn Keep willing to help, as long as they agree to inform the Commander of anything useful they discover. This is similarly useful for providing information and warning about what they might face; the scouts of the Keep will be aware of any ongoing news from beyond the opaque wall of mist. Commander Vencia maintains open communication with the House Mediani contingent over the border (the 'Thousand-Yard Stare'), with both sides reporting on incoming dangers or odd events.

ENVIRONMENTAL CONDITIONS

Sentries form a chain along the surrounding borders, with Arythawn Keep as their focal point. These rangers are always vigilant for signs of attack, either from Brelish forces or Mournland horrors. As a result, parties approaching the Keep are likely to be spotted, reported using *Dancing Flares**, then approached to gauge their purpose.

EXAMPLE ENCOUNTERS

- PL 2 - 2 Arythawn scouts investigating the party; one is armed with a *Dancing Flare**.
- PL 5 - A small flock of 1d4+1 *vargouilles* with the Undead type, some of them still wearing soldier's helmets.

Ambience

Sight: Towers lit by divine beacon fires, grim soldiers in silver armor

Sound: Clarion horns, twanging ballistae

Smell: Incense smoke, blood, and dust

Touch: Parchment maps and reports, cracked and battered stonework.

Trinket

A tendrill of a living *friends* spell that purrs and then hisses at anyone near it.

- PL 8 - An **unspeakable horror**^{VRGR} crawling its way up the riverbank.
- PL 11 - A **Karrnathi corpse collector**^{ERLW} that has gone slightly 'off' due to exposure to the Mourning mists; rather than collecting bodies, it has started collecting a mass of trinkets and oddities on its back. If a party can forgive its terrifying appearance, they might be able to trade with it in exchange for new knick-knacks.

TREASURE

- A *Dancing Flare** on the body of a slain Arythawn scout.
- The eye of an **unspeakable horror** that acts as a *Far Realm Shard*^{TCE}.
- A *Staff of Withering* carved from the bleached wood of trees on the far bank of the river Brey.
- A map of the current state of the Cyran city of **Eston**, noting the location of various key House Cannith facilities.

QUEST HOOKS

- During a Mourland adventure, the party are accosted - or rescued - by a group of Thranish rangers from Arythawn Keep. They insist that the party return with them to the Keep, intent on having the characters relay any useful information they have picked up to Commander Vencia.
- The party, in search of a way into the Mourland or other related information, are pointed towards Arythawn Keep. Upon arriving, they find it under attack by a swarm of mutated undead from beyond the mists.
- A scout has returned from the Mourland with dire news about the Lord of Blades, who has captured the city of **Eston**. He plans to use the advanced Cannith technology there to launch an attack on **Thrane**, marching his warforged along the riverbed. The party are tasked with infiltrating the city and destroying a major weapon of war before the Lord of Blades can use it in the attack.

Dancing Flare

Wondrous Item, Uncommon (requires attunement)

Dancing Flares are silver wands produced in Thrane for military communication. While attuned to the Flare, you can use the wand as a spellcasting focus, and can cast the *dancing lights* cantrip. When cast using this wand as a focus, the range of *dancing lights* increases to 300 feet, and you can cause each light to shed bright light in a 20-foot radius, and dim light for a further 20 feet. This renders them bright enough to be easily visible in daylight.



Alternate Location: Silver Wood

RINCE THRANE HIMSELF LED THE ARMIES OF HIS KINGDOM INTO BATTLE against the red dragon Sarmondelaryx. In that battle he met his end. The Bane of Thrane terrorized the nation for years, destroying what she wanted and taking the rest. Her massive hoard - and it must be massive - has yet to be found despite the millennium since. At the height of her tyranny, the dragon simply disappeared. Her lair has never been discovered, and no hero claims to have struck the wyrm down. This enduring mystery has sunk deep into Thranish legend, and young children are often warned that naughty deeds will herald the Bane's return. However, the lair of Sarmondelaryx is very real, and may hide the truth of the dragon's fate.

The epicenter for the dragon's attacks was the Burnt Wood - a region of western Thrane marked by a manifest zone to Fernia. The eucalyptus trees here are highly flammable, growing and burning at remarkable speed. Many smolder softly for years on end, their rainbow-hued bark marred by ash and charcoal. The Wood has a dangerous reputation. Flames animate and elementals come to life, seeing people as an interesting kind of fuel to burn. The wildfires they cause can sweep through the trees in an instant. It's not surprising that the red dragon found the place comfortable.

In truth, the lair of Sarmondelaryx lies hidden by the wildfires and falling ash beneath the Wood, masked by anti-divination spells to protect her from her many enemies. The true nature of Cinderfall is a mystery, but all manner of things might lead to its discovery. Perhaps the Mourning interfered with the anti-divination wards, or caused a tremor that opened a passage to the lair. More dangerously, a new dragon may have discovered the lair, and claimed it as their own. Regardless, Cinderfall is a prize for adventurers, with untold riches sleeping beneath the earth.

Ambience

Sight: Autumn leaves, oil-slick coloured tree trunks, crimson flames

Sound: Crackling cinders and dry leaves, chirping birds

Smell: Smoke and ashes, fragrant wood, cinnamon

Touch: Dry autumn leaves, drifting ash, desiccated wood

WHAT IS CINDERFALL?

- Old Dhakaani City - The Burnt Wood lies over the entrance to a Dhakaani city that made use of the Fernian manifest zone here. Sarmondelaryx took over the city's ruins, with her hoard built up around the former king's throne.
- Khyber Demiplane - The supernatural influence on the Burnt Wood is actually a result of a Khyber demiplane that lies close to the surface, Inside the demiplane is a burning kingdom claimed by Sarmondelaryx.
- Magmatic Caverns - Much like the Cogs of Sharn, a series of volcanic caverns and lavafalls lie beneath the Burnt Wood - the perfect home for a red dragon.
- Reverent Kobolds - For a thousand years, a city of kobolds have worshiped Sarmondelaryx like a god. Their intricate traps now protect the dragon's hoard.

THE FATE OF SARMONDELARYX

- Assassinated by the Chamber for interfering with key paths of the Prophecy.
- Killed by a hero who she destroyed in a mutual death-blow.
- Exists as a dracolich of the Keeper maintained by love for her own hoard.
- Fell in love with a human and has been living in disguise among them since.
- Undercover as a Chamber agent after serving their role of killing Thrane.
- Defected to become an agent of the Lords of Dust.

ENVIRONMENTAL CONDITIONS

- Open flames within 6 miles of Cinderfall are tinged dark red, billow with smoke, and cannot be put out with magic. All water becomes sulfurous and bitter.
- When a creature casts a spell of 1st level or higher in the Burnt Wood, if it deals fire damage, it does so as if cast at a level one higher than the spell slot that was expended.

EXAMPLE ENCOUNTERS

- PL 5 - A pair of Karrnathi undead soldiers^{ERLW} who were given an order to keep watch for enemy soldiers at a specific point in the forest during the Last War, and were never given the order to stop.
- PL 5 - A fire elemental with a body that flickers into draconic shapes.
- PL 6 - A chimera warped by the forest's Fernian influence that has been attacking patrols from Angwar Keep.
- PL 10 - The young red dragon Traxkashatir - a rogue from Argonnessen - who discovered Cinderfall, and has now taken it as her lair.
- PL 17 - The adult red dracolich Sarmondelaryx, sustained by an everlasting hunger for gold.

TREASURE

- *Red Dragon Scale Mail*, crafted from the shed scales of Sarmondelaryx (or carved from the dragon's corpse!).
- The Breastplate of Thrane, part of the original Regalia of Galifar, worn by the Prince himself.
- An entire dragon's hoard, including thousands of gold pieces, historic Thranish iconography of the Sovereign Host, and a *Manual of Quickness of Action* written by Galifar himself.

QUEST HOOKS

- Thrane is in shock after the town of Olath was wiped off the map several days ago. Survivors speak of a red dragon laying waste to the town, before flying west into the Burnt Wood with booming laughter. Now, heroes are gathering to forge their own dragon-slaying legend.
- The Keeper of the Flame has seen visions of a burning terror with rotten wings emerging from the Burnt Wood. She tasks the party with investigating the threat before Thrane comes under assault once again.
- A large tremor has shaken south-eastern Thrane, with the elementals of the Burnt Wood roaming in anger. The party is tasked with investigating what's driving the beings of the Burnt Wood into a frenzy.

Trinket

This cracked red dragon scale glitters with Khyber dragonshard dust.



Alternate Location: Shadukar



THE KINGDOM OF THRANE WAS ORIGINALLY NAMED DASKARAN, AFTER ITS capital city. The port remained the capital even hundreds of years after the birth of the Kingdom of Galifar. Daskaran's declining fortunes matched the rise of Flamekeep as a city, both as a center for faith and industry. As the city's mines in the Trumpet Mountains dried up, and the power of Thrane's rulers dwindled, the eyes of the Thranish people turned away from their origin. The final nail in Daskaran's coffin came when the royal palace, built on the orders of Thrane himself, burnt down in a catastrophic fire. Now, the ruins of the palace are symbolic of the state of the port itself.

THE LOOKING GLASS

Today, the husk of the royal palace is a desolate site. Any trinkets and treasures were taken long ago, leaving broken stone pillars and scorched walls open to the elements. Many are caked in graffiti, or have years of carved expletives. Yet, to some, the ruin is the perfect stage to plot the downfall of Thrane's new rulers. In the broken throne room, the Looking Glass gathers. This cult of spies and inquisitives is united by a shared hatred for the theocracy. Each member discovered something - a truth horrible enough that it ruined them, shattering their lives in an instant. It was in that moment that Tul Oreshka caught them. Tul Oreshka is the Overlord of the truth. Truth so hidden from sight, so raw and blinding, that it kills.

Less a family, and more an alliance of individuals with a shared hatred of the theocracy, the Looking Glass is a group willing to ally with fiends if it means getting the justice they seek. Many, but not all, are staunch royalists from the faction known as the Thronebreakers, who support the return of Queen Diani over the current reign of the Church. Others simply burn with the desire to see those who wronged them brought to justice. Their skills lie in investigation, empowered by supernatural abilities gained through communion with the Truth in the Darkness. Their dark powers let them pluck memories from the minds of others, read fears in people's hearts, and see beyond the ethereal veil. The more they see, the more they hunger.

Their leader, Egen Valiant, is a former inquisitive with House Medani who stumbled upon illicit arms deals arranged by Cardinal Krozen with Cyre. Shamed and disgraced before he could report the truth, he has worked to form the Looking Glass to enable his revenge. The growing cult has started working to undermine the Church of the Silver Flame, gathering ever more proof of corruption. Their plans are to blackmail, incriminate, and assassinate key figures, fomenting rebellion until Thrane can be free from its religious masters.

ENVIRONMENTAL CONDITIONS

Within the ruins of Daskaran Palace, all creatures lose darkvision if they are not a member of the Looking Glass. All members of the Looking Glass can see in darkness as if it were bright light.

Ambience

Sight: Scorched pillars, fragments of stained glass, impenetrable shadows

Sound: Flapping of torn flags and banners, whispering beyond sight

Smell: Mildew and petrichor

Touch: Scrawled parchment, carved granite, tarnished silver

Trinket

A magnifying glass that only shows the darkest fear of anyone seen through the lens.

SECRET TRUTHS OF THE LOOKING GLASS

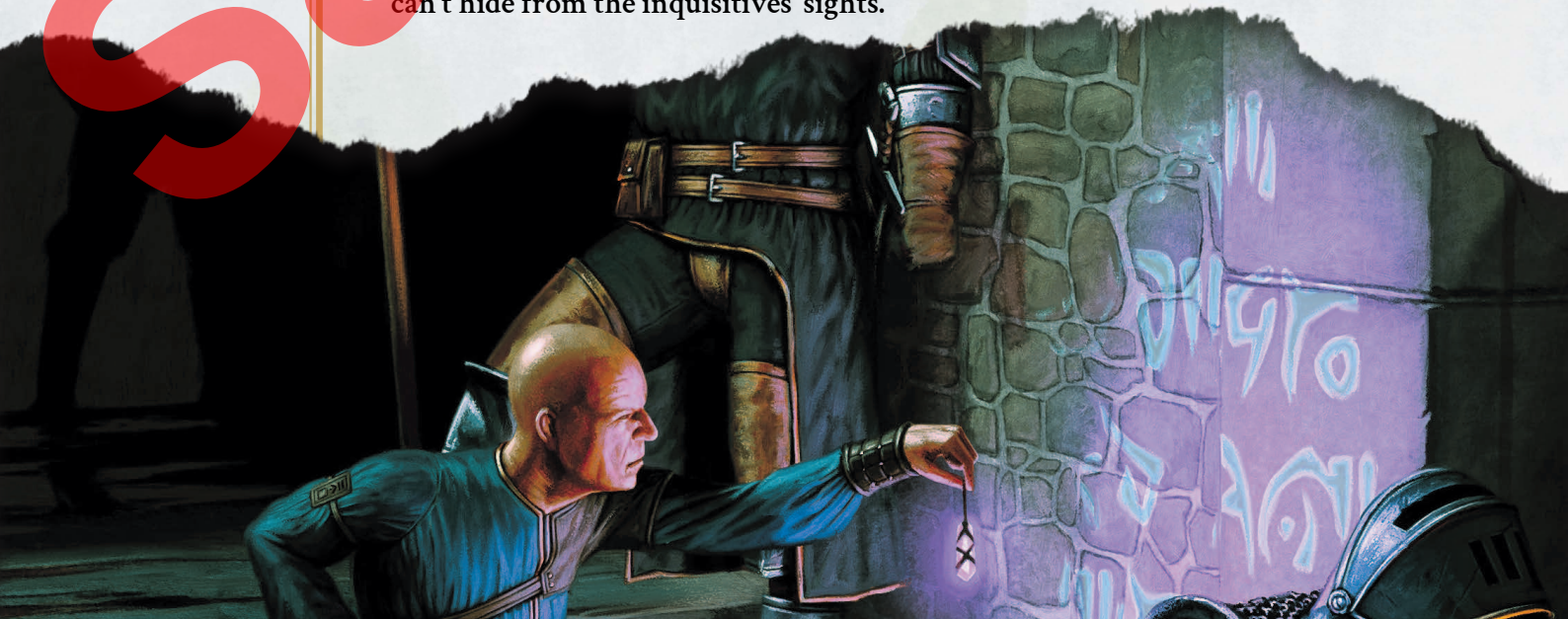
- Discovered that a high-ranking priest was a Whispering Flame cultist, but got scorned and smear campaigned before anyone believed them.
- Uncovered illicit weapons deals between Cardinal Krozen and an enemy nation that saw their family threatened with violence.
- Tried and failed to stop the firebombing of Rekkenmark, where they lost a loved one in the attack.
- Led a battalion of Thranish warforged, was told they were unfeeling constructs, and realized too late they were people with no rights sent into battle to die.
- Was a member of the Argentum when the group became a spy organization, and killed someone innocent on orders from on high before going rogue.
- Had a family member who died in army training in a hushed-up accident linked to a notable paladin of the Flame.

TREASURE

- *Eyes of Minute Seeing* with lenses subtly inscribed with infernal glyphs.
- The palace's hidden wine cellar, containing a few untouched (and well-aged) bottles of top-class Chanth Indigo worth 100 gold pieces each to a collector.
- A *Wand of Fear* that works by speaking awful truths into the minds of the afflicted, shaking their sanity.

QUEST HOOKS

- In the process of uncovering a dark truth about the Thranish government, the party is approached by a member of the Looking Glass. They can provide proof for the party's case, as long as they are willing to do some snooping in exchange.
- A string of murders has shaken Daskaran, each death a figure linked to the Thranish government. The party are framed for one such murder, or catch the culprit in the act, and must capture them in the ruins of Daskaran Palace to prove their innocence - or, they can ally with the Looking Glass to find the truth behind the murders.
- The party stumble upon a meeting of the Looking Glass in Daskaran, or overhear one of their schemes in action. Soon after, they become targets of the cult, who will go to any length to silence them. They can run, but they certainly can't hide from the inquisitives' sights.



Potential Locations: Anywhere in Central Thrane



IN 299YK, SMOKE AND CINDERS BEGAN TO POUR FROM A RIFT IN THE Tamor Hills. Fiends and terrors crawled their way from their depths as tremors rocked the region. They were only the start. When the Overlord Bel Shalor tore his way from the earth, the nation of Thrane was plunged into terror. The archfiend spread shadow for hundreds of miles, driving mortals into paroxysms of paranoid fear. Religious leaders were corrupted and usurped, cultists rising to murder and destroy. This was the Year of Blood and Fire, and though it was ended by the paladin Tira Miron sealing away Bel Shalor once more, the scar from the Overlord's emergence is still there. Just like the fiend himself, it smolders with anticipation.

The Flickering Rift scars the Tamor Hills west of Flamekeep. For half a mile around the site, the foul influence of Bel Shalor taints the land. Lies and self-interest seep into the souls of the fair-hearted, slowly corrupting those who linger. In staunch opposition, the paladins of the Silver Flame have guarded this site for generations. As it is a place where Tarnished cultists are drawn like flies, the soldiers of Thrane are devout in driving off any evil forces that approach. The military operation around the Rift is an effective show of force. Beyond a half-mile-radius exclusion zone, a network of forts manned by elite Thranish soldiers keep beacon fires lit, their blessed ballistae pointed inwards to take down any emerging threats.

HEART OF DARKNESS

The Rift itself is a sprawling crevasse marked by billowing smoke and fitful cinders glowering in the deep. Its depth is unknown; though broken pathways lead down into the darkness, no living soul is known to have reached its depths - attempts are banned by the Church on pain of arrest and interrogation. At times, templars have hunted Tarnished cultists into the rift. Their records are harrowing. The smoke that fills the Rift is said to animate with tempting voices of deceit and fear, masking the sound of the fiends that lurk in the blackened walls. One's own shadow can come to life, pulling you over the edge and into the yawning darkness.

There are two possibilities for what lies at the bottom of the Rift. The first is the giant Khyber dragonshard in which the dragons first sealed the Overlord, now sundered. If so, it is possible that the Overlord - one of its fiends - might be resealed within the warded crystal. The second is far worse. It may be that the Rift is a direct portal to Bel Shalor's heart demiplane, where the very world is formed by its power. If this is the case, the Rift has no end; descending will take one into the Heretic's Pyre itself, and once one enters the Overlord's heart, there is no hope of escape.

ENVIRONMENTAL CONDITIONS

1. Within half a mile of the Flickering Rift, all Deception checks have advantage.
2. Every time a character takes an action that would directly affect or benefit an ally, they must attempt a DC 13 Wisdom saving throw. This includes skill checks, and helpful spells and abilities, but not attacking a shared target. On a failure, the character targets themselves with the effect or ability instead. At a GM's discretion, this may lead to them gaining a level of Heretical Corruption, detailed below.
3. Spells that summon fiends cast near the Flickering Rift have their duration doubled.

Ambience

Sight: Billowing smoke twisting into leering faces, soldiers watching from silver ballistae

Sound: War horns, cackling laughter, dark whispers

Smell: Acrid sulphur, nostalgia, loss

Touch: Hot demonglass and obsidian, burnt grass

Bel Shalor

The Overlord Bel Shalor, the Shadow in the Flame, is the incarnation of the fear of one's fellow man - the paranoia and distrust that leads to strife and suffering. Its current binding within Flamekeep allows it to whisper to all those who follow the Flame, attempting to subvert their holy purpose.

EXAMPLE ENCOUNTERS

- **PL 4** - A shadow demon summoned from the rift by a cultist aiming to bind it as a servant.
- **PL 8** - A blackguard cultist of Bel Shalor who has slain the soldiers stationed around the rift and started a rite to summon forth a powerful fiend. One of the party members will make the perfect final sacrifice.
- **PL 9** - A rakshasa posing as a Thranish paladin, 'enlisting the party's help' to fulfil a path of the Prophecy.
- **PL 10 - 20** cultists led by a warlock of the fiend; if the party cannot reach the warlock and break their concentration (as though on a spell) in two rounds, he will cast an altered *gate* spell, summoning the petrified Melysse Miron from Dreadhold.

TREASURE

- An *Eversmoking Bottle* containing a bound imp from the Flickering Rift.
- A *Hat of Disguise* woven from smoke and shadow.
- A Khyber dragonshard marked by powerful draconic abjurations that can still be used to seal a fiend.

QUEST HOOKS

- A tremor has caused part of the Flickering Rift to collapse, and the Keeper of the Flame has issued a request to investigate. With Thrane's forces spread thin, it falls to the party to delve into the rift and destroy the forces of evil inside. Rip and tear, until it is done.
- The party are summoned to the Rift by request of a Thranish paladin, who fears a dark rite is going to be performed soon by cultists of Bel Shalor. In truth, they are a rakshasa using the party to interrupt a key rite being performed by agents of the Chamber.
- Whispering Flame cultists have spent years infiltrating and usurping the forts guarding the Flickering Rift. The party are asked to accompany a force of Thranish soldiers sent to reclaim the site before a tide of fiends can emerge from the Rift.

HERETICAL CORRUPTION

The influence of Bel Shalor is a cloying weight on the soul. The afflicted feel compelled towards narcissism and paranoia, dancing like puppets in the Overlord's hands. A character gains points of Heretical Corruption at the GM's discretion. Typically, this will occur when the character does something selfish, suffers at the whims of a fiend of Bel Shalor, or fails the saving throw to do something charitable as a result of proximity to the Flickering Rift. However, these are only suggestions. All Heretical Corruption can be removed by the *remove curse* spell, or a truly heartfelt prayer to a personal deity or religion.

Corruption Point Effects:

- 1 - For every sentence you speak or write, one of three must be a lie. If you speak three sentences without lying, your shadow claws at you, causing you to lose 1d6 hit points.
- 2 - The GM will theatrically arrange to speak to you in private, or whisper something in your ear. This has no mechanical consequence, apart from the distrust of your party members.
- 3 - You can no longer take any action that would directly benefit another character. This does not include causing harm to a shared enemy.

Trinket

This silvered babau horn weeps consecrated slime.

Alternate Locations: **Imistil Forest, Silver Forest, Thornwood**



IN TIMES OF YORE, A SINGLE FOREST COVERED THE FERTILE LAND OF THRANE, stretching from Scion's Sound to the Towering Woods. This was the domain of the Forest Queen, archfey of the wild, archdryad of the trees. Once, her gifts sustained the people of the land, but that was long ago. Hundreds of years of farming and deforestation have turned her heart bitter and broken. Those who respect the forests will face no threat, but those who would carve her domain with iron and steel face the full wrath of the wild.

The forests of central Khorvaire are some of the Queen's last bastions in the Five Nations. In Thrane, the Harrowcrowns are infamous for their fey presence. Local people teach their children that there is power in the woods. The rules are simple. Harm no beast within the forest for sport, never stray from the path, and bring no metal into the Queen's domain. Any who break those rules never return.

FOREST GIANTS

The arbiters of the Harrowcrowns are a clan of firbolgs who serve the Queen. They have dwelt within the forest for centuries, long before humans arrived here, and move between Thelanis and the Material in service to their Queen. Their origins are a mystery. Tales noted down by scholars indicate that they escaped the Shattering of Xen'drik through their alliance with the Queen, and have served her in gratitude since. Known as the Fae'drik, the firbolgs were once peaceful. The growing anger of the queen has changed this.

Now, they carry out guerilla attacks on hunters, poachers, and loggers, capturing or killing those responsible for breaking the Queen's law. The growing conflict has led to unease in the settlements around the Harrowcrowns. Increasing numbers of soldiers are being posted in the region, but fighting the Fae'drik is futile. Their abilities let them strike from nowhere, then melt back into the forest in an instant - and any stupid enough to pursue them find the beasts of the wild rising up to destroy them.

ENVIRONMENTAL CONDITIONS

The Forest Queen's laws are absolute within the Harrowcrowns. Characters who use weapons or armor made of metal, hunt a beast without intending to use its remains, or stray from marked paths, will find that the entire forest becomes their enemy. Beasts will stalk them, brambles will catch them, and dryads will watch with hate-filled eyes. All ability checks made to reduce the hostility of beasts or fey will be made at disadvantage. This state of anger will last for a week after they leave the woods.

EXAMPLE ENCOUNTERS

- **PL 2** - Two brazen poachers (scouts) about to trigger the Queen's wrath on a nearby village.
- **PL 3** - A dryad who summons two swarms of insects to her defense.
- **PL 6** - A cackling goblin boss, four goblins, and a bugbear - fey manifestations of the tales told about the deep forest, taking on the forms of the goblins that once lived in this region before they were pushed out by human invaders.
- **PL 9** - A firbolg primeval warden^{BGG} who approaches the party to gauge their intentions with a giant boar companion.

Ambience

Sight: Distant lights and glowing pixies, moss-soaked forest

Sound: Singing birds and high-pitched laughter

Smell: Moss and loam, fragrant herbs

Touch: Springy lichen, ripe fruits, crisp spring water

TREASURE

- A *Silver Raven Figurine of Wondrous Power* carved from birch wood and enchanted with fey magic.
- The blessing of the Forest Queen, causing all beasts to see the party as friendly, and preventing them from getting lost in any forest.
- A *Ring of Animal Influence* carved from the tusk of a great boar.
- Vermillion orchids from the heart of a fey glade in the Harrowcrowns - a key component for brewing *Potions of Superior Healing*.

Storyweave Armor

Light Armor (Studded Leather), Uncommon (requires attunement)

The Fae'drik carry heirloom tales passed down through the generations. These stories carry the history of their people, as well as the tales of the archfey of Thelanis. Fae'drik artisans can weave these stories into lightweight armor with narrative enchantments sewn into the leather. By wrapping the wearer in tales of heroism and bravery, they gain some of the 'plot armor' of a protagonist. A character can spend an action to read the story itself off the armor, which they hear in their mind in the weaver's voice. You are considered proficient with this armor even if you lack proficiency with light armor.

Additionally, when you reduce a creature larger than you to 0 hit points, you can use your reaction to give a heroic shout. Every creature of your choice within 30 feet of you that can hear you can roll a d4 and add the number rolled to their next attack roll or saving throw within 1 minute. Once you take this reaction, you cannot do so again until you finish a long rest.

QUEST HOOKS

- A pair of poachers have evaded the wrath of the Forest Queen by pretending to be from a nearby village during their hunt. The village elder has appealed for help for anyone who can either capture the poachers and deliver them to the Fae'drik, or negotiate with the forces of the Forest Queen to prove their innocence.
- A war criminal or target of the party is hiding in the Harrowcrowns, evading arrest by using the laws of the Forest Queen as a shield. Unable to bring in any metal or force of arms, the Thrane authorities are stymied. It's up to the party to bring them in without invoking the wrath of the archfey.
- The Fae'drik have lived in this land for thousands of years, even before the rise of the Dhakaani empire. The tales they tell are passed down as heirlooms through the generations, and contain legends lost to time. A party seeking out ancient lore might search for the Fae'drik, hoping to gain their timeless knowledge. However, the Fae'drik aren't exactly trusting of outsiders, and may ask for a fey quest in return.

WHAT'S IN A NAME?

The name 'firbolg', meaning 'men of the bags' is lifted from Irish mythology, and the firbolgs of D&D have little to no relation to the legends they are taken from. As a result, this book prefers to use a different name to avoid cultural appropriation and misrepresentation. The name firbolg is included here to avoid confusion, but the people name themselves 'fae'drik' - a legacy from the Giant language of Xen'drik.

Trinket

A hangman's noose made from assassin vines.

Potential Locations: Anywhere in Thrane



THE ARGENTUM IS A SECRETIVE BRANCH OF THE CHURCH OF THE SILVER Flame. Historically, it has dealt with securing and containing dangerous magic items. With the advent of the Last War, its role shifted to becoming an espionage agency - much to the contention of many of its members. One of the group's oldest facilities is the venerable Mercury Hall, which doesn't exist. The ruins of the place are just that - ruins. It's only through a hidden basement of the Hall that one can find the secret entrance to a sprawling underground facility, warded against intrusion and teleportation. Here, the agents of the Argentum have spent centuries hiding things that could threaten the safety of the world, including necromantic tomes, bound demons, and weapons wielded by champions of evil.

Director Andri Rellek has continued his predecessor's commitment to the Argentum's original role, maintaining Mercury Hall in spite of (or because of) the War. However, this has come at the cost of a reduced staff, and the Hall's defenses are lacking as a result. A limited number of researchers and divine abjurists support agents returning with items. The underground complex itself is divided into three wings, each a massive warehouse containing cases, boxes, shelves, and crates marked by coloured labels. At the center of the warehouses are the offices, living quarters, and arcane laboratories used by the staff in their duties.

DAWN, DAPPLE, & DUSK

The three warehouses are divided based on the danger posed by the things inside them. Each has a warded vault door. Dawn contains items that aren't a direct threat, and can be studied by researchers. Dapple contains things that can cause serious harm, and can only be unveiled with the permission of the director. Dusk is far more sparse. The items there are so catastrophic that each has its own special protection measures. Unique magic circles surround fiends bound into creaking mirrors, while staves and spellbooks lie sealed inside blocks of blessed silver. Nothing there is ever expected to see the light of day again. However, not all of it is directly threatening; there are things here delivered by order of the Keepers of the Flame, and the venerable Samyr Kes - things that could cause all manner of political turmoil if stolen away.

ENVIRONMENTAL CONDITIONS

Mercury Hall is under the effects of *hallow*, barring extraplanar creatures from entering. The spell has been wrought to bar teleportation and dimensional travel.

EXAMPLE ENCOUNTERS

- **PL 3** - A mummy accidentally released from a warded coffin.
- **PL 7** - A pair of construct-type red dragon wyrmlings animated by divine fire and used as guardians of the Hall; their fire damage is replaced by radiant, they gain immunity to radiant and poison damage, and lose immunity to fire damage. Additionally, they cannot be charmed, paralyzed, or poisoned.
- **PL 9** - Director Andri Rellek - a war priest of the Silver Flame

Ambience

Sight: Endless shelves of crates, cases and boxes marked by glowing ink

Sound: A deep silence, the scratching of quills, distant otherworldly screams

Smell: Ink and parchment, nauseating demonic fumes

Touch: Warded steel vault doors, paper files, porcelain and glass

Argentum Agents

The field agents of the Argentum are disavowed by the Church as a whole due to their espionage. Their missions can involve outright theft from enemy nations, especially relics of the Silver Flame taken as spoils of war.

Trinket

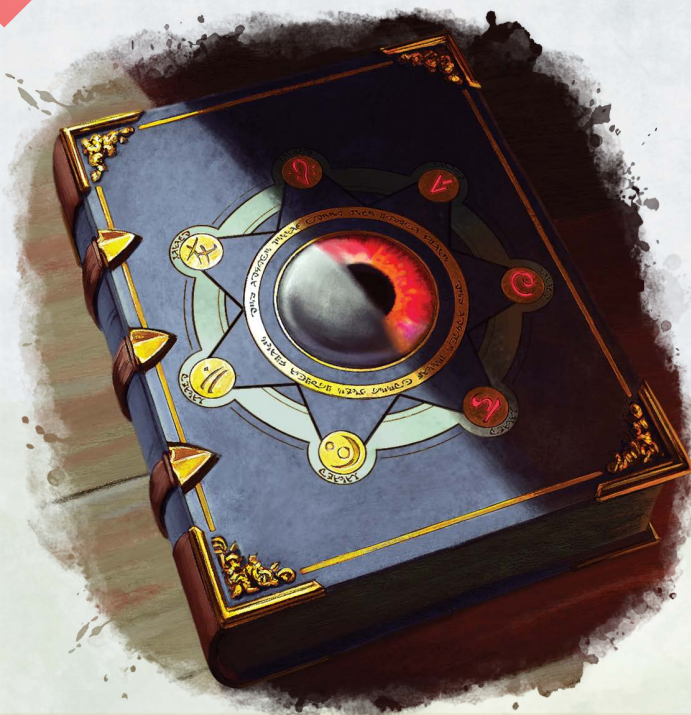
This haunted music box composes the tune of cursed items it is placed beside.

TREASURE

- Tira Miron's armor, placed here reverently as a reminder of the role the Argentum plays in protecting Thrane. It is not to be touched without the express permission of Samyr Kes, the ancient elf who was once a member of Tira's party.
- The *Deck of Many Things*, sealed within three successive lead boxes. No one actually knows how it got to Mercury Hall, which only serves to make its presence all the more unnerving.
- A *Manual of Flesh Golems* captured from Karrnath during the Last War, scribed by the uncaught war criminal Davos Gaskyr.
- A *Mirror of Life Trapping* carved from smooth songsilver containing a single occupant - the erinyes Selebaster. The fiend fought against Tira Miron's party in the Year of Blood and Fire, and was captured within the mirror by the gnome Saint Cassia.
- The deathly scythe of Kotharel the Harvester, taken during his defeat before the radiant idol^{ERLW} was incarcerated in Dreadhold.
- The still-twitching *Eye of Kyuss* - one of a pair with the dread necromancer's left hand, still missing to this day.

QUEST HOOKS

- A key item that the party needs is being held at Mercury Hall, and there's no chance of them convincing the Director to simply let them walk off with it. The only option to avoid disaster is to pull off a daring heist of the facility. They might expect their enemies to be doing the same.
- The party is tasked with delivering a dangerous fiendish item to the Hall before it can be used for evil. They will be racing to reach the containment center before cultists or other demons can hunt them down, capture them, and take the item for themselves.
- As the party arrives at Mercury Hall, a massive arcane explosion rocks the facility. A moment later, Emerald Claw goons burst from the smoke clutching some powerful necromantic relics. How many can the party recover before the Claw escapes?





THE CITY OF SHADUKAR WAS ONE OF THE GREATEST TRAGEDIES OF THE LAST War. The armies of Karrnath captured the city in 986YK, occupying it for several years under the Wolf Banner. Forced to retreat by an ongoing siege, the Karrn general Breyse Horacht ordered the city to be put to the torch to cover the army's escape. Though Thranish forces did their best to save their city, the sealed gates, rampant inferno, and unleashed ghouls laid waste to the Jewel of the Sound. Now, Shadukar is a haunted ruin - a constant reminder of the cost of war.

With the ongoing losses of the Last War, Thrane has been unable to dedicate forces to put Shadukar to rest. Instead, the city's sealed gates have been magically warded to contain the dangers inside. Now, sealed off by light patrols and blockades, the city's burnt corpse is a harrowing sight for those traveling Scion's Sound. The sheer suffering and loss has given rise to many restless undead; ghosts, specters and even banshees to patrol the ruins, searching for the release they can never find.

SHADUKAR LOCATIONS

Prince's Library - One of the few buildings still standing is the Prince's Library.

The danger of open flames meant that the Library was built with abjurations against fire set into its walls, which saved it by chance from the fate of the rest of the city. However, the building's interior has plenty of hiding places for sun-fearing undead, and the rare tomes within remain untouched.

Flame's Redoubt - A small temple on the outskirts of Shadukar is the only beacon of safety in the city. A small contingent of soldiers and priests, all originally from the city, have created a camp divinely warded from the undead. They use it as a forward base to begin the slow reclamation of their home.

Gallery of Embers - One of Shadukar's most prestigious art galleries specialized in art and sculptures made with materials from the Burnt Wood. Ironically, it survived the fire, as the entire building was fireproofed due to the nature of the Fernian materials it used. Though visually fascinating and filled with valuable art, the gallery has drawn flameskulls left behind by Karrnath.

Wright's Heart - Thrane's magewrights use faith to create works of divine artifice. The Heart is a workshop complex that focused on producing armaments for the war. Though shut down during the occupation, most of the items inside were either of no use to Karrnath or actively dangerous due to their effects on undead. As a result, rare experimental armaments still remain - as do the wards and traps that the artificers left behind.

Hall of Hallows - The marble Hall is a museum dedicated to Thrane's saints and their deeds. In order to protect some of the artifacts held within, the Hall is literally hallowed, meaning that the undead ordered to ruin the city couldn't enter the grounds. As a result, the Hall still contains some relics of the Silver Flame, making it a key target for treasure hunters. Unfortunately, it lies at the very heart of the city, making it hard to reach safely.

Domed Bazaar - Shadukar was a major crossroads for trade. Its seaside bazaar was bustling, filled with stalls selling everything from Farlnen spices to local clothes. The market was covered in a sprawling stone building to protect it from the elements. Much of that has now collapsed, turning the district into a maze of rubble and dark corners.

Ambience

Sight: Charred wreckage and ashen bones, tattered banners of faded grey

Sound: Howling screams, terrified weeping, creaking stone

Smell: Ash and dust, rotten timber

Touch: Walls caked in cinders, glass melted from extreme heat, threadbare curtains

ENVIRONMENTAL CONDITIONS

What remains of Shadukar is burnt and broken. Many buildings are unstable, and dealing 15 or more damage to them can cause a partial collapse, forcing nearby creatures to make a DC 10 Dexterity saving throw. On a failure, a creature takes 2d6 bludgeoning damage from falling rubble. A creature that fails by 5 or more is additionally restrained and buried beneath the debris until the start of their next turn.

EXAMPLE ENCOUNTERS

- PL 4 - A flameskull released by mages that still hunts for the living to burn.
- PL 4 - A human ghost weeping at the base of a broken statue; the bones of his lover are buried underneath some of the fallen rubble.
- PL 6 - A banshee with a particular hatred of Karrns. Ultimately, she just wishes to find peace.
- PL 7 - A squad of 6 Emerald Claw soldiers led by a bone knight^{ERLW} lieutenant, who seek to bind the spirits of Shadukar to their will.

TREASURE

- The *Oathbow* of Saint Suthar, stained by demonblood, lost in the Hall of Hallows.
- The solid silver centerpiece on the altar of Shadukar's temple of the Silver Flame, worth hundreds of gold if returned to Flamekeep.
- The *Devotee's Censer*^{TCE} of a martyr who died saving lives when the city burned.

QUEST HOOKS

- With the war over, a wealthy Thranish noble has posted a reward for any adventurers that can return the remains of his son, who was caught in the city during its burning. Many have tried, but the haunted city has defied attempts.
- The party is tasked with investigating Emerald Claw activity in Shadukar. They soon realize that things are worse than they appear; the Claw are working to turn the undead of Shadukar into an army to let loose on Flamekeep.
- The religious heart of Shadukar - the Radiant Gardens - held sacred artifacts of the Silver Flame, including the famed bow of Saint Suthar. A party seeking to combat fiends might need these items either to fight, or to gain favor with the leaders of the Church.

Trinket

The ghost of a songbird that mimics phrases from the unseen dead.





HALIOST IS A CITY AT THE BREAKING POINT. THE HISTORIC CAPITAL OF Aundair was annexed by Thrane during the Last War, and remains under the Church's control through force of arms. The man keeping it that way is Cardinal Dariznu, appointed by the Diet to keep a firm grasp on the area. Dariznu is a hardline worshiper of the Silver Flame, and Aundairian by birth - a fact that led to his appointment.

His peers hoped that his nationality would help to repair relations with the people of Thaliost. Their hope is misplaced. Dariznu is a paranoid tyrant, his actions driving resentment in the people. He crushes the riots and acts of defiance common in the city with an iron grip, supported by Pure Flame followers who revere him as the future of the Church. The center for his dominion is the Tower of Judgement - a symbol of his tireless cruelty.

The Tower was built after the Treaty of Thronehold secured Thrane's hold over Thaliost. Located in the heart of the city, and built to replace the town hall damaged during its capture, the Tower serves as a center for governance. On Dariznu's orders, its gleaming walls were built from the same marble as the White Arch Bridge. Its lower levels contain a court of law and offices for managing Thaliost, with adjoining barracks for Thranish soldiers, and a prison for dissidents. Its upper levels are the Cardinal's domain, containing his personal quarters, chapel, and interrogation chambers for his favored 'guests'. The building's name is both descriptive and sardonic; criminals do indeed face judgement here, as do the innocent.

ENVIRONMENTAL CONDITIONS

- The latest government decree is that members of the public are forbidden from carrying wands and other spellcasting implements in Thaliost. This is an attempt to stifle threats, almost crippling to the city's door-to-door magewrights, and an insult to the Aundairan love of magic.
- The tower's windows are warded with alarm spells set to alert the Cardinal.
- A glyph of warding enchanted with fireball is placed on the door to Dariznu's chambers. The glyph is disabled with the password 'Kloinjer'.

EXAMPLE ENCOUNTERS

- PL 4 - A succubus of Bel Shalor posing as a government official to guide Dariznu down the path of corruption.
- PL 2 - Oura Gellast, the rising opposition to Dariznu's cruelty. Though likely aggressive to the party, Oura's heart is just. Convincing arguments or proof of the Cardinal's crimes would earn the party a staunch priest ally
- PL 9 - Crown Knight Othmar Garithos, an embittered war veteran (champion) who follows Dariznu's orders as an excuse to take out his anger on the populace.
- PL 9 - The war priest Solgar Dariznu, watching Thaliost burn atop the Argent Crown of the Tower of Judgement.

TREASURE

- Dimensional Shackles used by Dariznu's torturers to detain Aundairan mages.
- Incriminating documents showing that Dariznu is responsible for the assassination attempts against the templar Oura Gellast, a moderate templar of the Flame, and his rising political opponent.
- The Cardinal's Ring of Mind Shielding, commissioned out of paranoia.

Ambience

Sight: Blazing silver pyres and stacked wood

Sound: Piercing screams, crackling flames, the roar of the crowd

Smell: Burning pine, incense, sweat, fear

Touch: Hot cinders, worn iron manacles, smooth marble stonework

Overlord Influence

Twin Overlords might influence the situation in Thaliost. From Flamekeep, Bel Shalor whispers into the hearts of those who follow the Silver Flame, tempting them to corruption. Beneath Thaliost itself, a fragment of the Rage of War, Rak Tulkesh, is bound within a Khyber dragonshard. Either (or both!) may be having a supernatural effect on Dariznu's fall to cruelty.

TOWER SECTORS

- **Argent Crown** - The Tower's summit overlooks the city and the glittering waters of Scion's Sound, as well as the broken wreckage of White Arch Bridge. The circular space holds a large bonfire that the Cardinal lights as an unsubtle symbol during times of trouble.
- **Dariznu's Quarters** - Dariznu's quarters contain his bedchamber, chapel, library, and armory. There is also a secret writing chamber and bolt-hole in case of an assassination attempt (an event that took his predecessor's life).
- **Contraband Lockup** - Forbidden items and political propaganda captured by Thranish forces are held within the Tower. This includes smuggled weapons, spell components, confiscated literature, and Aundairan flags.
- **Garrison Armory** - The Crown Knights of Thrane are currently stationed in Thaliost. While not on duty, their arms are stored in the Tower of Judgement. Denying them those arms would leave them helpless should an attack happen...
- **Interrogation Chambers** - Located high in the tower for the Cardinal's personal attention, the interrogation chambers are in frequent use. Political prisoners are threatened and harmed under zones of truth to reveal plots and schemes that may only exist in the Cardinal's mind.
- **Prison Cells** - Prisoners, renegades, and the unfortunate are held in the Tower's basement in guarded prison cells. The Scion's Liberation Front, a paramilitary group, have been working to break into the prison from the sewers beneath.

QUEST HOOKS

- A popular figure in Thaliost's political scene has been arrested on questionable charges and imprisoned in the Tower of Judgement. The city is seething, tensions rising. Before riots break out on the streets, the players must perform a daring jailbreak so that the prisoner can soothe burning tempers.
- Thaliost is on the verge of rebellion. After a public burning, Dariznu's cruelty has gone too far, but the Cardinal has locked down the city to hide proof of his crimes. It's up to the party to infiltrate the Tower of Judgement and gather evidence of his inhumanity, then reach Flamekeep before it's too late.
- The party is arrested on false charges by Dariznu and locked in the highest reaches of the Tower. It's time to break out before the corrupt cardinal can accuse them of false charges and burn them at the stake.

THALIOST RESOURCES

A dedicated stat block for Solgar Dariznu, and other characters from the Church, can be found in *Sarhain's Guide to the Silver Flame* on the DMsGuild. This resource provides an in-depth look at the situation in Thaliost, as well as a modernised look at the Church as a whole.

For other locations in Thaliost, including information on rebel groups such as the Scion's Liberation Front, consider checking out *Cultures of Thrane*, by Joseph Meehan - an excellent dive into the different factions and cities of the nation.

Trinket

2d6 arrows with cruel jagged arrowheads in the shape of the Silver Flame.

Locations: Anywhere in Central Thrane



THE TAMOR TRIALS. A NAME SPOKEN OF WITH PRIDE BY EVERY WARRIOR worth their scars across Khorvaire. For over a thousand years, masters of war have gathered at Tamor Gulch to battle for glory, proving their skill for all to see. This annual tournament is an ancient rite, and the winner becomes a broadsheet celebrity. The set-up is simple. Overseen by the previous year's champion, pairs of warriors duel. The first to land a clean blow, or demonstrate that they could have done, is deemed the victor. Anything goes with one exception; only melee combat is celebrated here. Beyond that, all weaponry, unarmed techniques, magic items, and spells are allowed to be used in matches. When only one warrior remains, they are given a chance to rest, and then allowed the right of the victor - to challenge the reigning champion for their title. Over the years, Tamor Gulch has gained a new name steeped in legend - the Vale of Heroes.

The Vale itself is a steep valley that splits one of the Tamor Hills in two like a sword-stroke. The stone likenesses of former champions have been carved into the valley walls, which are stained rust-red. The oldest depictions show no mortal; this was once a rite to honor the warrior gods Dol Dorn and Dol Arrah, though that tradition has mostly passed with the rise of the Silver Flame. The Vale lies within a manifest zone to Shavarath, the Eternal Battleground, with a unique effect on combat; melee attacks are supernaturally more likely to find their mark, but combatants are shielded by their own heroism. As a result, attacks are much less likely to be deadly. Over the years, artisans have carved the lower walls of the valley into tiered steps of stone, allowing for perfect views of the fighting in the center.

MONTHLY BOUTS

While the Tamor Trials are the most famous event in the Vale of Heroes, they are by no means the only ones. Fighting takes place here year-round. At any time, fighters in search of opponents gather here from across the continent. With nothing on the line but pride, they are free to spar repeatedly, gaining experience and camaraderie. Many await the smaller monthly tournaments, which often draw large crowds of spectators, with a thriving betting scene. Skilled fighters can expect to find sponsors willing to cover the costs of their equipment and travel in exchange for promotions and other requests.

ENVIRONMENTAL CONDITIONS

The Vale's manifest zone to Shavarath enhances melee combat. Any character that makes a melee attack gains a +2 bonus to the attack roll on top of their normal bonuses, and gains temporary hit points equal to their level for the next ten minutes (or number of hit dice, for NPCs). These temporary hit points can only be gained again in this way once ten minutes have passed.

EXAMPLE COMPETITORS

- ◆ **1** Ukaal Shaarat, a hobgoblin master of the spiked chain from Darguun (who is actually a member of the Kech Shaarat of the Heirs of Dhakaan, testing the abilities of modern warriors).

Ambience

Sight: Stone warriors, cheering crowds, fluttering penants

Sound: Victory screams, cheering spectators, clashing steel

Smell: Sweat and iron, leather and defeat, hot spiced food

Touch: Worn stone seats, silver medals, worn leather grips

Trinket

This champion's mask is emblazoned with the symbol of Dol Dorn and glows when worn.

- 2 Raewyn Taeri, a Tairnadal revenant warrior with the legendary swordmaster Taeri as their ancestor patron. As hot-headed as they are skilful.
- 3 Kross Tipkin, a surprisingly sweet wall of muscle from Breland who fights bare-handed and bare-chested. A devout vassal said to be blessed by Dol Dorn.
- 4 Roweda 'Mako' d'Deneith, a Sentinel Marshal famous for her single-handed capture of the Firebrand Syndicate in Karrnath.
- 5 Tamsin ir'Derriel, a Knight Phantom from the Aundairan army, and an infamous spellblade with a number of earned grudges in the Thrane audience.
- 6 Vyrona of the Brand, a Thrane paladin known for striking down the fiendish Carnadine Killer in Daskaran, earning the scar running down her left temple.
- 7 Anton de Nathyrr, a plucky Thranish farmhand and the dark horse of this year's tournament due to his surprising skill with ancient goblin martial arts.
- 8 Jaarthu Torr of House Tharashk, an orc bounty hunter and explorer who wields one of the Singing Blades of Tantar, recovered from Xen'drik.

TREASURE

- The champion's belt. Though it has no direct benefits, the fact that you're a champion of the Vale of Heroes is enough to open doors across Khorvaire, and strike awe into those who know of the Trials.
- The grand prize this year - a custom *Barrier Tattoo (Large)*^{TCE} given to the champion by a famous artist in Shadukar who channels their faith in the Silver Flame into their work.
- The respect of a warrior bested in a duel, who might be able to teach a new ability or Battlemaster Maneuver to a member of the party.

QUEST HOOKS

- The prize for the Trials this year is an item of great power that happens to appeal specifically to one of the player characters. It might even be a key fragment of an artifact that the players are searching for. Funny how that happens. There's only one way to get it, and that's for the party to fight their way to the top.
- One of the warriors in the Vale of Heroes knows of something key to the party's quest. Of course, they won't give up the information for free - unless, that is, they are bested in a duel.
- A character that the party needs to meet is set to fight in the Trials this year. As it happens, Shavarath is becoming coterminous during the Tamor Trials, and the party needs to keep that character alive as a legion of devils invades the Vale.

RUNNING DUELS

Creating stat blocks for duels can be difficult, since enemy stat blocks are balanced for a full party of adventurers. As a result, it can make sense to run duels as skill challenges instead. If a party member can succeed on two out of three successive ability checks, potentially contested against their opponent, they manage to land the first hit. This can encourage roleplay by requiring the player to use a different skill for every check. Consider having the enemy combatant attempt their own skill checks, potentially granting disadvantage (or raising the DC) for the player's own skill checks.



THE COLOSSAL WHITE ARCH BRIDGE WAS ONE OF THE KINGDOM OF Galifar's most impressive civic projects. For centuries, the carved marble bridge linked the cities of Reckenmark and Thaliost. For Karrnath, it represented one of the main routes into the country, with trade caravans traveling back and forth between neighboring nations. House Orien's lightning rails carried passengers across, delivering a breathtaking view of Scion's Sound. This all changed in 928YK, when an arcane explosion rocked the bridge, collapsing its towering arches of marble into the sea below. Though several groups came forward to claim responsibility, no proven culprit has ever been identified. 70 years later, the rusted girders and worn stone of the bridge remain emblematic of the Last War's cost.

POLITICAL SCENE

Efforts to rebuild White Arch Bridge are highly contentious. With Cyre now destroyed, House Orien sees the former Bridge as its only chance to relink the rail networks of east and west Khorvaire. Repairing it would lead to increased trade between the Five Nations, and help people travel in the post-war environment - at the cost of providing a pathway for armies to march between enemy nations. This delicate balance of politics and practicality is an issue that frustrates the baron of House Orien to no end. Naturally, the money needed to repair the massive bridge is a different issue altogether.

A concerted effort to rebuild the Bridge is a major and interesting plot point that would draw a variety of reactions from many factions. Though the Cardinals of Thrane and Kaius III might wish to repair it as a sign of peace, buoyed by the efforts of House Orien, such an attempt might draw the focus of extremist groups. The Emerald Claw, Whispering Flame cults, dissident warlords, and foreign agents might all have an interest in sabotaging the bridge for good. Even worse, White Arch bridge has been left in a state of disrepair for years. It is perfectly possible that nesting monsters, smugglers, or bandits have taken claim of the ruins, and now use it for their own ends. Time to call in the adventurers!

ENVIRONMENTAL CONDITIONS

The remnants of the Bridge are worn, unstable, and slick with rain and sea spray. Characters are at risk of falling from a great height. Any character that fails an Athletics or Acrobatics check made to traverse the architecture of the bridge is liable to slip, having to cling on to the edge on the brink of falling. They are considered prone in this state for the purposes of combat and will have to spend movement to pull themselves back up.

EXAMPLE ENCOUNTERS

- **PL 4** - 4 harpies taking refuge in the sheltered walkways and crannies beneath the bridge. They expect to be attacked and driven away, but will negotiate for their own safety if it means living in peace.
- **PL 5** - 6 bandits and their swashbuckler leader, who are using the bridge as a base to haul up smuggled contraband from the sea below.
- **PL 6** - A wyvern that has made its nest in the bridge struts, and is now harassing passing ships for food.

Ambience

Sight: Gleaming marble pillars, collapsed rubble lashed by waves

Sound: The cawing of seabirds, flapping of sails, and crash of stone

Smell: Salty sea wind, encrusted bird droppings

Touch: Soft rotten timbers, marble slick with sea spray

TREASURE

- The *Gem of Brightness* used by bandits to signal that a ship was approaching with valuable cargo.
- A crate of smuggled dreamlily worth several hundred gold if sold to someone with the right connections.
- A stamped pass for unlimited free lightning rail travel from House Orien for help with the bridge's restoration.

QUEST HOOKS

- The governments of Thrane and Karrnath, after months of diplomacy, have decided to work together to repair the White Arch Bridge. The project is at risk from dissidents on both sides. The party might encounter evidence of a plot to sabotage the bridge once again, or be hired to guard the workers from a suspected attack.
- Ships entering Scion's Sound must pass below the wreckage of the bridge to reach the cities of Thrane and Aundair. After two incidents of merchant vessels being attacked, a bounty has been placed on the perpetrators - a battalion of deserters on winged mounts dropping down from the bridge to ambush sailors.
- In the decades since it fell into ruin, the bridge's arches and supports have become the nesting site for a clan of harpies, who have taken to attacking the occasional ship. Authorities have put out a request for adventurers to clear them out, drive them off, or convince them to stop their raiding. To do so, the party will need to descend the perilous architecture of the bridge, and avoid falling into the churning sea below.
- The bridge was supported using special capstones enchanted with strengthening magic. The party is hired to retrieve the special Daanvian marble needed to replace them. The modrons of Daanvi won't make it easy.

Trinket

A miniature scene depicting the White Arch bridge has been carved into this Scion's Sound freshwater pearl.



RANDOM ENCOUNTERS

- 1 A pack of three **ghouls** that attack the party at night from a nearby forest, having escaped from the magical control of an Emerald Claw necromancer.

A regional archery competition is being held, with competitors from local villages taking part. Any party member who can make an attack roll with a result of 18 or higher takes the prize with the most accurate shot, gaining an adorable stuffed wyvern toy.
- 2 The cliffs around Flamekeep are home to intelligent **wyverns** who worship the Silver Flame. One such wyvern - aged and massive - swoops over the party, then dives towards them. It wants to know if they've seen a young hatchling who got lost nearby. If they can help locate the hatchling, the wyvern will owe them a lasting favor.
- 3 A terrifying **banshee** - all that remains of a person who got lost in one of Thrane's forests with a Dolurrh manifest zone and died before they escaped.

A broken Dhakaani fort overtaken by vines and lichen. The **specters of goblinoids** haunt the ruins, still protecting the armory. Though nearly everything has been looted, an adamantine longsword (automatically critically hits against objects) is partially buried under some rubble.
- 4 An unusual silver **gargoyle** swoops towards the party, a flock of winged fiends close on its heels. As it crashes into the ground, it calls out for aid in a gravelly voice. The fiends - a shadowy **spined devil** and 2 **imps** - are seeking to destroy the wingwyrd gargoyle and the message it is carrying to the Church.
- 5 A group of smugglers (**bandits**) dressed up in disguise as devout pilgrims of the Silver Flame, moving a cart full of questionably scavenged goods from the Mournland. If discovered (they know nothing in-depth about the Flame, and their disguises are not great), they will attempt to bribe the party with a shiny Cyran *Cloak of Many Fashions*^{XGE}.
- 6 The House Phiarlan **Carnival of Shadows**, set up on the outskirts of a town or city. Illusory **artists, performers, clowns, acrobats, and attractive divas** are putting on one of the most famous shows in Khorvaire. There are classic **carnival games and tests of skill and strength**, as well as tents that have been enchanted so that their entrances are fake portals, with the interiors seemingly transporting one elsewhere on the continent. Adventurers might be invited to take part at the last minute in a masked wrestling event, play, or comedy act.
- 7 A **squad of 6 Thranish soldiers** performing a routine search at a checkpoint for any questionable or illegal items that a flashy party of adventurers might carry around like idiots.
- 8 A stretch of the countryside is a manifest zone to Dolurrh. The plant life is bizarrely ethereal, and people's strong memories can manifest visually - or, if they're emotionally charged enough, as dangerous **sorrowsworn**. In the zone, the weather is always grey.
- 9
- 10

Themes
Combat

Social

Social

Combat

Exploration, Combat


Combat, Intrigue

Social, Combat

Social

Social, Combat

Exploration, Combat



POINTS OF INTEREST

THE MOURNLAND



RICHES, RISK & RUIN

CYRE

AN INTRODUCTION



IN CYRE, THE BROKEN HEART OF GALIFAR. WHAT WAS ONCE A NATION OF artists and artificers is now the broken ruin known as the Mournland. A funeral shroud of thick gray mist covers the nation, cloaking a barren wasteland of danger and discovery. The Mournland is the greatest symbol of the Last War's cost. The destruction of Cyre ended the War out of shock and fear, and the other Five Nations would pay any price to understand the cause.

This curiosity is growing into necessity. The Mournland is a massive threat on their borders, and with every passing day, more and more horrors leak from within the mists. Yet, for some, the Mournland is a beacon of opportunity. Countless treasures and works of artifice lie within the wreckage of Cyre, and some are the haul of a well-risked lifetime.

Before its end, Cyre was a nation of wealth and ingenuity. Here, ideas and culture from the other nations of Galifar were mixed and combined into something greater. The people were raised on a now-bitter motto - "What our hearts dream, our hands create". This effort was underpinned by the Dragonmarked Houses. Cannith and Phiarlan fueled artistic and arcane development, creating lost wonders and works of art; from the Clockwork Menagerie of Eston to the Vermishards of Metrol. These were funded by the Crown, using the power of the Royal Treasury of Galifar. Now, all that gold is tarnished. The once-shining cities of Cyre are haunted by undead and mutant beasts, as well as bizarre living spells and murderous gangs of salvagers.

Adventures in the Mournland are a mix of danger and desire. The wealth and secrets contained here draw salvagers and hopefuls from across Khorvaire, funded in their efforts by covetous nations. House Cannith's greatest works can be found here, scattered across battlefields (Colossus WX-9 'Gantor') or lost in the silent halls of forgeholds and workshops alike (Clockwork Menagerie, Genesis Forge). In the ghostly cities, the greatest treasures of Galifar lie ready for the taking (Seaside, Vermishard of Gold). Reaching them is a trial. The environment of the Mournland is warped and scarred, with terrifying anomalies that defy explanation (Mirrored Forest, Glass Plateau, Living Magnificent Mansion, Sovereign Road). Even worse, the Lord of Blades and his followers are a constant threat, ready to kill or capture any intruders they find (Fort Apotheon). This is one of the most lethal places on Khorvaire, with a score of legends in the making.



LOCATION LIST

Themes

Artifice, Dungeon

Clockwork Menagerie - House Cannith's museum of marvels documents the litany of wonders produced by the House since its inception. The menagerie's art pieces were once beautiful and delicate, but the Mourning has caused a bizarre forest of steel to grow from the ruins.

Aberrations, Dungeon

Colossus WX-9 ('Gantor') - Of the warforged colossi produced by Cyre to end the War, not all were humanoid. WX-9 - colloquially named Gantor - was given a scorpion frame, intended to be used for combat in both aquatic and mountainous terrain. It now lies sunken in the Crimson Waters, infested with slithering horrors.

Lord of Blades, Military

Fort Apotheon - Warforged called to the Mournland by the creed of the Lord of Blades have gathered at Fort Apotheon. Here, the villain is gathering his forces, putting in motion plans for the coming revolution. The fort contains his most dangerous weapons, including an active Creation Forge.

Cannith, Artifice

Genesis Forge - The Genesis Forge is a Creation Forge so big it can create new Creation Forges. House Cannith's pride and joy is essentially a small fortress. While it once produced all manner of wonders, the Forge's intricate workings have gone haywire since the Mourning.

Living Spells, Ruins

Glass Plateau - The city of Making, along with much of Central Cyre, was swallowed up by the massive Glass Plateau. This towering ridge of translucent crystal is home to bizarre living spells, but the city locked beneath it remains an alluring prize for treasure hunters.

Psychological Dungeon

Living Magnificent Mansion - Of all the weird living spells created by the Mourning, the living magnificent mansions are the weirdest. Each is a moving pocket dimension that 'saves people' by trapping them within - along with any creatures that happened to touch the spell, as well.

Anomalies, Exploration

The Mirrored Forest - The Arul Forest covered the banks of the Brey River on Cyre's western borders. Once a rolling tableau of oak and olive, the forest is now a jagged vitrified landscape of obsidian and razor crystal, and a foreboding sight for salvagers. Bizarre anomalies and skittering monsters lurk within.

Factions, City

Seaside - The beautiful resort town of Seaside was a popular retreat for the nobility. Its coastal position makes it an attractive place to land in search of treasure, and the town is now a battlefield for competing factions.

Time, Travel

The Sovereign Road - The grand highway to Metrol has become a temporal anomaly, transporting travelers to different eras of Cyre. Adventurers might find themselves hurled back to the Age of Demons, the Empire of Dhakaan, or even forward to the next century.

Treasure, Dungeon

Vermishard of Gold - Cyre's mint and royal treasury were carved into the stone of one of Metrol's massive Vermishards. The pinnacle of stone is a salvager's dream, said to contain the wealth of a nation, but its shadowed halls are home to security systems, raging undead, and metallic monsters.

Alternate Locations: Making, Metrol



THOUSAND YEARS OF CANNITH CREATIVITY ARE ON DISPLAY IN THE Clockwork Menagerie. This museum houses endless wonders in an interactive trip through the House's past, ranging from original prototypes to cutting-edge designs. Its name comes from the cavalcade of constructs that whirl and click within; metal songbirds flit through the museum on brass wings over golems, homunculi, and the massive steel bull known as Alaron's Gorgon. The city of Eston was the birthplace of House Cannith, and it shows. Only the most brilliant were allowed to test new designs here, and the creations of the Menagerie are on a different level to the common constructs seen elsewhere.

Built in the center of Eston, the Menagerie is a large rectangular hall built from glass set into a metal frame. A large entrance gate sits between two wings of exhibits. Above, the vaulting ceiling holds a series of complex metal frames and struts that attach to the square display rooms. These can be used to rearrange the rooms, raising them, lowering them, or moving them horizontally to reconfigure the entire structure of the Menagerie. This was used to raise displays into the public viewing area, or lower them into the workshops below for maintenance or redesign. These workshops were home to some of the most intelligent minds in a House of prodigies. The Menagerie wasn't just a museum, but a testing ground for experimental designs - a creative battlefield for competing artificers to reveal their designs to the public as proof of concept. Many of these still lie in the subterranean section, but reaching them is anything but simple.

STEEL JUNGLE

In the wake of the Mourning, the experimental 'warforged trees' of the Steel Gardens have overgrown their bounds, turning much of Eston into a forest. Just as warforged can change their shape, these trees - and the constructs of the Gardens - have evolved into new forms, seemingly accelerated by unknown factors. Now, an entire construct ecology surrounds the Clockwork Menagerie. The prevailing theory is that the "roots" of the trees are drawing on the three Creation Forges in Eston - including the one that lies beneath the Menagerie. Adventurers hoping to reach them will have to evade hunting tigers made of steel, and the corrupted Alaron's Gorgon, to enter the depths of the Menagerie.

ENVIRONMENTAL CONDITIONS

Within the Menagerie, constructs allied with the players (such as Homunculi or Steel Defenders) will act strangely, gaining limited sentience and an Intelligence of 8, if currently lower. This may cause them to question their owner's commands.

MENAGERIE EXHIBITS

A full band of humanoid constructs playing Vaelia d'Phiarlan's smash hit

1 'Crown of Gold'. One construct is broken, with its torso wrenched around to face backwards. Without it playing the song, the doors are malfunctioning.

2 A partly deconstructed warforged titan^{ERLW}, showing its interior mechanisms, that has been 'reanimated' by the Mourning into a shivering undead construct.

Ambience

Sight: Flying clockwork animals, gorgon crests, sparking machinery

Sound: Buzzing and crackling, ticking and tocking

Smell: Grease, acrid smoke, and copper

Touch: Polished brass, oiled levers, trinkets and gewgaws

Clockwork Age

Clockwork itself is a form of artifice that Cannith has surpassed in the modern era. A warforged, or **iron defender**, has no ticking parts. However, the intricacy and artistry of clockwork (above and beyond necessity) is a particularly Cyran thing to enjoy.

- 3 A room with fully functional miniature airships and lightning rails traveling across a diorama of the Five Nations.
- 4 Ten golems, one from each century of the Kingdom of Galifar, showing the advancements in construct technology. They scream if touched.
- 5 A garden room containing living construct trees with a similar composition to warforged. The trees are guarded by vicious construct songbirds with razor wings.
- 6 A room with a levitating hive filled with tiny automaton bees that consume metal for food - including armor.
- 7 A laboratory filled with alchemical fluids in flasks and a golem seemingly powered by them. It spends its time brewing the fluids to top itself up, lest it stop and die.
- 8 A room displaying various methods of mechanical locomotion, including tiny elemental engines. One exhibit is a model display of the Menagerie itself, with a locked array of levers. This is actually the control apparatus for the building, and the levers move the various exhibits using the complex framework around them.

EXAMPLE ENCOUNTERS

- PL 3 - A pair of living burning hands^{ERLW} in search of living things to burn.
- PL 5 - The Menagerie's symbolic gorgon construct, now corrupted and seething with dark fumes that taint the ground it walks.
- PL 9 - A clay golem emblazoned with the Cannith logo that whimpers and howls.
- PL 10 - A nauseating mutant death kiss hunting for blood to drink.

TREASURE

- Cannith-brand *Eyes of Minute Seeing* used by artificers for intricate work.
- The schema to produce **Cannith Docents**^{ERLW}, a design lost during the Mourning - and worth thousands of gold to the House.
- A razor songbird familiar (raven with an AC of 15, the Construct type, and immunity to poison and necrotic damage as well as the poisoned condition).
- The last will and testimony of Starrin d'Cannith, detailing the House's next Baron.

QUEST HOOKS

- Cannith scouts have reported that the Blades are moving towards Eston in full force. Baron Merrix d'Cannith hires the party to raid the Clockwork Menagerie and take the key designs in the basement workshops before the Lord can do the same. If they take too much time, they may have to flee with an army of warforged on their tail.
- Thranish paladins have discovered a grove of unnatural saplings growing on the shore of the Cyre River. These construct trees have metal 'bark', and are reminiscent of the blend of materials that make up the bodies of warforged. In combination with reports from Arythawn Keep, the authorities believe they originate from Eston, and are paying well for anyone to prove where these living constructs are coming from.
- An intelligent raven construct made of etched silver lands on a character's shoulder, and repeats a mimicked call for help recorded in the Clockwork Menagerie. The voice claims to be a Cannith who survived the Mourning, and is now under siege in the Clockwork Menagerie from... something, before being cut off by a loud explosion.

Trinket

A gilded clockwork hibiscus whose metallic petals bloom with an iridescent sheen every few days before closing.

Alternate Locations: Half-sunken off the south coast of Cyre



CYRE COMMISSIONED A NUMBER OF WARFORGED COLOSSI TO PUT AN END TO the War for good. While most have humanoid forms, some were more experimental, with designs intended for specific battlefields. Colossus WX-9 - named Gantor after its core docent - is one such example. The massive war machine resembles a steel scorpion, designed for aquatic and mountainous terrain where humanoid legs are a liability. The scorpion's 'tail' contains its disintegration ray, with the command center in the head. The massive war machine was deployed along the eastern Cyre River to defend against Karrnath. Whatever happened to it on the Day of Mourning is unknown, but the Colossus is now a landmark in the center of the Crimson Waters east of Making, rising from the blood-red lake like a beacon of Cyre's failures.

METAL DUNGEON

Colossus WX-9 is tall enough that, despite its legs having collapsed, it still lies mainly above the water line. As a result, the interior is mostly unflooded, with bulkheads providing additional barriers to seal the water away. These bulkheads separate the colossus into segments, with livewood connecting them to allow flexibility in the construct's body. Each segment has its own role. The front segment is the command chamber, where the captain leads the colossus and controls its movements. Behind this is the core chamber, dominated by the massive Khyber dragonshard that powers the construct. Next is the barracks and living quarters for the crew, followed by the rear ballista chamber with its own small Khyber dragonshard. This contains a bound earth elemental, which is used by the captain to accrete solid rock to the colossus' front claws, acting as a front bulwark against spells and artillery. Access to the colossus is only possible through access ports in its legs, making it difficult for salvagers to breach.

Gantor's interior is not an easy tomb to crack. The colossus is protected by potent defenses made to ward off invaders. With no captain alive (or capable) of disabling them, the central Docent has simply kept them active. Removing that docent would disable them all safely, though reaching it is no simple task. Simply reaching any of the legs means traversing the Crimson Waters, either by boat or leaping across the flooded rooftops of the town of Eastwood Springs. The interior then contains electrical fields, glyphs of warding, and other arcane defenses designed to maul intruders.

ENVIRONMENTAL CONDITIONS

1. The Crimson Waters surrounding the Colossus are toxic to life; any living creature that drinks the lake waters takes 2d8 poison damage. A living creature fully submerged in the waters takes 2d8 poison damage at the end of every round until they escape.
2. Within the colossus, patches of coagulated fluid act as difficult terrain. Sheets of sticky filaments hang down from the ceiling in places; a character that touches them must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its next turn.

Ambience

Sight: Massive construct rising from bloody waters

Sound: Creaking wood and steel, lapping waves

Smell: Powerful iron, electric ozone, nauseating viscera

Touch: Clotted sticky liquid, rusted metal, semi-organic wiring

Piloting Gantor

Normally, a warforged colossus requires a dragonmarked heir with the Mark of Passage to pilot using the special focus item in the command room. However, adventurers are special, and their skill at jury-rigging with the assistance of the intelligent core docent can justify them having a mech to pilot.

Trinket

This gauntlet resembles a scorpion claw with hollows that once housed dragonshards, the Draconic word for Hunter is engraved in its surface.



EXAMPLE ENCOUNTERS

- PL 4 - Four sea spawn that constantly seep crimson liquid.
- PL 5 - The former captain of the WX-9, now a deep scion.
- PL 7 - A pair of chuuls made primarily of muscle and gristle that seem to have once been members of the crew.
- PL 17 - The Beast of the Crimson Waters (kraken), awoken from the depths by the party's exploration of the colossus.

TREASURE

- A military *Wand of Magic Missiles* on the body of one of the soldiers.
- A Khyber dragonshard containing a water elemental that can be used as an *Emerald Elemental Gem*; the elemental inside is crimson in color and deals poison damage instead of bludgeoning damage.
- The main control *Docent*^{ERLW} of the colossus (a Xen'drik original, and what the Colossus is named after).
- *Necklaces of Adaptation* tweaked to give immunity to the toxic Crimson Waters.

QUEST HOOKS

- Servants of the Lord of Blades are working to repair the colossus, using their resistance to poison to ignore the Crimson Waters. Should they succeed, it may lead their next attack on the Five Nations - or the nearby city of Gatherhold.
- WX-9 has stood up and begun to crawl out of the Mourmland towards Valenar or the city of Gatherhold. The party are hired to break into the colossus and disable its core Docent before whatever directive is driving the thing compels it to attack.
- House Cannith believes that the powerful magic contained within the Khyber dragonshard core has become corrupted by the Mourning, leading to the formation of the Crimson Waters. If the party can retrieve it, they may be able to heal that region of the Mourmland.

Locations: Anywhere in the Mournland



CROSS THE FIVE NATIONS, THE WARFORGED WERE MISTREATED, USED AS disposable soldiers in the wars of the fleshborn. Fighting battles that aren't their own, dying for those they've never met, it's no surprise that many have nothing but hatred for their masters. To them, the Lord of Blades is a beacon for change - or revenge. His crusade against the Five Nations and desire to form a nation of warforged is a shining ideal. These disciples, taking the name of Blades, have begun conquering the Mournland under the Lord's banner. The heart of their work is Fort Apotheon. This captured Cannith forgehold is the beating heart of their ideal, and the headquarters of their Lord.

The Fort rises from a volcanic region of the Mournland, where lava bubbles up through broken earth. House Cannith built their forgehold here to make use of this, with the molten rock fueling their industrial work and metallurgy. Now, the central tower of the forgehold rises from a lava lake, itself surrounded by a defensive wall restored by the Blades.

The tower contains both the Creation Forge and the personal workshops of the Lord. There, he pursues his plots against the Five Nations. What those workshops contain is a closely guarded secret; some believe the Lord is working to produce new forms of advanced warforged. Others say the broken colossi are his goal, and the villain is working to combine his tower with colossus parts to create a mobile fortress. Regardless, the surrounding nations would see this base destroyed at any cost, and adventurers with information about Fort Apotheon will be well rewarded.

IRON WALL

Hundreds of warforged reside in Fort Apotheon - a small-scale army ready to march on the Lord's command. The outer walls of the Forgehold hold an 'ossuary' for them. Part crypt, part workshop, the ossuary is where Blades rest. Its name comes from the hundreds of warforged corpses that have been brought here from a dozen different battlefields. These fallen brethren have been bolted to the inner walls as a mark of respect and a potent reminder - until the Five Nations fall, the warforged must serve their steel purpose. The battlements of the forgehold are manned at all times. Patrols sweep the volcanic grounds, hunting for any fleshborn spies. Mournland salvagers are often captured and brought here, interrogated, then thrown into the lava lake before a roaring crowd - a method used by the Lord of Blades to stoke fervor in his mission. Time will tell if the party is next.

EXAMPLE BLADES

- **Carver** - A warforged juggernaut given four extra arms by the grace of the Lord of Blades, each holding a rusted sword taken from Brelish soldiers.
- **Hive** - A single mind bound to multiple warforged bodies. Hive can control all of the small scouts at the same time, forming a dangerous swarm of knives.
- **Charity** - The head priest of the Lord of Blades. Guides the faithful in worship of their metal angel of death, using promises of a future where the fleshborn cower beneath warforged feet. They adorn themselves with warforged body parts from fallen soldiers.

Ambience

Sight: Sprawling villa with terracotta roof tiles and rolling green hills

Sound: Whinnying horses, creaking carts and chatting staff

Smell: The perfume of flowers and baking bread.

Touch: Warm stucco walls and varnished wood

- ❖ **Grindstone** - A secret spy from the living spells known as the Builders, who is investigating the Blades partly out of curiosity and partly from concern. They are actually a Living Animate Objects puppeting a warforged corpse.
- ❖ **Howl** - A Karrnathi defector with a lupine face and steel claws. One of the Lord's personal honor guard, and a fanatically devoted, terrifying berserker.
- ❖ **Patina** - A warforged injured by a necrotic spell in a battle against Karrnath that has led to their livewood decaying and festering. They channel this using hatred and piety for the Lord to rot and rust things they touch.

ENVIRONMENTAL CONDITIONS

The Fort's surroundings are suffused by volcanic gases that do not affect the warforged, as they do not need to breathe. A character that moves within 10 feet of one of the rifts in the earth and breathes in the vapors must succeed on a DC 13 Constitution saving throw or take 2d4 poison damage and begin coughing loudly until the end of their next turn, preventing them from speaking (and potentially alerting nearby sentries).

EXAMPLE ENCOUNTERS

- PL 5 - A pack of three mutant shadow mastiffs used to hunt down intruders.
- PL 9 - Pyre, a fanatic warforged war priest of the Lord of Blades (add advantage to saving throws against being poisoned, +1 AC, and immunity to sleep).
- PL 15 - The Lord of Blades^{ERLW} himself, ready to crush the fleshborn invaders and make a show of it before his followers.
- PL 17 - A damaged warforged colossus^{ERLW} undergoing nearly complete repairs.

TREASURE

- Several *Arrows of Humanoid Slaying* produced by a priest of the Lord of Blades.
- An *adamantine sixblade (double-scimitar)* replica of the Lord's weapon.
- A *+1 Amulet of the Devout*^{TCE} in the shape of a spiked iron gauntlet.

QUEST HOOKS

- The creator of the warforged - Aaren d'Cannith - disappeared without a trace after his excoriation from the House. The party is visited by a homunculus with a single message before it falls to scrap - the genius artificer is being held prisoner within Fort Apotheon, and asks the adventurers to rescue him before it's too late.
- The city of Vathirond was attacked by a force of Blades with a restored warforged colossus at their head. Though it came at great cost, the Brelish army was able to repel the assault, damaging the colossus in the process. The party are hired to be an elite unit of infiltrators and break into the Fort, then destroy the central arcane core of the colossus before it can be brought to bear again.
- The party finds dangerous proof that Fort Apotheon is linked to the cause of the Mourning. It's no coincidence that the Lord chose this as his base. The party must break into the fortress and destroy the doomsday weapon inside before the villain can cause a second Mourning.

Trinket

A Siberys shard lens carved to be fitted over the eye of a warforged and etched with symbols of abjuration.

Alternate Locations: Eston, Making



HOUSE CANNITH'S CREATION FORGES WERE THE PINNACLE OF THEIR HOUSE'S genius. Each was capable of turning raw materials into finished products instantly, and not just that - they were also capable of producing true sentience. During the War, they created warforged by the hundred, bolstering the ranks of the Five Nations' armies. For House Cannith, this wasn't enough. Economy of scale demanded something greater. The answer was the Genesis Forge - a Creation Forge so big it could fabricate Creation Forges.

The Genesis Forge is an industrial complex the size of a small fortress. The central Creation Forge is surrounded by arcane machinery, storage rooms for materials, and production lines carrying raw materials and dragonshards to sustain its operation. Surrounding this are auxiliary systems, workshops for Cannith artificers, and an outer layer of wartime defenses designed to ward off sieges from full armies. The Forge was built in a Fernian manifest zone that empowers crafting and creation, and its location was highly confidential. Queen Dannel knew that it would be a major target for attack, and even now, it has yet to be found.

The impact of the Mourning on the Genesis Forge was dire. The entire fortress was filled with intricate arcane machinery and enchantments forged by generations of Canniths. Many of these were irreparably broken, causing chain reactions of failing infrastructure that tore sections apart. Others animated into dangerous living spells, ranging from continual flames to terrifying fabricates that reshape the world around them into fractal patterns. Exploring the Genesis Forge means traversing these dangerous spaces, with vertical sections of buzzing conveyor belts and burning forges crossed by twisted metal and hunting anomalies. However, the Forge also contains some of the most advanced schematics and inventions of House Cannith; rumors hold that the parts to build the warforged colossi were fabricated here, and that their schemas still lie in the control room of the Forge.

UNBOUND CREATION

The core of the Genesis Forge is a cylindrical chamber in which a 200-foot monolith hovers. This central pillar, based on designs found in Xen'drik, is forged from steel and inlaid with intricate arcane matrices that focus the magic of the Mark of Making. The walls of the chamber are lined in similarly complex arrays of glyphs with inlaid Siberys and Eberron dragonshards. The southern wall is marked by a glass window overlooking the room, with an arcane array used by Cannith artificers to control the Forge. This array features a slot for schemas, which could be used to rapidly enter designs for production.

For unique tasks, the Cannith artificer operating the Forge (requiring a Greater or Siberys Mark) focused their power into visualizing the exact details of the item they were producing. Materials placed inside the chamber would then disintegrate, reforming into the desired product, ready to be sent to the front lines of the war. During its operation, the Genesis Forge consumed vast amounts of raw metal and residuum (a form of powered dragonshard) to create works of artifice used in battle, and its capabilities contributed greatly to the creation of the warforged colossi.

Ambience

Sight: Scratched and scarred metal gates, watching Orien sentries in unicorn-crest livery

Sound: Reloading crossbows, barked orders, bass tremors

Smell: Dust and stale air mixed with oiled leather

Touch: Hanging cobwebs and rigid metal

Trinket

What resembles a giant spider is actually 3 fused Cannith heir hands glowing with dragonmarks.

ENVIRONMENTAL CONDITIONS

The Fernian manifest zone around the Forge causes all ability checks using tools to be made at advantage.

EXAMPLE ENCOUNTERS

- PL 2 - A pair of patrolling iron defenders^{ERLW} that were never ordered to stop.
- PL 4 - A blistercoil weird^{GGR} that animated from the cooling metals at the heart of the production line.
- PL 9 - A warforged titan^{ERLW} that still guards the complex on orders to apprehend any spies or saboteurs from foreign nations.
- PL 12 - The living arcane forgefires of the Genesis Forge, manifested into an arclight phoenix^{GGR}.

TREASURE

- A +1 All-Purpose Tool^{TCE} left behind by a Cannith artificer.
- Refined mithral ingots worth 50gp each.
- A Mace of Smiting used by Cannith machinists to rapidly disassemble constructs.

QUEST HOOKS

- To stop a dangerous event in the future, the party needs an item or eldritch machine that doesn't currently exist. To produce something so large and/or intricate, they will need the power of the Genesis Forge.
- Reports have proven that the Lord of Blades has taken control of the Genesis Forge, and has begun producing parts that can only be bound for a damaged Warforged Colossus. The party are tasked with infiltrating the Forge, using their small numbers to aid their stealth, and destroying or shutting it down before the Lord can mount an attack on the surrounding nations.
- The party are approached by an unusual warforged clad in remnants of their dead kin. This priest of the Becoming God asks for their help in repairing the Forge - and promises that with it, they will be able to reverse the Mourning for good.

OPERATING THE FORGE

Though the Genesis Forge is likely to be damaged as a result of the Mourning, enterprising players might attempt to operate it using the abandoned stores of materials in the facility. This is something that normally requires an individual with the Mark of Making. However, due to the odd arcane effects of the Mourning, this is something that can be easily be ignored. The operation of the Forge formerly required a crew of Cannith artificers, and doing so as a party of adventurers will not be easy. The suggested way to handle this is to treat it as a multi-step skill challenge. For anything to happen, the required materials, and a hefty amount of residuum, must be placed within the central Creation Forge chamber.

An example of a skill challenge to operate the Genesis Forge would be:

Step 1: Visualize the intended design (Int, Wis)

Step 2: Align the arcane capacitors (Dex, Int)

Step 3: Hold or fix broken forge doors (Str, Int)

Step 4: Operate the control panel (Int)

If the party fails 2 or 3 of the ability checks, they succeed, but the result is flawed in some way. If the party fails 4 ability checks, the Genesis Forge overloads and begins to catastrophically self-destruct.



THE FORMER HEARTLAND OF CYRE IS MARKED BY A COLOSSAL RANGE OF solidified glass over a hundred feet high. The plateau is over 200 miles long, glowing in places from volcanic activity within. Tremors and earthquakes are common, and break open the surface so magma can rise from below. Most of this cools into translucent opal, but central sections of the Plateau are an obsidian black. Some sections are even colors that can't be described in language.

The smooth expanse is marked by shapes that make no logical sense; spires, spikes, twisting curls, and formations of smooth glass rise from the surface as though wrought by a godly hand. The edges are sheer cliffs of milky glass, sometimes extruding new molten liquid from within. Though impossibly long, the Plateau is relatively thin, and adventurers seeking to cross the Mourmland may have no choice but to traverse it. The Plateau itself is bizarre; the living spells that call it home are even weirder.

SENTIENT SPELLS

Of the living spells animated by the Mourning, some of the most powerful were gained sentience at the moment of their inception. With no guiding hand or reason to be, these spells have sought purpose. For those cast to kill, this purpose is simple. They were born to destroy. These 'annihilators' stalk the Wastes, hunting people and other living spells alike, then consuming their latent magic to grow in power. When two such spells meet, they battle, with the winner dominating the other as their personal soldier.

However, those spells born from more civilian magic have sought a higher purpose. These 'Builders' and 'Teachers' have formed societies upon the Glass Plateau, which draws them like a beacon with its wells of inner magic. These odd beings believe something called the Great Spell lies within - the progenitor magic of which they are mere fragments - and that this power is linked to the Mourning. Such spells are erudite and industrious. The Teachers were mainly born from divination spells, and their natural curiosity has driven them to learn more about the catastrophe that created them. They work to awaken sentience in other spells, and burrow their way to the heart of the Plateau in search of the answers they seek, while gathering magic items and lore from the ruins of Cyre. Some have even begun to learn other magic from scrolls and spellbooks.

In contrast, the Builders were born from magic used to animate and create. They interact with the world by inhabiting the shells of dead constructs, puppeting warforged bodies and broken golems to build and learn. Such spells hunger for knowledge about culture, art, magic, and civilization, aiming to form their own nation with a greater purpose than mere survival. Masquerading as warforged allows them to travel beyond the Mourmland and infiltrate society, though their odd mannerisms can lead to suspicion in the people around them. Upon their return, they spread their knowledge to other Builders. The Mourmland - especially the Plateau - is littered with odd structures formed by such spells expressing themselves, often with no apparent logic or architecture. Curling stairways leading to nowhere, stone rooms with tiny entrances, while crystal towers run in complex fractal patterns.

Ambience

Sight: Sheer crystal cliff-faces, odd spires of opal, inner volcanic fires

Sound: Tinkling crystal shards, howling wind

Smell: Absolutely nothing, which you've suddenly noticed

Touch: Blown glass, razor edged-fractures, living spell ooze

Living Spell Names

Many sentient living spells name themselves as a division between them and their non-sentient kin (which are seen as closer to animals). These names follow no conventional pattern, but match the spell's philosophy and original purpose. A Living Scrying might name itself things such as I-See-The-Sights-Of-All-Eyes, Apotheosis, Elsewhere, Aureon, or simply The Heir of Karim after the spellcaster who 'birthed' them.

Trinket

A glass fox filled with living fire.

ESOTERIC COMPETITION

The living spells of the Plateau are increasingly coming into conflict. The Annihilators see their brethren as nothing more than power to be consumed, and have begun to ally with the Blades to pursue the eradication of the living. To that end, they have begun to attack the Teachers and Builders. The more peaceful spells have ramped up their efforts to gather magic items and infiltrate into the core of the Plateau, determined to gather power and knowledge to secure their way of life. Many believe that the city of Making, barely visible within the Plateau's glass, holds the answers they seek. The former industrial heart of Cyre holds an allure that they cannot shake.

ENVIRONMENTAL CONDITIONS

Occasional tremors can rock the Glass Plateau. At the start of each round of combat, roll 1d6. On a roll of 1, all characters in contact with the ground must succeed on a DC 10 Strength saving throw or fall prone.

EXAMPLE ENCOUNTERS

- PL 3 - Three animated flying nebulae of fractal glass (ice mephits, but they deal slashing damage instead of cold damage).
- PL 5 - A mutant bulette with an obsidian carapace.
- PL 7 - A Living Cloudkill^{ERLW} of the Annihilators that sees spellcasters as delicious food (increase Intelligence to 14 (+2) and give the Common language).

TREASURE

- A Fire Elemental Essence Shard^{TCE} formed from obsidian with an everburning spark of magic inside it.
- An allied, sentient Living Scrying that can cast *scrying* once per day for the party as it helps them with the dangers of the Plateau.
- A Crystal Sword^{FTD} fashioned from the esoteric glass of the Plateau.
- A Heward's Handy Haversack taken from the ruined city of Making.

QUEST HOOKS

- The party are approached by an odd warforged with an endless curiosity who asks for their help - then reveals that they're in fact a sentient spell using the warforged corpse like a puppet. Their 'people' are under attack by other living spells allied with the Blades, and they need the party to help put an end to these 'Annihilators'.
- The living spells of the Teachers hold a key magic item that the party needs. The spells are more than happy to give it to them, but the party must perform a favor for them - namely, descending into the tunnels carved into the Glass Plateau to help them pursue their study of what caused the Mourning.
- The party finds evidence that the cause of the Mourning may be linked to the lost city of Making, now encased within the Glass Plateau. To reach the city, they will have to scale the Plateau, then find tunnels leading to the interior through a litany of dangers.



IVING SPELLS ARE ONE OF THE MOURNLAND'S MOST INFAMOUS ANOMALIES. More than one scavenger group has been wiped out by a walking *fireball* looking for things to burn. It's thought that many of these spells were cast during battles on the Day of Mourning, and given life in the moment that the event occurred. As a result, the majority are dangerous evocation spells born from war magic. However, some appear to have crawled their way out of Cyran domestic artifice. Salvagers have reported finding living *prestidigitations* that love to clean clothes, and living *identifies* that roil with words when they move near magic items.

However, the most deceptive are those created to interact with people, for they retain the will to seek out salvagers and 'help' them following their original purpose. Living Magnificent Mansions - born from House Ghallanda's Wandering Inns - are the most dangerous. Each is a crawling nexus of doors and dimensional fractures that hunts down people, swallowing them to keep them safe from the dangers of the Mournland. Forever.

DIRE DEMIPLANES

A Living Magnificent Mansion retains the interior that it had before as a Wandering Inn, with traditional (and comfortable) Talentan decor. Warm rustic wood, soft carpets, and wicker decoration are a Ghallanda classic. The Inn's servants have continued to maintain the place, under the command of the spell itself, and the interior is surprisingly clean. The issue is, surrounded as it is by the death of the Mournland, these Mansions capture people and trap them within their demiplane to keep them safe... and refuse to let them out into "danger". Given anything that touches the spell itself is also pulled in, this can result in Mansions filled with Mournland monsters and the skeletons of guests who died before finding the way out. Though every Mansion has a door to escape, the spells often hide it, rearranging their own layout to ensure 'maximum comfort and a rustic atmosphere'.

ENVIRONMENTAL CONDITIONS

The interior of a Living Magnificent Mansion is an extradimensional space, and follows the same rules as the spell with the following exceptions:

- The servants will generally follow the wishes of the guests, but the living spell itself retains ultimate control over them, and can choose to ignore requests.
- The living spell can talk through the servants and see out of their 'eyes', but isn't otherwise aware of what goes on inside itself.
- The spell has an infinite duration.
- The exit to the Mansion exists, but is hidden and hard to find so the spell can 'keep the guests safe'.

EXAMPLE ENCOUNTERS

- PL 1 - a small nest of five gremishkas^{VRGR} that were once the Mansion's cats.
- PL 1 - A warforged soldier^{ERLW} of the Blades who, while aggressive, might be convinced to cooperate in the name of helping everyone escape.
- PL 5 - The miserable halfling allip in the library.
- PL 5 - An adult oblex that has consumed guests, and would actually also like to escape, despite hungering for more memories.

Ambience

Sight: Slumped mummified bodies, inviting rustic furniture

Sound: Pure unnerving silence, until it isn't

Smell: Lavender and potpourri

Touch: soft cushions, unyielding locked doors, freshly baked bread

TREASURE

- The intricate *Everbright Lantern*^{ERLW} kept behind the Mansion's front desk.
- The *Deck of Illusions* used by a deceased Phiarlan artist to entertain guests.
- Since the Mansion's interior is technically not in the Mournland, it isn't subject to the same potential dangers and penalties one might normally suffer while resting. As a result, a party that can actually befriend (or tame) a Living Magnificent Mansion can gain a powerful home base for exploring the Mournland.

Recursion

The existence of these living spells poses a question. What happens when two Living Magnificent Mansions touch? The simple answer is that no one knows, nor do they want to find out.

QUEST HOOKS

- The party wakes up in the morning to find themselves sleeping inside a slightly derelict but comfortable mansion, with no memory of ever being there. There is no front door. They are interrupted in their confusion by the hungry mutant crocodile currently living on the first floor.
- A salvager bursts into a tavern near the Mournland as the party are resting. Seeing that they're clearly adventurers, the khoravar sprints over and begs them for help. A bizarre living spell ambushed the salvager and their partner as they were about to leave the dead-gray mists; the second it touched their partner, they were pulled inside, briefly showing another dimension inside. They ask the party to retrieve them. In exchange, they'll hand over the treasure that the pair found inside a Cannith workshop.
- House Ghallanda hires the party for an unusual dungeon delve. They bought a captured Living Magnificent Mansion at great cost from some Mournland salvagers, and ask the party to clear out the inside so that they can render it safe for study.

Trinket

An animate broom stuck in a compulsion to retrieve water. Faint bassoon music accompanies it.



Alternate Locations: Anywhere in the Mournland



THE ARUL FOREST ONCE STRETCHED FROM THE BRELISH CITY OF VATHIROND up the banks of the River Brey to Eston. Oak and olive trees covered gently rolling hills, flanked by vineyards and farms. Now, this natural beauty has been replaced by a landscape of shimmering angular glass. The entire forest has been flash-vitrified; the trees are formed of dark obsidian, the leaves razor-edged and falling onto brittle crystal grass. This world of reflections and crackling echoes is filled with beasts warped by the Mourning, as well as unnerving ambient effects originating from the glassy trees.

ANOMALOUS DISCOVERIES

- A dryad's grove where the unfortunate spirit is a weeping reflection of their own flash-vitrified tree. Their movements resemble a sickening marionette, their rigid lips unable to properly form words.
- A wide lake of pure mercury acting as a silver mirror. Ripples indicate things moving beneath the surface - the tell-tale traces of living bismuth carp.
- The partially consumed carcass of a blind mutant worg; its flesh and bones have been slashed apart with impossibly angular precision by a flurry of blades.
- A region where the trees are not dark obsidian, but appear forged out of multi-hued stained glass in an oddly beautiful display.
- A shepherd and his flock of sheep, caught the moment they were petrified to obsidian. Touching or damaging the sheep causes the shepherd to turn to look at the offender so fast it can't be detected, becoming a dangerous stone-cursed.
- A crater with a massive chunk of bismuth hovering in the center. Rapid lines of multicolored light flit over the bismuth's surface, which occasionally emits an infrasonic hum. What appears to be some kind of humanoid construct is barely visible through cracks in the metal.

ANOMALOUS EFFECTS

- The faceted obsidian trees and crystal grass act like a thousand mirrors; whenever a character deals radiant damage, or otherwise creates a bright light for the first time, they and every other character within 15 feet of them (or the source of bright light) must succeed on a DC13 Constitution saving throw or become blinded until the end of their next turn. A character is immune to being blinded in this way by further effects on a success.
- The grass is razor-sharp - a field of endless tiny blades. Any character that Dashes over it takes 1 piercing damage for every 5 feet they move on their turn.
- Everyone in the party suddenly gains the appearance of one character, like a crew of reflections.
- Whenever a ranged spell attack misses a target for the first time on a turn, if it would collide with a tree behind them, roll a d8 to determine a direction from that tree (with 1 being North and 3 being East); the spell is reflected or refracted in a line in that direction. If this causes it to hit another creature, the original

Ambience

Sight: Reflective trees made of dark glass, mercury rivers, yourself (?) in the distance

Sound: Stuttering howls, sourceless footsteps, crunchy grass

Smell: Cinnamon, cherry, urine, a meal from your childhood

Touch: Faceted tree trunks, bismuth flowers, tourmaline acorns

Weird & Weirder

Locations such as the Mirrored Forest are the perfect place for weird encounters. You can throw in any of your favorite monsters, reflavoring them as weird Mournland horrors to fight.

caster must repeat the attack roll as though they were targeting that creature with the spell, potentially hitting them.

- Strong winds pick up fallen glass leaves and blow them through the air; these leaves are effectively paper-thin razors. At the start of each round, roll to randomly select a character. They must succeed on a Dexterity saving throw or take 2d4 slashing damage unless they are prone or behind suitable cover.

- A character in contact with the ground that doesn't move on their turn becomes stuck, the crystal or glass melting onto their boots. Their speed is 0 until they are either moved by another creature, or succeed on a DC 10 Strength saving throw at the start of their turn to pull themselves free.

EXAMPLE ENCOUNTERS

- PL 3 - Two-dimensional animate reflections of the party made from glass that stalk them through the forest. At night, they will aim to drain the life from their reflected characters. Use a shadow stat-block, with no condition immunities or damage resistances, and bludgeoning vulnerability instead of radiant.
- PL 3 - A basilisk with the appearance of a crocodile made from oscillating black crystals. Petrified creatures are turned into obsidian.
- PL 5 - A pair of phase spiders that walk in and out of the glass trees to enter the Ethereal Plane.
- PL 8 - A lonely sorrowsworn with black crystalline eyes.

TREASURE

- A chunk of vitrified tree that functions as an *Orb of Shielding*^{ERLW} made from Mabaran Obsidian.
- Phase spider blood that works as slightly sticky *Oil of Ethereality*.
- A *Sword of Wounding* carved from a razor-edged length of dark glass.

QUEST HOOKS

- Cannith South is investigating the current state of the city of Eston, with plans to mount an expedition to reclaim the House's treasures left in their ancestral home. To that end, they have hired the party to clear a route through the Mirrored Forest for their less combat-capable researchers to follow, getting a clear view of the city.
- An obsidian winged beast has been attacking Arythawn Keep and the outskirts of Vathirond. A massive bounty has been placed on its head, but its lair is deep within the Mirrored Forest.
- The party discovers or hears that a cadre of Blades has been seen in the Mirrored Forest, potentially in advance of an attempt to reclaim Eston. They are tasked with tracking them down, and either capturing one of the warforged for questioning, or discovering what the Blades are plotting.

Trinket

A circular disc of obsidian rumored to act as a focus for scrying through time.



THE CITY OF SAILS WAS ONCE A BUSTLING PORT AND TROPICAL RETREAT FOR Cyre's nobility. Its whitewashed courtyards and cobbled streets were covered by hundreds of multi-colored awnings, which shaded visitors from the midday sun. Beneath, goods from Khorvaire and beyond were traded in crowded bazaars, while cafes served fresh seafood fragrant with spices. The Mourning on the horizon turned this to a scene of horror. The people fled to the docks, the rich setting sail in their ships rather than letting people board. As the people crowded on the wooden boardwalks, desperate to escape, they watched the mists stop mere feet away from them. Its borders were the exact shores of Cyre. Those who never made it to the docks disappeared without a trace; never seen from again.

Now, Seaside is a prime target for salvagers and treasure hunters. Its location on the coast makes it easily accessible by boat. Meanwhile, the manors of the rich and famous hold all kinds of treasures to pilfer, and its bazaars - abandoned in a panic - hold all kinds of trade goods. This includes smuggled items. Seaside's position made it a key port for smugglers such as the Black Highway, who have a keen interest in reclaiming the illicit goods hidden away in dockside warehouses. These factions have come together in competition, with the riches of Seaside as the grand prize. Different groups have claimed a patchwork of territory depending on their interests, so it's no longer just Mournland monsters that pose a threat.

FACTION FRICTION

A number of different factions have an interest in Seaside. For some, this is purely economic. Pirates, such as the Khraal Lords of Darguun, and the smugglers of the Black Highway, are driven into the mists by greed. For others, this is reclamation. Some Cyran refugees with financial security have funded expeditions with the aim of recovering their heritage. Then, of course, there are the adventurers. Seaside is a convenient option for adventuring guilds, such as Sharn's Clifftop Guild, to enter the mists, without risking meeting threats such as the Blades. Lastly, there are those with politics in mind. Houses Cannith and Lyrandar are keen to turn off the oceanic defenses that once protected Seaside - the terrifying constructs known as Steel Krakens. With Cyre gone, the Krakens have gone "haywire", attacking ships off the coast. There is reason to believe that Seaside hides their original creation forge and control center, as well as the secret to stopping them for good.

CITY OF SAILS

Seaside was a graceful city, built with aesthetics in mind. Its heart (now broken) was the Satin Bazaar, which lay inland from the extensive docks. Around it, majestic buildings rise from the mists, including the Grand Celestia Hotel, an intricate Kunderak Bank, and broad boulevards of noble mansions, many of which are built into the surrounding hillsides. However, this wealth was supported by a working underclass. Dockworkers, repairmen, fishermen, and carpenters sustained Seaside's facade of glory, and their packed houses and shanty towns crowd the waterfronts and steeper hillsides. It was they who were left behind on the Day of Mourning, and they whose ghosts still walk the cobbled streets.

Ambience

Sight: Still banners with the Cyran crest, empty streets, flickering arcane street lanterns

Sound: Distant crazed laughter and crying, the clang of swords

Smell: Nostalgia, stale bread, dust, perfume

Touch: Rich carpet, fabric awnings, mahogany doors

Trinket

Mourned creatures have a curious aversion to anyone wearing this burlap hood scrawled with the doodles of a child's imagined monster.

ENVIRONMENTAL CONDITIONS

The shore of Seaside is perilous due to broken ships and debris; large ships cannot draw in more than 100 feet to the beach without risking damage.

EXAMPLE ENCOUNTERS

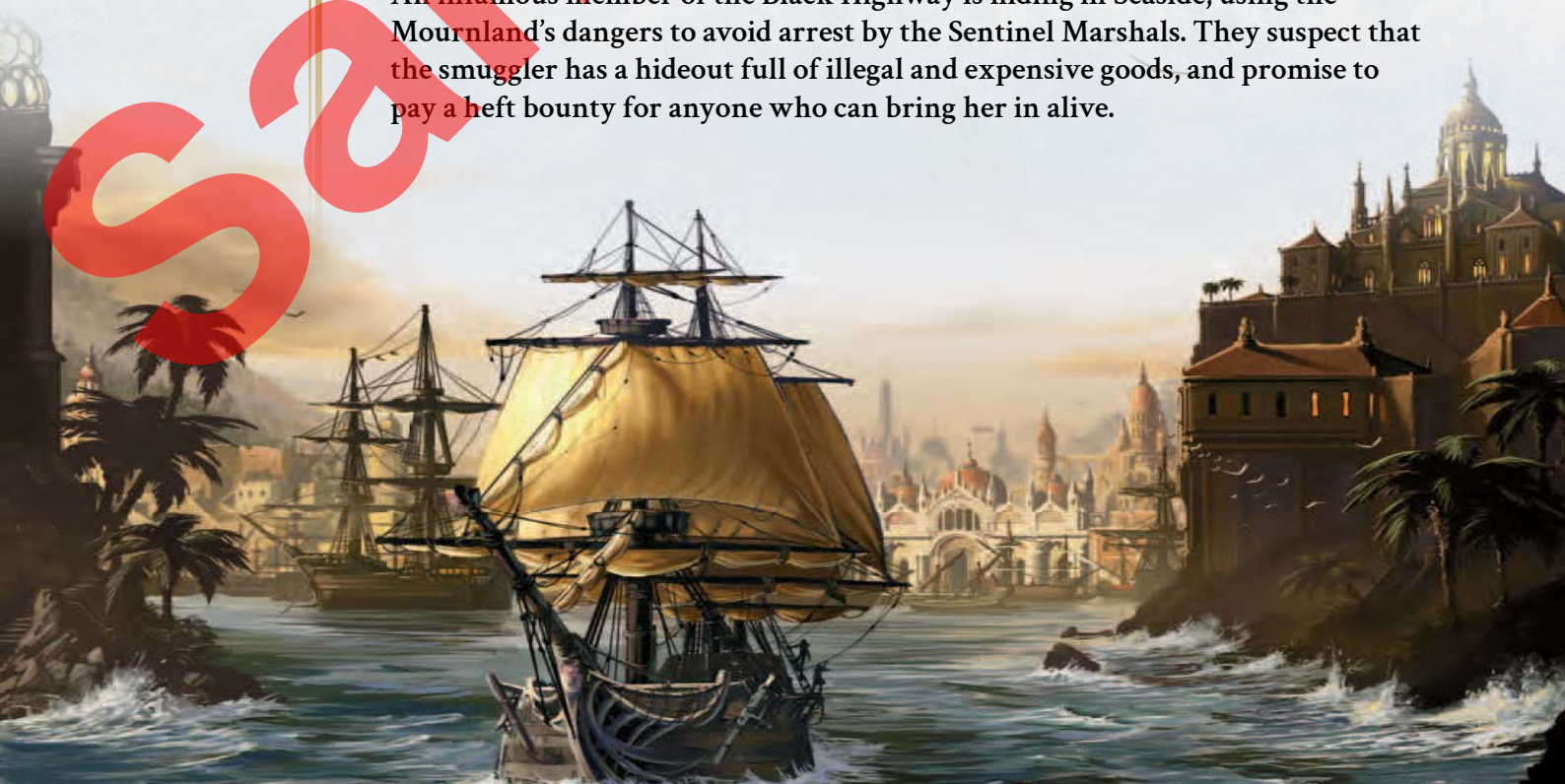
- PL 1 - A giant octopus with giant eyes and a disturbing 30-foot speed on land.
- PL 3 - A pair of oversized giant seagulls (giant eagles) with four wings protecting their nest of squabbling chicks.
- PL 5 - A swarm of hairless cranium rats that call themselves the Dockworker's Union, and take poorly to thieves.
- PL 10 - The Khraal Lord Gaantu the Chain (hobgoblin captain) and his crew of 8 goblins, four bugbears, and two hobgoblins.

TREASURE

- A *Necklace of Adaptation* used by the Dockworker's Guild for underwater repairs.
- An intact Cyran yacht whose owner never arrived before the Mists swept over.
- *Mariner's Armor* in green and gold, emblazoned with the Cyran crest.

QUEST HOOKS

- A Cyran noble hires the party to retrieve a treasured family memento from her manor in Seaside. When they arrive, they find they aren't the only ones searching; a crew led by one of the Khraal Lords is busy turning the manor upside down in search of loot - and they are not willing to share.
- Seaside was the center of research into naval weaponry to guard Cyre's coastline, including the infamous steel krakens. With Cyre gone, the living constructs have now spread along Khorvair's coast, posing a major threat to shipping. House Lyrandar and House Cannith have formed an expeditionary squad to enter Seaside, where documents indicate that the kraken's creation forge was located. There, they hope to recover the command codes for the steel krakens, then distribute them to ship captains to counter the threat. They hire the party as an advance guard to clear a safe path through the city and deal with threats.
- An infamous member of the Black Highway is hiding in Seaside, using the Mourmland's dangers to avoid arrest by the Sentinel Marshals. They suspect that the smuggler has a hideout full of illegal and expensive goods, and promise to pay a hefty bounty for anyone who can bring her in alive.



Alternate Location: The Field of Ruins



FOR THOUSANDS OF YEARS, THE PERFECT BRICKS OF THE SOVEREIGN ROAD have stretched the length of Cyre, from Metrol to Vathirond. Once known as the Emperor's Road, and built by the goblinoids of Dhakaan, this central trade route connects east and west. The road is built from quickstone, so gradually repairs itself over time. With the Mourning, it has been broken in a very different way. The

entire span has become cloaked in a temporal anomaly. The fractured timeline can hurl travelers into the distant past or near future, trapping them there until they can find a gate to travel back. The practical result is a spate of disappearances. Salvagers camping along an empty road have woken up in the midst of an active battlefield, with demons clashing against dragons. Others have been thrown into future timelines where the Mourmland has been 'cured', and were then apprehended by confused warforged soldiers. Whether this is a definite future, or simply one possible outcome, remains to be seen.

ENVIRONMENTAL CONDITIONS

Time on the Sovereign Road is flickering and inconsistent. At the dawn of every day that the party is on or near to the Road, roll 1d4. On a 1, they are transported to a random time in history (or the future) until the next dawn.

TIMELINE SCENES

100,000YA - Tens of thousands of demons formed from crusted blood and jagged steel charge into a massed army of orcs, dragons, giants, and other ancestries, guided by radiant couatl. This is the First War, where the forces of the

- Sovereigns sealed away the Overlords, and the players are caught between. Even worse, bloodied blades begin raining from the sky, heralding the arrival of Rak Tulkesh^{ERLW} himself.

40,000YA - The party stands behind a crew of hobgoblins and bugbears laying down the Sovereign Road itself (known in these times as the 'Emperor's Road', or Jul Marhu). These are builders from the nascent Dhakaani Empire, and

- there's a good chance that they've never seen anyone like the party - especially not whatever a 'human' is. The party's appearance will cause them to panic and run to find a patrol of soldiers to hunt whatever these intruders are.

2500YA - Ancient warriors bearing the wolf crest of Karrnath march down the road in legions, led by a grizzled man wearing a rust-red crown. Their weapons and armor are archaic, for this is the army of Karrn the Conqueror, heading to attack the city-state of Metrol after uniting the warlords of Karrnath.

- **0 YK** - The party sees a royal procession in the distance, with a gilded carriage in green and gold guarded by Galifaran soldiers in archaic armor. Inside that carriage is the monarch Cyre themselves - a deeply curious and empathetic person known as 'Cyre of the Five Faces' for their different identities and gift for transmutation.

Ambience

Sight: Perfectly cut and spaced cobbles, ancient pillars

Sound: An odd subsonic trill, the distant sound of ongoing battle

Smell: Your first home, your first lover, your lover-to-be

Touch: Rakshasa fur, genuine Dhakaani adamantite, future neo-mithral

994YK - The party arrives on the morning of the Day of Mourning itself, and gets to witness the fear of the event sweeping over the Cyran nation, with people desperately fleeing to the borders. If they're near the border, they might also witness the fate of the Brelish, Thrane, or Karnathi armies assaulting Cyre on that day.

1098YK - The party arrives into a Cyre that looks much the same as before the Mourning, but the ██████████ on the horizon indicates that something bizarre has happened. They meet warforged pilgrims on the road traveling to the hallowed grave of Jaela Daran of the Dawn, who they thank for something they refer to in hushed tones as 'The Winter of Blades'.

EXAMPLE ENCOUNTERS

- PL 2 - A confused and hungry allosaurus that slipped through from the past into the modern Mournland.
- PL 5 - A patrolling squad of five Dhakaani hobgoblins led by a hobgoblin captain equipped with forged metal weaponry.
- PL 12 - A narzugon of Rak Tulkhesh, riding a nightmare made of jagged metal around a core of fiendish flame.

TREASURE

- Information from the past or future, potentially relating to the truth behind the Mourning.
- A demonglass *Sword of Wounding* from the Age of Demons.
- *Mithral Chain Mail* forged by Dhakaani dashoor, with the three-pillar crest of the Empire painted in the center.

QUEST HOOKS

- While traveling through the Mournland, the party camp near the Sovereign Road and wake up in a future where the Mournland itself doesn't exist anymore. They have 24 hours to glean what information they have about the future - and avoid its new threats - before they return to the present.
- A salvager has returned to a town on the Mournland borders with tales of meeting someone named 'Aaren d'Cannith' wandering confused on the Sovereign Road. Their description of the man is uncannily accurate, and the party is hired to find this man and bring him to safety before other forces can capture him.
- The party is swallowed up by the temporal anomaly on the Sovereign Road - every hour, they flicker to another point in history. They must keep walking the road until they travel back to their own timeline, then escape the temporal oddity.

Trinket

A quarterstaff made from coatl bone and studded with demonglass.



EVEN PILLARS OF ROCK RISE FROM THE CITY OF METROL, ENDING IN STAR-shaped plateaus that loom over the city. These Vermishards were home to the royal palace and other institutions, allowing the upper class to literally look down on the rest. Over centuries, the interior of each Vermishard was hollowed out and converted into the offices of state. One held barracks and army headquarters, another the court of law, while the Vermishard of Gold held the royal mint and treasury. Unsurprisingly, it's a beacon of temptation for treasure hunters, but the stone tower holds all manner of dangers.

Some say the Mourning originated in Metrol, but one thing is for certain - only a fraction of the city's population survived that day. The people working within the Vermishards (notably, the Cyran elite and government leaders) had little understanding of what was occurring until it was too late. Each pillar is a grand tomb. Restless undead and mutated horrors stalk the halls, while automated sentries and Cannith constructs carry out their endless duties. Even worse, the anomalous effects of the Mourning have caused some security systems to go haywire, with some becoming living spells, and others unraveling into lethal effects.

As a result, the entire Vermishard of Gold is a sealed dungeon full of unknown dangers. Even those with a map of the Vermishard (itself top-secret information) will need to stay on their toes. Simply traversing the vertical facility is difficult; the central well of each of the stone columns used arcane lifts like those of Sharn to carry people between floors. No one has yet found out if those lifts still work, and it would take a brave adventurer to try.

ENVIRONMENTAL CONDITIONS

- The stone of the Vermishards is unnaturally dense, with an AC of 20 and a Damage Threshold of 20.
- As logical in the royal treasury, many of the doors are sealed by arcane locks, with specific *Keycharms*^{ELRW} unlocking them. Additionally, many doors are warded with *alarm* spells, which ring out loudly when triggered.

EXAMPLE VERMISHARD ROOMS

- **The Mint** - The Galifaran Royal Mint used a series of complex interconnected machines to produce coins, each layered with enchantments to automate the process and prevent counterfeiting. The Mourning turned these enchantments into living spells bound within the machinery. All they knew was making coins, so they kept at it, turning everything around them - including the people - into coins. Even worse, decay no longer happens in the Mourning, so that minting machine is now a crawling amalgamation of iron and flesh, always hungry for new material to process.
- **Entrance Hall** - The grandiose entrance hall on the ground floor of the Vermishard is deceptively deadly. The Cyrans knew that the facility would be a key target for foreign agents, and commissioned House Cannith to create automaton guards that could defend against a concerted attack. Unfortunately, they are still working perfectly, and adventurers can certainly qualify as 'armed foreign agents'.

Ambience

Sight: Glorious marble and gold inlay, hanging tapestries with the Cyran crest

Sound: Pre-recorded announcements, yelled automaton commands

Smell: A combination of metal and acidic cleaning solution with a hint of polish

Touch: Heavy gold bars, broken metal, polished ebony hand-rails

Empress of Gold

The If you are you using the Mournland Magebred as a faction in Metrol, you can have them be in control of the Vermishard of Gold. This can create an interesting three-way battle between the party, their rivals, and the defending forces of Empress Donata (who may have already raided the Treasury Vault!).

- ❖ **Arcane Lifts** - The central arcane lifts of the Vermishard still work, to an extent. The levitation enchantments on them have been weakened by the Mourning; while they rise up and down, they now tilt and wobble. Carrying something heavy onto them can cause them to flip entirely, sending adventurers and cargo tumbling hundreds of feet to the lobby floor.
- ❖ **Vault Lobby** - Access to the Treasure Vault is through a special room on the ground floor with an elevator leading down through the bedrock. This lobby is guarded by the warforged juggernaut Safeguard, who has kept it safe from any and all intruders since the Mourning. They will not stop until they receive Cyran orders to do otherwise.
- ❖ **Treasury Vault** - The Treasury Vault is protected by the most powerful and expensive wards Kundarak can offer, with the Vault interior technically a separate demiplane in the Astral Sea. Entering requires three separate *Keycharms*^{ERLW} owned by the top officials of the Vermishard. Within are the most dangerous and valuable items not just in Cyre, but the whole of Galifar.
- ❖ **Record Office** - The Grand Archives of Gold contain records of the Crown's dealings, as well as taxes and transactions. As a result, it also contains confidential information on payments to the Dragonmarked Houses for wartime projects, as well as details on where those secret projects can be found.

TREASURE

- The shockingly depleted gold reserves of Cyre, amounting to 30 extremely heavy ingots. Each is worth 500 gold pieces, but actually transporting them out of the Mournland might be an issue.
- The Crown Jewels of Cyre, with an incalculable value.
- The *Codex Cyre* - An autobiography by the original monarch himself, infused with magic, that works as a *Tome of Leadership and Influence*.
- The blueprints for a warforged colossus^{ERLW} - or the Lord of Blades.
- The corpse - and last will and testimony - of Queen Dannel of Cyre.

QUEST HOOKS

- The archives of the Vermishard of Gold contain confidential information on deals made by the Cyran government, including top-secret wartime projects. A party seeking the location of a hidden Cannith base or powerful weapon might find it here.
- The party is hired by Prince Oargev to recover an item from the Royal Vault that he believes will improve the lives of the refugees in New Cyre - and his political standing. Their payment is whatever else they can carry.
- The Lord of Blades is marching on Metrol, intent on claiming the city as his new capital. The gold in the royal vault will be the foundation of his empire, allowing him to secure resources from surrounding nations. The party must race the forward scouts of the Blades to recover the gold - or destroy the vault - before the full army arrives.

Trinket

Once claimed, this emerald sliver is difficult to be rid of... as is the greedy spirit that haunts it.

RANDOM ENCOUNTERS

1 The sparking wreckage of a **warforged titan**^{ERLW}; the crackling electricity is actually an aggressive **living lightning bolt**^{ERLW} inside the titan that manifested from the very spell that killed it.

2 A **banshee** that approaches the party at night, hidden in a moving bank of Mournland mist. Though terrifying, the banshee only wishes for release, her soul stuck to the Mists in eternal sorrow. She seeks out any members of the party with divine magic, attempting to communicate to them to strike her down with the radiance that will be her freedom.

3 A Cyran homestead covered in a layer of dust. A pair of footprints appear to dance the Tago through the house and out the front door, where they abruptly end without a trace. Anyone who dances in the house has their vision change to Cyre as it was before the Mourning, with a verdant green farm and rustic cottage. As soon as they stop dancing, the vision ends.

4 A pack of four eyeless **ghoul-things** with 60 feet of blindsight that run on all fours. Deafening them renders them fully blind. They communicate and hunt prey with terrifying trilling echolocation and retching screams.

5 An entire spectral army of ten thousand Brelish soldiers sweeps over the horizon in eerie silence, charging into a battle that repeats every night. Their undecaying bodies still lie across the battlefield where the spectral images fall, though many have now been looted by salvagers.

6 The rotting adult **white dragon Haze-Of-Death**, leaking dead-gray mists from his scaleless skin, whose mind was broken by the Mourning. The dragon patrols around its lair, gathering trinkets and trash that it sees as Cyran treasures.

7 A squad of six **Blade fanatics** (**warforged soldiers**^{ERLW}) patrolling the Mournland for fleshborn to capture and bring to their Lord.

8 An **unspeakable horror**^{VRGR} that drags itself out of the dead-gray mists to attack the party; if it moves more than 50 feet from the point at which it manifested, it simply fades into a cloud of screaming mist and disappears.

9 An incongruous **hill** in the landscape that always stays a fixed distance from the party, following them as they travel. At night, it moves closer until the party wakes up to find it disconcertingly near. Approaching it simply causes it to move away, as though it were a perspective trick. It never actually does anything; it just follows, until they either enter a city, or leave the mists, at which they will never see it again.

10 A small camp of **warforged druids** known as the Followers of the Broken Path - kind-hearted souls who wish to seek to heal the damage to Cyre and connect with their bonds to nature by doing so. They have created an unusual oasis - a patch of ground where the grass is just about growing back, and the land seems less dire than the surroundings. They will happily safeguard a party while they rest, but may ask for a bit of help in their efforts to defy the ruin around them.

Themes
Combat

Social, Combat

Exploration

Combat

Exploration

Combat, Social

Combat

Combat

Exploration

Social

MOURNLAND WEATHER

Each day, roll 1d8. On a 1, a Weather Event occurs. Combine from below, or roll 2d6.

☐	☐	☐	☐	☐	☐
Magic	Ghost	Crow	Dust	Time	Fire
Rain	Lightning	Stormfront	Mist	Hail	Tornado

The following rules are there to help GMs handle overland travel in the Mournland, aid in encounter building, and tweak the difficulty to suit its narrative threat.

CROSSING THE MISTS

The dead-gray mists are supernatural and deeply unsettling. They writhe and twist with howling faces, clinging to the borders of a broken nation. Crossing them is a danger in itself. Many who sought to return to Cyre the day after the Mourning simply disappeared into them, never to be seen again. If you wish to make crossing the Mists into a dangerous decision that highlights the unnatural state of the Mournland, you can use an adapted version of the 3rd Edition rules, where crossing them required a successful Survival check to avoid getting lost. By default, this is a DC 15 ability check that can be reduced if the party knows of a spot where the mists are particularly thin. On a failure, you are free as a GM to narrate the timeless trudge through an unnerving liminal space, potentially adding in odd sensory effects and creepy encounters. You can also have players gain a level of Exhaustion, or emerge somewhere different to where they intended, among other potential maluses.

IMPEDED HEALING

In 3rd Edition DUNGEONS & DRAGONS, the Mournland prevented all natural healing, and magical healing from spells in the healing subschool. This contributed heavily to the danger of the Mournland. If you wish to retain this, and make the Mournland more deadly, you can say that natural healing from long rests and spells from the Evocation school do not restore hit points to characters. You can tweak this further by deciding whether characters do or don't regain hit dice on long rests, allowing them to regain hit points on short rests. However, as in past editions, there are interesting ways for players to bypass this.

At the GM's discretion, non-Evocation spells such as *goodberry* can provide sources of healing, as can items such as *Potions of Healing*. In 3.5, *Goodberry Wine* was a notable in-universe way for adventurers to bypass the effects of the Mournland. Spells and effects that create an extradimensional space also allow people to heal up. *Rope trick*, *magnificent mansion*, and a Genie Warlock's Vessel can all provide this - as can a Living Magnificent Mansion, if you can tame one.

ROUGHER RESTS

The stark environment and unsettling dangers of the Mournland are a good reason to make Long Rests less effective. This is a lever for a GM to adjust difficulty with. By making rests less effective, a party is less able to 'go supernova' on a daily random encounter, making them think more tactically about what resources to expend. This also highlights the comparative danger of the Mournland compared to camping out in other regions of Khorvaire. There are several ways one can do this:

- Every long rest, each player must choose to recover either their full hit points, their full hit die, or all uses of their expended spells and abilities.
- Characters only treat every second or third long rest as a long rest, with the others serving as a short rest. This stretches the standard 'adventuring day' over two or three days instead, easing up encounter balance for the GM.
- The party only gains the benefits of a Long Rest in a space they can safely barricade and relax in, rather than in the open. This allows the GM to provide set places where the party can rest, and create narratives around creating them.