

REALITY UNBOUND:  
RECLAMATION  
(BOOK I, LEVELS 6-20)

# Introduction to the Adventure Module

Not everyone has the spare time or money for role playing games when there's so very many other things in life. I know some of you don't have an income, are in high school or college, or have a blahjob so you play Geeks & Graveyards or World of Dorkness on the weekends to escape the banality of burger flipping and coffee grinding. If you were able to obtain this Adventure Module legally and fairly, I do very much appreciate the strong support and if you obtained this in a less than legal manner or as a gift from another, or even from a used bookstore (a double thank you for re-using), then thank you for sampling and utilizing the content of this work and Emphyrean : The Hyperfantasy RPG! Take the time to explore, enjoy, and experience. I hope that you will come back, again and again, whenever inspired and even Worldcraft your own adventures! The Doors Are Now Open! Emphyrean will always be here for you; you may return anytime of your choosing. That is a promise from The Land to You: A Brand New Worldcrafter!

This adventure is based in the dimension / setting / world of Emphyrean (often referred to as "The Land"), a hidden mirror dimension. The Land is largely neutral but stern. The Mirror is discerning and dispassionate. The Heart feels true empathy and adores all stories. Emphyrean captures and filters the collective psyche of the surrounding Multiverse creating Emphyreanites from lore and mythos.

This is the First of Four Parts of the Adventure Module known as "Reality Unbound". "Reclamation", followed by "Reality Unbound: Restoration", "Reality Unbound: Resurrection", and "Reality Unbound: Reincarnation".

This Adventure Module spans levels from six (as the starting level) to twenty (Level 20 being the first "Epic" Level in Emphyrean, Not Level 21). Players may begin at a slightly lower level (if prestory) Worldcrafter truly desires but sixth level is the suggested level for the standard launch of the campaign. I have intended for parties to begin as a Riftborne Party (Emphyrean Blooded, Non Native) using any d20/3.5/PF1 system for Base Characters Adding Emphyrean [Archetypes] on top of the class to ease players in.

If you prefer to supplement your existing fantasy / modern / scifi / anime worlds with a little more freeform role playing, magical, and supernatural abilities, I'd suggest beginning via the Hybrid system (aka "Riftborne") to create a fun frankenmix of these two games! (Note: This is standard and suggested as best for new players, take what you know and adds in a bunch of new, cool stuff to play!)

If players choose to come from a "slice of life" world, or any similar "realistic world" lacking the typical classes or magic, use Emphyrean Native Character Creation instead and play as a standalone for "True Isekai" Mode. (An amazing opportunity to replay this module as a New Game+ Scenario, adding a whole new twist and expanding your metagame experience!)

If you prefer to focus more on combination powers, and synergy effects you may choose to play Emphyrean as a Stand Alone. (Note: This is better for more experienced players or players who are used to games that offer way more freedom in builds.)

You will experience in any mode, the possibility of [Hard Mode] encounters, some are unlocked with ease while others may send you all across the realm on a series of quests to unlock. Either way, they dial up the challenge on conquered content, most often Boss Encounters, but also offer new, stronger equipment aka a reason to come back later (or immediately if they think they can!) Many of these [Hard Mode] encounters will offer a metareward that helps unlock storyline changes and even the [True Ending].

[Archetypes] equip to [DNA Slots]. All Emphyreanites ("Purebloods") and Emphyrean-blooded ("Riftborne") are gifted at Conception. As players continue to "Level Up" every seventh level, they will gain additional [DNA Slots] to equip a variety of [Archetypes]. All characters begin with a single [DNA Slot] at level 1 and gain a second at Level 7, then again at every 7th Level without a cap.

You will need a copy of the Emphyrean Base System; many [Archetypes] listed in the core book are unlocked, acquired, or will be discovered through the adventures here. The players should begin without any [Archetype] known or equipped. During the first chapter they will discover the seeds of power granting their first [Archetype]. Some of these are unique and only manifest due to the events that canonically take place in this campaign. For example the [Dragons of Paradox] are created from the great turmoil and magical backlash from slaying the [Hard Mode] Final Boss of "Reclamation", creating new lore; a finale only reached after clearing three massive zones and reaching the edge of Epic Levels (or somewhere within that range, but will differ for some groups depending on cleared optional content, undiscovered secret areas and bosses, and puzzle completion and interaction percentages within each chapter, hunt zone, and other world hubs. As with any other RPG (tabletop or otherwise) the depth of your party growth is gauged by how much they interact with your world and achieve in your adventure. Be Bold, Worldcrafter!

Don't forget those side quests, puzzles, and exploration XP! I strongly suggest avoiding letting players during this first campaign dig around in the [Archetypes] too much as part of the fun of Emphyrean is the mystery, discovering new [Archetypes], trying them out for the first time. In some cases, I had even kept their upcoming powers they would unlock hidden, so each unlocking carried even more weight, reward, risk, and surprise. This is definitely optional but adds such a fun element of anticipation for each battle!

Following this guide, even though I use the term 'XP' (experience points), I highly suggest advancing level by progression with this adventure module to regulate advancement; Emphyrean is more about the feel and experience than hunting one last wyrm to level.

Bonus, extra, and farmed "XP" should be given in the form of extra gold, healing (or energy, resurrection) potions, and unique rare items like a Reset Cookie (Respecialize Skill Ranks) or Feat Pizza (6 Slices, Each Allows Respecialization of 1 Feat). Minor treats that grant +1 or more health or energy permanently are great ideas. Create some personal storyline sidequests for each player to unlock legacy items, unique abilities, and character perks! Use wise judgment as a WC, sometimes giving more or less.

## Four Parts : “Reclamation”, “Restoration”, “Resurrection”, and “Reincarnation”

“Reality Unbound: Reclamation” is the first of four Adventure Modules spanning across Levels 6-20, featuring hundreds of new enemies and bosses, dozens of dungeons, and a wealth of fresh Optional and Hard Mode Content. “Reclamation” visits Atseva, The Land of Elements, Afterhour, The Land of the Dead, and Yggdrasil, The Land of Dragons and includes three Hunt Zones to visit in preparation. Hunt Zones are typically found only in the “Primal Past” or “Golden Age” of each world the party visits.

The three Hunt Zones visited in Book I are Avesta, the Written World [Land of the Elements], Paradise Vale [Land of the Dead], and Eden, the First Garden [Yggdrasil, The Land of Dragons]. This Book introduces four [Families]: [Elementals], [Dragons (of Harmony)], [Undead], and [Work Force] Archetypes offering jobs like [Cop], [Doctor], [Lawyer], [Scientist], and more!

Upcoming Content: The First Accessible Raid (Time Looped Megadungeon), “The Spirit Tower”, an “Anytime Adventure” that is able to be played as a special event during Book I, Book II, or Book III with tailored scaling difficulty levels and rare rewards! Within roams a family known as “The Lucky Ones”, six twisted experiments, each are a powerful predatory force who stalk the Thirteen harrowing floors; unlock each floor, unravel the clues, and confront the cruel origins of these six siblings. “The Child”, “The Hand”, “The Meat”, “The Monster”, “The Mystic”, and “The Weapon” present a unique rogue’s gallery and learning their secrets is the only way to lift the curse of the Tower, breaking the Evil cycle, and escaping back to your world. Higher Level Content will contain many more Raids as they tend to center around more focused, intense event experiences.

“Reality Unbound: Restoration” meets the [Aspects of Nature], [Color Clans], [Knights], [Old School], and [Dragons] (of Paradox), spanning Epic levels 20-30. Book II unveils The Emerald Sea, a continental forest of countless challenges and dozens of dungeons. See The Four Hills Trading Cities, Undertoe, and The City of Balance as well as the wildest Hunt Zone yet: Plantasia, the First Tree.

The First True Raid of Empyrean, Sugar Land, is located in The City of Balance, and is available to play as soon as The City of Balance has been unlocked. Raids exist within a Time Loop (Resetting) every week (or month, WC Call). For most groups, this will be their first run. The Second Raid, The Lost Towers, returns to “The Land of Elements” from Book I (12 Towers? Where’s the Other Six?); Thus, attempt to balance the Six Towers of the Rare Elements (Acid, Atomic, Core, Gravity, Pain, and Sonic) for Imbalance has taken root for far too long; the Six swell with power, threatening to overload since Book I’s events. Strange and new, yet familiar in tone: elemental monsters, puzzles, traps, and bosses. Raid Three, The Masters’ Call is after The Tower of Balance (The City of Balance). Unlock the lower half of the Pyramid under Snowfall Sahara (City of Balance, Sphere V), and join one of three faction groups of Egyptian Gods (Dawn, Dusk, and Twilight) and each’s worshipping Dragonspawn Tribe in a Tournament of Souls!

“Reality Unbound: Resurrection” goes Legendary from 30-40+ levels, introducing [Cliques], [Elementals] (Rare), [Old School] (Kin to [Work Force]), [Primals], [Superheroes], [Supervillains], and [Zodiacs]. This part of the adventure travels to Pangaea City, The Wildlands, and Metropia, The City of Industry. Before each, prepare in their Hunt Zones known as Prehistoria [Pangaea City], The Crystal Valley [The Wildlands], and Steaming Springs [Metropia], offering Legendary spellcooking and materials to discover! There are four dangerous, exciting Raids offered in this book. First, Hag Mountain, which returns to The Land of the Dead (Book I), in which the vile mountain reveals its true form as a massive citadel in which “The Three” have returned for a final assault upon Afterhour to conscript all of Undeadkind. Raid Two, is Nexus of War, delves deeper within the Wildlands in which the Six Primal Kingdoms’ Godheads have each tasked their Scions to holding a vast tournament to see which of the kingdoms crowns the next “King of Beasts” before the Old Lion King dies. Thirdly is Scholomance, in which Empyrean Academy (of Pangaea City) has been dimensionally swapped with the labyrinthian school of evil where Archvillains such as Baba Yaga, Elizabeth Bathory, Vlad Tepes, and several other icons of darkness teach classes nurturing the newest evils of the world; it must be cleansed. Lastly, the final of the four Raids is Foundation. Beneath Metropia, their first earthquake rallies the town’s militia to rout the oozing caverns beneath the city in order to secure the bedrock foundation below a vast sinking central district where ancient horrors awaken. “Reincarnation” goes Immortal from 40-50+ Levels!

### An Isekai Tale? A Fish Out of Water Story?

Both would be accurate but overly simplified labels. Several unique souls with an extreme level of promise had met a fate most gruesome, failing in their destiny. Each had an ancestor from another world and at the moment of death were rescued by a great, otherworldly being of immense power and foresight. Then given a chance to redeem themselves; to be more than a memory of failure in the great ocean of time. Many sources of power have become abused, leading to the corruption, theft, or loss of certain special abilities that once were far more commonplace and not ‘locked away’ in order to twisting the worlds to a user’s desires.

Somewhere between six months to twelve months is a normal playthrough for players to fully explore the content in Reclamation

An organized team of intelligent, witty players who work well together and are adept at combat may be able to complete each part of the adventure in a much, much shorter time like three to six months. While this story does come with a mild time limit within each area, that mild sense of urgency should only be prodded on when the party becomes completely off the rails or is actively working against the goals of The Overseer. Time should be taken to smell the roses, explore every nook and cranny, and make friends and enemies within The Land. Parts of this campaign may be used in other Empyrean or other d20 campaigns if one of these locations is to be visited before (or after) the events of this story occur and The Land changes within the continuity. Time is very fluid here.

Like all Modules this is a framework; you, the Worldcrafter, should sprinkle in bits of your own unique content, NPCs, and beasties.

Difficulty is slightly higher in Empyrean Games than the usual table top role playing experience. From lethal traps to intense, dynamic boss fights most role players may not be used to, but thankfully in Empyrean, Death is far from permanent and a Core Ethos of the game is you aren't penalized via hard earned experience points, level, or self investment. Life magic is extremely abundant in the many worlds of The Land (Empyrean); if a character dies, due to the fact that the dimensional world of Empyrean is also a Nexus, their souls won't progress or "move on". Items can wear and tear, of course, generally most equipment if a little dinged or damaged requires anywhere from 10% (to just repair minor problems or polish) up to 50% (broken, in pieces, magically inert, sundered) of the base cost to repair equipment. Magical items require a caster of an appropriate magical paradigm (arcane, divine, primal, etc.); note that Artifacts cannot be normally or easily repaired unless by one with appropriate training and feats.

Not only is the difficulty higher and the combat more intense, but puzzles as well should (sometimes) make a party worry or work against a clock or rarely require multiple characters to utilize simultaneous actions attempting to avoid death, ambushes, or traps.

On top of the increased intensity of battles, puzzles, or traps there will occasionally be mini games based on social cues, using Verve Saves in a social setting, social skills as a riposte, or reactionary skill or ability use, dance battles, or even charismatic combat. Lastly, for players who flourish and do well in these challenging conditions, there are many hidden bosses or combat events that offer huge rewards and world changes come from [Hard Modes]- Tailored fun for big groups or those "completionists" or "overachievers".

Empyrean is kept not only hidden, a secret from almost all mortals, but the ancient laws of primal power are very selective about who may travel to and from Empyrean to the rest of The Multiverse. Some believe that these ancient laws are keeping the cycle lost, distant, and broken from the rest of the known universes. Some think this is to ward against planeswalkers and rogue gods from looting the infinite treasures the rare, wondrous Hidden Mirror carries, hides, and protects. The Land is envied for being not only able to reflect, but to create from inspiration radiating from all other worlds; it also distorts those dreams, fears, memories, prayers, and psychosis into things that shouldn't exist. Anywhere. Ever. Worse than birthing many things dark and unpleasant that the sanest minds would never believe, all Empyreanites of The Land, have a compelling desire to become ever more real. As well they should, being born of fanciful but flighty things like dreams, wishes, fears, prayers, and the like. Empyreanites eat reality, literally, sometimes in small bites, sometimes in large chunks that can have disturbing effects on time or alter the space in a world. At Epic (20-29) and Legendary (30+) levels, they rival cosmic beings, ancients, and even most elder gods, although many of them are just as innocent or good as you or I. Yet, there are some within The Land who would consume Everything.

There's no wrong way to go about things as long as you are enjoying the story and everyone gets to get their role playing fix or satisfaction aka "RPG itch" scratched. For some players, this is going to be great combat and strategy, for some it's the thrill and wild risk of battling powerful enemies and boss enemies, while others prefer the puzzling and intellectual challenge of mapping and unlocking every inch of a dungeon or world, to just keeping everyone alive, well fed, bathed, and ever raising group morale.

Players should feel free to role play, explore, and adapt to their new surroundings as their bloodlines from this lost world begin to awaken anew; they'll feel the shackles of dull reality peel off to reveal their new selves that will constantly evolve and change. This is sometimes dramatically according to their desires, will, and individual outlooks. Make a plate for every player, that includes some unique content they will enjoy and also content that gives them a chance to contribute to the party. Obviously some parties can be polarized and lean towards combat or lean towards role playing and NPC interactions; read the room and plan accordingly.

Personal Evolution can be as simple as losing weight or a shift in hair color, to the growth of wings or horns or sometimes a gain or loss of more sensitive bits such as breasts or genitals. For some, the change might be even more dramatic, in that their form appears more ghostly or perhaps even growing close to an element such as a body cloaked in flames or ice on skin and clothing, or skin that appears mostly made of stone, water, or moonlight. It could be gaining the features of one or more primal creatures or even mean developing a set or series of tools, weapons, armor, and ways of expression in role play and in combat situations.

It's important to allow your players the full freedom to role play their own appearances and details as long as they are not using those for a combat or situational (and by that, I mean numerical) advantage. Of course, circumstance bonuses for the strong role players and bonus loot or xp is encouraged. The Land is a crazy nexus where you could meet gunmage engineers, flirtatious cat girl ninjas, antisocial monk witches, zombie paladins, capricious cartoon hackers, stoner barbarians, half dragon doctor cannibals, chain wielding goblin brides, sentient soup cans, shady elves, and accursed werechickens with a hunger for blood and chocolate. Each player's reactions to such an odd world from their own (well previous life, in this case) should provide plenty of fun times.

Often Empyrean is referred to The Land or The Hidden Mirror, but know it is its own reality, separate and sovereign, existing between and beyond all "true dimensions". [Archetypes], like Arcane Elements (Fire, Earth, Wind, Water, Lightning, and Ice), each must be Liberated from Imbalance in order for characters who either feel a natural affinity to bring forth this [Archetype] and equip it into a [DNA Slot]. Even though there will soon be an abundant amount of [Archetypes] available and after a while, players can equip 2, 3, or even more, but there will sometimes be a bit of headbutting over preferential [Archetypes], especially if players focus on one ability score to an overwhelming extent (like raising dexterity or wisdom very high but ignoring others).

The Elemental System of Empyrean is used heavily in defeating enemies who may have strong defenses and protections against many elements you already wield or the ability to absorb those elements as health. Scanning abilities, attacks, items, and skills such as spot or a knowledge check may glean you insight to the weakness of an enemy or the proper use of trial and error, testing what you have against your enemy and seeing what sticks and what does not. Those who wield arcane spell casting or spellcraft or knowledge of the arcane or divine should have a rudimentary knowledge of the following paradigms. Knowledge: Mysteries Is a great catch-all, especially for things hidden, sealed, or misunderstood; a good secondary roll for more info on most skills too.

# Empyrean Elemental System

## ARCANE ELEMENTS

There are Six Elements of Arcane Origin: Fire, Earth, Lightning, Ice, Water, and Wind.

Fire is ruled by Strength. Fire is powerful against and weak versus Ice.  
Fire is expressed as the color, Red. The natural crystal of Fire is Ruby.

Lightning is ruled by Dexterity. Lightning is powerful against and weak versus Water.  
Lightning is expressed as the color, Yellow. The natural crystal of Lightning is Diamond.

Earth is ruled by Constitution. Earth is powerful against and weak versus Wind.  
Earth is expressed as the color, Orange. The natural crystal of Earth is Topaz.

Ice is ruled by Intelligence. Ice is powerful against and weak versus Fire.  
Ice is expressed as the color, Violet. The natural crystal of Ice is Amethyst.

Water is ruled by Wisdom. Water is powerful against and weak versus Lightning.  
Water is expressed as the color, Blue. The natural crystal of Water is Sapphire.

Wind is ruled by Charisma. Wind is powerful against and weak versus Earth.  
Wind is expressed as the color, Green. The natural crystal of Wind is Emerald.

If an Ability or Spell refers to "Arcane Damage", it is an equal mix of these Six Arcane (Low) Elements.

If an Ability or Spell refers to "Yang Damage", it is an equal mix of Earth, Fire, and Lightning.

If an Ability or Spell refers to "Yin Damage", it is an equal mix of Ice, Water, and Wind.

*"Earth, Wind, Water, Fire. Lightning and Ice Make Six. These are The Balance."*  
-The God-Beast [REDACTED], "Elements of Balance"

# DIVINE ELEMENTS

There are Six Elements of Divine Origin: Hate, Shadow, Decay, Star, Moon, and Sun.

Hate is ruled by Strength. Hate is powerful against and weak versus Star.  
Hate is expressed as the color, White. The natural crystal of Hate is Bone.

Shadow is ruled by Dexterity. Shadow is powerful against and weak versus Moon.  
Shadow is expressed as the color, Black. The natural crystal of Shadow is Blood.

Decay is ruled by Constitution. Decay is powerful against and weak versus Sun.  
Decay is expressed as the color, Grey. The natural crystal of Decay is Flesh.

Star is ruled by Intelligence. Star is powerful against and weak versus Hate.  
Star is expressed as the color, Platinum. The natural crystal of Star is Platinum.

Moon is ruled by Wisdom. Moon is powerful against and weak versus Shadow.  
Moon is expressed as the color, Silver. The natural crystal of Moon is Silver.

Sun is ruled by Charisma. Sun is powerful against and weak versus Decay.  
Sun is expressed as the color, Gold. The natural crystal of Sun is Gold.

If an Ability or Spell refers to "Divine Damage", it is an equal mix of these Six Divine (High) Elements.

If an Ability or Spell refers to "Dark Damage", it is an equal mix of Decay, Hate, and Shadow.

If an Ability or Spell refers to "Light Damage", it is an equal mix of Moon, Star, and Sun.

*"Sun. The Love You Give. / Moon. The Love Reflected Back. / Stars. The Love For All."\**

*"Decay Rots The Mind. / Hate Tortures and Twists The Heart. / Shadow Corrupts Soul."*

*"Sun, Moon, and Stars, Light. Decay, Hate, and Shadow, Dark. This Eternal Struggle."*

*-The God-Beast [REDACTED], "Light Triad", "Dark Triad", and "Elements of Life"*

\*(Sun is the light you radiate and reach out with: compassion, healing, inspiration, charity, goodwill, etc.,  
Moon is the light of relationships: the love between friends, siblings, parents, children, allies, and lovers,  
Star is the light that is your love for all of mankind, for all life, intelligences, and souls, the exalted all!)

# RARE ELEMENTS

There are Six Elements of Rare Origin: Gravity, Acid, Core, Atomic, Pain, and Sonic.

Gravity is ruled by Strength. Gravity is powerful against and weak versus Atomic.  
Gravity is not expressed as any color. The natural crystal of Gravity is Iron.

Acid is ruled by Dexterity. Acid is powerful against and weak versus Sonic.  
Acid is not expressed as any color. The natural crystal of Acid is Salt.

Core is ruled by Constitution. Core is powerful against and weak versus Pain.  
Core is not expressed as any color. The natural crystal of Core is Wood.

Atomic is ruled by Intelligence. Atomic is powerful against and weak versus Gravity.  
Atomic is not expressed as any color. The natural crystal of Atomic is Ash.

Pain is ruled by Wisdom. Pain is powerful against and weak versus Core.  
Pain is not expressed as any color. The natural crystal of Pain is Rust.

Sonic is ruled by Charisma. Sonic is powerful against and weak versus Acid.  
Sonic is not expressed as any color. The natural crystal of Sonic is Glass.

If an Ability or Spell refers to "Rare Damage", it is an equal mix of these Six Rare Elements.

Active Elements : Gravity (Strength), Atomic (Intelligence), and Sonic (Charisma).  
Reactive Elements : Acid (Dexterity), Core (Constitution), and Pain (Wisdom).

Unlike Arcane and Divine Elements, Rare Opposing Elements Operate as Rivals Instead of Enemies.

Acid and Sonic are Both Top Tier Alternative Energies to Arcane Elements or Force.

Atomic and Gravity are of Space and Time, Influencing Creation on Micro and Macro Scales.

Core Targets the Internal Physical Form; Pain Targets the Internal Non Physical Form.

*"Gravity of Space. Sonic Sings Between. Atomic of Time."*

*"Core Breaks The Body. Acid Burns Away. Pain Pierces Psyche."*

-The God-Beast [REDACTED], "Elements of Activity" and "Elements of Reactivity"



## Handing Out Archetypes

Ideally with a group of 3-6 (or more!) players and 12 elements, there should be no overlap until every single player gains one [Archetype] each which can be traded or stored in the party pool. Generally, when All Level 5 Abilities have been unlocked on Any Newly Liberated or Yearning Gained [Archetype], it may be taught to another Heroic Soul (Player) or NPC in some cases. You may also choose to read a bit ahead a for several chapters to prepare, specifically Chapter Eight : From Root to Crown and read it's introduction in order to plan ahead for the ideal canonical storyline twist leading to the Final Encounter of Book One. This choice should be a regular player; you may attempt to give very vague hints to them as they occasionally level up but make sure to give them such 'visions' privately one on one and attempt to (at least at first) keep other players unaware of the visions.

## Handing Out Currency, Gems, and Treasure

But that being said, parties who do spend more time should also be rewarded, usually in the form of additional gold, gems, loot, currency, experience points 'pools' that can be used for crafting, and additional drops of gear, especially if the party is a bit larger than normally attend. The drops that this guide shows should be for a small (2-3) or medium (4-6) group, but going more than that you will need to increase the gold by a moderate amount as well as granting certain drops twice or doubling up on potion rewards. If a boss drops an armor increasing ring, a potion satchel, and a unique sword, it would be wiser to toss an additional copy of the ring (generic magical item) or 3-4 copies of the item if it's a "One Time Use" Item. There's so much loot in the game that it's often easier to reward with gems/gold or to create a couple of random magical items (Default Reselling is 25% Value Before Bartering!)

## Handing Out Assignments and Major Questlines

At some points, you will take upon the role of a guiding, powerful force. This adventure does offer many months or even years of exploration, but there should always be a sense of duty and necessity! Things in Empyrean have become rather rotten in many places and it only gets worse over time. Players should not be goaded but rather guided, unless they're completely lazy. If they indeed are just lazy or often ignore their duties for too long, slowly stacking negative effects should be applied with warning as this behavior continues or escalates. This can take the form of nightmares reducing viable sleep (-1 (Ancient) to All Rolls per Day Without Sleep) or a penalty to the highest ability score or two as a slowly stacking Immortal Curse similar to breaking or avoiding your duty during a Labor (Geas/Quest) Effect. Knowing when to use a "stick" (as opposed to carrots aka rewards) is an important part of Worldcrafting.

## Handing Out Levels / Hit Die

This adventure does not run on the typical advancement of experience points, but rather levels should be awarded after certain qualifying checkpoints like medium and major dungeons or major questlines. The feel of the pace should equal a level up once or very rarely twice a session early on in the adventure, slowing to a level every session in the teens, epic levels in the 20s should stretch to a level up every other session or maybe every three sessions, before stretching to a level every three to four sessions for Legendary, climbing 30s onward and upwards. Leveling up every 4-5 sessions makes sense in the 40s (Immortal). That said: I don't believe in punishing groups that can only play 2-3 hours a week versus a group that gets to play 2-3 times a week. If one or two players gets in far more playtime than the others, consider having them making a second character they can switch between when in safe or peaceful areas. Don't penalize but instead offer side stories and questing. Perhaps help them set up a second character 2-4 levels lower with whatever minor restrictions for your sense of balance (ex: can't share gear/gold, etc.) It's not the "XP" but the actual "Experience". The more they see, explore, unlock, achieve, customize, actualize, and overcome! Emphasize this!

I will now provide a framework of good times to award a level, but feel free to award levels sooner or later as you enjoy your pace for your game, obviously making sure to listen to players' needs and wants also. Not giving away too much of the storyline going ahead (although you should and must read ahead for certain events!), a good measure of leveling should follow along these lines. For example, if beginning at level 6 (the suggested level, would be a base), Each of the Elemental Towers would grant half a level of experience; Two Towers Equals a "Level Up!". Six Levels should be gained after beating all Twelve Elemental Towers (The First Six Arcane, The Second Six Divine). Your players should be Level 12 as they reach The Land of the Dead, with a "Level Up" after each of the Four Dungeons (Chozo Labs, Grey Lotus, Family Crypts, Berryhour) to Level 16. At Yggdrasil, The World Tree also known as The Land of Dragons; working from the Earth Roots and Water Locked Base and through The Canopy grants Level 16 to Level 17. Working through the Lower Tempest and Upper Tempest awards Level 18 once fully cleared into the next zone. (You'll See Why!) The Sisters' Towers and Bosses grind away enough combat against Dragonic forces to award Level 19 once arriving at the Spirit Branches. Clearing the Spirit Temple and finally The Crown atop all of Yggdrasil, The Council Event, and the Final Battle will altogether clear enough experience to push them to Level 20, achieving their first Epic Level and ending Book I.

**This is "The End" Of Each Player's Character. Give It Weight. Beyond Death Is A New Eternal Life. Dim the Lights. Speak with Gravitass.**

*"What though the radiance, which was once so bright, Be now for ever taken from my sight,  
Though nothing can bring back the hour, Of splendour in the grass, of glory in the flower,  
We will grieve not, but rather find Strength in what remains behind;  
In the primal sympathy, which having been must ever be;  
In the soothing thoughts that spring out of human suffering;  
In the faith that looks through death,  
In years that bring the philosophic mind."  
-William Wordsworth , "Splendour In The Grass"*



# Chapter One : Genesis

## Nowhere

Remember, this is a Skeleton. A Beautifully Painted Skeleton, but still just a Frame. Expound on these descriptions. Add extra little details to bring the world to life. Don't be afraid to add in a few unique NPCs or miniature locations or events here or there. Learn to follow up each area or creature description with a sentence or two of your own, fleshing out the image in your mind's eye for us all. The strongest skill of a Worldcrafter is the ability to Ad Lib. This means you can react without needing much preparation to situations or questions you may be presented. It also means "desired directings" – you are the very "game console" every player is "plugged into"; you will have a lot of eyes on you, much social energy will be directed to you, it may seem daunting, but take heart- those who have some experience behind the screen often are better players for it. Be prepared to react, managing combat, dialogue choices, downtime, dungeon crawls, minigames, puzzles, and traps!

This opening should give the players a disconnected feeling and the loneliness of this expanse should be described with a sincere reverence to the immense shifting ocean of cosmic substance that rushes all about. As a Worldcrafter, you set the mood and tone. Turn down the lights or remove all sources of light except a candle or dim light of a laptop. Take a moment of silence to emphasize the darkness around you to set the mood; as a bonus, you could play in the background some ambient or atmospheric music or the sound of a blizzard, tundra, or a thundering storm. Many video websites often have soundtracks to all sorts of fantasy and other genre games, ambient music, downtempo music, and (the best imo) classic console RPG OSTs (original sound tracks) will spark your players' collective imaginations. Take a few deep breaths and begin with authority. You will now begin a new adventure with your chosen party and lead them onward. Don't worry if you don't get it all perfect the first time. I've made things easy for you to follow. This kind of adventure is very long and this module is only the first of four grand tales, each part being a series of chapters; it would be wise to have a group of regulars and rotating in a few guest are suggested that pop in now and then to add some fresh blood.

Always Read Ahead! Most Knowledge is Only For You (The Worldcrafter). Attempt to Not Reveal Secret Information Intentionally! (Note: Always read ahead, instead of out loud, preferably when pre-planning as to not accidentally read aloud a puzzle's solution, etc.)

You all awaken in darkened space, absolutely black, without a single star to guide your way here. The ground feels soft, fertile, and has a moist, gel-like feel, but is not damp in the least. You feel a stiff breeze coming from up above, accompanied by muted light, which evokes the term "gloaming" in your mind. The edges of your vision begins glowing softly. It's not yet clear where the light emits from but it's quite obvious it's coming from up above. As you poorly attempt to ascertain the location of the light's source, you realize the glow continues to flick gently outside of your vision's range, just like a dust mote caught on the surface of the eye; Irritating, but also peaking your curiosity as light without a source is a great paradox. You see you are not alone; outlines of others appear. (When adding new players to the campaign, run them through this intro and show them the current party as shadows.)

Characters Awaken, Meet, React. Players may attempt Listen, Search, or Spot Skill Checks! (Higher Checks Gain Lower Info!)

<Listen> DC 10 : You can swear you hear the distant sound of wings above the rising winds.  
<Listen> DC 15 : There is a great and terrible series of high pitched moans and wails pouring down.  
<Listen> DC 20 : There is an army of birds above you flapping in a great and terrible cyclone of wings.  
<Search> DC 10 : The ground is pliable to touching, but your attempt to interact with the ground is clumsy.  
<Search> DC 15 : The ground tears between your fingers, bits come off like black cotton candy then turn to shadows.  
<Search> DC 20 : You find if you dig slightly, you can collect a small amount of liquid 'nothing' (Item: Vial of Liquid Nothing)  
<Spot> DC 10 : You are quite sure something is moving above, it looks huge and amorphous!  
<Spot> DC 15 : Something huge is floating above; it's edges seem to flicker and shift rapidly.  
<Spot> DC 20 : As you see a large form looming above, something near your foot catches your eye. (Item: Bag of Nothing)

Characters Discuss and React. Players may attempt Knowledge: Arcana, Planes, or Religion Skill Checks!

<Knowledge: Planes> DC 15: This must be another dimension, perhaps an artificial one.  
<Knowledge: Planes> DC 20: This dimension appears to be 'unknown' as well as being very temporary and unstable.  
<Knowledge: Planes> DC 25: This is not a dimension, but rather a temporary wake which lies between worlds.  
<Knowledge: Religion> DC 15: There is no God that exists in blank space, or not one you know of.  
<Knowledge: Religion> DC 20: Gods are where they choose to be, but not usually in the spaces or roads that lie between worlds.  
<Knowledge: Religion> DC 25: This space was caused by an Elder or Ancient being; a side effect of Time and Space manipulation.  
<Knowledge: Arcana> DC 15: Perhaps an error in teleportation or maybe you tumbled into a very large bag of holding.  
<Knowledge: Arcana> DC 20: This isn't caused by anything arcane as far as you're aware but this does relate to Planar magic.  
<Knowledge: Arcana> DC 25: Do you believe in a God? If so, pray now. Pray hard. Clerics don't just make this stuff up!

"Ah, I'm glad you are all awake. This world is collapsing soon. I will guide you to safety." Voice..es? Multiple, no.. many, many voices ring from above, but at the same intonation; a startling but oddly beautiful rumbling chorus of countless calm, warm voices. The voices are almost musical in their sonorous delivery and float downwards from the form above. The voices cast down a lush and breathy series of sweet musky winds. All feelings of lugubriousness fade from your minds like a weight lifting from your tired shoulders. You held a weight there, heavy as a tombstone, and you don't quite remember why. Your memory feels slow to return.

Characters Discuss and React. Players may now Converse with Each Other and The Entity.

This is not a script, but a rough grouping of responses to typical questions that are likely to be asked; you may tailor this to the party's questions and it should provide useful information while attempting to lead players to asking even more questions! These areas of the adventure are the best moments to get a sense of your players' levels of interaction and how curious, judgmental, or expressive they are. Encourage your players to really think about their predicament as their memory of death is absent currently- they should feel confused.

Q: Who Are You? (What is Your Name? What Do I Call You?)

Most know me as 'The Watcher' or 'The Overseer'. Know that saving you from your final destination will not come free of charge. Your bloodline owes a debt to the land that birthed it. Without a single drop in your blood, I would not have been able to rescue you from such an unfortunate fate as has befallen you. Dreams dashed on the rocky shores of unrealized ambitions. This debt must be paid in service because anything else you could offer is worthless to The Land of Empyrean. The Hidden Mirror has all it needs.

Q: What Are You? (Are You a God? Are You an Angel? Are You a Devil/Demon?)

I am considered to be of the same echelon as God-Beasts and Elder Gods. I may be Ancient but I am not Primal in nature. To some, I am known to some as a messiah or savior supreme or simply a "father figure". Some call me an Angel. Some would even dare to call me a Devil. Most of my names have been lost in the vast dark seas of time from worlds lost. Maybe you will learn mine, someday.

Q: What Debt? (I Don't Owe You/Anyone Anything! How Can I Owe a Debt to a Land/World/Dimension/Universe?)

All beings born from a world have a responsibility to defend and balance its needs. Would you care any less for the very parents that bore you or village who raised you? The Land has an investment in you and your kin; now as the need has arisen, The Land has come to collect it's due. What else do you have to return to but graves and shattered dreams? A fate most foul indeed, mortal.

Q: What Gives You Authority Over Us? (Who Do You Serve? Who Gave You This Authority? I Don't Believe in Gods!?)

When The Land wants you to return, it's for a reason. If Imbalance grows beyond The Land's desires, then it calls someone like me to find and train someone like you to take care of it. But moreso, your bloodline means you are far more capable than most weird Souls who wander across the veil to our many worlds unknown. I shall educate you on your potential a little later on. Don't look at me with such distaste in your eyes- you didn't think it was going to be a desk job, did you? You all seem quite familiar with the basics Of combat as well as A+ Level potential before you died. Cheer up, for our travel will be filled with fun, fright, and policing imbalance.

Q: Why Are You Doing This? (What's the Point? What am I doing here? What will be needed?)

My duties are to serve The Land and its needs and wants, which at times can conflict, but only for the most rare and necessary of circumstances. The dimensional seasons sing of spring and with massive populaces in the universe, so it is, always to be, reflected here. There has not been a great culling of life for at least two or three ages; Imbalance, it "thickens" Time, stymies the flow, festers, rots.

Q: Overpopulation? (Social Problems? Balance? Politics? Religion? Power? Corruption?)

Those who rose to power have become dull as razors, fatheaded as cows, and more miserly than any evil goblin lord or ur-grue. When someone dies in Empyrean and isn't resurrected by the dozens of ways possible, The Land will eventually recycle them into a new life, weighing and judging their life thus lived in it's own mysterious and perfected manner, balancing the karma and deeds of the individual, or in the case of a genocide or massive catastrophe, the collective. There is nothing good or evil that affects this.

Q: What Is This? (When Is This? Where Are We? Is this Real Life? Am I Dreaming? Is this Hell? This can't be Heaven!?)

This world is a wake of my passing, moving within the spaces and times of multiple planes creates rivers and streams in the empty spaces between worlds. As reality floods back within, you'd all be crushed from above, below, and between as this temporary area is re-filled by space and time as it was before. There's very few souls who can withstand such a force, least of all souls of your tier. Even one such as I would receive severe damage if caught between the crushing walls of reality and nothingness, naught between.

Q: Why did you save Me / Us? (Why was I/we Chosen? What's so special about me/us? Is this Fate/Destiny? Is this God's Will?)

We will get to that in time, but know that your destiny is special, you are each of a wild, distinct, bloodline that makes you perfect to help me, and yourself in the process. In short, your bloodline is precious and rare, granting you the option of great power shall you accept your legacy. Thank .Your. Ancestors. This requires you use that power responsibly; The Land requires your potential.

Q: Why Are We So Special? (Bloodline? Birthright? Privilege?)

Bloodline. Somewhere in your family tree is a seed of another world. The Land, Empyrean, also known in some mortal realms as "The Highest Heaven" or "The Hidden Mirror". Your heritage, no matter how far back, allows you the usage of certain abilities that no one in the mortal realms can wield. It also creates a wild and disturbing hunger for rare or unique items of interest and power; have you never felt different from the others around you? Have you never been aware of how truly special you are? Sadly, your lives reached a Terminus. Your life living among those unlike you, apart from the world you belong to was doomed to end in failure.

Q: What Cycle? (Destiny/Fate Is Real? There's No Such Thing As Destiny! I Don't Believe in Prophecy!)

Well, it's not like the seasons or anything that you're used to. The Cycle is a grand symphony of the energy that creates our great Multiverse and flows it through The Land, Empyrean, using it as a filter for all of it's dreams, hopes, wonders, fears, anger, prayers, stress, evil thoughts, all of it, good, bad, and between, leaves residue of the essence here as seeds for our eternal infinite populace. When the infinite ocean swells excessively, you will be a fisher of souls, a farmer's scythe to cull the wheat. The Hand of Fate.

Q: Why Can't I See You? (Why are you hiding? Reveal thyself! I do not trust what I cannot see!)

You would die instantly in your current form. Your mortal mind cannot understand my existence. I shield my form from your weak mortal eyes because of my care for your well being. With time and power, I shall help you all to grow, you will be able to grow much more powerful than any mortal (and even some gods). With power, you shall be able to one day take in my true form without fear. Remember this well, only those of the strongest stuff can stare at me with zero consequences. Trust in me. I will get you there.