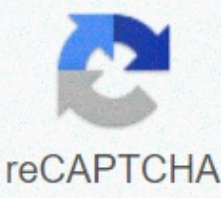




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Tal dorei campaign guide anyflip

4.8 out of 5 stars

265. characters for good working at Bryn Shander. Download D&D 5e Monster Manual PDF eBook Mike Mearls online for free & start reading Dungeons & Dragons PDF (5th Edition) which is the best monster book. So you have Monster Manual, but you can't find the exact monster you need? \$20.27. No problem. Intelligence is very high: the mag knows which enemies to aim with what spells. It is important for players to know that citizens appreciate the efforts of heroes, so as not to resent the community they need to help. I like the idea that they were built robust (hence the increase in bridging) otherwise they would not have survived experimentation or something. @matthewmercerc @CriticalRole @GreenRoninPub @TalksMachina @GeekandSundryOpen letter to Matt Mercer, this took me a while to put into words, but it has to be said: I really hate the treatment of orcas in the Tal'dorei campaign guide. 4: I am full of witty aphorisms and have a proverb for every occasion. I'll start with a mage non-player character, basically level 9 wizards. I believe anything worth doing is worth doing. Instead, they anted all the gods and intelligent beings of the modern material world. I don't know how to hand over MG, but I think it's okay mechanically. 2: I'm a snob who looks down on those who can't appreciate fine art. They're old. They are low power and high dexterity, with a very good Stealth modifier. – Cory Doctorow, co-author of the boingboing.net and New York Times bestsellers on the main Feature Little Brother and Homeland AnyFlip Turn your PDF into an interactive, enjoyable digital flip book in minutes. Create your digital magazines, catalogues, brochures, reports, newsletters, and other marketing content with modern interactive features. Monster Manual 5 Edition - Pdf Download - D&D 5.0 Manuals and others This is the manual you need if you are looking for new monsters ... On the heels of The Monsters Know What They're Doing – a compilation of evil battle plans for Dungeon Masters - Live to Tell the Tale comforts the result, providing players at the beginning and middle of D&D with the tools they need to fight. It includes information about the world of monster girls, interspersed with 100 monster girl profiles, to introduce the reader to some of the inhabitants of this debauched and lascivious universe. These two monsters have nothing to do with each other except that they are (a) the last two monsters from Vol's monster guide that I planned to look at, and I haven't yet, and (b) neither is that interesting. Most of us can run only 1-2 campaigns at a time, and some of them last for years and take place in the domestic world. The idea that people are capable of using tools and language and working in groups, in short that have all the hallmarks of what we think ... Power is below average, dexterity above average: mag is by preference an attacker in range. 3: I always want to know how things work and what makes people tick. On the heels of The Monsters Know What They're Doing – a compilation of evil battle plans for Dungeon Masters - Live to Tell the Tale comforts the result, providing players at the beginning and middle of D&D with the tools they need to fight. Only in the last year have we received Eberron, Wildemount, Theros and it is rumored that the upcoming D&D Live 2020 in June will announce another setting (probably Icewind Dale). Before looking at magic, let's look at the abilities. Elite Giant Tactics Posted on July 31, 2017 November 22, 2019 By Keith Ammann In case your players are so battered they just shrug and say: Whatever, when you throw a giant at them, Vol's monster guide introduces a set of elite variations, one for each giants race in ordning. Monster Girl Encyclopedia I (魔物娘図鑑 I) is the original book of Monster Girl encyclopedia series by Kenkou Cross. Monsters know what they're doing: combat tactics for dungeon masters (1) Keith Ammann. Simic hybrids I really don't understand. Having +1 hp per level (such as Mountain Dwarves) would work just as well (maybe better) if you ask me. A continuation of Monstrous Racing, Monstrous Race 2 presents player options for playing each monster in Vol's Monster Guide. Ox's monster guide includes both new monsters and variations on existing monsters, so Monstrous Races 2 includes new monstrous races and various new options for monstrous races released in the original monstrous races. Here's what we know about the goblins from Monster Manual: First, from the text of taste, they live in dark, gloomy settings; gather in large numbers; and use alarms and traps. Hardcover. 5 Trusted by some of the world's smartest companies. 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We couldn't have made this book without you! ON THE COVER Illustrator Karl Kersch! captures the stern vizags of two sovereignists with a Luxon lighthouse between them. Bright Queen Leylas Kryn of the Kryn dynasty and King Bertrand Dwendal of the Dwendalian Empire have never seen eye to eye and their conflict will shape the future and fates of all lives on the war-torn continent of Wildemount. Disclaimer: KontinentWildemount and all nations within arefictional and primarily exist to invite you and your friends into a world of exploration, imagination and deep emotional catharsis through epic struggles and victories. We advise you to accept failure as much as success, sadness as much as anxiety, and to remain vigilant when caring for pets or animals you acquire in your adventures. 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The Ma-terials described in this statement are protected under the laws on rights rights United States and around the world under international intellectual property treaties. Any reproduction or unauthorised use of the materials or works of art contained herein is prohibited without the express written permission of Wizards of the Coast or CriticalRole as applicable. Printed in the United States. ©2020 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufacturer: Hasbro SA, Rue Emile-Boechat 31. 2800 Delemont. Ch. RepresentedbyHasbroEurope 4 TheSquare Stockley Park LxJbridge Mjdl exes lJBjJ lET UK Page 2 Published by WeeVee, 2020-05-15 05:41:27 tal'dorei campaign guideJust trying to enchant a magical item on top of such an altar that restores their community from the search for quick profits.Reduces the time it takes to enchant an item by 50%. But unsavory criminals have begun to creep in under the pretext of helping with reconstruction efforts in the hope that the Government will line its pockets with aid money. Buckle has some oversight in Whitestone, but Myriad began for many years, the de Rolo family ruled Whitestone with a n'ing to make complete infiltration of the underworld.dignity and justice - though perhaps their reign is viewed with some nostalgia. Line de Rolos is a broken Geographywhen pair of vampires from Wildemount known asbriarwoods slaughtered a family, took over Whitestone, the city was originally built around discoveries and plunged the city into despair. Solar wood, and spread outward over a few gener-ations. Whitestone Castle was built against the North Six years later, Vox Machina returned with Percival, the face of the city on top of a small hill to look out over the city's ion-famous de Rolo heir, and discovered that his sister was the surrounding forest. Southwestern and southeasternCassandra also still lived. The heroes defeated the Briar-ends of Whitestone and cleared enough farmland and drove their evil out of Whitestone, and Parchwood to keep the townsweans, but the Rolo brothers have established a new management system: the dense forest is dense and looming, fully encompassing the Whitestone Chamber. outer part of the city walls. The cemetery is kept separate from the main city walls, instead it is held outside this council consisting of members appointed by the eastern part of the gravel road. The keeper of the woo stone, who will remain a member of the de Rolo bloodline as long as it exists, or the rest of dawnfather squarethe chamber unanimously agrees that there is no suitable Rolos to accept the position. The chamber and its Dawnfather Square is the central district of Whitestone.members are detailed on page 32. A row inside the square surrounds a small hill, and the golden glow ofWhitestone is carried out by trained episties called the prized Solar Tree located at the top can be seen through paleguard the pale Rod of wardship. out of town. Many of Whitestone's original settlers already adored Dawnfather, and the unveiling of the SunCrime Tree was considered a sign. Today, Dawnfather Square is filled with unusual, bustling shops and small townhouses The community of Whitestone has seen a lot of hardship built as the city expands and wealth returns to people in recent years. From the iron reign of Briarwood to Whitestone the threat of the conclave of Chromo, and much of the population was more concerned with surviving l50 Chapter 2: Messenger Tal'Dorei!tal'dorei campaign guideLandmarks Galdric the WolfCastle Whitestone Gave purpose and power as companion purvon lok , Matron RavensCastle Whitestone's champion was erected shortly after the city's during the accident wars, Galdric was sealed, and has long been the royal seat de inside the relic of the goddess and intertwined with hisRolos, although it was recently home to dark lords. Master in the tomb beneath Marrowglade Loch uNow home of Whitestone Chamber, Othanzia Castle. Because the new champion has been proclaimed a symbol of justice for the white people - in Vaxil'dan vox Machina, and Purvan's vest-one once again. The interior of the castle has certain solid ments recovered, Galdric is released out of hisregality on it. As hunting trophies and tapestries nap and condeshuch a charge for guarding its walls, the signs of de Rolos's parchwood surrounding Whitestone are clear. This greatwealth, there's a festive, beautiful void on his own and a tricky wolf now lurking in the woods like the city's scrorridors. Cassandra de Rolo says that something of her silent protector, the people who exuded the melancholy of the new legendbrother entered his white stone walls, about their bestial sentinel. On moonlighted nights, and the castle will always bear the brink of his grief - some say you can see Galdric wandering and the evils of Briarwood. Greyfield to matron ravens' shrine for communion. Corrupt Ziggurat Numerous mausoleums house the past noble fami-During violent onslaught of misfortune, before lies, although the last generation of lost de Rolos did not existWhitestone, the god known as the Chainy recovered following the reign of Briarwood. ElementsOblivion broke free from the prison below Gathshadow from a necromatic desecration that still lingers inside the Grey and rampages across Tal'Dorei. Seeing the field of mad God, and paleguard are always awake at night to quelldevastation, the Conscious Mistress lured him towards her any restless dead who occasionally scratch their way into the tocentral temple in the Alabaster Sierras and face the surface.he, It was almost destroyed in the encounter, and the Andher Temple sank deep underground in her grief. Illusory The temple was abandoned for centuries until the Briarwoods dug it up and dug it up. With haphazardly built at the time of Chromadak knowledge gifted by the strange entity Conclave to avoid detection by its wandering yvernknown as Whispered One, the Briarwoods implicated armies, 5 whitestone obelisks to mark the perimeter of the discovered temple in an engine of dark magic, before the city and castle. These obelisks form a dome that pairs with a blasphemous ritual whispered like an illusion between them when driven by an arcanedesign. Although the Briarwoods were defeated, the co-spellcaster, hiding the city under the guise of a sequel, the ruption lingers further, all traces of The Conscious Mistress of the Underdeveloped Parchwood, and protecting all within and forgotten. since the discovery of arcana. The Sun Tree For every magic slot that sifond in the obelisk, 2 hours of illusion is powered by the level of magic sacrificed, andAfter Chain Oblivion almost consumes Know- the cover of the illusion barrier is incomplete unless all Sing Mistress during an accident, furious and vindictive oblivion is powered simultaneously. This siphoning is aDawnfather followed by escaping oblivion over a very taxing experience, and for every 30 levels of magic sacri-maintainotps and across the sea to the top of Gathshadow, fictitious within 24 hours, arcane caster suffers l somewhere mad god is eventually defeated and impris- a point of exhaustion.oned once again. The country wept in pain as two adheesd gods wasted Tal'Dorei. Whitestone Adventures After winning, Dawnfather returned to White- The Greyfield Sirrstone and placed one seed in the ground where Knowing Mistress was almost destroyed. God wept For the characters of the middle level: Paleguardand members grew a symbol of protection from the seed—massive ones found fresh blood lapped on the stones and stern that became a beacon of light within Greyfield's dark forest grave markers three times in a consecutive way surrounded by it. While the extent of the tree's divine nights, with no indication of where it came from, or why.power remains a mystery, it stands as a symbol of unity The incidents have ceased, for now, but they are also hopeful within the town of Whitestone, and it is on his concerns in need of an investigation: How is the bloody coat of arms. shows up at Greyfield without anyone seeing or hearing the perpetrator? Who or what's causing it, and Greyfield why? Will it happen again and is it being built to some purpose? Greyfield became the local name for the east-ern cemetery on the outskirts of the city that gajgenerates of Whitestone's buried dead, they were respectfully observed by the city's priests. Chapter 2: Messenger Tal'Dorei 51tal'dorei campaign guide to religion: Wildmother, Lawbearer, Platinum Dragon. Minority: Stormlord, Everlight, Ruiner, Strife Emperor, Chained Oblivion Imports: Fish, gold, silver, arcane components Exports: Wood products, wood, grain, products, cobalt, iron, Dividing PlainsTal'Dorei's vast heartland cattle, framed by Stormcrest and Cliffkeep Mountains, contain miles and miles of rolling hills, high-grass prey, sky blue rivers and fertile farmland. Within these plains, hardworking people in the area tend to their fields and jobs as armed protectors of civilization battle wild beasts and wandering bandits to prey on these points of enduring society. Silvercut Roadway meows across endless plains, connecting coastlines and bringing caravans between fresh shops and intrigue to the hard-working pioneers of central Tal'Dorei. Caravanner's life isn't without danger after all. Ravagers war tapes, a chaotic horde of orcas and goblinoidsr lawns, slaughtering and looting indiscriminately. Packets of nomadic gnoles are also stealing from humanoid caravans, although diplomats have recently begun brokering peace between humans and gnols to unite against the greater Threat of ravagers. Behind the grassy plains, owls and other arcane monstrosities lurk wooded ends. Tribes of wild centers also gallop across the open plains, providing Archearht's justice as they see fit. Bramblewood Without the abundance of play and wood Bramblewood provides, the nearby town of Westruun probably won't exist. Around the foothills of the southernmost part of the A shopping city with nothing to trade rarely lasts long in these mountains.Cliffkeep is a dark and tangled forest known as part of Tal'Dorei. In recent years, it has become hard toas Bramblewood. Named after native trees that exploit forest resources: Wild creatures that call thebrandish jagged thorns over their bark, Bramble-Bramblewood's home have grown territorially, and people havewoods' impenetrable canopy and thick, lumpy roots just began to disappear into it. For those brave enough toadd on his sinister appearance. Streams of snowmelt from ventures in Bramblewood, a pair of well-trading cliffkeepers run down to form streams that spider-likelly touting its overgrowth; one leads to the iron-rich Mur-net across the forest and into the plains beyond. Doon Mines at the foot of cliffkeepers, while others meander toward Gathshadow's storm wreath.52 Chapter 2: The Herald of the Tal'Dorei!tal'dorei campaign GuideBramblewood Adventures combined the forces of Kraghammer, Syngorn, Tal'Dorei, and Ashari threw Rimelord back into Frost-Haunted Road fell and brought an end to the icy years. The massive lake left behind by Errevon's melted fort is now low-level characters: Folklore tells of the largest freshwater spring in the centre of Tal'Dorei:tral of a young woman who sometimes appears along the road through the forest, sobbing and leading men deeper into the shores of the Foramere Basin are sprinkled with tiny huts and Bramblewood that will never be seen again. While these fishing communities, many of which trade back and forth, are generally seen as childish ghost stories, which are Kymal or Westruun. Fed by the crew's flowing waters, they were recently found dead near the fabled site, the Tundrun And Byhills Rivers, and the waters eventually poured into toumwounded and with a view of terror stretched across their Bay of Sovasot across the Foramere waterway. Some of these lifeless faces. Depending on the level of character, ghost fishing villages are home to descendants of warrior spectrum or banshee. who went to war against Rimelord's tyranny, many of them on call and even elves. The bad blood between SyngornNature's rage and Kraghammer has no effect on elf-elf relations in Foramere. Some Singorian elvesFor low-level characters: The Sacred Grove sits at heart and the exiled half-elves find refuge here, dissatisfaction with their western Bramblewood, who are concerned by the three prejudices and myopia of a lonely nation.druids who claim to keep the spirits of the forest at peace. However, loggers have made claims about trees- Foramere Basin Adventurerselves eradicate (animated trees) to slaughter them, iblame druids for attacks. Computers are being asked to join A Nightmare Before Winter's Cresta mob of angry workers to bring druids to justice - but the trio are urging them to stay away, claiming to be corrupt for mid-level characters: Winter's Crestforce Festival recently made the forest their home. Are they only celebrating the anniversary of Rimelord's defeat and trying to evade justice, or is there indeed the supernatural evil fall of the Foramere Citadel. Computers, away from homeat work in Bramblewood? On holiday, it's not just witnesses of fishing com-munities who gather on the pool shores gathering at theForamere Pool to celebrate the Winter Crest, but the awesome sight of Foramere water rising upwards from the pool. Water has This great lake used to be the ice fort of Errevon that began to freeze into ice towers – someone or some Rimelord, an elementary behemoth that almost brought down the thing is the re-creation of the domain of the Errevon Rimelordthe fledgling area of Tal'Dorei. It won't stop here until all of Tal'Dorei is buried in the ice. Chapter 2: Gazetteer Tal'Dorei 53tal'dorei campaign guidelronseat Ridge base. Kymal began life as their base camp, and over the next century grew into a vibrant, booming city. Gold and Gnolls say it's a distorted, angular mountain that minerals have emerged from Kymal, and the creature comforts camejuts out The plains and foothills were once the throne. Troupe of players and musicians, merchants of peddling titanium. From a distance, Ironseat Ridge recalls food, drink and illicit goods that came into effect. Sex workerscrooked chair. Whether the gnoles and the usual ones followed quickly or not, and those who would abuse them and the beliefs of andhillsfolks hardly matter; The legend of enslavement was near. Ironseat Ridge permeates the folklore of the plains. Unfortunately, veins began to produce less and less, the mountains beneath Ironseat itself were hol- and in despair, the mountain was ravaged by the hungry over the centuries, and countless abandoned interests unwilling to accept the signs. Within ten years, a mine shaft snake through a rock, like the veins of the mining industry in Kymal had died, poverty and starvation a dead titan. When the winds become strong, you can become commonplace. Since then, the population has shown terrible, growlings of sedation from shifted to survival through agriculture, fishing inside gates pressing empty channels. People from the Foramere Basin, and trying to build interest as a shopping mallKymal rarely get close enough to the mountains to live Westruun, without much luck. The congregation heard noises, but sometimes on clear, quiet nights, it remained stagnant for decades when an entrepreneur by themonstrous sound of a busy streets. Ank'Harel named Calis Krishitan opened a small casino called The Bachelorette. This gave the economy a vivid boostIronseat Ridge Adventures, interest in the city grew, and people returned to Kymal as it rebranded itself as a haven for happiness and fast currency. The beast below has now expanded over the past two generations, KymalFor characters of any level: It is one of those still night sights in which it has now recovered somewhat due to this growing presence of howls of iron echo across the plains. The next sanctioned game of happiness, even going so far as to have computers in town, whether it's Kymal or any little Son of Calis, Jaktur Krishitan, heir to The Bachelorette, the village of Asplains, find out about the disappearances – explorers that Margrave is from Kymal. Although larger-scale gambling is not subjected to caves, never to return – and a great reward illegal within Tal'Dorei, it is generally regarded as an unadjusted ontheir to the grieving families they offer for their return. What is a social level, and the council within Emon is happy to continue this terrible cry in the caves? Werewolf? Kid-- the bulk of that element away from the capital. This typenappers using a reusable cave? however, the industry attracts the attention of opportunists, and many of lvyheart Thicket's competing gambling joints, loan sharks and criminal interests have emerged in recent years. Clustered on the west side of Ironseat Ridge, Governmenthicket contains the ruins of an ancient civilization that remains under the study of Alabaster Lyceum. Found Jaktur Krishitan is a businessman and celebrity-turned-pol-among scattered relics and ruins of forgotten villages of itician, unusually inside Tal'Dorei. His extravagant lifestyleare references to the founder, the first time of the world. It is not unusual among Tal'Dore's leaders, but his talom-Excavation pushes further under the care of boyhood, conspicuous behavior certainly is—and the people ofLyceum, with the promise of discovery looming, and Kymal loves him for it. Instead of leading personally, Jakturlack understands what can be found below. Delegates to most of his duties to his advisers, leaving him free to do what he loves most: to be incredibly rich The western edge of these ruins were mysteriously a public icon, making nightly appearances in Maiden'sattacked Thoradak the Cinderella King when he set fire to Wish, throwing magnificent festivities, and organizing streetacross Tal'Dorei before his initial attack on Emon. At his fairs, Jaktur is a majordomo, a strict tiefing woman namedvake has left a fiery scar Alabaster Lyceum called Prudence, tiredly managing daily minutiae run-fame foundries. Whether this attack was calculated or if it was just ning Kymal and the release of the ash king of raw power is not yet known. CrimeKymal Kymal is no longer the den of crime as it once was, but Small Town • Population: 7,991 still find scum beneath its shimmering surface. Tiny (73% Human, 14% Dwarven, 13% Other) cutpurses lurk in the shadows, waiting to come out with a small fortune won by the casino's happiest patrons. Glitzy. Gilded. Grimy. Although not as significant as their emon headquarters, the city of Kymal stands as a grunting clasp spirit has a significant presence in Kymal, and often uses petty criminals as freelance operatives whengold rush mining center now becomes a haven for gamblers who need to get the job done quickly. Most hidden, hostility and criminals; a city of gold built on top of a mountain of mud. Between Buckles and their rivals, Myriad, mani-over two centuries ago, the discovery of rich golden vein fiestas as a peaceful proxy war, using these common thieves aswithin Ironseat Ridge sent a rush of eager nations to their livestock. The Clasp and Myriad both own casinos in town, Wishing Well and Dragon's Hoard, respectively.54 Chapter 2: Gazetteer of Tal'Dorei!tal'dorei campaign guide Dangerous ContrabandThere are numerous difficult to produce substances that have gained popularity for their mind-altering properties, and while the creation and possession of these substances is considered very illegal within civilized Tal'Dorei, thesehave found private popularity within different levels of society throughout Exandria.Oloore RootOloore Root began as Druid root began as Druid root a tool for visionary pursuits and communion with nature, but has become sought after by high society for its psychedelic properties. Drinking tea produced from the roots leads to heavy hallucina-potions, and sometimes gives insight into the world around it. Imbiber must make the Constitution-saving toss (D.C. 10) or become toxic in 144 hours. After success, theimbiber gains the upper hand on all the apwork checks of Wisdom in 1 hour. On a lifesaving throw of 19 or 20, imbiber gainssunsuperstition distance seeing, as if they've cast a scrying spell. They can concentrate on that for up to 1 minute. (Estimated at around 100 gp per dose.) ZealZeal is distilled from the blood of a captured or murdered quaggoth deep beneath the surface of Exandria. When cookedproperly, it remains a thick, purple liquid that tastes like ash. Drinking embers or liberal application to exposed skin (requiring action) forces the user to make a Constitutionssaving throw (DC 12) or become paralyzed by 1d4 rounds like each muscle seized. With success, the user deals with an additional 3 damages to any target he hits with a crowd attack for 2d6 rounds. The user suffers a 1 point of exhaustion effect ends, regardless of the savings throw success. (worth about 150 gp per dose) SuudeSuude is a dangerous, grainy substance refined from magical remnant. Initially developed during the Arca-num era by archmages as incense burned to enhance long spell ritual casting, the secret was revealed and spread spellcasting riffraff exandria. Different forms of refinement are dangerous and can produce one of the different types of suude. When burned and fumes are inhaled (which requires action), the imbiber must make the Constitution saving the toss (D.C. 10) or become unaware of the 2d4 rounds. With success, the user receives l Wizardry Point and access to the oneMetamagic option (according to sorcerer class Font of Magic and Metamagic features) for 1 hour based on the type of type used. If more than one dose of suuda is used within 1 hour of another, D.C. Constitution-saving throwis increased by 3 per additional dose. If three or more doses are used within 1 hour of each other, failure constitu-tion saves throwing drops users to 0 hit points. Brown suude gives the option Extended spell, Blue suude gives twinned spell option, and Red suude gives the option Distant Spell. (worth about 80 gp per dose) Geography wrecks and broken foundations of the city harbor oily ghosts and unsavory creatures attracted to places suchKymal is built on the rocky foothills of Ironseat's dark history. Ridge. Exploring beyond the glamorous city leads only to the desolate expanse of boulders and scrubs of Shadabarrowbrush. Truly intrepid explorers can find sealed items for dried-up Kymal Gold Mines, but those no one who visited Shadabarrow ever came who ever came they'll find more than empty caves, back alive... nor do they come back completely dead. Shadabarrow was once a monolithic henge used as a ritual of the Ruins of the Tortilh site for hierophant druids known as Dawn Circle, but their sanctuary became their tomb during iron reign traveling south of Kymal along the Drassig Wild Tree. After Trist Drassig's death, unionsByway, just outside lvyheart Thicket, travelers can claim unmarried land from Westruun, And there dawn circle of the abandoned and soulless funeral obsidian monument of Warren Drassig's death, the tunnels were purchased from a syndicate at great expense by anone of the most notorious and fearsome figures in Tal'Dorea's eccentric Westrunian baron named Sevil Howthess. Hishistory. This ailing piece of land marks the ruins of obsession with his history, which led him to be buried there after the tortir, which played an important role in his death, having a tomb equipped with protection and, scattered war, and hiding an ambush that led to the alleged, remnants of his wealth.the death of King Warren Drassig. Destroyed from the ven-geance of Warren's son Neminar, now for a long time the exact location of Shadabarrow has been given all but a few surviving Chapter 2 barons of Howthess: Gazetteer Tal'Dorei 55tal'dorei campaign guidegranderchildren, and deny any involvement in the strange and solemn stop on these tracks. During a forgotten cryt. Nevertheless, treasure hunters and histo-riog of Drassig, many innocent and war heroes were still searching for - and occasionally find - the infamous executed by hanging on the massive gallows that once stoodShadabarrow. If they ever return to civilization, it's at a crossroads, with bodies hung from signs like a weeping spirit, cursed to eternally torment one who concerns dissidents. The gallows was destroyed by the ascent thought of in the final moments, or as the sun of Zan Tal'Dorei, while the great, unmarked graveman focused only on killing his loved ones. left behind, placed now with a stone monument in memory of those unjustly killed. Most choose nonShadabarrow Adventures camp too close to place for this reason, and rumors of unrest from the dead are used to scare curious travelers. Abandoned Monolith Silvercut Roadway AdventuresFor low-level characters: As they travel across Divid-ing Plains, computers accidentally find Shadabarrow. The Road Warriors Ancient Druid henges stand regally at the top of the grassy road, and it all seems peaceful – as long as the spooks of the dead for low-level characters: As they travel across Sil-Explorers they rise from the ground. They cry one name incessant- vercut, computers come across smoking wrecks Asantly, Howthess... Howthess, howthess! massive train car, and the investigation shows it was reperepared after a fierce battle. A team of MercenariesCatacombs of the Lost called the Road Warriors a spring on computers, blaming them for the offense. Evidence suggests that orcs iFor mid-level characters: Grandchildren of eccentric boggles – Ravager – were responsible, and PCsBaron Howthess pose as commoners in an obscure area can easily clear their names. But it is really that simple?a corner of the world like Stilben or Shalestaps, far from eternal shame – Shadabarrow. When counted by the Shard of the Shadabarroomet, they seem like a simple family haunted by a fearless spirit, but they soon discover why their granddaughter- For mid-level characters: A Wraith who calls himself the spirit of the spiritual soul cannot let his descendants live in peace. Archdruid Avandros animates an army of demons and bastards from the cemetery. The undead are a prisoner of the Demon Lord over the Silvercut crossroads, and they must be resolved before the national trade crisis arises. But what are the characters on an epic scale: The Demonic Prince of the Uneasy is the ghost of the Archduke of the Dawn Circle who works in this one of the filthy Princes of the Abyss and the mighty servant of a mass grave? Sneaking into a graveyard reveals man from the traitor gods. The cruelly depicted on the skull of Zora with the ominous growths of amethysts protruding from The Circle so long ago drew his heinous gaze, and to the bone, and Avandros's spirit desperate to protect him,for centuries he sought his time, waiting for the mortal todisturb of this nest of hatred and undeadness. Now the computers of the Throne of Archearht are drawn to this place by hordes of the undamaged pouring out of the deepest shrine, but what use will be mortal weapons at the foot of Ironseat Ridge is a small ascent known as the Prince of the Abyss? as the Throne of Archearht: a gathering place for many nomadic centaur tribes that ride across the dividingSilvercut Roadway Plains. Centenarians were first born when Archearht showed mercy to a tribe of Elven riders who gaveNamed to shimmer endless fields of wind, their lives serving their god during calamity. For the cen-sun-ilt grasses that accompany the path, silvercut, centenarians have all returned to the throneRoadway connects the heart of Tal'Dorei – Emon – to his Archearht every decade to gather in Herdsmeet to discuss the existant extremities, affording merchants and travelers some state of the tribe, and paying homage to their deity on lamb safety against the wild. Parts of the Road- just a hill where the first centenarians were born. This time it is older than the reign of the sovereignists, the established event causes great chaos in the eastern plains; massive linking of Emon to Westruun after migration discovery eda disrupt trade and stir up silver veins near Westruun during the reign of ravagers and more savage gnoI tribes. Drassig. It now stretches from the Bladeshimmer coast to the Lucid coast, connecting most of the main hubs of the civi- throne of Arkhearht adventure across the country. Caravan travel is common, and it is recommended to escort an armed guard or mercenary, Fist of the Ruineras essential use of the roadway also made it an apime target for outlaws, savages and wandering beasts. For mid-level characters: Orcas call this the rise of the Fists of Ruiners, because they too were created here in the imageSilvercut Crossroads of their god. Legend has it that orcas and centenarians formed in this ascent after the battle marked by the crossing between Silvercut Road between Archearht and Ruiner. Orcas are laid and Wildwood Byway, Silvercut Crossroads56 Chapter 2: Gazetteer of Tal'Dorei!tal'dorei campaign guidesiege to every Herdsmeet since they first learned of During the light of the full moon, it is said that the veil that the gathering and centenarians began hiring trawler Feywild weakens and spreads to pohanomoid mercenaries to defend ed as Forest. People have witnessed strange figurines dancing in the debate over tribal politics. shadows, and great creatures searching the forest line, looking for food. When the sun rises, sometimes you can find giant footprints of a co-ordatory forest covered with grass and moss; but by afternoon, thoseCradling southwestern edge cliffkeep mountains are completely filled with wildflowers. The Tori forest supplies most of Emon's wood and Kraghammer firewood. Although its locals are proud - Elder Keinla, the oldestproclaim Torian to be the most welcoming and least dwarfed in the Kraghammerhaunted Tal'Dorei forest, it is not without danger. Many deadly creatures occasionally roam from the camp, with many training as warriors to defend mountains and wait for unconscious loggers, while their families and elders. It is not areas of Toriano that have returned home to a sect of displaced invaders by chad storms, led by those who have no confidence in the human and dwarf species. Tyrannical Kevdak, this more violent and savage waySead by the tree becomes swampy similar and life is imposed on them for a number of years. Once largely avoided, fens there home to the wild people of Kevdak was killed, the remaining members of bothRivermaw tribes. Rivermaw and Eda storm agreed to give up a life of brutality and become the restored Rivermaw Rivermaw tribe under a tenuous alliance between Ivon Ironwilled and Zanroar, son of Kevdak.Born of the wild nations of Dividing Plains, a freefolk that avoided the constraints of society, Riv- Fieldsermaw roams as a tribe of nearly three hundred strong names the trees of the Torian forest home. Living as a small town • Population: 1,390 hunters and vultures, they worship the natural world (40% Human, 38% Holling, 15% Gnoll, 8% Others)and gifts it carries with respect and patients. While members of the Rivermaw tribe are not looking for conflict, Northwest Dyrnne, not far from the Dawnmistdangers of the natural world ever encroaches on their Pines, a Turst Fields farming community that toils over the extremely fertile land fed by Mooren River Run. Chapter 2: Messenger Tal'Dorei 57tal'dorei campaign guideProviding much of Tal'Dorei and Whitestone's raised Westruunfood and products, the community must import most of the alther goods outside the wood, making it an eager Big City • Population: 26,205stop for caravan trade, and an easy target for fraud. (65% people, 10% Gnome, 7% Tiefling. As such, nearly 150 shields from Westruun are semi-manently stationed here to maintain peace and prevent 5% Half-Orc, 1% Gnoll, 12% Other)llegal activity, dragging all arrested criminals to westruun on conviction. Nevertheless, the influence of the city of Westruun is the centre of Tal'Dorei, and darker interests continue to creep in from time to time. The intersection of culture along silvercut road that welcomes adventurers, merchants and tramps of all Turst Fields is also one of the few communities in species. Despite its name, Westruun is east of Tal'Dorei which counts gnolove not only among its allies, but also in the west, when in fact it is named after Palest Westruun, the citizens. Without Duspaw gnolls, Turst would not be the merchant and philosopher who founded the city. Though he survived his first summer.not with the bloodthirsty Westruun suffering greatly beneath the iron claws of theRavagers that rampaged through the plains. Today, the conclave of Chroma, the dragon's destruction and the people and halves of the Turst fields not only flattened the herd storm has allowed the city toacceptd duspaws, but many have adopted reclaiming their place of importance as economic and polit-gnolls language and aniministic spirituality. This alliance of ical power within Tal'Dorei is not as accepted by the larger population of Tal'Dorei, how-ever, and race relations become pressured when dealing governments with visits to political and foreign interests. Westruunom ruled by Margrave Brandon Zimmerst, Turst Fields Adventures named after the fall of the conclave in the echo of the previous execution of Margrave at the hands of Herda Bad Influence of Storms, a now defunctated tribe of barbarian nomads. Margrave is a military official appointed by the CouncilFor low-level characters: A massive shipment of illegal suude Tal'Dorei, and is a position held for life, or until Stilben causes dependency in Turst, the Lead Council considers them incapable of guidance. Westruun's position clashed within the community. To make matters worse, Margrave has executive authority over a military young woman named Shela who has had a negative reaction to the forces and has the power to establish and disband a trade-scentedly arrived series of fate, causing her to enter the psy-guides, the lifeblood of Westruun. The city's margravevehotic rage, tearing four people apart before she was killed. Commanding a standing army of about 800 trainedUnbeknownst to its users, the latest shipment is laced with soldiers known as shields of the plains, or simplycanthrope bile, and many users within the city may not be Shields. Despite Westruun's importance, his military crockery is already infected – and those responsible often spread too thin to properly mount the offensive by watching closely to see the fruits of their labor. Against guerrilla Ravagers.Gnoll Release RevolutionFor mid-level characters: Hobgoblin calls himself Grud Scine Margrave Zimmerst is a military leader, Westruunthe Great took control of ravagers' arm. It is technically under a state of emergency, like all Tal'Dorei cityghly-organized regiment hobgoblins is whipped by the government of margrave. This form of government is a relic of goblins and orcas in form, and they are now marching to the totalitarian reign of King Warren Drassig, and somethingtrust. The army is too big to be stopped only by computers, westruun citizens under their absolute rule.but perhaps by helping the somewhat friendly Duspaw gnolls Any thoughts of dissent against the previous margrave, secure an alliance with the standoffish Whitesout, Priest - however, were stifled when the Chroma ConclaveEater and Riverwalker tribes would suffice. Attacked. The black dragon Umbrasyl made brief work of the shields and broke the Margrave rule before the Six Blade War that retreated to Gathshadow, leaving Westruun open to an inva-zion from Kevdak's goliath. Umbrasyl and Kevdak wereFor high characters: The recent promise of profit in both the murdered Grog Strongiawg and Vox Machina, the release ofTurst, if only its criminal elements can be organized and Westruun of tyranny,yoked pul in the same direction, proved too great an ordeal. A new criminal gang calling itself The Six in Peace that followed the fall of the conclave, theBlades is bidding for control of all illicit activities in the newly appointed Margrave Zimmerst made plans for Zaand around the community, and violently makes the return of Westruun to its former glory. Some idealistic youngexample of anyone – criminal or shield – who gets into his students and traders take umbrage with this suggestion - way. Efforts to force out the gang proved ineffective, when Westruun was last famous under its members are unusually dedicated – even fanatical. Rule? Word of Emon's new, elected council has come to the leadership of the gang is shady, and unknown beyond them along commercial roads, and the word of revolution gives the name Hexen. In fact, the mysterious Hexen is in Westruun, with secret meetings taking place in a smoky demon with ambitions to swoed chaos and suffering at the corner of the Puddlemuck Tavern and in study chambers outside Turst Fields, should they be given the chance. Westhall Academies.58 Chapter 2: Messenger Tal'Dorei!tal'dorei campaign guideCrime PlainscowA well-entrenched faction of Buckle has controlled and native to Dividing Plains's hulking plainscow, aneficiently run its shady crafts for decades to right an extremely solid beast of cargo and used by theunder Shields noses. Their network of fences has led the people of central Tal'Dorei for centuries. Although from coast to coast, Stilben to Emon, and they are wild plains still roam the prey, domesticated to deal with humanoid, orcas and gnols alike if ordinary highlanders are now used as carriers, pack animals and that means profit. Their hiding place is excretely hidden sometimes even livestock. Plainscows are an unusually crooked showcase of Wayward Pony, a popular empanic inn for beasts, and are often associated with riders who are completely dug by Claspa agencies, for life. Plainscows stand 20 feet tall, weigh

about two tons, and live for 70 years. They can be purchased at Westruun geography for 200 gp and have a carrying capacity of £1,500. Miles of farmland and fields surround Westruun's tower walls – except to the west, where the town is bordered by Plainscrows bramblewood and dwarfed by fog-shrouded Gathadowski. The interior of the city is divided into large beasts, non-aligned wards. Armor Class 13 (Natural Armor)The Scholar Ward Hit Points 42 (5d10 + 15) Speed 40 ft. The Department of Scientists is Westruun's northwest ward and is home to the Cobalt Reserve, Int Wis Chailbrary's largest Str Dex Con and a repositior of information. This vast archive 18 (+4) 8 (-1) 16 (+3) 2 (-4) 10 (+0) 6 (-3)defends and maintains a living monastery of famous monks who worship their mother, known as Resilience to harm who beat, break through and cutCobalt Soul. Across the street lies comparably small from the careless attackscollege of the Savvy, an art school founded by the famous bard and champion of intuition instructed Skills Insight +2to only as a White Duke. In addition to the reservation, Senses passive perception 10Scholar Ward also holds Tal'Dorei's latest (and languages - only Dividing Plains' General University, Challenge 2 (450 XP)Westhall Academy. Charge of trampling. If the plain moves at least 20 feet temple ward straight to the creature and then hits it with his hooves attacking the same turn, that target. Fail at DC 14The Temple Ward is a small, southern department where all forces save throws or be knocked prone. If targeted ispeople have afforded free worship within various shrines prone, plainscow can make another attack with its hooves. Although the most important gods of division as a bonus action. The Plains are a carrier of laws, Wildmother and ZnaIPlatinum—and certainly have the largest shrines of the ActionsWard Temple—the inhabitants of Hramward welcome all faiths. Westruun's smallest temple is Hooves. Melee weapon attack: +6 hit, reach 5 ft., one target. Ruiner's Empty Socket, maintains a handful of Hit: 11 (2d6+4) betrothed the damage,orca in Westruun, and its largest is Lawbearer's First Bastion, a lavish temple supported by a permanent forum for public gatherings and carrying a fountain of display-influx of gold from local government. The first ing Palest Westruun, the founder of the city, on top of anBastion was a secret home for refugees during Kevdak's onyx horse.occupation, and many Westruun survivors turned to the faith of Lawbearer after being protected by Housing Wardher Grace. The housing department fills the northeastern part of Opal Ward Westruun, and is the most densely populated in the city - some will say overcrowded - ward, housing over Opal Ward's downtown and the heart of two-thirds of its population. There are no major locations law and management. The department doesn't have housing how- in this department, though countless petty criminals do their thing, but it's home to Margrave's Keep, Hall of Reason, homes here, and S.H.I.E.L.D. are stretched too thin to dai public square. Margrave's Keep, squa fairly properly deal with them. Unlike Temple Ward, the freethat house of Margrave, is buttressed against the military expression of religion it has been thudden to here, even inside the barracks and housing for Margrave Zimmerset and his privacy of his own home. Even though Lawbearer, the family. The Hall of Reason is a beautiful courtroom in Wildmother, and the Platinum Dragon is all Benev-High Elven-style, and carries a marble statue of Bahamut, a sumptuous deity, many of their Westruun followers are notGod of Justice, before his steps. The public square is particularly tolerant of other faiths. Chapter 2: The Tal'Dorei 59tal'dorei campaign guide The Market Ward60 Chapter 2: Gazetteer of Tal'Dorei The Market Ward is Westruun's southwest division and contains most of the city's businesses, shopping stalls and production warehouses. It is currently fashionable for shopkeepers to live in another story above their stores, although less scrupulous businessmen have turned their residences into gambling dens, black markets and illegal brothels. The most important building in this department is the World Market, auction house where hun-golies seller falcon rare and unusual items from all over Tal'Dorei. Underwalk Ward The Underwalk Ward is the city's newest department, an extension of housing sprawl built from a repurposed section of the sewer system. The underwalk was initially built during the invasion of the Chroma conclave in hopes of keeping the population hidden, but now it's largely abandoned except for those or too damp to return even to the Housing Department, or from those people and monsters who'd rather go unseen. Every day, new and unsettled rumors of manifold monstrosities stalking the shady roads of the Underwalk have spread to the surface, keeping even Westruun's bravest mercenaries from exploring the den of grief and evil beneath the city. The most famous entrance to this underground maze is one unsavory manhole in Opal Ward, tousel with a metal cover decorated with the coat of arms of Westruun. The legacies of the surviving names of all those in Westruun who survived the reign of Kevdak and Umbrasyl are carved on the wall in the first chamber of the Undercarriage. This monument was created by Percival de Rolo when the people of Westruun first hid here from the wrath of conclave Chroma after Umbrasyl's death, but it was expanded in the years since, now including the names of all those who perished and in combat. The legacy of the survivors is a symbol of hope, which is moving away from the sorrow and evil of The Undersea Beneath, and to this day ordinary people come here to pay their respects to their lost loved ones. Some of the more generous people give help to home too - they live less here, and some more adventurous travelers pray to Dawnfather and Matron Raven here before delving into the deeper reaches of the Underwalk. Once a week, a character associated with one of the people named on Survivor's Legacy can pray there and gain an advantage on death-saving throws for the next 24 hours. Yuminor Observatory Westruun is a fairly flat city, and one tower on the edge of the Department of Scientists is located high above the nearby Westhall Academy. It looks forever skyward, the arcaanists inside constantly chart the movements of the heavens. A qua-si-religious order of deities and astronomancers called the Scions of Yuminor study here, supported by Academy Principal Estella Ladimar, itself the bloodshed of heroic wizard Atz Yuminor. Obser- May Lawbearer give us all strength, and the divine here will gladly in spirit when chaos next threatens our peaceful civilization.give the star a read for 10 gp, once a day. Receiving this When that time comes, can Black Kingreading allow you to roll 1d20. Keep for example the result, you can unsheathe it his swordexchange for any d20 roll by creatures you can gather our people and lead Westruun to victory.see. This fades after 24 hours. Scions ofYuminor are so sympathetic, how could anything sinister be – the Blessing of Black Kinglurking behind their star charts and telescopes? As for any question, but sadis-The Black King tic those secretly responsible for both is deft in erasing their tracks. Nyx and Vryll, a pair of twinsPalest Westruun was not king, but his new statue in ties with only one horn each, also recentlyOpal Ward is often referred to as the Black King, a subtle kick in an open dream reading stand, and their job is the boom-town previous Black King, a tyrannical dragon ing. Are they responsible, or is their exploitative businessUmbrasyl. The high priest of the law carrier blessed only the red herring?and the Black King and Westruun himself when the statue was unveiled on the recent anniversary of Westruun's rec- Down Belowamation, saying: May lawbearer give us all the power of spirit when chaos next threatens our peaceful civilization. For the high-level characters: A huge sinkhole appeared when that time came, led the Black King pluck his sword under the Temple of Eratis, taking a piece of that people to rally our people and lead Westruun to victory. temple to the darkness of Underwalk Ward. With a bottomless depth, and initial investigators going when the safety of all of Westruun is compromised, disappeared, chief cleric Umentu seeks helpBlack King will animate and defend his people, becoming brave and capable mercenaries to seek answers. Onlya stone huge with mounted speed of movement of 60 meters one thing is certain when descending into the unknown and charisma and intelligence scores 18 (+4), below – terror grows only as the light fades from above. Westruun Adventures Counter-espionageBurrowing Thieves For characters of any level: Margrave Brandon Zimmerset is nearing the climax of a three-year investigation into characters from low-level ClaspFor: Over the past week, over four dozen seats inside Westruun. He has detailed informa-plainscows - exceptional cattle and beasts of cargo - tion on the daily routines of three Clasp leaders withinapproval from westruun agricultural outer ring, Westruun, Spirelings Gholesh, Oalan, and Fetch, and listing nothing but a series of five-metre holes in the ground, hoping to break them here once and for all. However, aand traces of acidic scars. Farmers and caravanners respected nobleman and secret plant Buckle named Vinstonalike are frightened and confused; these repetitive attacks Dstewlir has fed the margrave distention, threatens to destroy Westruun's agriculture and cripple com- and Buckle is ready for retaliation; already a brutal ambush. Jeremiah Sook, head of the Regional Farmers Guild, and a plot to assassinate has been launched. Depending on who is willing to pay a reward for the culprits. about the loyalty of computers, they can hear about this conspiracy either from friendly Clasp or Westruunian sources. The assistant is Plight Wildwood WywayFor medium-level characters: Just outside westruun is SlaterockTower, a residence of the famous archmage Realmseer Eskil Known as the oldest road in Tal'Dorea, this time connected byRyndarien. Usually, no one is invited to the tower, but the adolescent towns of Kraghammer and Synhorn before PC, wherever they are, get missuses from the mainland man of late. During the reign ofRealmseer's assistant, Jekt. The letter claims that Drassig's Silvercut Roadway cut with thiseeir disappeared inside the tower, and the ancient road building, and after the relationship between Synornitself now banned its entry. Upon arrival, and the confirmation and Kraghammer eroded after the scattered war,from jekt requirements, the tower seems to constantly change its Tal'Dorei interests began to use along the way more thaninferior structures, almost acting as a sensitive entity. Most. Singoran elves sometimes invoke this room after the deadly challenge is cast north of the intersection as a Treacheressian staircase, in a refer-party as they pass the tower's labyrinthine paths, ence to the dwarven stronghold to which it leads. Although traveling to find that protecting the tower, as well as outdoors is no more dangerous than Silvercut, Realmseer himself is actually trying to keep some - the general knowledge that both wooded ends this time are far more dangerous enclosed inside, they're full of their own threats. The Stuff of NightmaresFor mid-level characters: Reports of missing children are growing again inside Westruun, with seemingly unrelated nightmares tormenting people old and young. Mystical expertise is sought to gain information Chapter 2: Gazetteer tal'Dorei 61tal'dorei campaign guide Cliffkeep MountainsSpanning to the northern parts of Tal'Dorei, cliffkeep mountains are an impenetrable barrier between the famous realmwand what lies outside in the far north. Cliffkeep's 'southern foothills are dotted with forests and pockets of civilization, resolutely against unwelcome topography. Deep in the earth itself, the dewarven stronghold of Kraghammerflourishes and expands, only a few meager leagues above ancient caves that plunge into the domain of unknown horrors. Cliffkeep's are the largest mountain range in all of Tal'Dorei, home to countless nations: scattered tribes of kobolds scav-enge in the wake of hungry elites, wandering clans of frost giants, and mobs of trolls ravage those who camp too high in oldpaths. Wild wyverns can be heard creaking in the valleys, and some scattered four goliaths even tame wyverne for carriers. Close to the ground The rift and the Ashari village of Terrah, the mountains themselves seem to rise in defense of asearth elementals springing from living stones. The north brings higher peaks and cooler winds, as snow and ice take land to become the frozen waste that is Neverfields. These challenges keep ordinary people at bay, secrets and varnish kept inside these rags calling only for the very brave, the very smart or the very stupid. Emberhold Vox Machina, and his wife, Queen Ulara, were killed by the aberrant tyrant K'Varna. All of Emberhold knows that A passage from Keenstone Quarry in Kraghammer the king and queen had a young daughter —just six years underground. Deep. Deeper. Until the old light at the time of their death—but none of them seem to have disappeared completely on the day, and then even deeper. Across the abyss in search of the missing heir to Emberhold. More than a mile deep and full of magma, beneath a large hanging gar-grumbling, a war duke poised to be crowned the new kings of luminous malachite, lies Emberhold. She stares at the duergar, becoming particularly fiery whenever anyonepenously over the underground kingdom of darkness mentions the name around him.dwarves, ash-skin duergar. Fort Daxio Millennia underground were made by these dwarvesparanoid and cruel creatures. Their eyes are wide and located within the Othereine passage, Fort Daxio is mas-white, almost sightless, and over all things seek a gray stronghold and a series of military structures subsections of their relatives in Kraghammer above, which rule tal'dorei councils that train and hold dislike their wicked, underground neighbors. Most of Emon's mobile army. The fort was built after the Scattered War in response to the untold dozens of Duergar villages encompassing glass lava- and opportunistic attacks by giant clans from te plains on which Emberhold was built, with powerful cliffkeep mountains, and as a hidden preserve of military war gangs that keep coming and going, sometimes regaining power against Ervenor during the Ice godina.sa just a few bloody survivors. , the second time returning with a dozen slaves in chains, and the second time returning not led by warmaster Mikael Daxio, deco-ail. No one in Tal'Dorei knows why Duergar so hates the graded soldier and longtime friend of the late Uriel Tal'Doreiworld above them; No dark wares captured ever say. When Il, the fort holds about 4,400 standing soldiers and 500 posed questions, wise Ironkeeper Gradim Greyspine civilians who are responsible for maintaining Fort Daxio andmrely shake their heads and deplorable answers: It supplies most of the army's needs. The forces are so long, I doubt even they know. divided into four different regiments: the Twilight Regiment, the Gale Regiment, the Egis Regiment and Tide Reg- Sam Emberhold is a fortress built of black stone imento. Each regiment leads from its general, and obsidian, framed by rivers of molten rock, and sur- all respond directly to Warmaster, and is not rounded off by a massive city of ramshackle apartments and mon for regiments to be sent across the country to help antdowers who mark their domain. Vox Machina is an attack to defend other territories or allies on the Council.Emberhold recently costs duergar their King Andqueen, although rumors of a lost Princess Ember are General Fei Yuijian's unusually cheerful commanderbeginning circling through the area. The Twilight Regiment, and General Jillian Sylph is the peaceful, tactical commander of the Gale Regiment. Aegis Ironically, the very heroes who slaughtered their king and regiment are overseen by dour General Elle Gorgofon, the Queen has also freed them from K'Var'n, an aberrant tyrant who, while General Kay Clearlight is the spell that has dominated their people for generations. Despite rumors of a Tide Regiment crew a lost heir, the surviving members of the Emberhold Court restored their hierarchy from the bloodline of Thangul, the war duke of Fort Daxio Adventuresslayer, and continued their endless war with the etheric creatures that divide these caves. Frozen BloodEmberhold Adventures For high-level characters: Warmaster Mikael Daxio was found dead on the lower floor of Watchman's Rest, a popular Lost Heir whodo in Fort Daxi. He was stabbed through Mid-Level Characters: King Murghol of Emberholdwas killed in combat by Scanlan Shorthalt, a 62nd-century Gnome bard. Stormlord, Dawnfather, Minority: Platinum DragonInproducts: Wood, Spices, Fish, Grain, CattleExports: Precious Gems, Industrial Metals, Gold, Silver, Platinum, Mithral, Cobalt, Fine Stone, Jewelry, Fungal Products, Weapons, Armor Heart with Frozen Blood Dagger, says Temmik Lars, Dividing Plains, as well as a mining center for Westruun.the only eyewitness. The entire Daxio garrison is a local folklore Dividing Plains talking about evilcostop in chaos, and every great officer blames everyone inside the mountain, and even though they have now been told to stay away for the attack. Computers need to investigate this murder, kids from wandering into the woods alone, not all the hundreds eventually discovering why vampire Vrylska Fellbranch ries are rooted in fiction,posing as General Kay Clearlight to kill Warmaster. In the time of Arcanum Gathshadow wasGathshadow transformed into a place of evil. Acek Orattim, a priest of the Treachely God known as Shackled Oblivion, drawing a mething shadow over Bramblewood made the mountain the seat of his power. Oblivion'saround Westruun, monolithic Gathshadow's unstoppable forces spoiled the mountain, stretching the stands unnaturally high against the surrounding mountains. A mountain like a sniffe until it was a jagged needle pulling- This ominous stone tower is well known and used as an ered over all other mountains, and carping maddeninga visual landmark for caravans and travelers crossing the labyrinth of twisting passages into the heart of the mountain. Acek spread forgetful madness across the Cliffkeep Mountains and Dividing Plains below, Chapter 2: Gazetteer tal'Dorei60tal'dorei campaign guide Eventually his reign of terror came to an end. Full ground, this forest once marked a bastion influenced by Dawnfather during the calamity, the demonic prince of forgiveness. During thewounded god retreating into the Acek domain to gather. How- Scattered War, Trist Drassig obsessed with possi-ever, Dawnfather followed close behind, shackling bility losses and promised his service to demonand the expulsion of a dark god in the depths far below in exchange for the power to stun his enemies. BargainGathadow. It was said that Acek's mind and spirit were accepted, the demonic prince sent his forces into this filled with the essence of his master, god's valley of expulsion to make it possible for Trist at the Battle of Umbra Hills, allitor his body. Today, only an empty labyrinth eventually both fell on the incredible power of rebel deadly odes and traps that remain beneath the mountain, ling forces. The release of terrible energies has been cursed and forgotten and awaiting discovery, battlefield and valley where demonic forces greeted. Now left cursed and dead, the valley remains gathadow's high bluffs have whispered in recent years a warning to deal with demons, and home to many villains, most recently an ancient hotbed of darker entities drawn to a dilapidated place.the black dragon Umbrasyl in the conclave of Chroma. Legend has it that Gathshadow's inner tunnels spiral spiral grey valley adventureswards, into a void of utter darkness. Immortal, white-eyed devotees of madness endlessly creep into Gat-Sword from the depths of Demon Princeshadow, carrying light torches, whispering that chain oblivion itself is sealed in the depths For mid-level characters: In a dream, a warrior PC continuum-down. The stone door that bar the entrance to the Gathshadow ally sees visions of a noble, royal sword embedded in the most moving reaches are sealed by magic so vast, even the highest ground, surrounded by shadows and demons. Free me... Arcana Pansophical's curiosity can't penetrate them. he whispers. I need your help... I'm in grey valley. The sword is not what it seems; although Demon PrinceGathshadow Adventures was defeated at the Battle of the Grey Valley and banished to the Abyss, its harrowing big word still lingers. Dragon's last shard of its malice in this world, Graz'tchar. The decadent red rests in the center of the valley, its peakFor high-level characters: the body of an ancient black dragon embedded in the ground. Gemini hezrou demons thatUmbrasyl never recovered – some think it's a waste keeper to pretend to be ghosts of great knights, to protect-from perfectly good business opportunities; After all, the black blade of the lost ruler Tal'Dorei.dragon bones are a potent alchemical reagent, and its scalsstronger of any steel. Of course, there's a reason Jorenrm Villageone didn't dare return Hope Devourer's corpse. WhenUmbrasyl died, causal acid and magical blood inside Little Town • Population: 1,873its body leaking through upper Gathshadow caves, (68% Human, 10% dwarf, 8% Halfling, 14% Other)devours stone and turns the upper limits of the mountain into a vitriolic swamp maze, packed with oozes, half- For many years, Jorenrm Village was just a little pioneerblack dragon warrior, and the spirits of goliaths from the city trying to build an untapped resource of sha-Herd of Storms that failed to kill a dragon. degrass, degrass. Over the past seventy years, the village has exploded in size and population after abundant silverware Was discovered in the nearby rocky hills. Hardworking ordinary folk and opportunistic professionals-For characters on an epic scale: Wars of gods and mortals have equally flocked to Jorenrm despite disturbing things when traitor gods were banished near Umbra Hills.planes of eternal captivity, but something disrupted the laws of the plane. A being called Nameless — Jorenrm is far enough away from Emon that an influence that can be proven to be a cultist Whisper — was stolen by the Council rarely touching him, giving opportunists and masters of secret knowledge and fleeing to Gathshadow in low lives the freedom to undermine and control both villages of the tortuous spirit of Acek Orattim. Agents of the government and the local economy. Ten years ago, little Arcana Pansophical sensed that the lower circle of doors of vigilantes and mercenaries who had spoken out about Gathshadow had been violated, and frantically calling for the protectors of Jorenrm, and to take the name Shadewatch, Hunt-Tal'Dorei's greatest heroes to rush to the evil mountain. ing and killing creeping dangers in the night and returningAS p rces to the bottom of the maze of madness, to great pomp. Over the past decade, others seeking famethey will find they are racing not only with the new Herald and fame has joined the ranks of Shadewatch and the group Forgetfulness, but also the remains it has released. ballooned into unofficial city law enforcement. Gray Valley, but corruption took shadewatch. Vig-ilantes now personally livestock fire fear, as long as North of Umbra Hills lies a wide valley of the sick demanding an increase in honors for his services - andomen and dark histories. So named after the forest of breaking knees if they don't get it. Today, the men ofdead, petrified trees that fill most of the Jorenrm Valley are as just afraid of Shadewatch as the creatures they keep at bay.64 Chapter 2: Gazetteer tal'Dorei60tal'dorei guide campaign Graz'tchar, Decadent EndWeapon (greatsword), artifact (requires attunement)This blade looks like a beautiful cross sword of shiny silver, tainted with sparkling rubies You get a +3 bonus for attacking and damage reels made with this magic weapon. It has fol-lowing properties. Corrosive SubmissionAs if you hit it a humanoid with this weapon, you can force it to take an additional 3d6 acid damage and it looks like make DC 14 charisma saves a toss. On failure, the creature is smitten with you for up to 1 hour. If you attack the creature that is enchanted again, the acid damage increases to 10d6 and the charm ends. It can't be refilled 24 hours after the charm ended this way. Hidden nature Acid damage that deals with this great word seems to be a radiant damage: Every creature that captivated him was under the illusion that the damage to him was just a warning. The true magic of seeing or similar reveals that this sword is actually rusty, in acid-drying pits. SentenceGraz'tchar is a huge evil weapon with intelligence of 14, Wisdom of 12 and Charisma of the 18th century. It has a hearing and darkvision out at a range of 120 meters. The weapon can speak, read, understand Common, and can communicate with your wielder telepathically. Those who hold under the influence of the wise voice of the grieving king, urge the user to take advantage of their fate. PersonalityGraz'tchar is slowly trying to sway the character in the sowing chaos in Tal'Dorea, telling the great leader's lies, claiming that the heads of Tal'Dorei Council are corrupt and must be overthrown. The voice of this blade is actually the Demon Prince of Forgiveness, speaking from his prison the Abyss. If wielder still disobeys the urges of guns for a long time, it may try to charm the wielder. They have to make a Charismasaving throw (D.C. 14). To success, they are immune to sword charm for 24 hours. After failure, they become enchanted with the sword for 24 hours. During this time, swordcan force the character to take the action of his choice once an hour, wielder accepting the ovuction as his own will. If the chosen action leads to damage to the enemy creature, the charm is immediately broken. Shadewatch is a smaller organization in the great Kraghammerscheme stuff, but Shademaster Arhanna Lewyn hasgrand ambitions. She's planning something; every night, the Big City Population 43,550s consults a ball of polished white quartz, and each (83% Dwarven, 10% Gnome, 7% Second)week she sends a trio of her agents to Ambra Hills... or Gathshadow Base. Heralded as a real living centre of on-call culture on the continent, kraghammer's stronghold was TheJorenrm Village Adventures founded by the surviving families of the high-moun-tain kingdom of Uthor, which is said to have disintegrated before almost aAn Offers you can't refuse for millennia in an accident. Restored by Uthor survivors inside the southern face of Cliffkeep Moun-For low-level characters: Computers are attacked by tains, Kraghammer grew with the diligent power of several groups of concern, and more just keep coming. They will centuries ago with the discovery of rich veins of platinum soon... if not for the sudden volley and mithral, which remain its main source of riches ilback feverish screws! Six thugs join the battle and trade power. Currently holding its place as a long-stand-saving computer. The battle was rough, and these Shade-ing autonomous city-states teamed up with the Council of Observation Officers like a computer jib cut, but only once Tal'Dorei, and the instigator of countless expeditions inthey to hear their names. They offer them a position in their Cliffkeeps to extract riches and long-forgotten strength in Jorenrm, with an incredible salary: 50 GP a day secrets beneath the stunning peaks, each. What does shademaster plan? Chapter 2: Messenger Tal'Dorei 65tal'dorei campaign guide A sinister walk of a thousand steps climbs the side The only exception to this xenophobia is dwarfs.Mountains to the gates of the city carved since the gnomic town of Wittebak was overpowered by the hill itself, wide enough for two dwarfs to walk giants nearly 400 years ago. , refugees are accepted. Too steep and treacherous for a trolley or common in Kraghammer, bringing their innovative mechanical cargo shots, traders and trappers use giant goat ideas to a growing community and cement kinship totransport their goods to and from the market, while rich conveniences are between the two races. As time went on, the wartime trade lords employ seeded and workers to carry the partnership flourished for both sides and drivetheir merchandise. Kraghammer's impenetrable adamantine to reclaim his old home has always been delayed ever since, standing at the end of a dangerous bridge overlooking procrastination and lack of interest. Yet no abyss of gnomehundred-foot, guarded by three watchtowers, has ever served as a representative of the Houses, nor ascarnated into the mountain itself. Ironkeeper. Some minority peoples in Kraghammer are jealous of Gnomes' place of honor within that gate, a massive stronghold made up of an unjustified community and to undermine them, while three cylindrical levels called plates that descend deep others implore dwarfs to use their voice to speak beneath the mountains. Kraghammer's granite walls are for outlanders.it by flares, vicious torches and shimmeringcandlerock, lit by internal fire. Even when the evening fires in Crimea are extinguished, the amber light of The MetalworksBronzegrip at the foot of the city bathes the citizens of Emon who visit Kraghammer often admire the corneriness in all its warm glory, as a legal and organised dwarven enclave. Crime is supposedly low in Kraghammer thanks to the protection of the Tsarnaev government, but that peace has a price to pay. Corruption is rife within Carvers, and inside the Glorethral House, kraghammer law is written by a consortium of five of their patronage houses. Because of Glorethral's close ties to the city's most powerful houses, each naming Carverso, corruption was difficult to detect withindelegates to serve on their behalf. It's a weak community of any organization. That all changed when gnomishouses are guarded by the city's chief executive, Ironkeeper. A reporter named Ida Mudrake discovered something the Ironkeeper chooses around the houses, carrying the term damnation inside the Glorethral vault. Information years, no term limit, although most Ironkeepers rules are not published, but a major trial is at between three to five terms. The current iron skyline, and the Carverse are in chaos,gard Gradim Greyspine of Greyspine House, halfway through his third term. His heroics in the recent war have geography and climate made him beloved by his people, and his softer view of vanselli made him a champion of the repressed. Although cliff keep mountains themselves are blanch-keted in thick snow, bone-piercing cold doesn't laws of the city enforced by military class to expand into Sam Kraghammer. The heat of bronze-elite warriors called Carvers acting as guards, soldiers, grip Metalworks and other blast furnaces in jailers led by ironkeepers. Becom- Bottom Slab rises and pervades the entire city, although Carver is a lengthy, rigorous and taxing search, and the Top Plate continues to cool in winter. The city itself that decides to join fails to complete training is carved out of the granite core of Mount Kraghammer;and find another career path. As such, many Carvers are though dwarves rarely see the night sky, its walls still break through its family tradition, pressure and spark like starlight in the amber glow of the furnace.the expectation of a family name and a father's honor that is a jestroger of personal pain and inclination. After officially Peak Slabnamed, Carver gave a household built in the city centers, a set of Armor and weapons, the Upper Plate, also called the Arc de Triomphe, is entry level and steady income. The city, built on a massive ring that sends off-shoot districts and tunnels deeper into the mountain;ingale around it. Here most residential life is entrenched, with thousands of stone dwellings located on the walls,no-dwarf has ever served as a delegate while popular taverns like the Firebrook Inn and houses, let alone ironkeepers. Although dwarves indi- Ironhearth Tavern fill alcoves pushed into the rock. Most often they are trusting, honest people, kraghammer gnomic and non-dwarf populations is rejected on an abreds culture of xenophobia that prevents people from a neighborhood called Otherwall. A fine layer of sootof of other races from participating in the highest levels tends to coat much of this plate, due to the imperfect ventilation of an unjustified society. Even if they were born inside the tion from a diligent central plate. Kraghammer, their epithet will always be outlander, surface dweller, sunny eyes, or worse. Yet this astonishing As members of the Kraghammer working class, racism at the top seems to melt down as long as labbers or make the long journey to work in the theoutlander useful – and no longer. Greed drives Kra-Bottom Slab or they work on Toppers Farms above theghammer; she powers her furnaces and makes her bellows, and mountains. Others are indentured servants rich overheads in Kraghammer who do everything they can to get crazy in Middle Panel, and just go back to their fam-live inside their system, trying to throw out a meager life. lies on the Top Panel on their monthly rest day.66 Chapter 2: Gazetteer tal'Dorei60tal'dorei campaign guide Center SlabThe Center Slab, also called Heam, marks the widest and most widespread runga on the journey throughKraghammer, and is stratified between resi-dences Kraghammer's dwarven elite and its wealthy class. In the exact center of the board – dwarvesare very specifically about geometric symbolism – isPyrethron, the seat of Zeljezničar. From Piretron radiate various fortress-manori thedwarven noble houses, with several Carver barracks an out of place reach. Just below, the outer rings of the Slab Center are occupied by most of the city's non-mining companies, from smithies, breweries and jewelers, to tailors, butchers and even tinkerslike big gnome-run Crack-sackle Union. Hunter's Club is also known as a major provider of non-imported meat to the city, sending parties atop a mountain or in the nearby Wild Game Historical Forest. The extravagant marble marble known as Allhammer will stand on the slab of the city, the largest of all the shrines of the most six-hour deity beneath the mountain. Enor-mous in size and flawless in detail and architecturaldesign, this hall calls and crafters all over the city for inspiration. Of the five noble houses, only two do their jobs in the Slab Center. The magically talented LordSteddos Thunderbrand and his family have been known to rarely want their mansion, except in the Iron-keeper business. Wallera Glorethnar oversaw the combat training of all the Carvers in Kraghammer, but the scan that rocked her house called her leadership inking. He's on leave right now. Bottom SlabThe Bottom Slab, or Jama, is kraghammer's hard-working center, boasting the most sprawling persquare mile furnaces in all of Tal'Dorei, thanks to Bronze-grip Metalworks and their competitors. The expansive QuarryKeystone is chief among the many mining operations that have tunneled through the depths of temountain – depths that are as knighted by Vox Machina's early intheir adventures as they searched for Lady Kim of Vord, an adventure that saw them overthrow duergar of theEmberhold and the hateful aberrations of Yug'Voril. A network mushroom-growing trails called Glowgroveworks its way around this level, passing through all sorts of caves. Mushrooms harvested by Toppers, a dwarven agricultural league that is named after the small farms on top they have above the city. Three of the five unjustified houses have a business interest on the Lower Board, although they direct its business from the next level upwards. Nostoc Greyspine is a grimoverseer keystone quarry: He swears his echelons to ironkeeper Gradim Greyspine give him nospecial privileges. Haddi Bronzegrip is a forewardfor Bronzegrip Metalworks; He claims to be the cutest dwarf in the north. Blenton Zuurthorn isan architectural savant, and one of the older and kindertal'dorei campaign guideenoble dwarves; he's doing his best to oversee every major mushroom-building project in the Lower Board. Bronzegrip Metalworks just carved deeper into MountLandmarks to expand its furnaces, only to discover the most beautiful cave; a kilometre-wide cave filled with Starshine bioluminescent purple mushrooms. The industry had to move in, and the Bronzegrips hired Wyrmhide ThunderbrandMost to worship Allhammer, and his teachings and his arson brigade to burn the cave. Ancestral immunity and piety are anything but completely fungi never stopped burning, and mykonoidsSubsumed in Kraghammer culture as a whole. For a country that lived in a fungal forest, it never stopped fighting. PCs with different faiths, however, monolithic religious celebrities within Kraghammer may be asked by Houseculture may feel inevitable. When the world shook in Bronzegrip or Thunderbrand to cut through the inferno emanating from the conclave of Chromo, the tremors shook and destroyed the myconoid monarch the upper layers of the Kraghammer, causing certain caves In some cases, discover places of great beauty. Lyrengrom. The Starshine was founded near otherwalk inside Elvenpeaksgroto whose granite walls mysteriously glow with perfectepica stars in the night sky. Here a marginalized small town • Population: 5,430 people of all faiths can worship in peace. If a character prays (85% Wood Elf, 10% High Elf, 3% Dark Elf, that a Good or Neutral deity here, there's a 1% chance that their prayer is answered, like cleric's 1% dwarf, 1% human)divine intervention. Every year, dozens of travelers from across the Tal'DoreiCracksackle headquarters travel past far northern parts of the Cliffkeep Mountains to see moon ribbons swtering around the Gnomically designed Cracksackle Guildhall look unlike Elvenpeak, who pulls through the sky what mystical-anything in Kraghammer. It's made of a dozen dazzling riou figures at wyvernback. The Elvenpeaks are one-man domes, like elegant, metal igloos, and the light of an unusual moonlight split perfectly in the center, with ice sheets flickering through slit windows at all times forests cutting across both peaks. While the exterior is these nights. While intrinsically tied to Bronzegrip forest canopies look frozen and lifeless, inte-Metalworks for resources, contacts and distribution, rior is instead a warm and damp tree, blooming withCracksackle gnomes inventive contribution to mining and flowers of all colors and wandering live plants and wild mason technology have made them indispensable in the game. In the granites of these dense tropical trees lives a belliers' elite. a society of wooden elves, some of those wild people who broke off from Yenlara's pact and the city of Synhorn. Theirs on any working day, a dozen gnomic tinkerswill the town of Lyrengrom – lren'gor literally means a mountain shop in the yard, selling a strange and untested city in Elvish – is the last bastion of security before the final device they made in their workshops. GM less ice Neverfields in the north.determines what non-magical curiosities can be hunted here, but some include: Wild elves call themselves friends of no one, enemies of fewer; welcome all those who manage to reach their own • Dynamite (50 gp), range 30 ft., 4d6 fire damage at home – provided they come in peace – and do not take sides all creatures and objects within a 20-foot radius (DC 12 in any conflict. In years past, they were highly sought-after-of Dexterity save by half), detonating at the beginning ter as mercenaries because their warriors learned the next turn of the launcher after 6 seconds of fusing impossible art vyvern riding. When Warren Drassig's empire marched to conquer Tal'Dorei, the Elves of Lyren- • Glue bomb (50 gp), range 30 feet, creatures inside GM refused to die for anyone War, and retreated within a 20-foot radius of the sea to make DC 12 Strength or their mountain peaks and lush forests. Dexterity saves throwing (target choice) or being restrained. The creature can make another DC 12 Today, few wild elves are actually warriors, although many Power checked as an escape action, among them are hunters. In the intervening centuries vyvern riding has transformed from martial arts to • Stink bomb (25 gp), range 30 feet, creatures inside ceremonial; Great athletes called skyswimmers train 20 foot radius must make the DC 12 Constitution all year round for the annual arrival of Moonweaver's lifesaving toss or be poisoned for 1d6 rounds, deto-ribbons, large stripes of multicolored light that illuminate the nates after 6 seconds connect the northern sky to the winter solstice. Skyswimmers and their vyvern carriers have seized strands of light on their • Wind glider (200 gp), requires 1 minute to exploit. Spears and colors dazzling, eoteric portraits in the winter sky. While harnessed and falling, the wearer falls to draw fearless outsiders on the other side of Tal'Dorei into camp 10 meters per lap, and the sailboat of the wind carries on distant mountains and admires their visual poetry, holder 40 meters in line each round until they land. You can change the direction of each round. While har- In addition to the artistic merits of the ceremony, it's also a ritual for nessed, your movement has been halved, and you have a goddess known as Moonweaver, the main deity of this lack of attack reels. The wind glider has an alternating cloc of 10 and 5 affected points.68 Chapter 2: Tal'Dorei60tal'dorei guideelves campaign gazetteer. The High Priesthood of the Moon claims that the annual rite that once defended elves has faded and sickened Lyrengrom, and gives wild elves a long life. And now they're attacking the elvenguard. Celindar asks computers, as elf-friends, to get into Neverfields.Lyrengrom Adventures and look for the Seeds of Life, the last bloom of an ancient treant named Cedargaunt, that can restore the withering Impossible Art of treats' senses. The seeds of life are worn on the neck of remhoraz for frost-inducements giant Jarl inside the Neverfields.a.Za lower-level characters: As you travel through the Mountains ofCliffkeep, the cold becomes too much for Othendin PassPCs to bear and they pass out in the snow. They are cured and rescued by a threesome of Lyrengrom Wyvern riders, but their massive valley carved into the southwestern part of ofroles suddenly reverses when the massive cliffkeep range ice horde has historically been the proud territory of the pinchushions riders mid-flight. When computers are indigenous stone giant clans that have already warped scrsah in snow fields, they must try to learn the impossible dwarves of Kraghammer. When the human expansionary vyvern was riding before they took over the blizzard. pushed into the valley and mineral-rich rock, many battles ensued with elusive giants. Incorruptible light The volume of human forces eventually overwhelmed tall characters: While computers are in Lyrengrom, clans, forcing them to retreat from their caves more intonly reveal a small community of dark refugee elves. Those mountains in the northeast. This allowed forces absent here from the monstrous, nameless source of the aberrant Emon to claim valley resources and land for their people, the corruption that devoured their society for a cent- the establishment of Fort Daxio to defend it. However, since then, ries. The dark elves hope that the Skyswimmer ceremony, a slow rise in the bulet population, will sustain a constant will to cleanse them of corruption and attack the sadistic threat to the northern fortress, as well as to local miners, the madness that still plagues them. However, strange accident collectors, and travelers trying to pass.conpire to kill skyswimmers and priestesses, ion day solstice, a pair of aberrant Death Eyes climb Othendin Pass Adventures from underground and try to bend Moonweaver'sRibbons for their evil purposes. Bite the buletteNeman field For medium-level characters: A tribe of stone giants and naked- aths have taken up residence in an important chokeholdThen further north goes to Cliffkeep Moun - the point of the Othenian Passage. They argue that they are reaching, higher peaks are rising and cooler weather Stoneherders, a large Druid order that holds the balancebecomes, while snowstorms are so dense that there is no man between civilization and nature in the north. Fort Dax-unprepared for their cold can survive. Pointed peaks are growing and the military presence here has kept them away for a fewshallow, trading toudt rocks for glacial ice and generations, but an unusual rise in bulette populationuntempered the rage of endless blizzards. No bastion of life forced them to return. Their plan to ripen bulettesociety exists this far north, though some bold, stupid pinch requires the help of a P.E.P.P. in rounding up the beast; oncewarriors withstand the elements here to hunt rare and pow- they are assembled, goliaths will tame as much wildlife as possible or look for lost relics from before Calamity, as I can and move them elsewhere in CliffkeepRumors do not talk about the time when this region was once green mountains. Those who cannot be tamed will become moderates, where trees and ancient colonies of elvens are held for the competition of stone giants in eating buletsearth, and that many of the mysteries of this age are now buried under ice waste. Many who go looking for answers Pools Wittebak these rumors never return. Several that appear, however, occasionally appear with artifacts of intense power and Wittebak was once a quiet city of three thousand ormissitors, interest in the region and sending more rock dwarves, a safe haven for small ones builtforther generations to their doom among ancient, ice-in-mountain rock and warmed by a series of geother-rhymed ruins and plains of endless glacial wasteland. small pools. Wittebak's dwarves have weathered great wars without interfering, investing in the gadgets of iNeverfields Adventures laughter, not wars and empires. They found joy in inventing complicated ways to simplify their daily lives. The seeds of life Nevertheless, for all their efforts, trouble eventually came to them. For mid-level characters: Heroes of Tal'Dorei who have about four hundred years ago, a displaced group of hills themselves being known to the elves of synhorn may giants found fancy in hot springs and began setting upsdently to find themselves contacted by Verdant Lord's new homestead at their banks. Completely coincidentally, aCelindar, leader of Syngoln's army. His account is grim; the flaw in the stone of a gnomic city cracked under the verdant expanse tree department is no longer pro-forge giants frolicking inside the pool, and teekt in city, some have turned against it. Treats Chapter 2: Gazetteer of Tal'Dorei 69tal'dorei campaign guidecave-in that followed published a huge amount of previously contained volcanic gases in Wittebak. Village • Population: 673 Over a thousand dwarfs suffocated that night. Sur- (64% people, 21% Dwarf, 15% Other)wivors fled to the mountains, attacked by hungry giants they led. The dwarves found an unlikely refuge in the Caudron-like Shelter miles deep inKraghammer, but Wittebak is a completely deserted, northern mountain range lying home to the Terrah tribe that was in caustic gas and locked in a terrible moment in the Ashari people. They stood by for a long time and kept an eye on the weather. The giants that caused the dwarfs to escape now call the exposed rift the Elemental Plane of the Earth, protecting the hot springs of their ant house, and flourishing within the increasingly brittle soil of this crumbling valley. They're unprovoked territory. Without druid power they dug long trenches around their village to protect their people from landslides that roll over today. Wittebak is three different layers of death and mountains, while a handful of powerful druids use theirdespair. The creatures who need to breathe can survive the magic of reshaping the valley and restoring damaged structures.gases at the widest, highest level - Tinkerer'sTier - for several hours equal to their Constitution Living off mostly hunted game and purified fungi, modifiers, and taking 1d6 poison damage every minute after the Terrahia people stock-built warrior of stubborn weather. The mountain giants that live within have adapted the mind and tremendous pride and loyalty. Precious jewelry is out and don't be afraid Gas begins to inflict damage announced as a sign of station and respect, and the store is only one hour away. well appreciated. The mountains surrounding the rift seem to be shaking with rage, and from their raging slopes rise the Constant Medium Level – Homesteads – is heavy with gas, a source of earth elements and dust mephits seeking to try out unusual gnomic homes on this scale filled with undoing all that Terrah created, leading the Ashars to the crumbling remains of those too slow to escape. Hanging- sleeping in shifts while keeping aware of any sudden shifts immobility is poor here, and tiny streams of hot water leaking out of seismic activity. Patrice is currently the heart of the mountain walls, slapping at the level below. The Terrah tribe, and while persistent and empowered by many, this venerable warrior has boundless appreciation and sub- The lowest engine core is a mechanical marvel, an arc for those who prove honorable and self-sufficient: a titanium wheel of rusted iron and shiny steel with a nokown purpose. This level is completely submerged and filled with Terrah Adventuress merrow, and is the lair of a sea witch named Mau-vetlir. Adventurers aware of the demonic origins of the Reliable as Stonemorer will find their presence here deeply disturbing – what was the purpose of the lower-level secret? For high-level characters: Terrah's men are insular and obedient, and rarely take sides in any conflict. How-SnakeHead ever, sometimes times of great danger require even the Ashars to go to war. Regardless of the conflict, computers mustThordak just flew to the Cliffkeep mountains only once to convince Terrah to join his cause. Patrice is meeting his occupation of Emon. No one alive knows them and grimly says Terrah can't help them late The almost invincible Ashes King has left his revered city because a terrible new threat has come through portal to attack on a single, isolated mountaintop village, but Stonesight Council, four jellyfish backed by two gor-ruined SnakeHeads prove it is. The snakehead is a gons, now commanding elementals descending from Mount Thesquat in the southern parts of cliffkeep peaks around Terrah. Kill them, says Patrice, and maybe evenMountains. His men were mostly belliers and men, Terrah can join you.miners and farmers. They didn't have a militia to talk about, and most had already been evacuated to Kraghammer when news of the Umbre HillsEmon crash reached them – but not all. The Battle of the Hills of Umbra, a climactic battle in the village surrounding Mount SnakeHead The scattered war and death knell of the Kingdom of Dras-now is nothing more than ashes, and the unmolated corpses of sig, transformed the floral, sunlit Emerald Highlands that his men lay buried under the ashes. A mountain into a bloody wasteland. Tide of demonic spilleditself has been transformed into a small volcano by Thordak across the plateau lake fire, and cursed the earth forever.magic, and mindless cinderslag elementals (see gp. 130) Generations have passed, but heathen than once grew soullessly stalked village broken buildings and for- on these hills is as black and barren as battle day.sification. Tremors of the earth have broken the foundations No animal lives here, and the only plant growing in the tof that lay in the center of the village, he finds- Umbra Hills is now shadegrass. Its ash-gray stems dig deep caves of magma filled with precious diamonds and unfilled, but its unique, dry taste has attracted the infusion with chaotic magic. Occasionally, small splinters at the interest of spice merchants around the world, drawing a rich mer-the Elemental Plane of Fire flash open within depth, chants to hire armed escorts for their spice-pickers and sporadic groups of azer and salamanders have foundtheir way through. Two factions have made camp in although neither animal lives here, danger still lurks inside the lower caves, and both are fighting for a foothold in the hills of Umbra. Undead soldiers rise from a grassyMaterial plane.70 Chapter 2: The herald of the Tal'Dorei60tal'dorei hydrogen campaign when the moon is high and the ruins of the ancient Drassig austere towers are Yug'Voril. Clean lines and beautiful camps seem to still attract shadow demons to patrol the façade of the city belies their current, hideous denizens of this country, still bound by a contract between TristDrassig and Demon Prince of Indulgence.

Thousands of years old, builders and previous den-isens have long since disappeared, leaving the pristine ruins of Uumbra Hills Adventures becoming home to a multitude of mind-eating psychics beyond the stars. The tyrannical Shadows of the Past Flayers society flourishes here, away from its cosmic pursuers and gives them the freedom to build a legion of thralls.For low-level characters: Famous gnomic archaeologist mind-slaves whose delicious brains Flayers aloid tomaned Wilmet Wizzcrack, who resided in the same dream to stay in their bodies... Until those bodies fall apart, computers died last night. Everyone's buzzing with rumors toil by breakfast. Wizzcrack's body shows no signs of physical assault, but his skin is drawn firmly to his bones and his mus- Yug/Voril and his inhabitants recently fell under the cores they atrophied. Exploring his room reveals no signs of control over an out-of-plan aberration called K'Varn, before the attacker, but many relics will appear, including to Vox Machina. Now that the Flayers had a shiny +1 longsword with Trist Drassig inscription free of K'Varn's tyranny, they recovered the blade. The day after his death, Wizzcrack transforms into Yug/Voril as theirs and continued work on their shadow. A week after wearing the blade, her wielder is a strange and horrific plot attacked by 1d4 shadows every midnight. Yug/Voril AdventuresYug/Voril A Mind is a Terrible Thing to WasteWhere the dwarves of Kraghammer whisper terrible words from duergar, as well as the duergar whisper of Yug/Voril. For high-level characters: Four of The Most Prominent Minds inBeyond to the fiery kingdom of ash-dwarves, ever deeper into Emon's Alabaster Lyceum disappeared without the heart of Exandri, there is a mile-wide cave-lined trail. They all disappeared the same night, and there were glowing crystals. The lake fills the cave, its surface so there have been no confirmed sightings since. Research has been bilamoth and placid seems like a jada mirror, perfectly under way for several months, and some dwarves of kra-reflecting light crystals around it. In the middle of the ghammer were recently reported seeing four figures that from the lake's island, on top of which looms large, could be missing scholars entering the lower passages of keenstone mines under cover of night. Something has mentally dominated these scholars, and Yug/Voril's Flayers are starving for a specific bite of the mighty knock stone in their brilliant minds. Chapter 2: Messenger Tal'Dorei 71tal'dorei guide to the Religions: Most: Archeart, Dawnfather, Wildmother campaign. Minority: Moonweaver, Stormlord, Ruiner, Scaled Tyrant, Spider Queen Imports: Cattle, Wood, Grain, Silver, Arcade Components Export: Wood, Gold, Grain, Red Stone, Iron Stormcrest MountainsSpanning Tal'Dorei's Remote South Stream, Butt Against Verdant Expanse, stand massive StormcrestMountains. The winds of the Lucidian Ocean thunder between storm peaks, and few civilized people dared from these treacherous mountains their home. The few who call stormcrests home are wild monstrosities and ungody hordes of goblinoid butchers. The only bastions of civilization anywhere near these abandoned peaks lie in Mornset's interior pushing along the Stormpoint range, far beyond the influence of Tal'Dorei Council. Theserugged folk are used to taking care of themselves and spitting at the thought of returning to so-called civilization, preferring the lifeamong swamps and shady forests of their homeland. Ashen gorge When the dragon king still held power here, he had thousands of corolids, lizards and half-dragons on his One Mountain stands out among the Stormcrests. His call and call, moving priceless treasure into deep hold.two peaks groan with rage, breathing fire and smoke outside thordak's main cave, even Cinderella of heaven to mingle with storm clouds that Sur-King himself had to take into human form to cross mountains. Lightning tears through ashen tunnels carved out of rock by his servants.storm clouds with unusual excitement—this is a place of unsupernatural power. The cartographers at Emon call this Thordak's old servitors who are now waging endless war over the hiscant Ashen Gorge, but the people of the low valleys treasure. Every year, the tiny new King of Ashes seems to call him the Dragon's Throne, because they know which creature rises to power within the Ashenian Gorge, but they always live on top of a mountain. They remember when they were overthrown from the throne before their subjects could enter the ancient locked-in under the domination of Thordak the King of Cinderella. Vauts. To steal Thordak's greatest treasure, the adventurer would either have to mediate peace between Today, several devastated tribes of lizardfolks and warring clans, or somehow sneak into mountain combobolds fighting for power over this ruined vale. When it was undiscovered, the mountain was the cinderella king's lair during his first incursion into Tal'Dorei, the lizard flocking to the warring clans of the Gorgehis side, worshipping its power and cruelty. Even though Thor-dak was killed, his influence still lingers in this place. His next three great tribes battle for control of a burrow that pours over gold and jewels, the lion's share of Ashen Gorge: his relocated and forgotten pile of treasures. Magical objects from all ages of the world await in the semi-descendants of flamedozen vault of the cisgender king's lair. This tribe of black lizards claims to have been Thordak's elite guardian in ancient times, and that they are currently72 Chapter 2: Gazetteer of Tal'Doreiatal'dorei campaign guideulers of the gorge. They are led by a 500-year-old Bronbogold druid named Burning Oak, and while its awesomemagic keeps other tribes at bay, its fragility makes it the Village • Population: 740Vulnerable to attack it — and other tribes know it. (64% of people, 18% half-elves, 9% halfling, 9% others) Tin ysout If ever there was a civilization that called Dreamseep home, Bronbog is all that's left of it. His buildings are aNey kobold will tell you that their people are small, made of a water-logged bogwood, the only supply to fierce! Every ten years it brings a new generation of signs of its previous greatness as a ring of stone pil-corolids, and while the warriors of the Tinsyoot tribe are not the lars who once supported the Temple of Dawnfather, the most powerful, their numbers allowed them to get over- Although the temple to their patron god fell apart, whelm even the greatest of the flame scions champions, the people of Bronbog preserve faith, their faith in the leader of Tinsyoots, a zealous young warqueen called the afterlife of the Sun God, is their greatest consolation against theirYabber Tinsyoot XIV, carrying around their necks the key to meager lives. Yet for all the darkness surroundingEverflame Crevasse, Thordak's deepest treasure Dreamseep Marshlands, Bronbog hold a sunny position. There's a saying in the village that says, If you don't feel the storm, you can't know there's no sun. When Thordak's ally, Umbrasyl, was killed on top of gat-only reason why anyone north of Stormcrest Moun-shadow, his caustic blood was leaking into the corpses tains knows Bronbog was due to queenscap, adozen goliath scouts from a herd of storms. Black rare swamp fungus that serves as a reagent in the creation ofdragon magic, combined with fell power of Gat- powerful drinks of superior healing. He was picked himself, turned the goliaths into a squadron to extinction in the more accessible K'Tawl Swamp, and the undead black dragon genus. Skeletal wings have come up from Tal'Dorei's alchemists who pay good money for the shipment, their backs, and the Black Snow tribe instinctively flew into the Ashen Gorge, attracted by the Ruby of Oblivion, by casting- the Bronbog Adventuresblack ruby of immense unholy power — now stored inObsidian Geode, a treasure vault guarded by a legion of Morning Glorygolems and elements. This tribe of hateful revenants issmall, but each of its own kind wields the power of twenty for mid-level characters: the queenscap-gathering exp- less warriors. Dition for Bronbog, computers contain mushrooms crushed by an unusual plant. As they spend their time Chapter 2: The Herald Tal'Dorei 73tal'dorei campaign guide Silver Plate turned this once lush forest into a fetid morass of rotting vegetation, sulfur mud and lumpy, weeping Ye looking for my boundless wisdom, trees. So many cruel murders have been committed inside the Pass into the kingdom of white trees. Dreamseep that the earth itself is cursed, abandoned by returning to the eyes of the mistress of the shrine, the gods. Negated energy pools like water, and follow the light in the sky. a dead drink deep inside of it. More than a walking winter- I am the Beast of heaven, bies murderers and their victims, terrible amalgamations. You kneel before my presence, dozens of bodies, both humanoid and bestial, were born So that wisdom would not be most desirable, within Dreamseep's fetish womb. Be lost to the cowardice of your weakest. Somewhere in the middle of this redemption area is this poem discovered by Jorlund Vohr on his sinkhole that plunges deep underground. On its first expedition to Frostweald, on the silver plate the deepest point is the Tomb of Idaho, legendary written in liquid heavenly script. After examining - a necropolis of countless ododies, riddled with traps and poisons, scientists at Alabaster Lyceum discovered a treasure that took the lives and imaginations of the language of the heavens so sublime that its untold hundreds of treasure hunters and grave robbers. poetry rhymes even when translated into any Every death inside Idaho's splinted walls only increases the gouaga. The tablet was stolen later that week, along with legions at the command of their fearsome master; characters who, with the rest of Vohr's findings but Jorlund, are leading the exploration of their tunnels face not only uneasy warriors in an armored parchment and wooden copy of a plaque in a chest from the past millennia, but steel warriors in armor under his bed in Emon's Eridut District. From every epoch in Tal'Dorea history, in swampy city, begins stone obelisks stifled with vines The small community of Bronbog holds the only lights that emerge from the swampy waters, emanating civilization within the shadows here, and those that are so lightly. Some villagers immediately fall under the sequel to advance against the oppressive swamp of theobelisks influence, claiming that they are heralds of dawn- the most heartfelt stash.father, rising sun, but others disturbed by feverish worship of stones. Dreamseep Marshlands AdventuresCavern of Axiom The Skull of Inhalation Cavern of Axiom is a lost shrine knowing about characters on an epic scale: Two rumors persist about TombMistress spoken only in puzzles. Always hidden by the shift of Idaho. First, inside the deepest shrine there are illusions of ainga, the entrance to this cave opens only with a three-eyed golden skull, and in every socket there are inaldithoes expected by fate. Its entrance looks diffuse-ruby that gives desires. Second, unlike the mindless mindless towards every group that finds it, from the reckless to the undead Dreamseep above, an abomination to humble, but it appears simply as the heavy snowdrift of the necropolis beneath commands the fearsome master.to those destined to open their doors. Within your scrolling little these rumor-spreaders know that skullfacade are dangerous challenges and trials designed to and master are one and the same. The inhalation of Undy-test will and smallness of those seeking infinite ing, once lich of immense power, has faded into knowledge from knowing mistress. Chambers demilich, reveling in their torment of a few greedy souls descending deeper into the rock beneath the mountain as they invade its sepulchral city.Semi-eroded murals and strange riddles judge anywanderer looking for an audience with the guardian of Frostwealdcavern, a timeless androsphinx named Kamalji. The final challenges posed by the Sphinx range from sub- Along the northern base of Stormcrest lies the forest ejection of the subject, and failure banishes subjects from magically locked in eternal winter, cursed to eternal doom, barred from ever returning, cold by the invasion of ice lord Ervevon during the icy years. Inside the forest, ponds magically freeze Dreamseep into perfect mirrors, reflecting the snowy sky above, andMarshlands snow-covered trees hide families fey hiding from in Feywild. At first blush, FrostwealdEast of the Stormcrest Range, inside Kirmont makes a marvellous land of crunchy snow and aromatic pines iValley, is a sprawling, fetid Dreamseep. Eternal esohs and yet serene scenery trusts sinister danger. Herdsrain rolling off stormcrests' enchanted slopes have a basilica of wandering the forest, so travelers who encounter mysterious snow-covered statues or police officers petrified trees are advised to flee. The massive tribe of orcas known as Shivergut also calls Frostweald their home, unfortunately for its fey inhabitants. Travelers are an easy sport for them, a relaxing hunt for these warriors of a beleaded battle. The Shiverguts74 Chapter 2: Gazetteer of Tal'Doreiatal'dorei campaign guide The Astural ScrollsClemain Astural covered thousands of pages of parchment with its writings, ranging from alchemical formulas to esoteric star charts... but his later notes descend into paranoid, half-mad whispers. One of the washeros who killed Astural, a wizard named Atz Yuminor, took as many scrolls as he could find and returned them to his house in Dividing Plains. Yuminor's bloodline continues at Estella Ladimar, director owesthall Academy in Westruun, and many astural scrolls are secretly guarded by yuminor descendants at the theacademy Observatory.throw the annual coming-of-age festival, in which they will destroy his tower, and bury his corpse in ruins. The Wret-tribe drinks and beats the night before their young tis is now a moss-lined ruin, but some quarters of the insidewarriors leave to cross the mountains on a pilgrimage to and under the tower still hold secrets, as well as creations.Shrine ruins in Dreamseep Marshlands, crazy mage. Those who brave the dangers of wilderness bring back astrue warriors. Ruhn-Shak The Frostweald is also home to a multitude of well-meaning fey, Small City • Population: 6,670 most of them pixies or dryads, using the forest as a safe (92% Dark Elf, 5% Deep Gnome, 3% Others)refuge away from Feywild. If pressed for answers as to who left Feywild, their answers are always If in mountainous tortical and unsatisfactory you find carved arches and steel gates, but always ominously suggest slopes, do not rest there, regardless of the cold. There is no Great Shadow that has descended on their lands, perhaps dwarf halls among these abandoned peaks.even a multitude of shadowfell warriors? Nimnamed Arethusa (use mag statistics) vigil over clus- Deep beneath the surface world, countless caves and under three mirrors lake swimming pools that form the way in wind tunnels in regions where light finds no purchase. Feywild, each to the other Archfey Forest. It's sus- It's here, under Stormcrest Mountain, that the sprinkle of all mortals, and its trust and service, are the largest underground dark elves maintained their own for passage. Tyranny. Hidden entrances puzzle not only mountain range, but Dreamseep, and the darker regions of Ver- Many forgotten obelisks of the Knowing Mistress also dand Expanse, allowing hunting and raiding party quickly buried under ice and snow, half-lost beacons that and easy access to the surface under the cover of night, slaugh-gidge travelers to the cave of Axiom. If any living tering many, enslaving the rest, and taking prey ascreature knows why these ancient monoliths live here gifts on Spider Queen.when there are no other ruins knowing mistresses are undiscovered, they have kept knowledge of secrets from this twisted network of tunnels easily collapsed and other scientists of the world. Ten years ago, semi-reopened through the use of pit witches, dark elf druidsorc Emonian archaeologist Jorlund Vohr discovered who mastered the art of rock and dirt manipulation, whatkache loun stones buried here and returned them to it almost impossible to give chase. Syngorn is always on guard and Alabaster Lyceum of Emon, but his research and search for ways to find and destroy this center of dark elfkinding was stolen a week after he returned. Vohr has company on Tal'Dorea, but the cunning and cunning manner of Ofssence declared he was over, and returned to work on a new Ruhn-Shak yet to meet the match.research on Visa Isle. Ruhn-Shak AdventuresWrettis Master of the Spider-QueenA relic of the Arcanum era, Wrettis is the destroyedtower of a mighty mage who is drove crazy by the seductive Mid-Level characters: As he crosses the storm whispers beings from beyond. What a little leg-coat of arms of the mountain, the party plunges into a deep pit as teends survive Wrettis's master say he was known as a seemingly solid stone all around them relents. BadlyClemain Astural, a shepherd of sight, and had been pummeled by the fall, they were set to hunting a powerful arcanist who peeked into an area outside the party of dark elves to be captured. If caught, planes in search of power to end the war that ravaged his adventurers were taken to slave markets in the dark world. He found it and thought it would do him good. He's an elf town and he has to plan their escape, maybe wrong with her. help from their fellow prisoners. If they overcome the ambush of a dark elf, they still have to find a way out of the Labyrinth of Asturala, but its power only grew, underground tunnels created by pit witches, which froze an entity he called Sightless One. Just as the dev- sealed the path through which the characters snuck across the southeastern Tal'Dorei, heroes in the dark. The country rode to Wrettis to end Astural's chaotic reign, Chapter 2: The Herald Tal'Dorei 75tal'dorei of the GuideReligions: Most: Changebringer, Lawbearer, Strife Emperor campaign. Wildmother, Moonweaver, Cloaked Serpentimports: NoneThe Rifemnist PeninsulaSouth of the dividing lines of the Stormcrest Mountains and the Verdant Expanse, a touch of greater civilization does not quite reach, allowing numerous autonomous communities to exist outside the tangled wildernesses of the rifemnist jungle. Many who fled the reign of Drassig teamed up with the outcasts of singorian society to establish a life away from the larger politics, the formation of the outsider colonies of Mornset Sela. However, with freedom comes isolation in resources to defend the wicked inhabitants of this primordial territory. Huge, ancient beasts stalk the paths of a vine-twisted jungle that consumes most of the peninsula's coastline. The hidden culture of wild woodmen elves calls the rainforest region home, keeping foreigners away and skirmishes within the elevated Tabaxi tribes. The spreading morass of mushrooms spreads from a mysterious, corrupt source along the eastern parts of the maquis, while a secret society of naga worshippers brings bloody offerings to its snake-queen. This is located on the edge of Tal'Dorei, and is mostly avoided for that very reason. Beynsfal Plateaus his authority over bickering tribes, launching a major military campaign across the damn plateau and Somewhere below there is life and freedom, above is nothing growing as great and powerful as they could before youbut death and tyranny. On the high, southern highlands they collapsed under their own distrust and greed. But ninety-Rifemnistic, green jungle gives way to cracked, volcanic years ago, something unusual happened. When Ironlandscape, its basalt fields interrupted only by a high expert- the Authority conquered the plateau, their empire of raw iron non-material. This hellish place is home to iron stopped growing. The iron tide has never broken, both insideAuthority, and one of the last battlefields of the crash. For a decade, all other Hobgoblin kingdoms have been affected, uniting them under Tz'Jarr, the Iron Emperor. Here, the Traitor God known as StrifeEmperor and his goblinoid legions clashed with the Wilderness- While all of Beynsfal is firmly under the control of the temoter and her free children. Although the Wildmother Iron Authority, the Hobgoblin Empire has pushed the uwas victorious and the goblinkin have been liberated, the location of the jungle below, and are locked in a decades-long war of podvisti-Conflict Caras' defeat is reduced to rocks and ash, the gates of native creatures. The five major city states make a place where plants would never grow again, the core of the Iron Administration, although everyone swears by the Fealty Iron Emperor in the capital of Tz'Arma, the southernmost city of Goblin left after the Strifa Empera- Plateau. From south to north, other imperial city-or-defeat have rampaged across the Rifemnist and even the states are Rybad-Kol, the city of Lord Kova; Hda-Fye, the rest of Tal'Dorei for centuries. Hobgoblins claimed76 Chapter 2: Gazetteer of Tal'Doreiatal'dorei campaign guideenecropolis prince Hdara; Ezordam-Haar, eerie red using rifemnist Peninsulapegasi; and Ortem-Vellak, petrified elventree. Like Neverfield in the far north, the lands ofBeynsfal Plateaus Adventures Rifemnist deliberately remained more obscure than the rest of Tal'Dorei. Just as these distant areas of the bloodstream are a mystery to the people of the Tal'Dorei Republic, they are too much of a mystery to all players whoFor mid-level characters: Tz'Jarr has one successor who explores them. They are where GM of athrone: its hobgoblin child Zuun'dak, almost a year old and the Tal'Dorei campaign can run wildly, setting up any kind ofbe groomed to become a great general. However, adventure in these unexplored countries. Zuun'dak grew up with trepidation about the harshness of his society, and after being briefly caught by the scouting party The Dreamgateoutlying Orroyen and learning about a gentler world abroad, he began to yearn for escape and reformation. For mid-level characters: Once the cleanup party has passed- When the party comes across disguised and fleeing deep into the abyss, locals begin reporting vividly, Zuun'dak, they must decide whether such shared dreams involving members of the missing party negotiating tool will turn to Orroyen, or help and groom pleading for help. When another local go looking for answers the defected here as a rebellious force against his father, and disappears, they quickly begin to appear in that same dream, directly referring to them. AdventurersByroden are being asked to delve into this dug-out path and find answers as we hope to return with the missing men. Small town • Population: 850 (46% people, 21% half-elves, 15% Halfling, 10% Gnome, 8% Other) Mornset Countryside The northernmost and second largest community in Verdant Expanse and Gladepools fall DoMornset Village, Byroden borders Gladepools scrublands, and Stormcrests break into rolling hills, and marks the first stop for every traveler who seeks to open a plain of grass and scattered foreststre markverse Rifemnist. Most of those who live here spend their Mornset Countryside. Home to many misfit idades of agriculture, fishing pools, or manning small self-proclaimed free people who either avoid being listed on the outskirts of the city to recover miner-northern governments, or have escaped the persecution of forals and ploughs from exposed land. their illegal acts, the people here have maintained a simple, if occasional and tumultuous way of life. Although comparably enjoyable and hospitable on the outside, this way of life is protected by a fierce and intense drive if necessary to survive in the periphery, this country defends its way of life at the first sign of threat or is held by a general code of honor and respect for all beyond danger. Most citizens are armed at all times, and trained casts. Each resident looks after their neighbor, while theto rises as a communal militia at the moment of notification from cities and populated places are quite self-sufficient, if modest city War Bell ringer, a certain sentinel in charge of life. This, however, does not relieve them of the protection of the city. occasional uncouth upstart wanting to take power, or the incursion of dangerous creatures looting from Rifem- Much of this behavior stems from the events of nearly two fog jungle tearing through outlier communities.Decades ago, when Byroden was brought to his kneesThordak King of Ashes in an attack that reduced half of Mornset's free men were people, but many of the city's ashes and ruins, and condemned third free cities having alliances with local hill giants, cyclo-citypopulation born in wymm's hellish flame. pes, and ogres - Lowborn divkin - who help Although most of the city has been rebuilt from creation- protecting them from hobgoblins in the south.zin, this tragedy has instilled the people of Byroden with the ever-present, fundamental paranoia of another such Mornset Adventuresattack... and rumours of an Iron Authority looking like North-Ward didn't help quell this anxiety. Anger EverburningByroden Adventures for low-level characters: The recent trend of court dwellers- denly flying into violent, mindless rage has left manyGlass of water within the local community confused and concerned about the new plague. However, the party's investigation revealsFor low-level characters: A series of sudden and unforeseen- every individual who is led to these endless seizures are con-unate suicides by drowning have taken numerous notice to a failed herbal venture in Kymal ten yearsyouth inside the city. When war bell ringer was sent before, and if he was lucky enough to find an antidote, maybe gladepools investigate, he found trying they had to look for an explanation or instigator.drown themselves as well. Without remembering evenly thinking that he did it, the mystery grows... Is there a magic on the waters calling people totheir death? Has anything sinister taken proximity? Chapter 2: Messenger Tal'Dorei 77tal'dorei a campaign guide to their trials long past. Few Orfinds — foreigners from the north — were allowed to enter any of the dozens of Orroyan tribes of the Orroyan tribes, and the elderly have little intention of changing this, because they have heard distant stories about tires - nomadic tribes • Population: 11,850 Drassig nannies and supernatural horrors that people (64% of Elves, 12% Half-Elves, 10% People, 14% Others) northern Tal'Dorei call for From a wandering colony of elves with no shelter fleeing Rifemnist JungleCalamity, these woodmen elves have not only survived within the effervescing jungles of rifemnists for generations — they have where Verdant Expanse is a massive fey-flourishing landscape. Learning the dangers of surrounding lands, touching the forest, shady groves and glittering paths that underestimated their hunting techniques, and maintaining the healthy belying menacing nature of wood, the Rifemnistmistrust of the civilized world, Orroyen call the Jungle stands as an endless, intricate mass of untested domains and furiously protects it. natural chaos. Jungle floors strangled with vines are clustered with swelled trunks, spine-laden ferns and cars- The Orroyen tribes have no central government, and the level-shifting plant life awaiting the stray's unconscious membership changes as different clans move to take an incorrect step.the region and meet other tribes, sometimes trading members as they go. Elders have the greatest control of Sparino, the sun-baked heat of the peninsula groves and respects among the traveling tribe, the oldest given even less inviting with the moist air of the jungle, while clusterstie of dura (tribal master) and tribesmen usually keep poisonous insects buzzing through the fog alongside largebeetween 100 and 1,000 members to one unit. Tem- lizards and wild beasts in search of carrion, or prey. Sunken accommodation is built on every resting place, or valleys lead to pockets of swampy or living traps, tomenta, and the tribe will mostly remain based on this while others are forged with terrible fungi that spread. Vorytemenda in a year or two before moving on because of the dephe- few here brave the northern Tal'Dorei return, and the imposition of resources, the migration of wildlife, or the very jungle of those who warn others never to make the same mistake.aggressively returning the tomenta. The further south he travels to Rifemnist, the denser it is to come to the fore within the tribe, or to claim jungle-growing, and no northern explorer has completedmitances in tribes as an ally or member, a series even a rudimentary map of this damp country. Although some ceremonial trials are set on the individual. These elves and the people of northern Tal'Dorei tried to change the totrials from dura to dura, but they were designed to colonize jungles for their vast resources, they were the most empowered bodies and mind. It's not uncommon for them to be quickly resurrected by orroyan jungle elves. Their word trying to bring back these temptations to return crippled, or not the message is clear: no city will be built south of the jungle's re-procession at all, and many elders bear markings and scars on the edge - and if the northern jungles are cleared or burned, the revenge of the trees will be swift and e-e. Several immigrants who have The free people of Mornset Village are deeply superstitious about the southern jungles, and rarely travel there, except respectfully parley with Orroyen. Not even the Iron Administration, which has been at war with the trees of the jungle itself for decades, has been able to destroy their enemy. The Orroyens fear the Hobgoblin slave owners of Beynsfal Plateau and the massive armies with which their authoritarian leaders supply them, but these attacks are expensive and increasingly rare as more and more hob-goblins fall on the terror of the jungle. Rifemnist Jungle Adventures An insatiable haven for mid-level characters: Long rumors have stirred up a respect-ing temple obscured by a grapevine from an epoch from a given past, but reports have mapped it in many different locations, with the return of expeditions that have found it missing. This temple appears to have once again been discovered in the northern Rifemnistia region, its shady passageways and secret bout-nies ripe for plucking. Only when the venturing band delve deeper into the structure do the signs begin to reveal the sanctuary itself as a living thing, and mild bait for drawing prey.78 Chapter 2: The Messenger Tal'Doreiatal'dorei/dorei guide to the Holocaust Campaign Seeds of GovernmentFor tal characters: Deep beneath the twisted floors the Iron Administration is meticulously ordered, and its jungle route lies a long napping relic from before a less structured society is no different. As in society,Founding: the unborn primordial seed of titanium, its energy every hobgoblin knows its place, from which they must be irresponsible for fertile landscape and extreme overgrowth unquestionably serve every disadvantage that must be conquered by the jungle. With seeds searching for and moving figures. Iron Emperor Tz'Jarr's supreme military com-dark intentions, titan begins to develop and awaken rap-mander empires, and is faithfully served foudrily. If the process is not stopped, it will awaken and terrorize the royal generals who rule the individual city-states of the empire.the continent. However, if the seed is destroyed, the jungle itself is ruled by Tz'Arma's persistently focused recoil and dies without its magical essence. according to the maintenance of the war machine authorities, and is filled with propagandists, military officials, rich sla-stormpoint mountains of vewoners and nobles, and their friends. Elections are not held; Positions are vacating only in the event of death or Somewhere south cliffs of the Promotion of the Stormcrest Mountains, and all leaders are appointed imperial end, one bridge of raised rocky peaks or immediate superiors.continue to push southward, making their way to RifemnistJungle itself. This extended range of mountains is known as Societayas the Stormpoints. These steep peaks are shrouded in clouds and fog for most of the year, rocky as War empire, Tz'Arm is an awashiscape hidden from view from a lush overgrowth fed by propaganda and packed with secret police. Almost eternal rain. This region would be considered a beau- all hobgoblins within the city are proud imperial citizens, tiful majorities, if it were not home to many wicked residents. bound by the curse of strife to yearn for war— and boundTreasure hunters are becoming more and more familiar with the iron emperor's will to unquestionably obey.a place of wandering through Mornset, as rumors are now spreading Hobgoblins occupying all the highest positions within the long-dead green dragon rainhaish's lair that is hidden, the city, and are the only people allowed to serve in the abandoned... somewhere within those jagged peaks, powerful imperial armies. Stormpoint Mountains Adventures Goblins are second-class citizens inside the imperial capital. Although they are granted citizenship and a certain level of goblinoid respect in the heritage of the institute, their role in society is clear: live to serve. Every general, duke and petty master hasFor medium-level characters: While a formidable manipulator is several goblins on their payroll, either as a housewife, asdragon Raishan killed at the hands of Vox Machina minister-folk, or as artists to serve their own vanity. A year ago, her personal lair sits deep in a valley sleuthed with joke in the heart of the Storm-Slaverypoint Mountains. Protected by toxic plant life, insidious illusions and dominant beasts, most Iron Administration armies have captured dozens of crowds inside, unguarded... or so it is thought. Thousands of slaves during their wars of conquest acrossNew dark and vindictive returns to the shadows of the Rifemnists. Slaves of Tz'Arm are mostly used asher den, and are sent to chisel iron debris from the Wildmother feud. The Emperor's fallen armor, or to return to the lower jungles to feed. Slaves passing in and out ofTZA's rrm, the city is always accompanied by a military detachment, the Helm of the Emperor to prevent escape. Hobgoblin taskmasters award tieflings over all other slaves as workers, especially for working in the Big City • Population 47,400 furnaces. Tz'Arm's nobles also reward their few elves (70% Hobgoblin, 10% Goblin, 20% Enslaved Race) slaves, passing them on like inheritance from generation to generation. Elves are a precious asset When a divisive emperor fought wildmother, he is a despised elite of the Authority, not only because of theirho-eyed giant slave of unimaginable size, dressed out of beauty or because it is so difficult to break their will, but from head to toe in pitted iron armor. When he's defeated because of how hard it is to get slaves from and dumped back into his planner, his vast, divinely obscured branches of the jungle.the armor remained and collapsed to the ground. Centurieshave passed, and the thirty-metre-high ruder of the Rift is now the geography and climate palace of Hobgoblin's Iron Emperor. The rest of their captive armour fuels the unstoppable war Tz'Arm is hellishly hot. The black stone of Beynsfalmach's iron administration, melted to create a plateau and iron walls of the city a trap of heat walls, weapons, and worse. relentlessly rifemnistic sun. Hobgoblies are suitable for such a climate, but the city's goblis sweat and suffer as they try. Captured elves, accustomed to the hot but humid climate of the jungle lowlands, are particularly harmed by the hot, dry warmth of the plateau. Chapter 2: Messenger Tal'Dorei 79tal'dorei campaign guide Verdant ExpanseEast of the Stormcrest Mountains, hundreds of miles of massive, unbridled forest enveloping the landscape in mysterious isadow. The widely understood domain of elves within Tal'Dorei – or Gwessar, as the continent is called in theiurtoenge – dense wood forest few pass by the Syngorna elves. Brave, well-protected traders travel fromEmon to Syngorn on trade-sanctioned roads, hunters and humans and elves alike seek fame in tracking wild birds roaming the untamed wilderness, with the occasional group of dark elf raiders from Ruhn-Shak lurking in the forest blanket of the night. The enchanted nature of this wood keeps the decline of the seasons at bay, trees bloom evergreenyear-round. Verdant expanse has moved out of the ley energy that has shifted here following Calamity, bringing vivid, acceler-atd growth, and a raging magical flow to the region. This has instilled a forest with countless factions of stranded feyfolks and displaced aberrations that call darker groves their home. Rubble slowly falls on the overgrowth of swelling, and they say parts of wood move and hunt alone, claiming the lives of those who wander too far from the points of civilization. Nevertheless, much of the expanse is under the supervision of Syngorn's protégés, giving a measure of security to those traveling beneath its dark branches. Gladepools Natural creatures often roam from Mirescar altered or touched by the dark, lending population guttsurrounding to the southern edges of the Expanse lies a fearsome beast and fey abomination.a cluster of shattered ponds and lakes that ever draw fresh water from stormy mountains to the east, and salt White the source of Mirescar's corruption has much water from the Ozmit Sea to the west. Strange mixtures of myths in syngornian folklore, no one has yet been able to toof habitat across this somewhat swampy lawn is to define the purpose nor reason for darkened regions.led to unusual ecosystems and strange, dangerous denizens, while many scientists consider with this curiosity, which in turn attracted the attention of many fishermen, few who do so with caution, as the number of those prevented from the rifemnistic region, and syngornian hunters from them have delved deep into Mirescar or do not return, within Verdant Expanse, or do it with, but a shred of your former common sense. These stories lead most residents to completely avoid the area, clay and sludge gathered along the shores instead using fables to scare off the young lakes of eleven childrensalf-water can be refined into fine ceramics and not roam the forest alone.simple constructs that fetch fair prices in NorthTal'Dorei. Syngornian tradition speaks of the prophetic spirit of Mirescar Adventurethat is tied to lakes, and when given sufficient offer and respect, the oracle will come to pare trade for the disease to spread information about fate. For mid-level characters: Whispers within scoutgladepools Adventures circles speak of nervous observations: The ever-localized shadow of Mirescar seems to be slowly expanding-There is no basis for a system of government, corruption reaching for consuming more and more expanse. New, wild terrors spring from characters of any level: As they travel along the edge of a shaded plot, and the Wardens reach out in the hope of gladeplot, a fighter or paladin notices a shimmering finding of reliable investigators to find the cause of this oblong word embedded in the shore of the lake. No one but the spread of darkness, perhaps even the final unveiling of andthat character can't see him until he's pulled out of the mud. the destruction of the true source of Mirescar.The phrase in dark Elvish Undercommon is written alongside, saying: Whoever pulls this blade has power on The Shifting Keepfree Ruhn-Shak out of madness. If translated into Syngorn, thetranslatur pauses before the name Ruhn-Shak, and then the squeals- built inside and around a group of massive, living trees instead, uh, the city... from madness, and refuses to do so the heart of the Expanse, and enchantedelf further. The most powerful illusion of magic Syngorn could agree on, Shifting Keep acts as a satellite military compound mirescar for Syngornian scouts and rangers who patrol and defend the forest here. The spells embeddedDeep within the western parts of the Expanse lies within the foundations of keepsa allow the fortress to drash an extremely dense forest that allows almost no presence, falsely projecting its location anywherelights to enter. Existing since the birth of the expanse within a one-mile circle.alone, the trees are grouped together into a maze of knotted roots and branches, while the tangled canopy of this advantage has played a major role in the historic leaves drooling and gray moss summing up the sky from view. The Tye peer over Neminar in a scattered war and the mysticity that now surrounds the outpost. Almost you-sand trained elven warriors, hunters, and spies call 80 Chapter 2: Gazetteer of Tal'DoreiReligions: Most: Archeart, tal'dorei campaign guide Wildmother, Moonweaver. Minority: Matron Raven, Knowing Mistress, Stormlord, Deithroned SerpentImports: Precious Gems, Grain, GoldExports: Wood, Elvis' Weapons and Goods, Jeweled, Exotic Meat and Vegetables, Enchantment Keep Your Home, although many spend their time a month surrounded by two trees over deep cerealean stone. Wandering the expanse, awake and always curious that these vicious stones act as anchor Feywildfools would dare to trifle with the power of Syngorn, where Syngorn's founders once recovered, allowing the city itself to displace in the Fey area as the final act of preserving Syngorn. Big city • Population 37,030 Governments (91% Elven, A 5% man, 2% Halfling, 2% Second) the City has managed since its inception of HighFounded by the sorceress Yenlara in the wake of the manager of Syngorn, the hereditary monarch who appointsDivergens, Syngorn marked the first major point of proven individuals elven in three other offices with themicivilization on Tal'Dorei after his disastrous destruc- as wardens of Syngorn. Every warden carries a title. The remnants of a fallen court in Ullusa escaped without responsibility to lead the city into a continuation of Feywild for generations after the end of security and prosperity. Verdant Lord acts as head of Arcanum, returning only when Yenlara has found city guards, although they delegate this responsibilityrealm safely for a return. These 400 survivors were built by Vice Protector when they led the armies of syngorn tonew home, taking inspiration from their temporary homeland war abroad.among the fey, and forming the foundations of Syngorn.Nearly a millennium later, Syngorn stands as proud, Guildrunner manages the city's treasury and the overly defiant cultural and economic center of elven society to see trade within Syngorn's borders. The voice of the continent. Memory is the announced guardian of history and culture, and is often seen interacting with the Elven people, assembling a massive city built against a Western base of new memories for archives. The high warden has stormcrest mountains, and everything is just impermeable there's always been Yenlarine's bloodline, and he's responsible for the outside attack. Syngorn is not only protected by maintaining order within Syngorn and its territories, and by 40-metre-high walls of ivy-covered jade, but is also sur- within the Wardens itself.circled by the living trees of verdant expanse andelf-made detection beacons that constantly watch societyfor intruders. Every entrance to the city is protected aseries of threshold coats of arms, massive crescent emblems rooted in Culture Exandria, Syngorn is a ogosle in elven tradition dating back to before divergence. Art is praised and appreciated, the search for Chapter 2: The Knowledge Messenger of the Tal'Dorei 81tal'dorei campaign is respected and encouraged, and some training of geography and climate in sophisticated martial arts techniques is culturally anticipated. The idea of trade between other cities and nations is below- A constant shade of dense, green canopy stood both healthy and useful, but most foreign forests maintain cooler weather during summer trade and travel shift to the outer areas of the city. Several months, while the ice and snow winters present foreigners ever see a narrower city. Delicate crafts syngor- but minimal this far south. Nian hands are sought after by collectors around the world, so many are taking over the store for both profit and honor. Department of Remembrance As a population of people who remarkably live the Department of Remembrance is the mind of Syngorn, and is featured in long lives, having children is rarely and mostly regulated within the rings of marble walls in the northeast of Syngorn. Process. Prospective parents must get approval from the valentine staircase, A Thousand Steps, leading to the Voice of Remembrance office for reproduction and any lofty doors. At the center of her great court stands unapproved children who were sent from the city to be raised in the mystical Sekvoje of Remembrance, three hundred meters high outposts or foreign cities. sekvoja where the lives and memories of every elf in Tal'Dorei are stored. Strands of purple light fly about the ancient sprigs of seacleque prejudice, and those who look closely at their centers used to catch flashes of the period While being wary of strangers from the beginning, it was not the past, troubles present and things that still can be. Drassig's great to historic betrayal that elves of the redwoods and his spirits observe and care for syngorn have adopted a heavy prejudice against people and Dreamweavers, elves who have elevated their awakenings and their outsider allies. This cleft is mostly punctured through sleeping lives to the protection of their heritage. About five alliances with Zan Tal'Dorei after scattered hundreds of Dreamweavers and five thousand scholars, mer-war and centuries of goodwill that followed, but chants and other elves call this district their home. People still respectfully keep their distance. However, we pride the kraghammers have never been a culture obsessed with tradition and redemption for their support of Drassig in those days. Past. As such, dreamweavers are among the most no trade passes between Syngorn and Kraghammer, and reputable factions within Syngorn. Their leader Oues- dwarves who swear by a fealty ironspeaker are banned from the tra, The voice of remembrance is also the most appreciated entrance from the city. socially powerful by Wardens. Ouestra rarely descends from its moonlight tower in the south of memory It is extremely rare for a non-elf to be granted a Citi-Ward, but when she does, the whole of Syngorn pays attention. zenship within Syngorn, and usually only by decree of the High Stewards themselves. Many who stay here make it Beryl Keep under the banner of temporary accommodation and are firmly encouraged to leave if they overdo their welcome. Beryl Keep is a fort-district where there are perhaps half-elves children are considered flawed and embar-of-Syngorn. Perched on a hill in the northwest of rassment not only the family that gave birth to them, but also the city, the thick walls of leafy green beryla separate syngorna's cultural purity district. They are tolerated in the rest of Syngorn. Within these walls there are rows of the city, but rarely with respect or companionship. barracks, arches, trany chambers, mint, cafeterias, and all the other necessities for training an army of crimes of long-living, magical elves. In the far northwest dis-strict is Beryl Keep alone. An almost elusive fortress if syngorn looks crime-free, it's because elven criminals prove the saying that even the most desirable elven have hundreds of years of experience lurking in the shadows. Things are beautiful for mortal eyes. Six ancient eucalyptus successful market for illegal goods passes unseen through trees that signify the limits of keeping, but between them the bedding guild. Running a private shopping line to and from the growing thick curtain of ironbark, and dense canopy Kymal, small shipments of suude, stolen goods, and dwarven impenetrable steelworks form their roof. Legend has it that little things are brought for interested and collectors. When Syngorn's need is greatest, the six ancient eucalyptus several pockets of poverty that are largely swept into the trees they keep keeping will uproot and march as powerful shadow walls serve as a haven for pickpockets and treants to defend the bastion of elves. fraudsters who avoid the sight of verdant's guard. Beryl Keep commands Verdant Lord Celindrar. Syngorn is a city of wonder and beauty like Syngorn's chief strategist who uses a crystal seen within its rarity seen anywhere on Exandria. Towers and a war room to overlook all verdant expanse. From ovabowers, cloisters and arches of such a graceful and fine vantage point, he commands his forces like chess players, they make your heart a pain —and yet, for all that always one step ahead of the savage threats within the works, the most precious treasure in our city is the enchanted forest. Syngorn remains safe for now because his non-unintuitive laughter is children. Enemies are wild and disorganized. Have they united, the power The Verdant Guard would indeed be put to the test. —Ouestra, the Voice of Remembrance of the Syngorn Army are about five thousand elves strong, although only about three thousand inside the dis-tract at any given time. Others are stationed at outposts inside Verdant Expanse and Feywild.tal'dorei campaign guide Tarn Ward nobles alike. Most of the stores along Tarn Throughfare are connected to one of the three guilds — Spellbenders The Tarn Ward is Syngorn's central department, the peaceful Guild, the Elvencraft Alliance or the mirtral collaborative district surrounding Lake Ywynnlas and the Split Shift — and at the head of all the canals that three.bey feed it is headed by Sly Guildrunner. Elven market is unlike any elf doesn't seem to bother Rawndel's monopoly, an autobusness center in mortal countries. From sunrise to sunset, none of their lives have been much affected, but the High Manager is carried out here, except for food in Tiredla public houses worrying about the long-term consequences of Rawni- beds in inns. During the day, elves social-def is a power hungry for action.ize, play, and meditate here like in any other city. Feygrove at dusk, however, the market is changing. TarnThroughfare opens in the moonlight, illuminated only by the heavens, and Feygrove was once a s shining house in the southern floating lanterns. The streets are quiet, but for the ethereal Ern Syngorn, now completely overgrown with plant life.elvensong that guides those who know how to listen through massive mulberrys are emerging at strange angles from win-the streets. Elves and half-elves raised in Syngorn know this fork and through morphing, and fairy lights dance the eye language, but the those unfamiliar with it must use the house at all hours of the day. When syngorn returnedcomprehend languages spell follow the melody. When Feywild after conclave defeat, elf sound leads the buyer to the supplier, they say unintentionally brought a little Feywild with him.a whitewashed Elvish, like the audience whispering in the theater. Somehow, a number of fey creatures slipped through syngorn defenses and made their home in a villa of any basic goods can be purchased here at 200% their elven noblewoman named Lady I'shavfa. I'shavfa hasusual price. These goods, however, are of fine elven make. tried for years to reclaim your home, but even patienceWeapons have +1 bonus for damage rolls, horses and elves wearing thin; Fey infestation is just too big. Other carriers increase the speed of movement by 10 feet, and other items are obsessed with uneasy beauty and fey, however, have fun. Faruncanny durability. All the usual magical objects can be easily thrown out of just throwing night parties - although they are dofound here, and every unorthodox magical object has 50% that, too - I'shavfa Manor has become for them tochance to be found here. experiment with wild new magic. Their leader, a prince named Windybranch, found great pleasure in planting Guildrunner Rawndel's manager of this district. He lives strange fey plants in the house and watching them integrate into a permanent magnificent villa with a gargoyles-decorated façade, and is respected by elven merchants and Chapter 2: Gazetteer tal'dorei 83tal'dorei campaign runs from the summer house. The house now lives, breathes, thinks - the labyrinth is archaet devotees who swore it would be... A new friend for fey! It keeps the elves out there and it's the eternal keeper of their God,the great interlocutor! What could go wrong? The Emerald Fort Feygrove goes by many names. Elven's nobility and people concerned about the fey threat inside the Syngorn Emerald Citadel loom high over northern Syngorn, still calling it in hushed tones as I'shavfa Manor, the site of a mighty castle of faded white marble, now covered in great malice. Elves who care little about this thing, or climbing ivy and sprouting plants. As the highest point sympathetic to fey, call him Feygrove. In a gradually sloping city, its emerald-tipped spires kanfairies themselves, however, named after

Archfey is seen from anywhere below. Visitors to the fortress first allowed them into the city. For them, their new ascent a large set of stairs, curved like a flowing river ofmsanion called Artagan's Lodge, marble, before it reaches its brass door. The Verdant Guard aggressively protects the castle's main entrance, rejecting Reverie Walks of any commoner who has no invitation to the palace marked with the Seal of the High Administrator. High Warden Reverie Walks make up the artistic and spiritual center of Tiredla's monocled majordomo, a silver-haired elf named Syngorn. This district is a mealing labyrinth of living trees called Ibbimas, screens all of High Warden's supplicants and stones. Elves looking for a short meditation can roam TheReverie Walks for a few short hours, entering a trance like the towering, vaulted ceilings of the palace are supported by the state as they do so. Those seeking true enlightenment can have columns of shimmering marble carved into the image of the high years of their almost immortal lives wandering the elms, so that the ceilings of the canopies are made of any improvised labyrinth, finding peace in isolation or in search of marble. Beautiful portraits and busts of past Wardens, the stone of the Orleans heart at the center of the labyrinth. Both the sumptuous tapestry of Yenlara and a Creatian monk named Lysssev Sorveline walked the maze of Syngorn's line of walls. The citadel is made up of five hundred years, looking for answers to questions from the four main levels. Basement levels are held castleeven gods don't know. Some elves are leaving. food for dungeons, as well as large vaults containing the fabulous Wanderer within the labyrinth, allowing them to con- treasure, historical artifacts, and tastelessly humancraft giftstinue their eternal meditation in peace. given by the emon delegates. On the first floor there is a lush quarter for ambassadors and visiting dignitaries. No manager has any influence over Reverie Walks. The legend of the Chamber on the second floor is dedicated to business premises that live stones and trees that move the state, including the throne room of the High Manager. The towers above the fort contain studios and a ward for the High Warden and her family. Spires of Yurek Roads landmarks lived dormitories and vendors radiate from the branches of the redwoods to the walls of the district, pro-viding the basics not only for Dreamweavers, but also for elves teaching, studying and experimenting with magic inside Spires in Yurek. This academy is named after Yurek Windkeeper, founder of Arcana Pan- sophical and personal adviser to Voice of Remembrancehimself. The school is small compared to Emon Magnif- icent Alabaster Lyceum, but its seven marble towers cause no less awe. Characters who visit the Spires of Yurek can learn any historical fact with the DC 20 Intel-leagueance (History) checking and even discover tips toward long-lost secrets with a DC 25 check. New spells are constantly invented here, and in libraries you can find countless tomes filled with ancient spells. Lake Ywnnlas Like the market that surrounds it, the shiny Lake Ywnn- lassa changes beneath the moonlight. When illuminated by sunlight, its waters are filled by dozens of magically driven ships and their merry riders. At night, cheerful boats disappear, and the lake becomes the perfect mirror of the night sky above. On the rare nights when a spiral constellation of captives is high in the campaign guide thetal'dorei, spectral figures dance across Ywnnlas' surface, they light an incredible multileason series of waterfalls that cascade and don't cast a reflection. Myth surrounds the eastern side of Mount Orenclref for hundreds of star spirits, their ancient curses, their betrayals of their feir. Swelling with every major rain, and a beautiful tomon goddess, and unlimited powers they can give respect to at any time of the year, Tormor Falls also hosts ato those who pledge their souls to them. Star spirits or numerous caves hiding under fog and spray, lead-trapped itself are a suitable protector for the war blockade located outside the forest and beneath the Stormcrest Mountains.seeking the power of the Old. A group of Verdant guards patrol the Archeartha Falls base during each day, and many have explored caves in the past. Some return with nothing, others discover In the heart The maze is a pillar of pure diamond old relics and trifles from a previous age, while others have a dazzling resemblance to androgynous elves. Even though they're still not coming back. Rumors even speak of cave entrancesArcheart is revered throughout Tal'Dorei as a god of movement, scrolling with every rising sun, leading superstition and art, they are slightly larger elves. and fear of further research. They are the progenitor of their race, the deity of fatherhood and motherhood, but also of none — the liminal deity that Tormor Falls Adventurestry itself embraces and destroys binary binary. Elves who were born from Archeart are honored inside this cave made for MeSyngorn, and many seeking the honor roam the Arkeveria ward in search of the Stone, longing for fission- For mid-level characters: PCs traveling near the edge of transformation, social power, or arcane power. Let the Verdant expanses hear the harrowing news that people have been coming out of the country for centuries and never finding it, but in times of danger, small villages and even from Syngorn, the vanished Archeart always makes his wisdom known in the night. What they don't know is that these people are heartbroken. They leave the village alone, hypnotically drawn to the caves behind Tormor Falls abolethom living insideSyngorn Adventures pool deep inside the cave system. The river does not pass through i Vues'dal WatersFor low-level characters: The word arrives from Verdant Scouts Vulcan Vues'dal erupted the last time in the early moment when the River Feshun ceased to empty in the days of Arcanum. Its explosion rocked earth's Sea without warning. The powerful flow from so terrible that the mountain itself engulfedTormor Falls shows no signs of declining river flow, so the land, creating a Vues'dal pool on the edge of the party sent to explore, only to find a sudden sink- stormcrest mountains. Today, the basin is a corn-hole that consumed a small part of the expanse, pletely filled with the River Feshun, and the land around the river pour into this massive, underground Vues'dal waters is among the most fertile farmland. The rock and earth below appear to be crumbling in southern Tal'Dorei. Elven agricultural town around an accelerated pace, and the air in it smells like decay. 1,000 souls exist on the vues' dala coast. What could be the source of this rapid destruction, ihow can it be repaired? In recent decades, Vues'dal farmers have clashed with lizardfolk residing in the swampA lesson in Tropes outside the pool, but something has changed. Liz-ardfolk have become more aggressive and less bestial. TheirsFor mid-level characters: As they walk the roads tactics have evolved, and local farmers are strugglingExpanse, encounters a wounded, dark elf to repel their attacks a ranger and his panther pet, surrounded by many other dark elves... seemingly at the hands of this survi- Vues'dal Adventuresvor. This injured ranger is seeking asylum, claiming to be an anescapsee, which has long chafed at the fearsome, immoral dynasty of the Legion of Reptile Godof Ruhn-Shak elite. Now free and want a better surface world, asking to join the party, and a request for mid-level characters: The People of Vues'dal havetheir help in embracing within syngornian society. He unwittingly clashed with the bodyguard of the forceHow, should he take a good enough look next to the glow that wants to bring the synagogomora to its knees. Ghost nagascimitars and blue eyes, they can find the essence of Maledicta Hexos has come beneath stormcrestsskilled liar and ruthless killer, scheming to get as close as possible to assemble lizardfolk tribes in the name of Cloakedto guardians of Syngorn as much as possible. Snake. Vues'dal was run over, and Verdanto's guard called for Emon's help in driving away legions of reptile godsTormor Falls. Malediddita's armies contain not only countless lizards, but also several hydras and a night witch feeding the mouth of the rushing Feshun River that serves as her lieutenant. Maledicta is also in possession of a bodies of the Expanse, Tormor Falls is one of the Astural Scrolls, an artifact plundered from Wrettit that gives it incredible cosmic powers. Chapter 2: Gazetteer tal'Dorei 85tal'dorei campaign guide Bladeshimmer Shoreline Bladeshimmer Shoreline, named after the distant shimmering sun across the Ozmit Sea, stretches across the central coast of Tal'Dorei. It is the cradle of human civilization on Tal'Dorei, and bears the hallmarks of the first human wheel-notings to set foot on this continent, as well as the heart and capital of the Tal'Dorei Empire. This side of the mainland is located on the continents of Issylra and Marquet, and dozens of merchant ships with high masts have set sail to and from his quiet day on the coast – as well as the occasional Skyship floating towards Emon. The interior of bladeshimmer is mostly a temperate lawn, dotted with cold, winding rivers. Most of Tal'Dorei's western spruce comes from a farm here, blessed with clean water and unswemeented soil, despite the proximity of the ocean. Emon's sneering military presence gives the region some stability, but the isomen that lives outside the city walls still struggles to todedefits its small plots of burrowing anks, nomadic gnolls, hungry goblin vultures, and other terrors. Crystalfen Caverns City, and began to slowly press their influence towards the surface. Their plot was quickly and unintentionally completedApproved deep beneath the bladeshimmer coast lies immense when the final battle for the accident sent powerful waves of nature, caves and rivers that magical forces throughout Exandria, causing muchpreser of the Arcanum era. These seemingly endless and subterranean caves collapse and the aboleth ic-insucutely deep array of caves reaches even beneath the ilization to fall under rock and rubble. The remnants of togeocan offshore, and has roots in early colonization by den-time still remain, however, with survivors of terror slowly inhabitants of far-off areas. dust restoration within the ruins of their once great capital. An ancient society of powerful aboleths and other mismatches has flown from the gates between the worlds and the Crystal Cave are home to the scattered veins that conciliate these underground networks, drove their slaves into azuremita, a beautiful blue crystal that was formed from the co-destruction of their imperial capital, Salar, an unseemly millennium of psychic energy near the deposits of the elements. Curious researchers who discovered veins found that when the Grast sisters were dug up and refined into fine dust, the powder has a powerful mind-altering agent and sparks temporary rumors and stories about a mysterious pair of ancient visions or a minor psychic phenomenon. This substance is a hag-like entity occasionally swirled through a learned powerful hallucinogenic drug called suude, and is peddled by circles within the city of Emon, although they are often secretly via Tal'Dorei. become a tool to scare lycsum students away from wan-dering banned vaults at night. While numerous small, isolated entrances to this maze of tunnels have been discovered and several of the more educated and secular folk, how-adveture parties have tried to chart mines, ever, to take these whispers very seriously. Numerous caves are so vast and deep that either parties roaming the subway or treasure seekers roaming the underground surrender have given up for fear of getting lost, or have been attacked by the near ruins of Crystalfen met with one, formidable cave dwellers, never to return. Like or both, of these wretched witches, who return with such, most of those who now brave caves are stupid tales of treasures of fear, dark jobs and unsoldibly pacts. In hunters or criminals who want to mine more azuremita for reality, these creatures are elven scholars who stum - suude trade, bled on the ruins of Salar a long, long time ago. Their discovery and exploration of the deeply magical location of Crystalfen Caverns Adventures has twisted their minds and bodies, permeated them with strength, prolonged their lives and granted The Mining Past a glimmer of knowledge of some vast, unknowingly capable purpose of a lost city. For low-level characters: Adventurers who delve into crystalfen caverns – from the gate at Emon's They became obsessed with the mysteries of the Cemetery District or elsewhere - have to make DC 15 Ruins, Trysts stays down to continue saving wisdom. On failure, Voice dig and study, while her sister Forscythia travels fits her minds, guiding them down the twisting nat-back and forward from Emon under the veil of glamour of the ural caves on an abandoned mine shaft. Looking down at the illusion of gaining goods and gold in exchange for her shaft, the stones at the bottom glow faint blue. disturbingly insightful fortune-teller. Anyone who should descend into an azuremita mine, looking for sisters with bad intentions can rarely be seen. to travel through one of the recorded mines and find those who come across them often find themselves lonely, a dying aboleth who has wandered too far from his temporary service to the sisters, bound by a pact of a shattered empire. Kill him or save him? Either way, they're made of fear and self-sustainment. awarded with a haunted premonition of the ruins of Salar and a blurry vision that reveals the depths and expanses of Crystalfen Caverns.86 Chapter 2: Messenger Tal'Doreital'dorei campaign guideDaggerbay Religions: Most: Lawbearer, Wildmother, Platinum Dragon.Daggerbay, so named after the jagged Slumber minority: Moonweaver, a MatronReef located above the bay, was where the first of the Ravens, Dawntfatherhumanist Tal'Dorei made the country fall. At that long time ago, it was a hectic import: a precious and industrial port for the human city of Port O'Noa. Metals, woodHidcend Did in the meantime fall into insufferability afterScattered war and destruction of exports: stone, wood, ships,O'Noa. The bay is nothing but haunting fish, grain, produces, cobalt,ing a reminder of darker days, housing gold, herding sunken ships and the lost bodies of their crew members deep beneath the depths of the reef. The waters are showered with damned by those with knowledge of their history, and the usual rumours of ghost ships and mermaid robbers to the grave if it gets too close to the ominous waves. Daggerbay AdventuresThe Ousted FewFor mid-level characters: The Exiled Merfolk Society has flooded the bay as its new domain, disturbing any treasure hunters or thieves seeking to rob any sunken wreckage located at the bottom of the water. When a relic that seems to behave like the ability to summon and direct storms detected by their circle, they begin to send the coast into a constant storm, submerging ships and returning their prey back to Daggerbay.Daggerbay Mountains Pages of History are not remembered by melted Titan, or when this fierce entity of liquid metal was cut down by primal elves at the end of its founder. The entity was sealed inside and consumed by teeth, giving birth to a series of mountains they had understood ever since. Jutting upwards against thenorthwestern border verdant expanses of istretching to the Ozmit Sea, these stormy peakfunctioned as the first frontier between the long-es-tablished elves of Syngorn and the growing humancolonies on during their arrival. For most of history, the Daggerbay Mountains, or Iorenl'in eleven language, have been known to bedesolate and devoid of material value. Colonial erasprospectors came home empty-handed if they were back at all. The survivors warned all tribes of bloodsto to the bloodsto to the one-eyed giants that roamed the peaks —the cyclops. Any man or elf with half a mind used to leave daggerbays well enough alone. Nevertheless, after the Emerald Outpost was established as an amajor resort and trading place, the dangerous peaks of Daggerbays gained renewed interest. A small search for undiscovered wealth has led to numerous scattered claims that over the years it will appear in rocky valleys, Chapter 2: Gazetteer tal'Dorei 87tal'dorei campaign guide stirred up territorial residents of the mountains. Emon. City Elven scouts report on cyclops robbers and shamans who conduct fellowship strange rituals in the eyes of thunderstorms at night, and hungry bulettes hunting outside their normal domain, as if Metropolis • Population: 287,500 guided by some unknown intelligence. (68% people, 7% Dwarven, 6% Elven, 19% Others) Daggerbay Mountains Adventures Emon stands defiantly against anyone who would threaten Tal'Dorei and his people. It is the cultural heart of human civilization Around the Storm on this continent, and as the capital of the republic, Emon is a nexus of politics, justice, business, industry and for mid-level characters: Mountain giants migrate to education within the area, mountain, leaving its foothills of settlements empty warriors, civilians, and powerless alike. A semi-Elvenese scout surrounded by 20-metre-high walls stretching from the named Thunderchaser caused a stir in emerald eastern fields to the West Bank, Emon accessible only to outpost returning a lightning-grinning corpse through its heavily patrolled gate and sky-high ship, a mountain giant with one eye ritually cramped. What are the residents of the city are generally well protected from out-cyclops stormcallers (see page 132) planning under side invaders and sieges. A well-trained force of guards hiding the storm clouds of Mount Daggerbay? known as Weapons Emon enforces the laws of the land from the military district. Dense farms and farm com- Metal memory munities surround the northeastern border of the city, while large slums cap the northern and southern lands- For high-level characters: an ancient molten beast that was scape outside the city walls. Sundered beneath these rocky peaks left behind pockets of incredibly rare metals with mysterious properties the government called oricalcum far below the surface. Sudden non-covertness sent local businessmen into a frenzy, and Emon is the seat of Tal'Dorei Council, the ensuing rush of the nation that has already caused some violence. As they are managing authority. Although the council originally digs deeper, they find that some essence of the ancient served under the ruler of Tal'Dorei, the nation's final creature still lives, and seeks vengeance. Sovereign was killed when the conclave of Chroma attacked Emon. After the death of Thordak, the emerald outpost of The King of Cinderella and the rest of the conclave, Emon was restored and the Council reformed as the backbone of the new Small Town Republic • Population: 1,456 Tal'Dorei. The Council and its members are described in (89% Elven, 6% Human, 3% Halfling, 2% Other) detail on page 35. Originally established by the Elves of Syngorn as one unintended consequence of relying on magic to a hidden outpost to look out for a growing empire that is rapidly rebuilding Emon is that tal'dorei mages are now from Drassig, an Emerald Outpost out of service after incredible influence on the burgeoning council. Some scattered war. It now stands as a trading post between the fear that without a ruler, the Council will not be able to Emon and Syngorn, and many everyday things to keep arcaneists in line, and Tal'Dorei will dissolve between the alliances of cities processed here within the magocracy. Emerald Chambers – previously a war room outpost. The Society Outpost is neutral ground, but its elven majority population and heavy syngornian military presence occa- While the classical heart of the human empire, Emon sionally makes non-elven civilians and diplomats uneasy, has a diverse population, with citizens of almost all races The outpost is governed by an agreed partnership between all exandrian many nations, advancing on the new two appointed captains, one by the Tal'Dorei Council, the innovations and ideas of its diverse citizenship. Tal'Dorei's and another from the custody of Syngorn. Syngor- tight alliances with the displeased nation of Syngorn and Nian Captain Main Rusall held a familiar rivalry in Kraghammer invited some of those with appointed Council captain Jorm Krastef and the nation's greatest craftsmen within Emon's walls, and their bickering usually holds political negotiations. Friends and families soon followed until Emon was home A small military presence of both Emon and Emon holds a significant minority of elves and elves. Pod and Syngorn as part of the arrangement, although mostly as a rule Zan Tal'Dorei. Emon developed into a city whose fighting reserves, people valued innovation and cooperation, especially in small, cohesive groups – virtues that some emerald outpost historians are evidence that we Syngorns believe has led to the prominence of modern distrust of people; not because of their adventurous amusement.betrayal, but because of their greed, and the encounter of commerce leaking into the heart and spirit until becomes more commercial and similar to slow, sweet poison. The use of gold as currency has been ubiquitous throughout tal'dorei's history, many communities within the city are – Main Rusall's captain is still close enough to use the bartering system. During the campaign'dorei lead the reign of Drassig, the people of Emon adopted the Revival Oath called rudraz, an intimate promise between women to repay deed or trade. Although Rudraz Emon is still recovering from the destruction on the Talonsnot treaty, the lunatics believed that the swearing-in of Chroma Conclave and Thordak's subsequentwould be forever forbidden passes outside the Bright-occupation, rebuilding the district most marred by the Odguard Gates of Hilmairé (hill-MORE-uh), a door that short-lived reign of the Cinderella King. Thanks to theallow dwarves pass into the afterlife. People on Emon Clasp's underground networks and have established hierar-treatment of orraza lightly, often using it to seal things chies, Emonian society and culture have been able to bounce off business or politics rather than personal promises, but back faster than any other major settlement in overcoming this oath still carries massive social repercus- Tal'Dorei. Because the last ruler gave up his torment—few kindly view a person with the epithet of power, without an heir, before being killed by Thordak, the Egomaśnik. The Tal'Dorei Council managed to cross its nation from imperial power to republic without war or prejudicial rebellion. Although the people of Emon have come a long way since then, however, the rapidity of Emon's rebirth has put in an uncertain position the human supremacy of Drassig's rule, prejudice and the Council of Emon. Not only are the discrimination still burning like a long-term fever. Apparently they have socially indebted a criminal faction, concieism is most common in the Upper and Lower Slums, now owes huge amounts of gold to mages in service elsewhere gentrification threatens to eradicate the culture of Alabaster Lyceum. These Lyceum horsemen created one of Emon's oldest immigrant neighborhoods. The shoal- thousands of tons of stone and steel, and each of their clearly elite Erudite District and the nobility of transmuters restored at the rate of a hundred working clouds of the district like to pretend to be too enlight-ers - and the Council cannot afford to pay them for theirs to succumb to bigotry, their wealth and service of power, even with Thordak's restored pile of treasures.allows them to leave their own prejudices unexplored. Some council members have already caved while elves and elves are fully welcome in the human pressure of factions within Buckle and Lyceum, society for its stereotypical characteristics (elven and turns a blind blind to crime and magical abusebeauty and arcane talent, dwarven and metallur- who are running wild in the city. Fragile newigol prowess), tieflings, half orcs, and dragonborn rarely republics already threaten to collapse at the cost of being dumped on Emon's highest social ranks. its creation. Chapter 2: Messenger Tal'Dorei 89tal'dorei campaign guideCrime's wide disparity of wealth from house to house here has seen crime rise recently, and the city clock seems reluctantHundreds tunnels run under Emon, forgotten to find a constructive solution. Residents who know lay people in paved neighborhoods and secret dog-lands have easier times at night and can help visi-sagevays made by thiefing guilds during the reign of tors avoid the most dangerous streets. Drassig. These tunnels are now home to Clasp's secretheadquarters, where all sorts of thieves, murderers, fences, Cloudtop Districtand spies are gathered under their banner. Claspand its leaders are detailed on pg. 34. Cloudtop County once stood as the pinnacle of the luxury and throne of the social elite, which housed the Palace of some petty criminals who looked up to Buckle, committing sovereign villas of various lods andambious crimes in the hope of gaining Spireling's atten-ladies of the city. Elevated arc for arch levitating. While both politicians and commoners are grateful skyscrapers called the Skyport platform - the first port of its kind - buckles for their role in rebuilding their city, it stands on top of the Skyport Tower. This symbol of advanced auditions has again corrupted their respectable- magical technology that is instigating against a 100-foot-high wall among the city guard. the shiny white stone that surrounds the district, Second line of siege defense for political leaders Emon.Geography and Climate When conclave Chroma invaded the city, Emon is not a tourist destination for its climate – city dragons focused their anger on Cloudtop, flying more moderately and prone to torrential rain than most - protective walls and leveling many ostentatious autibuts of those who call it home swear they will not trade their households. , as well as the collapse of the palace itself. Thor-rain for all the sun in Kymal. The city's blessed cool dak took runs here as its lair, its presence bringingsummers and warm winters, thanks to its proximity to volcanic change to the ground through the inner walls.cool Ozmit Sea. Although snow rarely falls on the city after Thordak's defeat, the fires have died down and are based, relying on spring snowmelt from clifkeeper in the county. ReconstructionMountains fill their reservoirs all year round. The Emon Palace is under way, and council questions are currently, in almost all senses, the city doomed by water; where they were held within Citrina the center of all the great mil-anyone powerful enough to starve their farms and reservoirs, planning itaro and operating within the city, the city would be theirs. Temple District PromenadeAbdar's Temple District rests in the northern part of Emon, Abdar's promenade is an open market and ward that nurtures many large shrines built to support the resmассив bazaar that dominates eastern Emon. Named after the worship of many of the city's dominant religions. Cathe-legendary spicemonger from Marquet who helped drals on lawbearer and Platinum Dragon standfund construction of Emon, name abdar is on apex among smaller temples dawnfather, tesynonymous with generosity and business savvy. Stormlord, Wildmother, and Matron of Ravens.Within tents, carts, warehouses and shops that many poorer people come here seeking shelter, while undaunted by miles of interlocking roads, almost all reverently offer their services and energy to maintain and everything you seek can be purchased, with the darker principles of their chosen deity.pursuits leading to Clasp-run rackets working beyond the reach of the law. The Change is always a whirlwind Travelers and sailors come to leave chips and gifts in store and excesses, with a watchful patrol of the city's shrines to bless their travels, while merchants search for the clock. His most famous establishments include the four graces of Changebringer before a risky venture. The thestory Laugh Lamia Inn, a heavenly meek metalworker in search of wisdom in the great halls of Knowingcalled the Anvilgate, and the emporium of mystical rich mistresses as artists and witty people give praise to tekown as Gilmore's Glorious Goods. Archeart. However, not all people are attracted to religion or trust religion, and temples of the past have been exposed as central district deceit, or worse, corrupt cells hidden in the service of darker gods. The central district is the largest residential district with the walls of Emon, home to most of the city's merchant The Erudite Quarterclass, including traveling merchants, ship captains and guilds. The district's patchwork of thousands of Erudit district acts as a center for more eduka-personal homes, tenements, and guildhalls of all forms of ion and studious pursuits through not only the city, but also sizes, sprinkled with small taverns and inns in almost the area of all Tal'Dorei. Beautiful towers stretch to any corner of the street, across the cityscape of centuries-old learning halls and student boarding houses. Here, the best schools these neighborhoods lay clustered together among and colleges attract rich, gifted, and bri-htightly placed streets, occasionally broken park grass liant. Academy of Arts social duel with universityr Ozmit Waterways who snakes through intellectual aspirations, all overshadowed by the promenade and the port. Visitors to Alabaster Lyceum, the largest and most successfullentral district, are advised not to go out at night; Institute of Arcade Studies on the Continent.90 Chapter 2: Gazetteer Tal'Doreital'dorei campaign guide led by director Thurmond Adlam, Lyceum stands military soldiers of the city. Men and womenacts as well as a training facility for a talented magic foreman- looking to join the hands of Emon train inside Wallstionners, and a formidable center for all forms of arcana tribue, speaks wryly by recruits as a quarry, research and study. Although its walls were broken and they were given the necessary skill in combat, weapons, its libraries broke during the invasion of Chroma and the law to keep the city safe. Military recruits are insteadConclave, the Erudite Quarter is thankfully mostly trained within the House of Discipline, grueling campreconstructed thanks to the efforts of Lyceum personnel who read participants for the dangers of warfare. Dokl students. The county's biggest loss was hundreds of small supplies scattered across the districts, thousands of pages burned during Thordak's reign, the city's largest prison, called the Black Bastille, preserving centuries of magical, mechanical and histori- here inside the Military District.cal documents. Cemetery District Military District Cemetery is a smaller part of the cityNational district is one of the smaller districts dedicated to interring the deceased who can afford it.inside the city, contains many barracks and intrusive- Countless tombstones mark a row of rolling hills of sectional arm objects of Emon, and off tall, iron fences, with a mausoleum of a richer chapter 2: Gazetteer tal'Dorei 91tal'dorei campaign guidefamilies dotting grassy slopes. How the surface area grew goods for the people of the city. After the tyrant confined himself in past centuries, the city began excavating the fall, an agreement was reached, and now the agricultural network of catacombs is called Undervaults. Maintenance, immunity has grown into one of the larger sourcesexpansion, and the general protection sites are excessive agriculture products within Emon. While gravedawatchers called him a slum toseen, a guild of families who have this day by habit, humble farmers here have been a pretty safe political and social hegemony of control over the county from crime and poverty,for generations. A recent excavation in subsections was found to lead to Crystalfen Caverns, and Shoreline Farms was immediately sealed off. That didn't stop some Gravewatcher members from seeing an opportunity, how- Shoreline Farms was stretching off the murky coast thatever; Passage Occasionally approved Kopers or other residents of the Upper Slums have turned into a will to pay for entry into the dangerous area below. agricultural land specializing in several vegetables growing in saltwater-soaked soil. Abundant harvests quatter Port of Emon fruit and hard-to-grow saline solution has led to a small economic boom for some within the Upper Slums. This Port of Emon encompasses a massive ruin and the situation has led to farmers being fiercely territorial, occa-series docks that allow a vivid flow of shipments to the social to the point of actual violence and out of town. Over a hundred ships fill this portat at any one time, and dock crews always work. Grottoacarrying crates and goods away to Abdar's boardwalk, or empty export vessels. The northern sector cave is a sprawling series of chambers and halls of Luke is mostly awarded to Everline, the powerful one that composes the main base of Clasp operations under thefisherman guild which often quarrels with shipping the city of Emon. Hidden among a series of labyrinthine Onyx Banner regarding dock space and taxation tunnels and passages that are woven into the sewer system,using the dock. These quarrels never came to blows, but rumor has it that there are more than a dozen entrances toEverline has begun to form secret alliances with a cave hidden throughout the city, and over a hundred hundred south coasts. What are they planning? others abandoned and filled for fear of discovery. The very nature of Clasp's job is that it constantly shifts from the upper slums. And as such, the actual core of the organization is moving from base to base between multiple underground structures.The Upper Slums began hundreds of years ago as farther underground or re-manufactured a longtentious city, built by citizens too empowered to pay for Drassig's hideout whenever needed.geous taxes and were forced out of the city gates. As time passed, the poor grew until it competed with the size of landmarkstird of the city. Although their conditions were still scarce, the magnanimous Zan Tal'Dorei ended Drassig's Famous Goodsiron Rule, the city's residents chose to stay, having moved out the community with their own culture of cheap Siroka, the one-story façade of Shaun Gilmore's conquered life and fraternity in poverty, far from the bustling social magical emporium, representing the extravaganza of its inner city streets. Microcosm society now exists inland. Inside, the air is thick with a dozen competing slums, including its own shopping square, shrines of perfume, each more pungent than the last. The interior is for worship and makeshift farms on the outskirts. incredibly large — certainly bigger than its outer walls you want to believe — and With seemingly end- Although the county's name was once a mocking insult to fewer rows of Arcane curiosities and artifacts, many of them cloudtop elites, its people reclaimed its name, cryptic functions were lost in time.turning the term Upper Slums into a symbol of appropriation. Two major disses affect the region; The most obvious Everburning candles in a series of unnatural colors your wild crime and clasp activity, for hand lights shop, casting tantalizing shadows over everyMEOM care little for the county's defenses. Other bubbling phial and mystical orba. Characters entering summaries first. Wealthy Emonians have suddenly started shop they first met Gilmore's assistant Sherri, a semi-elfbuilding villa house inside the Upper Slums, draped in deep purple robes. If they're lucky, or partly dilute his unique culture and fuel the flame of the a haltingly believable, they may even meet the hero of Gilmoreesentment. Yourself. Gilmore is always eager to recount his role in the fall of the Chroma conclave, often embellishing his role as lower slum in the final battle with Thordak himself. The lower slums are a fraction of the size of its northern Gilmore's Glorious Goods selling all the magical items of verycounterpart staying just outside the southernmost door a rare rarity and lower for the price range listed in GM's takeover of Emon. When a large refugee band from the Othan-guide, as well as one or two long-lost legendary items.Zia is banned from entering the city near the end of trit artifact quality items are beyond even Shaun Gilmore'sDrassig reign, squatted builders instead of setting up shop outside the usual price, but he may know clues to a particular artifact's walls, slowly forming a community of farmers who location. Magical items are expensive, and those bound land in exchange for providing products and for cash can be scattered about sponsorships and tasks performed in Gilmore's service.92 Chapter 2: Gazetteer tal'Doreital'dorei campaign guide SkyshypsWithin District Cloudtop lies Skyport, atwin tower that climbs along the surrounding wallonto massive platform that acts as a raised port for docking skyships. These beautiful airships are the size, but they are generally built in a similar way to an acoaster merchant ship. Skyships are kept in the air guided over levitating power three or multifunctional crystals called brumestones installed along the hull or upper side of the ship. The spells required to produce and major-tain these brumestones is very closely guardedsecret by the Alsfairn Union inside the remote town of Ank'Harel, and while Alsfairn Union dooasionally sell skyships to foreign companies, they achieve absolute control over the maintenance of inumber skyships in operation. Reserved for goods and individuals requiring purposeofl trip without hassle with sea prices The cost of using skyship is prohibitively expensive for the common man, leading to a sense of elitism to those who oftentimes make the use of their services. Due to the exclusivity ofskyports within larger metropolises, few skyships inservice will deviate from dedicated shipping routeseconomic major cities. SkyshipPurchase Price: 100,000gp • Speed: 10 mph • Max Cargo: 10 tons • Crew: 6-10 • Maximum occupancy of passengers: 30 Personal travel cost: 2 gp per mile per passenger • Shipping price: 1 gp per 100 lbs per mile. Azalea Street Park magic retains enough to create these mindless cinderslag elementals (see page 130) is a mystery; but it seems that the streetAzalea is one of Emon's oldest neighborhoods and confined to the crater, because elementals can not go beyond it is full of cracking with small businesses, unusual homes, without collapsing into inert porridges and restaurants with holes in the wall. Amid the chaos of life, Azalea Street is also home to the quiet park of The Gods brawl Ringoverlooking the Ozmit Waterways. When the stress of inconsistent battles becomes too much to bear, adventurers Although the Stormlord Temple always has a fighting spot known to take a moment to visit the Azalea Street ring at its center, the annual Godsbrawl turns Park and recovers, perhaps even exchanging stories with another torch-lit earthen shrine into one of Tal'Dorei's most relaxing heroes. Legend has it that heroes who meditate unusual tournaments. On Dan Challenge-among the flowers and drinks in the sea air return uvig-ing. Stormbringer's holy day, athletic priests oforated by the spirit of Wildmother. A double statue of Stormlord invite warriors and worshippers of the entire Wildmother and Lawbearer dance stands inside the pantheon at Godsbrawl, asking that every temple offermountain in the center of the park. Once a week, char-forth their greatest warrior act as their God proxy inacter who takes a short break inside the Azalea Street Park tournament. Dawnfather clergy and a scathing of inspiration. Lawbearer send his champions, but rarely take it seri-ously, because they despise storm-priests the term mightThordak their career seems right. On the other hand, the Storm-Lord and Platinum Dragon champions have a fierce - though now center of Cloudtop County, despite their resto-friendly - rivalry, trading the title of supreme champion's best crew effort, remains a squealing shambles, at home every year after a bloody final round.only to rubble and melted slaf, still supernaturally hot from Thordak's fiery corruption. Whenever a restoration tow enters a crater, pools of slag and ash rise to life, the thawing of all living things. Why Thordak's Chapter 2: Messenger Tal'Dorei 93tal'dorei campaign guideTraverse Junction from before the first sovereign. Computers can Chellerrum here for 5 sp each, and baked string can feed the groupAddition over the bustling center of the Erudite District, from six for the whole day. However, there is a 10% chance that such as a pyramid of pure sapphires, its walls rot - the gourd is poisonous, and anyone who eats it must make a DCming with arcade energy. It is Traverse Junction, 14 Constitution saves throw or become toxic and it is one of the most magically-active structures in intermittently vomit uncontrollably for the next 1d6 + 1Tal'Dorei. In almost every major exandrian city there are days. Young Forynya Catyurit was secretly replaced byteleportation circles linking mages to other circles of the doppelganger with delusions of grandeur, leading to the world. Each of these majors is a covert poisoning of Emonian products for theirciles having a twin in Traverse Junction, a nexus journey the last two tjedna,za approved mages and world leaders. All the characters in Emon or honored by Alabaster Lyceum Emon Adventuresmay use Junction (perhaps at a price), allowing them to travel to major cities such as Westruun, Primordial ChildrenSyngorn, Kraghammer or even distant Ank'Harel. Circuit-curing thetelemags are always on the lookout for low-level characters: Rumors of fearsome creatures beaming into different counties; Perhaps the brave fire and teeth that stalk the sewers are starting to challenge across the street can help them? Tavern bars all over Emon, with such murmurs going largely ignored. However, an investigator has reclaimed the Black Bastille in what appears to be the broken remains of a large, leathery, red egg not far from the collapsed tunnel beneath Cloudtop.Named after its ash-blackened walls, the ominous Black Seems to be one of Thordak's primordial dragons spawning a su-Bastille single-storey prison that spreads across the vives beneath the city, and is growing rapidly.east end of the military district. A complex of Hasno windows, no open courtyards, and only one entrance, the ruins of O'Noatwo's imposing steel door flanked by an observation post. During the reign of the Chroma Conclave, the prison (New O'Noa)was one of the first buildings attacked, putting hundreds of Tal'Dorei's worst criminals free to sow chaos across Little Town • Population: 336 (85% of people, 15% Others)Emon. The Black Bastille has since been rebuilt, but the deposits of its one beleathed prisoners are still running free, and Tal'Dorei's first human colonisers traveled through the weapons of Emon eager to recover them. Some Ozmit Sea, weather terrible storms and deadly reevely human demon-summoner Felrinn Derevar, waves, and first landed in Daggerbay. Odamo, they susbtreyer Arcana Pansophical; half-elf pyro- founded the port city of O'Noa, and although citymancer Ilavaman Falconsong, the exile of the Fire of Ashari; and grew rapidly in wealth and it became a sitetepical tiefling by Ixratui Khar, a cultist of Whis- clashing with distrustful syngornian elites. Wheneper One and Tal'Dorei is the most repulsive mass murderer. Warren Drassig assumed the throne of Emon, no city more devastated than the contested city of O'Noe. Itomb of the Last Sovereign became the site of one of the bloodiest battles of the Scattered War, and arcade energies unleashed to endUriel Tal'Dorei II, the last of his line, was killed by a fight that left most of the country scarred and the city an unassailable breath of green dragon Raishan during the ruins. Built inside the doomed bay, and without the fertile landattack of the Chroma conclave. Uriel's wife, Salda, to grow, it was agreed after the war that neither the newsurvived and petition reformed Tal'Dorei Council of the Nation nor Syngorn would try to rebuildTal'Dorei to build his last sovereign tomb that fits the city, instead leaving him to stand as a reminder of the hor-his benevolence and generosity. They have complied, and rors of scattered war.the monumental tomb of the Last Sovereign is nowdome not only Uriel's ashes, but pay homage from all over centuries of neglect, the ruins have become awe loved him. Those with wealth gave gold, while they gave refuge to looters, and eventually outcast and bare heads outweighed their purses gave more to immortality. This little community of criminals, addicts, sonar tributes. Lately, gravedawthers have closed and opportunists have begun calling their home New O'Noa, the tomb of all. The act is in their right as a defender of taking this place of misery and dust and making it dead, but Salda Tal'Dorei becomes suspicious of them in a lawless hotbed of thieves and delinquents who rule intent. but their chosen leader, a charismatic tiefling called Waken who rose to prominence through the honey wordsCatyurit Farm and selective murders. The Catyurit family has grown Chellerrum nits on Nova O'Noa for generations and continues to appear abandoned to Okathair land for generations, and the farm currently runs an outsider, its inhabitants living and hiding among a dauned human single mother, Helina, her two sons Ryeh who stand buildings and huts while avoiding or paying for Empli, and her youngest daughter, Forynya. Off any inquiry of Emon's interests that follow the whispers of ochellerrum is a briny vegetable known for being the cordial of their organized den of sin.meat substitute, and he fed Emon's men in thin times94 Chapter 2: Gazetteer Tal'Doreital'dorei campaignRuins of O'Noa Adventures from the wounds Thordak left here can spoil areas of the country for generations to come, if no one realizes too Solid Flesh is how to clean them. For low-level characters: New O'Noa's blurred city was filled as the crater inside Cloudtop gained strange magic. Serious suuda addict Shef intense attention due to the rich nature of vicin-Silverleaf is in great debt Waken, the country devouring the scar is mostly out of town. Hired Waken to help collect his debt, farmland and forest, occupied by gags and workers.The party breaks down his doors to discover that Shef's Some displaced survivors are whispering that members of the body have been turned into solid silver. Was it a misdemeanor, or is the Council more concerned with rebuilding their poetic justice? Waken will take Shef's solid silver corpses rather than heal the Scar. Regardless of whether teats are payment, but what if a silver-skinned man is still worried is worth it, the fact remains that thousands of people are reliving and can magically leave? The Emonia families have not yet found a home, and many have turned to thieving, banditry and burglaries for Scar to meet. Cinder King Flamereach OutpostSam around Emon will never fully recover fromThordak's elemental corruption. Its presence not only is flamereach outpost's stout, makeshift fortress ofincinerated by its enemies, wounding the country itself. Even the modest gray stone standing on the edge of Scar.Pyrah Ashari, summoned from across the sea by its inhabitants to keep watch over Shivergreen Grove, aCouncil Tal'Dorei, could not fully repair the small forest on the edge of the scar that never stopped. The wounds below and east of Emon don't burn. Flamereach Grove trees, as is now the extent of Thordak's destruction –its indelible power named, are small but blackened skeletons, but linger in several isolated corners of Tal'Dorei, as is eternal. The fortress was built as a base for Ashen Gorge's druistdhe and the ruins of snakehead - but also elementary experts who traveled to Emon in health proximity to such a large social capital make them Scarred. Led by a semi-orc fire ashari named Lorkathar, the most devastating. An invisible power radiating a group of Pyrah firefighters constantly watches over supernatural devastation, and those who watch the unsubtling flames at night swear they can see creatures moving inside. Chapter 2: Messenger Tal'Dorei 95tal'dorei campaign guide Snowember Fields to scroll and shimmer as the eye tries to figure it out, moving through time while remaining static in space. Snow fields are the widest, most barren por-tion of scars. This piece of dilapidated farmland is a lifeless Once-famous archaeologist Karaline von Ethroand lined with a thick layer of white ash, interrupted claims to have visions of Salar, described by a boarder occasionally unmolied by the remains of a windmill. The Ranean city with twisting columns that stretched to the next level looks calm from afar, like freshly fallen from any tower, kissing the seat of our from tesnow, but no one who wants to live travels here, for the foundation of the country. At the highest height of centraldrustash is to call death. A raine ember lurks a column of a floating giant pearl skin, which it has marked beneath snow-white ash – every 5 feet the moon disk creature, which acts as the central light source of etravel, an arson magmin far from below. And the city. In Karaline's diary, she recorded hearing a deeper journey into the heart of Snowember, whispers and voices; however, most believe that its diary togreater danger is growing. Be nothing more than a diary of a madwoman, and any inquiry about your findings are generally laughed atGrey Skull Keep on by scientists. As much as we laugh, the surviving hotbed of aboleth, led by Superintendent Durrom, lives built outside the city walls, outside the southern majority in secret, as he expands his army of thralls andregion southern slums, is hosting Emon's teaching all they can about uniformed surface dwellers, their own heroes: Vox Machina. Designed by Theadom Krazz Durrom's ultimate goal is to break the forgotten Pillars and built as a gift to save the lives of late ether and cause the surface of the Tal'Dorei col-Sovereign family, this respectable stone fortress stands lapse in its underground domain.as home and base of operations for members ofVox Machina who have work to do within Emon himself. Seashale MountainsAs various adventurers are usually scattered to their responsibilities across the country, an entire band northwest of Emon along the coast led by curious rangewarriors rarely gathers inside keep outside the mountains known as Seashale. The name seashale holidays, political encounters or times of danger. comes from their unique form; Looks like a tidal wave about to crash into the inner territories, frozen Salars in dynamic stone within a few broken bursts of forest breaking through on the perimeter of a mountain range. In the deepest depths of crystalfen caverns, directly across the revered city of Emon, lay ancient ruins falling waves and salty sea breezes were carved milesSalar, the capital of the time of the lost underground aboleth empire. Twisted valleys between their jagged peaks, creating aboleths know Salar as an unbearable city, because an unusual home for many coastal creatures vrebamortal eyes can't look at its alien architecture without inside cavernous rock, the shores of swimming pools, and the high-deestroying of its fragile minds. Salar is nothing but a bluff. High tide leads briny water into The Night's Rumors Emon is a scholar and archaeologist – no healthy washing, miles-long lagoon that wends its way deep through thepersoon's ever confirmed its existence - but their crazy base bluffs, carrying hosts having the lives of the oceans points to everything that survived the destroyed city with every passage. Conversely, the tidal phenomenon also emerald marble structures of unfathing design, seemingly brought by the bevy of deep-sea fish occasionally, which gave birth to the fishing community of Shalesteps within Karalina von Ethro of these mountains. Archaeologist, anthropologist and researcher extraor- The Shalesteps dinaire; Karaline von Ethro was a human adventurer and inventor. It was its designs that created Little Town • Population: 456 Sunbeam Compass, a device that always directs (40% human, 30% halfling, 30% dwarf) eye towards the sun emitting a small light on top of a needle in a glass box, allowing it to rotate in all Shalestep's series of small, allied villages that directions; very useful when exploring the underground choose to live a simpler life outside the bustle of the territory. She also found several relics from the capital, but close enough to enjoy the ready import battles that took place in O'Noa, early civilizations and protection if the need arises. Most of their food daggerbay mountains, and predicted civilizations on is a source of oceans and Nightwash tides, while Visa Island. However, despite her discoveries she is a small hunting community wandering the higher peaks most remembered for going crazy after supposedly having for a bird quarry and other sources of meat and

resources. visions of the ruins of Salar. Karaline's madness even-- although no known adventurers have ever been known to tually led to her death at the young age of 37. coming from the seashale mountains, those who live there are firm and ready to defend themselves against the dangerous wildlife that surrounds them, and the occasional monstrosity washed away with their nets.96 Chapter 2: Gazetteer tal'Doreital'dorei campaign guideShalesteps Adventures serpentine spirits haunting its older halls. The only expedition that ventured into the ruins of Vos's sykrissFrom Hell's Heart and lived to talk about it returned to Emon just as Thordak and Konklava Chroma descended on the city. Theirsfor low-level characters: Shalestep village Pud-leader, semi-orc professor of archaeology and ghost-dlefoot never had anything remarkable happen to a speaker named Jorlund Vohr, survived the destruction. The people there are quiet and simple, with no interest in Emon, but all his notes and stone slabs he has recovered from great heroics. No great adventure ever came, disbanded along with his apartment by Umbrasy/stoa of their rocky shore... to the whale. Dead whale, acid. He longs to return to Visa Isle and is desperately covered in corruption, his white hides covered in oozing trying to get funding from Alabaster Lyceum.green lesions, is a source of fear for nearby locals. What happened to Behemoth? And why is Rill The Visa Isle AdventuresHermit talking about watching high shadows spy pud-dlefoot from mountain peaks? Sleepy Island of ThreatVisa For mid-level characters: In ancient times, Vos's sykriss was the seat of a serpentfolk empire that dominated 40 miles off the coast of Bladeshimmer- southern Tal'Dorei. Before the battles in the Calam-line, west of Verdant Expanse, two islands belching clouds ity, visionaries within the empire had visions of black smoke coming into the open sky. Visa Isle and its minor destruction and were desperate for a way to survive it. Sister Island is surrounded by rumors and sailors' Snakes have built a magical field of perfect setbacks since the dawn of human civilization. Some say beneath their city and have chosen their strongest and loneliest every night, the island burns to ashes — giving the island the mighty to naps and rebuild the empire when the distinctive orange glows passed by — and new trees growing danger passed by every day. Those who perished in calamityto maturity by sunset. It's an island of fire and death. haunting the ruins of their ancient city like ghosts, eager to avenge the living for destroying their famous Those who explored its dense jungles and restored the empire. When Jorlund Vohr's expedition was immersed only to find ordinary wild boars and – in the deepest shrine of Vos, they unwittingly ended up – unusually large fire bugs and mantises. Those snakes' ancient magic and woke the Sleepers.they were the lucky ones. They did not wander unprepared Soon, a nation long thought to be extinct would return to take over the ruins of Vos's sykriss, and did not meet the world as their own. Chapter 2: Messenger Tal'Dorei 97tal'dorei campaign guide to the Far Region of ExandriaSamo land of Gwessar, now known far and wide as century Norway built around the relics and ancient religious nation of Tal'Dorei, is a sprawling, curious land similar to the ancient Sumerian and Mesopotamian theme-full of adventure, danger and glory. In this case, dance in design, presentation and structure.the world of Exandria is far bigger and more ancient than the Lucidian coast to Bladeshimmer Shoreline. MarquetMany from the people who live here or descend from oraret immigrants to these green lands, and the history that following the winds and waves to the southwest mark their origins stems from these faraway areas that Tal'Dorei across the Ozmit Sea will eventually lead another corner of this vast world. across a chain of islands called the Hespert Archipelago and to the shores of the continent of Marquet. Gravel Any of these aforementioned lands may be the basis for beaches bay gifts welcomed by travelers, wherecharacter personal history or background, and if The port city of Shammel calls for a gambling and extravaganza campaign in Exandria, feel free to take advantage of the open out- for traders traveling from afar.the line of these places as a base to expand to and meat outhowever you see fit. Does your adventure party behind the harbour want to stone the edge of Aggradsail across the Ozmit Sea to the Taiga landscape of the northern mountains, which spreads hundreds of miles deep in Othanzia? Take notes here and create all the chasms and endless caves that fit predatory creatures you'd like inside that space to explore! lying in wait, before being breathed away by a vast marquee desert that seems almost endless to the naked eye. Issylra Overwhelming heat, deadly sandstorms and ever-hungry dune dwellers encroach on safe travel any northwest of Tal'Dorei, across the icy waters a caravan can attempt across these countries in search of the aof Ozmit Sea, lies the oldest continent in the famous Exan- a number of oases like the bastion of civilization.drian history. Issylra is thought to be the land where the entire civilization appeared and spread in time Near the center of this intense desert, surrounded by Athe Founding, which makes it a religious core for many, and a sprawling network of small villages, is a great city of the focal point of historical study for others. The territory of Ank'Harel, the center of culture, history and power metlly as Othanzia encompasses most conti- all of Marquet. Ruled by the mysteriously unquestiring J'Monnet's developed regions, keeping most domains protected by Ord, the streets of Ank'Harel are the safe and rich and driven powers of Vasselheim theocracy. music and culture compared to the desolate land around it. Ord's hands, the inner guard of the city, nested among the eastern taiga forests of Vaspera act as guardians of nearby villages and towns, but theyTimberland, the city of Vasselheim stands as the oldest can only come by now. Further south the sands succeeded in the tokown seeds of civilization and religion, and the only city scrubland and swamps tangled with the volatile moun-endure every disaster that shook Exandria tains around the smoking Suuthan volcano and the Tessince gods brought life to it. As the spiritual center of the dangerous clans that worship him. Most of the world, Vasselheim functions as a partnership between the many faiths that follow the Prime Minister's deities, the Marqueta Desert standing as an echo of the once lushes with a handful of faiths that hold a solid council as a fundamental landscape that housed a prominent civilization during the dividers of society and life within those walls and the arcanum era. , the one that ended up in the terrible internal conflict area of Othanzi. during an accident. A war that raged reducing the country to sand and ash, burying The long-sealed mysteries Behind these walls are always the cold seasons and savages that many factions are now competing to discover and claim.wilderness, because the ancient and magically rich nature of the area has led to dense wilderness, mighty beasts and day-inspirationsgerous travel routes. Smaller camps, communities and cities are scattered across the surrounding countryside, from a lifestyle and architecture standpoint, big business those who call Othansia home are solid, argues marquessian cities have a 12th-century Turkish flair. Outside the Othanzian region, a handful of brick buildings across early Palestine.Smaller republics hold smaller societies with different moralinterests, but wild creatures stalking jagged Mountains of broken teethUteSSpire prevent it from spreading too far from Othanzian borders. If anyone wants to navigate dangerous waters southeast of Tal'Dorei, past the ever-present mist of a bank calledInspirations the Fool's Curtain, they could be found to be floating among a group of forty-three islands called With a lifestyle and architecture standpoint, much of the shattered teeth. Issylra and the cities within them recall 12th98 Chapter 2: Gazetteer of Tal'Doreital'dorei campaign guide Varying in size from small, miles across reef-toppers to stark control put on their lives. Nevertheless, tensions of large, urban islands like Ruukva, this cluster always spreads beneath the surface, and with growing broken lands containing two fighting societies: neglect of the crown towards the creeping curseOssended Hosta, vast fishing cultures of isoles- undead in the east, whispers of dissent continue to grow.tionism and self-empowerment through the worship of the power of dreams and nightmares. , and Wanderman across the eastern borders of the Dwendalian EmpireAssembly, a centuries-old trading company that, having laid the lands of Xhorhas, is a smaller empire built kinky over broken teeth after a hurricane, the ruins of Ghor Dranas, an ancient city of a treachely man of a somewhat brutal capitalist society that is poorly gods. A bleak landscape with few resources of value, themasquerades under the banner of honor and fraternity. The Dwendalian Empire generally thinks its limits, far from the mysterious and misunderstood reign of This Tension has led to bloodshed in recent years, and Empress Leylas Kryn and her desolation of the Xhorhaseach group's paranoid second is bent on the destruc-Empire. However, recent attacks on outsmane cities on their way of life. What is beneath the surface of both sides of Wynandir are the menate to create a conflict between this conflict is the nature and dream source of the two peoples. Ossended host is the exploitation of generations, something that this answer can mean for people's struggles Inspiration of broken teeth. From a lifestyle and architecture standpoint, much of the Dwendalian Empire's aesthetic draws from 15th-century Gothic Eastern Europe and Russia. Xhorhas works with over 13th centuryvillage flavor for most cities, with Wanderman's Romanian flair. Assembly taking inspiration from 16th century Britishcolonies in the Caribbean.WildemountEncompassing diverse and geologically diverse environ-ment, the continent of Wildemount can reachNortheast Tal'Dorei, although passes LucidianOcean to get there involving treacherous waters, oportu-nistic pirates, and underwater monsters ever hunting forpreys. Such a journey leads to the massive port downPort Damali, a prosperous city where most of anything has been hatched, mostly run and puppeted by Myriada. Further east leads the traveler to the massive DreemothRavina, where the once enslaved Ravinite Dragonbornrebuild their civilization from the ruins of the fallen Dra-coni. These two societies exist on the outskirts of their above known as Wynandir, an area divided between a divisive pair of civilizations. First stands the powerful and far-reaching reign of King Bertrand Dwendal, sovereign ruler over West Wynandir as king of the Dwenda-Lian Empire. The Dwendalian Empire is known far and wide for its overwhelming military, contempt for religious practices, bleakweather and totalitarian rule. Religious worship is a consistent-ered taboo, a society publicly casting divine magic as a ploy to control the foolish. Dwendalianshave adopted the ideals of the long past era of Arca-num, sighing with the powers of mortal magic and the ingenuity of claims of miracles and sacred influence. Citizens of the empire pay an extensive tax to the crown while they are arranging them to maintain absolute loyalty. This has led to an asocial atmosphere that can range from tense to dreary. With such impositions placed on the population, fewargue to protect against the dark and hungry world beyond the borders of the empire make up chapter 2: Gazetteer of Tal'Dorei 99 99

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