

The Overworld and Beyond

Adventures in
the Planes!



by Ash Law



The Overworld and Beyond

A Fantasy Roleplaying Book by
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with John WS Marvin

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Dread Unicorn Games

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Introduction

The Overworld! Cloud castles, crystal spheres, star-dust heroes and strange realms. I've always loved the concept of strange fantasy dimensions, though I can't recall where I first encountered the concept of adventuring across a multiverse. It might have filtered into my brain on long childhood summer nights reading Michael Moorcock's *Eternal Champion* series, watching *Doctor Who* reruns out of continuity order from behind the sofa, and trying to pick up broadcasts of the *Hitchhiker's Guide* on an old tinny radio.

I must also extend both gratitude and blame to whoever stocked my school library—those dog-eared Roger Zelazny and Ray Bradbury books that mysteriously appeared among the more tepid and pristine C-of-E-approved fiction. To whoever it was—thank you for planting the seeds of this book.

Of course, this book owes as much to my musical upbringing as it does 70s and 80s sci-fi. Roger Dean album covers, Jethro Tull and Hawkwind, Fairport Convention and Pentangle, Tenpole Tudor and Adam and the Ants, Queen and Donovan and the ever-changing David Bowie. Proto-punk, prog-rock, glam-rock, folk, this book is infused with it all.

As you can see, although this book came through one set of fingers it had many parents—to switch metaphors it is an alchemical mixture brewed over long years, filtered through my brain, and distilled into the ink of this book. If you enjoy reading this book half as much as I enjoyed writing it, then I'll have enjoyed writing it twice as much as you enjoy reading it.

There is enough in this book for a whole campaign, from the start of adventurer tier to the very end of epic tier—use it as your whole campaign setting, slip it into an existing setting, or you can dip in and out for ideas. There are new monsters, new magic items, new classes, plot-hooks galore, plus three full-length adventures that take the adventurers from the mortal world into the overworld and beyond.

—ASH LAW, 2018

Handout: Carrow Hills Map,
page 153

Chapter I: Welcome to the Carrow Hills

The Carrow Hills is a perfect
sandbox for adventurer-tier
adventures.

The adventure starts in a region known as the Carrow Hills, a backwater province on a trade route between more important places.

There are three major settlements in the Carrow Hills: **Shank** (a small town and overnight stop on the trade road), **Shriveport** (a fishing village and minor trade port), and **Harrowbridge** (a larger town and minor trade hub). Shriveport lies on a spur that breaks from the main trade road at Shank—although it is quicker to get to Harrowbridge through the wooded and hilly region between them, the hills are dangerous.

Where are the Carrow Hills?

If you are using a published setting you can slip the Carrow Hills onto any coastline—between two large cities, or near the border of two countries or regions. It's just the kind of backwater that gets left off official maps.

The Carrow Hills is a mini-setting that can slot easily into another setting with minimal changes. If the area of the setting you normally play is a non-human kingdom or empire, then mayhap the Carrow Hills are a small human enclave within the larger non-human realm.

If you aren't playing in an established setting and haven't fleshed out your own home-brewed gameworld, then the Carrow Hills can be the starting point for the players to explore a wider world that you create as you go along.

Though a backwater, the Carrow Hills does have a claim to fame—the barrier between dimensions is weaker here than in many other places. In some places it is even possible to step from one world to another. Very few know of this fact, save for a handful of wizards who have made their home in Harrowbridge to take advantage of the transdimensional “shallowing.”

Shank

A small town on a trade route, Shank serves as an overnight stop and waypoint for traders. A road leads north to Harrowbridge, east to Shriveport, and south to elsewhere.

Like the saying goes—Shank is a great place to be from, but not a great place to live. It is a bump-in-the-

Gods and Icons

The Overworld and Beyond uses both the gods and the icons from *Gods and Icons*. If you don't have this book, we put all you need starting on [page 149](#).

If you use these icons, great. If not, think of them as placeholders for the icons you do use.

We give the same advice for our gods. Use them as they are or as placeholders for your own pantheons of deities.

When there is supplemental information in *Gods and Icons* that is useful, but not required, we call it out using this symbol.

☉





When you see this symbol, you will know that extra information is available in *Gods and Icons*.

road kind of town, a place you only stop at if you have no other choice. Thankfully for the residents of Shank, those traveling the trade road have little choice—no unless they want to spend the night camping on the side of the road in the bandit-infested hills.

Shank is a relatively safe place to overnight—it even has a wooden palisade wall to keep out wild animals, bandits, and other dangers. If you arrive after sundown, awaken the watchtower guard to get inside.

South to “Elsewhere?”

We’re leaving the region outside of the Carrow Hills vague, so that you can drop this adventure location into your own setting. If you are creating your own setting and a player asks you where the road south from Shank leads to, and you need to come up with an answer, pick one of the following place names and make a note which one you picked: Fairwill, Windbriar, Darsport, Tillgate, Stonerock.

Also to the south is the Hamlet of Fogfen, from the first level adventure *The Tower in the Mist* from Dread Unicorn Games. After the adventurers save Fogfen, they might hear rumors that heroes are needed in the town of Shank to the north.

Places in Shank

Shank is the nearest “town” to many scattered farms, and within the palisade wall are a dozen houses together with a couple of places that may be of interest to adventurers.

Shank’s “street” is unpaved dirt, unevenly rutted by cart tracks and hoof prints in summer, a mire of ice and mud in winter. Small dogs frolic in the sun, chase rats, and sleep by firesides. The pace of life is slow, linked to the turning of the seasons and the passage of trade caravans.

The small homes are solidly made, the white plaster painted with bright flowers, but it is obvious the people here are not rich. Travelers are treated with a politeness that masks caution, for though outsiders sometimes bring trouble they also spend money and that keeps the town alive.

The Old Oak Inn—This is probably the place you’ll be staying if you are just passing through. The drink is passable, the food good, and the beds clean. *8 sp for a shared private room plus a meal, 1 sp for a place in the common room, and 1 sp for a meal (or a handful of copper pieces and washing the dishes at breakfast if you stay in the hayloft of the stables, and you’ll get to eat whatever is left over after the guests inside finish). 4 cp for a drink, or a silver coin for a bottle.* **Geris Barleyoak** runs the inn, keeping a stout club behind the bar to deal with drunkards and strangers who cause trouble.

Adventure hooks:

- A couple of locals, **Armitage Cohler** and **Manfield Shankson**, are arguing over the location of a cesspit that both claim is on their land. They

decide to settle it by gambling to see who gets the cesspit. They invite the adventurers to join in, if they have gold to spare. Do the adventurers *want* to win a cesspit?

- A farmer from the outskirts, **Kenda Greengrass**, comes in panicked—she says monsters have stolen her cows. What is really going on with her?
- A trader, **Jindal Hardcoin**, wants to pay somebody to delay the caravan of a rival that is due to pass through Shank in a couple of days. What is he up to?

Copper, Silver, Gold

I’m assuming your setting uses currency where there are ten copper coins to a silver coin and ten silver coins to a gold coin—and that 50 gp is a month’s wages for a skilled worker in a city, or the cost of some decent armor or a properly made weapon. Your game might have different currency, and if so adapt things accordingly.

Your setting might have special names for coins like “groat,” “crown,” “half-angel,” “throne,” “gilder,” or “imperial mark,” depending on where the coin came from.

To save space we’re using the common abbreviation: cp = copper piece, sp = silver piece, and gp = gold piece.

The Smithy—Horseshoes, nails, rims for wagon wheels, simple tools, and farming implements are made and sold here. If you want something special made you’ll have to haggle with **Jokol Blackthumb** the smith. *20 gp for a wood-cutter’s axe, 50 gp for a breastplate (of sub-par quality), 1d6 gp to sharpen a tool or patch some chainmail.* Jokol is a great source of local gossip and sometimes takes in travelers who can’t afford to stay elsewhere if they’ll help him with the forge bellows.

Adventure hooks:

- The town baker, **Likum Krumb**, wants an iron foot-trap to catch whoever keeps stealing bags of flour in the night.
- Hunter and occasional town guard **Migoch Jives** needs silver arrow points to hunt a fae beast some have seen in the hill country.
- A talking goat has wandered into town and taken up residence in the smithy. Jokol the smith will pay the adventurers to get rid of the unwelcome guest. What story does the goat tell?

Low-Level Adventures

If you are starting your campaign at 1st level then missing bags of flour and stolen cows could lead to bandits, goblins, faeries, or any number of other interesting encounters.

Higher-level adventurers might instead discover that cultists are behind certain strange events, or that something is passing into the mortal realm from another dimension while things from this realm go missing.



Hanging outside the smithy is a wooden sign with a purple anvil, showing respect for Xaria the Mother, the Bright God of crafting, *page 8*

The Wheelwright's—The roads near Shank are not in the best condition, and **Heryl Cooper** makes a living fixing wagon wheels. When not fixing wheels, Heryl makes barrels and does general woodworking jobs. *2-5 gp to get a wheel or axle fixed—depending on how rich you look, how far away your wagon broke a wheel, and how desperate you are to get your wagon moving again.*

Adventure hooks:

- A carter, **Leiffa Fairport**, is accusing Heryl Cooper of digging holes in the road to deliberately ruin the wheels of wagons and so increase business.
- A mysterious cloaked stranger paid Heryl to make some huge barrels, with instructions to leave them outside the town palisade at the next full moon. Heryl wants the adventurers to find out who the stranger is.
- **Holly Understair** needs her potter's wheel mended after it caught fire. Just what was the local potter doing that caused her wheel to catch fire?

Chapel of the Bright Gods—This small well-maintained building is the only fully stone structure in town. **Sister Esme** manages the chapel, and **Father Abijah Barebone** passes through every few days to hold a service.

Adventure hooks:

- A local laborer, **Brock Kirt**, has died (seemingly from falling down a ditch in the dark) and his body lies in the chapel. His sister, **Lonnie Kirt**, believes that Brock's death was unnatural.
- A statue of Dozakad the Explorer has been taken from the chapel and replaced with a crude clay statue of Sister Esme. Naturally Sister Esme wants to destroy the blasphemous statue and find the stolen one, but needs help searching the town. Will the adventurers *discreetly* look for the missing statue?
- Father Barebone is often gone from town as he tours the many outlying farms and hamlets, seeing to the needs of his scattered flock. He has returned this morning with a wound that he refuses to let others examine.

Gods and Icons

The book *Gods and Icons* from Dread Unicorn Games has information on Dozakad the Explorer, Tullet the Vixen, and other gods mentioned in this adventure. I highly recommend it, not just because of its gods but because of its new divine talents, advice on icons, excellent collection of magic items, and new playable races.

If you don't have that superlative book, then you can use your own gods in place of those referenced here.

Other People of Shank

Here are a couple of notable characters found in Shank.

Mattie Groves—Mattie is the elected mayor of Shank, and also its magistrate, tax collector, head of the town guards, and so on. It's not a large town and Mattie has ended up with the most unpopular jobs.

Adventure hooks:

- It is monthly tax-day, and everybody must come to the town square where a table has been set up. The adventurers are not on the town rolls, so must either pay a traveler's road tax (50 gp each) or be put in the stocks overnight for the crime of vagrancy.
- Mattie doesn't want the adventurers wandering about town openly armed. Sure, they can keep a knife or club or staff for self-defense at night—but swords, bows, and armor must be kept with the town smith or they must put up a bond (100 gp each) for their good behavior.
- Mattie recognizes the adventurers as famous heroes (or mistakes them for such). She offers to stand them a drink and a good meal at the Old Oak Inn, and invites them to stay in her home that night. She also mentions a "small" local problem (a bandit band) that maybe the adventurers would be interested in solving.

Tamlin Whitehorse—Tamlin claims to have been a knight, to have met the queen of fairy, to have ridden with Reynard the Fox, and so forth. By trade he's a wandering—something. Who knows? He always seems to have enough money, and nobody really knows where he lives.

Adventure hooks:

- A group of travelers led by **Surly Lackiron** claim to have been tricked out of money by Tamlin in a game of cards. They believe the adventurers to be friends of Tamlin and demand restitution.
- Tamlin has got his hands on a treasure map, one that he says shows the way to a fairy "moonroad." Do the adventurers feel like accompanying Tamlin on an expedition, or would they perhaps prefer to buy the map from him?
- Tamlin wants the adventurers help with a "small matter"—he needs somebody to hold onto a magically locked box for a year and a day and keep it out of the reach of any talking animals.

Dubiously Moral NPCs

Tamlin might turn out to be the villainous leader of a band of bandits, a lowborn trickster and thief, a supernatural creature, or a heroic figure that can act as a mentor and patron for the adventurers. It all depends on what your plot needs.

G&I

Sister Esme wears green robes with embroidered rams' horns to venerate Beao of the Path of Earth. page 8

Father Abijah wears orange robes and a gold elephant amulet for he is a follower of Tukae of the Path of Heaven. page 6

G&I

Tamlin Whitehorse wears a silver brooch depicting a lightning sparrow, the symbol of the Old God Baltian. page 17

The Overworld and Beyond

Rogert Schlub is a follower of the Old Gods. He is very keen on druids and bards and will offer them a never-ending assortment of herbal teas.

Rogert Schlub—Rogert is the closest thing the town has to a resident healer. Rogert describes himself as a “hedge-wizard,” meaning a self-taught spell-caster. However, most of his spells are rather unimpressive and involve shrubs, making him literally a wizard-of-hedges. If you need herbs to stop a toothache, or a charm to stop your sheep from getting into the gorse-patch, then he’s the person to see.

Adventure hooks:

- Rogert has been summoned to a far-away farm to aid in a birth but is afraid to travel to the farm at night. Could the adventurers travel with him?
- Rogert is more than he seems; he leads a secretive group of nature-worshippers. They know of monsters that lurk nearby and have been using magical wards to keep them at bay. However, they’d much rather the adventurers deal with the problem once and for all.
- Rogert knows of a portal to a demi-realm, accessed at the bottom of a cesspit. If the adventurers will jump into the cesspit, read a scroll (to open the portal), and explore the other side and report back, then Rogert will owe them a big favor.



Tullet the Vixen, page 18

Random Shank Events

What is going on locally?

D20 roll	Local Event
1	A bandit has been caught and has been ordered to be taken to Harrowbridge for trial—right now the accused is in the town stocks.
2	A brawl breaks out over the ownership of a goat. During the brawl the goat wanders off.
3	A cart of cabbages overturns in a way that either inconveniences the adventurers or leads others to blame them for it (and perhaps they <i>are</i> to blame).
4	A corpse has been found on the trade road, probably the victim of bandits.
5	A farmer is celebrating the birth of a child and buys the adventurers drinks.
6	A fire breaks out in a home in town—townsfolk form a bucket chain to put the fire out before it spreads. If the adventurers help, they will earn the trust of the townsfolk.
7	A funeral procession passes through town, on the way to a graveyard far outside the palisade.
8	A normal day, but with a spectacular (and obviously supernatural) sunset—a byproduct of the thinness between dimensions in the area. Locals see such sunsets regularly, and don’t find them in the least unusual.
9	A raven or crow steals somebody’s hat (maybe that of a PC) and flies off into the hills.
10	A religious festival to honor <i>Tullet the Vixen</i> is taking place. Villagers are wearing fox masks, exchanging gifts, and carrying bundles of smoldering grasses that give off thick smoke.
11	A shepherd has lost control of their flock and sheep are running amok in the street.
12	A thick fog rolls in. The palisade gate is closed early. Strange lights move in the fog.
13	A wind with the sound of laughter on it blows down from the deeply wooded hills. Mothers clutch their children tight, and old men make signs of warding off evil. Nobody will talk to the adventurers about the laughter on the wind.
14	A wolf has been coming into town at night, slipping in through a hole it has dug under the palisade—or so the locals say. The adventurers see the wolf at night, but something is odd about it.
15	An unseasonal storm, crackling with strangely colored lightning, is on the horizon. Locals are used to these. Sometimes these storms rain strange things (frogs, fish, worms, blood, etc.).
16	Heavy rains turn the roads and fields to thick mud. Any travel plans had best be postponed. As rain turns to hail, farmers rush to the fields to save their crops.
17	It is a festival day, a local tradition celebrating a battle from generations ago. Nobody remembers what the battle was about, or who it was between, beyond the fact that “our side won.” The sun is out, and everybody is having fun.
18	It’s market day. Farmers come into town, there are stalls for locals (and traders) to sell goods, there is music and dancing, and lots of baked cakes.
19	Religious pilgrims are in town, on their way to a far-off place from some other far-off place.
20	The Old Oak Inn is full of traders bound from Shriveport to Harrowbridge—the adventurers will have to make alternate arrangements for a place to stay tonight.



Shriveport

A fishing town and minor port huddled between the Carrow Hills and the sea, the small natural bay of Shriveport is just about the only safe place to land a boat on this stretch of coast—shifting sandbanks, rocky reefs, and cliffs make putting ashore elsewhere dangerous. A road leads from Shriveport to Shank and then to Harrowbridge; the shorter way to Harrowbridge goes through the bandit-infested hill country and nobody sane travels through the hills if they can avoid it.

Places in Shriveport

The buildings of Shriveport crowd together on the steep slopes surrounding the bay, piers jutting out into the deeper waters. At low tide fishing boats are pulled up onto the beach, but at high tide half the town is out fishing. It is a stretch to call Shriveport a “port” in the big city sense, but while there are no warehouses there are at least piers that trade ships tie up at to offload goods so that trade caravans can pick up the loads. The town is full of fishing nets, smells of fish, and has an unusual number of cats.

Tidestrand’s Tradehouse—This establishment serves as the town hall, general store, and tavern. If you want to buy something, get a cooked meal or a drink, or hold a meeting then this is the place to do it. The sea-weathered **Tilda Tidestrand** runs

the place and can cook you a seafood meal any time you like (1-2 gp). Expect to pay over the odds for drinks (1 sp per cup!) unless you fancy trying some of the (very strong) fermented-fish drink (1 sp per bottle).

Adventure hooks:

- A local fisherman, **Lucien Ramsey**, tells the adventurers a tall tale of an amphibious monster that lurks nearby and can sometimes be seen in the moonlight. Other locals chime in to add details to the story. “Some say he’s half-man, half-fish—others say it’s more a 70/30 split,” “Some say he kidnaps travelers on the road during a full moon,” “Some say he’s a ghost—can’t catch what ain’t there,” “Some say he dances on the waves and even the stars are afraid of him,” and so on. Are they just spinning a story, or is there truth behind the legend?
- A pair of locals, **Jon Blackwater** and **Tanner Finson**, have had too much to drink and are excitedly discussing a wrecked ship that they spotted on the rocks down the coast. Though they think they are being sneaky, everybody can overhear the conversation—locals start to slip away to see if there is anything to be looted.
- An elderly local by the name of **“Mother” Amalia Barnacle** tells the adventurers a story of a pirate “Billy Blackbones” who hid his treasure in a cliff-top cave that can only be reached by boat at high tide. The other locals seem keen to prevent her from telling the tale—what are they hiding?

The Esoteric Temple of Balamet—This building is dedicated to an older god, one not much worshiped in the Carrow Hills region—except for in Shriveport. As this god is one of protection, travel, and luck, the locals pray to Balamet for good weather and a bountiful catch before putting out to sea. The local priest is **Zadok Marsh**, but before he came the temple was dedicated to a different god. Zadok is the de facto leader of Shriveport.

Adventure hooks:

- A storm arises at sea, and a fishing boat loses its nets and barely makes it back in time. The locals are looking for somebody to blame—will the locals blame the party?
- One of the adventurers accidentally kicks a cat, creatures sacred to Balamet. The locals demand that the party make amends lest they bring down a curse. Will the adventurers give in to superstition, or will they risk divine punishment?
- Zadok Marsh has read the signs, and believes the adventurers’ coming has been foretold. They have a divine purpose, and he’s keen to aid them. Is this really a good thing for the party?

The Gilman Hotel—Most sailors visiting Shriveport stay onboard ship, but for traders traveling by land (or passengers awaiting their ship) the only place to stay in town is the Gilman Hotel. Run by **Jenkin Gilman**, the hotel is clean and has rooms that

Reknarite (Thirsty God followers) PCs find the temple outlandish, with all the fish carvings. But the cats don’t seem to mind.

Spirian (Old God followers) PCs find the temple carvings oddly familiar. Close inspection reveals that this was once a temple to Tanic. The old eye in the hand kind of gave it away.

G&L

Tanic, page 18

The Overworld and Beyond

range in quality (1 gp to 5 gp). Travelers can also get a hot bath (1 gp) and a decent seafood meal (5 sp).

Adventure hooks:

- A trader and some of their caravan have decided to stay in the hotel (use the ship generator in the “local events table” to find out what ship they are waiting for, what they are picking up, and what they are offloading). Roll a d6 to find out who the trader is: (1) Kriss Cennish (carries a lute), (2) Mika Crooktower (one eye), (3) “Big” Hep Biggsworth (very short), (4) Wake Jilson (can’t stand the smell of fish), (5) Guy D’Chig-gwell (always eating apples), (6) “Presto” Prester Hogton (knows a few simple spells).
- A traveler, **Jack Dancer**, is staying at the hotel—he’s actually a highwayman (a robber on horseback who preys on travelers rather than on trade caravans). A few of the locals know of Jack’s “profession” and shelter him because he’s charismatic and once robbed a tax collector and donated the proceeds to the Esoteric Temple of Balamet. The adventures might meet him on the road later in a professional capacity, or might recognize him and realize that he has a bounty on his head elsewhere.
- The rooms have latches both on the outside and the inside of the doors, allowing guests to be locked into their rooms. Upon closer inspection the latches inside the rooms can be opened from the outside. What are the locals up to?

Under the Sea

If the adventurers search for things under the waves off Shriveport, they may run into [Sons of the Sea](#), page 137. Higher level groups might encounter Champions of the Sea. For extra fun, the coral tentacled sons of the sea could be in the company of sahuagin.

Other People of Shriveport

Here are a couple of colorful or notable characters found in Shriveport.

Scun Drabble—Unusual for a fishing town, Scun is afraid of the sea—when very young he saw something in the water which scared him for life. Scun makes a living as a record-keeper, scribe, money-changer, and school teacher (the last only when the children of Shriveport are not mending nets or crabbing at low tide).

Adventure hooks:

- Scun approaches the adventurers—he knows of a wrecked ship visible at low tide on the rocks far up the coast. He’ll lead them there (by land) and they can climb down the cliffs and swim out to the wreck. The locals think they’ve picked the

wreck clean, only he knows that the ship was secretly transporting treasure that has not been found.

- Scun has discovered a shallowing between this world and another (he watched a cat disappear into thin air). Scun wants a brave adventurer or two to accompany him to the other side (they’ll need a cat to lead the way though).
- Scun has survived a couple of poisoning attempts, and doesn’t trust anybody in town. He will pay the adventurers to investigate and keep him safe. Who wants the timid scribe dead, and why?

Starbrow the Elf—This amnesiac elf was shipwrecked on the shore near Shriveport. Since the shipwreck the elf has survived on a mix of charity and doing odd jobs.

Adventure hooks:

- The elf has a map tattooed on their back. The locals at first thought it was a clue to the stranger’s identity, but nothing ever came of it. However, some of the symbols on the tattoo match those on an old stone that the adventurers passed a while back.
- The elf has started to display some minor magical talents. Some of the locals are afraid that the elf is secretly a powerful evil wizard who will kill them all as soon as Starbrow’s memories are recovered. They want to pay the adventurers to take the elf away with them when the party leaves.
- The elf seems to momentarily recognize one of the adventurers. Mistaken identity, something jogging lose an old memory, or is it something else?

No Elves?

Your home setting might not have elves in it, in which case make “Starbrow the Elf” into “Scar-brow the Outlander” and replace references to “elf” with “foreigner.”

The Widow Amalthea—Now an elderly woman, Amalthea was young when she first came to Shriveport with her husband. They planned to turn the town into a major trade hub—building warehouses, inns, docks, everything that would be needed to turn an obscure bay into a place where ships would stop regularly and in large number. They only got as far as building the piers that now exist before Amalthea’s husband drowned in mysterious circumstances. In her grief, the Widow Amalthea took the money that they were going to invest in the town and instead built a mansion on the dark cliffs overlooking Shriveport.

Adventure hooks:

- The adventurers receive an invitation to the Widow’s large and luxurious home to take supper with her. While there their host hints that her husband was murdered by Zadok Marsh (the



- town priest).
- The Widow Amalthea's maid, **Gladys Seaglass**, is in town buying supplies. The maid says that her employer is ill and that is why she hasn't been seen in town for a month—but something about the way the maid's eyes dart about when asked about the Widow alerts the adventurers to the fact that something else is going on.
- The adventurers are approached by **Bill Codwater**, the Widow's handyman and gardener. When the moon is high and the mist rises, something strange climbs the cliffs and lurks around the rambling mansion—apparently trying to get inside the mansion. Everybody who lives in the house is terrified, but the townsfolk just laugh at their tales. Will the adventurers take Bill's invitation stay the night, and perhaps discover what is haunting the mansion?

What is the "Lurker in the Mist?"

If you use the adventure hook involving something lurking at night around the mansion (and if the adventurers take the hook) then you'll have to decide what is going on. Maybe those who live in the mansion have simply been spooked by a natural creature. Maybe a monster that abhors light has made its home beneath the mansion. Maybe somebody is a werewolf. Maybe the Widow's drowned husband is trying to return from his watery grave. Maybe the townsfolk are trying to scare the Widow away, so they can gain the treasure they believe she has hidden in her home. Has it to do with the local thinning of dimensional barriers? Or maybe you have your own idea even better than anything I could think up.

Random Shriveport Events

What is going on locally?

D20 roll	Local Event
1	A corpse has been found on the trade road, probably the victim of bandits. Locals head out to "beat the bushes" and see if they can catch the bandits.
2	A local has pulled up something very unusual in their net.
3	A normal day, but with a spectacular (and obviously supernatural) sunset—a byproduct of the thinness between dimensions in the area. Locals see such sunsets regularly, and don't find them in the least unusual.

D20 roll	Local event
4-5	A ship pulls in to the pier. Roll d6 for ship name and captain: (1) <i>Fairwind Trader</i> (Capt. Kate Bough), (2) <i>The Wavejumper</i> (Capt. Gestald Deseree), (3) <i>The Sand Man</i> (Capt. Ijorn Cornight), (4) <i>The Pomeraine</i> (Capt. Arkwright Granville), (5) <i>The Golden Phalange</i> (Capt. Lloyd Bigfinger), (6) <i>Sea Star</i> (Capt. Petric Padrik). Roll d12 twice for what the ship is carrying, and twice again for what they expect to pick up: (1) Cloth, (2) Ale, (3) Spices, (4) Wine, (5) Copper, iron, or tin ingots, (6) Soldiers, (7) Marble, (8) Tools (mostly saw blades), (9) Fruit from a far-off land, (10) Salted meat, (11) Passengers, (12) Animals. Until the connecting trade caravan gets to Shriveport there is no use unloading, and the sailors have money to spend and time to kill.
6	A thick fog rolls in from the sea. Nobody is going fishing today, and locals stay inside and mend nets.
7	A trade ship has run aground. Locals have put out with boats to help the captain unload the ship so that it is light enough to lift off the sandbank at high tide. This means trade goods sitting on the pier relatively unguarded.
8	A ship has wrecked on the rocks further up the coast. Is this an accident or the work of local "wreckers" luring the ship onto the rocks with lanterns so that they can salvage the cargo?
9	A trader can't get their caravan down the steep streets safely and is hauling goods up and down the hill by hand-cart. A barrel gets loose and rolls down the street toward the adventurers.
10	All the cats in town disappear. This happens sometimes, and while the locals don't know where the cats go (or so they tell outsiders) they assure the adventurers that the cats will return shortly.
11	An unseasonal storm, crackling with strangely colored lightning, is on the horizon. Locals are used to these. Sometimes these storms rain strange things (frogs, fish, worms, blood, etc.).
12	Heavy rains and high winds turn the road out of Shriveport to thick mud and make sea travel dangerous. Any travel plans had best be postponed.
13	It is a festival day, and the locals are feeding fish heads and goat milk to cats. Children perform complicated dances involving ropes and poles. All present (visitors included) are expected to wear squid-themed hats.
14	It's market day. Locals play music and make merry, and farmers from as far as Shank drive their animals to market to trade.
15	Local laws mean that some ships must stay in port for three days to give local merchants a chance to buy their goods before they are transferred to trade caravans bound for richer settlements. When a ship is drawn by lot to receive this "honor" it causes friction with the sailors. Today is such a day (see 4-5 for ship details).
16	Something unearthly has washed ashore. The locals avoid going out to sea today.
17	The tax collector is in town with some guards to collect taxes. The adventurers will not be taxed, but boats and ships will be. If the adventurers are traveling on a ship they'll be asked to help pay the taxes.
18+	Today is a very good day for putting out to sea to catch fish. Shriveport becomes virtually empty.

Harrowbridge

Harrowbridge is the largest settlement in the Carrow Hills, a proper town with all the amenities you'd expect. Unlike Shriveport or tiny Shank it even has a (mostly) working sewer system.

Harrowbridge is a market town, both a crossroads for trade and a destination for trade caravans—in Harrowbridge there are rich merchants, wizards with a need for substances from far-off places, and even nobles with money to spare for silks and spices.

A long road leads south to Shank, and a road leads north to elsewhere. Shriveport lies just over the hills from Harrowbridge, but wise travelers choose to go around the hills using the road from Shank rather than travel through what is locally regarded as monster-infested bandit country.

North to "Elsewhere?"

If you are using your own setting and a player asks where the road north from Harrowbridge goes, pick one of the following place names and make a note of which one you picked: Belmarsh, Four Candles, Full Sutton, Gartree, Long Lartin, Parkhurst, Wakefield, Whitemoor.



Places in Harrowbridge

Harrowbridge is a walled town built around a bridge on the river Harrow—those wishing to cross the bridge must pay a tax. The town has grown beyond its original walls, spreading out into what was once farmland.

Harrowbridge—a Capital City?

If the Carrow Hills are part of a larger country then Harrowbridge will be the local administrative center, and has a small fort built into the wall. If you prefer to use the Carrow Hills as its own small country then Harrowbridge is its capital "city" and the fort is actually a tiny castle.

The Corn Exchange—This imposing building is a place where farmers trade their wares in bulk to merchants (not just corn), including selling shares of crops yet to be sown and cattle yet to be born. Here you can find merchants buying and selling these "futures," as well as arranging shipments to and from far-off places. The local merchants guild operates out of offices on the top floor of the building. In front of the building is a large paved square full of hawkers selling their goods to wealthy merchants, and at the back of the building are grain silos and cattle pens.

Adventure hooks:

- A merchant, **Zivas Kymeb**, needs to get his cattle to Shriveport quickly before a rival gets there via the longer southern route. Though he's been told that the hills are dangerous and full of bandits, he feels he has no other option if he is to save himself from financial ruin. Will the adventurers agree to act as scouts for his cattle drive?
- A master guild merchant, **Lady Angelica Mondegreen**, suspects one of her rivals (**Lady Ymallia Jansch**) of employing dark druids to ruin crops and thus drive up the price. Can the adventurers investigate for her? She'll only pay if the adventurers bring her proof that she can use against her rival in the guild's court.
- The adventurers notice some of the street sellers passing secret signals between them. Is this a sign of a local secret thieves guild, an information network employed by the merchants guild, or have they stumbled into the middle of an ambush about to take place?

The Tower of Wizardry—Centuries ago when the town wall was first being built the then-ruler decided to build a tower to attract a wizard to the town. No one took up permanent residency, but a tradition evolved of magic-users renting out rooms in the tower.

Adventure hooks:

- A wizard, **Erodisu the Blue**, has accidentally sent his familiar **Wormface the Impling** into another dimension. The impling appears and disappears randomly in Harrowbridge—can the adventurers track down the familiar and help the wizard retrieve it?
- An astromancer, **Gail Sprinklesleeves**, wants the adventurers to help her map the dimensional “thinings” throughout the Carrow Hills region. She can’t pay them, but offers to use her powers of teleportation for them in the future.
- The apprentice **Jont Wandhold** has not heard from his master **Gantax the Wise** for a month. Gantax’s rent is due, and Jont will soon be homeless if he doesn’t find his master. What happened to Gantax, and how are the adventurers already unknowingly involved?

The Solar Temple of the Red Sun—This huge cathedral is still under construction and will be for a few more generations yet. However, though it has a few still-unfinished towers, it is mostly complete. **Cardinal Jamallius Canute** is the head of the faith locally, and all priests and priestesses of the Bright Gods in the Carrow Hills and the regions immediately beyond answer to him.

The Solar Temple of the Red Sun is a massive dome surrounded by obelisks.

Adventure hooks:

- The head of the temple guard, **Captain Bless-Us-We-Who-Are-Unworthy Johnson**, attempts to arrest the adventurers at the edge of the cathedral green for failing to genuflect before a statue of Ezetesa the Teacher. Simultaneously, the captain of the town guard, **Captain Rohn Marret**, attempts to arrest the party for failing to pay a tax for passing through one of the gates of the city wall. The two guard captains are rivals, and the adventurers are suddenly caught in a tense web of local politics.
- A minor scribe in the temple, **Sonya Greenchild**, has found something of great interest in the archives and wants to sell it to the party. The whole situation is highly illegal, so Sonya isn’t willing to tell the adventurers what she has until she’s sure that she can trust them. However, an

assassin is on her trail...

- A dimensional rift opened in the nave of the cathedral, sucking in a youth, **Janet Goodchilde**. The bishop has declared the event divine punishment for Janet’s many hidden sins. Janet’s family want the party to clear their daughter’s name and find a way to bring her back from wherever she went.

The Loathsome Snake—The largest inn of Harrowbridge, this is a huge rambling hotel that over the years has taken over many adjoining buildings. Here a traveler can find rooms from cheap lodging in a leaky loft (*1 cp an hour*) to a full suite of rooms with personal servants and private meals (*35 gp a night*). Though the establishment is owned by the wealthy Redbriar merchant family (represented in Harrowbridge by **Willathan Redbriar**) the day-to-day management is handled by **Mistress Zeah Rocksure**.

Adventure hooks:

- A merchant has been murdered. **Hannah Sweetwater** from Shriveport has been found in her locked room, drowned but with bone-dry clothes. The adventurers were the last people to talk to her, and the hotel’s head trouble-solver, **Bill Pinetrees**, wants to find out what they know. Soon other guests start turning up dead, all with a connection to Shriveport.
- A local tailor, **Frank Boneneedle**, approaches the party and wants to know if they want “something special” made for them. He’s a thieves guild spy and is attempting to see if the adventurers also work for a branch of the guild.
- A wizard from out of town, **Foster Case**, is staying in the same area of the hotel as the adventurers. Foster is deathly afraid of a monster he calls “the Blemish” that he apparently summoned by mistake. The wizard claims that the Blemish is hunting him and that he hopes that the dimensional strangeness of the Carrow Hills will confuse the Blemish’s senses and buy him time while he figures out a way to defeat his nemesis. Will the adventurers help him in exchange for a treasure map that the wizard claims to have?

Bright clerics of the Path of Heaven are called solars.



The Fleshscar, page 33
The Middenlands, page 40
The Green, page 47

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Xaria, Beao, and Perikalo,
page 8.

*Chapter 6: The City at the
Edge of Dawn Gazetteer,
page 68*
*Skik, The Last Word (13),
page 77*

G&I

Age of Majority, page 8

*Dragons Blade Inn sponsored
by Aaron Most*

The Blemish

Is Foster Case simply mad? What does the treasure map lead to? What is the Blemish? Why did Foster Case summon it in the first place? What isn't the wizard telling the party? What seemingly unrelated adventure hook attaches itself to the party if they interact with Foster Case?

Threesides Plaza—At the center of this wide paved plaza stands a fountain with statues of *Xaria the Mother*, *Beao the Sustainer*, and *Perikalo the Lover*. During the day the plaza is a hive of activity as local merchants sell their wares from stalls set up around its triangular perimeter, and adherents of the three gods perform loud religious plays with the fountain as a backdrop. At night the plaza is closed with iron gates, heavily secured by guards from the Solar Temple of the Red Sun (the plaza is technically holy ground).

Adventure hooks:

- A changeling in the form of a street urchin is picking pockets. However, the fae creature isn't stealing, but is putting silver coins into the pockets and pouches of those in the plaza. What does it mean, and why is the "urchin" doing this?
- A public *age-of-majority* naming ceremony overseen by **Crystal Highnamer** (a priestess of Baeo) has turned violent. Three youths all want to take the exact same name! The priestess calls the adventurers over to adjudicate as they are impartial outsiders who don't know anybody involved. The name the youths are fighting over is the same as that of one of the adventurers, and their former names are like those of other members of the party!
- A stranger passionately kisses a party member. It is obvious that the stranger is being pursued by both the temple guard and the town guard. Will the party help the stranger, capture the fugitive and request a reward, or simply refuse to get involved? Whatever they choose, there will be consequences down the line.

Dragons Blade Inn—This inn is slung under the Harrow Bridge. The proprietors are famous for their exotic spiced meats and hot and bubbly cheese muffins. **Grath Slath**, the dragonspawn chef, and **Barty Hamlin**, the halfling barkeep, are business partners who constantly find fault with each other. This sniping ends as soon as someone agrees with one of the slights, and they both demand an apology if the person wants to remain as a guest of the inn.

Adventure hooks:

- Someone, or something, has been silently creating holes in the bottom of the inn, leaving a 40-foot drop into the water below. Dark forms with glowing eyes can be seen swimming in the river on the night that he holes appear.
- A serving woman, **Belinda Marsh**, originally from Shriveport, has been having strange

dreams. When the owners aren't looking, she'll ask the adventurers what they mean. She's seen a village of bones on land made of flesh. She's seen demons fall from the sky onto dark hills of broken things. She's seen a forest so tall, there is no light that reaches the bottom. (These are visions of the *Fleshscar*, the *Middenlands*, and the *Green*.)

- An old man in worn but fine clothes, **Kavin Toller**, tries to get the adventurers to pay for his drinks. Then his meals. Then his room. The staff warn the PCs not to waste their money. Kavin's problem is that he doesn't have gold. He has soul-shards. He comes from "A far away city. You can see it in the sunset sometimes." He left the *City at the Edge of Dawn* because he tried to cheat a little goblin out of his bookstore, and it didn't go well. *Skik* turned out to be a powerful sorcerer.

Gods and Icons

The book *Gods and Icons* from Dread Unicorn Games has lots of information on the gods mentioned here and will doubtless spark for you many ideas for further adventure hooks and local color.

Other People of Harrowbridge

Here are a couple of colorful characters found in Harrowbridge.

Bastion Durholm—Bastion is a young guard who dreams of being an adventurer—he plans to get experience with the guard, then travel as a caravan guard, and finally find his fortune and destiny in some far-away place. His conception of what an adventurer is and does is overly romantic, as evidenced by his frequent references to "seeking his destiny" and "high adventure." His extended family are all merchants or priests, and they are disappointed with his choice to become a lowly guard.

Adventure hooks:

- Bastion attaches himself to the party as their unofficial guide. His cousin, **Caitlyn Durholm**, uses her influence to make trouble for the party so that Bastion will stop associating with them.
- Bastion has overheard tales of treasure in the wooded hills between Harrowbridge and Shriveport—do the adventurers want to hire him as a guide? Of course, Bastion's local knowledge ends at the edge of Harrowbridge and the rumors that he has heard are rather vague—but he'll not let the party know that.
- Bastion has accidentally stumbled into some huge conspiracy and doesn't realize it yet. He follows the party to their lodging and attempts to buy them a meal, but the adventurers spot an assassin creeping up on their new friend. What does Bastion know that he doesn't know that he

knows?

Orland Hellmass—A fisher on the river Harrow, Orland ferries those across the river that don't want to pay the bridge toll. Usually he only asks for a copper piece, or if his passengers are interesting he'll have them tell a story or sing a song as payment. Technically Orland is a criminal for helping others dodge the bridge tax, but nobody bothers the old man. However, Orland knows a lot of people and hears a lot of interesting rumors so has ended up in the unofficial employ of various competing factions in Harrowbridge.

Adventure hooks:

- Orland has heard of a young laborer, **Udu Kentish**, who has been framed for a crime and is due to be executed outside the city walls soon. Though Orland can't betray a confidence and give more details, he urges the adventurers to look into it.
- Orland suggests that the adventurers seek out **Drat the Bard** who will probably pay them (though not a lot) for their stories. Drat the Bard can usually be found hanging about near the gallows outside the city, composing songs to glorify the newly (or about to be) dead.
- Orland knows that something odd has been going on in the city sewers, and has seen strange figures moving in and out of the culverts that empty into the river just downstream of the town.

Foreshadowing

The creatures in the sewers could well be *kobblins* (see chapter 2). Of all the locals, Orland is most likely to have heard rumors of what is going on in the hills. Orland might also mention that he has a "wacky" older brother, *Destin*, that he hasn't seen in years, ever since they were kids really.

Mistress Dona Newcroft—The owner of the slaughterhouses and tanneries on the Harrow River, Mistress Newcroft lives in town far away from the stink of her businesses downstream. If you buy anything leather in Harrowbridge, or sell cattle, the chances are you'll be dealing with one of her businesses.

Adventure hooks:

- Mistress Newcroft wants to sponsor the party while they are in town—all they must do is attend a few parties wearing fine leather clothing from her businesses and she'll pay for their lodging at the Loathsome Snake. What unusual parties do the adventurers end up attending, and who is Mistress Newcroft trying to impress?
- One of the servants at the Newcroft townhouse, **Maisy Rosered**, knows of the secret vault underneath the building. She encourages the adventurers to rob the vault, and she wants a cut in exchange for letting them into the house. What surprising thing is in the vault, and why is Maisy doing all this under the secret instruction

of Mistress Newcroft?

- Mistress Newcroft has lost her cat, Tiddles. That's it—just a lost cat. The party should be able to handle that, right? Of course, finding the cat will lead them into an adventure hook that they'd normally avoid.

Tiddles the Cat

You could simply use the hunt for the lost cat as an easy way to introduce NPCs for an upcoming adventure, an easy way for the party to gain funds, or a light-hearted break from more serious storylines in your game. Or you could flip it and have the cat be a polymorphed prisoner of a secret cult run by Mistress Newcroft. Or do a double-flip and have the party think that something more is going on and see how much trouble they get into while chasing a perfectly ordinary cat that they believe is something more.

Random Harrowbridge Events

What is going on locally?

D20 roll	Local Event
1	A bandit has been found guilty of banditry, murder, and mayhem. The public execution takes place today outside the town wall.
2	A fight breaks out in the street. The cause of the fight is minor, but it threatens to spill over to where the adventurers are. Somebody has called for the city guard.
3	A murder! A traveler has been found dead, face-down in the river. The town guard have no witnesses, but as they are armed strangers they would like to speak to the adventurers about the matter.
4	A corpse has been found on the trade road, probably the victim of bandits. Some of the town guard ask about to see if anybody knew the deceased, while others head out to see if they can catch the bandits.
5	A farmer driving cows through the streets to the Corn Exchange meets a merchant coming the other way with newly purchased sheep. Stuck in the middle of hundreds of confused livestock are several wagons. Can the adventurers take another route through the town, or are they stuck in the middle of it all?
6	A religious procession winds its way through the streets toward the Solar Temple of the Red Sun.

Kobblins, page 127

Destin Hellmass the Wizard, page 126

The Overworld and Beyond

D20 roll	Local Event	D20 roll	Local Event
7	A wedding party spills joyfully out into the streets, prompting a small impromptu street festival. The guards arrive, but will only intervene if they think things are getting out of hand.	15	An influx of trade caravans means that the town is very busy. If the adventurers are staying at the Loathsome Snake they'll be told that they are now sharing a room with strangers.
8	A normal day, but with a spectacular (and obviously supernatural) sunset—a byproduct of the thinness between dimensions in the area. Locals see such sunsets regularly, and don't find them in the least unusual.	16	It is trial day. Every criminal caught in the last month will appear before the judge at the small fort in town. The townsfolk have turned out in mass to watch the proceedings.
9	A raven or crow steals somebody's hat (maybe that of an adventurer) and flies off into the hills.	17	Strange glowing clouds emanate from the wizard's tower, and odd noises echo from within. A crowd gathers to see what this portends.
10	An unseasonal storm, crackling with strangely colored lightning, is on the horizon. Locals are used to these. Sometimes these storms rain strange things (frogs, fish, worms, blood, etc.).	18	It is a festival day, celebrating a local hero or god. Roll d12 twice for what the celebration involves: (1) locals pelt each other with mud in a town-wide team game with few rules, (2) gift exchanges, (3) fasting during the day, (4) singing, (5) a feast at sundown, (6) procession about the town walls, (7) fancy dress, (8) special baked goods, (9) masks, (10) feats of strength and foot races, (11) flowers, (12) wearing a certain color.
11	Heavy rains turn the roads and fields to thick mud. Any travel plans had best be postponed. The markets empty as buyers and sellers seek shelter.	19	A fire has broken out among the jumble of buildings outside the city wall. Townsfolk with axes and hooked poles pull the burning buildings down so that the fire doesn't spread.
12	Religious pilgrims are in town, on their way to a far-off place from some other far-off place.	20	A trader with unusual wares comes into town. Roll d12 for the trader's wares: (1) exotic songbirds, (2) books, (3) "trader" is actually a traveling show, (4) religious icons/statues/etc., (5) exotic spices and herbs (some medicinal), dyes and pigments, (6) lizard leather and unusual meats, (7) glassware, (8) maps and charts, (9) semi-precious gems and jewelry (some might be magical), (10) silks, (11) cloth-of-gold, (12) minor magical trinkets (candles that can be commanded to light, three-eyed cats, self-repairing pottery, etc.) and spell components.
13	It's tax day, and both the Solar Temple of the Red Sun and the town's secular tax collectors are out collecting. If you pay one you don't have to pay the other, so sales of fake tax receipts are taking place and the two groups of collectors are trying to sabotage each other. Locals are placing bets on which group collects the most tax. The wizards in the wizard's tower have locked the front door and are pretending not to be in.		
14	Inclement weather has delayed several trade caravans. The town is unusually quiet, and the price of some goods have gone up while others have gone down.		

The Countryside

The adventurers will need to go through the countryside if they want to travel between Shank, Shriveport, and Harrowbridge. If the party travels from Shank to Harrowbridge or Shriveport they can travel by road, passing by the occasional farm; when traveling directly between Harrowbridge to Shriveport they must cross densely wooded hills (said to be the domain of bandits).

Notable Locations

Here are some interesting locations in the country-

side.

The Trade Road—The road that runs from Shriveport to Shank and then onwards to Harrowbridge is unpaved, a compacted dirt road that becomes a muddy mire after heavy rains. In most places the bushes and trees have been cut back to prevent bandits from hiding to waylay travelers. Most of the trees near the road have been pollarded or coppiced (cultivated as part of rural life, different from the untamed woodland in the hills). Though bucolic farms cluster by the trade road, it is rare to find a farmstead in the wild hills—isolated farms

quickly become graveyards.

Adventure hooks:

- The adventurers come across an overturned wagon. The owner of the wagon says that if they will help right the vehicle they can catch a ride. The wagon is carrying something unusual (see the unusual trader random entry (20) in the Harrowbridge events table, [page 18](#)).
- The party passes a group of pilgrims who are chanting while they walk. One of the pilgrims seems to recognize an adventurer, but quickly averts their gaze.
- The party passes something of note. Roll 1d10: (1) A tree with strange markings etched into it. Druid signs, thief marks, or the work of a bored local? (2) A tiny fairy sitting on a milestone. When the party spots it, the fairy winks at them and disappears with a pop. (3) Farmers leaning on a fence watch the travelers pass by, muttering darkly, (4) A small roadside shrine, (5) Farmers digging a grave, (6) A corpse swinging from a noose, next to a sign on the tree that reads "BANDIT;" (7) A potter digging clay from the side of the road, leaving a pot-hole, (8) A scarecrow that turns to look at the party. Was it just the wind, or something sinister? (9) Unusually large spider webs, (10) A dilapidated cottage, the fields around it full of weeds and saplings.

The Black Peacock—Until recently this roadside tavern was a regular stop for travelers, but now it is a burnt-out husk. Locals say that paladins came in and burnt it to the ground, driving off the grey-veiled dancers who ran the tavern.

Adventure hooks:

- A foreign merchant, **Giovolo Blaylock**, passed through the area one night in a black carriage. Having nowhere to stay he gave a local carpenter, **Dunny Woodside**, a bag of silver coins to fix up the tavern for future travelers.
- Strange lights sometimes shine above the ruined tavern, and ghostly voices can occasionally be heard. The locals have taken to shunning the burnt-out building. A cleric has been called for to lay the unquiet spirits to rest.
- The grey-veiled dancers were part of a secretive sect, but left no clue as to who or what they worshiped. Local rumor has it that they spoke to something called "The Wheel of Angels" and performed strange rites in the deep woods. Maybe there is some treasure to be found in the woods?

Blaylock family, Blaylock Palace (1), page 88

Veiled dancers, The Ashen Peacock (1), page 91

Part of a Bigger Story

You can find more information about the grey-veiled dancers and the Blaylock family in [Chapter 6: The City at the Edge of Dawn Gazetteer, page 68](#).

Gullet's Gorge—This shortcut takes travelers from the main Harrowbridge-Shank section of the trade road through the hills to the Shriveport-Shank spur road, shaving off half a day from the journey between Shriveport and Harrowbridge. The way is passable for wagons but passes through a steep-sided valley ideal for bandit ambushes.

Adventure hooks:

- The adventurers see bandits moving about above them higher in the valley. Is this an ambush, or does the party not make an inviting





enough target?

- The party meets a traveler who wants to take the shortcut but is scared to do so. Will they travel the gorge with the stranger? What is their new friend not telling them?
- The party sees an overturned wagon and a dead horse. There is no sign of the wagon's driver, the contents of the wagon, nor of any bandits. Strangely there are no footprints.

The Corpses' Grove—This was formerly a bandit encampment, until the bandits were caught here and strung up in the trees—now their corpses sway in the breeze. Though it was a generation ago that the bandits were hung, the decayed corpses haven't fallen apart, nor have their ropes rotted.

Adventure hooks:

- One of the corpses speaks to the party, offering vague prophecies like "The cats know the way" and "Seek not the raven-tree, for it brings your doom" and "In the darkness lurks the watcher." After speaking the corpse becomes still once more.
- One of the corpses jumps down from its noose and leaves the grove. Will the party follow the corpse, or choose to leave well enough alone?
- The party finds a blood-sticky rock in the grove, large and flat enough to serve as a small altar. Near the altar are the stumps of candles and other signs of recent use.

Ruined Farm—At the edge of the hills the adventurers come across a farmhouse, its fields turning back to wilderness. It looks like a good place to camp for the night (especially if it is raining)—but something about the dark woods is unsettling.

Adventure hooks:

- Something or someone is moving about in the root cellar beneath the farmhouse. Is it an animal, a monster, a ghost, or just the overactive imagination of the party? Only one way to find out.
- This farmhouse is haunted. Something terrible happened here—and the ghosts are trying to warn the party to leave before it happens to them too!
- This ruined farmhouse is a bandit lair. The bandits are not here right now, but are sure to return before too long.

The Old Watchtower—Centuries ago the watchtower was part of a signal network of towers and bonfires that warned against coastal invaders. Now the tower is abandoned, and falling slowly to ruin.

Adventure hooks:

- The tower is the lair of something dangerous—maybe a family of bears (or owlbears) lives here, or something even more dangerous. The party sees signs of animal habitation, including bones. Will they investigate further?
- A crow carrying a hat takes it into the tower.

- What is the meaning of the event?
- The adventurers notice strange marks scratched around the doorway of the tower. Are they thief marks, bandit signs, or a magical ward to keep something out (or trapped inside)?

Witch's Hill—Locals are hesitant to talk about the highest peak of the Carrow Hills, and they make warding signs when they must do so. No two locals can agree on the reason why the hill is so feared.

Adventure hooks:

- The adventurers encounter nothing unusual on the hill, but upon returning to civilization discover that a month has passed.
- A coven of *witches* does indeed live on the hill, sharing a cottage. Roll d4 for the witches: (1) The witches are quite nice people and offer the party their aid in exchange for joining them in a dance, (2) They are powerful magic-users (druids) and offer hospitality to the party, but have some unusual rules that the adventurers must follow or suffer the ire of the witches, (3) The witches value their privacy, and demand that the party leaves—hiding the fact that they have no real magic to speak of, (4) Nope, these witches are magic-using cannibals and demon-worshippers.
- The party comes across realistic statues of animals and people screaming in terror. Does a medusa live here, a basilisk lair nearby, or is there something else going on?

Random Countryside Events

A table detailing likely (and unlikely) events.

D20 roll	Local Event
1	Chilling howls fill the air for hours on end.
2	The sound of many voices singing a chanting song is carried on the air, though it is hard to make out the lyrics of the song. Is it the song of farmers as they work, the chanting of witches, bandits singing around a fire, or a marching song?
3	Bandits are abroad, looking for somebody to rob.
4	The adventurers stumble across a corpse. Is it bandits, an animal attack, a monster's work, or natural causes (like plague)?
5	A wolf stalks out of the woods and watches the party before bounding off into the gloom. The wolf seemed unusually intelligent, though the adventurers would be hard-pressed to say why it gave that impression.
6	An unseasonal storm, crackling with strangely-colored lightning, rolls around the hills.

D20 roll	Local Event
7	Heavy rains make traveling almost impossible as the ground becomes deep sucking mud. The adventurers need to find shelter and quickly.
8	A normal day, but with a spectacular (and obviously supernatural) sunset—a byproduct of the thinness between dimensions in the area.
9	A raven or crow carrying a hat flies off into the hills towards an old watch tower.
10	A thick fog rolls in from the coast to the east.
11	A wind with the sound of laughter on it blows down from the deeply wooded hills.
12	A strange warm rain causes glowing mushrooms to sprout. The mushrooms turn to dust and spores soon after the rain stops, but if kept in a sealed glass jar with some wet soil they will glow like a lantern for up to a month.
13	Local animals, both domesticated and wild, are spooked by something that the adventurers cannot perceive. (Druids in the party and others with connections to nature, animal companions, and familiars become deeply uneasy but cannot explain why.)
14	The adventurers encounter a hybrid animal (a cat-bird, duck-bat, spider-snake), the result of other-dimensional energies leaking into the mortal realm.
15	For a moment the dimensional barriers weaken, and scenes of other dimensions assail the party's senses.
16	A riderless horse thunders by the party, its eyes wide and its saddle empty. If the party follows the horse's trail back they might find a bandit attack, a dis-horsed rider who has suffered an accident, or a rift in space-time that closes as they approach. Catching the horse might prove equally interesting.
17	Huge spiderwebs appear overnight.
18+	A major trade caravan with multiple merchants is traveling through the region. If the adventurers are on the road they'll need to move aside to avoid the cattle and many wagons. If the adventurers are in the hills they can see or hear the trade caravan in the distance.

Some witches might be more inclined to be friendly with those who follow the Old Gods.

Chapter 2: Attack of the Koblins

This first part of the adventure is designed for 5th to 6th level parties. Ideally, you've run a couple of sessions using the setting, NPCs, and adventure

hooks from the first chapter so that the players are familiar with the area and have an inkling that there is something odd going on locally.

A Nice Day for a Journey

The adventurers are traveling from Shriveport to Harrowbridge with a trade caravan, with a planned overnight stop in the village of Shank. They are either hired as guards, or travel as passengers on a wagon, or just happen to end up sharing the road with the caravan.

Why is the party part of the trade caravan? Maybe they were hired as guards by a merchant. Maybe the adventurers were traveling that way anyway and didn't fancy walking and have paid a couple of gold to sit on a wagon. Maybe the party are acting as bodyguards to an NPC that they have previously met.

However, *just* being caravan guards doesn't feel very champion-tier—so why are the adventurers *really* there? This is a good time to tap into icon relationships. Which icon is secretly transporting a powerful relic using the caravan as cover? Which icon has a trusted lieutenant traveling in disguise who is using this as an opportunity to pass information or aid to the party? Which icon has sent the adventurers to discover what is happening in the Carrow Hills? Or maybe the adventurers have personal reasons for hiring on as guards—an NPC friend of theirs went missing in a raid on a caravan and they are hoping the culprits will strike again so that they can capture a bandit for interrogation. This is your opportunity to fit the adventure to the characters' stories.

Random Countryside Events, page 21

Random Shank Events, page 10

This Journey as Part of Your Own Setting

OK, maybe it makes more sense (given whatever happened in the last session that they played) for the party to be traveling from Harrowbridge to Shriveport. Whatever the direction, this journey can be slotted in as part of a longer journey that the party is making, part of a larger quest.

The Caravan

The head of the caravan is the master-merchant **Mistress Mina Redbriar**, whose family also owns the *Loathsome Snake* hotel in Harrowbridge. Notable merchants are **Remy Monet** (*cattle*), **Aleyn Goodwine** (*ale*), **Herman Melcher** (*grain*), **Victorion**

Eldir (*silks, spices, and books*), and **Kevyna Meldrew** (*high-quality steel ingots and swords*). There are also various drovers, roustabouts, and the like (you can use NPC family names from chapter 1 to create these characters if the adventurers want to interact with these minor characters).

Troubleshooting

The adventure assumes that the party want to travel with the caravan, and have good reason to go chasing those that stole from the caravan. If the players have previously spent a session or two playing in the Carrow Hills and have an NPC or two that they like, that works in your favor—just have those NPCs be part of the caravan so that the koblins can later kidnap them.

For the most part the caravan's journey is uneventful, though you can introduce some countryside events from chapter 1 to spice things up. The two-day journey from Shriveport to Shank is without major incident—the trouble occurs when the party is half a day north of Shank traveling toward Harrowbridge.

Koblins Attack

As the caravan is passing through the rural landscape, the adventurers start to notice a lack of farmers in their fields. Keener-eyed adventurers will spot large webs in the trees, and strange piles of dirt off among the trees.

Without warning, from hundreds of small pits alongside the road erupt diminutive green humanoids. They had dug small holes and covered them back over with turf, just like trapdoor spiders!

These creatures are koblins, a magical amalgam of goblins and kobolds!

The Loathsome Snake, page 15

What Do the Kobblins Look Like?

Kobblins are the offspring of kobolds and goblins, fused together by leakage of unstable dimensional energies somewhere in the Carrow Hills. Some look halfway between kobold and goblin, others favor one or the other, and some have strange mutations like extra vestigial arms or have just one eye like a cyclops. A few kobblins have frog-like or spider-like features. Some kobblins are naked, others have hairy pelts, and some wear oversized clothing clearly taken from their victims. Their weapons are crude—bone or wood clubs with nails tied to them with twine, spears with flint heads, and so on. Some carry rusted human-made knives (which they use as short-swords) and human-made bows.

The kobblins are not interested in killing (nor in being killed)—this is a raid, not a war-party. As soon as the kobblins have caused enough chaos that some of them can grab the reins of a couple of wagons and race away with the goods, they retreat. Until then they'll try to cause as much mayhem and panic as they can.

The kobblins flee when the escalation die reaches 6, or when the group of kobblins that the adventurers are fighting are all dead. The battle is larger than just the group that the adventurers are fighting, and the kobblins will get away with at least a couple of wagons. If the adventurers choose to flee then the kobblins

get away with much more than they would have otherwise.

Adjusting the Adventure for Higher or Lower Level Parties

The kobblins are genetically unstable creatures, though as they breed over the generations that will lessen. If you are running this adventure for a lower-level party you could use standard kobolds and goblins, or give the kobblins -3 to their defenses. For higher-level parties you could increase the kobblins' hit points, and give the kobblins +3 to attack and an extra attack each round—fights would be short but intense.

Number of Adventurers in the Party	Koblin Raiders (mooks)	Koblin Archers	Koblin Spider-riders
3-5 5 th level	10	3	3
6+ 5 th level	10	5	5
3-5 6 th level	20	6	6
6+ 6 th level	20	8	8

Koblin Raider, page 128

Koblin Archer, page 128

Koblin Spider-Rider, page 128

After the Raid

Post-raid, the adventurers will have the chance to examine some dead kobblins with their strange mix



of goblinoid and koboldular traits. Any magically-aware adventurers detect a faint trace of magic in the koblins' blood—something that reminds them of owlbears.

Once the adventurers have had a chance to rest for a short while, Mistress Redbriar, the leader of the caravan, comes to them. The koblins got away with a wagon which had a false bottom—it was full of very expensive magical reagents, worth more than the rest of the caravan goods put together. She offers them 500 gp each to bring back the wagon.

The Hunt is On

As the koblins disappear into the distance it is down to the party to retrieve the stolen wagons. This is an extended skill challenge. The caravan has spare steeds for the adventurers to ride on, so the first skill check is a ride check.

Optional Rule: Skill Piggybacking

When a group of characters act in concert to perform a task together, they designate one to take the lead. That character makes the skill roll with a +5 difficulty penalty, but first all the characters following the leader roll at the original difficulty to assist. Each success lowers the difficulty for the leader by one. Any natural ones cause the entire group to fail in spectacular fashion.

It's up to the GM when skill piggybacking can be used. Following the leader to be stealthy or avoid a *faux pas* is great. Using piggybacking to notice an ambush is probably not.

Have each adventurer roll a skill check (appropriate attribute modifier + level + appropriate background if any). Dexterity would be important for staying on horseback, or perhaps Wisdom (or Charisma for druids or rangers) for convincing a horse to go faster. Take the highest and lowest rolls in the party.

Highest roll in party is 30 or over—The party is gaining on the koblins, though they are still in the distance. Lower the "high" threshold of the next skill check from 30 to 25.

Lowest roll in party is under 20—An adventurer falls off a horse or spooks the horses of others. As a result, the koblins disappear into the forested foothills while the party is too far away to see which direction they then headed in. Raise the "low" threshold of the next skill check from under 20 to under 25.

The second skill check is tracking the koblins through the forested foothills. Wisdom (to spot the

Not My Problem, Lady!

So what to do if the party refuses to go after the missing wagons? Maybe the inducement is too small. Well, a relative of hers owns the best hotel in Harrowbridge, do the party want free room and board for the next few years? Maybe the party needs a stick rather than a carrot—how about an NPC that they like was in one of the stolen wagons, or maybe some of their gear. What if the adventurers refuse and continue to Harrowbridge? Naturally any NPC group sent after the stolen wagon will fail, but I'm sure the wizards in Harrowbridge (who were expecting their reagents) will approach the party with an offer.

wagon tracks), Intelligence (to work out a shortcut), and Dexterity (to dodge branches while riding) are important attributes.

Highest roll in party is 30 or over—Though the party can no longer see the koblins, they take a route that doesn't give the koblins too much of a lead. Lower the "high" threshold of the next skill check from 30 to 25.

Lowest roll in party is under 20—The koblins know exactly which route the party is taking and prepare extra traps for the party. Raise the "low" threshold of the next skill check from under 20 to under 25.

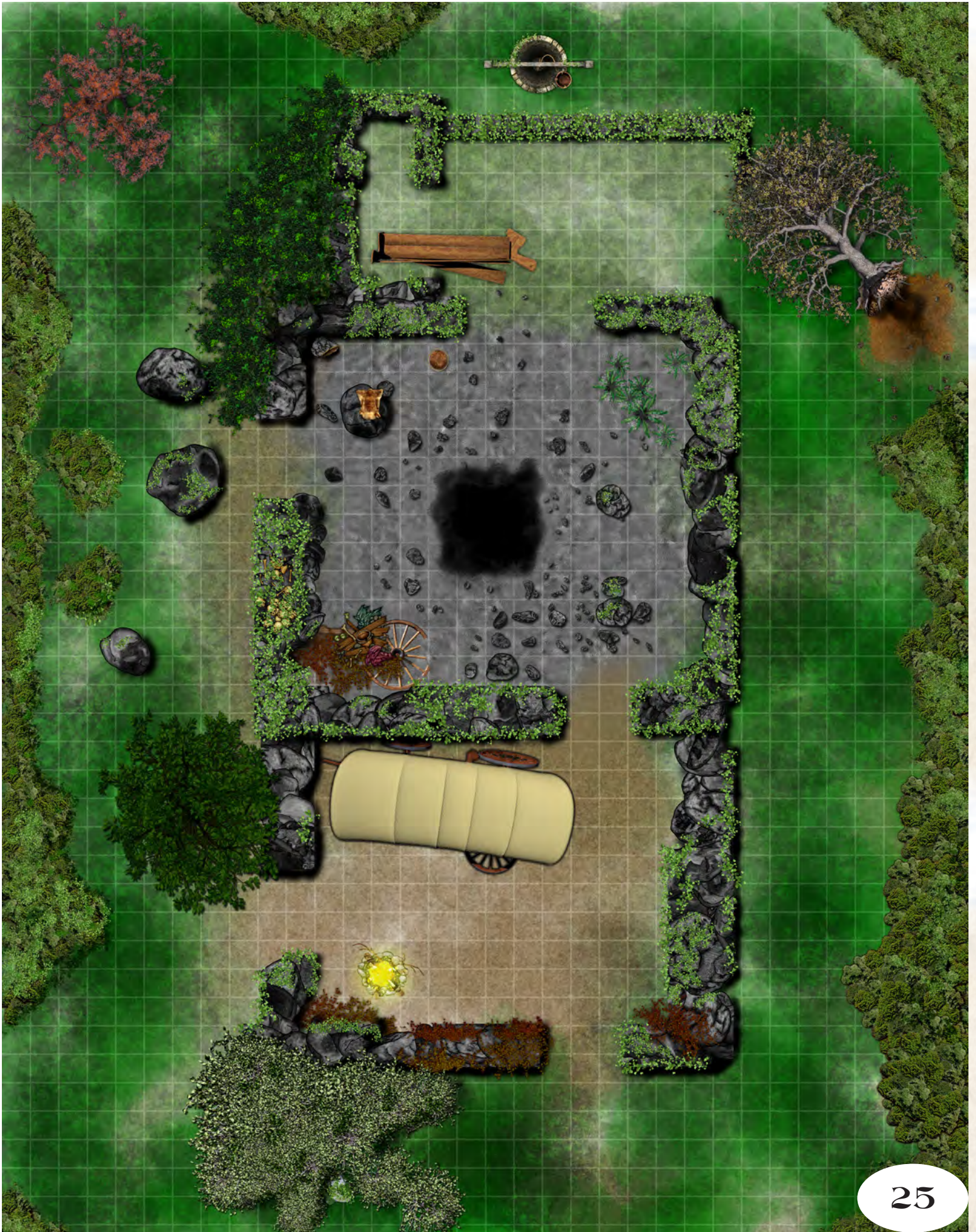
The third and final skill check is to avoid traps that the koblins have set up to stop pursuit. The koblins have dug small covered pits to make horses stumble and throw their riders, cut down trees to block easy paths, and made simple spear traps. Wisdom lets adventurers spot these traps, Dexterity lets them dodge out of the way.

Adventurer rolls 30 or over—They can aid another adventurer who rolled under 20, reducing damage by one die.

Adventurer rolls under 20—The adventurer takes 4d8 damage from koblin traps.

You may want to narrate (or let the players narrate) how the skill challenge goes for each adventurer.





The Lost Temple

The adventurers reach the foot of a hill, at the top of which they can see a low stone building with many wagons clustered around it—not just the recently stolen wagons but others taken from other smaller trade caravans. From the trees hang bundles of bones—primitive wards against intruders, designed as much to scare as they are to harness any magic.

Getting closer to the lair, the adventurers see that it once was a small temple, now missing its roof and with tumbledown walls green with moss. Looking around, the adventurers notice rotted timbers obscured by brambles and fungus—the remains of a lost village long ago abandoned to the forest.

Creeping up on the koblin encampment is a DC 25 skill check. When the adventurers attack they get a surprise round—the two adventurers with the highest initiatives who also passed the skill check get free actions before combat proper starts.

If the adventurers alert the koblins to their presence by trying to parlay (or failing the creeping-up skill check), then each adventurer must roll a skill check (DC 30) to notice koblins creeping around to ambush the party. Add 1d3 koblin raider mooks to the fight for each adventurer who failed either skill check.

Adventurers who try to parlay lose the opportuni-

ty to take part in the surprise round, and no surprise round happens at all if the party just charges in screaming without first creeping up on the camp.

Koblin Shaman, page 129

Koblin Archer, page 128

Koblin Camp Guard, page 128

Number of PCs	Koblin Shaman	Koblin Archers	Koblin Camp Guards
3-5 5th level	1	6	4
6+ 5th level	1	8	6
3-5 6th level	1	12	8
6+ 6th level	1	12	10

Run Away!

When the escalation die reaches 2+ half of the koblins left alive and the koblin shaman (if still alive) flee into the ruined temple, disappearing into a large hole in the floor where the temple has collapsed into its own basement.

Into the Lair

Once the fight is over the adventurers notice that all the wagons around the temple are empty, having been looted just before they arrived. Based upon marks on the ground, the koblins dragged goods from the recently stolen wagons through the hole into the basement of the temple.

The temple has no roof, and it is hard to see who it was once dedicated to. Here and there horse hide has been stretched out onto racks to dry, there is evidence of cooking fires, and further afield on the other side of the ruined temple there is a well-trod path leading to midden heaps.

Room 1 (Entrance from Above)–The Undercroft

This is the basement of the temple. The temple floor above has partially collapsed into the basement, leaving a ramp of rubble leading down into the gloom. The only light is that which comes down from the sky above.

The corpses of dead horses lie here, some freshly slaughtered. A metal spit above a campfire shows where the koblins have been cooking horsemeat, though the fire there is not lit. Horse bones form a large mound on the eastern side of the room.

There are four exits from this area (not including climbing back up the ramp of rubble). To the north is a hole in the basement wall, with an earthen tunnel

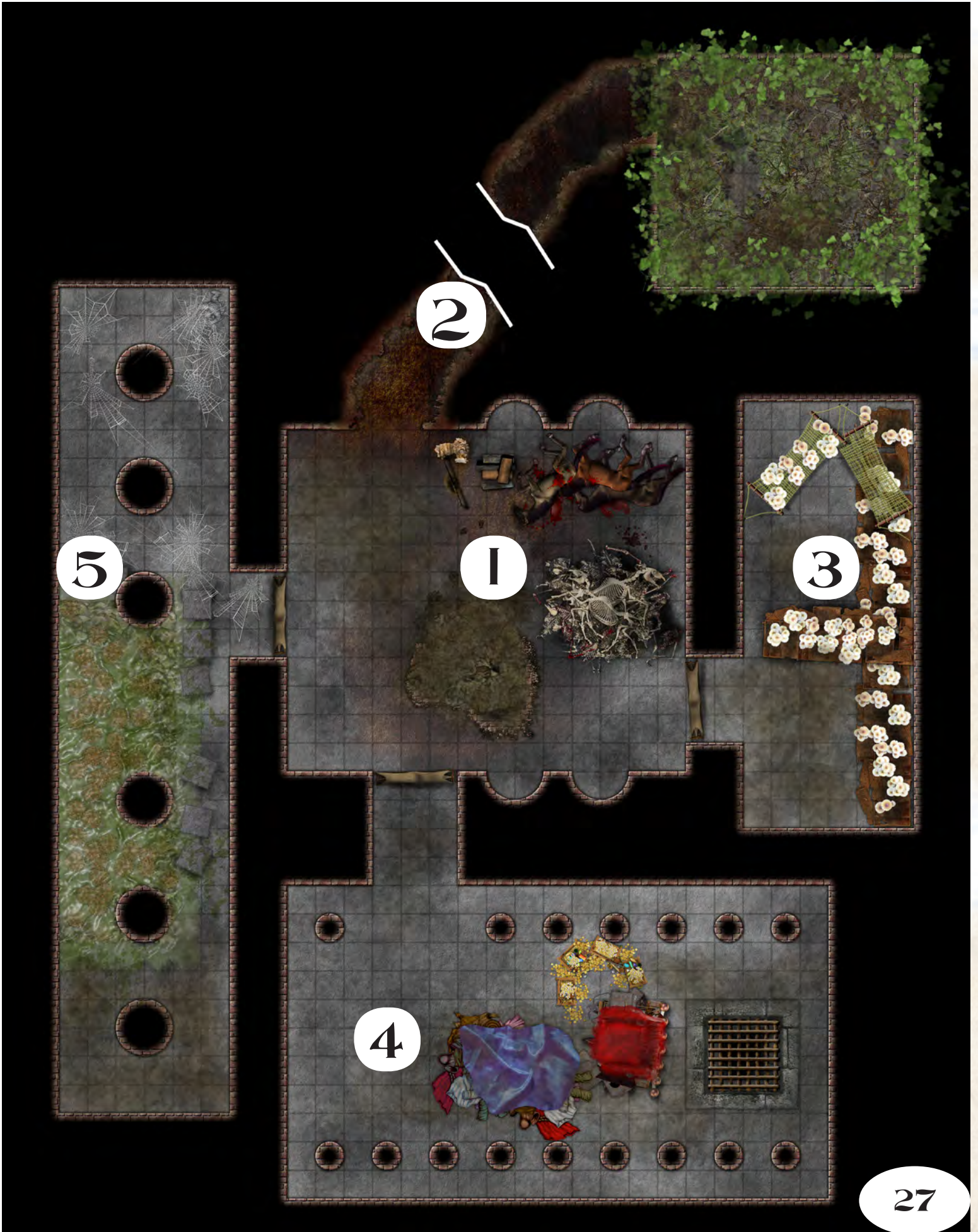
stretching downwards. The other three walls have stone archways leading to other rooms, with horsehide hung over the entrances.

Above the party in the dark skulk 2d3 koblin spider riders. It is a DC 30 skill check to spot the spider-riders lurking in the many shadows of the soot-stained vaulted basement ceiling, and then only if the adventurers are deliberately looking for lurking enemies. If the adventurers don't bother the spider-riders, the hiding koblins will simply wait for the party to leave the immediate area before escaping out of the hole and hiding far away in the woods for a couple of days.

Room 2 (North)–The Northern Tunnel

An earthen tunnel leads northwards and downwards away from the temple basement. The tunnel is supported by wooden planks, obviously taken from wagons that the koblins have previously stolen.

At the end of the tunnel sits an intact stone-walled basement underneath a ruined cottage. The cottage floor above the basement has rotted mostly away, but brambles form a natural “roof.” Koblins and perhaps halflings and gnomes can slip out of the basement between the brambles, but larger creatures would have to hack away at the undergrowth. This is the koblin escape route, and many koblins have already scrambled down the tunnel and fled away from



their lair during the adventurers' initial attack.

A dirt-covered canvas tarpaulin hides a supply of barrels and crates that contain all manner of things—mostly trade goods that were of no immediate use to the koblins (*iron ingots, quicklime, and shoes too large for koblins to wear*). The tarp is hidden under dirt and brambles, requiring a DC 25 skill check to spot it.

Room 3 (East)—The Mushroom Farm

This dark room smells strongly of damp earth, wet straw, and growing mushrooms. Crudely made wooden racks stretch from floor to ceiling and hold night-soil in which mushrooms are growing.

A group of 2d6 unarmed koblin mooks hide under the racks. The koblins cower away from the adventurers, and if attacked choose to flee rather than fight.

Room 4 (South)—The Treasure Room

This room has a large throne constructed from broken bits of cart held together with ropes. The throne has been draped with bolts of cloth and silk. Open chests in the room (their locks smashed off) display objects that glitter in the dim light.

Behind the throne is a rusted iron grate in the floor, beyond which a deeper room can be seen. The iron grate is rusted into place, but the gaps in it are large enough for a koblin (or a gnome or halfling) to slip between. The sound of chanting koblin voices echoes up from the darkness below, and a flickering light is barely visible. A trail of glittering dust (from a split bag of magical reagents) leads down through the grate.

Forcing open the iron grate requires a DC 15 skill check, or DC 25 to do it silently.

D12 roll Loot from Open Chests—Roll Once per Adventurer

1	Cut-glass drinking vessels, mostly broken (worth 1 sp)
2	Bag of glass marbles (worth 1 sp)
3	Box of tin whistles (worth 1 sp)
4	Sequins (worth 5 sp)
5	Multicolored ceramic beads (worth 1 gp)
6	Box of scissors (worth 2 gp)
7	Multi-colored glass statue of a horse (worth 10 gp)
8	Silver spoons (worth 100 gp)
9	Silver armbands with semi-precious gems (worth 200 gp)
10	Shiny steel padlocks and keys (worth 500 gp)
11	Gold coins! (1000 gp)
12	Bag of uncut diamonds (1500 gp)

Whichever adventurer found the least loot also finds this item...

Wonderful Whistle of Slippery Fish

This fish-shaped silver whistle smells faintly of the sea.

Wondrous item

Once every five minutes: When loudly blown, a live fish appears wherever the blower is looking (or just above or beside, if the blower is staring at a solid object or person).

Recharge 16+ after battle: When blown, gives the blower and their allies +1 to all disengage checks until the end of a battle—and causes a large slippery fish to appear, of course (champion: recharge 11+; epic: recharge 6+).

Quirk: Fear of nets, fishing hooks, etc.

Room 5 (West)—The Nursery

The flagstones of the floor have been levered up in this room, and the earth beneath dug out. In the resulting pit is a squirming pulsating mass of what looks like giant frog spawn. Looking closer into the pit the adventurers can see that rather than tadpoles the eggs contain smaller koblins.

On the walls of this room are humanoid skeletons, cocooned in torn webs. If the adventurers were looking for a kidnapped NPC then they find them on the wall of this room, cocooned in untorn webs—breakfast for the as-yet unborn koblins.

If the adventurers disturb the pit of eggs then 3d4 screaming koblins hatch. If the adventurers linger the koblins attack them; if the adventurers leave then the koblin "tadpoles" cannibalistically turn on each other until only one is left.



✠

Deeper Under the Lair

Once the adventurers pass through the grate in the floor of the treasure room, they find a large oval chamber. In the center of the chamber stands a pair of stone obelisks. A strange energy crackles between the obelisks. Magically-inclined adventurers know that this is a dimensional portal, though it is not currently open.

Beyond the obelisks a group of kobblins chant to a huge spider whose many eyes glitter in the arcane light of the closed portal.

As soon as the adventurers enter the chamber the spider spots them and shrieks. The kobblins immediately attack the party!

Koblin Shaman, page 129

Koblin High-Shaman, page 129

Giant Koblin-Spider, page 130

Number of PCs	Koblin Shamans	Koblin High-Shaman	Giant Koblin-Spider
3-5 5th level	3	1	1
6+ 5th level	7	1	1
3-5 6th level	8	1	1
6+ 6th level	14	1	1

After the fight the adventurers discover the missing bags of magical reagents, though most are opened and empty. It appears that the kobblins were feeding the giant spider the magical reagents.

By this point in the adventure any still-living kobblins have fled far into the wooded hills, hiding in badger holes and hollow logs. The adventurers are free to explore the koblin lair uninterrupted.

The dimensional portal cannot be opened at this point—it only becomes openable at certain times when the local barriers between realms are especially thin. Any magically-inclined adventurer will know that sticking around near the obelisks long-term is a bad idea, as they might end up getting fused like the kobolds and goblins did!



So Who Was the Temple Dedicated To?

If an adventurer worships a particular god then they could discover evidence that this was a temple of that faith. If you can't tie the temple into an adventurer's backstory then just pick a god or pantheon from *Gods and Icons* from Dread Unicorn Games.

Chapter 3: Further Adventures in the Carrow Hills

The adventures in the Carrow Hills don't have to end just because the kobblins have been dealt with. Here are mini-adventures intended for after the lost temple has been discovered, but before the adventurers are called upon to solve the issue of other-worldly monsters at epic tier. The adventures in this chapter all build upon the adventure in the last chapter and foreshadow the epic-tier adventure next chapter.

A Ship Aloft

It is market day in Harrowbridge, and a ship appears in mid-air and crashes into the Corn Exchange! The sailors on the ship are all deceased, seemingly boiled to death.

The town's guilds offer half the treasure from the ship's hold to whoever can explain where the ship came from—and prevent anything like this happening again. The adventurers hear that a magic item was found in the ship's hold, an item that they would find very useful.

Where did the ship come from, how did the sailors really die, and how did the vessel appear in mid-air miles away from the coast?

Links to Other Adventures

If the adventurers ask around town they might end up speaking to Donovan Witchblood (see *Attune the Obelisks*) as an expert on strange happenings and teleportation.

Attune the Obelisks

A wizard from Harrowbridge, **Donovan Witchblood**, has discovered a map showing obelisks scattered throughout the Carrow Hills. Donovan believes that the obelisks are part of an ancient teleportation network, and wants to turn it on. With the network reactivated (and Donovan in charge and collecting

tolls) merchants could take shortcuts and avoid long and potentially dangerous journeys.

There are some problems with Donovan's idea of course. For a start if the wizard's idea works merchants will no longer need to stop in Shank, and the village's economy will die. Secondly the energy of the portals attracts monsters, so the adventurers will have to fight off owlbears, undead, and elementals.

Finally, Donovan doesn't have a clue what the network of obelisks *actually* does. He thinks that it is a teleportation network, but he's only partially right. Some of the obelisks were intended to be used for magical travel. Some of the obelisks are part of an ancient ward that keeps a demon sealed away in limbo—interfering with too many of *those* obelisks will free the demon into the Carrow Hills.

Gods and Icons

A demon to some is an angel to others—if you are using the *Gods and Icons* book from Dread Unicorn Games, what about making the “demon” a messenger of Koatiri or Chazda? The divine being was locked away either due to it being rebellious, or by enemies of its god—either way it now has a grudge against the descendants of those who imprisoned it in limbo.

Links to Other Adventures

If Donovan is intent on messing with the two obelisks in the basement of the lost temple, he might meet opposition from Phineas of Darpool (see *Lost Idol*).

[Lost Idol, page 32](#)

Beast of Shank

Mattie Groves, mayor of Shank, invites the adventurers to a festival that the village is holding to celebrate the defeat of the kobblins. When the adventurers get to Shank, Mattie pulls them aside to tell them that somebody in Shank is a werewolf. The mayor can't trust anybody in Shank to investigate, but

[Mattie Groves, Other People of Shank, page 9](#)

Ge1

If you are using Gods and Icons then Blue Aoife (the High Druid of the Old Gods) is an icon that could be involved behind the scenes.

as the adventurers were far away from Shank each time there was a werewolf attack she can trust them. She asks the party to investigate quietly, so as not to cause panic—she has only shared her suspicions with Geris Barleyoak (the innkeeper) and Nalach Krumb (the baker's spouse) who form a sort of informal town council.

Links to Other Adventures

An NPC from another adventure in this chapter could be the werewolf, or it could be a result of the hybridization experiments (see *Principia Artes Magicis*). Maybe a portal to the Green has opened (see the epic tier realm in the next chapter).

Lost Idol

The Lost Temple, page 26

A priest, **Phineas of Darpool**, believes that a priceless statue is somewhere in the *lost temple*, possibly buried nearby when the temple was abandoned. His superiors have sent him to retrieve the statue and bring it back to civilization. The priest asks the adventurers to guard him and his crew of hired laborers while they dig up the area around the temple. Oh, and Phinaes has a box of gold to pay the laborers so that will need guarding too.

Attune the Obelisks, page 31

Three problems. One, the kobblins aren't gone—they were driven off but have found another place to lair nearby. Two, some of the laborers plan to steal the statue once it is unearthed. Three, bandits plan to attack the camp and take the laborers' pay.

Beast of Shank, page 31

If the adventurers can return the statue to the mother temple, not only will they be paid but they'll be owed a big favor by a religious organization.

Ge1

Dozakad, page 6
Balamet, page 14
Baltigan, page 17
Hierophant Galsyra, page 41

Gods and Icons

It would make sense for the god to be one related to travel, a deity like *Dozakad* or *Balamet*. *Baltigan*, the old god of magic, could also be an interesting fit.

Being owed a favor by a religious organization could result in a temporary bonus to icon rolls with icons like Hierophant Galsyra, the High Priestess of the Bright Gods. Then again, if the adventurers decide to betray the priest and his superiors at the last moment then they might earn a relationship with a wholly different icon.

Links to Other Adventures

Phineas of Darpool might be the NPC that initially calls on the adventurers in the epic "Into the Overworld" adventure, or could be the NPC secretly afflicted with lycanthropy that is troubling Shank (see *Beast of Shank*).

Principia Artes Magicis

A group of magical experimenters, led by **Sallia Phemanita**, has arrived in Shriveport. The various alchemists, enchantresses, and thaumaturges have a ship-load of animals that they want to merge together using the strange power found in the Carrow Hills. As the adventurers have first-hand knowledge of the lost temple and the kobblins, the experimenters want the party to take the animals into the Carrow Hills and leave them at points that they feel might result in a merging of creatures.

So the adventurers must haul beasts (some of which are dangerous, many of which are uncooperative) into a roadless monster-and-bandit-infested wilderness. They must keep the beasts safe long enough for the dimensional merging to take place. Then they must take the resulting hybrid monsters back to Shriveport (alive and unharmed) for the assembled experimenters to examine and dissect. Simple, right? Well, the experimenters make it sound simple.

The experimenters offer to pay the adventurers 1,000 gp each (in gemstones) and have a magic item which they can use to sweeten the deal if need be.

Links to Other Adventures

The cadre of experimenters likely contains Donovan Witchblood (see *Attune the Obelisks*) among their number. The experiments might lead to the events in *Beast of Shank*.

Chapter 4: Life, Death, Rebirth

This adventure is intended for parties of upper champion tier to lower epic tier (7th-8th level), involving travel to multiple realms and classic “hex-crawl” style exploration.

Getting the Adventure Started

The adventure starts when the party ends up in the realm of Fleshscar with no way out. Here are some ways the party might end up in the situation:

- Poking around in an old ruin, the adventurers

accidentally open a portal between realms.

- The adventurers lose a fight, and rather than kill them their enemy uses magic to exile them.
- The adventurers are traveling in an interplanar ship and caught in a storm that shipwrecks them.
- The adventurers follow the instructions on a faded treasure map to open a portal to great riches. Unfortunately, the map was a little too faded.
- The party fights a god-like being. Everybody the semi-deity “kills” ends up deposited in the Fleshscar.

Regardless of how they got there, the party has all their usual weapons and armor, gear and equipment.

Any character ability tagged Overworld, such as the wizard's Overworld Advantage or the terrain caster druid's daily spells, work in all the planes in this supplement. If the GM wishes, terrain caster druids may find themselves in an area that counts as both overworld and some other terrain (such as mountains) and the druid can choose either terrain to use for their spells.

Part I: Life is Hard

The adventurers look around. It is dark. The ground under them is warm and yielding and smells of sweat. The adventurers are in a fistula—a skin-lined tunnel through flesh. As their eyes adjust they see that the ceiling above them is slightly translucent, like light coming through skin. The tunnel has light coming from both ends. The skin of the fistula is tough, but if cut it oozes a thick dark blood.

The Fleshscar

Emerging into the light, the adventurers discover an endless landscape made of living flesh. Sweating hills of flesh contain wheezing pit-like orifices leading to vast lungs, bowels, and stomachs. Bone and horn spires jut mountainously from pustule-covered plains. Seas of bile roil and bubble, digesting the mega-fleas and dog-sized uber-ticks which stumble into them. Rivers of tears flow from cave-like ducts, trickling through hairy valleys and into dark cavernous openings.

In the sky above, clouds of respiration condense into rain, the only source of fresh water. Beyond the clouds a ceiling of vast glowing eyes surveys the landscape, the cosmic being only able to see itself—for it is its own world. The day-night cycle of the Fleshscar is random—determined by how many eyes are open rather than by predictable cycles or orbits.

There are people who live here, their bone-shard spears and skin-leather tents aiding them in their struggle for survival. They harvest humongous fungal infections, tap the veins of their world for sustenance, and farm the massive parasites that infest the cosmic being on which they reside.

Healing and “Death” in the Fleshscar

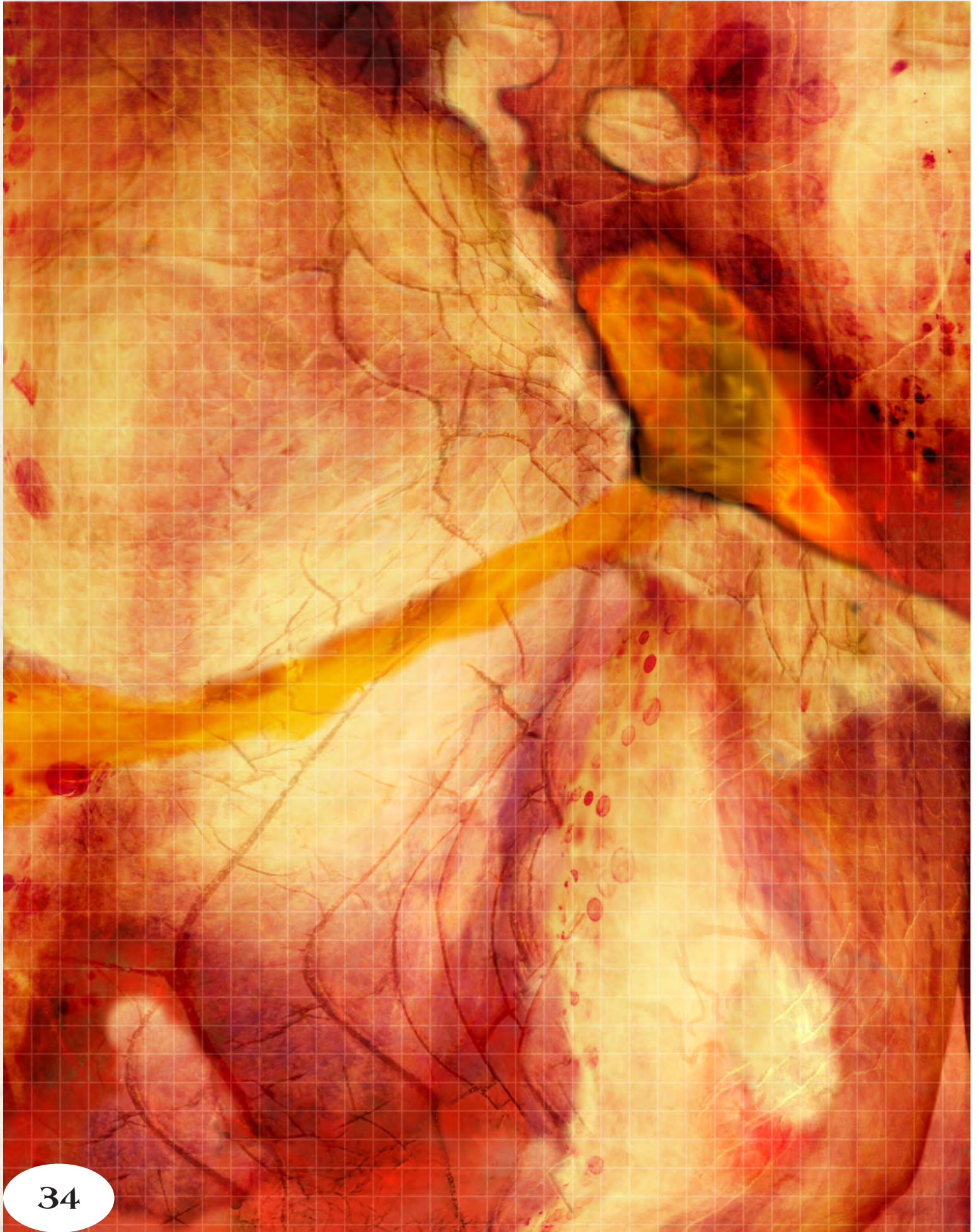
Adventurers who heal here, either naturally or through magical means, gain double the normal amount of hit points. Healing that would take an adventurer over their normal hit point threshold gives the adventurer temporary hit points—but also causes mutations (roll 1d6: (1) eye or mouth, (2) benign tumor-like fleshy growth, (3) worm-like growths, (4) sphincter-like orifice, (5) unnaturally smooth flesh that pulses, (6) fleshy tentacle).

An adventurer who has no hit points begins to merge with the flesh landscape. An adventurer who dies fully merges with the landscape, becoming one with the Fleshscar—the adventurer is still “alive,” but no longer as an individual, instead becoming subsumed into the world-organism.

Constructs, intelligent plants, the undead, etc. need not worry about merging with the fleshscape or gaining mutations, but neither do they benefit from the extra healing. At least not at first. If an adventurer not made from living flesh stays in this realm for too long they'll end up becoming flesh and blood.

It can be fun for necromancers to find their pets slow growing organs and skin while in the Fleshscar.

Despite the realm slowly turning undead creatures back to living ones, there are a surprising number of vampires and vampire spawn. In this realm vampirism is something that sometimes sweeps through the population of a village when one person becomes infected, before everybody gets cured by the magic of the realm, like a bad case of the flu. In between the start of the infection and its passing, the villagers



become bloodthirsty undead savages. If the villagers are close to a vein they mindlessly feed until the infection passes, and if not they seek out other villages to attack.

Oh, and there are tumorous things that sometimes crawl out of the fleshy caverns. Who knows what those used to be (use the stats for any monster you like). Plus giant lice (use the stats for *hooked demons*). Oh boy! Hungry mouths in the “ground,” shuddering flesh-quakes, vomit-volcanoes—this realm has it all!

The Flesh-Crawling Hex-Crawl

There’s nothing to be done about it—the adventurers will have to find some way to leave the realm, or make a new life here among the scabs and pus.

Finding a way out involves exploring for a bit. For this you’ll need some gridded paper. A hexagonal grid is traditional, but a square grid works fine too. Each grid area represents a couple of square miles. Each time the party explores an area roll for the (both large and revealed) features below. Also roll for large features that the adventurers can see in the neighboring grid areas.

D20 Roll	Large Features (You can see these from far-off.)
1	A huge mountain of flesh, with a white nail-like peak, dominates the area.
2	A scabrous pus volcano oozes red-hot pus and blood, scarring the flesh around it and filling the air with the smell of cooking meat.
3	A deep valley, surrounding an enormous dark orifice.
4	A forest of finger-like growths that bifurcate and branch dominates the landscape. The growths grab at and crush anything that gets too close to them.
5	A ridge of bone spurs juts forth dramatically.
6	A river of blood flows across the landscape.
7	A rotted area, crawling with maggots. Going is hard here, as the skin breaks underfoot.
8	A scabland, hard and unyielding.
9	A vast brain-like structure lies just beneath the surface, its neural discharges like lightning beneath the skin.
10	Hair! Long, luxurious hair waving like wheat. In many places it is too tall to see over.
11	Hollow bone trees from which come a wheezing sound as the fleshscape breathes in and out through them.

D20 Roll	Large Features (You can see these from far-off.)
12	Pus-filled boils as big as hills, and too hot to touch. Massive things wiggle inside them.
13	The land is fat and pleasantly (if disturbingly) soft and yielding to the touch, producing rolling zaftig hills.
14	The landscape is covered in a mist of warm breath.
15	The landscape is dominated by a lake of blood.
16	The landscape is dotted with holes, the interior of each hole lined with a dripping membrane. Once an hour the whole landscape sneezes, in a single titanic upheaval.
17	The landscape is heavily veined, like a weightlifter’s arm.
18	The skin is cracked into a badlands of ravines and callused outcroppings.
19	Roll 3d6 twice on this table and combine the results.
20	The landscape here is unremarkable—except for the fact that it is made of living flesh.

Hooked demons are in the core book.

Once the adventurers enter an area and start exploring they discover two revealed features.

D20 Roll Twice	Revealed Features (You must enter an area to find these features.)
1	A carved bone outcropping juts forth from the skin. The carving is in an alphabet or writing system that the adventurers recognize, but either the language is unknown to them or it is just gibberish.
2	A deep wound, freshly made.
3	A forest of thick hairs, with blind lice and huge eggs clinging to them.
4	A huge insect as large as a cow is slowly chewing on a callused cliff-face.
5	A mouth-like opening lined with teeth.
6	A sphincter-like opening leads into a deep cave.
7	A squirting orifice.
8	An abandoned village with a wall of bone blocks and the tattered remains of skin tents. A mosquito-like creature (a stirge) circles overhead.
9	An area filled with tongues the size of buses!
10	An odd conglomeration of flesh that is slowly being absorbed into the landscape.
11	An orifice that breathes in and out.

The Overworld and Beyond

D20 Roll Twice	Revealed Features (You must enter an area to find these features.)
12	Dog-sized ticks drink blood from a vein near the surface. Crows circle overhead.
13	Glowing eyes that close when the adventurers get near.
14	Lots of bald smooth areas, they look like long-healed scars.
15	Pits filled with bubbling fluids. Digestive acid, drinkable water, or something horrid? Only one way to find out...
16	Scattered across the landscape are gullies lined with sticky curly coarse hairs from which it is hard to escape.
17	The ground here is sweaty and slick, with small streams of sweat running downwards toward pools.
18	The skin here is tattooed in an alien language. Either that or it is some sort of disease. Or maybe both?
19	Weeping eyes dot the landscape, making the ground swampy underfoot with eye-mucus. The eyes turn to follow one's progress, and huge mucus-crusting insects pick their way through the swamp on stilt-like legs.
20	Something anatomically... unspeakable. Best to move onwards.

Each area explored has two encounters. It is up to the players how the adventurers approach these—they could try to avoid them or interact with them, try fighting or diplomacy, whatever they want.

D12 Roll Twice	Encounters While Exploring the Area
1	2d6 gigantic <i>black puddings</i> burst forth from beneath the skin.
2	A group of lumpy mutated humanoids shuffle along, ignoring the adventurers as they pick scabs from the landscape to eat them.
3	A human dressed in rags and leather approaches the party and mimes that it wants to trade its bone spear for some of the metal items the characters are carrying—a buckle or two will do.
4	A <i>massive parasite</i> is consuming something still wriggling—maybe a person? Roll to see if it has noticed the party: 1-2 it is too intent on its meal, 4-6 it is still hungry.
5	Blood-mad villagers are out hunting (use stats for vampires, vampire spawn, etc.).
6	<i>Cancerous-gnolls</i> , at least twice as numerous as the adventurers.
7	Dandruff storm! Visibility is only a few feet.

Black puddings are in the core book.

Massive Parasite, page 133

Cancerous-Gnoll, page 122

D12 Roll Twice	Encounters While Exploring the Area
8	Fleshquake! The quake is preceded by crows that were eating ticks off the skin taking off screeching. If this is the first fleshquake the adventurers have encountered, the crows taking off won't be a warning (each PC takes 3d8 damage), but if they have seen this behavior before the party has a minute to prepare (DC 25 to avoid damage).
9	One of the adventurers starts mutating (roll d20: (1) eyes over their head and their hair falls out—360 degree vision unless hidden under hat or wig, (2) extra fingers along their forearms—might be useful for cheating at cards, (3) second mouth on their throat—functional, can be hidden with a scarf, good for singing duets, (4) chitinous armor +1 AC if attacked from behind, (5) tentacle in an odd place—useful for party tricks, (6) an oozing sore—should clear up in a month, (7) useless gill-like folds under the arms, (8) useless stubby tail, (9) a distorted face on the stomach, occasionally opens blind eyes or makes facial expressions, (10) useless withered extra arm, (11+) odd patch of discolored skin).
10	The ruins of a trade caravan, slowly being digested in a pit of acid.
11	The skin has been peeled back and the meat beneath has been dug away. Whoever or whatever did this might return shortly.
12	What was once a person, still living and in agony, being absorbed into a wall of flesh. It begs for death, but death is not possible here—only becoming one with the Fleshscar.

The Stockade

After the party has had at least two fights, at least two non-combat encounters where they solved a problem or talked with an NPC, has faced at least two hazardous non-combat situations, and explored at least three areas, it is time to introduce the shipwrecked elves.

As the adventurers enter a new area they notice what looks like a village in the distance. What look like dark elves are attacking the village. A group of the attackers splits off from the main group and attacks the party...



The Overworld and Beyond

Number of Adventurers in the Party	Void Elf Corsair	Void Elf Highbinder	And...
3-5 7 th level	4	4	1 Sharkian Wizard
6+ 7 th level	6	5	2 Sharkian Wizards
3-5 8 th level	4	4	1 Void Elf Warplock
6+ 8 th level	6	5	2 Void Elf Warplocks

Void Elves, page 140

Sharkians, page 136

If the fight is too easy then some void elves break off from the attack on the village to help their friends. If more than one adventurer reaches 0 hit points before the escalation die reaches 6 and the fight is too hard, the void elves retreat as some of the people from the village come out to aid the adventurers.

Once the escalation die reaches 6 a horn sounds and the void elves and their sharkian allies retreat.

The people of the village come out to help the adventurers and bandage any wounds they might have. The village is populated by wood elves, though they call themselves “wildspace nomads.”

The wildspace nomads worship the Old Gods.

The Wreck of the Pepperdÿne

The stockade is a simply constructed wall structure of wood and bone, with a few crudely made wooden shacks at the center. The wooden shack is made from what looks like the broken remains of a ship, lashed together with rope to serve as a crude shelter. The ship’s name, *Pepperdÿne*, can be seen on a broken piece of wood that serves as a hut door. There is also a lot of broken wood that looks like it came from a living tree, most of which went into the construction of the stockade wall.

The elves are the survivors of a shipwrecked vessel, a transdimensional merchant ship that was traveling from its home in a realm known as The Green to a place called The City at the Edge of Dawn. It was attacked by void elf raiders, and the two ships crashed through a portal into this realm. The void elves have a mostly intact ship, but lack something the crew of the *Pepperdÿne* call a “celestial heart”—a device of brass, wood, and crystal that allows the ships to fly and move between worlds.

Of course, the above info-dump is for you the GM. The adventurers will discover it by talking to the following characters.

Thil Greenwing the Navigator—The highest-ranking survivor of the wreck, Greenwing implores the adventurers to aid them in capturing the void elf ship so they can all get out of this realm. Greenwing is worried—the celestial heart probably only has enough of a charge to get them to an adjacent world, not all the way home, but they haven’t revealed that fact to anybody yet.

Piew Silverside might owe money to Skass Shinewing, The Green Market (10), page 76, or a grey-veiled dancer, The Ashen Peacock (1), page 91, or anyone else you might come up with in The City at the Edge of Dawn.

Thil Greenwing has contacts with the veiled dancers of The Ashen Peacock (1), page 91.

Adventure hooks:

- Greenwing reveals that the crew’s water supply is running low. Do the adventurers know where fresh water is?
- Greenwing was smuggling contraband alchemical substances into the City at the Edge of Dawn, and suspects the pirates somehow knew about that. He can trust the adventurers, but can he trust the rest of the crew?
- Something in the Fleshscar is causing Greenwing to fade away. His periods of translucency started recently with his fingertips, but the area of him that is fading in and out and the length and severity of the fade is spreading. The adventurers are the first to notice—Greenwing doesn’t want the others to worry.

Celena Roots, Bosun—This russet-skinned elf has tattoos covering her arms, each one a symbol of good luck from a realm that she has visited. Celena is also pregnant; she was hiding this fact or else she wouldn’t have been allowed to set sail as the ship’s bosun. Her time is getting close, and she is desperate to get away from this nightmarish flesh-realm before she gives birth. Celena is the second-highest ranking survivor of the shipwreck and is currently its most capable fighter.

Adventure hooks:

- While marching, Celena lags behind everybody, causing the party to have to regularly wait for her to catch up. She claims to have an injured back, but if the adventurers examine her they’ll discover her condition.
- Celena stops to sit on an outcropping of bone, but it is studded with nerve-endings and triggers a flesh-quake!
- Celena’s water breaks! If the adventurers haven’t been paying attention to her frequent backaches and the slowness of her walking, they might be caught by surprise. Cultural taboos prevent the rest of the crew from aiding her, but the adventurers aren’t tied by those traditions.

Piew Silverside, Deckhand—A grizzled deckhand, Silverside lost her sight in the crash. She talks a lot about her treetop town in The Green and her wife that is waiting for her there.

Adventure hooks:

- Beneath her bandages, the magic of the Fleshscar is healing Silverside’s eyes. Unfortunately, what is healing is something similar to a nest of writing maggots, and exposing the new writhing flesh to light hurts her. Nobody has told her what is happening to her, but the rest of the crew knows and she is starting to suspect.
- Silverside has been eating the flesh from the realm and it’s made her sick. Hopefully this will pass soon, because the smell of her vomit is attracting creatures to the party.
- Silverside owes money to a criminal in the City at the Edge of Dawn, and thinks that the criminal is somehow behind the void elf attack. The

guilt is starting to affect her.

Hawk Jimnins, Cabin Boy—Hawk is half-human, a fact that he tries (unsuccessfully) to hide from the rest of the crew by wearing a bandanna and keeping his hair over his ears. He’s young, and keen to prove that he’s as good as any “full-blood” wildspace nomad.

Adventure hooks:

- A parasite has crawled up between Hawk’s shoulder blades and latched on, slowly dragging the blood from him. Nobody realizes until Hawk falls over woozy from blood loss. The parasites are easy to detach, but touching them causes numbness for hours afterwards (-1 to skill checks). Has anybody else got a parasite on them?
- Hawk and Celena get into an argument, and Hawk angrily kicks the ground, disturbing the black pudding oozes that were just beneath the surface skin.
- Hawk has decided (without checking with the rest of the group) that he’ll scout ahead and check for danger. The group will certainly get warning of danger, mostly from Hawk’s screams.

The Others—There are two dozen other NPC shipwrecked survivors. Some of them *might* survive until the end of the adventure.

Adventure hooks:

- An unlucky crewmember, **Dars Hopespring**, is literally swallowed by the ground. The area the adventurers are in isn’t safe; they must leave quickly.
- Another unlucky crewmember, **Bran Saltstar**, starts to dissolve, falling apart into a puddle of still-living organs and meat and bones. There is nothing anybody can do, it takes some time, and is horrific to watch. The realm soon starts to absorb the unlucky crew-member’s flesh.
- A further unlucky crewmember, **Tom Moss-green**, starts to mutate, with growths sealing up all his orifices leaving him deaf, mute, and blind. If the adventurers leave the crewmember to his fate, soon he’ll be unable to breathe and will be absorbed by the realm.
- One of the crew, **Sparrow Drawsky**, is an artist and has been sketching and mapping as they’ve been traveling. According to her, the area that the party just left has changed...
- Some of the crew have been hoarding food and water, a fact that causes a loud argument when discovered. The noise attracts a swarm of carrion-eating insects. The carrion-eaters just circle, waiting for something. If the carrion-eating insects are attracted by noise, what else is?

Gross

OK, some of these are pretty gross fates-worse-than-death. Nightmare fuel stuff. Before you run this adventure, let the players know what’s up, and ask them if there is anything they’d rather not encounter in a game. This is supposed to be fun, but horrifying fun. If (even after a discussion of everybody’s limits) anybody “taps out,” just draw a veil over what is currently happening and move on.

Then again, if your group is really up for some gross-out horror, I’ve not specified exactly how many are in the shipwrecked crew, so kill and maim as many as you like. Just remember that if anybody taps out, move on and keep it fun.

Let’s Steal a Ship

It should be obvious that the only way out of this realm is to get the celestial heart to the void elves’ ship. The crew of the *Pepperdÿne* have tried parlaying with the void elf pirates, but the pirates don’t want to make a deal. If, after talking to the crew, the adventurers don’t suggest stealing the void elf ship, then the navigator Thil Greenwing does.

Stealing the crashed void elf ship involves trekking across three more areas (see “the flesh-crawling hex-crawl”) with added complications bought about by traveling with the crew of the *Pepperdÿne* (see the adventure hooks above).

The void elf ship is a twisted thing of pitted stone and dark metal, lying on its side in a long narrow wound gouged into the landscape. It is guarded, but the crew has a plan—they’ll draw the bulk of the void elves away while the adventurers sneak in and get the ship flying.

Of course, no plan is perfect, and the adventurers are surprised by a group of void elves left guarding the ship.

The Flesh-Crawling Hex-Crawl, page 35

Void Elves, page 140

Number of Adventurers in the Party	Void Elf Corsair	Void Elf Highbinder	Void Elf Warplock
3-5 7 th level	1	1	1
6+ 7 th level	1	2	1
3-5 8 th level	2	3	3
6+ 8 th level	2	4	4

After the fight the adventures can get the ship moving, but can’t get it 0 the ground; thankfully, the now-depleted crew of the *Pepperdÿne* can easily jump about the void elf vessel and get it righted and flying toward a hole in the sky.

Part 2: Death Trek

The void elf ship passes through the hole in the sky, and the celestial heart shrieks out a screaming sound. The void elf ship shudders and smokes and then drops like a stone.

The ship has managed to traverse between realities, but has not traveled far dimensionally speaking.

The adventurers (and the ship, and the surviving rescued crew of the *Pepperdÿne*) crash into a huge pile of compacted trash, out the other side, and then into a long-skidding stop with lots of shuddering jolts. The adventurers must make skill checks or take damage from the impact and the flying trash now filling the ship (DC 35 to brace for impact while dodging the debris, 2d20 damage for those that fail, 1d10 damage for those that succeed, no damage on a natural 20).

The adventurers are now in the Middenlands.

Goblin, Murk, page 123

Death-Gnoll, page 122

The Middenlands

All mortals have at least a tiny bit of magic in them—and when they throw something away sometimes it is done with enough *feeling* that it is thrown out of reality entirely. The Middenlands is where the refuse of many worlds ends up. Mountainous heaps of broken and stinking detritus stretch from one grey-brown horizon to the other. Rivers of excrement wind through miasma-filled valleys. From the sky above, dirt and garbage continually rain.

Among the trash, vermin grown large on corpse-tallow and empowered by alchemical effluence hunt in packs and swarms. Even worse, if a creature is exiled by magic (exorcised ghosts, banished demons) but the one doing the exiling has no clear plan of where to send the creature to—well, chances are it'll end up here! Even moving about is hazardous—wafting poisonous clouds poison visitors, disease awaits at every turn, and trash avalanches are common.

Dire rats run rife in this realm, but as they are 1st level mooks they only form local color for the adventurers. More likely threats are the oozes known as black puddings which can lurk underfoot beneath the detritus that makes up the landscape—they normally feed on dire rats and organic trash alike, but will be happy to grab a snack of adventurers.

The apex predators in this realm are black dragons, who create spires of acid-pitted salvaged iron from which they fly out in packs to hunt and scavenge.

Toxic rivers, poisonous clouds, and trash avalanches and cave-ins are likely threats to unwary adventurers. This is a world-sized landfill, with discarded stuff from every dimension raining from the sky.

Surviving the Crash

Once the dust clears the adventurers discover that they are in a landscape made entirely of trash. Trash hills, rubbish valleys, refuse mountains. In fact, they have just crashed through the top of one such mountain, sliding down its side into a stop at its base. The

ship that they landed in is ruined, and the celestial heart that it needs to fly is a smoking wreck.

Give the adventurers a brief chance to orient themselves before springing the next surprise on them—their crash has attracted scavengers eager to kill them and take their belongings. Most of the crew of the *Pepperdÿne* are still trapped in the wreckage—the adventurers will need to tackle the attackers themselves.

Number of Adventurers in the Party	Murk Goblins	Death-Gnolls
3-5 7th level	20	4
6+ 7th level	20	6
3-5 8th level	20	8
6+ 8th level	20	10

This should be an easy fight for the party (especially the murk goblins who the party should be able to finish without breaking a sweat), assuming they are not too beat up after the fight against the void elves and the crash.

The Map

Once the battle is over, the adventurers discover that a map has been scratched, painted, and etched into a metal surface nearby. Many languages cover the metal wall, and the area around it has been cleared of smaller pieces of junk—whoever lives here considers the map to be important.

The map gives directions to several places, among them “Tradertown.” By using the landmarks that they can see, the party is easily able to orient itself.

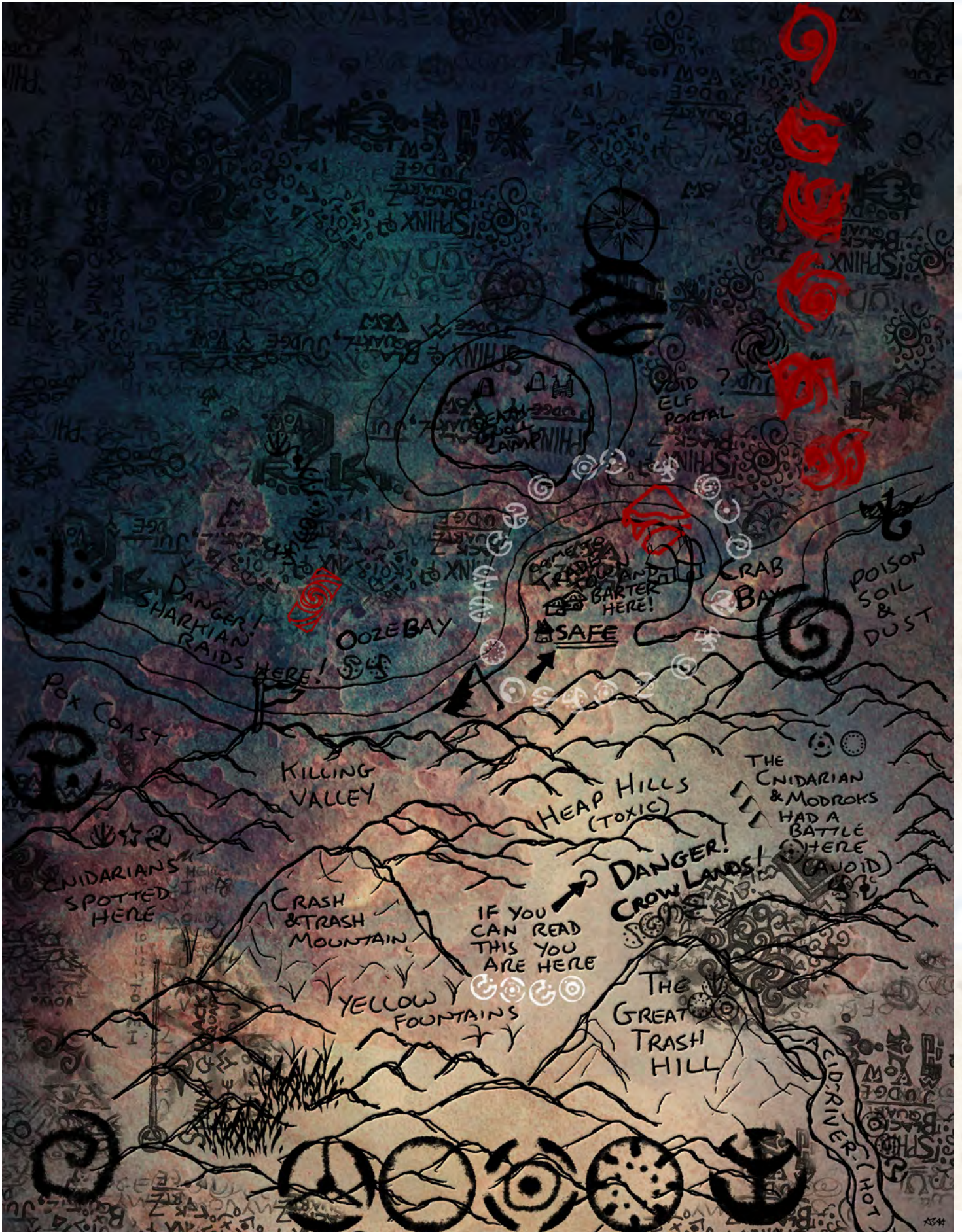
The highest-ranking survivor of the *Pepperdÿne*'s crew suggests seeking help in Tradertown—assuming of course that no player character suggests it first.

Hex-Trek Across the Middenlands

This is a hex-crawl, but one in which the characters have some idea of what they will be facing and where they are heading.

Treat it like the hex-crawl from Part 1, but when the adventurers enter an area on the map pick from the large features table rather than rolling randomly (you only need to roll if the adventurers head off the map).

Handout: Middenlands Metal Map, page 154



What No Hexes?

The first thing you'll notice for the hex-trek is that your map has no hexes. So first decide on the scale. It need not be exact. If the PCs go directly from the *You Are Here* to *SAFE*, how many hexes of the Heap Hills (Toxic) will they travel through? Two? Three? More? Whatever you think is fun. In fact, you can start with a low number like two, and if they are having fun, add more hexes.

When you pick the large features for each hex based on the map, pick whatever seems appropriate to you. Some are obvious: *crows dominate this area, a river of acid, and what looks like a battleground*. If you need inspiration, roll 3d20s and pick the one that works best for you.

D20 Roll Large Features (you can see these from far-off)

- | | |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | A huge mountain of trash, white on top with bird guano. |
| 2 | A body of polluted water—maybe a large lake, or maybe part of a larger body of liquid. |
| 3 | A maze of welded scrap and sharp objects has been built here. Hard to say if the area is still inhabited. |
| 4 | A titanic statue of recycled metals dominates the landscape, its brooding visage pock-marked by acid rain. |
| 5 | A range of conical hills made of compressed trash. Moving fast in this area triggers a small landslide (DC 25 to avoid taking 3d6 damage). |
| 6 | A river of acid. Crossing it is highly inadvisable (DC 40 to avoid taking 4d8 acid damage and reattempting the roll). |
| 7 | A river of sludge, perhaps thick enough to cross if you are light and move quickly. Was that something moving under the surface? |
| 8 | A thick miasma makes visibility in (and into) this area difficult. Roll again on this table to discover what the miasma hides. If you roll 8 again, then the miasma hides a deep pit. |
| 9 | An area of loose dusty soil that whips up into the air in a fine poisonous powder at the slightest breeze. Find or improvise a dust mask or take 1d10 poison damage while crossing it. |
| 10 | An island of trash surrounded by a body of foul water. |
| 11 | Crows dominate this area, picking over the refuse and leaving a white layer of droppings on anything they perch on. |
| 12 | The landscape here is dominated by metal spikes, most of which have scraps of fabric fluttering on their ends. |

D20 Roll Large Features (you can see these from far-off)

- | | |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 13 | The landscape is dominated by a single feature—an enormous rusted metal object miles in length and partially embedded in and buried by trash. Scuttled space station, the ruins of an abandoned industrial city, an ocean liner? The corrosion prevents easy identification from a distance. |
| 14 | This area is full of fountains of noxious fluid that splatter everywhere. Find or improvise a hazmat suit or take 4d6 poison damage while crossing it. |
| 15 | This area is full of rapidly growing weeds that thrive among this area of trash. Apart from limiting visibility and providing an area for monsters to hide, the weeds themselves are (probably) safe (at most you'll get a skin rash). |
| 16 | This area looks like somebody has tried to build a large settlement out of scrap. Is it abandoned, overrun with monsters, inhabited by paranoid scrap-dealers, the fortified home of hydroponic farmers, a trap? Only closer investigation will tell. |
| 17 | Uneven lumpy hills of large detritus that has rusted together. Lots of natural tunnels in this area—venturing into them might reveal anything from a mostly intact starship bridge to the barnacle-lined boiler room of a sunken ocean liner. |
| 18 | What looks like a battleground, littered with non-functioning machines and dead starfish. The air here is full of strange colors. Find or improvise eye protection or take 1d10 psychic damage while crossing it. |
| 19 | Roll 3d6 twice on this table and combine the results. |
| 20 | The landscape here is unremarkable—except for the fact that it is made of compacted refuse. |

Once the adventurers enter an area and start exploring they will discover two revealed features.

D20 Roll Revealed Features (you must enter an area to find these features)

- | | |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Bones, most of them broken open and picked clean by scavengers. |
| 2 | Danger, unexploded bomb! This area is full of munitions left over from some forgotten war. (DC 25 to avoid taking 5d8 damage, DC 40 if you are doing something daft like hitting the bombs). |
| 3 | Food waste, being picked over by crows, foxes, and things that look like large horseshoe crabs and isopods. |

D20 Roll Twice	Revealed Features (you must enter an area to find these features)
4	Fumes in this area ignite easily, but are preceded by a popping sound (DC 20 to avoid the fire or take 2d6 fire damage). It is easy to see at night here—the fires light up the fumes above. It is rather pretty.
5	Glass! Most of it is broken, but one can find some intact bottles here and there.
6	Household waste: smashed and ripped furniture, food wrappers, soiled clothing, broken toys, etc. There may be something useful or valuable in here.
7	Huge alien funguses, some edible, some poisonous to touch (DC 35 to know the difference, DC 25 for rangers and druids).
8	Loads of mystery boxes. Some have openable doors, others are sealed shut with writing scrawled on the outside. They are all quite large. Refrigerators, coffins, cryo-containment units, discarded computers, who knows? Well...you will, once you open one up.
9	Mine waste. Just a bunch of rocks mostly but here and there is a broken tool.
10	Rotted leather, full of mold spores.
11	Rotten limbs, torsos, organs, and unidentifiable brown and green biological slurries. Phew, the stink is awful! This waste either came from a hospital, or is the work of a deranged mind—either way unless you have some sort of improvised biohazard suit you'll take 2d6 poison damage.
12	Somebody has created easily-traversed pathways through the trash here—simple bridges, paths, and chain and rope guides.
13	The metal here is electrified. (Touching it without insulation deals 2d6 lightning damage.)
14	This area is full of burrows—animals, the homes of inhabitants, or the result of some sort of mining?
15	This area is home to animals that dig in trash—racoons, coyotes, foxes, rats, etc. Some of them are quite large, some are vicious, and some flee or hide as soon as they hear the party.
16	Wood, bent nails, and the occasional metal fitting. Most of the wood is rotted, but some is still good.
17	Yuck! Whatever this area is it's a slimy, sticky, oozy mess. Medical waste? Sewage? Industrial effluent? Battery acid? Find another way around or take 1d20 poison damage and 1d20 acid damage while crossing it!

D20 Roll Twice	Revealed Features (you must enter an area to find these features)
18+	Roll twice again; the trash here is multi-layered.

Each area explored has two encounters. It is up to the players how the adventurers approach these—they could try to avoid them or interact with them, try fighting or diplomacy, whatever they want.

D12 Roll Twice	Encounters While Exploring the Area
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1	2d6 death-gnolls are picking through the garbage. Scavengers, bounty hunters, or hunters after the living? The gnolls are unfriendly if spoken to, hostile if interrupted.
2	A gargantuan trash-crab moves among the detritus. Is it (1-3) hungry, (4-5) going to defend its territory, or (6) looking for a mate?
3	A lone modrok guards this area. Though not unfriendly, it warns the adventurers to take an alternate route as cnidarians have been spotted nearby.
4	Books, water-stained and missing their covers, form mounds on the ground. Could make good fuel for a fire if dried out.
5	Crows dive-bomb the party!
6	Now why would somebody throw something like that away? The adventurers find something that is both intact and useful. 50% chance it has some hidden defect.
7	Ooh, the adventurers aren't feeling too good! Maybe it has something to do with that barrel leaking the glowing-green ooze. Everybody takes 4d6 negative energy damage, unless for some reason a character is immune to radiation.
8	Rodents, of unusual size. Dire rats, and perhaps rat-people, live among the trash heaps in this area.
9	Score! The party finds a magic item. 100% chance it is cursed—why do you think it was thrown away so hard it ended up here?
10	The ground gives away beneath the party—sucking them down. (DC 35 to rescue yourself or take 2d6 damage and reroll the skill check, DC 25 to rescue an ally.)

Death-Gnoll, page 122

Gargantuan Trash-Crab, page 122

Modrok, page 125

Cnidarian, page 124

D12 Roll Twice Encounters While Exploring the Area

- 11 Honest Timtam Slam the wandering trader, his pack upon his back and a song in his heart, comes into view. What do the adventurers need? He's got rubber gloves, some gas masks (some even have good filters), some (mostly) fresh food and water, water filters, Geiger counters (that often work), glowsticks (with a little glow left), you name it. What do the adventurers have to trade?
- 12 Tiny Teddy Goodtimes, a runty gnoll dressed in brightly colored rags and shiny scraps of metal, wants to chat to the adventurers—who are they, where are they from, etc. She's a worshiper of the crow god, and partly mad.

All hail Tiny Teddy Goodtimes!

Welcome to Tradertown

After dangers untold and hardships unnumbered, the party finally reaches Tradertown. An isthmus of land links Tradertown to the mainland. The town is (mostly) surrounded by a sickly-looking sea that in most places is an undulating mass of floating trash. Scrap walls encircle the town, and lookouts on high watchtowers scan for danger through spyglasses. As soon as the party approaches, shouts call out and a gate opens. The inhabitants of the town seem to be friendly to outsiders.

Inside the town are greenhouses and small raised plots in which plants grow in real soil. Children stare from the ramshackle dwellings, and merchants with stalls call out to the party. Sparks and smoke rise from forges and workshops where scrap is recycled and broken things are fixed. The town has a tough frontier feel to it, but is obviously prospering.

Various NPCs approach the party...

The Professor & Max—Max is a talking monkey who wears a fez, and The Professor is a dwarf that carries him about. It is obvious that The Professor has suffered a head injury and has been mentally affected by that—he lets Max do the talking for him, and the pair are obviously friends. They trade weapons and food. If the party has weapons that they are willing to part with, they can get fresh food from the pair.

Adventure hooks:

- Max has heard of a group of void elves that recently arrived through a portal in the sky, shot magic bolts from their ship, and flew back off. Void elves are bad news, and Max wants to know if the adventurers know anything about this.
- Max really wants some nice daggers. If the party gives him all their daggers, he'll arrange for a place to stay, a hot meal, and a clean bath for the party (and the same for any crew of the *Pepperdyne* traveling with them).
- The Professor seems to recognize a party member. Have any party members ever hit a dwarf on

the head?

Zwoosh—A druid mer-person who sits in a large bowl of water on a walking platform, Zwoosh can purify water and soil, for a price. The mer-druid can also cure diseases and poisoning, a service Zwoosh performs for free for any who need it.

Adventure hooks:

- The druid wants to trade for an ornament or piece of jewelry that a party member has. What do they want from the druid in return?
- Zwoosh has mounted a metal umbrella above his oversized fish-bowl so that rains of trash from the sky don't land in the bowl. From this umbrella the adventurers hear "tink...tink...tink, tink, Tink, THUMP!"
- Zwoosh misses the open and clean oceans of the druid's homeworld, and wants to talk about that. A chat about oceans with Zwoosh could go on for hours, but at the end of it he'll give the adventurers a gift of healing potions (assuming they stay to chat).

Zarkon, Destroyer of Worlds, Emperor of Known Space, All Who See Him Tremble, Fear His Might

Zarkon is an aged and haggard-looking former world-conquering despot who was thrown by a hero through a dimensional rift. He ended up in the Middenlands together with a floating robot that announces Zarkon's full name whenever anybody starts a conversation with him. Everybody else in town just calls him "Zark" (and are then loudly corrected by the robot). He runs the only bar in town, the Rusted Peacock.

Adventure hooks:

- A secretive cult of grey-veiled dancers has a temple beneath the Rusted Peacock, and they trade the strangest things. It seems that any time the town needs something, the grey-veiled dancers can find it when nobody else can. Do the dancers have a secret stash of hot commodities hidden elsewhere in town?
- The Rusted Peacock is the remains of a starship. While leaning on the bar (the former control console) one of the adventurers somehow activates the engines. The Rusted Peacock can't fly (or even move), but now it's blasting fire at a Tradertown wall and melting a hole in it. The townsfolk insist that the adventurers fix this somehow.
- The still that supplies booze for the Rusted Peacock has exploded, and new parts are needed. If the adventurers can scrounge parts for a new still, they'll find the townsfolk give them much better deals.

Eventually the party will want to ask about a way out of the realm. The inhabitants of the town know that there is a portal nearby through which ships sometimes come, and presumably another one elsewhere that they leave through—their realm is one that others fly through but never stop at.

However, the townsfolk know that the gnolls who

The Rusted Peacock has connections to *The Ashen Peacock* (1), page 91.

live on an island farther off the coast have an intact ship that might be made airborne with the right parts, and that yet another ship crashed recently in the area claimed by the God of Crows. Perhaps the adventurers could leave that way? If the adventurers do manage to cobble together a working ship, there are those in town who want to leave, though most prefer to stay in Tradertown.

Now here's the question—do the adventurers head to Gnull Island first, or do they head to the Crow God? The crew of the *Pepperdÿne* are unsure how the adventurers should proceed—get the celestial heart and then over to Gnull Island seems to be the majority consensus, but what if the heart is the wrong type or size for the crashed ship?

Gnull Island

Gnull Island is across a body of water from Tradertown. The two communities do not get along; the people of Tradertown say the gnolls are dangerous cannibal raiders.

Navigating the water involves scrounging the wastelands for a mostly-intact vessel to make the trip in (each "hex" area explored has a cumulative 20% chance of having what the party needs—the first area is 20%, the next 40%, the next 60%, and so on), then dragging the vessel to the water.

Getting across the water is a DC 25 skill check for each adventurer, with the player narrating how they help get the vessel prepared or how they help sail it and deciding what background is appropriate. Each failure increases the next adventurer's skill check by 5. If the final skill check rolled by the last adventurer fails then the vessel sinks near Gnull Island—each adventurer must make a Constitution-based swim-in-garbage roll against an appropriate background (DC 35), with a failure resulting in them taking 4d8 poison damage. If their vessel sinks they'll need to scrounge a new one to make the trip back.

Going to the Crashed Ship on Gnull Island First

If the adventurers head to the ship first then they'll not have the celestial heart from the Crow Lands, and won't be able to get the ship off the ground. However, they will know which type of celestial heart will fix the ship when they get to the crows.

The adventure will go—Gnull Island (to check out the crashed ship), then to the Crow Lands (to bargain for or take through force the right celestial heart), then back to Gnull Island to fit the heart to the ship, then take-off.

The gnolls of Gnull Island are a mixture of living gnolls and *death-gnolls*. They lurk in valleys of trash around burning fires, cooking meat and engaging in savage rites and unholy rituals. Occasionally, outlined against the sky, the party will spot a gnoll sentry standing atop a refuse heap.

Making their way to the crashed ship is a DC 25 skill check for each adventurer; again each player narrates how they help the party sneak about and search for the ship and picks the most appropriate

background to use in the skill check. Each failure increases the next adventurer's skill check by 5. If the final skill check rolled by the last adventurer fails then the party has stumbled into a gnoll encampment, or has been tracked down by a gnoll hunting party—either way they must fight the gnolls.

Number of Adventurers in the Party	Death-Gnolls
3-5 7th level	6
6+ 7th level	9
3-5 8th level	8
6+ 8th level	14

More Gnolls, Damn it!

Optional: If there are any outstanding 5s from icon relationship rolls, add one [Cancerous-Gnoll \(page 122\)](#) to the battle for every 5 you want to use on this battle.

Once the characters find a boat for Gnull Island, there might be something living aboard it. A black pudding in the hold is sure to be a crowd pleaser.

Once they get to the ship, the adventurers discover it to be a mostly intact void elf ship—all pitted rock and twisted metal. The hold of the ship is partially submerged in dark oily water, but that should drain out once they lift off. If the party got the right celestial heart from the crows they can try to take off; otherwise they'll need to go to the Crow Lands.

The God of Crows

Many areas of the Middenlands are no-go zones for one reason or another—some are radioactive, some are too unstable, and some are ruled by crows.

Getting to the Crow Lands involves another hex-crawl, but hopefully the adventurers will be traversing terrain that they have already explored, and so will be prepared for what they find there.

The Crow Lands themselves are the home of dive-bombing crows that will defend their territory if they spot the adventurers. There are various ways to avoid dive-bombing crows—improvised anti-crow armor, trash disguises, just being plain sneaky, moving only at night, and so on. Each adventurer must make a DC 25 skill check, narrating how their character helps the group avoid the flocks of crows that blot out the sky and picking which background to use—failure means that each adventurer in the party takes 2d6 damage.

Death-Gnoll, page 122

Trying to Get the Celestial Heart First

If the adventurers head to the Crow Lands before investigating the ship on Gnoll Island first, then they won't know what sort of celestial heart to try to trade for / steal / take by force. They'll have to guess.

The adventure will go—Crow Lands (to get a celestial heart), then to Gnoll Island (75% chance they've got the wrong celestial heart, and then back to the crows to get the right one, then back again to Gnoll Island), then then take-off.

Korvus, page 132

*Kraw,
Living-God of Carrion, page
132*

Deep into the Crow Lands the adventurers come across "trees" made of twisted scrap metal, upon the branches of which are impaled hundreds of corpses. Nearby are humanoid priests wearing black feathered cloaks and bird-skull masks. These are the Korvii, shape-changing servants of Kraw the crow god.

Kraw itself has seen the adventurers on their treks through the Middenlands, spying on them through the eyes of its crow servants. The living god is willing to give them one of the celestial hearts that it owns, but only in trade for magic items. What is the party willing to trade away?

Kraw has four celestial hearts, but will only trade one away. Unless the adventurers have already been to the crashed ship on Gnoll Island, they'll have only a 25% chance of picking the right heart. If they pick the wrong heart and return, then Kraw will simply attack them. Of course, the adventurers could always try to kill Kraw and take the heart or hearts by force. Fighting Kraw is a double-strength fight.

Number of Adventurers in the party	Korvii	Kraw
3-5 7th level	10	1

Number of Adventurers in the party	Korvii	Kraw
6+ 7th level	40	1
3-5 8th level	50	1
6+ 8th level	90	1

Up, Up, and Away!

Eventually the adventurers should be able to get the right celestial heart to the crashed ship on Gnoll Island and get it aloft. Until they have a crew aboard (the survivors of the wreck of the *Pepperdÿne*) the ship can only cruise about 30 feet (10 meters) above the ground or water—enough to avoid ground-based threats but not enough to make it to the portal that occasionally appears in the sky or indeed enough to fly over the bigger trash mounds—the party still needs to make their way around large hills.

Unfortunately for the party, the ship's hold has a nasty surprise. It is filled with dark oily water that slowly drains out, revealing monsters that have made their nest there—monsters that make their way up onto deck and attack the party!

Number of Adventurers in the Party	Tentacula
3-5 7th level	2
6+ 7th level	3
3-5 8th level	4 or 5
6+ 8th level	6

Once the adventurers have cleared the monsters from the ship and picked up their crew from Trader-town (plus anybody else who wants to leave the Middenlands), it is up up and away through the portal the next time it opens.

Part 3: Rebirth or Destruction?

The ship heads through the portal, its celestial heart smoking but holding strong. The ship probably can't sail between dimensions again, but at least it isn't crashing, right?

The Green

As the lights from the dimensional portal fade, the adventurers see that they are floating a few feet above a sea of green clouds that stretches from horizon to horizon. No, not clouds—trees. Massive miles-tall trees whose trunks descend into a deep gloom. The crew of the *Pepperdyne* are home, in the realm known as The Green. This is the Western Forest, this world's equivalent of an ocean. As you go deeper into the forest the ground descends, not a sea floor but a forest floor. The forest that the ship floats above is very deep; who knows what strange beasts fly and climb in the darkness below?

The Green spans its world. Where other realms would have oceans, instead the trees grow larger, their colossal trunks plunging down into abyssal depths where the thicker air supports massive forms of life adapted to life among roots that never see light.

Beneath the canopy the ground ranges from deep rich mulch supporting thick bushes, to swamp, but never bare rock. Where there is ground, plant-life rises.

Clearings in the world-forest are rare; when a tree dies it usually rots in place, held aloft by vines and becoming a nurse log for new trees.

Call of the Wild

Adventurers who roll a crit with an unarmed attack or weapon attack deal triple damage! That's the good news. The bad news is that the adventurer also becomes wilder—perhaps their canines grow, or they become hairier, or gain a tail or claw-like nails. Along with becoming wilder with each crit, they have a cumulative -1 penalty to skill checks involving higher thought (-1 with the first crit, -2 with the second crit, and so on).

The transformation begins to reverse once an adventurer leaves the Green, and their mind clears instantly. That is if they haven't completely turned into a beast and run off into the trees—which is what will happen if the cumulative penalty equals their MD.

As for druids in the Green—their daily powers become recharge 16+ after battle. However, shape-shifting druids must save (11+) to turn back from their animal forms; if they fail they are stuck in the animal form for the next hour, after which they can roll the save again.

Any beast or plant creature can be found in the Green. *Especially* plant creatures. The line between plant, beast, and person is blurry here. Some monsters used to be people, until the power of the Green turned them into beasts or plants; conversely, many beasts and plants of the Green have the power of speech.

Humanoid creatures live here—trog and dark elves among the roots of the trees, wood elves in the trees in elevated villages and towns, and high elves in the canopy where their giant parrot mounts can take flight. Gnomes, halflings, and other small races dwell on the banks of the mighty rivers that wind between the trunks, ready to dart into hiding at the first sign of trouble.

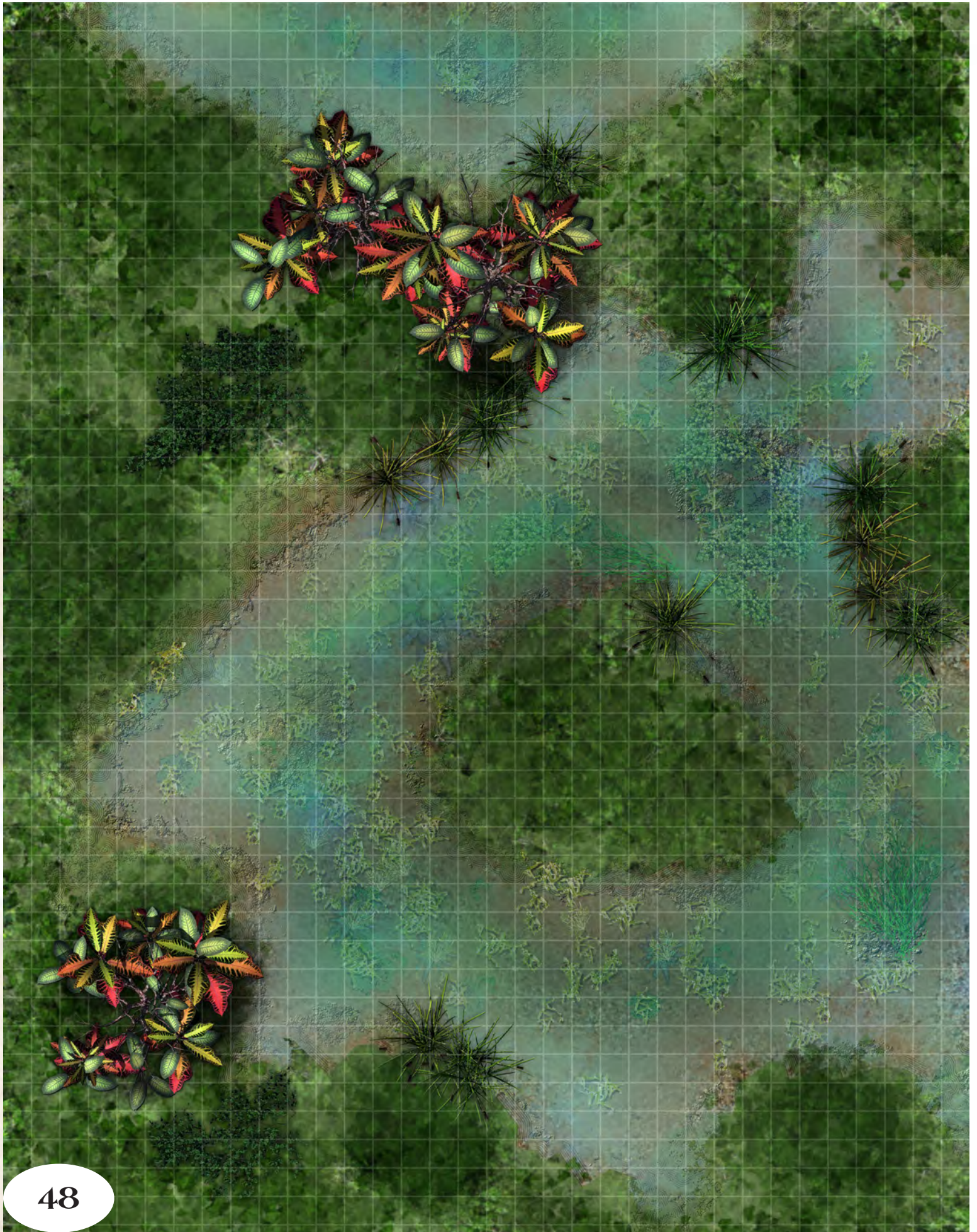
Green dragons abound, hunting in the world-forest as top-level predators. The behemoths of the green deeps are the only things that the green dragons fear.

Quicksand, poisonous snakes and spiders, giant ants, plants that grab or swallow, and other archetypal jungle hazards await the unwary.

Treetop Hex-Crawl

The adventurers need to find their way out of this realm, and the crew of the *Pepperdyne* needs to find civilization. Thankfully the adventurers won't have to trek through the tangled trees, but they will need to search for a town or village.

Yep, this is another hex-crawl. After exploring at least three areas, having at least two combat encounters, and dealing with at least two non-combat encounters, the adventurers will reach civilization and the end of the adventure. Until then, the crew of the *Pepperdyne* will pilot the ship through the treetops to act as a base to which the adventurers can return between excursions into the branches.



D12 Roll	Large Features (You can see these from far-off, but only if you are at or above treetop level)
1	A snow-covered mountaintop peeks above the sea of treetops.
2	The top of a smoking volcano can be seen just above the endless trees.
3	The trees in this area are burnt, blackened, and dead—a fire tore through here recently. Already new trees are soaring up from below into the light far above.
4	Water glistens far below (roll d6: (1-3) river, (4-5) swamp, (6) lake).
5	The trees here are old and rotten, covered in fungus. From the rotten wood grow new trees, finding nutrients in the decay of the last generation.
6	Deep woods. The miles-wide roots of the trees are in eternal darkness, and the mammals that live in the thick high-pressure air among the roots are bioluminescent and use echolocation.
7	The trees are covered in thick cable-like vines, some large enough to walk on.
8	The trees in this area are huge, their largest branches wide enough to build whole towns on.
9	The trees here are a network of aerial roots and interlocking branches, making a maze of mid-air branches.
10	The trees here are arboreal stranglers, each generation growing over the trunks of the last and leaving hollow trees.
11	The ground here is high, the trees not so tall, and light easily reaches the forest floor.
12	Roll d10 twice on this table and combine the results.

Once the adventurers enter an area and start exploring, they discover two revealed features.

D20 Roll Twice	Revealed Features (You must enter an area to find these features)
1	The area is full of flowers growing on vines. Roll d6 twice and combine: (1-2) very brightly colored, (3) glowing, (4) pleasantly fragrant, (5) soporific (scent imposes -1 to skill checks and attack rolls), (6) they are actually butterflies.
2	It is wet here, as a constant rain drips from branches above. Hair-like moss hangs from every branch, limiting visibility even more than usual.
3	The tree bark has been carved—evidence of intelligent life, claw marks, or a bark disease?

D20 Roll Twice	Revealed Features (You must enter an area to find these features)
4	The vine flowers have eyes that move to follow the progress of the party. The ends of the vines are deep below in the gloom.
5	This area is home to large insects that imitate bark and leaves. The insects fly away if the adventurers disturb them, but return soon after.
6	These trees have lifted stones from the floor far below, their branches having grown around them. Some of the stones are the size of small islands.
7	Giant gourds are a feature of this area. Some of the gourds have been hollowed out, perhaps by a creature looking for food or shelter.
8	Mist or huge webs (50% chance of either) obscure vision in this area (-1 to ranged attacks).
9	The whole area is a tangle of thick vines, making swinging a weapon very difficult (-1 to melee attacks with any weapon that isn't small like a dagger).
10	The area is full of fungus. Roll d8 twice and combine: (1-2) probably safe to eat, (3) 2d6 poison damage if eaten, (4) spores deal 1d6 poison damage when exploring the area, (5) dripping poison deals 2d8 poison damage while exploring, save (11+) or take 2d20 poison damage if eaten, half damage on a save, (6) unsafe to eat but not deadly, just upset stomachs, (7-8) actually a species of symbiotic slug-fungus.
11	These trees bear large seeds or nuts. Roll d10 twice and combine: (1) probably safe to eat once broken open, (2) delicious smell, (3) explode if lit on fire, scattering seeds—2d6 damage after d6 rounds, (4) poisonous if the outside is touched—2d6 poison damage, (5) furry outer covering, (6) they "fly" like helicopters if dropped, (7) burn with a thick black smoke and a steady flame if lit on fire, (8) they are actually snail-like plants, (9) they are super-fertile, causing digestive distress due to growing inside anything that eats them, (10) delicious taste.
12	These trees bear fruit. Roll d8 twice and combine: (1) deliciously sweet, (2) sour after-taste—save (11+) or noisily vomit, (3) mild narcotic, (4) highly addictive—easy save (6+) or suffer -1 to all rolls the following day, (5) smell either attracts or repels insects (50% chance of either), (6) actually a colony of insects, their hive, or their nest, (7) eating one heals 1d6 hp, (8) roll again on the nut or fungus entries.

The Overworld and Beyond

D20 Roll Twice	Revealed Features (You must enter an area to find these features)
13	The leaves of these trees sting (DC 25 skill check or take 3d6 poison damage).
14	Spines and thorns cover these trees (DC 25 skill check or take 2d8 damage; predators won't chase you into this area).
15	The leaves of these trees are large enough to sleep in.
16	This area has floating plants drifting between the trees, probably kept aloft by hydrogen in the bulbous leaves.
17	Flying animal life is abundant here. Roll d6 twice: (1) butterflies, (2) moths, (3) brightly colored birds, (4) bats, (5) clouds of insects, (6) something unusual (flying lizards, flying snakes, flying squirrels, etc.), (7) something really unusual (flying pigs maybe?), (8) what the party at first assumes is animal life turns out to be a type of moving plant.
18	Huge colonies of insects live in and on these trees—termite mounds as big as houses, bee nests bigger than boats, ant nests that stretch for miles.
19	The trees here exude a very sticky sap. When the adventurers move in combat they must save or become stuck until the end of their turn.
20	Roll twice and combine the results.

Each area explored has two encounters. It is up to the players how the adventurers approach these—they could try to avoid them or interact with them, try fighting or diplomacy, whatever they want.

D20 Roll Twice	Encounters While Exploring the Area
1-3	1d3 huge green dragons fly overhead. Hopefully they haven't seen the party.
4	1d3 medusa nobles and 1d6 medusa outlaws laze on branches. Are they asleep after a meal, or just waiting for the party to get close enough to attack?
5	2d4 rakshasa lurk in the gloom.
6-7	2d6 large green dragons fly from branch to branch. Will their path take them past the adventurers, or to them?
8-9	2d6 phase spiders attack the party. 50% chance that there are webs in the area that might warn the party beforehand, otherwise it is an ambush.
10	2d6x10 trog underlings have climbed up from the darkness among the roots. Are they collecting nuts and fruits, or are they a hunting party out looking for fresh meat?
11-12	4d4 moss-gnolls are lurking in the treetops.
13-14	A jaguar rex skulks in the darkness—is it alone?

Green dragons, medusa, phase spiders, rakshasa, and trogs are in the Core book.

Void Elves, page 140

Moss-Gnoll, page 123

Jaguar Rex, page 127

D20 Roll Twice	Encounters While Exploring the Area
15	A scorch mark on a branch is evidence of a past fire—lightning strike, campground, or magic?
16	An abandoned tree house dwelling, rotten in places but still offering shelter.
17	Skeletons impaled on wooden spikes. A warning, a sprung trap, or a primitive religious offering?
18	Something incongruous glitters among the leaves. It's a metal object, but only closer investigation will reveal what it is. Trash, treasure, or trap?
19	The party sees a familiar animal adapted for life in the trees—a climbing unicorn, a flying worm, or a sloth-bulette?
20	The party spots a strange part-humanoid part-beast part-plant hybrid in the distance. It bolts when it sees them. Skittish critter, or ambush?

The Void Elves Strike!

The adventurers see the signs of civilization in the distance—it's a treetop city complete with a port for transdimensional ships! At last, their long journey through the realms is over. The (remaining) crew of the *Pepperdjyne* lets out a cheer! In a few hours they'll have hot baths, good food, and a way back to their home port. For the adventurers it is also an opportunity to return home—or perhaps to voyage onwards and explore other realms!

But first—remember the void elves that the party left back in the Fleshscar? Well, they remember the party. They've been *tracking* the party. Now they've found the party!

The void elves made a deal with a mad wizard called "Hellmass," and in exchange for a portion of each of their souls he got them out of the Fleshscar. They've since teamed up with a green dragon, promising it the party's magic items if it will help them kill the adventurers.

This is a triple-strength fight. If the adventurers choose to flee from the fight they'll have to deal with the void elves and a new local ally in a later adventure when they are least expecting it.

Number of Adventurers in the Party	Void Elf Highbinder	Void Elf Warlock	Huge Green Dragon
3-5 7 th level	1	1	1
6+ 7 th level	3	2	1
3-5 8 th level	3	4	1
6+ 8 th level	8	6	1

Homewards or Onwards?

The city in The Green that the party eventually finds their way to is called, appropriately enough, Greenport. Though the citizenry here are mostly high elves and wood elves (or as they call themselves, “star-elves” and “wildspace nomads”), there are plenty of representatives from other races in the city; the party will have no trouble fitting in. Ships leave from here daily for other realms, though the party might have to wait around for a bit to find one that’s going their way and is willing to take on passengers. In the meantime, the Blue Peacock tavern awaits!

No Rules for Flying Ships?

Flying ships are best handled narratively, keeping the focus on the adventurers. They crash when it is dramatically appropriate, fly when it is needed to get the adventurers into the adventure, and so on. Sometimes they are the focus of skill checks, when crashing or flying (or escaping/chasing) are equally exciting narrative options and the players want to make the plot go one way or the other.

If you want a more concrete system for flying ships, then the “*Warframes!*” sidebar in chapter 6 contains rules that could easily be modified for flying ships.

I *did* write some rules for flying ships, really good rules—then I realized that was changing the focus of the game from epic adventure to 3-D naval simulation. Sometimes less really is more.



The Lion's Crown Warframe Factory (3), page 71

Chapter 5: Into the Overworld

This is the 9-10th level adventure, in which the adventurers travel to the overworld and beyond. The chapter contains details on many fantastical epic-tier planes of existence.

Monsters Abroad

The adventurers hear tales of strange monsters abroad in the Carrow Hills. If the party has left the region, then they might receive the rumors from traders who have passed through Harrowbridge or Shriveport.

If the party is already in the Carrow Hills region then they witness the aftermath of increasingly strange events—strange footprints burnt into the soil, trees with huge bitemarks, livestock snatched up by half-glimpsed monsters.

Eventually the adventurers start encountering actual monsters. Something has opened a way from other worlds to the mortal realm.

The Call to Adventure

The adventurers receive a summons, a letter sent by courier to them. The letter reads:

Your exploits are well known in the Carrow Hills and many speak well of your skills. Please come at once to the tower in Harrowbridge. - Darvan the Wise.

Darvan the Wise is a wizard who has recently taken up rooms in the wizard's tower. He has determined that the local monster infestation is due to portals opening between the mortal realm and other worlds. The wizard wants the adventurers to go through a portal located in the basement of a lost temple (see the first adventure, "Attack of the Koblins"). He knows of a way to open the portal safely so that they can go through, stop whatever is happening, and return once more to the mortal realm.

Darvan offers the adventurers a great reward if they accept—an enchanted table that magically cooks and prepares any ingredients placed on it, producing a delicious meal (and cleaning up afterwards).

Darvan's Astounding Dining Table

This highly polished table is made of eight magical woods and easily seats two dozen people.

Wondrous item

Three times a day: Provided suitable ingredients are placed on the table, the item transforms them into a delicious meal and manifests suitable tableware (plates, cups, etc.). The table then cleans itself up once the meal is done.

Once a day: 1d3 people who eat a meal at the table regain a spent recovery, or if they have their full complement of recoveries instead gain three times their level in temporary hit points.

Quirk: Post-meal sloth.

Other NPCs

The adventurers might already have a relationship with an NPC who could summon them and ask them to help—in which case use Darvan as a minor background character, an old friend of the NPC that calls the adventurers.

Through the Portal

The adventurers will need to approach the lost temple carefully, as the Carrow Hills are now overrun with otherworldly monsters. Signs of strange beasts are everywhere, but thankfully the adventurers encounter none of them (unless you want to bring extra pain down on the party—in which case this is your chance to use your favorite monster).

The koblins have returned to inhabiting the ruins after their last encounter with the adventurers. Though the koblins will doubtless remember the adventurers and run once they see them coming, they have taken to setting cunning traps to keep monsters away from their lair (DC 30 to spot the traps, 2d10 damage for those that fail to avoid them).

Once the adventurers reach the sub-basement of the ruins, Darvan opens the portal for them. It is

At the GM's discretion, Darvan's astounding dining table shrinks to the size of a kitten when not in use. Darvan is so concerned that he is willing to part with the item up front if the adventurers agree to go through the portal.

Chapter 2: Attack of the Koblins, page 22

not possible to see what is on the other side of the portal—only a swirl of energy is visible. Touching the energy field causes an adventurer to seem to stretch infinitely upwards and disappear, as though they were an elastic band fired into the sky.

Jump or be pushed?

The players may decide that they want to stay in the mortal realm and try to solve the problem from that side—thus side-stepping the whole adventure. The problem can't be solved from the mortal realm, and if they don't go with Darvan and travel to another realm then monsters will start appearing all over the place.

Overworld Crossroads

The adventurers experience a feeling of rushing upwards and see the world shrink away beneath their feet. Dizzying waves of disorientation assault them as they phase through the solid matter of the ruined temple, then shoot upwards through clouds.

When the long strange trip ends, the adventurers find themselves on a huge stone disk with multiple obelisks arrayed around the edge. Between many of the obelisks the adventurers can see open portals like the one they have just passed through. The disk floats unsupported in the sky. The portal that the adventurers are closest to is "closed"—they cannot return home right now.

At the center of the disk floats a cracked stone tetrahedron, and at the center of each face is a hole much like a setting for a huge jewel.

Attached to the disk by a rope bridge is a small temple floating on a cloud. Apart from passing through a portal or jumping off the disk, the only route off the disk is across the rope bridge.

Looking around further, the party sees that the disk is definitely high in the sky, with clouds passing far below. Other objects float in the sky—cloud castles, islands complete with lakes and forests, and crystal towers.

If the GM wishes, when terrain caster druids find themselves in an area that counts as both overworld and some other terrain (such as mountains), they may choose either terrain to use for their spells.





Welcome to the Overworld

This is the overworld, far above the mortal realm. Wizards benefit from *Overworld Advantage* here, and throughout the rest of this adventure. Terrain caster druids find the terrain always counts as overworld for their daily spells.

The rules of reality in the overworld are different from those of the mortal realm. It is hard to fall out of the overworld—an adventurer falling off a flying island might land on a “solid” cloud, hit another flying island, or be caught in a gust of wind and “fly” for a bit. Deliberately jumping down out of the overworld deals 1d100 damage to the one who jumped—it could be a little or a lot, but the landing will certainly be dramatic for those below.

Cultists of the Dreaming God

The adventurers spot a humanoid figure in a saffron robe waving to them from the other side of the rope bridge, beckoning them across. The bridge is safe to cross.

This is **Sister Chikako**, a monk and a servant of what she calls the “Dreaming God.” With her fellow monks she maintains a small temple here in the overworld, a waypoint for travelers between worlds. The monks’ duty is to give aid and succor to travelers, and to interpret the dreams of those who pass this way to better know the mind of the creator who they call the “Dreaming God.” In the temple can be found statues of creator deities and creation legends from many different pantheons: *Tukae* the Child laughing the world into existence, *Argir* the Worm wrapped around the World-Tree, and others that the adventurers do not recognize at first.

Chikako apologizes to the adventurers, but the “crossroads” is broken. A mortal wizard came here and tried to seize the power of the crossroads for himself but broke the cosmic “signpost” at the center of the

crossroads (the floating tetrahedron), scattering its four gems through four different portals. Now the portals open at random to strange places, allowing monsters from one world to pass through to others.

The monk explains that her order is bound by mystic oaths and cannot leave the crossroads and temple. She asks if the adventurers could pass through the portals and retrieve the gems. Unfortunately, she doesn’t know which portals the gems passed through. Chikako says that once the adventurers have returned the gems, she will have enough control of the portals to establish a connection back to the mortal realm and return them home. She offers to accompany the party back to the disk, to watch them pass through the first portal and await their return.

For a longer game, change the tetrahedron to a cube and use six gems.

Get!

Tukae, page 6
Argir, page 16

D10 Roll*	Realm Visited
1	The Elemental Realm of Air
2	The Elemental Realm of Earth
3	The Elemental Realm of Fire
4	The Elemental Realm of Water
5	The City at the Edge of Dawn
6	The Fleshscar
7	The Green
8	The Lightless Realm
9	The Middenlands
10	Elsewhere (see Thirteen + 2 Weird Worlds , page 146)

* If you roll a plane the party has already visited this adventure, drop down the table to the next plane they haven't seen in this adventure.

The Crossroads Temple
The crossroads temple serves as a base that the adventurers can return to for full rests after retrieving each jewel.

Adding Your Own Content
These are entire planes you get to play with, so please add your own content, especially as it relates to your PCs' stories. In one playtest we added a pyramid that turned people (poor Tiny Teddy Goodtimes) into liches, run by skeletons of two people slain by one of the PCs in their past. That pyramid was the encounter the PCs had the most fun with in the Lightless Realm. Players love callbacks to their past exploits.
Think of the planes as sandboxes. Give the players reasons to explore.

Thirteen + 2 Weird Worlds, page 146

The City at the Edge of Dawn

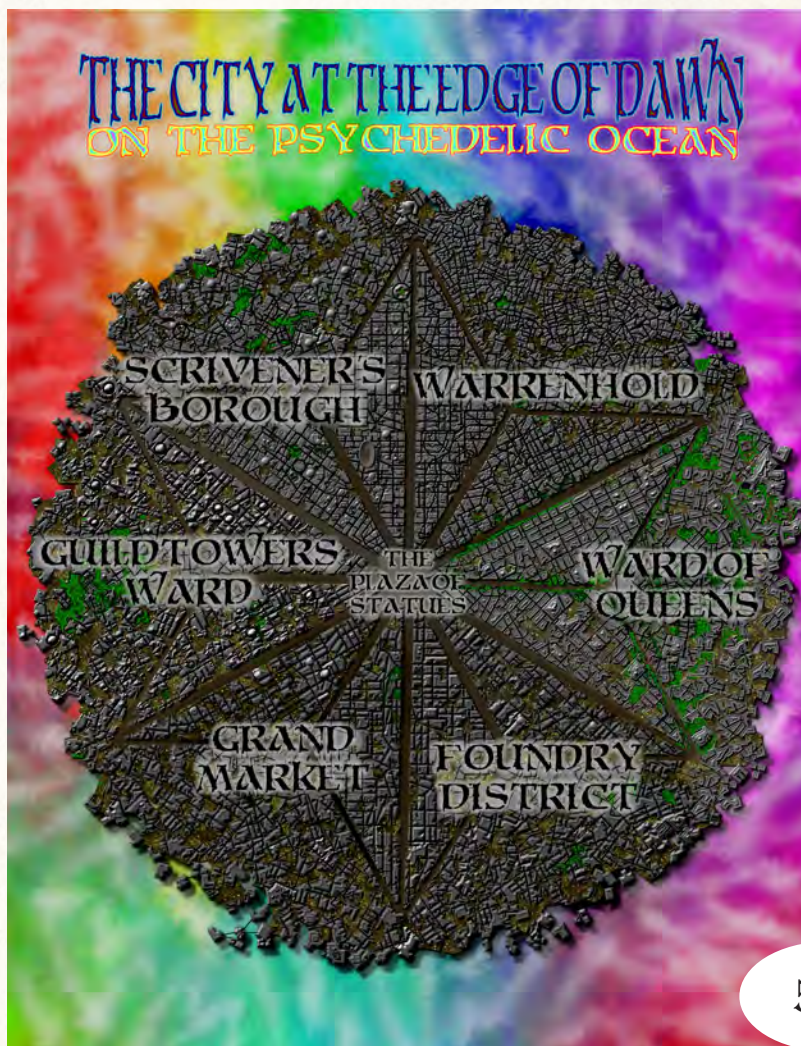
Chapter 6: The City at the Edge of Dawn Gazetteer, page 68

Where the Psychedelic Ocean trips into the Waterfall of Eternity lies the City at the Edge of Dawn, known to various cultures throughout the many worlds as the City of Portals, the Eternal City, The Wheel of Angels, the One True City, and many other names—to its inhabitants it is simply “the City.” On wide streets and narrow alleyways demons, dragons, gods, and demigods rub shoulders with heroes and villains from a hundred worlds. Every architectural style real or imagined can be found here, and anything you dream or dread can be found in its sprawling markets.

The major districts of the city are the **Scriveners Borough** (home to clerks, managers, and bureaucrats), **Warrenhold** (a hive-like slum), **The Ward of Queens** (where the rich and powerful live in palaces and the streets are wide and tree-lined), **The Foundry District** (factories of many kinds, together with the high-rise homes of factory workers), **The Grand Market** (many open-air markets interlinked by maze-like souks and bazaars, at the center of which is a great gladiatorial coliseum), and **Guildtowers Ward** (home to traders and artisans from a hundred worlds). Each district is like a slice of a pie, meeting at the center where the **Plaza of Statues** commemorates mythic heroes. Around the edge of the city sit countless docks, each wharf serving the unique needs of the district of which it is a part.

Likely Monsters

The adventurers might meet anything here. Humanoid monsters abound, living together as citizens. It is equally likely that the adventurers would meet a troll merchant, a drider street gang, a dragon confidence trickster, a medusa factory worker, or a storm giant



The Overworld and Beyond

Handout: City at the Edge of Dawn Map, page 155

The City at the Edge of Dawn Gazetteer has oodles of hazards, twists, and weirdness for the PCs to explore, page 68.

Destin Hellmass the Wizard, page 126

masseuse. Monsters normally wild and dangerous elsewhere are kept as pets or working animals here. The City at the Edge of Dawn is a melting pot of creatures and cultures from every place conceivable.

Likely Hazards

The city is a relatively safe place—the main issue for the adventurers will be its inhabitants.

Twists

The City at the Edge of Dawn is an ideal place to throw a complication or two at the party.

D10 Roll	Event
1	The party meets a version of themselves from another possible world, the same but different (morally opposite, gender-flipped, a high-tech or stone-age version, took different decisions, etc.). Do the parties fight, or celebrate?
2	The party meets a captain of a ship that sails the seas between worlds. The captain offers to help them retrieve a gem (by calling on his contacts for information), but first they need to help the captain.
3	One of the adventurers meets their god, a revered mythic culture-hero, or similar. Preconceptions are shattered.
4	An imp or minor angel mistakes the adventurers for somebody else and delivers an urgent secret message not intended for them.
5	The city shifts and grows. Locals are used to such expansions, but the adventurers are now completely lost.
6	A merchant offers to buy something esoteric from one of the adventurers. What does the merchant trade in—souls, memories, emotions, luck?
7	The party gets caught up in a religious procession honoring a god. The god is part of the procession.
8	A ghost who works as the servant of a powerful figure in the city meets the adventurers. Is it the soul of somebody that they knew in life—an enemy or old friend? Will this help or hinder the adventurers?
9	The adventurers find a portal to another world, but it needs a special key to open.
10	The adventurers unknowingly break a law or cultural taboo and need to explain themselves in an on-the-spot trial before a roaming magistrate and their inhuman guardsmen

The Fleshscar, page 33

Hollow Person, page 127

Smothering Fleshwall, page 136

, page 139

And the Gem is

The wizard who originally messed with the mystic signpost (the floating tetrahedron at the overworld crossroads) has the gem. The wizard's name is **Destin Hellmass**. The adventurers will need to track the wizard down and either bargain for the gem or take it by force. Unfortunately for the party, the wizard doesn't want to give them gem up, so he will drive a hard bargain—then once he has their money will either fight them or flee with the gem.

Number of Adventurers in the Party	Hellmass
3-5 9th level	Hellmass is too startled during the first round to attack.
6+ 9th level	Hellmass fights normally.
3-5 10th level	Hellmass fights normally.
6+ 10th level	When Hellmass vanishes, he gets off a final attack as a free action.

Tracking Hellmass

Epic-tier characters might find a way to track Hellmass across the planes. If you're not ready for the final Hellmass confrontation, here's a suggestion on how the wizard could give them the slip.

Hellmass travels both back in time one day and to the *Fleshscar*. There he creates a *hollow person*. Things really get disturbing when the wizard removes his own face and puts it on the hollow person. He then dresses the creature up in his own robes and gives it his staff (both robe and staff could be epic magic items).

Hellmass leaves long before the PCs arrive, but their tracking system (whatever it is) has been spoofed to zero in on the hollow person.

Hellmass's duplicate starts shielded by a *smothering fleshwall*. On the second round of combat *toothsome maws* open in the fleshy ground and attempt to eat PCs. Take the number of PCs minus one for the number of toothsome maws.

The Elemental Realms

These realms are either the place where elemental power flows from, or are realms shaped by dreaming mortal minds that are influenced by such elements—scholars disagree.

There are four elemental realms, each of which links in various ways to its neighboring realms. For example, by sailing the elemental seas one might pass from the Sea of Fire to the Sea of Dust or Sea of Dreams, and from either of those to the Cerulean Sea.

The four elemental realms may be thought of as a wheel—its outer edge impassable to mortals, its inner more habitable area bordering the overworld.



Consider placing the Temple of The Four Elements, page 61, near the outer rim of the elemental realms. Start the adventurers at the hub, and let them explore outwards. Sprinkle clues that the temple is “that way.”

Thunder and lightning do Enhanced Elemental Damage, page 61

The Air Realm

The outer edge of the Air Realm is the **Storm Eternal**, beyond which is the home of the dark gods. The air realm itself is a place where there is no true “up” or “down,” and planetoids spin endlessly in mysterious orbits. Some of the planetoids are home to forests that support life, while others are lightning-blasted barren rocks of interest only to storm giants.

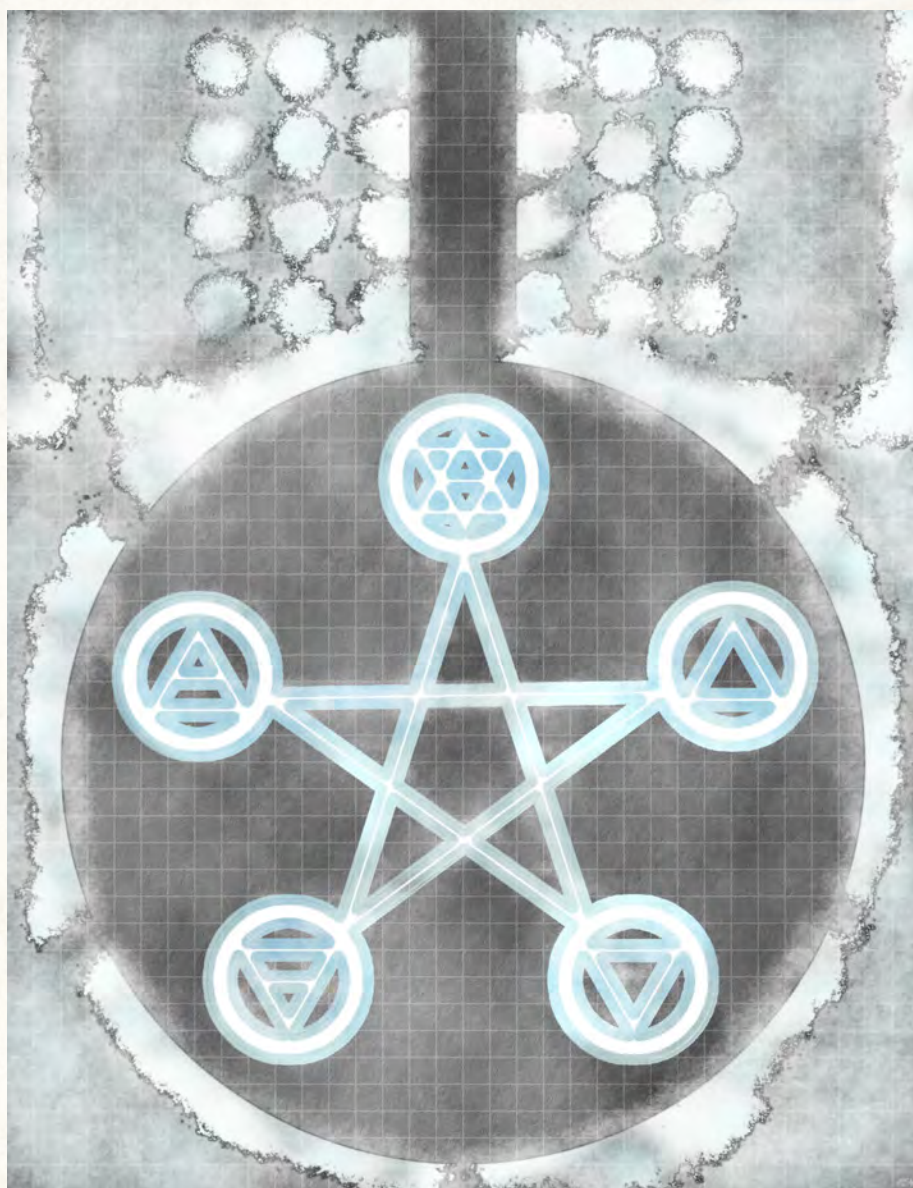
Closer to the overworld is the **Sea of Dreams**, a cloud-sea upon which float the palaces of demigods. Sailors in cloud-ships travel these strange seas, seeking lost knowledge and arcane treasures. Here can be found the thought-forms of mortal dreamers, nightmares given form, and fantasies breathed to life by the power of the Realm of Air.

Bordering the overworld are the **Islands of Sleep**, whose inhabitants comb the **Beach of Lost Hopes** for the odd things that wash ashore.

Configuous Realms

So is the Sea of Dreams with its cloud palaces actually the overworld with its sea of clouds and cloud castles? Yes. Or no. Maybe both yes and no at once. Or maybe one is part of the other. Personally, I'd say that they are “close” enough that it is easy to pass from one to the other without realizing.

For that matter the tunnels at the base of the Foundation Wall in the Earth Realm might lead into the Underworld, or to the Lightless Realm. Perhaps the Fire Realm sits atop a merrily burning hell.



The Earth Realm

The outer edge of the Earth Realm is a vast mountain range known as the **Foundation Wall**, a barrier that stretches farther than can be seen or measured. Nobody has ever crossed the mountains to see what is on the other side—which may be a very good thing considering the rumors that there is something very bad trapped beyond the Foundation Wall. At the base of the mountains lie many tunnels—maybe one of them connects to the other side.

Closest to the overworld are the **Stonelands**, the thin soil of that place supporting only grass and shrubs. Clans of cattle herders live in the Stonelands, with dwarves inhabiting the mines and tunnels that pierce deep enough that they reach down into the firmament. The many mountains are home to stone giants.

Traveling “outwards” from the Stonelands towards the Foundation Wall, the ground becomes increasingly stony and barren, until it becomes the **Great Stone Plain** and reaches the shore of the **Sea of Dust**. Here, jutting above the dry waves, lie the petrified remains of titans. In the Sea of Dust is the empty **City of Dust**, home to hungry ghosts and earth elementals.

*Thunder and force do
Enhanced Elemental
Damage, page 61*

Cattle Raids and Giants

If I were to run a whole campaign set in this realm, I'd lean toward the landscape of Ireland, Cornwall, and the tors and moorland of my native Devon. Irish stories of earth-spirits and cattle raids mixed with Cornish and Devon ghost stories work great for the Earth Realm.



The Fire Realm

The outer edge of the Fire Realm is a wall of fire known as the **Burning Divide**. It is said that beyond the burning divide is the home of the *Bright Gods*, and that only the spirits of the honored dead can pass through.

Closest to the overworld proper are the **Harvest Lands**. Here the sun never dips below the horizon, and it is always harvest time. Crops are always ripe, or just about to ripen. Trees in the Harvest Lands have leaves that always seem about to fall but never do, making the forests a mix of golden-green and deep reds. Volcanic activity is common, and rivers of blue fire flow down from the burning mountains. Fire giants rule the volcanic mountain ranges, but human nations can be found in the farmlands below, their golden minarets shining in the unending light.

Beyond the Harvest Lands "outwards" toward the Burning Divide is the **Sea of Fire**, upon which can be found the **City of Burnished Gold**. The city is home to all kinds of fire elementals, as well as djinn and efreeti.

Between the Harvest Lands and the Sea of Fire is the **Burning Desert**, an inhospitable place that nonetheless is home to nomadic tribes of high elves.

Fireside Tales

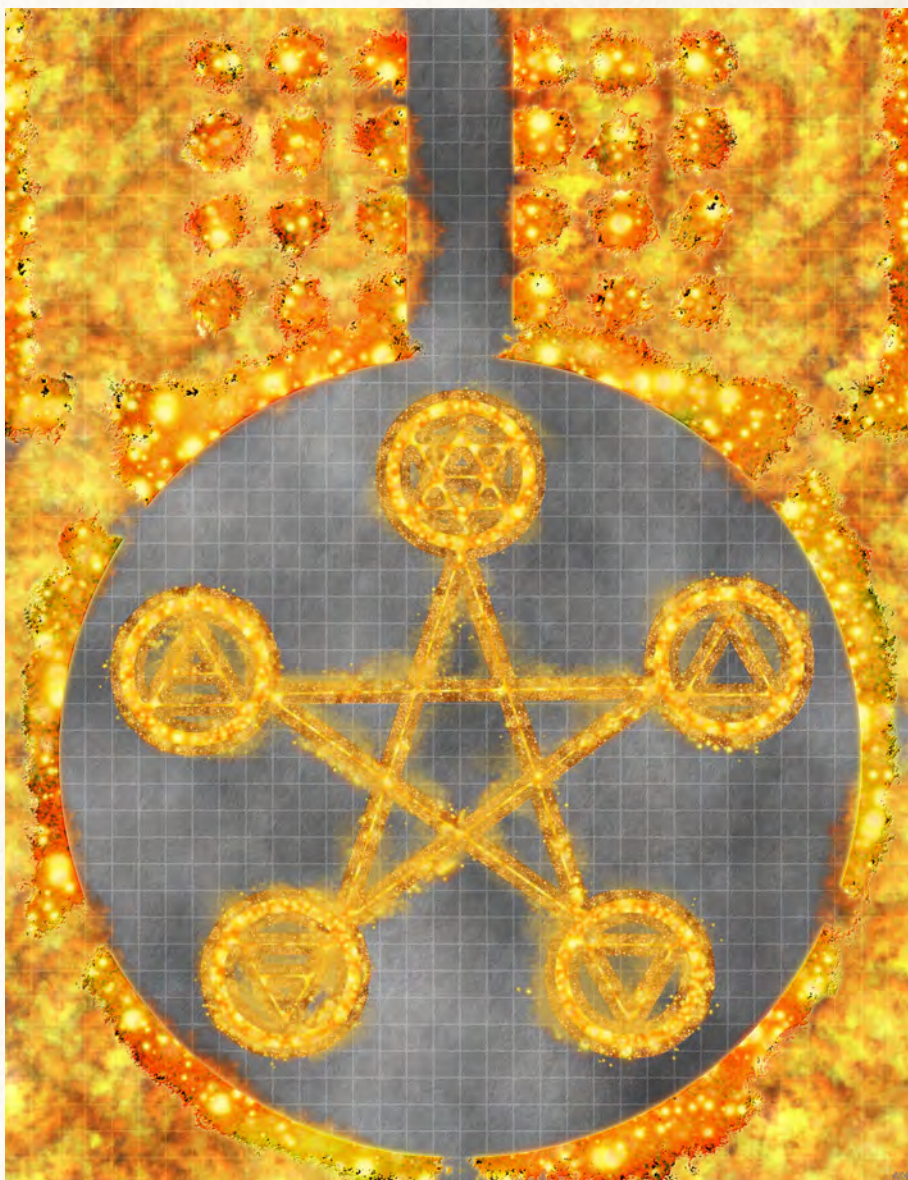
I intend for the fire realm to have an *Arabian Nights* feel to it, perhaps mixed with a little harvest-time Halloween here and there



Ge1

The Bright Gods, page 5

*Fire and lightning do
Enhanced Elemental
Damage, page 61*



The Water Realm

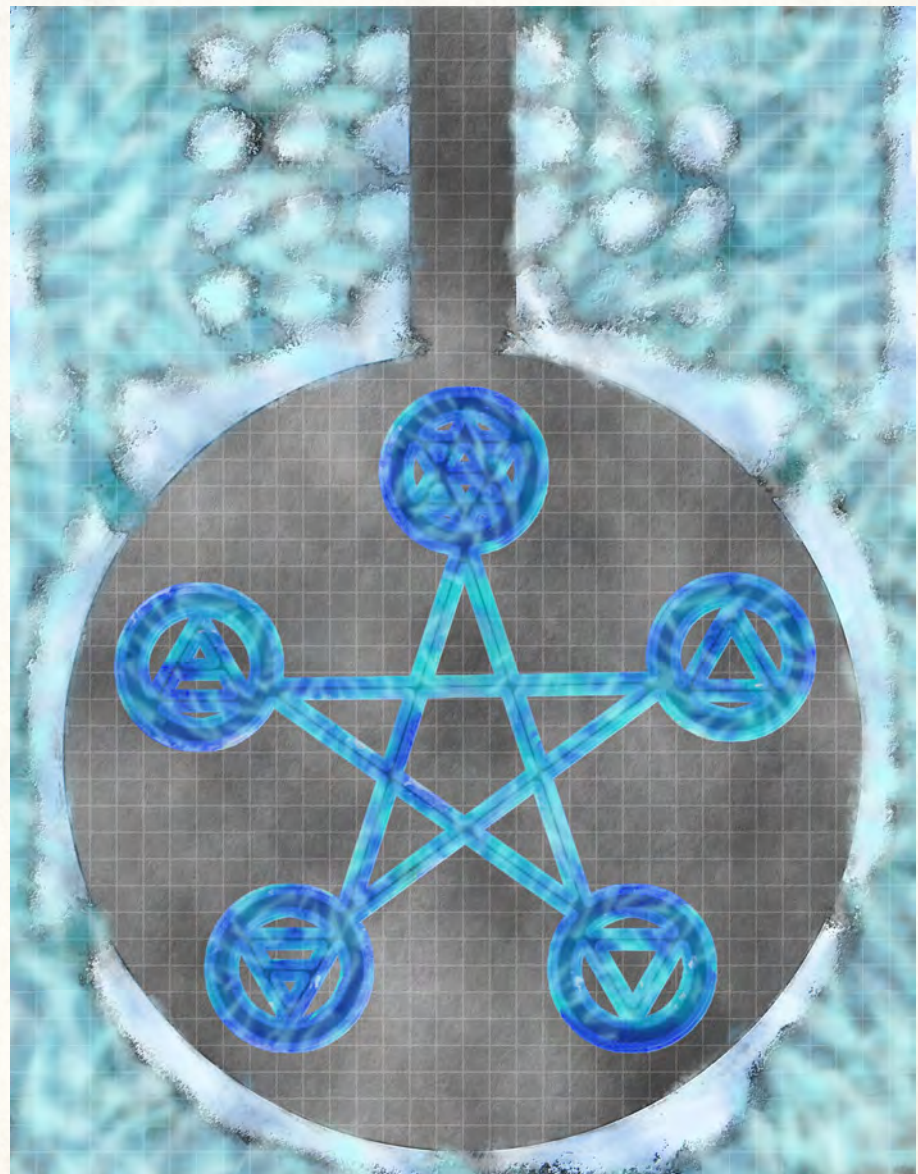
The outer edge of the Water Realm is a sparkling **Wall of Ice**, from which pours the waterfalls that fill the **Cerulean Ocean**. The ocean is sparsely dotted with islands, frozen near the Wall of Ice, but more habitable nearer the overworld. Each island is its own nation, with unique monsters to worry about. On the icebergs closest to the ice wall live frost giants.

Adjoining the overworld are many larger island nations, each near a whirlpool that drains into the overworld as rain.

Voyages

Conan traveled with pirates and had adventures on strange islands. The restless Sinbad went on seven famous voyages. Gulliver toured to many strange lands in his voyages. Pulling inspiration from classic tales of strange islands and sea monsters can really add to the experience of this realm—pirates, sea monsters, strange lands and creatures.

Cold and acid do Enhanced Elemental Damage, page 61



Likely Monsters

Dragons, obviously. Giants: storm giants (air), fire giants (fire), frost giants (water), and stone giants (earth). Elementals and those creatures with strong links to the elements.

However, you could take almost any existing monster and make it an elementally infused version of itself. What about an earthy dust-zombie that returns to grave-dust once vanquished, or a flame-wyvern that burns with its lava-filled stinger instead of using poison, or flying storm-lizardmen that carry lightning bolts instead of spears?

Enhanced Elemental Damage

Each realm enhances elemental damage:

- The Air Realm enhances **thunder** and **lightning** damage.
- The Earth Realm enhances **thunder** and **force** damage.
- In the Fire Realm **fire** and **lightning** damage are increased.
- In the Water Realm **cold** and **acid** damage are increased.

When damage is enhanced by the magic of the realms add 1d6 damage per character or monster level to the damage dealt, but only if the target doesn't successfully resist that damage. (If a fire attack made in the fire realm fails to beat the fire resistance of its target, that attack doesn't gain the extra damage.)

Likely Hazards

The most likely hazards come from extreme elemental "disasters." Forest fires, burning water, rockslides, dust-storms, tidal waves, etc.

Twists

What twists await the adventurers in the elemental realms?

D8 Roll	Event
1	A wanderer from an elemental realm (other than the one the party is in) meets the adventurers. The wanderer offers them help in getting out of the realm they are currently in, but they must escort the wanderer somewhere first.
2	A familiar monster, made unfamiliar by its new elementally-infused nature, encounters the party. This is a surprise for everybody involved, especially the monster.

D8 Roll	Event
3	The adventurers come across a statue of the party, together with elemental creatures that worship the statue as their god. How did the statue get here, and what does it mean?
4	Unusual weather forces the adventurers into a dangerous area—and they are not the only ones now struggling for survival.
5	The adventurers discover a portal that leads to a demi-realm—perhaps the realm of steam, or mud, or ooze, or salt...
6	A caravan of merchants with enchanted wagons (or with a flotilla of trade ships) offers passage to the adventurers.
7	One elemental realm briefly and unexpectedly intersects its opposite, leading to problems for the natives. The adventurers are uniquely placed to help.
8	An object carried by one of the adventurers reveals an unforeseen "elemental resonance," becoming a magic item (but only while in this realm)

And the Gem is

In the Temple of The Four Elements. A different version of the temple exists in each of the four realms, but to retrieve the gem the adventurers must discover which temple holds the gem. As soon as one guardian is defeated, the adventurers are immediately transported to the next temple—they can only escape once they have defeated all four guardians.

Number of Adventurers in the Party	Elemental Guardians
3-5 9th level	One guardian per temple
6+ 9th level	One guardian per temple
3-5 10th level	Two guardians per temple
6+ 10th level	Two guardians per temple

Fleeing

The adventurers could choose to flee instead of fighting all the guardians, but doing so means that they drop the gem. Returning to the temple after fleeing means the guardians will have called upon reinforcements from dragons.



Perhaps the gem is not visible on the first three guardians, where each wears a chain necklace with an empty fitting the size of the gem. The fourth guardian wears it around their neck.

If the parade of elemental guardians goes tedious, one or two might be susceptible to argument rather than combat.

Elemental Guardian, page 121



The Fleshscar

You can find more details on the Fleshscar in the "Life, Death, Rebirth" adventure (chapter 4), The Fleshscar, page 33.

In this realm nothing ever dies, but lives eternally. That isn't as great as it sounds! The landscape is flesh, blood, and bone, stretching from one horizon to the other.

Twists

What twists does this bizarre realm hold in store for the adventurers?

D6 Roll	Event
1	Villagers offer to trade for anything metal that the adventurers have—gold coins or brass buckles, all have equal value here. The villagers have excellent (if odd) silks, together with some unusual medicines and weird venoms.
2	An ambush by villagers infected with vampirism and driven to mindlessness by blood-thirst. They emerge from a row of cloacas in the flesh-wall of a cleft through which the adventurers are traveling.
3	The adventurers must cross a river of unpleasant fluids. Cannibals in lice-carapace armor guard the only crossing.
4	The adventurers encounter a huge tusk as large around as a redwood. The tusk is carved with symbols—a warning to travelers, a monument, or the focus of ritual magic?

Massive Parasite, page 133

D6 Roll	Event
5	The adventurers drop through the skin into an abscess. Pus cushions their fall, but they must deal with gigantic maggots (use bulettes to represent the maggots).
6	A parasitic roundworm with a human face chews its way out of the "ground" near the adventurers. Don't worry—it is intelligent and wants a chat. Will the adventurers agree to help it out by carrying its eggs on their journey?

And the Gem is

A fluid-filled cyst has formed around the magical gem. Unfortunately, massive parasites have taken up residence in the irritated area, luxuriating in the heat of the inflammation.

Number of Adventurers in the Party	Massive Parasites
3-5 9th level	3
6+ 9th level	4
3-5 10th level	4
6+ 10th level	9

The Green

The Green, an eternal forest teeming with life of all kinds. Massive trees rise to the sky, many with branches thick enough to ride a horse atop. Vines link trees, and the thick horizon-spanning canopy captures the light of multiple suns, turning eternal day above into unending green gloom below.

Twists

What events will transpire during the adventurers' quest?

D12 roll	Event
1	A lost city, overgrown with vines and now home to the Bandar-log dire-monkeys (use stats for giant vrock, but change their creature type to "beast" and give them two moves a turn when swinging from vines instead of the vrock's "sporeburst" ability). The monkey-folk can talk, and they desire the secret of fire.
2	The party is stalked by plants that look like and move like jaguars (use stats for giant zombies, but change their creature type to "plant" and their vulnerability to "fire").
3	The adventurers find a wood elf, staked out on the ground for dire ants to eat. What did this outcast do to deserve this punishment?
4	A snake stops by for a chat. Though it isn't much in a fight and prefers to slither quickly away from a confrontation, it is capable of casting charm person, confusion, hold monster, and sleep (as 9th level spells, +20 vs MD, can cast each one once per day, requires the adventurers to look deeply into its eyes and listen to it ssssspeak). What does the serpent want from the party?
5	The adventurers stumble on the remains of another adventuring party, now just bones and scattered equipment. What happened here, and does the danger still linger?
6	A plant that uses its hallucinogenic flowers to cause animals to stumble into its waiting sticky maw is growing right next to the adventurers' camp. Tonight it blooms.
7	A group of animals are singing a song about life in this part of the world-forest. What will the adventurers learn that will be useful?
8	Skulls on sticks greet the party. If they press onwards, the adventurers will discover that they have trespassed on sacred ground! The locals don't understand why the adventurers ignored the warnings to stay away (the skulls on sticks). Can the adventurers talk their way out of this, or will they have to face trial-by-monster?



D12 roll	Event
9	A tribe of wood elves worships an enormous gorilla as a god (use stone giant stats). To appease the angry "god," the adventurers must be sacrificed to it. What are the high priest's real motivations?
10	The adventurers stumble across the ruins of an advanced civilization. What dangers wait for those from lower-tech (or perhaps lower-magic) civilizations?
11	Countless suns orbit this world, and tonight is the one of the few nights each century when they all go down together and true night falls.
12	Something big, really big, is moving through the forest. What has come up from the deeps of the world-forest's wooded "sea"?

You can find more details on *The Green* in the "Life, Death, Rebirth" adventure (chapter 4), *The Green*, page 47.

Vrocks and zombies are in the Core book.

Stone giants are in the Core book.

And the Gem is

The gem has been swallowed by **Gra-gara**, a spirit and self-proclaimed "King of Frogs." The massive Gra-gara invites the adventurers into its mouth to retrieve the gem. (He plans to eat them.)

Gra-gara, Living-God of Frogs, page 131

Monstrous Frog, page 131

Number of Adventurers in the Party	Gra-gara, King of Frogs	Monstrous Frogs
3-5 9th level	1	2
6+ 9th level	1	6
3-5 10th level	1	6
6+ 10th level	1	12



The Lightless Realm

A realm of eternal night, where no green thing grows—the Lightless Realm is well named. The realm is metaphysically close to the realm of elemental earth and the realm of law, greatly influencing its nature. Here you will find rocky plains, dust storms (not sand, just very fine black carbon dust), and not much else. No hills or mountains, no valleys or rivers, just an endless expanse.

Occasionally there is something interesting to break the lightless monotony. Clear mirror-smooth crystals emerge from the rocky plain in places. Adventurers carrying lanterns are often confused by the outcroppings, as their own light is reflected back to them.

Grue, page 123

Elsewhere can be found tangles of pipes rising out of the ground or descending from the inky darkness above. Some pipes are flexible conduits and others are rigid metal, some are hot and others cold, some leak oil and others leak steam, some are safe to be near and others crackle with electricity. It is near these pipe-tangles that the few life-forms that exist here can be found—flat pale worm-like things, microbial colonies, creatures a cross between starfish and snails, and soft-bodied crabs.

Likely Monsters

The adventurers won't meet much in the Lightless Realm, but that which they do meet is going to be hungry. *White dragons* adapted to life in lightless conditions hunt by vibration, others hunt using bioluminescent lures. What do dragons hunt in the

White dragons and phase spiders are in the Core book.

Lightless Realm? *Phase spiders*, mostly—this is one of the realms that they travel through while phasing.

Likely Hazards

Bitter cold, choking dust, and acids dripping from pipes so high up it might as well be rain.

Twists

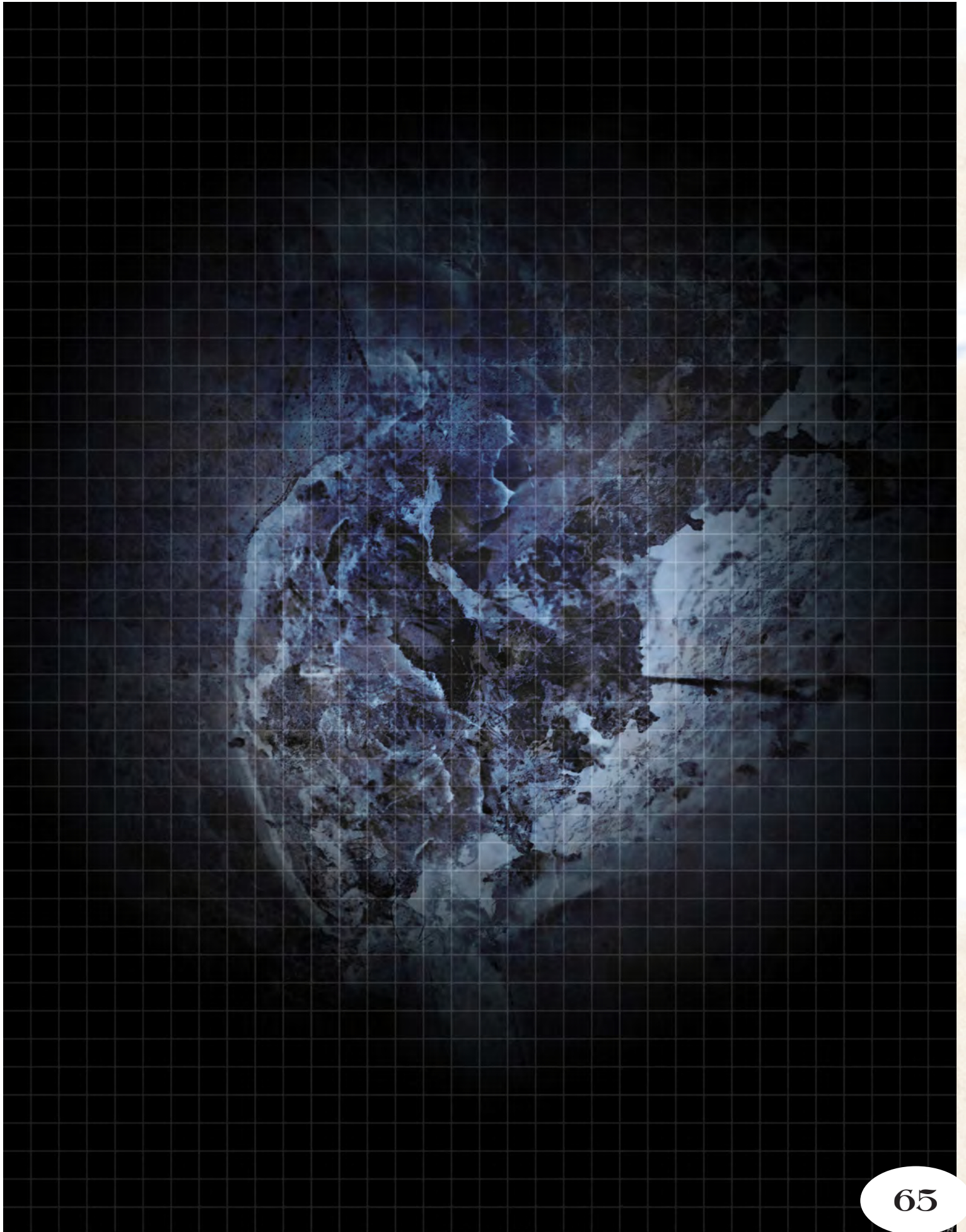
Complications to throw into the adventurers' path.

D6 Roll	Event
1	A pool of water fed by a leaking steam pipes from a pipe-tangle "forest" is a welcome respite for the adventurers. However, they are not the only living creatures to discover this watering hole—a predator lies in wait.
2	The mummified corpse of a titanic beast offers the party shelter from a dust storm. Unfortunately for the party, the corpse is home to a colony of undead creatures (pick a monster and change its type to undead). The undead are hibernating—but might rouse if they smell fresh meat.
3	A light in the distance! Is it a reflection from a crystal outcropping, a hunting angler-dragon, or a fellow traveler?
4	Sound from far above. Whatever it is, the party's light doesn't reach far enough to illuminate the source of the noise.
5	A distant yell in the darkness ahead!
6	The party's light is attracting unwelcome attention. Deal with the native wildlife or stumble around in the dark? Decisions, decisions.

And the Gem is

Glowing brightly in the far distance, the gem sits out in the open. Unfortunately, monsters native to this realm have been attracted by the light.

Number of Adventurers in the Party	Grue
3-5 9th level	15
6+ 9th level	22
3-5 10th level	23
6+ 10th level	33





The Middenlands

A junkland, full of twisted metal and debris, discarded by a million civilizations.

You can find more details on the Middenlands in the "Life, Death, Rebirth" adventure (chapter 4), The Middenlands, page 40.

Twists

Why not throw a twist or complication at the party?

D6 Roll	Event
1	Something the party banished or discarded in a past adventure turns up again here.
2	A banished demon meets the party. It offers to help them, in exchange for rescuing it from this realm. Can they trust it?
3	A rain of trash deposits something useful, but the adventurers are not the only ones to have seen it.
4	The adventurers meet a village of exiles who have created a subterranean society complete with farms in their trash tunnels. Are these humanoids friendly, savage, or keepers of a dark secret?

Gargantuan Trash-Crab, page 122

D6 Roll	Event
5	Trash from a higher-tech world drops onto the adventurers. What would adventurers do with a battery powered hair-dryer stuck on the lowest setting, or an alien's broken toy, or a leaking glow-stick?
6	A rain of hazardous waste forces the adventurers to seek shelter in a black dragon spire.

And the Gem is

The gem lies glittering in a trash heap in the far distance. Spotting the shining gem is easy; getting there is the difficult part. Oh, and the trash heap is the home of a trash-crab, which the adventurers won't spot until they are almost there.

Number of Adventurers in the Party	Gargantuan Trash-Crab
3-5 9th level	1
6+ 9th level	1
3-5 10th level	1
6+ 10th level	1

The Return Home, or Is It?

The adventurers now have all four gems and can return to the overworld crossroads and fix the cosmic signpost, stabilizing the portals and saving the mortal realm.

However, before they can fix the cosmic signpost, an old foe appears through a portal. Yes, it turns out that an enemy that they thought was vanquished was not as dead as it at first appeared to be!

The mad wizard Hellmass, who originally interfered with the cosmic signpost, didn't actually die in their last encounter (in the City at the Edge of Dawn). He has been following them, attempting to retrieve the gems. Moreover, he has used his powers to return another of their foes to life (for this final fight the wizard Hellmass is joined by whichever epic enemy the adventurers most enjoyed fighting). If Hellmass can, he chooses to snatch a gem and jump away

through a random portal rather than stay and fight to the death.

Upon returning to the mortal realm everything might be back to normal, or perhaps fixing the portals allowed the opening of a dimensional trade-way between the mortal realm and other realities—making the Carrow Hills a major trade hub. Well, that is down to the adventurers and what they want to do.

Hellmass the Wizard, page 126



Handout: *City at the Edge of Dawn Map*, page 155

Chapter 6: The City at the Edge of Dawn Gazetteer

The City of Portals

GMs: whenever you need a steampunk transdimensional city of intrigue, the City at the Edge of Dawn awaits your thrilling adventures.

Where the Psychedelic Ocean trips into the Waterfall of Eternity lies the City at the Edge of Dawn. Also known as the City of Portals, the Eternal City, The Wheel of Angels, the One True City, and many other names—to its inhabitants it is simply “the City.”

In the city you can find technology that ranges from low medieval to the age of steam to high magitech. Most of the citizenry lives with tech levels somewhere around the 1800s-1900s—gas lamps and beast-drawn wagons in the street, canned food, machine-woven cloth, running water from metal pipes, indoor latrines, steam-powered factories, and so on. As with most places, the richer you are the more benefits of progress you reap.

Every architectural style ever is represented in the city, and in a way the city is alive—regularly shifting its streets and growing.

Currency in the City at the Edge of Dawn

Characters who try to spend their gold pieces in the City at the Edge of Dawn will soon find out nobody wants gold. People here deal in soul-shards and Librum scrip. The characters will be referred to [The Outer Bank \(18\)](#), [page 78](#) in the Grand Market to exchange their money.

As the GM, you can come up with any kind of exchange rate you want, and you can make it fluctuate wildly.

One suggestion is to base it on character level. One soul-shard or two Librum scrip is worth ten gold pieces times the level of the character. So, leveling produces a kind of inflation.

Items can cost about the same in Librum scrip as they do in gold pieces back on the “normal” world. Treasure, pay, and rewards in the city will be in soul-shards or Librum scrip.

Soul-Shards

For more about soul-shards, see [Trading Your Soul \(Part 1\)](#), [page 74](#) and [Trading Your Soul \(Part 2\)](#), [page 78](#).

Optional: Black Magic and Soul Shards

Necromancers, demonologists, and goth chaos mages can burn soul-shards to empower their spells. They must burn one soul-shard for every level of the spell. The shards are consumed when used, whether the character made their roll or not.

Ideas for empowerment include:

- Gaining advantage on the attack roll (roll twice, take the best roll).
- Growing the level of the spell by two (a 5th level spell becomes a 7th level spell).
- Cast a daily or recharge spell as if it were a once per battle spell or cast a once per battle spell one extra time per battle.

If the spell includes a die roll, rolling a natural one should result in some entertaining setback for the caster. Maybe they lose part of their soul. Maybe an anti-social and powerful undead or fiend is summoned. The caster could have the dazed condition, hard save (16+) ends. Whatever fiendish backfire fits the situation best.

The Six Districts

The city is built on an enormous rotating stone disk that floats atop the Psychedelic Ocean, with six districts occupying roughly equal area.

The districts are (in clockwise order) the Scriveners Borough, the Warrenhold, the Ward of Queens, the Foundry District, the Grand Market, and Guildtowers Ward. At the center of the disk is the Plaza of Statues, which commemorates mythic heroes both past and future, and around the edge of the disk are docks. Technically the docks might be considered a district, but each dock shares the character of the ward it is closest to. Similarly, the catacombs beneath the city are considered part of the Warrenhold rather than a separate district.

THE CITY AT THE EDGE OF DAWN ON THE PSYCHEDELIC OCEAN



Twenty Taverns

While I've detailed some very interesting inns within this book, in case you need it here are d20 more pubs, clubs, taverns, inns, and dives: (1) Ambrose's Angel Inn (featuring the Breakfast Bar of Champions), (2) The Antipub (aka the Antidisestablishmentarianism Arms), (3) The Changing Room, (4) Clean Craig's Cockaigne, (5) The Devil's Due, (6) The Doomsday Clog Pancake House, (7) The Imperial Rutland Tavern, (8) The Last Call, (9) The Lincolnshire Poacher, (10) The Mirrorball Hall, (11) Molly's House, (12) Mrs. Miggins's Eatery, (13) The Outsider's Inn, (14) Perival's Peak, (15) The Princess's Crown, (16) The Pink Room, (17) The Road's End, (18) The Shark Bite Pub, (19) Tjinder's Bar and Beer Garden, (20) The Wolfmoon Pub.

Citizenry

Most of the citizens of the city are humanoid—elves, trolls, humans, dwarves, and so on. However, there are many monstrous beings that call the city home, such as driders, dragons (mostly in humanoid form),

Ward of Queens, page 88

Foundry District



This is the beating, pounding, industrial heart of the City at the Edge of Dawn. In forges lit by heavenly fire or infernal flames, ores from a thousand worlds are ground, pounded, smelted, and forged. Woods from forest worlds are shaped and lathed. Crystals are grown in bubbling vats. Silks from captive glass-spi-

gods, demi-gods, demons, dhampirs, dobhar-chús, dryads, and so on. There are also visitors from other realms, unique creatures, and incarnations of concepts. The strange thing is that most people get along fine—social class is far more important in the city than how many limbs you have.

What Tier?

Adventurer. There are some good stories, great stories, to be told in the city at adventurer tier. This is the tier for goblin street gangs, sewer monsters, dodgy deals, and rooftop chases.

Champion. Champion tier is where the adventurers start really getting entangled with guilds—as enforcers, members, rebels, or iconoclasts...or maybe even as founders. The characters' actions at this level potentially affect change (for good or bad) at the district level.

Epic. Epic tier is where the adventurers are rubbing shoulders with dragons and demigods, and have taken their place among the movers and shakers of the city. The characters' actions sometimes have consequences across the city, and adventures focus on the rise and fall of noble houses and the fate of whole realms.

ders are spun into fine cloths. Alchemical processes produce smogs that are siphoned off by pipes into the Psychedelic Ocean.

From the factories come chariots of the gods, engines of war, and vast transdimensional sailing ships. The dark and dripping pipe-choked roads of the Foundry District are easy to get lost in, and if you aren't friends with the right gangs then getting lost can be very bad indeed.

Here are d8 landmarks to search for if lost:

1. The Blackstar Shipyards, [page 70](#)
2. The Iron-Breaker's Dock, [page 71](#)
3. The Lion's Crown Warframe Factory, [page 71](#)
4. The Park of Seven Oars, [page 71](#)
5. The Shambling Mound, [page 72](#)
6. The Sparkling Sea Cannery, [page 72](#)
7. The Tough Day, [page 72](#)
8. The White Rook Tenements, [page 72](#)

The Blackstar Shipyards (1)

Here transdimensional ships are made and repaired—everything from solar schooners to fast-rigged crystal clippers, from flying galleons to iron-clad troop transports. Most of the ships that come through the shipyard are owned by the guilds of the City at the Edge of Dawn, or by nobles from the *Ward of Queens*, but a sizeable minority (maybe 30%) are owned by those from other realms.

Adventure hooks:

- It is a "wake-week" at the shipyard—every work-

er there is off on a company-organized transdimensional vacation. The adventurers are hired to watch over the now spookily silent factory where the great engines are assembled. An easy job, right?

- The adventurers are hired by the *Iron Fist* as extra security for a prestigious ship launch party. The *Queen Titania* is said to be unsinkable, but there are many that would want the ship to fail.
- The constructs of the Blackstar Shipyards are organizing to strike. Will the adventurers take a job as strike-breakers, or will they side with the nascent "Mechanical Union?"

The Iron-Breaker's Dock (2)

This dockside area is run by a titanic construct called **Iron-Breaker**. To this dock come raw ores, semi-processed metals, lumber, and the hulks of transdimensional ships to be salvaged. Iron-Breaker treats his tough-living hard-working crews with surprising kindness.

Adventure hooks:

- A living ship—elderly, rusted, and rotting—is bought in to be broken up for scrap. The ship, the **Dawn Breaker**, psychically calls to the adventurers, promising them riches if they will free it so it can sail to a place it calls "Fiddler's Green."
- A specter has been haunting Iron-Breaker's Dock, leaving messages that all who work there are cursed. Workers have started looking for jobs elsewhere, so Iron-Breaker asks the adventurers to solve the mystery. Clerics and priests have blessed the dockyard multiple times, so what is behind the "haunting?"
- An elf welder, **Oin Greenpah**, needs help stealing some recycled platinum recovered from the soul-circuits of a crystal-ship. It's an easy job—all the adventurers need to do is help him move the platinum, keep watch, and provide muscle during the sale of the platinum to an interested buyer. Is the party ready for a life of crime?

The Lion's Crown Warframe Factory (3)

A warframe is a golem without any driving intelligence. In an armored hollow within the torso a driver sits giving moment-by-moment direction to their golem "suit" through their words, the motions of their limbs, and the tap of their fingertips on glowing glyphs. Warframes are prohibitively expensive, usually reserved only for the elite troops of very wealthy empires.

Adventure hooks:

- A warframe parade on a main street blocks the adventurers' progress, making an already difficult day even tougher.
- Somebody is stealing parts, trying to build their own warframe. Though the culprit was caught, nobody knows where the parts have ended up. A gang with a rogue warframe would seriously upset the balance of power in some parts of the city, and

if it is a noble or a guild what are their plans for a secret warframe? The gnome in charge of security, **Ranalph Longintheear**, asks the adventurers to go digging for information in the underbelly of the city.

- The factory wants to test a new warframe design and seeks volunteers against which the new armor can fight in realistic (and deadly) conditions. How hard up are the adventurers for money?

Warframes!

First, the good news. Warframes add 4 to your Strength modifier for the purposes of attacks and damage, and add 4 to your AC. A warframe has 100 hit points that act like temporary hit points (you lose them before your own), though attacks that target MD bypass the warframe's defenses. For every 25 hit points the warframe loses, it loses a +1 (so at 75 hit points it only adds +3 to your Strength modifier and AC, 50 hp = +2, and 25 hp = +1). At 0 hit points the warframe is too damaged to move (and might even catch fire or explode!). Using a weapon that's scaled up to a warframe's size increases its damage die by one type (for example, if the weapon would normally deal 3d6 damage it deals 3d8 instead). Warframes can be enchanted and attuned to as if they were armor.

Now the bad news. Warframes are big and obvious, loud and expensive. A hero stomping around the City at the Edge of Dawn in a warframe will draw all sorts of unwelcome attention, everything from guild enforcers to guard companies to gutter-wizard gangs looking to strip it for parts. If something pops a warframe free of engagement it must save or become stuck (hard save ends) as it falls over. Warframes in battle tend to be accompanied by infantry whose job it is to keep the enemy off a fallen warframe until it can right itself and to stop it being mobbed—adventurers stomping about don't have that luxury. Warframes are suited for the battlefield or parade ground, but don't fare well in adventuring environments. A warframe in dense woodland, a narrow alleyway, or a dungeon corridor is vulnerable to all attacks (attacks against the warframe have their crit range expanded by 2, usually to 18+).

Now the really bad news. Warframes need regular repair—every hit point lost by a warframe costs 10 times the number of hit points lost to repair. (Repairing a warframe from 97 hp to 98 hp costs 30 gp, 98 hp to 99 hp costs 20 gp, 99 hp to 100 hp costs 10 gp—to fully repair a non-functional warframe from 0 hp to full costs over 50,000 gp!) Cut the cost of repairing the warframe in half if you can cast spells like *mend*, but double the cost if you are working with non-factory spare parts scrounged from the battlefield and double it again if you are just improvising spares with whatever a local smith can make.

The Park of Seven Oars (4)

Overlooking the docks, this park is a rare green space in

The Overworld and Beyond

the Foundry District. Workers take their lunches here, and factory owners pay for regular entertainments to be put on to keep their workers happy.

Adventure hooks:

- A new sculpture has recently been installed in the park. Several people have gone missing in the park at night. Coincidence, scheme, or curse?
- A psychedelic rain has started to fall on the park, causing strange temporary crystal growths. Everybody leaves the park to seek shelter, but the adventurers have business in the park and can't leave.
- While sitting in the park, the adventurers see a fire on the dockside. Nobody else seems to perceive the fire, with others in the park commenting on the nice view today—even when the wind brings billows of smoke.

The Shambling Mound (5)

A recent addition to the City at the Edge of Dawn, the Shambling Mound is an inn that occasionally gets up and moves around. The inn came to the city by walking off the deck of a vast rotting warship made of dragon bones and crewed by the dead. The inn is managed by the cousins **Sultan** and **Khalifa** and stays one step ahead of interference by the Hostellers Guild—sometimes literally.

Adventure hooks:

- Being new to the city, the cousins don't know that the rainbow-colored hallucinogenic rain that sometimes falls from the sky isn't entirely safe to drink and have been using it to brew with!
- The adventurers are inside the Shambling Mound when it gets involved in a high-speed chase!
- The Hostellers Guild has finally caught up with the Shambling Mound and is forcing Sultan and Khalifa to join the guild (and pay their dues with interest) or have their moving tavern impounded. The cousins turn to the adventurers to help.

The Sparkling Sea Cannery (6)

This factory takes in the produce of the Psychedelic Ocean—despair-squid, rainbow fish, light rays, and the like. Out the other door goes canned food safe to eat. The fishing fleet of the Sparkling Sea Cannery are a regular sight at the Foundry District Docks.

Adventure hooks:

- A cadre of hyper-intelligent fish-people from a far-off realm is on a jihad to destroy all canneries and fishing fleets across the multiverse. The "71st Mechanized Shark Cavalry" has come ashore and is wrecking the dockside—will the adven-

turers survive the shark tanks and turn the tide of battle?

- A rival factory, the Flavortown Meat Plant, has started various political maneuvers to put the Sparkling Sea Cannery out of business. The owner of the Sparkling Sea Cannery, **Mister Karvore**, wants the adventurers to sabotage his rival. Can the adventurers get in unnoticed, sabotage the ghoulish factory, and escape from Flavortown?
- The cannery has lost several fishing vessels on the Psychedelic Ocean recently and hires the adventurers to protect one of their boats. Can the adventurers survive what may turn out to be the deadliest catch?

The Tough Day (7)

This tavern serves the needs of several of the larger factories in the Foundry District. As the factories never cease, the Tough Day never closes—with droves of off-shift workers streaming through the doors every hour. The Tough Day is run by the centaur **Malta Mally**, who lost one of her arms to a machine that broke her heart.

Adventure hooks:

- A dying woman staggers in clutching a strange map that purports to show a treasure hidden somewhere in the city. Lots of people see the map, including the adventurers. Who was the stranger, who killed her and why, and where does the map lead?
- The adventurers enter the tavern to discover the patrons and staff have all been replaced with stuffed-straw dummies. A prank, or something sinister?
- The patrons of the tavern are complaining about a sinister clown that has been bothering their workers. On the way home the adventurers hear faint circus music from a dark alley.

The White Rook Tenements (8)

These towering buildings are among many erected by factory owners who wished to have their workers closer to their places of work, and to provide better living conditions than those in the *Warrenhold*. In some tenements in the Foundry District the twin goals were a success—this tenement however has fallen into disrepair and has in the long years since its erection sprouted a maze of modifications both internal and external.

Adventure hooks:

- A supernatural killer stalks the hallways of the White Rook Tenements. The adventurers are called in by the building manager, a dwarf called **Abdullah Bey**, to investigate—quietly.
- An enterprising bunch of youths has started a business making and selling their invention: the "clockwork abacus." However, the *Worshipful*

*The Tough Day sponsored by
John Murphy*

*The Shambling Mound
sponsored by Dylan
Woodrow*

Warrenhold, page 91

*Company of Alchemists, Wizards, and Mythken-*ners wants them shut down. The youths have set up shop on their home turf to avoid the authorities—will the adventurers help them for a cut of the profits, or will they discover that the guild has a good reason for wanting them to stop?

- Fire! A fire is spreading from building to building, roaring up the narrow airshafts and leaping from apartment to apartment. The adventurers are trapped, as are many others.

Grand Market

Even if you don't *need* anything, no trip to the City at the Edge of Dawn is complete without a trip to the Grand Market. Here hundreds of open-air markets, claustrophobic souks, cavernous stores, dingy shops, and exclusive boutiques cater to the diverse desires and perverse needs of the city.

Here is where vampires buy blood, dragons sell their unhatched eggs, and gods make deals. It is also where you go to buy food and clothing, meet friends for lunch, or hang out and browse. Sure, each district in the city has shops, but the Grand Market is where the realm commerce happens.

Though there are innumerable stores and stalls in the Grand Market, and countless wandering hawkers, a handful of them are notable or archetypical establishments (20 in fact, so if you need a random place you can roll a d20).

1. Allways Travel Service, [page 73](#)
2. Bargain Mart, [page 73](#)
3. The Bizarre Bazaar, [page 74](#)
4. Bloodbath and Beyond, [page 74](#)
5. D'Corbyn's, [page 74](#)
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Allways Travel Service (1)

Need to arrange an expedition to the Elemental Sub-Plane of Dust, or a trip to Hell, or book a voyage back in time? Well, look no further than **Allways Travel Service**. Run by **Rothgar**, a retired gunslinger from a far-off world, the staff at Allways can find a way to get you there and back again—for a price.

Adventure hooks:



- Rothgar has lost contact with a group of adventurers exploring a dungeon world—the contract says that Allways Travel Service must bring them or their bodies back. Can the PC party rescue the NPC adventurers (or at least retrieve their bodies)?
- Rothgar is interested in opening up a travel route to a realm of tumbling crystals and wants the adventurers to scout it out—they are to make maps, draw pictures, report on any dangers, and collect samples to put on display at the Allways Travel Service.
- Rothgar needs guards to protect a party of nobles from a high-magic realm as they and their guide travel to a low-magic “gunpowder” realm. The adventurers look handy in a fight, and he’s heard that they are trustworthy.

The Worshipful Company of Alchemists, Wizards, and Mythkenners (aka “The Star Guild”) (10), page 83

Bargain Mart (2)

No, not a place to buy things cheaply, instead **Bargain Mart** is a flea-market style establishment where one can make pacts with representatives of demons, devils, angels, and strange godlets. Here you can trade your soul (or maybe a fraction of it) for goods and services, powers and favors. Of course, if you have interesting goods or marketable skills you could trade *for* soul-shards at the Bargain Mart.

Rothgar sponsored by Michael Rivet

Adventure hooks:

- A human-seeming being who says that she is a representative of a heaven, **Helen Beck**, wants to give the adventurers two soul-shards in exchange a shard of one of their souls and a couple of favors that they must perform for her.

What's the catch here?

- An impling, **Nigel Toadpipe**, wants to employ the adventurers to fulfil a demonic contract. In exchange for a tenth of a soul-shard (or an equivalent low-cost favor from hell) they are to cause a series of minor misfortunes to a merchant (a rival of the merchant who took out the contract). It's an hour or two's work, and if they do well and show appropriate creativity the well-dressed Toadpipe might have further jobs for them, ones more demanding but better rewarded.
- The faceless servant of an outer-realm entity with an unpronounceable name (it sounds like an orchestra's string section tuning up while being thrown through a mirror) wants to purchase some minor memories from one of the adventurers. The faceless servant can sell you memories too, though usually people sell things they'd rather forget.

Thomas Locke sponsored by
Paul Brinker

Trading Your Soul (Part D)

Assume that a 0-level NPC villager has a soul worth one soul-shard. A 1st level PC has a soul worth 10 soul-shards, a 2nd level PC 20 soul-shards, and so on.

Whoever owns the majority of your soul can command you to do anything at any time—you have become their mystically bound slave. You avoid that fate by making sure that you have more of your soul than anybody else does, or by fixing the holes in your soul. You can use the soul-shards of others to patch up your own soul, filling holes left by trading away your original soul.

If you trade away all your soul you'll end up becoming a zombie-like being, living for nothing more than blindly following any orders you are given by anyone with a soul (basically you become an NPC until somebody can fix you).

If you die with no soul at all to your name you will end up the care of somebody you traded with (or more likely one of their bosses—a duke of hell or a god of the outer dark). Provided you die with at least one soul-shard with you (and it doesn't have to be your own!), then you can avoid eternal servitude. When you die, any soul-shards you carry vanish.

The Bizarre Bazaar (3)

The Saturnine Aberrance
sponsored by Dylan
Woodrow

Owned by **The Saturnine Aberrance**, a strange being seemingly carved from stone, this huge store has oddities from a thousand worlds. The Saturnine Aberrance is always keen to hear news from other realms, especially news about wizards or dwarves. You can never tell what Saturnine will have in the store from day to day, but it will always be interesting.

Adventure hooks:

- A group of dwarf wizards comes to the City at the Edge of Dawn looking for The Saturnine Aberrance. Can the adventurers look after the store while Saturnine takes a sudden vacation to

avoid the dwarf wizards? How hard can running the Bizarre Bazaar be, right?

- While browsing the store, the adventurers come across what look like their own mummified corpses. Saturnine says that they were purchased from a cult called the "Community of Steam."
- While waiting for Saturnine to serve them, the party hears a child's voice: "Psst! Hey! I'm an enchanted bow! Buy me, please. My name is Kelly." The Saturnine Aberrance seems not to have heard the bow speaking.

Bloodbath & Beyond (4)

Need a suit of spiked armor, or a pure silver flail, or a matching set of greaves for your eight-legged horse? Come to **Bloodbath & Beyond!** It's not just weapons and armor—here you can find everything from skull goblets to embroidered battle-banners to chairs made of swords to you-name-it. Run by **Thomas Locke**, he can find (almost) anything you need in his cavernous store.

Adventure hooks:

- The adventurers are browsing the store when a gang of armed thieves come in to rob the place. Thomas says he is insured with the Mercers Guild and to just let the gang take what they want for now. Afterwards (if the thieves get away) Thomas hires the party to track them down and recover his stolen goods.
- The adventurers find a pair of "automatic sword-chucks" marked down in price, far beneath what the obvious quality of workmanship would suggest they be sold for. Thomas warns the adventurers that only the very skilled can handle the weapons.
- The adventurers find themselves outside the store with baskets full of very fancy bath-towels and upcycled arrow mug racks, and empty money pouches. Their memories of shopping are vague at best.

D'Corbyn's (5)

Owned by the rarely-seen **Rebecka D'Corbyn**, this establishment is the opposite of the seedy dive bar where thugs are hired to do dark deeds—this is a very high-class brightly lit establishment where high-born duelists can be retained to resolve matters of honor. It's not just duelists though; at D'Corbyn's you can hire harpists, ice-sculptors, caterers, companions, artists, poets...anything a noble might want.

Adventure hooks:

- A noblewoman has seen one of the adventurers and wants to hire them via D'Corbyn's to take her part in a duel to the death.
- The adventurers must obtain fancy clothing (and perfumes, new haircuts, etc.) to attend a high-class party in the *Ward of Queens*. While in the changing rooms the party overhears a pair

Ward of Queens, page 88

of nobles exchanging information regarding the political overthrow of a guild-master.

- While shopping at D'Corbyn's a noble is insulted by one of the adventurers (maybe accidentally). The noble demands the satisfaction of a duel.

The Assassins Guild

D'Corbyn's is also the headquarters of the Assassins Guild. Maybe. Or maybe not. The prim store clerks who arrange exclusive hair-stylings or bespoke furniture making would be *shocked* at the very suggestion. The little old ladies who arrange the hiring of duelists would be especially shocked.

But maybe if you knew the right person to speak to and the right way to ask and were a valued long-time customer known to have enough money to pay the guild, then maybe you'd be shown to a previously overlooked side room where somebody would come by in a bit for a discreet chat over tea and tiny cakes and something could be arranged.

If you want to hire a bunch of thugs to stab somebody in the street then there are scummy dockside taverns to trawl—but if you want somebody important assassinated with style and panache (and if thugs from the docks won't stand a chance of succeeding) then the Assassins Guild is really the only way to go.

Doctor Wonder's Dream Emporium (6)

In this rambling multi-story building you can find magical distractions of many descriptions. Beware: the enigmatic **Doctor Wonder** and his assistant **Eygor** care only for bringing entertainment and childlike wonder to the masses, not for the safety of the purchaser.

Adventure hooks:

- "Doctor Wonder has just the thing for you, young lady...or young man? Or is it "other?" Or "neither?" Or "both?" No matter what you are, dear customer—I present stick-on body parts! Give your friends a hand! Get an extra leg to stand on! The more eyes the merrier!"
- "Voice changing lollipops! Many flavors, tones, and timbres! Strawberry Soprano! Contralto Coffee! Deep Chocolate! Raspberry Rasp! Port and Whine! Cherry Pop! Each lollipop a tasty surprise!"
- "The good doctor is out," says the hunchbacked Eygor, "would you like to look at our...heh heh... adult section while you await his return? Just walk this way..."

Sinister or Innocent?

Doctor Wonder might be a sinister figure or one of childish delight—you choose. Here are some of the things commonly in stock just in the first room of the store: flying butter, gummi worms (the snack that chews back!), the coloring book of the damned, trick daggers, Doctor Wonder's deflatable horse, edible weaponry, color-changing ink, unholy water squinters, the pop-up fun book of monsters, phobia-in-a-can, the wonderful ever-changing hat, the ultimate towel (dries everything!), anti-cake, Doctor Wonder's Rainy Day Game Collection (fun for the whole family!), mystery lumps, flavored toilet paper, sacks of portable holes, and stinking slippery joke socks.

The Emperor's Palace (7)

Owned by the McWong family, here you can get the best unicorn kebabs in the Grand Market. They deliver, too! What few know is that beneath the Emperor's Palace restaurant (operated by the smiling **Susan McWong**) is a hidden fighting arena run by the McWong family patriarch **Mohammed "Pappy" McWong**.

Adventure hooks:

- Delivery boy **Jimmy McWong** was injured by a gang of half-elves near the Plaza of Statues, and his delivery was stolen. Pappy would like the gang taught a lesson. Was there something beyond unicorn meat in the delivery? Does Jimmy know the gang? Are the adventurers about to get mixed up in an underworld war?
- Susan wants her runaway daughter **Sally McWong** bought safely home before Pappy and her brothers realize that she's run off with the elf **Justine Wildthyme**.
- The restaurant is closing tonight for cleaning and decoration. Susan would like the adventurers to guard the building, saying she's worried that someone will steal the new furniture while it's being unloaded. Lots of cloaked figures have been coming and going from the closed restaurant tonight.

The Flesh Market (8)

No—not that kind of "flesh market." Here you can find meat from a hundred worlds, cattle from a hundred more, and more hides and leather goods than you can shake a stick at. The traders who congregate here are a great source of accurate information about other worlds if you pay the right price, although the fish traders' pavilion at the end of the market gives away tall tales for free. The most colorful trader in the Flesh Market is **Mariannya the Gnoll**, who can be spotted at a distance by her large purple hat and tray of wonderful-smelling sugared *turkels*.

Turkel: a lizard's eyeball.

The Overworld and Beyond

The Steel Legion (9), page 82

Warrenhold, page 91

The Iron Fist (7), page 82

Adventure hooks:

- A brand new food sensation is sweeping the city: “ganf meat.” Nobody in the Flesh Market knows where this new meat is coming from, or what a ganf might be. The adventurers are hired to track down a ganf. Is ganf a person, place, or thing?
- A herd of what the minotaur owner claims are “hairless apes” is in a pen. They look like overweight people but seem dazed and confused, go about on all fours, and are seemingly incapable of speech. Are these fat ugly naked people, or a dumb meat animal?
- Inspectors from the Hostellers Guild and the Guild of Scorpio are checking the market after a recent disease outbreak in the city that was linked to bad meat. The animal pen near where the adventurers are is infected, and the guild inspectors want to quarantine the adventurers too.

- weapons above a certain size must pay a peace-bond. Members of the *Iron Fist* and the *Steel Legion* are exempt, but unless the adventurers join one of those guilds they will not be.
- The co-op has been supplying the poor of the *Warrenhold* with food and water for decades, but a recent shortage of supplies caused by a blockade of the merchant fleet by a foreign power means that they must make some hard choices...
 - The daughter of Skaas, **Sukkie**, is having her “sweet 60th” birthday coming-of-age celebration, and the adventurers are expected to attend—and give the young dragon a suitable gift to add to her new hoard. This might be a good day to ask Skaas for a favor.

Dragons in Humanoid Form

Assume that most dragons in the City at the Edge of Dawn can assume humanoid form.

The Futures Market (9)

Want a happily ever after and are willing to pay? Need some fast cash and are willing to sell your destiny? Fancy selling next year’s crops today? Want to guarantee fair weather for a voyage? The transtemporal traders at the Futures Market are available around the clock. Most of the traders are possible versions of the same person, **Davin Nivad** (or occasionally **Davina Anivad**).

Adventure hooks:

- A Davin Nivad approaches the party, wishing to buy a share of their next adventure. Soon the adventurers begin to become embroiled in a confusing and increasingly outlandish series of events.
- An angry customer, **Ruth Axewood**, wants a refund on her future and confronts one of the adventurers. Apparently she purchased the character’s destiny and is unsatisfied. The adventurer can’t recall selling their destiny.
- One of the Davina Anivads who works the Futures Market wants to sell the party a better outcome for their next fight—warning them that if they don’t make the purchase they’ll lose.

The Green Market (10)

Druids wander this vast open-air market, working to keep the produce fresh at the behest of the stall-holders’ “social cooperative.” The cooperative, or “co-op,” is an old organization, one that started as a simple mutual aid organization for farmers and grocers, but has become something more akin to an organized crime syndicate with interests that reach far beyond the Green Market. The current head of the co-op is **Skaas Shinewing**, a bronze dragon.

Adventure hooks:

- The co-op demands that those who carry

Hexes Are Us (III)

This is the archetypical tiny-little-store-that-wasn’t-there-yesterday, full of magical oddities and charming objects, enchanted costumes and cursed curios. The magical store moves around the city to locations where it is needed, where customers are most likely to be—and presumably to avoid having to give refunds to unsatisfied customers. Whether you regard some of the knickknacks the store sells as cursed or not depends on your outlook on life and how much you enjoy irony. Heed the nameless shopkeeper’s instructions and warnings when you make a purchase, and never ever try to steal from him.

Adventure hooks:

- “Doctor Wonder? The flashy fraud! Cheap tricks and unsafe goods! If you promise to stay away from that place, I’ll give you 10% off this Monkeys Paw. Three wishes, though I should warn you that you need to make the wishes within a space of an hour, use a single breath on each wish, and be very careful of your wording.” The price with 10% off just so happens to be exactly the loose change the adventurer has on them. What could possibly go wrong?
- A magical “electrified guitar” is on display in the store window. Owning the guitar brings supernaturally good fortune, but there is a hidden cost the next time the party comes to a crossroads.
- One of the party bumps into a shelf and knocks a cursed fertility idol off, breaking it. The shopkeeper points to a sign: “You break it, you bought it.”

Killi & Killigan, Turf Accountants (I2)

Run by a pair of dwarves, this firm will take bets on (almost) anything. **Killi** handles bets on sporting events, while **Killigan** handles unusual bets. Though the cousins only collect bets and pay on them, they do allow others in their establishment to lend money to customers—and for a cut the dwarf berserker **Belinda “Bull-breaker” Wartooth** collects on unpaid debts.

Adventure hooks:

- A gambler, **Trixie Bigwood**, has borrowed a large amount from the co-op and disappeared. Belinda asks the adventurers for help tracking down the vanished woman.
- Killi suspects that an unusually lucky enchantress is fixing races to her advantage, and wants the adventurers to follow the suspected cheat to get proof.
- **Zombie Plague!** The mindless undead are running rampant through the Grand Market, and the adventurers must make a stand at Killi & Killigan's.

The Last Word (I3)

This bookstore is one of hundreds scattered throughout the Great Market, but what sets the Last Word apart is its proprietor **Skik the Goblin**. Skik is a sorcerer trained in the ways of dark elf magic and pays a small cadre of informants to let the diminutive magic user know about many goings on in the city. If you need a rare book found, a map translated, or an enemy spied upon then Skik is the goblin to visit.

Adventure hooks:

- Skik has heard of a book that records the reader's memories within its pages, and wants to own it. The book was lost years ago in the sewers of the city, but Skik has a cunning plan...
- Talking monkeys with typewriters insist that the party check out their spec script from something they call *“Hamlet 3: Revenge of Rosencrantz.”* Until the adventurers read the cursed play, the excited monkeys will follow them around.
- The adventurers find half a map and need it translated. Skik knows who has the other half, but the adventurers aren't going to like it!

Lowe & Behold (I4)

Need legal help? The firm of Lowe & Behold can help you navigate the labyrinthine and patchwork legal systems of The City at the Edge of Dawn. It's doubtful that you will meet with **Samiel Lowe** or **Behold the Seer**; instead you'll most likely end up working with **Roger Silverburg**, **Zark-7**, or **The Unspeakable Yeg**. The law firm can help with anything from contracts to defending or prosecuting criminal cases to finding third parties that can enforce contracts or drag mis-

creants to a court.

Adventure hooks:

- Behold the Seer is missing, his office trashed and many files stolen. Samiel Lowe wants the adventurers to track down the missing senior partner.
- The adventurers have inherited something in the will of somebody they helped in the past. What will the adventurers get—a haunted castle, a cursed painting, a failing business?
- The law firm needs a miscreant dragged before a tribunal and employs the party as bounty hunters. Unfortunately, the miscreant is a cunning adversary.

Belinda “Bull-breaker” Wartooth sponsored by Zack Schwartz

Medlok's Tower (I5)

A fortified building at the geographic center of the Grand Market (near the gladiatorial arena), this bespoke armory makes magical weapons, shields, and armor. The smith-wizard **Simone Medlok** requires payment either in soul-shards or in magical materials (usually both), together with the raw materials for whatever you want made. Though Simone's work is regarded as the best in the city, don't expect her work to be delivered quickly. Simone currently has a couple of magic items whose buyers died before the items were completed, and she is willing to sell these to the adventurers if they'll do her a couple of “small favors” first.

Adventure hooks:

- A murder weapon with Medlok's maker's mark is part of an investigation, and the authorities want all Medlok's records of purchasers. Simone is refusing, stating concerns about client's privacy—but really it is because her filing system and record keeping is atrocious. Can the adventurers help her out, before a full guild audit is launched?
- Medlok has become cocooned in living steel and is unable to finish work on a project of interest to the party.
- Simone has accidentally sold a very expensive staff to the wrong person, and wants to get it back without admitting her mistake. She promises the party their pick of her finished but unclaimed weapons if they'll “recover” the staff in a way that doesn't lead an angry wizard back to her door.

Skik the Goblin sponsored by Aaron Most

Orc Burger (I6)

“Orc Burger, where meat is always on the menu!” In a dozen locations in the Grand Market, and many more beyond, you can find these red-and-white striped booths serving up a distinctly non-vegetarian menu. Behind the franchise is **Don Maran**, quietly getting rich off the appetites of the city.

Don Maran sponsored by John Murphy

Adventure hooks:

- An Orc Burger opens near where the adventur-

ers stay. Too near—the noise of drunks in the early hours of the morning, the cooking smells, the crowd outside the door, the sudden increase in discarded food wrappers—it's adversely affecting the party's rest.

- A paranoid contact wants to meet up and exchange information at an Orc Burger stand.
- The adventurers must procure Orc Burger uniforms for a heist or caper.

The Old Colosseum (17)

Formerly a gladiatorial arena, this amphitheater at the center of the Grand Market is now a market for tailors, haberdashers, and cordwainers, as well as hundreds of stalls selling "gently used" or "newly repaired" clothing. No matter the size of your purse, you'll find something of interest here. Of course, if you have no coin at all then you'll have to visit the Moth Market in the Warrenhold where the used clothing too ratty to be sold in the Old Colosseum ends up.

Adventure hooks:

- A bonanza of military uniforms from another realm floods the market. The regimental look is suddenly in fashion among stylish adventurers. One of the party members finds something in an inner pocket of a jacket they have just bought.
- So-called "living cloth" with minorly magical properties has suddenly become much cheaper thanks to a market glut. What has caused the glut?
- Spun crystal is in this season, opaque clothing is out. That means hiding weapons has just become much harder in certain social circles.

The Outer Bank (18)

With citizens from many worlds and traders from a hundred realms it is hard to tell what a coin is worth. At the Outer Bank, representatives from the banks that make up the Librum Guild compete for the business of coin-changing. Most coins are simply assessed on weight and type of metal. Soul-shards and Librum scrip (paper promissory notes) are the most widely accepted forms of currency in the city, though some traders require stranger payment and it is here that you can swap what you have for what a trader will accept. In the alleys near the Outer Bank lurk non-guild money lenders ranging from almost trustworthy to entirely disreputable—those who want a fairer deal (and who have security to put up) would be better off visiting a bank run by the Librum Guild.

Adventure hooks:

- The adventurers discover that something that seemed valueless in another realm currently has great value to the bankers. However, the market will only sustain this inflated value for a very short time. Can the adventurers cross dimensions, get more of the stuff, and get back to sell it before the bubble bursts?
- Gold? Ha, the adventurers' money from a mortal

realm is currently less than worthless. Best find a way to earn some soul-shards or Librum scrip.

- Do the adventurers need money? Librum Guild loan collectors are well paid, though sometimes short-lived.

Trading Your Soul (Part 2)

A soul can be used as security for a loan—some bankers are real devils. Soul-shards are also widely accepted as currency in the City at the Edge of Dawn. You can even get fragments of soul-shards in various sizes—half, fifth, tenth, twentieth, hundredth, and so on.

An optional rule is that for every 10 soul-shards your soul is worth, you can safely attune to a magic item—10 soul-shards equals one magic item slot. (This makes sense: a 1st level character's soul is worth 10 soul-shards, a 2nd level PC's soul equals 20 soul-shards, and so on.) That makes gaining and trading for soul-shards very attractive for players—just be careful not to give them too many and unbalance your game.

Another optional rule is that if you use soul-shards to patch up holes in your soul, or to increase the "size" of your soul (and thus the number of magic item slots), it has an impact on your character. After all, you now have a part of somebody else's soul inside you. Each soul-shard has a quirk with it, a fragment of personality or a shred of memory—each day roll percentile dice, with the number of foreign soul-shards in your soul being the number to roll over to avoid the quirks.

Penkkinkaw's Feathered Fair (19)

The brightly plumaged kenku (bird-person) **Avis Penkkinkaw** runs this store that sells birds (live, or stuffed, or cooked), feathered boas, feather pillows, bird-headed umbrellas...if it's made from birds or has a bird on it then this store sells it.

Adventure hooks:

- Avis has a money-making idea: a bird-based messaging service separate from the Envoys Guild—something that breaks guild law. The bird-person needs aid setting up and offering many pigeon lofts across the city and offers the adventurers a cut of the profits if they'll help.
- Avis has (through a shady deal with the *Trotter brothers*) somehow ended up with a dragon egg ready to hatch. Avis doesn't need this kind of trouble—the storekeeper thought it was a bird egg. Can the adventurers help?
- Oh boy, Avis is in trouble again. The hapless merchant has purchased a load of dye for bird-person feathers, but it is glow-in-the-dark. The storekeeper needs to sell it fast—do the adventurers want a load of cheap luminous dye?

Victorious Secrets (20)

Run by the half-drow **Zila Martel**, this shop caters to customers who require discrete protection. Armored corsets, waistcoats that are really brigandine, long-coats with chainmail linings—Zila sells it all. Need hidden pockets, or concealed sheaths, or unseen spring-loaded holsters? She sells those too. As Zila is also a cleric she will bless the items she sells for an extra fee.

Adventure hooks:

- Zila's sword collection has been stolen. Some of those swords have sentimental value, others are expensive, some are magical, and a few are all three. Zila thinks that it was a kobold called **Bobby Slinks** who is trying to impress a dragon named **Sable Tarbeak**. Can the adventurers find her swords, or at least watch the store while she does?
- Zila is putting on a fashion show, but her models have come down with lycanthropy—she suspects a rival is sabotaging her. If the adventurers will walk the runway for her (and foil further sabotage) she'll be very grateful.
- The *Drapers Guild* and the *Steel Legion* are in dispute over which guild should regulate and tax Zila's store. Zila has to deal with a delayed dockside shipment of star-silk "soutien-gorges," so could the adventurers talk with the guilds for her? Alternatively, if they would rather deal with the shipment, she can go deal with the guilds.

Hidden Armor

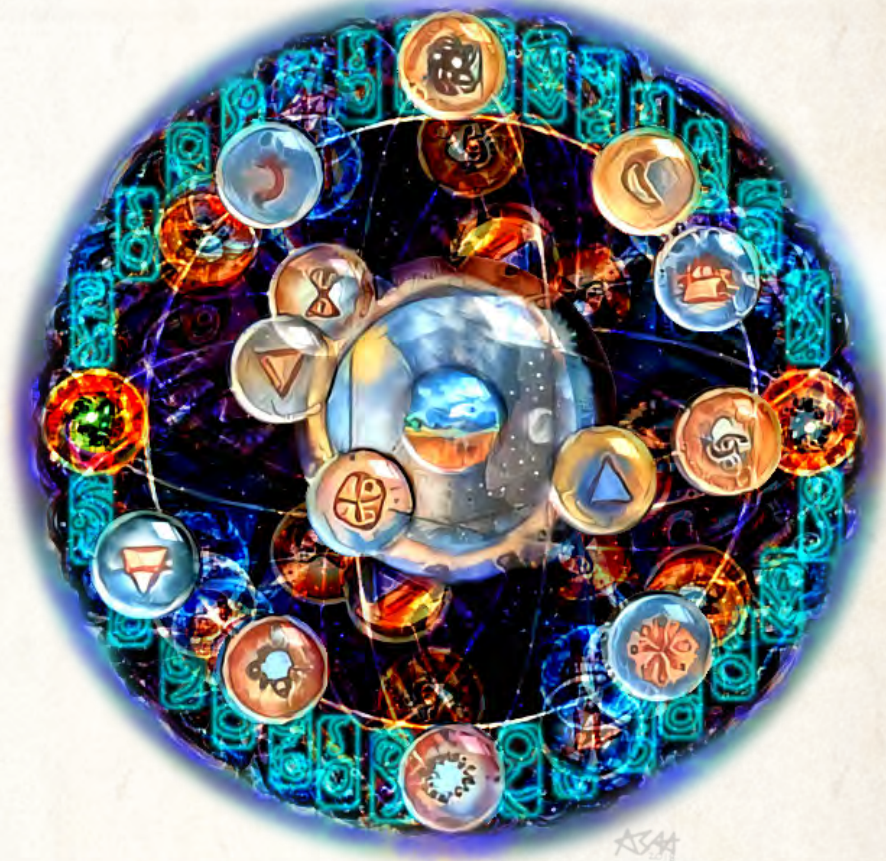
Assume that the fancy hidden armor costs ten times its usual cost, and since it is custom-fitted to the buyer it offers one AC less if it is worn by anyone else. It also costs ten times as much to repair. It looks good, though (like high-class clothing), and it's very hard to detect that it is armor (DC 25 or higher).

*Zila Martel sponsored by
Teresa Oswald*

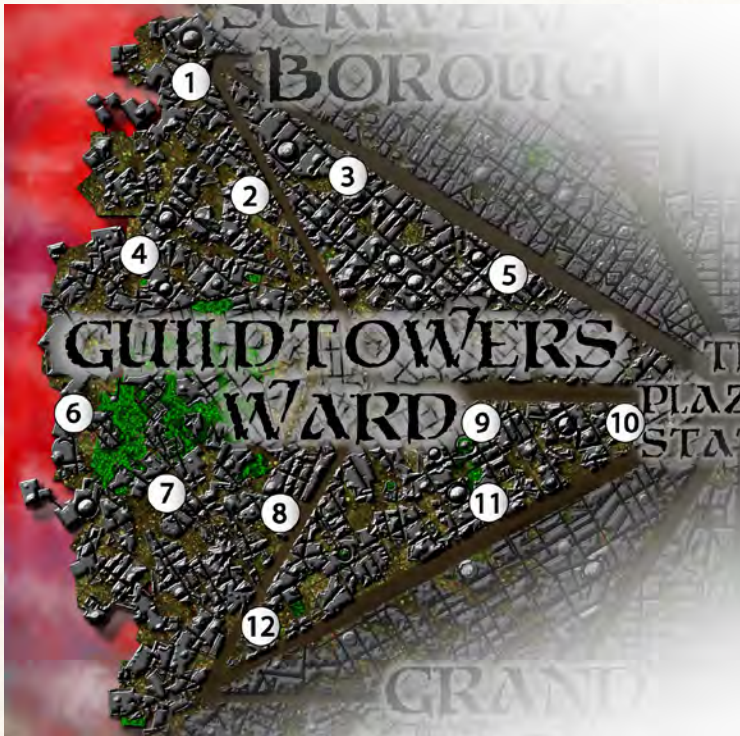
If an adventurer has an icon boon coming from Lord Ikal, it might just take the form of aid by Zila Martel.

*The Drapers Guild (2), page
80*

*The Steel Legion (9), page
82*



Guildtowers Ward



Karm Zveda sponsored by Dan Zelitch

Adventurers with a boon coming to them from Aurum Rex might get aid from Karm Zveda.

The Worshipful Company of Water Carriers (12), page 83

The Old Colosseum (17), page 78

Warrenhold, page 91

The guilds of the City at the Edge of Dawn play a very important role in the life of the city. They serve regulatory functions—making sure that trades adhere to standards and codes of conduct. They serve a social function—taking care of their members who have fallen on hard times. They act as schools—passing on skills and knowledge via apprenticeships.

The guilds also play an important legal role: approving candidates for mayor of the city, electing sheriffs and judges, employing guard patrols, and appointing functionaries like dockmasters and night-watchmen.

There are hundreds of guilds both large and small. Some small guilds band together (into groups referred to as coteries) to increase their political power, others get subsumed into more powerful guilds, and some have a niche enough focus that they avoid trouble from larger guilds.

A dozen large guilds hold the most important seats in the Conclave of Guilds (a dozen—that's a d12 roll!).

1. The Carters Guild, [page 80](#)
2. The Drapers Guild, [page 80](#)
3. The Envoys Guild, [page 81](#)
4. The Guild of Chandlers, [page 81](#)
5. The Guild of Scorpio, [page 81](#)
6. The Hostelers Guild, [page 82](#)
7. The Iron Fist, [page 82](#)
8. The Librum Guild, [page 82](#)
9. The Steel Legion, [page 82](#)
10. The Worshipful Company of Alchemists, Wizards, and Mythkenners (aka "The Star Guild"), [page 83](#)
11. The Worshipful Company of Mercers, [page 83](#)
12. The Worshipful Company of Water Carriers, [page 83](#)

The Carters Guild (1)

Current head: Grandmistress Adriella Cyrio

In a city the size of the City at the Edge of Dawn you need reliable roads, a working sewage system, and carts to ferry goods and people back and forth. The Carters Guild takes care of all that, and runs most of the gladiatorial arenas in the city—look around on the street for a clump of people near an eight-spoked wheel on a pole, and you will get to see a roadside boxing match.

Adventure hooks:

- A tall, dark stranger called **Karm Zveda** is taking the world of roadside boxing matches by storm with an unusual dragon-themed martial art (learned while shipwrecked). What is the former sailor's real secret, and why does the pugilist look so familiar?
- The Carters Guild has a sewer problem—a monster has died down there and its corpse is blocking up the sewer pipes. The adventurers are hired to hack up the monster's corpse and get the pipes clear—but something else has been attracted to the corpse.
- The *Worshipful Company of Water Carriers* is digging up the street to lay new water pipes, while a Carters Guild guard tries to direct traffic around them. Unfortunately, that means traffic is being directed into a street where the adventurers are trying to be sneaky.

The Drapers Guild (2)

Current head: Prime-Weaver Perun Lokas

This guild controls almost everything involving cloth in the city—importation of silk and wool and cotton, weaving, felting, spinning, cutting, sales, and so on. Every tailor in the city, every hat-maker and lace weaver, even the second-hand clothes merchants at the *Old Colosseum*, bows to the whims of the Drapers Guild and must carry their badge of a golden knife. The only place where the guild doesn't have influence is the deepest parts of the *Warrenhold*, where the destitute inhabitants make do with discarded thrice-mended clothing.

Adventure hooks:

- It is election time for the Drapers Guild—and thanks to a long-dead relative and an obscure guild law, one of the adventurers has a vital swing vote.
- The guild has decided that it no longer wants to deal with dark-elf controlled worlds and their dangerous and troublesome politics. The adventurers are hired to search the realms for alternate sources of giant spider silk.
- The guild has decided to tax citizens based on the amount of cloth in their clothing. Citizens

are responding in several ways—hemlines are rising, riots are brewing, and cloak-makers are muttering darkly that the guild head needs to be replaced. This is all the result of politics within the guild, and the adventurers are anonymously hired to kidnap master **Morton Throkburn**.

The Golden Knife

Guilds don't only pass on knowledge, they also guard secrets. Most of the secrets of the guilds are trade secrets known only to insiders, but the Drapers Guild has a juicy secret—their inner circle is a guild of spies and assassins.

Yes, D'Corbyn's in the Grand Market is *also* the home of the one *true* top-secret assassins guild. Maybe the two groups are actually a single group, maybe they are bitter rivals, or maybe each has no idea that the other secret group exists.

The Envoys Guild (3)

Current head: Arch-herald Xava Auder

In a constantly shifting and growing city it is sometimes hard to find your destination. If you get lost, look for a sandal nailed to a pole or to the frame of a house—under it will be a recent map of the local area left by the Envoys Guild as a free public service. The guild also operates a trustworthy messenger service that can carry a letter or small package to almost anywhere (dimensional barriers not a problem) and return with a reply. Their badge is a winged sandal.

Adventure hooks:

- One of the adventurers receives an enigmatic package from their future self. The messenger wants payment—after all, the future adventurer promised that they had already paid in the past.
- Several mapping crews have gone missing in the *Warrenhold* district recently. The adventurers are hired to protect the new crew being sent in to map the stranger parts of the area—but who (or what) caused the disappearance of the other crews?
- The adventurers receive a letter intended for somebody else—the names and addresses are similar, and the two characters even look alike. This is just the start of a series of mistaken identities involving this almost-doppelganger.

Plot-Hooking Into the City

A lost Envoys Guild messenger is a great way for realm-bound characters to learn of other realms in general and the City at the Edge of Dawn specifically.

The Guild of Chandlers (4)

Current head: Chancellor Afzal Jindal Abbasi

This guild regulates trade in cooking oil, spices,

salt, herbs, soap, paint, tea, and other household goods (though not lamps or candles—that would be the Iron Fist). It also operates canneries near the docks, and owns more ships on the Psychedelic Ocean than any other guild. Look for the ship symbol on household goods to ensure quality—the guild promises a refund for substandard wares.

Adventure hooks:

- The adventurers find that they have been banned by the guild from all general-provisioners stores in the city. What is up with that?
- The Guild of Chandlers offers the adventurers a high sum if they will endorse a new product—an anti-itch powder for armor wearers. Will the party agree to be the new faces of comfort?
- The kobolds of the city have dropped their tools and stopped buying goods endorsed by the Guild of Chandlers as a form of economic protest. The guild refuses to allow them membership, despite taxing and regulating the activities of kobolds who work making guild-approved goods. The Guild asks the party to help resolve the situation “by any means.”

The Guild of Scorpio (5)

Current head: First-Inseer Blaike Abison

Wherever you see the sign of the scorpion, you'll find a healer versed in the ways of the body. Of course, in the City at the Edge of Dawn there are many different types of bodies, many races—a scorpion on the sign above the door means that the healer within has studied for seven years to learn about all of them. The guild has many types of healers under its umbrella: surgeons, vets, clerics, apothecaries, necromancers, even stone-masons and mechanics for the more unusual citizens of the city. If the person you see when you are ill can't fix you, they can refer you to somebody who likely can. Most guilds hold an account with the Guild of Scorpio ensuring that their members never need pay to see a healer.

Adventure hooks:

- A deva (half-angelic) doctor, **Anaeil the Bright**, wants to look inside one of the adventurers while they are alive and conscious. The doctor figures that an adventurer used to taking wounds in battle will be better able to withstand the procedure. The pay is good.
- A tiefling (half-devil) doctor, **Saaah Soulfire**, wants to disprove a rival's theories about contagion and needs a sample from a plague-god. He'll pay the adventurers up front in healing potions, and will pay more in soul-shards or Librum scrip if the adventurers return.
- An injured being made of song (called “**Dirge**”) collapses in the street, and begs the adventurers to take it to the only doctor in the city capable of healing it. The only problem is that Dirge is the target of the secret Assassins Guild.

Warrenhold, page 91

Forbidden Knowledge

The guild teaches apprentices using both on-the-job learning from their master or mistress and book-learning. Stepping slightly outside these methods, a small secretive group of experimenters and anatomists within the guild pays well for a fresh corpse to learn from. In dark corners it is whispered that some go further to advance their understanding of life.

The Hosteler's Guild (6)

Current head: Master Guligan Wizi

This guild has absorbed many smaller ones—if you stay in an inn, buy baked goods, or visit a theater look for the badge depicting three golden lions near the door (a sign that the establishment is clean and serves unadulterated food and drink).

Adventure hooks:

- The adventurers hear that the guild will soon approve importation of dwarven rock-wine. If they can get to a realm where it is made and have a load ready to go, they can get to market first and make a fortune.
- The bards want to break off and form their own guild, or possibly defect to the *Envoys Guild*. If the party has a bard, they are suddenly caught up in a political situation that could result in lots of spilt blood and angry satirical songs!
- The Hostelers Guild is sponsoring a public festival to celebrate Tomas Die, inventor of dying and mortality. Let the food and drink flow freely! There never was such a person as Tomas Die, so what is the guild up to?

The Iron Fist (7)

Current head: General Xavbeta Javing

Incorporating the Guild of Lightmongers, Candlemakers, and Lamplighters; the Guild of Horologists (clockmakers); and various small mutual-aid organizations for injured guards, the Iron Fist is one of the two most notable guild coterie in the city. The Iron Fist sees to it that the streets are well-lit, the city guards (mostly) honest, and that time flows smoothly throughout the city.

Adventure hooks:

- The clocks on Transom Street lose an hour each day, and the memories of those in the Iron Fist's time-keeping division have obvious holes in them. The adventurers are the first to notice the two oddities.
- The guild approaches the party—how would they like to join and become an official guard company? They'd even get to pick their own company name and design their own banner.
- The guild needs some extra hands to help with street-lamp lighting. Can any of the adventurers walk on stilts?

Guards, Guards

There is no one single guard organization, but rather many small private companies of guards that are regulated and aided by the Iron Fist. Guards with Iron Fist badges on their tunics can usually be trusted to uphold the common good or their company will lose its certification. It's not a perfect system—storekeepers must pay for extra patrols in their area, some companies practice extortion, and scuffles between rival companies are not uncommon—but for the everyday person in the street it seems to work OK.

Of course, there are unregistered guard companies in the city too—mostly glorified street gangs, although most all nobles retain private household guards in addition to hiring an Iron Fist company to protect their property.

The Librum Guild (8)

Current head: Grandmaster Duguk Daroch

The Librum Guild controls and regulates banking within the city, its symbol of balanced scales promising fairness. Each bank practices seignorage (taking a fee to turn metal into coinage), charges a fee for money changing, and lends money at interest (usually a loan is secured on property or is mystically enforced). Of more interest to adventurers is that one can deposit treasure with a branch of any bank with the Librum Guild and have its worth credited to an account and draw on that account in local currency from any branch of any Librum Guild bank anywhere in the multiverse.

Adventure hooks:

- A Librum Guild messenger lets the party know that a payment of ten soul-shards has just been deposited into their joint account at the Last Bank of Space-Time by **Captain Ice**. The adventurers don't have a joint party account at that bank, and don't know anybody called "Captain Ice."
- A sentient cuttlefish, **Blurple-Green/Blue-(Slight-Tentacle-Wave)** ("Slightly" for short) wants to take out a business loan, but has no history of credit with the bank (nor indeed any security to put up for the loan). Will one of the adventurers co-sign? Her business idea is for a flying pastry delivery service.
- The Librum Guild hires the party to test a bank's security by robbing it. The adventurers won't get paid if they tell anybody about their secret mission (they can't give the bank any warning), and they can't kill anybody.

The Steel Legion (9)

Current head: Warlady Ferdiella Quytar

This coterie of smaller guilds controls the manufacture of arms and armor, everything from daggers to siege engines, and the mercenary companies who use them. While the *Iron Fist* coterie oversees guards,

The Envoys Guild (3), page 81

the Steel Legion trains and employs soldiers. If you want to open or protect a trade route with another realm, you call on the Steel Legion to ensure that everything goes smoothly (and to crush any opposition). The most notable mercenary companies of the Steel Legion are the Bright Griffons, the Double Eagles, and the Red Angels. The symbol of the Steel Legion is a sun surrounded by lightning bolts, usually sewn onto the uniforms of mercenaries or added to their battle standards.

Adventure hooks:

- A famous troupe of adventurer-scouts, the Polymorphing-Powered Rangers, are in town on leave. They have coin to spend and steam to blow off. Unfortunately, they are camped out in the adventurers' favorite drinking hole, being rude to the staff and insulting the regulars.
- A strange enemy is attacking the City at the Edge of Dawn, and the Steel Legion is calling on every able-bodied citizen to take up arms. Being that the adventurers are at least partway competent, they are put in charge of a citizens brigade and told to hold a crossroads.
- The Steel Legion is holding its annual "Do You Think You Are Tough Enough?" games, where mercenaries get to show off their prowess and members of the public can compete for prizes and an invitation to join a mercenary company.

Steel Legion Campaigns

The Steel Legion doesn't just recruit from the City at the Edge of Dawn, but from hundreds of worlds. A mercenary company of the Steel Legion could hire the adventurers as local scouts, then offer them a permanent position in the company—taking them on military operations on many worlds, with regular layovers at the City at the Edge of Dawn.

The Worshipful Company of Alchemists, Wizards, and Mythkenners (aka "The Star Guild") (10)

Current head: Archmaster Sarntha Mil

This guild is an example of three smaller guilds merging to form a more powerful guild. In a city where every other street has some sort of shaman, dream-walker, or enchantress, a guild controlling all magical activity would be impractical—instead this guild controls the activities of those who sell magical reagents, potions, and the like. Naturally the guild *tries* to control the commercial activities of spellcasters, but at most it serves as a cross between a certification board and a complaints bureau.

Adventure hooks:

- A bad batch of healing potions has made its way into distribution. The star guild is tracking them down, punishing those responsible,

offering refunds, and so forth...but until then beware recently purchased potions that may be contaminated with polymorph potions (among other things).

- Does the party have a license for its various magical weapons, familiars, and so forth? The guild is out checking papers.
- An elderly witch, **Madame Frazzle**, has accused the party of stealing from her. Did they? The guild is investigating.

The Worshipful Company of Mercers (11)

Current head: President Albiana Caroson

This guild's bailiwick has morphed over the long centuries into being one that covers many small things. If you hawk goods on a street corner, rent out rooms to a semi-divine being, make optical instruments, or do one of a thousand other unrelated things then the Worshipful Company of Mercers wants its cut. In exchange for payment of its fee the guild offers free schooling for the children of members (not an apprenticeship but actual schooling), welfare for members who are sick, pension plans, legal representation, a fire service, and a dozen other assistances. The Mercers guild offers so many benefits that many people surreptitiously join the guild alongside their "official" guild. The Mercers guild symbol is a simple coin or medallion with the member's membership number on it.

Adventure hooks:

- A guild representative wants the party to join the guild. He points out that the guild offers fire insurance and health benefits. It would be a shame if anything happened to the adventurers while they were asleep, *hint hint*.
- A Mercers Guild member is getting leaned on by a local gang and has appealed to the guild for help—and the guild in turn wants to hire the adventurers to deal with the gang problem. The only problem is that (unknown to the adventurers or the guild) the gang is also the local street muscle for a doomsday cult.
- The Mercers Guild regulates and taxes the sale of magnets and lodestones (among the plethora of other things the guild is responsible for); the guild wants the adventurers to investigate a lodestone smuggling ring down by the docks. However, lodestones aren't the only thing the smugglers are bringing into the city.

The Worshipful Company of Water Carriers (12)

Current head: Chief Bjorn Svaldson

The City at the Edge of Dawn floats on a rainbow sea of dreams and unrealities known as the Psychedelic Ocean—there is no water table to draw from with wells, and multi-colored hallucinogenic rain is no way to slake the thirst of a whole city. And so arose

*Bjorn Svaldson sponsored by
Joel Mattson*

The Overworld and Beyond

the Worshipful Company of Water Carriers, ritualists who open portals to the rivers and oceans of other realms to draw in water. The guild parleyed that into being able to tax travelers who use the permanent portals in the city. Most of the portals in the City at the Edge of Dawn are watched by armed members of the Water Carriers in their distinctive blue armor, with the keys to portals carefully guarded.

Adventure hooks:

- An alchemist, **Doctor Erasmus Persimus**, claims to know the secret of making the water from the Psychedelic Ocean drinkable. The alchemist also claims that the guild is after him, and he needs the party to hide and protect him.
- Every guild controls a few secret portals of their own, and there are hundreds of portals throughout the city whose locations have been forgotten or their keys lost. Having a way to enter and leave the city without the Water Carriers knowing of it or being seen at the docks is a very valuable thing—and the adventurers have just discovered such a portal.
- Somebody or something is poisoning the water supply that runs to the *Warrenhold*. The adventurers will be provided with underwater lanterns and collars of water breathing if they agree to head into the pipes to check that they are clear.

Warrenhold, page 91

Hidden Portals

Finding the key to a portal, or searching for one, is a great way to get the party embroiled in a spiral of adventures.

Scriveners Borough

The Scriveners Borough is home to those wealthy enough not to have to live in the Warrenhold, but not rich and powerful enough to have an estate in the Ward of Queens, nor involved enough in commerce to live in Guildtowers Ward, the Grand Market, or the Foundry District. Here live the lowly paper-shufflers, mid-level managers, and office drudges. The Scriveners Borough is in other words a middle-class neighborhood (albeit one that is home to demons, dragons, constructs, elves, beings of pure thought, and so on).

Life in the Scriveners Borough isn't dull—there is always something happening to distract from the day-to-day drudgery of work. Here are d6 distractions and entertainments:

1. The Good Taste Inn, [page 85](#)
2. The Great Arena, [page 85](#)
3. The Imminence, [page 85](#)
4. The Mimic Tavern, [page 86](#)
5. The Parade of Gods, [page 86](#)
6. Startower Park, [page 87](#)

The Good Taste Inn (1)

This inn caters to the undead, of which a surprising number live and work in the Scriveners Borough. The motto of the inn is “Only the finest are served.” Music night here is popular, even among the living.

Adventure hooks:

- A blood disease is spreading through the city. The living can recover from it, but to vampires and ghouls it is deadly. The adventurers are invited to the wake of a friend who has recently passed on from the disease.
- A mummified banker turns up dead, floating face-down in a fountain that had been blessed. The banker was part owner of the Good Taste Inn, and had recently changed his will to make the adventurers his beneficiaries.
- An undead citizen, **Xavia Trimble**, wants to hire the adventurers to solve her murder and find out how she became undead.

The Great Arena (2)

This open-air sporting arena hosts races, gladiatorial fights, and a sport known as “mage-bowl.” In the stands you can buy food and drink from Orc Burger franchise holders.

Adventure hooks:

- It's the annual mage-bowl grudge match between the Scorpio Scorchers and the Blaylock Fangs. The adventurers have won tickets in a contest run by the *Hostelers Guild*, and get to sit among the nobles! This is an opportunity to make some new contacts, or maybe carry out an



assassination.

- The adventurers are befriended by a retired gladiator, **Barb the Barbarian**, seeking to return to her glory days. She has an idea for a new fighting league and seeks approval from the Hostellers Guild. She wants the adventurers to help her get her league up and running “semi-legally” to bring in money so she can bribe the guild and take it legit.
- The team mascot of the visiting Myaamia City Orcas, a rare white whale, has been stolen. The stadium guards seem to be dragging their feet trying to solve the case, especially their leader **Helois One-Horn**, so the owner of the Orcas hires the adventurers to find the missing sea-mammal.

The Good Taste Inn sponsored by Matthew Broodie-Stewart

G&L

Rumor: Baron Von Vorlatch (page 55) has been recently seen at The Good Taste.

The Eminence (3)

This vast hovering block of stone tumbles majestically through the air along the streets of the Scriveners Borough. First-time visitors are often alarmed by the sight of it looming above them. The stone block is easy to move by hand, as light as a feather and bumping lightly off windows. Locals meet in teams to play a game with it, trying to maneuver it into their opponent's street with their players clinging to it trying to stay on as it tumbles end over end.

The Hosteler's Guild (6), page 82



The Iron Fist (7), page 82

Get!

Katalua, page 6

Kelya, page 15

Balemet, page 14t

Adventure hooks:

- The adventurers spot something that looks like a map scrawled in chalk on a corner of the floating block—but to examine it they'll need to get higher and maybe even climb on.
- The Imminence starts following one of the adventurers about like a lost puppy. Is the stone following them, or is it just coincidence?
- The Moth Knight strikes again! The dreaded vigilante has stripped a notoriously corrupt guild official naked and chained him to the Imminence. The *Iron Fist* is offering a reward for the capture of the shadowy urban crusader.

The Mimic Tavern (4)

The Mimic Tavern sponsored by Paul Brinker

This tavern is a giant mimic that has settled down into the form of a building. The Mimic Tavern is intelligent and willing to pass the time with those inside it, if its tentacles and eyestalks aren't busy behind the bar.

Adventure hooks:

- The Mimic Tavern gets hiccups (or the mimic equivalent) while the adventurers are trying to do something inside it that involves subtlety. What is causing the hiccups, and why is there faint music coming from the tavern's basement?
- The Mimic Tavern has heard that there is maybe another mimic tavern in town—a potential rival, lover, or ally? The Mimic Tavern offers free drinks

for a week if the party provides information.

- The Mimic Tavern is ill.
- Three gods walk into an inn (see picture). Why, it's Katalua the Destroyer of the Bright Gods, Kelya the Lady of the Old Gods, and Balamet the Warrior Cat of the Thirsty Gods. Their followers have fought each other for ages on other worlds, but they seem to get along just fine here.

The Parade of Gods (5)

On holy days (of which the city has many) priests of gods parade through the streets with giant puppets and colorful wagons. Demigods from the appropriate pantheons join the parades and help re-enact myths.

Adventure hooks:

- A bunch of small fuzzy helpless creatures from another realm start following the party, worshipping them and demanding miracles. Everything the adventurers do just seems to elicit further worship and bring more tiny followers. Do the adventurers accept that they are now (very) minor deities, or do they try to set the record straight?
- A schism within a church has led to a demigod splitting into multiple versions. Two of the competing *semi*-gods want to march in the parade and the resulting fight (with attendant brawling priests) has spilled over to where the adventurers are.

- The parade today has been canceled because the incarnation of mortality is missing, presumed dead. Today no wounds are lethal, but what about tomorrow?

Starfower Park (6)

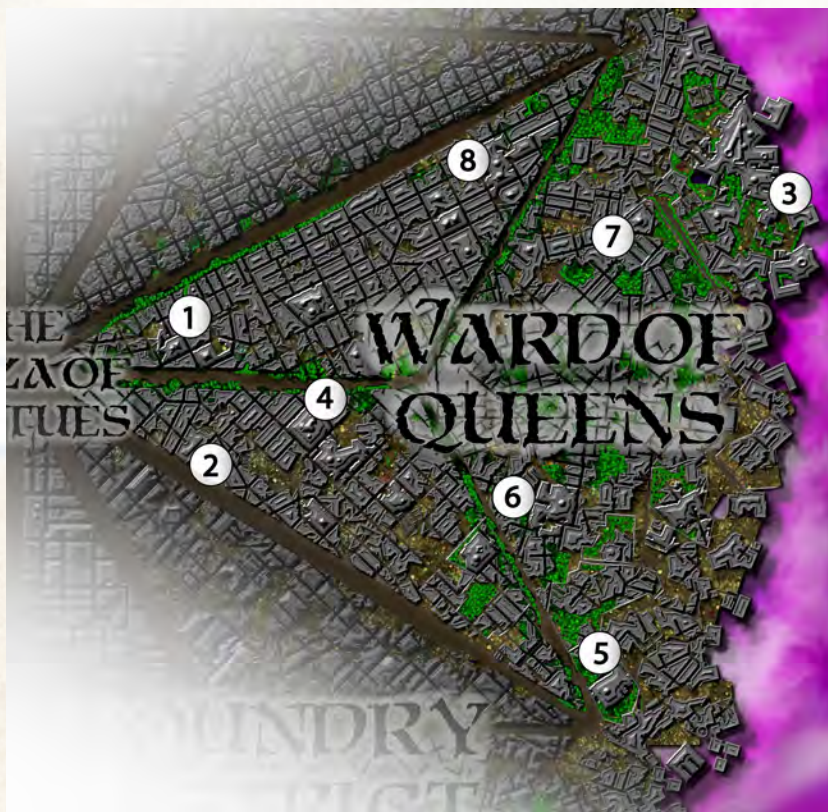
A star-shaped public park at the top of a tower that overlooks the edge of the *Warrenhold*, from here you can see as far as the docks at the edge of the city and right across to the Plaza of States at the center of the city.

Warrenhold, page 91

Adventure hooks:

- A woman approaches the party in the park and starts chatting to them as though she knows them, while casting nervous looks behind her.
- Dozens of bodies were found in the park this morning—it looks like a major battle last night. The park guard investigates and discovers one of the corpses had the adventurers' details written on a scrap of paper. What do the adventurers know?
- From the park a narrow tower can be seen in the Warrenhold, with a pulsing light atop. No such tower exists and searching the streets for it is fruitless.

Ward of Queens



Foundry District, page 70

The Ward of Queens is the domain of nobles, demigods, and their households, guards, and many servants. Of course, there are also high-class shops here, public parks, museums, theaters, and so on.

Here are eight notable houses (a handy d8 roll if you need to find out whose guards stop the party in the street because they look like they don't belong).

1. Blaylock Palace, [page 88](#)
2. The Dragon's Blade Inn, [page 88](#)
3. The Golden Apple, [page 88](#)
4. The Machine Embassy, [page 89](#)
5. The Melgaard Imperial Embassy, [page 89](#)
6. The Stardust Estate, [page 89](#)
7. The Stronghold of Dragons, [page 89](#)
8. The Theater of the Infinite, [page 90](#)

The Golden Apple sponsored by Paul Brinker

Get!

Rumor: Lord Blaylock stays in the City at the Edge of Dawn in order to distance himself from Baron Von Vorlatch (page 55)

Blaylock Palace (1)

The lord of Blaylock Palace is **Lord John Blaylock**, a vampire with an aged desiccated appearance. His extended family of vampire nobles rarely stray from the estate, and when they do venture forth it is with plenty of undead guards and only at night. The symbol of the noble house is a white banner with a red sparrow upon it.

Adventure hooks:

- One of the younger Blaylocks, **Lucien**, takes an interest in one of the adventurers. Is this romance, friendship, or is Lucien cultivating a blood-slave?

- The adventurers are invited to an intimate gathering hosted by one of Lord Blaylock's many daughters, **Carmilla**. They will be the only living beings in attendance... dare they refuse the invitation? Dare they accept?
- The adventurers awake in cages in a "zoo" deep beneath Blaylock Palace, apparently intended as food for an exhibit. Thankfully whatever was used to knock them out wore off early, and their equipment is nearby. The only way out is through several levels of increasingly dangerous monsters. The thing is that Lord Blaylock didn't put them in the zoo—so who did?

The Dragon's Blade Inn (2)

Famous for its exotic spiced meats and hot and bubbly cheese muffins, the Dragon's Blade Inn is technically in the Ward of Queens—but is close enough to the *Foundry District* that nobles shun it. Here under-butlers and household guards can relax with those that run the factories in the Foundry District—without fear that their meal will be interrupted by either their betters or their employees.

Adventure hooks:

- A factory manager joins the adventurers at their table—would they mind taking his son, **Herbert Swamphill**, as an apprentice to toughen the lad up?
- The adventurers are having a quiet meal when household guards from two bitter rival houses, the Mercutios and the Capulons, get into a fight.
- The adventurers overhear some tasty gossip involving a high-ranking functionary from the Machine Embassy and the half-werewolf half-vampire **Ludmilla Blaylock**. Unknown to the adventurers, they were *supposed* to hear the gossip.

The Golden Apple (3)

This inn at the dockside part of the Ward of Queens is run by goblins whose clan chose to farm apples. The Golden Apple is the terminal end of a small trade empire that stretches across several realms, all efficiently run and managed by goblin clans. Naturally the Golden Apple is famous for its cider, apple pies, and music.

Adventure hooks:

- The goblins are facing daily intolerance and persecution from the nobles of the Ward of Queens, and ask the party for help.
- The goblins are holding a noisy and colorful street festival and handing out free candied apples. Is this as innocent as it seems?
- The goblins are smuggling goblins into the city in barrels—the adventurers stumble onto the

fact by accident.

The Machine Embassy (4)

This embassy is shared by the bureaucratic and polyhedral Modroks, the hulking cybernetic Children of the Forgeworlds, and the crystal-and-chrome Free Thinkers, together with a few minor factions. The embassy oversees the construct citizens of The City at the Edge of Dawn, and helps them in everything from finding work to upgrading and repairing themselves. The other inhabitants of the Ward of Queens look down upon the busy embassy, whose symbol is a black cog on a red background.

Adventure hooks:

- The Machine Embassy is hosting an art exhibition. One of the pieces of art has been stolen, and the adventurers match the descriptions of the thieves.
- The Machine Embassy receives a complaint about the adventurers—apparently one of the characters mistook a living machine for something else. Can the party navigate the delicate dance of inter-species politics?
- The Machine Embassy seeks to expand downwards and hires the adventurers to clear the catacombs and sewers under them of monsters. It's a lot more than just monsters in the *Catacombs*—people sometimes live down there. Will the citizens of the underworld be able to stand against the machines, and what side will the adventurers take?

The Melgaard Imperial Embassy (5)

The realm of Melgaard is a major trading partner of the City at the Edge of Dawn—foodstuffs and cattle flow from Melgaard, and in return the city provides luxuries from a thousand other worlds. **Ambassador Jerome, Duke of Whitestrand**, heads the embassy. The Melgaard flag is a pennant of purple with a yellow stripe.

Adventure hooks:

- Melgaard is facing a revolution in the home realm, and wants to hire some “trouble-shooters” from the City at the Edge of Dawn. Do the adventurers want to gain the favor of an off-world emperor, or help install a new one?
- The adventurers are hired to steal something from a hidden vault in the embassy—and their secretive patron has provided fake invites to an official reception. The adventurers must carry out a stealthy mission in frock-coats and ballgowns.
- The party is attacked by somebody from the Melgaard Empire who then flees to the embassy for safety. Are the adventurers caught up in spy business without knowing it?

The Stardust Estate (6)

The enigmatic **Lady Stardust** has lived in the city for generations, a demigoddess exiled by the pantheon of some far-off realm. Her parties are legendary, and getting an invite is a high honor. Her parties seem like nothing more than bacchanalias, but any of the nobles that gather at the edges of the music and feasting and entertainments do so to arrange alliances and broker deals. By carefully controlling who meets whom, who gets an invite and who is left out, Lady Stardust manages which deals are made in the city. The Stardust family's emblem is a red and blue lightning bolt.

Adventure hooks:

- Lady Stardust is holding a ball to honor the ambassador from the Fey Realm. The adventurers are invited to provide “local color” for the visiting fey creatures. This social situation is far more dangerous than it looks.
- The adventurers are invited to a party as the companions of a young group of nobles. The young nobles have a scheme that the adventurers know nothing about—at least not yet.
- The adventurers have a pressing need to kill a noble, but the only time their target leaves the safety of their estate is to attend Lady Stardust's parties.

The Catacombs (4), page 92

The Stronghold of Dragons (7)

Not all dragons in the City at the Edge of Dawn live in the opulent Stronghold of Dragons—only the most powerful. The Stronghold of Dragons is part embassy, part social club, part noble household. Few outsiders are ever allowed entry, as the complex social rules that determine ranking among dragons (and stop open conflict) prevent most potential guests from being invited in. Each “noble” dragon maintains apartments near the Stronghold of Dragons, to receive guests and to withdraw from the palace when the complex social game demands that they do so. Naturally the symbol of the Stronghold of Dragons is a dragon spreading its wings above a palace, though the colors of the banner depend on which dragon is flying it.

Adventure hooks:

- A dragon, in humanoid form, leaves an egg in the care of the adventurers. She doesn't give her name, and she dies soon after.
- A red dragon, **Baeleon Starburn**, hires the adventurers to steal a specific treasure from **Tarax the Black** and put it in the hoard of **Yimir the Pale**. Baeleon will provide maps and help, and the adventurers get to loot anything they want provided they deal with the specific treasure as instructed.
- The adventurers are asked to march in a parade for “Dragon Day.” They are to play the part of slaughtered dragon slayers.

The Theater of The Infinite (8)

Ward of Queens, page 88

Warrenhold, page 91

Scriveners Borough, page 85

Owned by **Jack “Halloween Jack” Sikora**, this establishment is on the edge of the *Ward of Queens* and the *Warrenhold* where the ultra-wealthy can rub shoulders with the hoi-polloi. The theater itself is carefully segregated on the inside—the common folk in the cheap seats near the stage, wealthier patrons (from the *Scriveners Borough*) with more expensive tickets in the balconies above, and the ultra-rich in private boxes.

Adventure hooks:

- An outrageously popular band, Iggy Spacedirt and The Cosmic Spiders, is playing tonight. Their fans throng the streets, and sellers of commemorative tabards are on each street corner. This is the worst time for the party to be targeted by an assassin—so naturally that is what happens.
- The Melgaard Cosmic Ballet is in town, so naturally the Theater of the Infinite is swarming with nobles and their retinues, together with hundreds of guards. The adventurers had best have a good reason for being in the area, or they'll regret it.
- The party are hired as roadies for the notorious Space Vampire Clown Troupe, a macabre company of giant spiders, clowns, snake-acrobats, and other monsters. The adventurers had best be prepared to deal with some very strange people indeed.

The Play's the Thing

Halloween Jack is from our world, or something close to it. His plays, musicals, and operas are half-remembered mashups of things that he's seen and read: *Cinderella and the Seven Samurai*, *David Bowie and the Halfling Prince*, *Elvis Vader and the Temple of Doom*, *Lord of the Purple Rain*, *Romeo and Clyde*, *The Fall of the House of Moby Dick*, *The Phantom of the Toll Booth*, *The Importance of being Ernest Blofeld*, *Trek War: The Wrath of Bond*, etc. Jack is also an accomplished singer and musician, though many of his songs plagiarize works from his homeworld. Halloween Jack only performs once every so often; normally the stage is trod by a shifting roster of artists and performers.

Warrenhold

The hive-like slum of the Warrenhold sits between the palaces and estates of the *Ward of Queens* and the middle class *Scriveners Borough*. Here houses built upon house blocks out light in the narrow alleyways below, while bridges and tunnels turn the district into a three-dimensional maze.

Those who live in the Warrenhold are industrious yet poor, either locked out of commerce by powerful groups like the guilds, or working in professions that polite society prefers out of sight. The Warrenhold is also the district most likely to have its streets contort into new shapes that defy easy exploration.

Here are some places you might end up visiting if you come to the Warrenhold. (Roll a d6 to discover where you end up if you get lost.)

1. The Ashen Peacock, [page 91](#)
2. The Blackheart, [page 91](#)
3. The Bolthole, [page 92](#)
4. The Catacombs, [page 92](#)
5. The Piper's Calling, [page 92](#)
6. The Ruined Cathedral, [page 93](#)

The Ashen Peacock (1)

Located in a tower overlooking the docks, this is a well-respected den of iniquity. Here all kind of exotic delights can be found, including mind-expanding incenses and pleasures forbidden elsewhere in the decadent City at the Edge of Dawn. The grey-veiled dancers who run this establishment are part of an obscure cult who worship...*something*, though they refuse to share the details of their faith with outsiders.

Adventure hooks:

- A troll bard is singing in the Ashen Peacock—and is very good. However, while the party is distracted somebody slips something into one of their pouches.
- One of the adventurers has had their drink spiked—with something very unusual. The grey-veiled dancers are upset that somebody is spiking drinks, and seek to help the affected character as much as they can. Who spiked the drink, what with, and why?
- The city shifts, growing once more. This shift sees a major re-arranging of the streets in the Warrenhold, and the Ashen Peacock ends up in a very strange place (with the adventurers inside).



Ward of Queens,
[page 88](#)

Scriveners Borough,
[page 85](#)

Not What it Appears

The grey-veiled dancers aren't a religious sect at all; they wear the veils to hide their identities from anybody who starts poking around in their true business—smuggling. The Ashen Peacock is secretly linked via hidden portals to similar establishments in other realms (the Gilded Peacock, the Rainbow Peacock, the Midnight Peacock, the Jade Peacock, the Rotted Peacock, etc.). Running a den of iniquity gives them a further layer of security—no patron wants the authorities to raid the place, and thanks to the potential for blackmail certain high-ranking officials keep their eyes turned elsewhere.

The Ashen Peacock
sponsored by Zack Schwartz

The Blackheart (2)

A favorite gambling establishment of the gunslinger **Rothgar** (who runs *Allways Travel Service* in the *Grand Market*), in the Blackheart you can find games of chance and skill of all descriptions. Fancy a game of alchemical roulette, or five-card philosophy, or dimensional darts? Then this is the drinking den for you!

The Blackheart and Rothgar
sponsored by Michael Rivet

Allways Travel Service (1),
[page 73](#)

Grand Market, page 73

Adventure hooks:

- A bunch of kids hanging about near the Blackheart's stable offer to look after the party's horses and keep other kid gangs away for a few Librum pennies. Did the party even bring hors-

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es? What will happen if the adventurers don't pay the kids?

- The owner of the Blackheart, **Simon Simonson**, has decided to change its name to "The Fiddler's Green" to attract more trade from the docks. The regulars are not pleased and want the party to prevail upon Simon to change his mind.
- The sub-basement of the Blackheart is a long narrow target range where Rothgar practices. Today the target range is gone, carried away by the ever-shifting city. Did the party have anything important in the lockers down there?

The Bolthole sponsored by Matthew Broodie-Stewart

The Bolthole (3)

This tavern, run by **Karl Svaldson**, is magically ward- ed so that the identities of patrons are kept secret, from each other and from the staff. Karl refuses to discuss how he came to be the owner of the magical tavern, though it is known to involve a bet or contest involving a dark god.

Adventure hooks:

- A gang of invisible ghouls keeps defacing the sign so that the tavern appears to be called "The Butthole." Karl would like the ghouls to be taught a lesson, but they always evade him. Can the adventurers discover the ghouls' secret lair or catch them in the act?
- A murder has taken place in the tavern, but thanks to its magic nobody knows who has been killed. Karl won't let anybody leave until the situation has been resolved—a secret meet- ing is taking place in the attic and he doesn't want any guards to come knocking.
- The magic of the Bolthole has flipped—now it's a place where everybody knows your name. Karl wants the adventurers to discover how it happened and undo it.

The Piper's Calling and Bonham Piper sponsored by Kirk Leeson

The True Assassins Guild

OK, so first we said that D'Corbyn's was the location of the assassins guild headquarters, then we said that it was the Drapers Guild who were secretly the assassins guild. Well guess what—this is the home of the true assassins guild. Honest. Unless it's not. Maybe.

The Catacombs (4)

Deep under the streets of the Warrenhold are more streets, running under the whole of the City at the Edge of Dawn. Down here you can find colonies of dwarves, goblins, gnomes, earth and fire elementals, sewer trolls, and every other type of subterranean race. Of course, the other districts are careful not to allow exits from the catacombs into their back yards, but the fiefdoms of the catacombs always find an unguarded cellar or unsecured sewer hatch to sneak in by.

Adventure hooks:

- A tunnel up from the Catacombs to a palace in the Ward of Queens has been dug—but the gnomes who broke through the cellar wall want somebody else to explore and make a few maps.
- The catacombs are under siege from oozes that have bubbled up through the sewer pipes, trap- ping the adventurers beneath the surface with a motley crew of Warrenhold under-dwellers.
- The citizens of the Catacombs have set up some- thing that they call the "Undermarket," a shifting location where trade and commerce can take place away from the interference of the guilds. However, they need guards to keep guild goons off their backs—will the adventurers help?

Thieves Guilds

There is no single "thieves guild" in the city, but rather a loose alliance of gangs, under-kings, bosses, and urban explorers. To outsiders they appear to be a guild, but those in the know realize that there is as much competition as there is cooperation.

The Piper's Calling (5)

This establishment is where destitute and fallen divine beings go to drink away their woes. Run by the middle-aged rosy-cheeked **Bonham Piper**, the tav- ern is a place to crash when you've lost your powers and followers and need a sympathetic ear and a stiff drink. Mortals and mythic heroes also congregate here, looking to trade treasure maps from far-off realms and swap magic items found on quests.

Adventure hooks:

- A fallen god of spring sits in a corner, a gloomy raincloud above his head. He motions the party to come over, tapping a heavily locked box to indicate that he has something of interest to them.
- An ascended mythic hero is holding forth about her exploits. Some of the things that she's talking about sound familiar to the party—if they buy her more drinks she may reveal infor- mation important to them.
- The Flying Dutchman has docked at the port- edge of the city, and supernaturally thirsty sailors have come ashore to drink every pub and inn dry—starting with the Piper's Calling.

The Secret Under the Piper's Calling

In a cavernous chamber lit by glowing crystals stands an old gnarled oak from which hangs a noose. It is said that the noose can restore a divine spark, or permanently kill a god—and you never know which it will do. Bonham Piper sports a hanging scar, though the cheerful tavern-keeper refuses to discuss the circumstances of acquiring it.

The Ruined Cathedral (6)

This open-roofed building was once a center of worship in the city's early days, but has now fallen to the ravages of time. Whatever pantheon of gods was once worshiped here is long forgotten, and only a collection of hauntingly beautiful statues remains. Nowadays the Ruined Cathedral serves as a gladiatorial arena, where wealth and glory await those that survive their wounds. Here broken-winged dragons fight dissolute wizards, goblin gangs combat rusted constructs, and monsters face off against lost heroes.

Adventure hooks:

- It's a guard raid! The criminals among the crowd scatter. Do the adventurers run (and look like criminals), fight (and *become* criminals), or let themselves be arrested (along with all that entails)?
- The death of a halfling in the fighting pit has caused the halflings in the crowd to riot. Was the party cheering for the halfling, or did they bet on the other fighter?
- The famous singing muscle-wizard **Steel Brother Slam Chainmail** is due to fight tonight, but hasn't shown up yet. The fight promoter, a hobgoblin named **John Fancypants**, needs somebody to imitate the muscle-wizard to pacify the booing crowd.

Steel Brother Slam Chainmail sponsored by Matthew Broodie-Stewart

Gangs of the Warrenhold

The ruined Cathedral is neutral ground for the following (d20) gangs: (1) The Ape Lords, (2) The Ballroom Dancers, (3) The Blue Ronins, (4) The Broadfold Ladies, (5) The Cuckoos, (6) The Down Street Duckies, (7) The Gentleman Jims, (8) The Gnashing Grannies, (9) The Hobo Lords, (10) The Intergalactics, (11) The Killer Bozos, (12) The Little Enchanters, (13) The Lone Rangers, (14) The Massive Midgets, (15) The Parasites, (16) The Pharaohs, (17) The Rocking Horses, (18) The Rooks, (19) The Snake-eyes, and (20) The Street Tsars.

Chapter 7: The Realm-Walker Class

Neither the realm-walker or void-caller class are particularly simple to play. Both are great fun for experienced players. If a new player insists, what's the worst that could happen?

Walkers between realities, travelers of the secret ways. Some are guardians of whole realities, some are cosmic vagabonds, others are simply lost. All know more about the inner workings of the universe than most wizards will ever learn, knowledge gained first-hand.

Overview

Play Style: The heart of the realm-walker is teleportation. Right from 1st level you'll be teleporting around the battlefield, unleashing waves of force and making fast hit-and-run melee attacks. You aren't that tough, so you rely upon speed and maneuverability.

You'll need to track what "Realms of..." abilities are available to you—so keep an especially big d4 by the side of your character sheet.

Ability Scores: Realm-walkers get a +2 bonus to Dexterity or Wisdom, provided it is not the same attribute raised by your racial bonus. Wisdom is the most important attribute—most of your class features and talents are improved by higher Wisdom.

The ability score that you pick (Wisdom or Dexterity) will affect your Wise or Just Lucky? class feature. Some talents let you use Charisma or Intelligence instead of Wisdom.

Races: High elves are natural realm-walkers, with their Highblood Teleport meshing nicely with realm-walker class features and talents. Wood elves also find themselves drawn to walking the pathways between worlds, though to a lesser extent.

Really, though, a member of any race might become a realm-walker—falling through a hole in space or discovering an innate ability to navigate between worlds.

Backgrounds: Each realm-walker's backgrounds are informed as much by the worlds that they have visited as their life before they become an adventurer: arcane courier, cult sacrifice gone rogue, cursed eternal wanderer, divine avatar, escapee from hell, failed wizard's apprentice, former computer programmer, lost astronaut, nascent demi-god, stranded time-traveler, trans-dimensional bounty hunter.

Realm-Walkers and the Icons: Realm-Walkers are not especially drawn to any one icon. However, icons that focus on magic are more likely to want to employ realm-walkers than those that don't.

Icons Elsewhere

If you travel to another dimension, the standard icons of your game might not be present.

The first way to deal with this is to hand-wave it away—of course the druidic icon has an outpost in the astral void, right?

The second way is to use a local stand-in. Maybe the icon with an interest in undead has no *direct* connection to the realm of life-energy, but perhaps there is a local figure who is an ally of the undead icon.

The third approach is to say that icons have cosmic echoes—each icon has reflections in every realm. These alternate versions of the icons will have the same (or similar) interests, conflicts, and allies.

Gear

Slithiks might come from another realm, making them perfect realm walkers, page 138

Goblins, with their connection to the Earth Realm, are another good option, page 133

Modroks, page 143 and Sharkians, page 143 are both found across the planes, and may make good realm-walkers.

Gear

Realm-walker gear tends to be eclectic—drawn from many worlds and perhaps some of it anachronistic. You are as likely to have a stone-age flint knife as you are to have a modern flashlight.

You doubtless have stout walking boots and perhaps some light armor or tough traveling clothes, a dagger, and a stout staff. You probably also have a sleeping roll, a tent, a lantern, some rope, and other useful things.

Realm-Walkers who are careful to trade the things that they pick up for local currency start with 55 gp. Realm-walkers who gamble (literally or figuratively) end up with a pouch stuffed with coins from a hundred worlds (worth 6d10+20 gp).

Oddities

When you create your character, choose one free minor item that would be considered an oddity in the campaign—a living creature that emits light when you rub its belly, a folding multi-tool, a color-changing cloak. Check with your GM that your pick of strange item isn't too powerful—you don't get the equivalent of a magic item for free, just a useful oddity.

Oddities aren't forever. They run out of power, get lost or destroyed, are sold or stolen. Easy come, easy go.

More on Oddities

An oddity should never be as powerful as or replicate a feat, spell, talent, magic item, etc. They are more interesting, well *oddities*, than powerful artifacts. An outdated laptop with limited battery power left is OK, a laptop that never needs recharging and is the home of a sentient AI is not OK. A solar-powered lava lamp is a fun oddity, a heat-ray is not. A laser sword is as powerful as a magic item, but a toy laser sword is an oddity.

Armor

In general, realm-walkers prefer armor that they can move in—tough leathers, perhaps a light chain vest hidden under a coat, but any more starts to impede them.

Some realm-walkers prefer heavier protection when traveling to uncertain dimensions, but most would rather just leave than stand their ground. After all, there is always another world around the next corner.

Realm-Walker Armor and AC

Type	Base AC	Attack penalty
None	11	—
Light	12	—
Heavy	13	-2
Shield	+1	-2

Adventurer Feat: You have trained with heavier armor—your penalty for heavy armor is only -1 instead of -2.

Weapons

Realm-walkers tend to prefer weapons that can be

quickly replaced if lost, and that are useful beyond killing—after all, realm-walkers must travel light. Realm-walkers usually carry a knife or two, and perhaps a shortsword belted at their waist so that it can be hidden under a cloak.

Realm-walkers have an affinity for staves (see the feats following the weapon damage chart).

Realm-Walker Melee Weapons

One-Handed	Two-Handed
Small 1d4 dagger	1d6 club, staff
Light/Simple 1d6 shortsword	1d8 spear
Heavy/Martial 1d8 (-2 attack) long-sword	1d10 (-2 attack) greatsword, polearm

Adventurer Feat: Provided you are wearing light armor or no armor, you deal d8 damage instead of d6 when you hit with a staff.

Champion Feat: Provided you are wearing light armor or no armor, you gain +1 AC when wielding a staff with both hands.

Epic Feat: Provided you are wearing light armor or no armor, you gain +1 to attack when wielding a staff as a weapon.

Realm-Walker Ranged Weapons

Thrown	Crossbow	Bow
Small 1d4 knife, dart	1d4 hand crossbow	—
Light/Simple 1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy/Martial —	1d8 (-1 attack) heavy crossbow	1d8 (-2 attack) longbow

Basic Attacks

Melee Attack

Target: One enemy engaged with you

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength (or Wisdom*) damage

Miss: Damage equal to your level

* See the Wise or Just Lucky? class feature.

Ranged Attack

Target: One nearby or far away enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Strength damage

Miss: —

Realm-Walker Level Progression

Realm-walkers start with three talents, at least one of which must be a "Realms of..." talent. They gain a fourth talent at 5th level, and a fifth talent at 8th level.

Realm-Walker Level	Hit Points	Feats	Talents	Level-up Ability Bonus	Damage Bonus from Ability Score
1st level	(6 + Con mod) x3	1 adventurer	3		ability modifier
2nd level	(6 + CON mod) x 4	2 adventurer	3		ability modifier
3rd level	(6 + CON mod) x 5	3 adventurer	3		ability modifier
4th level	(6 + CON mod) x 6	4 adventurer	3	+1 to 3 abilities	ability modifier
5th level	(6 + CON mod) x 8	4 adventurer, 1 champion	4		2x ability modifier
6th level	(6 + CON mod) x 10	4 adventurer, 2 champion	4		2x ability modifier
7th level	(6 + CON mod) x 12	4 adventurer, 3 champion	4	+1 to 3 abilities	2x ability modifier
8th level	(6 + CON mod) x 16	4 adventurer, 3 champion, 1 epic	5		3x ability modifier
9th level	(6 + CON mod) x 20	4 adventurer, 3 champion, 2 epic	5		3x ability modifier
10th level	(6 + CON mod) x 24	4 adventurer, 3 champion, 3 epic	5	+1 to 3 abilities	3x ability modifier

Realm-Walker Stats

Ability Bonus	+2 Constitution or Wisdom or Intelligence
Initiative	Dex mod + Level
Armor Class	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	12 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart). At least one talent must be a "Realms of..." talent.
Feats	1 per Level

Class Features

Realm Die

The realm-walker class has four “Realms of...” talents. At the start of each of your turns, roll your realm die (a d4). The result determines which benefit from those talents are available to you that turn. Pick your most impressive d4 to be your realm die, so you remember to roll it.

On your turn you may choose, as a move action, to activate one benefit from any of your “Realms of...” talents, provided its number came up on the realm die. You may only activate one benefit in this way on each of your turns.

You *must* take at least one “Realms of...” talent at 1st level, and you can spend talents for more if you wish.

Champion feat: You use a quick action to activate one benefit from any of your “Realms off...” talents, provided its number came up.

Orphic Warp

Realm-walkers can grasp the barriers between worlds and give a tug—not enough to rip a hole in time and space but just enough to upset local physics for a heartbeat or two.

Once per day you may teleport as a free action when it is not your turn, and on your next turn you can make the following attack (as a quick action, up to three times on your turn):

Champion Feat: You can use orphic warp as an interrupt action when the escalation die is 3+.

Warp-Lash

Close-quarters spell

Special: Quick action, up to three times on your turn

Target: One enemy engaged with you

Attack: Wisdom + Level vs. PD

Hit: 2d4 force damage.

Miss: —

2 nd level	2d6 damage
3 rd level	2d8 damage
4 th level	2d10 damage
5 th level	3d8 damage
6 th level	3d10 damage
7 th level	3d12 damage
8 th level	2d20 damage
9 th level	3d20 damage
10 th level	4d20 damage

Adventurer Feat: Hit or miss, you teleport the target away from you to a point nearby.

Champion Feat: If you roll a natural 1 for a Warp-Lash attack you take force damage equal to your level and your turn ends, but Orphic Warp’s daily use isn’t expended and you can use it again the same day (but not during the same battle).

Epic Feat: You deal 1d20 miss damage with Warp-Lash, even if you roll a natural 1 for your attack.

Force Wave

You can make the following attack as a standard action on your turn.

Force Wave

Ranged attack

At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit (when escalation die is 0): 1d8 times your level force damage (1d8 at 1st level, 2d8 at 2nd level, 3d8 at 3rd, etc.).

Hit (when escalation die is odd): 1d10 times your level force damage.

Hit (when escalation die is even): 1d12 times your level force damage.

Miss: Force damage equal to your level.

Adventurer Feat: You can target far away enemies, but at the cost of dropping the damage die one type (d8 becomes d6, d10 becomes d8, d12 becomes d10, etc.).

Champion Feat: You gain a +1 to attack nearby enemies.

Epic Feat: You can now target far away enemies without dropping the damage die.

Speeding Things Up

Most people prefer to roll lots of dice, but nothing is stopping you from rolling a couple of dice and taking the average of the rest (especially at higher levels when adding up a bucket-full of dice can slow things down). Personally, I like rolling damage when I roll to attack, and reducing the number of damage dice I roll in the following way...

Normal Roll	Quick D6s	Quick D8s	Quick D10s	Quick D12s
5dx	1d6+14	1d8+18	1d10+22	1d12+26
6dx	2d6+14	2d8+18	2d10+22	2d12+26
7dx	1d6+21	1d8+27	1d10+33	1d12+39
8dx	2d6+21	2d8+27	2d10+33	2d12+39
9dx	1d6+28	1d8+36	1d10+44	1d12+52
10dx	2d6+28	2d8+36	2d10+44	2d12+52

Finder of Ways

As a realm-walker you are able to locate pathways between worlds, and have some clue how to navigate between different worlds. This is more of a narrative ability than one with hard and fast rules—if the GM wants to move the storyline between worlds then when the time is right you will be the one to discover the appropriate portal, moon-path, magic mirror, etc. You can decide to move between worlds, and if

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so you should work with your GM to determine what needs to happen to make that a reality.

In some campaigns stepping between worlds might be as easy and common as moving between rooms. In other campaigns, transdimensional travel is a rare and heroic event that might happen only once or twice.

Communication and Cooperation

This is a tricky ability. The class should be able to move between worlds, but at the same time moving to an entirely different dimension might ruin the GM's plots and plans. If you choose to play this class then you are agreeing to work with the GM in a way that doesn't derail or shortcut adventures. If as a GM you let a player introduce this class then you are agreeing that travel between worlds will occur at some point in your game.

Oddity

You start play with an oddity from another world or another time. See the Gear section for more details.

Realm-Walker Talents

At least one of your talents must be a "Realms of..." talent.

Realms of Light

Your teleports are sometimes accompanied by a flash of light.

As a quick at-will action you can summon dancing motes of light that illuminate the area around you like a lantern. The lights fade a minute or so after you stop concentrating on them, or sooner if you spend a moment mentally quelling them.

Realm Die	Realms of Light Ability
1	Teleport, swapping places with an ally. You gain a +1 bonus to your attacks until the end of this turn.
2	Teleport, swapping places with an enemy. Until the end of this turn you roll 2d20 for attack rolls against the enemy you swapped with, taking the better roll.
3	At any point before the start of your next turn you can teleport (once only) as a free action.
4	Immediately after the end of your turn you teleport, disappearing entirely from the battlefield. While "away" you can't be targeted. You reappear at a point of your choosing (nearby your starting pre-teleport location) immediately before the start of your next turn.

Adventurer Feat: (1, 2) Add your Wisdom modifier to your weapon attack rolls (both melee and ranged weapon attacks) until the start of your next turn. **(3, 4)** After your teleport you heal hp equal to your level.

Champion Feat: (1, 2) Add your Wisdom modifier to

Wise or Just Lucky?

The attribute that you raise with your class bonus determines which of the following rules apply to you.

Wise Walker

If you picked Wisdom to raise with your class bonus, then you use your Wisdom modifier in place of your Strength modifier for your melee attack damage bonus.

Lucky Traveler

If you picked Dexterity instead of Wisdom, then once per battle you can add your Dexterity modifier to one of your disengage checks—deciding to do so after you have seen the die roll.

You are also naturally lucky, and get a bonus based on your Dexterity to your saves. Characters with a Dexterity of 14-17 get a +1 save bonus, 18-21 gets a +2 bonus, and 22+ gets a +3 save bonus. You can only apply this save bonus when you are not helpless, unconscious, or stuck...you must be free to move.

your miss damage until the end of your turn. **(3, 4)** If you teleport out of engagement, deal your Wisdom modifier force damage to one enemy that you left engagement with.

Epic Feat: (1, 2) Add twice your Wisdom modifier to your hit damage until the end of your turn. **(3, 4)** After you teleport, roll a save against each save-end effect on you.

Realms of Rebirth

Occasionally your teleportation produces a visual lensing effect or opens a brief tear in space through which strange lights shine.

Once per day when you or a nearby ally rolls a recovery, roll twice and take the better result. You must choose to roll twice before the recovery is spent and rolled. (Epic: twice a day.)

Realm Die	Realms of Rebirth Ability
1	Two allies teleport and swap places. Both allies spend and roll recoveries, and they both heal whatever the higher of the two recovery rolls was.
2	You and a nearby ally teleport and swap places. You spend a recovery, and the ally heals that amount. If there is no nearby ally you swap places with a far away ally, but no recovery is spent and no healing occurs.
3	Two allies teleport and swap places. Both allies gain temporary hp equal to your level plus the escalation die.
4	You heal hp equal to your level.

Adventurer Feat: (1, 2, 3, 4) Add your Wisdom modifier to the healing received or temporary hp gained.

The epic feat for Arcane Secrets can use either

Champion Feat: (1, 2, 3) The first recovery each battle that would be spent by using this talent is instead a free recovery. **(4)** If the escalation die is 4+ you get double healing.

Epic Feat: (1, 2, 3) You can count as an ally for the purposes of this talent. **(4)** ...or count a nearby ally as you.

This Class Does a Lot of Teleporting

Usually you can teleport only as far as you can move (that is to a spot nearby) unless the ability states otherwise, and likewise you must be able to see your destination.

If you try to do something tricky like teleport an enemy into a pit of lava you must roll a d20; on an 11+ they take damage equal to your level but avoid going into the pit, on a 2-10 the teleport doesn't send them into danger, and on a 1 you somehow foul up. You can only try one teleport trick per battle, unless you are willing to use up a standard action on each try after the first.

You could try a mid-battle teleport trick on yourself or an ally (teleporting into mid-air, teleporting blind, teleporting out of a cage, peeking through a keyhole and teleporting into another room, teleporting through a magic barrier, etc.) using the same rules: 11+ the trick works, 2-10 it doesn't, and on a 1 something bad happens.

Realms of Shadows

Sometimes your teleports are accompanied by dark shadows and black smoke-like effects.

As a quick at-will action you can shape a shadow that you are in contact with or that you are producing. You could create very complex shadow puppets, draw a map with shadows, or other tricks. Fooling others with your shadow puppetry or using reshaped shadows to provide a better hiding spot or to cover your movement requires a skill check (DC depends on the situation). Reshaped shadows resume their normal behavior if you don't devote at least a little concentration to the effect.

Realm Die	Realms of Shadows Ability
1	Two allies (that you pick) teleport, swapping places. Both allies gain +2 AC until the start of your next turn.
2	You and an ally teleport and swap places. The ally gains +1 to attack until the start of your next turn.
3	Teleport one enemy and one ally. The teleported enemy is vulnerable to the teleported allies' attacks until the start of your next turn.
4	Teleport a nearby enemy. The enemy must save or become stunned (-4 to defenses, no actions) until the start of its next turn.

Adventurer Feat: (1) Two or three allies. **(2)** +2 attack bonus. **(3)** Teleport two allies and an enemy. **(4)** The save is hard.

Champion Feat: (1, 2, 3) One teleported PC can roll a save to end a save-ends effect as a free action. **(4)** Allies who hit the enemy while it is stunned add your Wisdom modifier to their damage.

Epic Feat: (1, 2, 3) One teleported PC can roll a death save, and if the save is failed it doesn't count against the total number of failed death saves. **(4)** The enemy is also vulnerable while stunned.

Realms of The Elements

You have a link to elemental realms, and sometimes that shows when you teleport.

Once every five minutes you can perform a trick involving an element—lighting a candle with a gesture, freezing a drink, conjuring a gust of wind to close a door, causing dust or dirt to move of its own accord, etc.

Realm Die	Realms of the Elements Ability
1	Deal 1d4 thunder damage to one enemy engaged with you (champion: 2d4; epic: 2d6).
2	Deal your level in fire damage to one nearby enemy (epic: two nearby enemies).
3	Until the end of your turn you can fly as a move action.
4	Until the end of your turn add your Wisdom modifier to your disengage checks.

Adventurer Feat: (1, 2) Add your Wisdom modifier to the damage. **(3)** Add your Wisdom modifier to your defenses while flying. **(4)** This turn when you disengage deal Wisdom modifier cold damage to one enemy that you disengage from.

Champion Feat: (1) You can choose to deal damage to two engaged enemies and your closest ally, instead of just one enemy. **(2)** At the end of your turn you pop free from one enemy that you dealt fire damage to this turn. **(3)** Deal Wisdom modifier lightning damage to one enemy you fly into engagement with. **(4)** This turn when you disengage, you can also pop free an ally next to you.

Epic Feat: (1, 2, 3, 4) Add the escalation die to the damage you deal due to this talent.

Arcane Secrets

Once per battle you can cast an at-will wizard spell as though you were a wizard of your level. You pick a new at-will spell each time you cast, which must be a different wizard spell than the one you cast last time you used this talent.

With the exception of melee damage, when a realm-walker class feature references Wisdom, use Intelligence instead.

Adventurer Feat: You can cast cantrips like a wizard.

The Overworld and Beyond

Champion Feat: Once per day you can cast a wizard daily spell, though doing so drains one recovery from you.

Champion Feat: You can now use Intelligence instead of Wisdom for melee damage as well.

Epic Feat: You have a +2 bonus to all skill checks involving magic.

Bardic Wanderer

Pick one 1st level bard battle cry; you can use that battle cry once per battle.

When a realm-walker class feature references Wisdom, use Charisma instead.

Adventurer Feat: You gain the linguist adventurer feat, and after an hour of exposure to a totally alien language can start to master it.

Champion Feat: Once per day you can cast a bard daily spell or song, though doing so drains one recovery from you.

Epic Feat: You have a +2 bonus to all skill checks involving bardic lore.

Wizardly-Bardic-Realm-Walker?

Arcane Secrets means that you use Intelligence instead of Wisdom for realm-walker talents and class features, but Bardic Wanderer means you use Charisma instead of Wisdom for those things. If you pick both talents, choose which one applies and always use that.

Chaotic Pathways

When you teleport, or teleport another, roll on the chaos mage's high weirdness table.

Adventurer Feat: Once per day you can reach into another realm and pull out something random but useful to your current situation. Roll a d20 to find out how useful—the higher the roll the more amazing the random thing is. If you roll a 1 you end up with something useless but can try again in five minutes.

Champion Feat: If you get a high weirdness that you like you can stick with that instead of rerolling it the next time you teleport.

Epic Feat: If you roll a 20 when pulling a useful item out of another dimension then not only is it super-useful but your daily use of the ability is not expended.

Pulling Random Things from Portals

Useful things are only useful once. A fire extinguisher is good for one burst, a flashlight only has a few minutes of light, a football deflates after it is useful. Generally, the player decides what they pull out of the portal, but the GM gets the last word.

Divine Knowledge

Once per battle you can cast an at-will cleric spell as though you were a cleric of your level. You may pick a new at-will spell each day, though you don't have to.

Once per day you can use the paladin's Lay on Hands talent as though you were a cleric of your level.

Adventurer Feat: Once per day reroll a failed save (including a death save) and take the better roll.

Champion Feat: If you still fail the save after rerolling, your daily use of this ability is not expended and you may use it again later that day (but not during the same battle).

Epic Feat: You can now reroll two failed saves each day (but not during the same battle).

Improved Force Wave

When you miss with Force Wave your crit range with Force Wave expands by two (usually to 18+) until the end of the battle or until you crit with Force Wave (whichever comes first).

Adventurer Feat: Expands by three (usually to 17+).

Champion Feat: Expands by four (usually to 16+).

Epic Feat: Expands by five (usually to 15+).

Portal Punch

You can open small portals to attack through them. On every other round you can make a melee attack against a nearby or far away target. Opening a portal is part of the attack, and provokes attacks against you from enemies engaged with you as though you were making a ranged attack. You must be able to see your target to open a portal to attack through. You can't see through your portals—they emit light. You can only have one portal at a time open, they only stay open very briefly (long enough to stab or punch through), and are only just large enough to make an attack through.

Special: When attacking with a dagger, brass knuckles, or similar small one-handed weapon through a portal, you roll d6s for damage instead of d4s.

Adventurer Feat: Outside of combat, you can open portals and reach through them with an arm. You can pull small objects back through the portal. You can open a portal roughly once every five minutes.

The chaos mage class is in 13 True Ways.

Champion Feat: The first time each battle you attack through a portal you gain a +1 attack bonus. Outside of combat you can open a portal to some point nearby that you can't see—reaching blindly through a wall to feel around for a door lock on the far side, for example.

Epic Feat: Once per battle as a standard action you can pull an object or an ally to you through a portal. Pulling enemies (or an unwilling ally) through a portal requires a Strength check. Outside of combat you can see through your small portals.

Sidestep Teleport

Once per battle when you successfully disengage, you can immediately teleport as a free action and deal twice your level in force damage to one or two enemies you disengaged from.

Adventurer Feat: Even if you are not engaged, you can still roll to disengage as though you were engaged to trigger your Sidestep Teleport.

Champion Feat: When you teleport into engagement using Sidestep Teleport your crit range expands by four (usually to 16+) until the end of your turn.

Epic Feat: You can Sidestep Teleport twice per battle.

Starwalker

You can bind your equipment to you, summoning it even across dimensions. You can bind a staff, a dagger, some armor, and maybe one or two other items. Even when you are unarmed, with a quick action you can have a weapon in your hand. It is always obvious that you have summoned the items—they glow brightly for a short while upon arrival.

Changing what is bound to you takes time, normally a couple of hours of concentration.

Pick one bound item that is special to you—if it's a weapon it gains a +1 bonus to attack and damage (champion: +2; epic: +3) and if the item is armor it grants an extra +1 AC (champion: +2; epic: +3). These bonuses do not stack with magic item bonuses.

Adventurer Feat: You have access to a pocket dimension, large enough to store a small bag of coins and a water flask. At champion tier your pocket dimension is large enough to store a small pack's worth of stuff. At epic tier you could store something large like a warhammer or very small boat.



Use and Abuse of Pocket Dimensions

Pocket dimensions ensure that you always have access to your gear, or at least to a small amount of stuff that you own. Creatures, no matter their size, can't enter a realm-walker's pocket dimension (yes, that includes undead and constructs)—though maybe animal companions and familiars could be an exception.

If you try to do something tricky like hiding things from searchers in a pocket dimension, roll an easy save: on a 6+ they either cannot find the entrance to your pocket dimension or don't know to search there. If a searcher turns you upside down and gives you a good shake, stuff might fall out of the pocket dimension.

Exactly how you access your pocket dimension is up to you. Perhaps you pull items out of your empty sleeves or a hat, or have a mystic orifice hidden on your body, or maybe you call upon a teleporting homunculus valet to bring you your goods.

Realm-Walker Multiclassing

For more multiclassing rules, see 13 True Ways.

Realm-walkers pair well with magical classes, and there are a handful of realm-walker talents that reflect that already.

However, splitting attention between the ever-warping fabric of space-time and the concerns of another class leads to distracted realm-walkers. Multiclass realm-walkers roll a d6 each round for their “Realms of...” talents instead of a d4—a roll of 5 or 6 means that the realm-walker doesn’t get to use those talents that turn.

Realm-walkers lag one level behind in gaining extra talents, gaining them at 6th and 9th level.

Weapon Damage Drops, Usually

Multiclassing realm-walkers drop down one die type for weapon attacks (d4s become d3s, d6s become d4s, d8s become d6s, etc.). The exception is multiclass realm-walkers, known as shadow-walkers.

Shadow-Walker

Rogues who pop seemingly out of nowhere? Well, maybe some of them are also realm-walkers. A realm-walker/rogue multiclass can take the following feat:

Adventurer Feat: If you teleport immediately before making a rogue attack with a dagger, or make a rogue attack through a portal, that attack doesn’t suffer from the weapon die type dropping.

Key Ability Modifier

Multiclass combo	Key ability mod
Barbarian/Realm-Walker	Str / Wis
Bard/Realm-Walker	Wis / Cha
Chaos Mage/Realm-Walker	Wis / Cha
Cleric/Realm-Walker	Con / Wis
Commander/Realm-Walker	Wis / Cha
Demonologist/Realm-Walker	Int / Wis
Druid/Realm-Walker	Str / Wis
Fighter/Realm-Walker	Str / Wis
Monk/Realm-Walker	Dex / Wis
Necromancer/Realm-Walker	Int / Wis
Occultist/Realm-Walker	Int / Wis
Paladin/Realm-Walker	Str / Wis
Ranger/Realm-Walker	Str / Wis
Rogue/Realm-Walker	Dex / Wis
Sorcerer/Realm-Walker	Wis / Cha
Wizard/Realm-Walker	Int / Wis

Advice for GMs

It’s unusual that a class would contain advice for GMs, but this is an unusual class in that it focuses on teleportation—something that other classes might only get to do once or twice an adventure happens with the realm-walker once or twice a turn. This presents unique challenges in adventure design.

A realm-walker who teleports through jail cell bars and makes a mockery of locked doors might overshadow a trap-disarming rogue in the party. Well, maybe some locks have hidden runes inscribed into the metal—yes, you can teleport past, but the lock will produce a loud and painful magical backlash that hurts the realm-walker and draws unwanted attention. What about magical fields that make teleportation tricky until the wizard has disarmed them? What traps might a realm-walker set off by teleporting ahead of those characters carefully searching for traps? The realm-walker still gets plenty of chances to shine during exploration, but must also rely upon other party members from time to time.

Realm-walkers jump around the battlefield—keeping them engaged with any one enemy is hard. That’s OK, it is what the class is supposed to do. Just make sure that some battles have extra mooks on hand to chase realm-walkers around. Also, consider which monsters might teleport *with* the realm-walker: do oozes stick to you when you teleport? What about phase spiders, or shadow dragons?

The key to designing adventures with realm-walkers in mind is not to take away the realm-walker’s toys, but to introduce fun obstacles and challenges for teleporters.

Chapter 8: The Void-Caller Class

Linked together, sharing a single life and soul, you and your strange companion seek adventure and perhaps a place where you fit in.

Overview

You are a void-caller—an adventurer soul-bound to a strange creature from another realm. How and why your fate came to be entangled with this strange creature we leave down to you, though it probably ties in to your one unique thing.

Play Style: The void-caller class is two characters in one—the void-caller and their companion void-beast, bound to them until the day that they (both) die. As the void-caller you'll probably spend most of your time in battle avoiding being targeted while goading your void-beast to attack your enemies.

Exactly what your void-beast does in battle is down to you and the void-beast abilities that you pick—will you go into battle beside a giant beetle, shout instructions to a fire-breathing winged lion, or share a mental link with a tentacled abomination? Will your void beast evolve into a dragon-like entity, a hulking crab-bear hybrid, or become a unicorn? Will you share your soul with a being of shadow, a rock-skinned serpent, or an iridescent talking spider? All up to you!

Ability Scores: Void-callers get a +2 bonus to Dexterity or Constitution—provided it is not the same attribute raised by your racial bonus. Constitution is by far your most important attribute—the more hit points you and your void-beast share the better.

Races: Dwarves make good void-callers, with their That's Your Best Shot? racial ability giving them extra survivability if they get pinned down where their void-beast can't help. The forgeborn race, with its Never Say Die ability, is another strong choice.

Backgrounds: The backgrounds of void-callers are as diverse as the worlds that they and their beast come from: ecologist on the run, exiled farmer's child, lost prince/princess, last soldier of a destroyed army, rogue geneticist, scion of a dying world, shipwrecked sailor, survivor of an alchemical accident.

Void-Callers and the Icons: Void-callers gravitate to the icon that would be most favorable to their void-beast. For example, those with a plant-based void-beast might find more favor among druids than one with a horned void-beast made of fire. Each void-beast is unique, or at least rare enough outside their home plane that they might as well be so.

Gear

Void-callers tend to have simple gear that reflects the nature of their void-beast—perhaps even made from their beast's shed scaly skin or woven from the shed hair of their companion.

You have stout boots, a goad (usually either stout wood or iron, with a leather grip), some tough clothing, and maybe a weapon like a dagger or staff-sling. You probably also have a sleeping roll and tent (unless you sleep under or on your void-beast), a lantern, some rope, and other useful things.

Void-callers who do regular jobs for others—perhaps using their void-beast's strength to pull up stumps for farmers—start with 55 gp. Void-callers whose void-beasts get them into trouble with locals start with 5d20 gp.

Armor

Void-callers are split into two camps when it comes to armor—some prefer to remain unarmored to be as quick and maneuverable as possible. Those with void-beasts who are less tame and more bite-y prefer heavier armor.

The good news for heavily armored void-callers is that the attack penalty applies to their attacks, not to the attacks of their void-beast.

Void-Caller Armor and AC

Type	Base AC	Attack penalty
None	11	—
Light	12	—
Heavy	13	-2
Shield	+1	-2

Adventurer Feat: Provided you are wearing no armor you can add half your Dexterity modifier (round down) to your disengage checks.

Champion Feat: You now add your full Dexterity modifier (instead of half) to your disengage checks when you wear no armor.

Gear

Dhampirs, page 132, with their regeneration ability and hobgoblins, page 135, with their well-armored power are also great fits for the void-caller class.

Modroks, page 143, with their repair ability, are also good candidates for the void-caller.

Epic Feat: You can now also add your Dexterity modifier to your disengage checks when you are wearing light armor.

Weapons

Void-callers prefer their void-beast to fight for them, often hanging back from the fight and goading their void-beast from a distance. Most void-callers carry nothing more than a dagger or a staff-sling, and a goad.

Of course, your void-beast will be making most of the attacks—out of void-caller and void-beast the beast is by far the better combatant so it's best to use your standard actions on its attacks. For its attack bonus and damage each level check the void-beast level progression table.

Goads as Weapons

I imagine most goads as sturdy things intended for poking and prodding recalcitrant void-beasts, and suitable for use as a weapon of last resort should the void-caller need to protect themselves or their companion from violence. However, a goad could equally be a fan, a rattle, or a whistle.

Void-Caller Melee Weapons

One-handed	Two-handed
Small	
1d4 dagger, small pokey goad	1d6 club, staff, long goad
Light/Simple	
1d6 shortsword, heavy goad	1d8 (-1 attack) spear
Heavy/Martial	
1d8 (-2 attack) long-sword	1d10 (-2 attack) greatsword, polearm

Void-Caller Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 knife, dart, hand sling	1d4 (-1 attack) hand cross-bow	—
Light/Simple		
1d6 javelin, axe, staff-sling	1d6 (-1 attack) light cross-bow	1d6 (-1 attack) shortbow
Heavy/Martial		
—	1d8 (-2 attack) heavy cross-bow	1d8 (-2 attack) longbow

Basic Attacks

Melee Attack

At-Will

Target: One enemy engaged with you

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

Ranged Attack

At-Will

Target: One nearby or far away enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Strength damage

Miss: —

Void-Caller Level Progression

Void-callers start with three talents, and don't get more at higher levels.

Void-caller Level	Total Hit Points	Total Feats	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(10 + CON mod) x 3	1 adventurer		ability modifier
Level 2	(10 + CON mod) x 4	2 adventurer		ability modifier
Level 3	(10 + CON mod) x 5	3 adventurer		ability modifier
Level 4	(10 + CON mod) x 6	4 adventurer	+1 to 3 abilities	ability modifier
Level 5	(10 + CON mod) x 8	4 adventurer, 1 champion		2x ability modifier
Level 6	(10 + CON mod) x 10	4 adventurer, 2 champion		2x ability modifier
Level 7	(10 + CON mod) x 12	4 adventurer, 3 champion	+1 to 3 abilities	2x ability modifier
Level 8	(10 + CON mod) x 16	4 adventurer, 3 champion, 1 epic		3x ability modifier
Level 9	(10 + CON mod) x 20	4 adventurer, 3 champion, 2 epic		3x ability modifier
Level 10	(10 + CON mod) x 24	4 adventurer, 3 champion, 3 epic	+1 to 3 abilities	3x ability modifier

Void-Caller Stats

Ability Bonus	+2 Dexterity or Constitution
Initiative	Dex mod + Level
Armor Class	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	12 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(10 + Con mod) x Level modifier (see level progression chart)
Recoveries	8 (sometimes more)
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max of 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Void-Beast Level Progression

Void-Beasts get their own level progression chart.

Void-Beast level	Base AC	Base PD and MD	Evos	Melee Attack Bonus	Hit Damage	Miss Damage
Level 1	18	16	4	+4	1d8	1
Level 2	19	17	5	+4	2d8	2
Level 3	20	18	6	+4	3d8	3
Level 4	21	19	7	+4	4d8	4
Level 5	22	20	8	+8	5d8	5
Level 6	23	21	9	+9	6d8	6
Level 7	24	22	10	+10	7d8	7
Level 8	25	23	11	+15	8d8	8
Level 9	26	24	12	+15	9d8	9
Level 10	27	25	13	+15	10d8	10

Void-beasts do get to use the escalation die for their attacks.

It's intentional that the void beast's attack damage scales by tier at adventurer and epic, but granularly at champion. There is some fiddly math happening under the hood at certain levels that means that was the best way to handle that.

Class Features

First Things First

Each void-beast starts with four abilities called evolutions, or “evos.” These reflect your void-beast’s physical and mental traits and instincts, though it might have some that are vestigial or are still developing. You can start with any four evos (though some evos require you to have others, so you can’t start with those unless your void-beast meets those requirements).

Some “origin” talents give your void-beast an extra free starting evo. You can only take an origin evo during character creation, and can only have one origin evo.

Each time you level up, pick one new evo from the “evolves to/from” list for an evo that you already have.

The epic feat for Avatar of the Void does not have any prerequisites.

Your First Void-Beast

We’ve provided a daunting number of evo options (80!), and quite a few talents to pick from. If you don’t know where to start, pick the Origin: Top-Level Predator and the Evolutionary Leap talents and one extra talent, and for your evos start with the Bite/Claw evo and pick three other evos that appeal to you.

Act Together

Void-caller and void-beast act with the same initiative on the same turn, and can each draw from a pool of one standard action, one move action, and one quick action. You decide who uses which action and in which order. For example, the void-beast could run up to an enemy (move), then the void-caller could goad the void-beast (quick), then the void-beast could attack (standard). As always, you can choose to swap a standard action for a move or quick action, and a move action for a quick action.

As you design your void-beast, think about its personality. How does it feel about the void-caller? Is it more like a wise dragon, a loyal dog or a preening cat?

Adventurer Feat: Void-caller and void-beast each have their own quick action, and do not have to share.

Champion Feat: Void-caller and void-beast each have their own move action, and do not have to share.

Epic Feat: Void-caller and void-beast each have their own standard action, and do not have to share.

Avatar of the Void

At the start of each battle, pick one evo that you also gain the benefit from. When an evo refers to “you” and “your” it is usually talking about your void-beast, but if you also gain the benefit from the evo then it can also mean your void-caller adventurer.

When you use an evo you physically change—for example, if you use Beak/Peck then your adventurer temporarily grows a beak that resembles that of their void-beast.

Champion Feat: Add the middle mod of the void-caller’s Con/Dex/Wis to the void-beast’s AC.

Champion Feat: Add the middle mod of the void-caller’s Str/Con/Dex to the void-beast’s PD.

Champion Feat: Add the middle mod of the void-caller’s Int/Wis/Cha to the void-beast’s MD.

Epic Feat: Your void-beast can use your racial ability, though not if you have already used it this battle (or, in the case of Elven Grace, that round).

Call the Void

No matter where you left it, you can call your void-beast to you and it will teleport to your side. It is a standard action to use your Call the Void class feature. Void-beasts can cross dimensional barriers and magical wards to be at your side—it takes something truly special to keep void-caller and void-beast apart, and even then the separation won’t last for long.

Goad

Once on each of your turns as a quick action, you can goad your void-beast—this might involve psychic concentration, shouting out instructions, or physically prodding it into action. When you goad your void-beast it gains +1 to its next roll that turn (usually an attack roll). Your void-beast can be nearby or far away when you goad it; you do not have to be next to it.

Adventurer Feat: You can goad your void-beast to give it a bonus to a single save during your turn, rather than its next action.

Champion Feat: If you choose to apply your goad to saves rather than your void-beast’s next action, your goads affect *all* saves your void-beast makes that turn (including maybe death saves).

Epic Feat: You can goad twice on your turn to give a +2 bonus, or two +1 bonuses.

Spirit Link

Void-callers and void-beasts share a single pool of hit points and recoveries. When either the void-caller or the void-beast take damage, the damage is subtracted from the communal pool of hit points. When the void-caller spends a recovery to heal or either the void-beast or void-caller are healed, the healing replenishes the communal pool of hit points.

The upside is that the pair have a lot of hit points. A downside is that void-caller and void-beast count as two targets, which means that an enemy that can attack multiple targets can attack the same pool of hit points twice.

The biggest downside is that the void-caller/void-beast pair also simultaneously fall over at 0 hit points. They roll a communal death save when dying, and when one dies, so does the other.

Effects on the void-beast do not affect the void-caller, and vice versa—for example, if you become stuck your void-beast companion is still free to move. The exception is the confused condition which impacts both void-caller and void-beast simultaneously, but which you have a +4 bonus to save against if it is a save ends effect.

Adventurer Feat: You gain an extra 5 hit points (champion: gain 5 more for a total bonus of +10; epic: gain 5 more for a total of +15 hit points).

Champion Feat: When you are affected by the confused condition and it is not a save ends effect, you can still roll a hard save (16+) at the end of your turn to end the condition.

Epic Feat: Your recovery dice increase by one die type (usually to d10s).

Void-Caller Talents

Void-callers start with three talents, and don't get more as they level up. Choose wisely.

Atavistic

The void-caller always gains the benefits of an evo that the void-beast has, in addition to the evo benefits from Avatar of the Void. The evo linked to Atavistic is locked in—you can't switch and change it without good story reasons.

Better Together

When the void-caller is next to (or riding on!) the void-beast, goading the void beast gives a +2 bonus instead of the usual +1.

Die Harder

When void-caller and the void-beast roll a joint death save, roll twice and take the better roll.

Adventurer Feat: If both death saves are 11-15 then the death save does not count as a failure.

Champion Feat: If both death saves are 11+ then the save succeeds.

Epic Feat: If both death saves are 11+ then the save is a critical success.

Evolutionary Leap

Normally you need to evolve from an existing evolution to a new evolution—this talent lets you break that rule and develop new evolutions at 3rd, 6th, and 8th level that are not linked to pre-existing evolutions. You must still abide by the number of evos column in the void-beast level progression chart.

Lend Strength

When void-caller and void-beast are next to each other (or one is riding the other) then both gain +1 to their AC.

Adventurer Feat: The bonus also applies to PD.

Champion Feat: The bonus also applies to MD.

Epic Feat: The bonus also applies to saves.

Origin: Creature of Ooze

Your void-beast is a shape-shifting ooze, though it has a default form that it prefers (as reflected by its evos). Your void-beast has *resist acid 12+*, and given enough time can deform its body to slip through narrow spaces. Your void-beast starts with an extra evo, Metamorphic.

Adventurer Feat: Your void-beast can mimic objects, pretending to be a bed or a tree, for example. Of course, if anybody tries to climb the tree or lie on the bed the illusion will be shattered.

Champion Feat: Your void-beast can imitate other animals, provided it moves slowly—it could look like a sleepy cow or a sloth.

Epic Feat: Your void-beast takes only half damage from bladed weapons, claws, etc. Blunt weapons, spells, and the like still do normal damage.

Only One Origin

You can only take one origin talent. You can only take an origin talent during character creation, unless you have a good story reason why your void-beast suddenly reveals an unexpected heritage.

Origin: Elemental Beast

Your void-beast is an ELEMENTAL. Pick two of the following benefits:

- **Crackling lightning:** Once per battle deal 2d6 lightning damage to one nearby enemy.
- **Fiery flesh:** Once per battle deal 1d6 fire damage to each enemy engaged with you (or 2d6, and allies engaged with those enemies take 1d6 fire damage).
- **Frost walker:** Once per battle make one enemy engaged with you stuck (save ends).
- **Ready to rumble:** Once per battle each creature in the battle must save (11+) or pop free.
- **Smoke stack:** You have +1 AC and PD against ranged attacks.
- **Stone skin:** Your void-beast has +1 AC.
- **Storm flyer:** Once per battle your void-beast pops free and flies as a move action, landing at the end of its turn.
- **Wave-wake:** Once per battle each enemy that your void-beast moves past pops free. Large enemies roll a save (11+) to avoid popping free, and huge enemies are immune.

Champion Feat: Gain a third benefit.

Origin: Humanoid(ish) Companion

Your void-beast either once was something resembling human, or is evolving toward a humanoid form, and counts as either a HUMANOID or an ABERRATION (you pick what it starts as, and this can change during play as your void-beast gains evos). Your void-beast starts with an extra free evo from the following list: Arms/Hands, Biped, Mimic, Smart, Tool User. Additionally,



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your void-beast can speak and can be sent on short scouting missions—though if your void beast doesn't have the Smart evo then it probably just repeats the syllables of its name when it speaks. When returning from a scouting mission roll a d20 to discover how successful your void-beast's mission was, with a bonus to the roll equal to the number of evos from the list of five above.

Origin: Living Construct

This void-beast is a CONSTRUCT. Maybe it is a shuddering junk heap, maybe it is a smooth machine of flexing crystal and glimmering gears, maybe it is animated wood and stone. Whatever its origin, it is immune to poison damage.

Adventurer Feat: Your construct doesn't need to sleep.

Champion Feat: Your construct can keep fighting while at negative hit points, but every action it takes while at negative hit points deals it damage equal to twice its level.

Epic Feat: Your construct gains a bonus to death saves equal to the escalation die value.

Origin: Spirit of Shadow

Your void-beast is either UNDEAD or a SPIRIT (you pick). At the start of one of its turns each battle your void-beast can become immaterial until the end of its turn. While immaterial the void-beast can't be intercepted

or targeted by attacks against AC or PD.

Adventurer Feat: You and your void-beast are immune to fear.

Champion Feat: For one battle per day your void-beast has a fear aura equal to the escalation die value times its level.

Epic Feat: You can phase once per battle too.

Origin: Swarm

Your void-beast is a swarm of small creatures with a hive mind, rather than single regular sized void-beast. Your void-beast cannot be intercepted or targeted while moving, and automatically succeeds at disengage checks.

Adventurer Feat: Once per battle when your void-beast is next to an ally (including the void-caller) you can switch the target of an attack from the void-beast to the ally or vice versa and gain +1 to defenses against the attack.

Origin: Top-Level Predator

Wherever your void-beast comes from, it is the top of the food chain there. When your void-beast makes a basic melee attack it may choose to attack twice, but at the cost of its damage dice dropping one die type. For example, if a void-beast would normally attack once and deal 3d8 damage on a hit, it attacks twice and deals 3d6 damage each time it hits. You must decide if you are making two attacks or one attack before you roll.

Origin: Verdant Beast

Your void-beast is a PLANT of some sort. You start play with one extra recovery. During a short rest, if your void-beast is in good growing conditions (soil, light, water, etc.) it heals 1d6 times its level. The growing conditions don't need to be ideal, it just needs to be possible that a plant could grow there—even cracked concrete will do.

Adventurer Feat: Once per day the healing goes up to 2d4 times its level.

Champion Feat: You gain another extra recovery.

Epic Feat: You gain a third extra recovery.

Size: Big Enough to Ride

Your void-beast is large enough for you to ride on. It is a free action on your turn to jump on or off your void-beast. While riding your void-beast you gain the benefit of any unusual modes of movement that it has (flying, climbing, burrowing, etc.).

Size: Small Enough to Hide

Your void-beast is small enough to fit into a backpack or large pouch (or perhaps into a special container), and gains +1 to its defenses against attacks that it provokes by attacking or moving.

No, you can't take both Size: Big Enough to Ride and Size: Small Enough to Hide.



Void-Beast Evos

Acid Spit / Bioelectric Shock

Lizard, cobra, ant, eel

Attack

x/battle

At the start of each of your turns roll a d6; if the result is equal to or lower than the escalation die, you deal your level in either acid or electric damage to each enemy engaged with you (you pick the damage type when you first get the evo). You can deal damage using this evo 1/battle (champion: 2/battle; epic: 3/battle).

Evolves to/from: Exoskeleton, Mandibles, Scales.

Amphibious

Frog, seal, crab

Movement

You take no penalty for moving in water and can breathe underwater.

Evolves to/from: Jump, Metamorphic, Scales, Shell, Slime, Swim, Tongue.

Antlers

Stag beetle, ibex

Attack

1/battle

When you move into engagement with a mob of mooks (or a single mook), deal X damage to the mob where X is the number of mooks in the mob.

Evolves to/from: Horns, Small Antlers.

Armor

Armadillo, ankylosaurus, pangolin, rhino

Defense

Increase your AC by 1 (champion: +2; epic: +3)

Evolves to/from: Better Armor, Club/Spike Tail, Exoskeleton, Roll into Ball, Shell, Spikes.

Arms/Hands

T-rex, primates (apes, chimps, etc.), octopus

Special: Champion and epic tier only

Attack & Defense

You can wield extra shields or weapons—at the start of each turn decide if you are using this evo to fight defensively (+1 AC) or offensively (+1 to attack and damage with melee attacks).

Evolves to/from: Biped, Bite/Claws, Smart, Tool User.

Beak/Peck

Octopus, bird

Attack (move action)

If your next melee attack this turn misses, add 1d6 damage to the miss damage (champion: +2d4; epic: +2d6).

Evolves to/from: Feathers, Grasping Tentacles, Scales.

Best Burrow

Mole, antlion, termite

Special: Epic tier only, requires Better Burrow

Movement (Move action)

1/battle

A third use of burrow this battle.

Evolves to/from: Better Burrow.

Better Armor

Armadillo, ankylosaurus, pangolin, rhino

Special: Requires Armor

Defense

Increase your AC by 1.

Evolves to/from: Armor.

Better Burrow

Mole, antlion, termite

Special: Champion and epic tier only, requires Burrow

Movement (Move action)

1/battle

A second use of burrow this battle.

Evolves to/from: Best Burrow, Burrow.

Better Fly

Bird, bat, bee

Special: Epic tier only, requires Fly

Movement (Quick action)

1/battle

When flying using the Fly evo you do not need to land at the end of your movement, but if you are flying and it is not your turn you have -1 to your Defenses.

Evolves to/from: Fly.

Big Horn

Rhino, triceratops, hercules beetle

Attack

1/battle

When you move into engagement, deal 1d6 damage to a non-mook enemy that you are now engaged with (champion: 2d4; epic: 2d6).

Evolves to/from: Horns.

Bioluminescent

Firefly, deep sea fish

Attack (Quick action)

1/battle

You can glow in the dark like a lantern, or cause your glow to fade away (it is a quick action to turn the glow up or down). Once per battle as a quick action you can create a flash, and all enemies (that can see you) must roll a save or become vulnerable until the end of your turn (save: engaged 16+, nearby 11+, far away 6+).

Evolves to/from: Chameleonic, Flutter, Lots of Legs, Obscuring Cloud, Toxic Belch, Transparent.

Biped

Gorilla, t-rex, ostrich

Movement (Quick action)

1/battle

Once per battle either roll to disengage as a quick action, or move as a quick action.

Evolves to/from: Arms/Hands, Fur, Glide, Grasping Tail, Jump, Run, Sprint.

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Bite/Claws

Most animals

Attack

Increase your melee attack damage dice by one die type (d4 to d6, d6 to d8, etc.).

Adventurer Feat: Increase your melee miss damage by your level or by the escalation die, whichever is higher when you miss.

Evolves to/from: Arms/Hands, Bloodsucker, Burrow, Charge, Fur, Horns, Long Neck, Lots of Legs, Mandibles, Maw, Scales, Screech, Stomp, Toxic Belch, Venom Bite.

Blindsight

Dolphin, bat, moth, ant

Defense

You take no penalty for fighting in darkness, and gain +1 PD when fighting in darkness against enemies who cannot see in darkness.

Evolves to/from: Burrow, Glide, Nest, No Legs/Wiggler.

Bloodsucker

Flea, leech, bat

Attack

When you crit with a melee attack you can spend a free recovery to heal.

Evolves to/from: Bite/Claws, Climb/Stick, Glide, Lots of Legs, Mandibles, Venom Bite.

Burrow

Mole, antlion, termite

Movement (Move action)

1/battle

When you move, roll a save (sand: easy 6+; soil: normal 11+; hard packed soil or lose stones: hard 16+); on a success you move underground and cannot be targeted or intercepted during your move. At the end of the movement you emerge.

Evolves to/from: Better Burrow, Blindsight, Bite/Claws, Nest.

Chameleonic

Chameleon, squid, octopus, cuttlefish

Defense

You have +1 to AC and PD against ranged attacks, and if you do not move on your turn that rises to +2 until the start of your next turn.

Evolves to/from: Bioluminescent, Grasping Tentacles, Mimic, Obscuring Cloud, Scales, Transparent.

Charge

Horse, rhino, moose

Attack

1/battle

When you move into engagement, until the end of the turn your attacks against creatures that you have just engaged with have a +1 attack bonus.

Evolves to/from: Bite/Claws, Horns, Quadruped, Roar/Stun, Run, Stomp, Tusks.

Climb

Spider, monkey, squirrel

Movement

1/battle

You can move up vertical surfaces as fast as you can move horizontally, and only need to roll if the surface is especially difficult to climb (it has been greased, it is

moving, etc.). If you also have the climb/stick evo, you never need to roll. Unless you also have the climb/stick evo, you need to end your move on a surface you can stand on.

Evolves to/from: Grasping Tail, Jump, Lots of Legs, Web.

Climb/Stick

Snail, spider, limpet

Movement

1/battle

You can move up vertical surfaces at a slow pace, and move along ceilings. You can end your movement clung to a wall or ceiling.

Evolves to/from: Bloodsucker, Foot (sticky/muscular), No Legs/Wiggler, Slime.

Club/Spike Tail

Ankylosaurus, stegosaurus

Attack

When you disengage, deal your level in damage to one enemy that you disengage from.

Evolves to/from: Armor, Whip Tail.

Exoskeleton

Insects, arachnids, centipedes

Special: If you take this you lose No Skeleton.

Increase your AC by 1.

Evolves to/from: Acid Spit, Armor, Lots of Eyes, Lots of Legs, Mandibles, No Skeleton, Pincers, Spines, Survivor.

Feathers

Birds, some dinosaurs (maybe), crinoids (feathered sea stars, etc.)

Defense

When you disengage or pop free you gain +1 to AC until the start of your next turn.

Evolves to/from: Beak/Peck, Biped, Bite/Claws, Fur, Glide, Mimic, Nest, Scales, Shell.

Fire Breathing

Dragon, bombardier beetle

Special: Champion and epic tier only

Attack (Move action)

1/turn

Instead of moving with your move action, you deal twice your level in fire damage to one enemy engaged with you.

Evolves to/from: Toxic Belch.

Flexible Spine

Cat, squirrel

Defense

You take half falling damage (if you would take falling damage), or zero falling damage if you can also glide.

Adventurer Feat: Once per battle move as a quick action.

Evolves to/from: Roll into Ball, Run, Sprint.

Flutter

Bat, small bird, butterfly, moth, bee

Defense

You take half falling damage (if you would take falling damage), or zero falling damage if you can also glide.

Adventurer Feat: Once per battle move as a quick action.

Evolves to/from: Fly, Lots of Legs, Bioluminescent, Nest, Stinger.

Fly

Bird, bat, bee

Special: Champion or epic tier only

Movement (Move action)

1/battle

You can fly as a move action, but must land at the end of your turn.

Evolves to/from: Better fly, Flutter, Glide.

Foot (sticky/muscular)

Snail, slug, limpet

Movement

You cannot be forced to move—when an enemy pops you free or pushes you back, you can choose to move or not to pop free and move and instead remain where you are.

Evolves to/from: Climb/Stick, No Legs/Wiggler, No Skeleton, Shell.

Fur

Human, otter, horse, lion, wolf, bumblebee

Defense

You have *resist cold* 6+ (champion: 12+; epic: 16+).

Evolves to/from: Biped, Bite/Claws, Feathers, Glide, Grasping Tail, Nest, Stink Spray, Tougher.

Glide

Flying frog, sugar glider, chrysopelea (flying snake)

Movement

When you fall, or jump off something tall, you can glide a short distance. You take half falling damage (if you would take falling damage).

Evolves to/from: Biped, Blindsight, Bloodsucker, Feathers, Fly, Fur, Jump, Nest, Run, Scales.

Grasping Tail

Monkey, chameleon

Attack

Enemies who try to disengage from you must roll twice and take the lower result (or roll three times if you also have grasping tentacles).

Evolves to/from: Biped, Climb, Fur, No Legs/Wiggler, Scales.

Grasping Tentacles

Octopus, squid

Attack

Enemies who try to disengage from you must roll twice and take the lower result (or roll three times if you also have a grasping tail).

Evolves to/from: Beak/Peck, Chameleonic, No Legs/Wiggler, No Skeleton, Smart, Tube Feet Mouths.

Horns

Antelope, bull, unicorn

Attack/Defense

Enemies who move into engagement with you must save or take your level in damage (epic: the save is hard 16+).

Evolves to/from: Antlers, Big Horn, Bite/Claws, Charge, Spikes, Stomp.

Jump

Frog, flea, lemur, kangaroo, cat

Movement

When you move you can leap over obstacles and cannot be intercepted (except by enemies that can fly or jump).

Evolves to/from: Amphibious, Biped, Climb, Glide, Lots of Legs, Run, Tongue.

Long Neck

Giraffe, ostrich, flamingo

Attack

1/battle

Once per battle make a melee attack against a nearby enemy (instead of against an enemy that you are engaged with).

Evolves to/from: Bite/Claws, Stomp, Whip Tail.

Lots of Eyes

Spider, trilobite, starfish

Defense

Enemies that would gain a bonus for ganging up on you do not gain that bonus. You gain a +4 bonus to avoiding ambushes and other surprises.

Evolves to/from: Exoskeleton.

Lots of Legs

Spider, crab, centipede, bug

Special: If you take this you lose No Legs/Wiggler or Quadruped.

Movement (Quick action)

1/battle

Once per battle, move as a quick action.

Adventurer Feat: If you move three times on your turn you gain +2 to all defenses until the start of your next turn.

Evolves to/from: Bioluminescent, Bite/Claws, Bloodsucker, Climb, Exoskeleton, Flutter, Jump, Mandibles, Metamorphic, Run, Stinger, Survivor, Tube Feet Mouths, Web.

Mandibles

Ant, beetle, spider

Attack

On an 11+ hit with a melee attack you seize the enemy—if they move away from you before your next turn they take your level in damage (epic: twice your level).

Evolves to/from: Acid Spit, Bite/Claws, Bloodsucker, Exoskeleton, Lots of Legs, Pincers, Poisonous (to Touch/Eat), Stinger, Venom Bite, Venom Spines.

Maw

Squid, shark, t-rex

Attack

1/battle

When you roll a crit with a melee attack, your crit range with melee attacks expands by 1 until the end of the battle (champion expands by 2; epic expands by 3).

Evolves to/from: Bite/Claws, No Legs / Wiggler, Swallow, Toxic Belch.

Metamorphic

Butterfly, moth, salamander, frog, toad, dragonfly

Other (quick action)

1/day

For one battle each day (or for five minutes) you gain the benefits of an evo that you do not already have. You can activate Metamorphic outside of battle to prepare for an upcoming battle, or activate the evo mid-battle as a quick action.

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Evolves to/from: Amphibious, Lots of Legs, No Legs / Wiggler, No Skeleton.

Mimic

Mynah bird, parrot, some cats

Attack (Quick action)

1/battle

One nearby enemy must save or become confused until the end of its next turn. The difficulty of the save depends on how smart the enemy is: a very intelligent or particularly stupid enemy rolls an easy save (6+), others roll a normal save (11+), and for easily confused intelligent enemies the save is hard (16+).

Evolves to/from: Chameleonic, Feathers, Smart.

Nest

Ant, bird

Other

During rest

During a short rest in which there is material to nest with, when you roll recoveries spent to heal, reroll any dice that show 1s or 2s until they are 3 or higher (champion: reroll 1-3s; epic: reroll 1-4s).

Evolves to/from: Blindsight, Burrow, Feathers, Flutter, Fur, Glide, Stink Spray.

No Legs/Wiggler

Snake, worm, eel, slug

Special: If you take this you lose Lots of Legs or Quadruped.

Movement

Your movement cannot be intercepted.

Evolves to/from: Blindsight, Climb/Stick, Foot (sticky/muscular), Grasping Tail, Grasping Tentacles, Obscuring Cloud, Maw, Metamorphic, No Skeleton, Scales, Slime, Transparent.

No Skeleton

Starfish, squid, slug, worm

Special: If you take this you lose Exoskeleton.

Movement (Move action)

You can slip through tiny gaps as a move action, and automatically escape any grab when you move.

Evolves to/from: Exoskeleton, Foot (sticky/muscular), Grasping Tentacles, Metamorphic, No Legs/Wiggler, Shell, Transparent, Tube Feet Mouths.

Obscuring Cloud

Various fish, insects, and mollusks

Movement (Quick action)

1/battle

Pop free from all enemies engaged with you, and until the start of your next turn you have +1 AC and MD. When you take this evo, decide if the obscuring cloud you create is luminescent or dark.

Evolves to/from: Bioluminescent, Chameleonic, No Legs/Wiggler, Transparent.

Pincers

Crab, lobster, scorpion

Attack

On a 16+ hit with a melee attack you deal an extra 1d8 damage (champion: 11+ hit; epic: 11+ hit or miss).

Evolves to/from: Exoskeleton, Mandibles, Stinger, Roar/Stun, Whip Tail.

Poisonous (To Touch/Eat)

Pufferfish, poison dart frog, platypus, blue ring octopus

Defense

Enemies that grab you take your level in poison damage at the end of each of your turns (epic: twice your level).

Evolves to/from: Mandibles, Slime, Venom Bite.

Psychic Attack

...?

Attack

When you roll damage the first digit is physical damage, the rest is psychic damage. For example, if you roll 36 damage then 30 is physical and 6 psychic; if you deal 147 then 100 is physical and 47 is psychic.

Evolves to/from: Smart.

Quadruped

Dog, pig, triceratops

Special: If you take this you lose No Legs/Wiggler or Lots of Legs.

Movement/Attack

x/battle

You can take a standard action (for example, make an attack) mid-movement and continue your movement afterwards. You can do this once per battle (champion: 2/battle; epic: 3/battle).

Evolves to/from: Charge, Stomp.

Roar/Stun

Lion, angler fish

Attack (Quick action)

1/battle

One enemy that you are engaged with must roll a save or become stunned (-4 to defenses, can't take actions) until the end of your turn.

Evolves to/from: Charge, Pincers, Screech, Trunk.

Roll into Ball

Pangolin, hedgehog, armadillo

Defense (Move action)

Every other turn

As a move action you roll into a ball, gaining +2 to all Defenses. When you roll into a ball your turn ends, and you cannot take any actions until the start of your next turn. You can only roll into a ball every other turn (if you roll into a ball on the first round of combat, then you must wait until the third round of combat to do it again).

Evolves to/from: Armor, Flexible Spine.

Run

Horse, ostrich, cockroach

Movement

When you move roll a hard save (16+); if you succeed then on the same turn you can move once as a quick action in addition to using a move action to move.

Evolves to/from: Biped, Charge, Flexible Spine, Glide, Jump, Lots of Legs, Small Antlers, Sprint.

Scales

Pangolin, snake, crocodile, fish

Defense

You have a +1 bonus to AC and PD.

Evolves to/from: Acid Spit, Amphibious, Beak/Peck, Bioluminescent, Bite/Claws, Chameleonic, Feathers, Grasping Tail, No Legs / Wiggler, Shell, Venom Bite.

Screech

Owl, cat, bat, dolphin

Attack (Quick action)

1/battle

1d3 nearby enemies in a group must roll an easy save (6+) or become stunned (-4 to Defense, no actions) until the end of your turn.

Evolves to/from: Bite/Claws, Roar/Stun.

Shell

Tortoise, crab, limpet, clam, beetle

Defense

You have a +1 bonus to AC and PD. If you do not attack on your turn, the bonus rises to +2 until the start of your next turn.

Evolves to/from: Amphibious, Armor, Feathers, Foot (sticky/muscular), No Skeleton, Scales.

Slime

Frog, toad, slug, hagfish

Movement

When you roll to disengage, roll twice and take the better roll.

Evolves to/from: Amphibious, Climb/Stick, No Legs/Wiggler, Poisonous (to Touch/Eat), Tongue.

Small Antlers

Gazelle, goat, sheep

Attack

When you move into engagement with an enemy, deal 1 damage to that enemy (champion: 3 damage to an enemy or 2 damage to two enemies; epic: 5 damage to an enemy or 3 damage to two enemies).

Evolves to/from: Antlers, Run.

Smart

Ape, parrot, crow, octopus, cat, dog, elephant, dolphin, squirrel, some humans

Defense

You have a +1 bonus to MD (champion: +2; epic: +3), and a +4 bonus to initiative. Remember that void-caller and void-beast both have the same initiative, so the +4 bonus always applies to the void-caller's initiative.

Evolves to/from: Arms/Hands, Grasping Tentacles, Mimic, Psychic Attack, Tool User.

Spikes

Thorny devil lizard, puffer fish, ankylosaurus

Attack

1/battle

When you move into engagement with an enemy or when an enemy moves into engagement with you, deal your level in damage to the enemy.

Evolves to/from: Armor, Horns, Spines.

Spines

Porcupine, hedgehog, lionfish

Defense

1/battle

When an enemy moves into engagement with you, make a free basic attack and deal half damage on a hit (no miss damage). You can only use this ability to successfully attack once per battle—if you miss, it recharges and you can try to use it again after the start of your next turn.

Evolves to/from: Exoskeleton, Spikes, Venom Spines.

Sprint

Human, cheetah, serpent

Movement

1/battle

Once per battle when you move you can choose to either move immediately afterwards as a free action, or gain +1 to attack with your next melee attack this turn.

Evolves to/from: Biped, Flexible Spine, Run.

Stinger

Jellyfish, wasp, scorpion

Attack (Quick action)

1/battle

As a quick action once per battle, make a basic melee attack against a nearby enemy; if you hit, you deal poison damage equal to d4 times the escalation die value (champion: d6 times escalation die; epic: you can do this twice per battle).

Evolves to/from: Flutter, Lots of Legs, Mandibles, Pincers, Venom Spines.

Stink Spray

Skunk, polecat, millipede

Attack (Quick action)

1/battle

Deal your level in poison damage to one nearby enemy (champion: 1d3 nearby enemies in a group; epic: 1d3 nearby enemies, and the damage is ongoing poison damage).

Evolves to/from: Fur, Nest, Spines, Toxic Belch.

Stomp

Rhino, triceratops, brontosaurus, elephant

Attack (Move action)

x/battle

As a move action once per battle all nearby enemies pop free of engagement (champion: 2/battle; epic: 3/battle).

Adventurer Feat: It is a quick action to Stomp instead of a move action.

Evolves to/from: Bite/Claws, Charge, Horns, Long Neck, Quadruped, Trunk, Tusks.

Survivor

Cockroach

Defense

Your final death save (that if failed would mean you are dead) is easy (6+).

Evolves to/from: Exoskeleton, Lots of Legs, Tougher.

Swallow

Pelican, snake, frog, monkfish, turtle, shark

Attack

1/battle

When you kill a non-mook enemy or the last mook in a mob you can spend a recovery to heal.

Evolves to/from: Maw.

Swim

Fish, (some) snakes, turtle, tiger, almost anything really

Special: Requires Amphibious

Movement

When you are fighting in water deep enough for you to swim in, you gain +1 to attack and all defenses.

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Armor, page 109

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Biped, page 109

Bite/Claws, page 110

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The Overworld and Beyond

Does Tool User add chakras to the void-beast? Is this overpowered? In play we found letting the void-beast equip in the same slots as the adventurer worked fine and wasn't a problem. As the GM, you have the final word.

Evolves to/from: Amphibious.

Tongue

Frog, anteater, chameleon

Movement (Quick action)

2/battle

Pop a nearby enemy free of engagement and pull it into engagement with you, or if used on a large or huge enemy you pop free and are pulled into engagement with them.

Evolves to/from: Amphibious, Jump, Slime.

Tool User

Octopus, ape, crow, otter, parrot

Special: Requires both Arms / Hands and Smart You can attune to a magic item. If your void-beast uses this it can use magic items usually reserved for hands such as weapons, rings, shields, bracers, gloves, etc.; if your void-caller uses this evo then you can attune to an extra magic item.

Evolves to/from: Arms/Hands, Smart.

Tougher

Cat, dogs, human

Defense

Increase your recovery dice by one die type (usually from d8s to d10s).

Adventurer Feat: Gain an extra recovery.

Champion Feat: Increase the recovery die type again (usually from d10s to d12s, but maybe from d12s to 2d6s).

Epic Feat: Gain an extra recovery.

Evolves to/from: Fur, Survivor.

Toxic Belch

Young dragons

Attack

When you become staggered (even if you were already staggered this battle and then healed) each enemy engaged with you must save or take twice your level in poison damage.

Evolves to/from: Bite/Claws, Fire Breathing, Obscuring Cloud, Maw, Stink Spray.

Transparent

Glass frog, moon jelly, glasswing butterfly

Defense

If you do not move on your turn you have +1 to AC and PD against ranged attacks until the start of your next turn (epic: ...until the end of your next turn).

Evolves to/from: Bioluminescent, Chameleonic, Obscuring Cloud, No Skeleton.

Trunk

Elephant, tapir

Attack

1/battle

Once per battle when you make a melee attack, hit or miss your enemy pops free and is thrown away from you.

Evolves to/from: Charge, Roar/Stun, Stomp.

Tube Feet Mouths

Starfish, sea urchin

Defense

1/battle

When you move over a dead enemy you may spend a

recovery to heal yourself.

Evolves to/from: Grasping Tentacles, Lots of Legs, No Skeleton.

Tusks

Boar, elephant, hippo, walrus, narwhal

Attack

When you hit with a melee attack you deal 1 extra damage (champion: +2; epic: +3).

Evolves to/from: Charge, Stomp, Trunk.

Venom Bite

Snake, spider, some lizards, slow loris

Attack

2/battle

When you crit with a melee attack you can roll a hard save (16+); on a success you deal triple damage instead of double damage (the extra damage is poison damage).

Evolves to/from: Bite/Claws, Bloodsucker, Mandibles, Poisonous (to Touch/Eat), Scales.

Venom Spines

Lion fish, stonefish, some sea urchins

Attack

2/battle

When you crit with a melee attack, you have the option of dealing your normal damage as ongoing poison damage instead of dealing double damage.

Evolves to/from: Mandibles, Spines, Stinger, Transparent.

Web

Spider, silkworm

Attack (Quick action)

1/battle

Once per battle as a quick action make one nearby large creature stuck until the end of its next turn, or 1d3 normal sized creatures, or 2d6 mooks. This ability does not work on huge creatures.

Adventurer Feat: Once per day the stuck condition is save ends.

Evolves to/from: Climb, Lots of Legs, Metamorphic.

Whip Tail

Whiptail scorpion, brontosaurus

Attack

1/battle

Make a basic melee attack mid-move against an enemy that you move near.

Evolves to/from: Club/Spike Tail, Long Neck, Pincers.

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Arms/Hands, page 109

Bioluminescent, page 109

Bite/Claws, page 110

Bloodsucker, page 110

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Obscuring Cloud, page 112

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Void-Caller Multiclassing

Void-callers multiclass a little differently from other classes. You take the worst armor attack penalty of the two classes, an average of the two classes' hit points, and the best AC, MD, and PD of the two classes. That's it. There is no key ability modifier—for attacks from the other class you use whatever would be normal for that class. The downside is that as your void-beast attack is a standard action, you'll have to decide round-by-round if you attack or your void-beast does.

Weapon Damage Drops

Multiclassing void-callers drop down one die type for weapon attacks (d4s become d3s, d6s become d4s, d8s become d6s, etc.).

Void-Beasts Are Distracting to Magic Users

When you cast a spell, you have a -3 attack penalty if your void-beast is next to you, -2 if it is nearby, or -1 if it is far away.

Beast-Caller

Void-callers can spend one or two talents to get an animal companion if they have multiclassed into ranger or druid, and can take the following feat.

Adventurer Feat: Your animal companion shares an evo that your void-beast has.

Goads and Barding: New Magic Items

Void-callers spend a lot of time goading their void-beasts, so it is only fair that they get some magic items to help them.

Goads

Default bonus: Increase the bonus that goading gives your void-beast by +1 (champion: +2; epic: +3).

Crook of Confusion (recharge 18+): The next enemy to interact with your void-beast (engage, disengage, attack, be attacked by, etc.) becomes confused, save ends. Quirk: Need to control others.

Golden Goad: Add +1 to your goading if you are next to your void-beast. Quirk: Vainglorious.

Prod of Lightning: This goad can also be used as a melee weapon, with its bonus also applying to attacks and damage. When used as a melee weapon it deals lightning damage, and when attacks made using it crit the target becomes stunned until the start of their next turn. Quirk: Finds amusement in the misfortune of others.

Rod of Urging (recharge after battle): This turn you can goad your allies as though they were your void-beast. Quirk: Natural cheerleader—always cheerfully urging others on.

Spike of Spite (recharge 16+): The crit range for your void-beast's next attack expands by 2 (usually to 18+). Quirk: Laughs at inappropriate moments.

Spurs of Action (recharge 11+): You gain an extra move action this turn. Quirk: Unable to sit still.

Goading With Staffs and Wands

Magic staffs and wands also count as goads for the purposes of the void-caller class, as do magic clubs, whips, and similar.

Weapon Damage Drops: only affects the Void-Caller's weapons, not the beast's.

Barding

Barding is armor for animals—suitable for void-beasts, animal companions, mounts, and so on. Druids who can change to an animal form can use barding in either of their forms. The quirk affects the wearer of the barding.

Default bonus: +1 bonus to the wearer's AC (champion: +2; epic: +3).

Armor of Inevitability: When an enemy intercepts the wearer of the barding, the wearer's movement continues as planned, and the enemy is pushed back along the path of the wearer's movement. Quirk: Tries to eat vital equipment.

The Overworld and Beyond

Barding of Light: Undead enemies cannot crit the wearer of the barding. Quirk: Kicks over objects at the worst possible moments.

Barding of the Thunder Bards: When an enemy crits the wearer of this barding, the enemy takes thunder damage equal to three times their level. Quirk: Makes loud animal noises at inconvenient times.

Saddle of Spies: This glass-eye-covered barding allows the wearer (and anybody riding the wearer) to see through the eyes of nearby and far away allies. Quirk: Pokes head into others' belongings—packs, bedding, boots, anything.

Silver-clad Saddle: Those that ride the wearer of this barding have a +1 bonus to AC and MD while riding. Quirk: Fascinated by sparkly things.

void-beast's safety.

Spikey Ball: You can "store" your void-beast in miniaturized form inside this pokey sphere until you call upon it. Quirk: You desire to be the best and will travel widely to prove it.

Wondrous Items

Glittering Groom's Brush: Void-beasts and other animals groomed with this brush just look somehow better. You won't disguise the fact that your void-beast is a creature from another dimension, but you will likely be allowed to take it into high-class situations as a "pet." Quirk: Self-conceit.

Leash of Lending: During a rest you can give (or take) a recovery to (or from) an ally. Quirk: Loves receiving free things, but never gives anything away for free.

Matching Collars of Miché: You can see through your void-beast's eyes, and vice versa. You could use this item on an animal companion or familiar too, but not on an ally or NPC. Quirk: Paranoid about your



Bestiary

Lvl	Monster	Size	Role	Type	Page
1	coproslug	normal	mook	aberration	118
1	cnidarian	normal	spoiler	aberration	124
2	murk goblin	normal	troop	humanoid	123
3	stardust kobold	normal	troop	humanoid	120
3	koblin tadpole	normal	mook	humanoid	127
3	snarker magician	normal	caster	humanoid	137
3	son of the sea	double-strength	spoiler	aberration	138
4	medium cosmic dragon	normal	leader	dragon	118
4	koblin raider	normal	mook	humanoid	128
4	koblin archer	normal	archer	humanoid	128
4	koblin spider-rider	normal	troop	humanoid / beast	128
4	outer dark cultists	normal	caster	humanoid	134
4	swarming phase scorpions	large	mook	beast	135
4	snarker justicar	normal	leader	humanoid	137
5	modrok	normal	leader	construct	125
5	koblin camp guard	normal	blocker	humanoid	128
5	koblin shaman	normal	caster	humanoid	129
5	porcelain bull	double-strength	mook	construct	135
6	stardust dragonic	normal	troop	humanoid	120
6	cosmic goldfish	large	wrecker	beast	120
6	sharkian freebooter	normal	mook	humanoid	136
6	champion of the sea	double-strength	spoiler	aberration	138
7	cancerous-gnoll	normal	troop	humanoid	122
7	death-gnoll	normal	leader	undead	122
7	moss-gnoll	normal	archer	humanoid	123
7	koblin high-shaman	double-strength	caster	humanoid	129
7	giant koblin-spider	huge	spoiler	beast	130
7	giant phase scorpion	large	wrecker	beast	135
7	void elf corsair	normal	troop	humanoid	140
8	jaguar rex	triple-strength	blocker	beast	127
8	glitterling	normal	troop	humanoid	131

Lvl	Monster	Size	Role	Type	Page
8	sharkian wizard	normal	caster	humanoid	136
8	tentacula	double-strength	blocker	aberration	139
9	large cosmic dragon	large	leader	dragon	119
9	void elf highbinder	normal	archer	humanoid	140
10	grue	double-strength	mook	aberration	123
10	Glitterkiss	huge	blocker	spirit	130
10	monstrous frog	normal	mook	beast	131
10	Kraw	huge	leader	spirit	132
10	korvus	half-strength	mook	beast	132
10	Praedari	huge	troop	spirit	132
10	wild hunter	normal	archer	beast, humanoid, or plant	133
10	massive parasite	huge	wrecker	beast	133
11	hollow person	double-strength	caster	aberration	127
11	smothering fleshwall	large	spoiler	aberration	136
11	toothsome maw	normal	mook	aberration	139
11	void elf warplock	normal	caster	humanoid	140
12	elemental guardian	large	wrecker	elemental	121
14	huge cosmic dragon	huge	leader	dragon	119
14	gargantuan trash-crab	huge	troop	beast	122
14	Gra-gara	huge	spoiler	spirit	131
15	Hellmass the wizard	double-strength	caster	humanoid	126
??	monster mimic	double-strength	??	aberration	134

Creatures of the multiverse, able to traverse the barriers between worlds. Finding one of these creatures means you've located a way out of whatever hell-realm you've ended up trapped in. Or you've found Hellmass the Wizard, and things are about to get wild, weird, and deadly.

Coproslug

Attack of the Coproslugs:

These are a great enemy to throw into a fight unexpectedly—the heroes reduce an enemy to 0 hp and out fall a half dozen coproslugs! Coproslugs can crawl up inside humanoids, beasts, some more fleshy undead, and maybe even dragons! You could play coproslugs as a conspiracy of cunning adversaries trying to take over the universe one body at a time, seamlessly blending in—or as mindless creatures that turn their hosts into numb-brained idiots.

Coproslugs climb into living beings, keeping them unaware while the abomination pilots their new meat-suit.

1st level mook [ABERRATION]
Initiative: +0
Vulnerability: fire, salt

Telepathic mind-slime +17 vs. PD—3 psychic damage
Natural 19+ hit: The target must make last gasp saves as the coproslug crawls up inside them and tries to take over.

AC 10	HP 5 (mook)
PD 10	
MD 14	

Mook: Kill one coproslug mook for every 5 damage you deal to the mob.

COSMIC DRAGONS

Servants of the cosmic order, these dragons often act as patrons for adventurers who pledge to safeguard the existence of the multiverse.

Abilities for ALL Cosmic Dragons

Star-wings: Cosmic dragons don't fly; instead, they beat their iridescent wings and teleport to a point nearby as a move action, levitating in place until they move again. They can also walk and run, but prefer this more "majestic" form of movement.

Escalator: Cosmic dragons use the escalation die just like player characters.

Random Cosmic Dragon Abilities (roll d8)

1. *Astral illusions:* The dragon gets its own special escalation die that it rolls at the start of each round. The PCs use the usual escalation die, and the dragon uses whichever escalation die rolled higher.
2. *Lustrous scales:* The first spell attack each battle that misses the dragon is reflected back on its caster, and the caster rerolls the attack as though they were a target of the spell.
3. *Damage aura:* Enemies engaged with the dragon at the start of their turn take damage (medium cosmic dragon = 4 force damage; large cosmic dragon = 18 force damage; huge cosmic dragon = 42 force damage).
4. *Nova breath:* *Nebula breath* now targets 1d4+1 enemies instead of the usual 1d3.
5. *Dragon awe:* Enemies who wish to move into engagement with the dragon must succeed at a save first, with a bonus to the save equal to their Wisdom modifier.
6. *Counter-magic:* Once per battle, a spell that targets the dragon only deals half damage (or one quarter damage if the spell attack roll also doesn't beat the dragon's magic resistance).
7. *Humanoid form:* The dragon can magically adopt a humanoid form, retaining its usual hit points, attacks, etc., in that form.
8. *Second ability:* Roll once again on this table (rerolling any 8s), and roll a d10 on the standard dragon random ability table in the core rule book for a second ability.

Medium Cosmic Dragon

Cosmic dragons can sense portals and pathways between worlds, using them to patrol the realms and keep the multiverse safe from the extremes of law and chaos.

4th level leader [DRAGON]
Initiative: +10

Claws and spines +9 vs. AC—12 damage
Natural even hit: Make a *nebula breath* attack as a quick action.

[Special trigger] **C: Nebula breath +9 vs. PD (1d3 enemies)**—10 force damage
High d20 roll with this attack during this battle: Target becomes confused until the end of their next turn.

After-effect: After the target stops being confused they become hampered (basic attacks only) until the end of their next turn.

Dragon charm: Allies of the dragon have a +1 to attack those that the dragon is engaged with.

Resist magic 12+: When a spell attack or magical weapon attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 20	HP 60
PD 14	
MD 18	

Highest d20 Roll with This Attack during This Battle

So...huh? OK, your first attack roll with this attack will trigger this (because it is the highest roll with this attack in the battle so far). If any of your following attack rolls with *nebula breath* are higher, then that will trigger it a second time. If any attack roll after that is higher then that will trigger it a third time—and so on. Each triggering roll must be higher than the triggering roll that preceded it.

Large Cosmic Dragon

These dragons often partner with other dragons to safeguard the interests of all dragonkind. Let's hope those interests coincide with those of mortals, right?

Large 9th level leader [DRAGON]
Initiative: +15

Claws and spines +14 vs. AC—70 damage
Natural even hit or miss: Make a nebula breath attack as a quick action.

[Special trigger] **C: Nebula breath +14 vs. PD (1d3 enemies)**—70 force damage

Highest d20 roll with this attack during this battle:
Target becomes confused until the end of their next turn.

After-effect: After the target stops being confused they become hampered (basic attacks only), easy save (6+) ends.

Improved dragon charm: Allies of the dragon have +1 to attack and defenses against those that the dragon is engaged with.

Resist magic 16+: When a spell attack or magical weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials

Dragon allies: Kobolds, dragonics, drakes, dragons, etc. get a +2 bonus from *improved dragon charm*.

Reality riddles: The dragon knows a riddle, which it poses at the start of the battle. Until one of the party members answers the riddle, their attacks against the dragon and its allies have a -2 penalty.

AC 25
PD 19
MD 23
HP 380

Huge Cosmic Dragon

This being is almost godlike in its power. At least, that's what it would like you to believe.

Huge 14th level leader [DRAGON]
Initiative: +20

Claws and spines +19 vs. AC—300 damage
Natural even miss, or any hit: Make a *nebula breath* attack as a quick action.

[Special trigger] **C: Nebula breath +19 vs. PD (1d3 enemies)**—300 force damage

Highest d20 roll with this attack during this battle:
Target becomes confused until the end of their next turn.

After-effect: After the target stops being confused they become hampered (basic attacks only), save ends.

Superior dragon charm: Allies of the dragon have a +1 to attack and defenses against those that the dragon is engaged with, or +2 if the dragon is staggered.

Resist magic 18+: When a spell attack or magical weapon attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Nastier Specials

Part of the weave: You can only permanently defeat this monster if you learn its secret name and call out that name in battle; otherwise, reducing it to 0 hp just banishes the dragon for a year and a day.

Weaver of riddles: The dragon knows many riddles, and poses one to each adventurer at the start of the battle. Until the adventurer answers the riddle their attacks against the dragon and its allies have a -2 penalty.

AC 30
PD 24
MD 28
HP 2000

Riddles as a Game Mechanic:

Any player can answer the riddle at any time. Incorrect guesses are not penalized, and players can try to guess as often as they like. No looking it up on the internet, though! If a player wants a hint they must spend a standard action and make an Intelligence roll—the better the roll the better the hint you give.

Stardust Kobold

As bright as butterflies.

3rd level troop [HUMANOID]
Initiative: +6

Crystal-tipped spear +8 vs. AC—10 force damage

R: Baculum wand +8 vs. PD—8 force damage
Natural 16+ hit or miss: The target is teleported to a spot nearby.

Stardust evasion: Kobolds take no damage from missed attacks. A natural 1-5 miss causes the stardust kobold to teleport nearby as a free action.

AC 19
PD 13 **HP 40**
MD 17

Stardust Dragonic

Servants of the cosmic dragons, foot-soldiers in the war between law and chaos.

6th level troop [HUMANOID]
Initiative: +13

Twin swords +11 vs. AC—21 damage

C: Force breath +11 vs. AC (1d3 nearby enemies)—10 force damage
Limited use: 1/battle, as a quick action.

C: Throwing star of chaos +11 vs. AC (one nearby enemy)—10 ongoing acid damage (plus an extra 10 psychic damage if the target is “lawful”)

R: Arrow of law +11 vs. AC—18 damage (plus 8 cold damage if the target is “chaotic”) and target is stuck until the end of its next turn

Duty beyond: If the stardust dragonic is fighting to defend the cosmic balance or alongside a cosmic dragon, it heals 10 hp at the start of each round when the escalation die is odd.

AC 22
PD 19 **HP 90**
MD 18

Cosmic Goldfish

Sometimes ridden as mounts, these levitating leviathans are carnivorous menaces.

Large 6th level wrecker [BEAST]
Initiative: +12

Bite +16 vs. AC—36 damage

Crit: If the target is staggered the goldfish rolls a d20—on a 16+ the goldfish nibbles off a limb, and on a 20 it bites the target’s head off!

C: Acid spit +7 vs. PD (one nearby enemy, plus any enemy the ankheg has grabbed)—5 ongoing acid damage

Limited use: 1/round, as a quick action.

Air swimmer: Goldfish can swim through the air, levitating at about head-height. When they move they pop free from ground-based enemies as part of the movement.

Transdimensional: When the escalation die reaches 6 the cosmic goldfish bites open a portal to another realm and flees through it. The portal stays open for an hour or so afterwards.

As a Mount...

Riding a cosmic goldfish: Wild cosmic goldfish will just try to eat you. Tame cosmic goldfish are docile and lose their bite attack. Riding a tame cosmic goldfish means you trade your move for its *air swimmer* move—you gain +1 to attack non-flying targets, can intercept low-flying targets, but have -1 AC and PD due to not being as maneuverable as normal. Cosmic goldfish can be convinced to open portals, but doing so takes about an hour.

AC 21
PD 19 **HP 150**
MD 15

Elemental Guardian

This being physically embodies the idea of the four elements.

Large 12th level wrecker [ELEMENTAL]
Initiative: +16

Elemental flux fists +17 vs. AC—100 force damage

Natural even hit: 40 ongoing fire damage.

Natural odd hit: 80 cold damage, and the target is stuck until it takes fire damage.

Natural even miss: All enemies in contact with the ground take 2d20 thunder damage.

Natural odd miss: All engaged enemies take 20 lightning damage and pop free.

C: Elemental vortex +17 vs. PD (1d3 nearby enemies, or 1d3 far away enemies in a group)—60 force damage and 30 ongoing damage (fire, cold, thunder, or lightning depending on which elemental realm it is in).

Elemental immunity: On turns when the escalation die is odd, this creature takes no damage from fire, cold, thunder, or lightning attacks.

Nastier Specials

Pick One, Determined by Which Elemental Realm the Guardian Is In

Hotter than hell: Enemies engaged with the guardian take 20 fire damage at the start of their turns.

Flows like the waves: The guardian automatically pops free when it moves and cannot be intercepted while moving.

Stronger than the mountains: The guardian has +3 AC.

Quick as the wind: The guardian can move as a quick action, flying if it chooses to.

AC 28

PD 26

MD 22

HP 765

Elemental Guardians and the Icons

Blue Aoife makes great use of elemental guardians, whom she sees as allies.

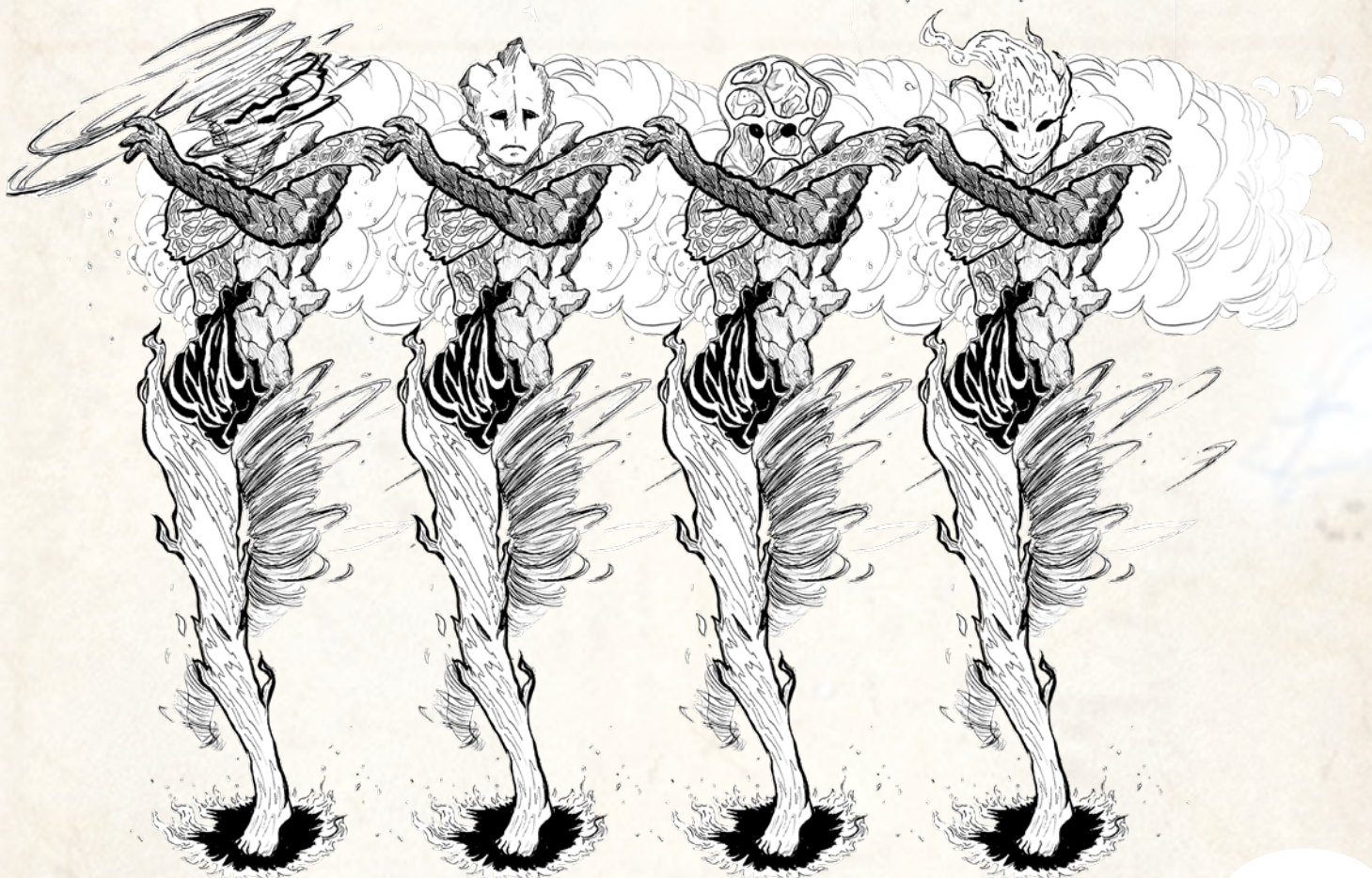
Thrice-Wise Mercurius and **Queen Tanadil** use them as well, but as tools rather than allies.

Occasionally these creatures will be seen in the service of **Lady Akuma**, **Lord Ikal**, or **Ghiama**.

G&I

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Lord Ikal, page 45
Queen Tanadil, page 49
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You know the part of the Middenlands map marked "Killing Valley?" Rumor has it there is a gargantuan trash-crab right there, waiting for the right group to come visit.

Gargantuan Trash-Crab

This gigantic crustacean adorns its shell with things that it finds interesting—mostly detritus but sometimes a shiny treasure ends up stuck to its back.

Huge 14th level troop [BEAST]
Initiative: +20

Claws +18 vs. AC (two attacks)—80 damage
Natural even hit: The target is grabbed (can't move until it pops free/disengages/etc., carried along when the crab moves, -5 to disengage, can't make opportunity attacks, crab has +4 to hit). The crab

can only grab two creatures (one per claw), and each creature it grabs means it can't use a claw to attack.

C: Acerbic saliva +19 vs. AC (one nearby enemy, plus any enemy the crab has grabbed)—40 ongoing acid damage

Crab-back: The crab is big enough to stand on—climbing/jumping onto its back is a DC 35 skill check (failing means the crab stands on you for 30 damage). The crab has a -4 penalty to attack those on its back using its claws (and can't spit acid at them at all), but a +5 AC bonus against attacks from those on its back due to its thick shell.

AC 35	HP 800
PD 27	
MD 25	

GNOLLS

Gnolls are often pawns of demon lords and dark wizards. Gnoll packs take naturally to banditry and barbarism no matter what realm they are in.

Cancerous-Gnoll

Any lesser creature would have long ago succumbed to disease. Not gnolls though—somehow they thrive where others would die.

7th level troop [HUMANOID]
Initiative: +9

Swollen fists +12 vs. AC—20 damage
Natural 16+ hit or miss: 16 poison damage, and the gnoll takes 20 damage.

C: Diseased breath +12 vs. PD (one nearby enemy, plus any enemy the gnoll is engaged with)—15 ongoing poison damage
Limited use: Only when the escalation die is even.

Nastier Specials

Scab armor: This pack is sick with a disfiguring disease—they have AC 27 and HP 66.

Rage fever: This pack has a fever and the only cure is bloodshed—they have a +3 bonus to attacks but only HP 76.

Pus spurts: At the end of each gnoll's turn, roll a d6, even if the gnoll is dead. If it's equal to or less than the escalation die, any nearby enemies take 5 poison damage. This makes the battlefield increasingly toxic as time goes on.

AC 23	HP 108
PD 16	
MD 21	

Nastier Special for All Gnolls

Blood fury: +1d10 melee damage if the gnoll or its target are staggered.

Death-Gnoll

These gnolls died but are too stubborn to lie down.

7th level leader [UNDEAD]
Initiative: +12

Rusted flail +12 vs. AC—25 damage
Natural even hit: The next gnoll to attack this target has a +1 attack bonus.

C: Death glare +7 vs. MD (1d3 nearby or far away enemies)—5 negative energy damage and the next gnoll to attack this target has a +1 attack bonus
Miss: 5 negative energy damage.

Scrap armor: While not staggered these gnolls have +1 AC.

Quick and the dead [group ability]: Once per battle as a free action all undead gnolls can roll 11+ to pop free and rush any annoying spellcasters or others who are avoiding their fury.

Nastier Specials

Hunger for victory: The *rusted flail* and *death glare* grant +2 attack bonus for the next gnoll to attack instead of the usual +1.

Toxic corpse: Poison damage heals this gnoll instead of damaging it. The gnoll has a poison with it that deals 1d10+10 poison damage if drunk as a quick action (healing the gnoll).

AC 23	HP 100
PD 21	
MD 15	

Moss-Gnoll

These gnolls have adapted to life in The Green, forming symbiotic relationships with plants that grow on them. Some even sport grasses.

7th level archer [HUMANOID]
Initiative: +8

Hardwood club +10 vs. AC—30 damage

R: Symbiotic seed shooter +10 vs. AC (one nearby enemy, or one far away enemy at +7 to hit instead)—35 damage

Limited use: After its first use, roll a save each round to see if it can be used again that round.

Camouflage: In natural environments it is a DC 30 skill check to spot a moss-gnoll about to spring an ambush, even if you are sat right next to it.

Nastier Specials

Grassier gnoll: The DC to spot a moss-gnoll ambush is now 35.

Second shooter: If the gnoll rolls a 16+ on its save to reload its *symbiotic seed shooter* it can shoot twice on that turn.

Green shoots: Enemies hit by the *symbiotic seed shooter* are stuck until the end of their next turn.

AC 20
PD 18 **HP 110**
MD 16

Goblin, Murk

Short, nasty, and brutish—and sadly not solitary. Enemies to all, servants only to those that serve the Outer Dark.

2nd level troop [HUMANOID]
Initiative: +8

Stab-and-bite +8 vs. AC—7 damage

C: Maggoty vomit +8 vs. PD (one nearby enemy)—6 acid or poison damage (if it matters, pick whichever is worse for the target)

Limited use: 1/round, as a quick action.

Seed of corruption: Targets who take damage from *maggoty vomit* cannot spend recoveries to heal during their next short rest.

AC 19
PD 17 **HP 40**
MD 13



Grue

This thing is so translucent it is invisible.

Double-strength 10th level mook [ABERRATION]
Initiative: +15
Vulnerability: holy, fire

Life-sucker +15 vs. AC—40 negative energy damage and 20 ongoing cold damage

Eater of the light: If you end your turn engaged with a grue that you were engaged with at the start of your turn, you take 10 negative energy damage.

Invisible: This monster's defenses already account for it being invisible—if you can see invisible things you gain +4 to hit it.

AC 26
PD 24 **HP 110 (mook)**
MD 20

Mook: Kill one grue mook for every 110 damage you deal to the mob.

Grue and Light

Grue are attracted to light but are also hurt by it if they get too close (vulnerable to holy and fire damage). If the adventurers use this to their advantage by staying in the light and increasing the total amount of light, the escalation die becomes a d8.

GUARDIANS OF ORDER, BRINGERS OF CHAOS

Modroks and Cnidarians are servants of the cosmic forces of law and chaos, locked in an eternal war for the fate of the universe. Between the two sides are the cosmic dragons, the guardians of balance.

Cnidarian

Part undersea abomination, part dream of darkness and burning light—these creatures of the outer chaos are intent on bringing madness to the multiverse. Often accompanied by oozes and aberrations, cnidarians slither and fly forth to spread chaos and disorder.

Huge 1st level spoiler [ABERRATION]

Initiative: +4d6

Vulnerability: attacks from constructs

Stinging colors +6 vs. MD (six attacks)— π poison damage

If any player complains about taking π damage or rounds it to 3: The target is reduced to half its current hit points, rounded down.

Unlimited use: Up to 3/round, as a quick action.

R: Divide by zero +6 vs. PD (one nearby enemy)—

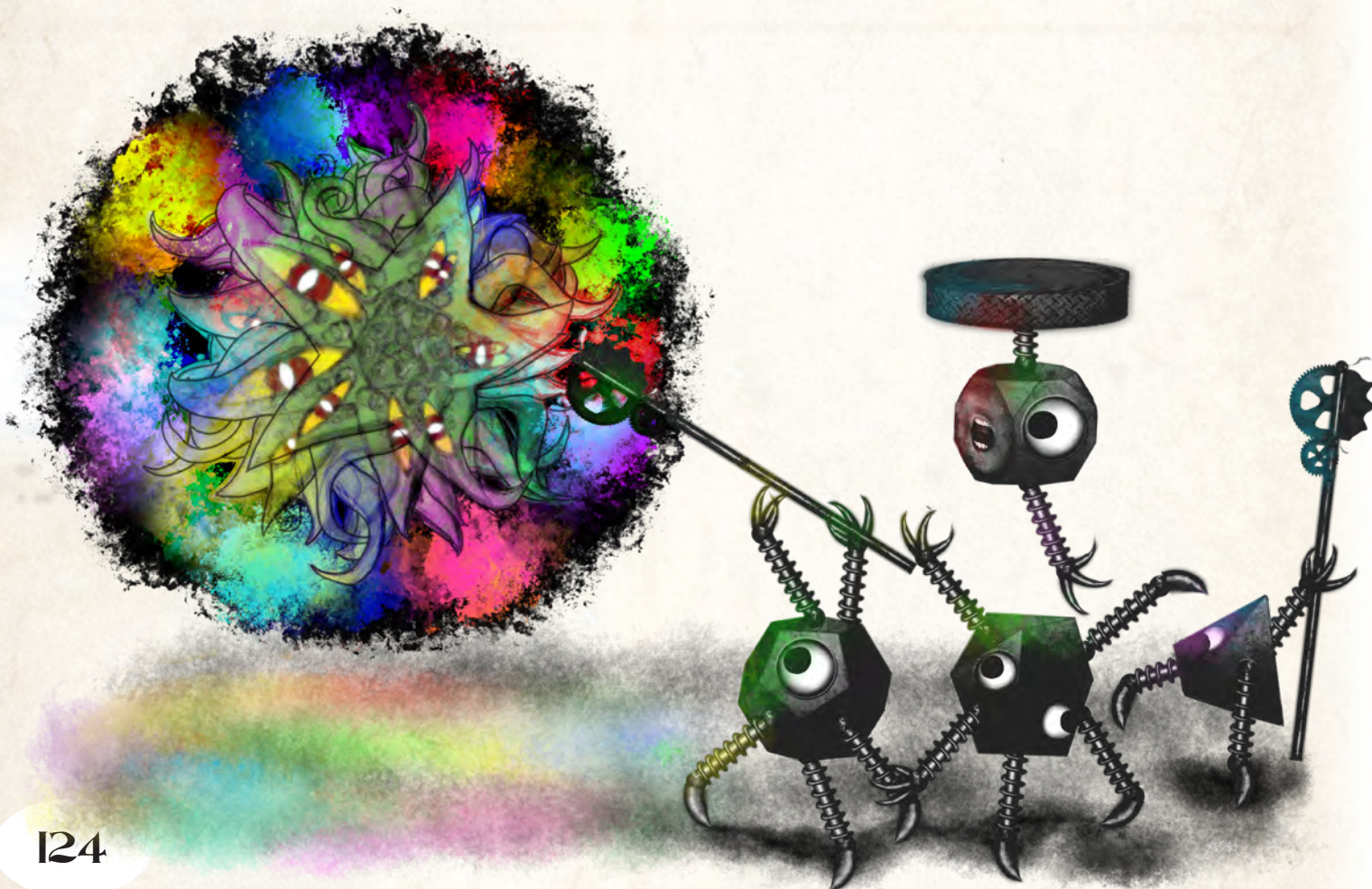
Roll on the below table to discover the effects (only a full rest or powerful magic undoes the effects)

1. No effect, and all other effects from this table on the target end now instead of at the end of the day.
2. Target's next attack this day must be against themselves.
3. Target's facial features are rearranged, -1 to attacks until the end of the day.
4. Target's limbs are rearranged, -1 to AC and PD until the end of the day.
5. Target's mind is rearranged, -1 to MD until the end of the day.
6. Target becomes a random monster of the target's level +1d3, but retains their personality and memories.

Limited use: 1/round, as a quick action.

Flight: The cnidarian sort of slither-floats about, moving semi-randomly.

Escalation die stealer: At the start of each round the players nominate one of them to roll a normal save



(11+) with a penalty equal to the number of dead cnidarians on the battlefield—on a failure, for that round the monsters get to use the escalation die and the adventurers don't.

Nastier Specials

Illogical action: The cnidarian's *divide by zero* attack can target enemies that the rules otherwise say it can't (shadow-walking rogues, enemies behind total cover, etc.), and it automatically hits enemies that the rules say it can't target.

Madness mirror: Enemies that target the cnidarian's impossibly high MD must switch their target to themselves or an ally.

Chaos bringer: Commenting on the monster's point-five extra hit points or infinite MD and other oddities causes that player's character to lose a recovery.

AC 13
PD 13 **HP 81.5**
MD ∞

Cnidarians—the Deadly Joke

Ho ho, π damage. Ha ha, ∞ MD. 81.5 hit points, very funny. Well, not so funny when this monster steals the escalation die away for the round and turns you into a monster until the end of the day—especially when the *chaos bringer* nastier special is being used. Worse, the more cnidarian corpses that litter the battlefield, the more likely the monsters are to get the escalation die! This 1st level monster really lives up to the spoiler role—even at epic tier seeing one of these join a fight is terrifying. By the way—the “c” in their name is silent.

Modrok

The polyhedral modroks are guardians of the cosmic order and enforcers of law, marching forth from their mechanical nirvana to hunt down aberrations and oath-breakers.

5th level leader [CONSTRUCT]
 Initiative: 10 (don't roll, it's always 10)
 Vulnerability: attacks from aberrations

Gearblades +10 vs. AC—20 damage

R: Spring-bows +10 vs. AC—20 damage

Strength in square numbers: If the battle starts with **4 modroks** they all have +16 to attack instead of +10 (and count as 6th level monsters). If the battle starts with **9 modroks** they all have +16 to attack and AC 26 (and are 7th level monsters). If you start with **16 modroks** they have +16 to attack, AC 26, HP 160 (and are 8th level monsters). If you start with **25 modroks** they have +16 to attack and deal 40 damage, AC 26, HP 160 (and are 9th level monsters).

Nastier Specials

Prime mover: If the number of modroks *currently* in the battle is 1 or a prime number (1, 2, 3, 5, 7, 11, 13, 17, 19, 23, 29, etc.) then modroks take half damage from magic (spells, magic weapons, etc.).

Like clockwork: Modroks get to use the escalation die, but only when it is even.

Flight: These modroks can unfurl spinning blades that allow them a form of hovering flight.

AC 20
PD 20 **HP 80**
MD 20

*While cnidarians and modroks can pop up anywhere, they've been particularly active in the Middenlands recently. See the *Death Trek* chapter of the *Life, Death, Rebirth* adventure, page 40*

Hellmass the Wizard

With so many hit points, any battle with Hellmass is sure to last. If you are worried it might go too long, consider arming the PCs with epic (or iconic!) weapons in response to icon relationship boons (6s).

Destin Hellmass is quite quite mad—messing with transdimensional magic will tend to do that to you.

*Double-strength 15th level caster [HUMANOID]
Initiative: +20*

Touch of chaos +19 vs. PD (two attacks against different targets)—100 force damage
Natural even miss: 50 lightning damage.
Natural odd miss: 50 thunder damage.

C: Elemental shards +19 vs. AC (2d3 nearby enemies)—100 fire and cold damage (50 of each, if it matters)

Natural 16+ hit: The target cannot gain hp (heal through magic or otherwise) until after its next turn.

Natural 1-5 hit or miss: The target and the wizard swap places.

Short teleport: As a quick action the wizard can teleport to any spot near where it was at the start of its turn.

AC 30
PD 28
MD 24

HP 2300 (see wizard's escape)

Wizard's escape: The first time the adventurers face Hellmass, he vanishes as soon as he becomes staggered (1150 hp or fewer).



Hollow Person Jaguar Rex

Double-strength 11th level caster [ABERRATION]

Initiative: +14

Vulnerability: Melee Weapons

Slap +17 vs. AC (2 attacks)—60 damage

Natural even hit: The target is dazed until the beginning of the hollow man's next turn.

C: Fetid breath +17 vs. PD (1d3 nearby enemies)—60 poison damage, and 25 ongoing poison damage

R: Venomous blast +17 vs. MD—120 poison damage, and 25 ongoing poison damage

Miss: 25 poison damage.

Resist Negative Energy 11+: When a negative energy attack targets this creature, the attacker must roll a natural 11+ on the attack roll or it only deals half damage.

Nastier Specials

The first time the hollow person becomes staggered, they emit a *pain blast* as an interrupt.

Pain blast +17 vs. MD—30 damage AND subtracts 1 from the escalation die.

AC 26

PD 20

MD 24

HP 480 (240 staggered)

A cross between a tiger and a bipedal dinosaur, these beasts hunt in packs in long grasses or lurk in trees as ambush predators.

Triple-strength 8th level blocker [BEAST]

Initiative: +18

Rapid bite +12 vs. AC (two attacks)—60 damage

C: Pounce +17 vs. AC (one nearby or far away enemy)—60 damage, and the jaguar rex pops free and moves into engagement with the target

First strike: If no adventurer has yet to act in this battle, then the jaguar rex rolls to attack twice and takes the better roll.

Hunt the prey: Once per battle as a free action the jaguar rex gets to *pounce* on a moving enemy; if it hits it counts as intercepting the enemy's movement.

Hunter's path: A jaguar rex with a full belly opens a portal to another realm where it knows it can rest. It won't stick around to fight once it has its meal; a hungry jaguar rex opens multiple portals to realms it thinks might offer a plentiful hunting ground, then leaves through one once it has the scent of prey.

Nastier Specials

Clever girl: The jaguar rex is smart enough to set up very complex ambushes designed to lure adventurers into a kill zone, perhaps coordinating with other monsters.

Velocity of the raptor: The jaguar rex can double-move when it is running in a straight line.

AC 23

PD 21

MD 17

HP 640

KOBLINS

Horrid creatures resulting from the effects of unstable planar energies on kobolds and goblins. Koblins seem to take on features of creatures that live near them, mostly spiders, frogs, and lizards—although sometimes they mimic traits from other beasts or even from humanoid. Koblin biology stabilizes after multiple generations—usually into something that is mostly-goblin or mostly-kobold, but sometimes giving rise to a new hybrid race of true-breeding koblins.

Koblin Tadpole

This tiny koblin is mindless and vicious, aware of only its own hunger.

3rd level mook [HUMANOID]

Initiative: +8

Claw and bite +8 vs. AC—6 damage

Explosive biology: When this tiny monster dies it deals 2d4 damage to all nearby enemies.

AC 17

PD 15

MD 11

HP 10 (mook)

Mook: Kill one koblin tadpole mook for every 10 damage you deal to the mob.



Koblin Raider

These quick little monsters are vicious and unpredictable.

4th level mook [HUMANOID]
Initiative: +10

Teeth filed into points +9 vs. AC—7 damage

C: Spiked ball on a rope +9 vs. AC (one nearby enemy)—5 damage and the enemy is stuck (save ends)
Limited use: Only one successful hit per battle.

Burst of speed: On their first turn these koblins get an extra move action.

Pick One:
Shifty like a goblin: Has +5 to disengage checks.

Evasive like a kobold: Takes no damage from missed attacks.

Unstable hybrid: Explodes upon death, dealing 1d8 damage to enemies engaged with it.

AC 20
PD 18 **HP 14 (mook)**
MD 14

Mook: Kill one koblin raider mook for every 14 damage you deal to the mob.

Koblin Archer

4th level archer [HUMANOID]
Initiative: +10

Spiked club +9 vs. AC—10 damage

R: Shortbow +9 vs. AC—7 damage
Natural even hit or miss: The koblin can make another *shortbow* attack against the same target (maximum three attacks in a turn).

Dodgy: Once per battle when an enemy moves into engagement with this koblin, the koblin immediately disengages from the enemy.

Pick One:
Shifty like a goblin: Has +5 to disengage checks.

Evasive like a kobold: Takes no damage from missed attacks.

Unstable hybrid: Explodes upon death, dealing 1d8 damage to enemies engaged with it.

AC 20
PD 18 **HP 50**
MD 14

Koblin Spider-Rider

Great, koblins on enormous spiders!

4th level troop [HUMANOID RIDING A BEAST]
Initiative: +8

Mandibles +9 vs. AC—10 damage
Natural even hit: 10 ongoing poison damage.

R: Shortbow +9 vs. AC—7 damage
Natural even hit or miss: The koblin can make another *shortbow* attack against the same target (maximum two attacks in a turn).

Skittering climber: The koblin spider-rider can move up walls and over ceilings, jump from branch to branch, and cling to the underside of wagons.

Nastier Specials: Pick One:
Shifty like a goblin: Has +5 to disengage checks.

Evasive like a kobold: Takes no damage from missed attacks.

Unstable hybrid: Explodes upon death, dealing 1d8 damage to enemies engaged with it.

AC 20
PD 18 **HP 60 (see spider-rider)**
MD 14

Spider-rider: The hit point total and defenses are for both the koblin and the spider—if the final attack that finishes the pair off is a natural even then the koblin dies and the injured spider runs away; on an odd attack roll the spider dies and the koblin flees.

Koblin Camp Guard

5th level blocker [HUMANOID]
Initiative: +12

Rusted sword +10 vs. AC—18 damage
Natural even hit: The koblin pops free.

Desperate defender: If the koblin is backed into a position so that it couldn't escape if it wanted, it gains +2 AC.

Pick One:
Shifty like a goblin: Has +5 to disengage checks.

Evasive like a kobold: Takes no damage from missed attacks.

Unstable hybrid: Explodes upon death, dealing 1d10 damage to enemies engaged with it.

AC 22
PD 17 **HP 76**
MD 15

Koblin archers would rather attack from a safe distance—after all, koblins aren't stupid (but neither are they especially smart).

Koblin camp guards are armored and are fanatical about defending their home—at least until they decide to run away.

Koblin Shaman

Koblin hexes are crude, unpredictable, and dangerous—just like their casters.

5th level caster [HUMANOID]
Initiative: +10

Withering touch +10 vs. PD—18 negative energy damage

C: Spray of conjured filth +10 vs. PD (1d3 nearby enemies, or one far away enemy)—6 ongoing poison damage and the target is vulnerable to all attacks (save ends both)

C: Flame of fear +10 vs. MD (one nearby enemy)—6 fire damage
Limited use: 1/round, as a quick action.

Shaman's trick: At the start of the battle roll a d6 for each shaman. At the start of each of the shamans' turns reduce the d6 result by one. When the d6 reaches 0 the shaman can teleport at the start of its turn as a free action, and it can make a *flame of fear* attack as a free action before the start of its next turn.

Pick One:
Shifty like a goblin: Has +5 to disengage checks.

Evasive like a kobold: Takes no damage from missed attacks.

Unstable hybrid: Explodes upon death, dealing 1d10 damage to enemies engaged with it.

AC 21
PD 15 **HP 70**
MD 19

Koblin High-Shaman

A leader among the kobblins—or at least a kobblin that the others are afraid of, which with kobblins amounts to the same thing.

Double-strength 7th level caster [HUMANOID]
Initiative: +15

Transmute blood to spiders +12 vs. PD—28 damage and the target is hampered (basic attacks only) until the end of their next turn

C: Foul cloud +12 vs. PD (1d3 nearby or far away enemies in a group)—40 acid damage

R: Mind-eating serpent +12 vs. MD—16 psychic damage
Limited use: 1/round, as a quick action.

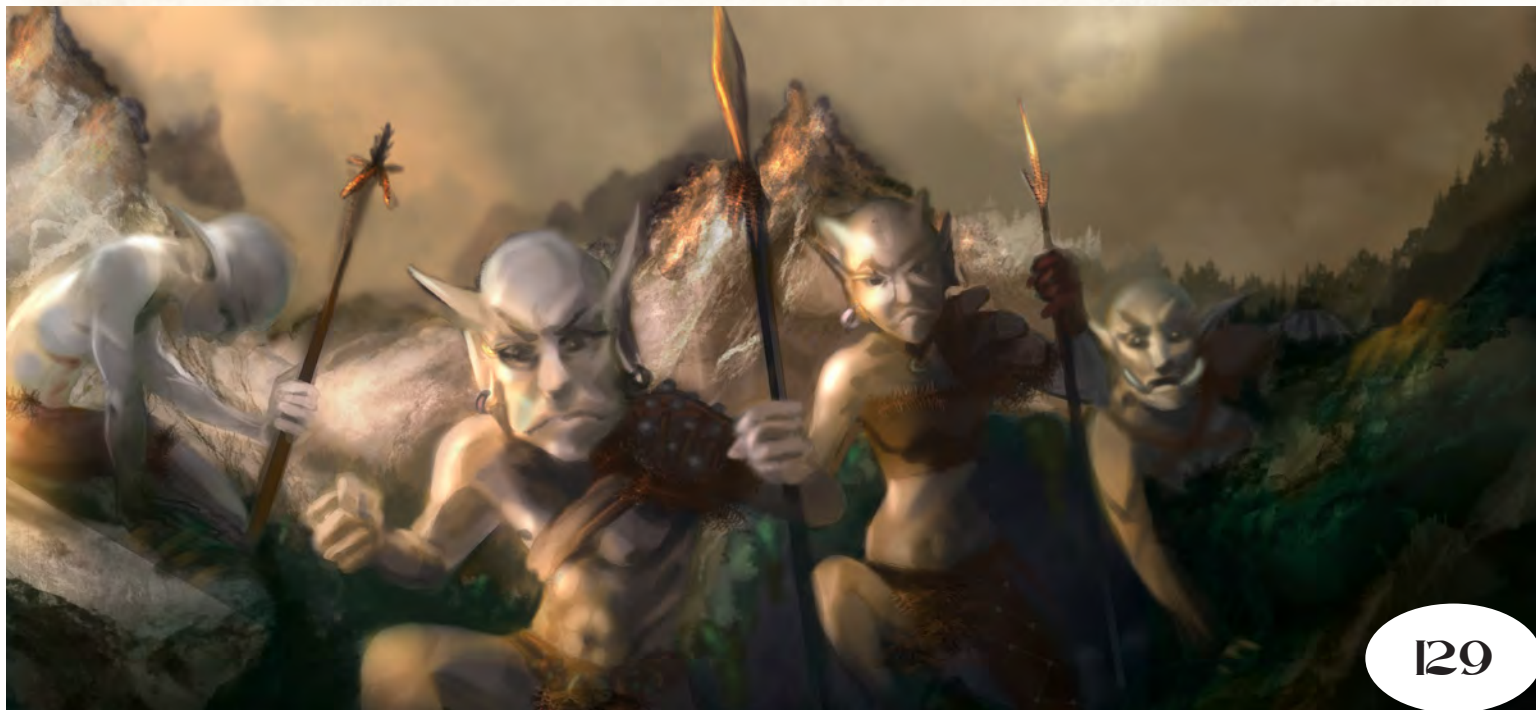
High-shaman's trick: At the start of the battle roll a d6 for each shaman. At the start of each of the shamans' turns reduce the d6 result by one. When the d6 reaches 0 the shaman can teleport at the start of its turn as a free action, and it can make a *transmute blood to spiders* attack as a free action before the start of its next turn.

Pick One:
Shifty like a goblin: Has +5 to disengage checks.

Evasive like a kobold: Takes no damage from missed attacks.

Unstable hybrid: Explodes upon death, dealing 2d6 damage to enemies engaged with it.

AC 23
PD 16 **HP 222**
MD 22



Giant Koblin-Spider

A horrific hybrid creature, revered by other koblins.

Huge 7th level spoiler [BEAST]
Initiative: +8

Scissoring mandibles +12 vs. AC (two attacks)—40 damage

Natural even hit: The target is stuck (save ends).
Natural odd hit: The target is hampered (save ends).

C: Caustic webbing +12 vs. PD (one nearby or far away enemy, plus one enemy engaged with the koblin-spider)—5 ongoing acid damage and the target is stuck (save ends both)

Limited use: 1/round, as a quick action.

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Ghiama, page 59
Lake Akuma, page 57

LIVING-GODS

These beings are not true gods, but rather very powerful immortals with many followers and able to bestow strange powers.

Glitterkiss is the god of joy and beauty and love (mostly the self-absorbed kind of love for one's own beauty).

How to Kill a Living-God

All living-gods have a means by which they can be permanently killed, players just need to discover it for themselves. For example, Kraw reincarnates on battlefields, so to put the crow god down forever you just need to bring peace to the multiverse for a month or so...truly an epic quest! Huge cosmic dragons with the *part of the weave* nastier special technically count as living-gods too, though tend not to be as self-absorbed as those in this section.

Clerics of Glitterkiss

PC clerics of Glitterkiss are most likely to take the Beauty, Illusion, or Sun domains, but can also choose to take the domain Joy. The Joy domain lets you, once per day, roll twice for skill checks for five minutes or so (taking the better rolls). The daily invocation lets you reroll one Charisma-based attack during battle (and take the better roll) and reroll further such attacks during the battle (taking the better rolls), but at a cost of a recovery each if the attack still misses. The adventurer feat gives you a free daily reroll of a Charisma-based skill roll or attack without first spending a recovery (take the better roll). The champion feat lets you reroll an already rerolled Charisma-based skill check or attack once per day (and take the best of the three). The epic feat lets you add your Charisma modifier to your recovery rolls.

Climber: The spider can move on just about any surface that can support its weight.

Nastier Specials

Dripping with poison: Stuck or hampered enemies engaged with the koblin-spider take 10 poison damage at the start of their turns.

AC 24
PD 21 **HP 333**
MD 15

Koblins and the Icons

Supreme Commander Tyrvek is actively recruiting koblins, as is **Ghiama**. Yet many of them are already busy furthering **Lady Akuma's** incomprehensible agendas.

Glitterkiss, Living-God of Joy

Huge 10th level blocker [SPIRIT]
Initiative: +16

Bright narcissus +15 vs. MD (1d3 enemies)—50 psychic damage and target is stunned (-4 to defenses, no actions) until the start of their next turn.
Miss: Target is stuck as flowers start to grow over them (save ends).

C: Joyful allure +15 vs. MD (1d3 nearby enemies, or 1d3 far away enemies in a group)—Target is pulled toward Glitterkiss, takes 50 psychic damage, and is stuck until the end of their next turn.
Limited use: 1/round, as a quick action.

Teleporter: Glitterkiss can teleport between mirrors, though it takes a full round of staring at itself to flee to any mirror that isn't on the battlefield. The god can teleport between realities via mirrors, though not mid-battle.

Immutable: If Glitterkiss is killed it will reincarnate at some far-off field of flowers at some time during the next month.

Nastier Specials

Caught in its regard: Each round Glitterkiss can make one moving enemy stuck until the end of its turn, ending the enemy's movement.

Armor of amore: Glitterkiss can give one ally each battle +2 to all its defenses, or up to three allies +1.

AC 26
PD 20 **HP 700**
MD 24

Glitterling

These followers of Glitterkiss revel in their own beauty and cleverness.

8th level troop [HUMANOID]
Initiative: +12

Dance of golden blades +13 vs. AC—38 damage
Natural 18+ hit or miss: The glitterling pops free, and moves as a free action.

C: Glitter +15 vs. PD (1d3 nearby or far away enemies in a group)—24 damage
Natural 18+ hit or miss: Target is blinded (-4 to attack if the target relies on sight) until the end of their next turn.

Joyous dance: Glitterlings cannot be intercepted, and have a +4 bonus to disengage checks.

Nastier Specials

Silken scarves: This glitterling can fly.

Blessings of Glitterkiss: This glitterling explodes when it dies, dealing 15 fire damage to the closest two enemies.

AC 24
PD 18 **HP 144**
MD 22

Gra-gara, Living-God of Frogs

Gra-gara considers himself the divinely appointed ruler of all amphibians everywhere.

Huge 14th level spoiler [SPIRIT]
Initiative: +16

C: Divine croak +19 vs. PD (1d4 enemies in a group)—150 thunder damage
Natural even hit or miss: The target is weakened.

C: Long tongue +19 vs. AC (one nearby enemy)—
The enemy is pulled into Gra-gara's mouth, provided nothing is already in there
Limited use: 1/round, as a quick action.

Swallow: It is a DC 30 skill check requiring a standard action to escape Gra-gara's mouth. If you do not escape the mouth by the end of your turn, you are swallowed.

Frog-like movement: Gra-gara can jump like a frog, and swim like one too.

Swallowed by the king of frogs: Characters who are swallowed can either try to escape up into the mouth (a DC 35 skill check as a standard action), or can attack. Swallowed characters are hampered (basic attacks only) and take 2d20 acid damage at the end of their turns if they are not trying to

Clerics of Gra-Gara

PC clerics of Gra-Gara often choose the Vengeance, Trickery, or Leadership domains, but can also choose to take the domain Greed. The Greed domain lets you use a quick action to take a recovery from an ally once per battle. If you spend the recovery, use your ally's recovery dice and bonuses (including any magic item bonuses). If the ally doesn't spend a recovery after you take one, they get two recoveries back at the end of the battle, otherwise you must use the recovery to heal yourself during the next rest after the battle if you didn't use it during the battle. The daily invocation lets you heal with a free recovery once per battle when you kill a non-mook enemy. The adventurer feat adds your level to the healing you gain from a stolen recovery. The champion feat lets you add one nearby ally's Wisdom modifier to the recovery from a stolen recovery roll. The epic feat doubles the healing you get from a stolen recovery once each day.

escape. Gra-gara is a spirit and can have as many people swallowed at once as he likes—he is not bound by the size of his stomach but by his greed.

Immutable: If Gra-gara is killed it will reincarnate at some far-off swamp at some time during the next month.

AC 30
PD 24 **HP 1600**
MD 28

Monstrous Frog

Really big frogs, with pitchforks.

10th level mook [BEAST]
Initiative: +12

Pitchfork +15 vs. AC—40 damage
Natural even hit or miss: The frog pops free and can jump as a quick action.

Frog-like movement: The monstrous frogs can jump like a frog, and swim like one too.

Nastier Specials

All worship the hypno-frog: Enemies who roll a natural 1 attack against the monstrous frog must reroll the attack against themselves.

Don't lick the frog: Enemies who roll a natural 1 attack against the monstrous frog become confused (hard save ends).

AC 26
PD 20 **HP 50 (mook)**
MD 24

Mook: Kill one monstrous frog mook for every 50 damage you deal to the mob.

The Overworld and Beyond

Wherever meat rots, there is the gaze of Kraw.

Kraw, Living-God of Carrion

Huge 10th level leader [SPIRIT]
Initiative: +16

Dark beak +15 vs. MD (two attacks)—60 psychic damage

Miss: 30 psychic damage.

Natural 16+ hit: Target is grabbed. Kraw can grab up to three enemies at a time (one in its beak, two in its claws).

C: Call of the grave +15 vs. PD (one nearby enemy, plus any enemy Kraw has grabbed)—Target becomes vulnerable to all attacks until the start of its next turn.

Limited use: 1/round, as a quick action.

Flight: Kraw can fly, though it lands to attack. The god can fly between realities, though not mid-battle.

Immutable: If Kraw is killed it will reincarnate at some far-off battlefield at some time during the next month.

Nastier Specials

Shineys: If Kraw crits it steals away a magic item. Adventurers can get their items back by killing Kraw.

Gravelands: Kraw gets a +1 bonus to all defenses and attacks when in a graveyard, battlefield, slaughterhouse, etc.

AC 26	
PD 24	HP 700
MD 20	

Praedari, friend to druids and rangers, hunter of most everything else.

Praedari, Living-God of the Wild

Huge 10th level troop [SPIRIT]
Initiative: +18

Red in tooth and claw +15 vs. AC (two attacks)—90 damage

If both attacks hit the same target: The target takes 30 ongoing damage.

...and both attacks are natural 16+ rolls: The save against the ongoing damage is hard (16+).

Fly, swim, run: Praedari can shift forms as a quick action to become bird-like, fish-like, something like a huge wolf or cat, or like an antlered giant. By adapting its form it can move in almost any environment.

Scent of the prey: Praedari can track its prey anywhere, including across realities, unless supernatural effort is made to erase the trail. The god can sniff out pathways between realities, though not mid-battle.

Immutable: If Praedari is killed it will reincarnate within the month in some far-off wild place where a hunt is underway.

Nastier Specials

Spare-wolf: When one of its allies die in battle two new allies rise from its bloody corpse. Praedari can do this 1d3 times per battle.

Got your scent: Praedari can't be fooled by illusions or invisibility; ignores spells like *blur*; prevents rogues from using *shadow walk* while Praedari is nearby, etc.

AC 26	
PD 22	HP 700
MD 22	

These dark birds are the heralds of Kraw.

Korvus

Half-strength 10th level mook [BEAST]
Initiative: +12

Claws and beaks +15 vs. AC—20 damage

Crit against a staggered enemy: Target must save or lose an eye.

Supernatural flight: Korvii fly swiftly, can phase through solid matter, and can make their attacks mid-move.

Humanoid form: Korvii can assume the form of black-robed priests with feathered cloaks and bird-skull masks.

AC 26	
PD 24	HP 26 (mook)
MD 20	

Mook: Kill one korvus mook for every 26 damage you deal to the mob.

Clerics of Praedari

PC clerics of Praedari often choose the Healing, Community, or Strength domains, but can also choose to take the domain Hunt. The Hunt domain lets you designate one non-mook enemy (or a mob of mooks) each battle as your prey—you gain +1 to attack that enemy and cannot be intercepted while moving into engagement with that enemy. The daily invocation lets you spend a free recovery to heal when your prey dies (adding your Wisdom modifier to the recovery roll if you were the one to kill the prey). The adventurer feat adds your level to the healing you gain from any recovery roll. The champion feat lets you designate two non-mook enemies (or two mobs of mooks, or a non-mook enemy and a mob of mooks) as your prey each battle, but you only get to use your invocation if both prey are dead. The epic feat doubles the healing you get from your invocation's free recovery.

Wild Hunters

10th level archer [BEAST, HUMANOID, OR PLANT]
Initiative: +12

Hunter's spear +15 vs. AC—50 damage

R: Hunter's shot +15 vs. AC—60 damage
Natural even hit: Target must save at the start of each turn or lose their move action that turn.

Fast run: Wild hunters cannot be intercepted, and gain +4 to all defenses if they use their standard action to move.

Nastier Specials

Dire attack [BEAST-only]: The wild hunter deals triple damage on a crit.

Pursuit hunter [HUMANOID-only]: You can't flee from this enemy; as soon as you stop to rest it shows back up fully healed and ready to fight.

Ambush bush [PLANT-only]: The wild hunter acts in the ambush round.

AC 26
PD 24 **HP 200**
MD 20

Massive Parasite

Huge 10th level wrecker [BEAST]
Initiative: +12

Worm-like jaws +15 vs. AC (two attacks)—100 damage

Ravenous: Each time this monster hits, increase its damage by a cumulative 20 (100 on the first hit, then 120, then 140, then 160, etc.) to a max of 220.

Pick One:

Burrowing: The parasite can burrow, but only in the Fleshscar or in loose soil.

Flight: The parasite can fly, unfurling its tubular body into something like a manta ray.

Sticky: Enemies engaged with the monster must save (11+) or become stuck until the end of their next turn.

Nastier Specials

Digestive secretions: Hitting this thing with a melee attack deals 10 acid damage to the attacker.

Disease carrier: Recoveries spent to heal damage from this monster do not return after a full rest as normal—instead, roll a save (11+) after each full rest to see if they return. The disease passes after a number of days equal to ten minus the adventurer's Con modifier.

AC 23
PD 24 **HP 850**
MD 20

Anywhere but the Fleshscar the massive parasite would be top of the food chain.

Wild hunters are followers of Praedari who live for the hunt.

The Overworld and Beyond

The ultimate mimic, monster mimics are scars on reality left by the Outer Darkness. They have no true shape of their own, so they copy the shapes of others.

Outer dark cultists are death-seeking nihilists who seek the obliteration of reality itself.

Monster Mimic Outer Dark Cultist

Double-strength ??? level ??? [ABERRATION... AND ALSO AT THE SAME TIME WHATEVER CREATURE TYPE IT IS PRETENDING TO BE]
Initiative: +?

Ultimate mimic: Pick a medium monster and treat the monster mimic as that (creature type, description, hit points, attacks, etc.), but when that monster becomes staggered replace it with a monster of the same or similar level. When the second monster becomes staggered, replace it again with a third monster of the same/similar level. Once the third and final monster-form dies, the monster mimic turns into a puddle of colorless goo that evaporates to nothingness.

Nastier Specials

But wait, there's more!: The monster mimic has a fourth form that it adopts once its third form becomes staggered.

Bigger, bolder, badder: The monster mimic's final form is large, or maybe even huge.

AC ??
PD ?? HP ??
MD ??

4th level caster [HUMANOID]
Initiative: +9

Poisoned dagger +9 vs. AC—10 damage
Natural even hit: 4 ongoing poison damage.

C: Nihilartikel +9 vs. MD (one nearby or far away enemy)—5 ongoing psychic damage and the target is stuck (save ends both)

Aftereffect: After the target has saved against the ongoing damage it takes 5 ongoing poison damage.

Phantomym equivalience: If a single attack against the cultist's AC or PD would reduce a cultist's hit points from full to 0 hp or fewer it takes only half damage.

AC 19
PD 20 **HP 50**
MD 20



PHASE SCORPIONS

Swarming Phase Scorpions

Large 4th level mook [BEAST]
Initiative: +8

Stingers & mandibles +11 vs. PD—10 poison damage
Natural odd hit or miss: 2 acid damage.
Natural even hit: If the target is wearing heavy armor then the swarm is now inside the armor, and gains +2 AC and PD and moves along with the target.

Phasing swarm: This monster can pass through solid objects and takes half damage from ranged attacks.

AC 21
PD 16
MD 12

HP 18 (mook)

Mook: Kill one swarm of phase scorpions for every 18 damage you deal to the mob.

Giant Phase Scorpion

Large 7th level wrecker [BEAST]
Initiative: +11

Claw, claw, sting +12 vs. PD (3 attacks)—18 damage (the last attack deals poison damage)
All three attacks hit the same target, and the target is staggered: Target must start making last gasp saves to avoid dying from the poison that has just been phased into its brain.

Phasing lurker: This monster can pass through solid objects, and when it becomes staggered it phases under the ground (where it cannot be targeted) to emerge at the start of its next turn anywhere on the battlefield.

AC 23
PD 21
MD 17

HP 220

Phase Scorpion Venom

Phase scorpions can slip between realities. If you harvest their venom you too can travel between realms—though injecting the venom means you take poison damage. The amount of poison damage is down to the GM: the longer your journey the worse the pain. If somebody in a group making a journey together somehow reduces or resists the poison damage the whole party might end up off-course in some unfamiliar realm—if you want to make the trip you have to be willing to endure the pain.

You just can't keep swarming phase scorpions out of your boots—in fact, they phase straight through armor!

Porcelain Bull

Double-strength 5th level mook [CONSTRUCT]
Initiative: +7

Headbutt +10 vs. AC—18 damage
Natural 18+ hit: Triple damage, and the construct drops to 0 hp and shatters.

Tough, yet fragile: If a single attack does 30 damage or greater, the porcelain bull partially shatters and it becomes permanently stuck.

Transdimensional: When the escalation die reaches 6 the bulls rip open a portal to another realm and flee through it. The portal stays open for an hour or so afterwards.

AC 18
PD 14
MD 10

HP 60 (mook)

Mook: Kill one porcelain bull mook for every 60 damage you deal to the mob.

The bane of transdimensional travelers, giant phase scorpions seem to love roosting in the ground under potential campsites.

Porcelain bulls are cheap hollow constructs used to transport goods between realms, with the cargo stored inside their bodies. Occasionally some get loose and start wandering the realms on their own.

Sharkians are part shark, part orc, all realm-sailing pirate. These bloodthirsty sailors can be found swabbing the deck on void elf ships, as hangers-on in a gnoll pack, or as muscle-for-hire. More rarely they form independent groups that straddle the line between mercenaries and bandits.

SHARKIANS

Nastier Special for All Sharkians

Blood in the water: When the first PC becomes staggered all sharkians can make a free attack.

Sharkian Freebooter

Arrrr!

6th level mook [HUMANOID]

Initiative: +16

Bite +11 vs. AC (1d3 attacks)—8 damage

C: Harpoon +11 vs. AC (one nearby or far away enemy)—12 damage

Natural 16+ hit: The target is pulled into engagement with the sharkian.

The shark that walks: This creature can swim like a shark, breathe under water, and can scent blood in the water or on land from miles away. Sharkians have +2 to their defenses while in the water.

AC 22	
PD 20	HP 22
MD 18	

Mook: Kill one sharkian freebooter mook for every 22 damage you deal to the mob.

Sharkian Wizard

Sharkian wizards are cold and cunning.

8th level caster [HUMANOID]

Initiative: +18

Bite +13 vs. AC (1d3 attacks)—25 damage

C: Electric aura +13 vs. PD (closest nearby enemy)—38 lightning damage

Natural 19+ hit: Target is stunned until the end of their next turn.

C: Dark water wave +13 vs PD (1d3 nearby or far away enemies in a group)—26 cold damage, and if the target is nearby they are teleported far away

R: Shadow in the water +13 vs. MD—Until the end of the battle the target must save at the start of each of its turns or be afraid until the start of its next turn (fear = -4 to attacks and no using the escalation die).

The shark that walks: This creature can swim like a shark, breathe under water, and can scent blood in the water or on land from miles away. Sharkians have +2 to their defenses while in the water.

Nastier Specials

Great white: The wizard's bite attack targets 1d3+1 enemies.

Hammerhead: The wizard can cast a spell (*electric aura, dark water wave, shadow in the water*) as a free action when it becomes staggered.

Tiger shark: Twice per battle the wizard makes a single bite attack on an enemy's turn.

Whale shark: The wizard has 216 hit points.

AC 24	
PD 18	HP 144
MD 22	

Smothering Fleshwall

Will grab and crush; once a target is unconscious, it will let go and search for a new target.

Large 11th level spoiler [ABERRATION]

Initiative: +16

Melee Attack +19 vs. AC—Target is grabbed and dazed. Dazed lasts until grab is broken.

Natural 19+ hit: The target is stunned instead of dazed, save ends. When the save is made, the target becomes dazed until the grab is broken.

[Special trigger] **Fleshy crush +23 vs. AC**—70 damage

Damage pass through: Half the damage is passed onto the grabbed creature (if any), half is taken by the smothering flesh.

AC 27	
PD 25	HP 400 (200 staggered)
MD 21	

SNARKERS

Snarker Magician

3rd level caster [HUMANOID]

Initiative: +8

Wondrous web of worlds +8 vs. MD—9 psychic damage

Natural even hit: Target is teleported to a random spot on the battlefield (if you are using minis drop a d4 onto the table and see where it lands).

C: Brisby's voting thumb +8 vs. AC—9 damage

Hit when the escalation die is even: One condition (stuck, hampered, etc.) on the snarker is transferred to the target.

Miss when the escalation die is even: One condition (stuck, hampered, etc.) on the target is transferred to the snarker.

R: Gravity arrows +8 vs. AC—8 force damage

Hit when the escalation die is even: Target is stuck until the end of their next turn.

Hit when the escalation die is odd: Target is flung into the air (pops free) and takes 2d4 damage when they hit the ground. Flying targets and those that can easily withstand falls are immune to the falling damage.

Nastier Specials

Levitation: By altering gravity slightly this magic-user can fly, though not very fast.

War of flames: Enemies engaged with the snarker take 2 fire damage every time they take an action.

AC 19
PD 16 **HP 45**
MD 16

Snarker Justicar

4th level leader [HUMANOID]

Initiative: +8

Memetic sword +11 vs. AC—10 damage

Natural even hit: Make a second memetic sword attack against the target:

Burn +11 vs. MD—1d4 ongoing fire damage

Call to arms: One nearby enemy becomes the “pariah” until the end of the battle. The pariah is vulnerable to all attacks. There is only one pariah at a time—when this ability is used on a different enemy they become the new pariah and the effect on the previous target ends.

Limited use: 1/round, as a quick action.

Blessing of Kibo: As a move action the snarker teleports into engagement with an unengaged enemy.

Nastier Specials

Pariah status: The pariah has no allies—they can't be healed by others whose healing targets allies; pariah rogues can't count others as allies for purposes of sneak attacks; etc.

Mob justice: Mook allies of the justicar have +1 to attack the pariah.

AC 23
PD 14 **HP 45**
MD 17

Snarker is a catch-all term used by realm-walkers to refer to bodyguards and street-toughs in the City at the Edge of Dawn, transdimensional swords-for-hire, bandits on moon-paths, and adventurers. If you walk the ways between worlds and fight for glory or gold then you are a snarker.

Snarker magicians have strange spells and hidden names...

Justicars are leaders among snarkers, directing attacks and leading the charge.

SONS OF THE SEA

“Yo ho, the drowned ones call.”

Children of the Old Lords: In ages past, men were thrown into the sea as sacrifices to the *Lords of the Old Ones*. The Lords took the most pleasing of these gifts and transformed them into their own people: Toc replaced some of their flesh with coral and gave them the ability to breathe beneath the waves, and Tanic blessed them with tentacles like the most prized of his creatures. Helbar instilled them with strength and bloodlust. The Lords then set their sons loose to raid the coasts and return with the pillaged spoils.

Society of Strength: The sons of the sea respect strength and battle prowess, with the mightiest among them ruling over the rest. Battle scars are a source of pride, and when a group of sons, referred to as a frenzy, comes across another, the strongest member of each competes in a trial of combat, with the victor tribe claiming spoils from the loser. As an entirely male society, the sons must bolster their numbers from the towns that they raid, dragging strong boys beneath the waves to be transformed by the power of the Lords if they are deemed worthy.

Son of the Sea

Double-strength 3rd-level spoiler [ABERRATION]
Initiative: +6

A son of the sea can attack with both the coral spear and tentacle attacks each turn. A son has two tentacles, and a single tentacle can make either the raging tentacle or tentacle squeeze attacks, but not both.

When you're grabbed: you are engaged with the creature grabbing you and you can't move away unless you teleport, somehow pop free first, or successfully disengage. Your disengage checks take a -5 penalty unless you hit the creature that is grabbing you on the same turn that you're trying to disengage.

Raging tentacle +8 vs. AC (up to 2 attacks)—10 damage and the son of the sea grabs the target.

Tentacle squeeze +12 vs. AC (up to 2 attacks on grabbed targets)—12 damage
Miss: 3 damage.

R: Coral Spear +8 vs. AC—10 damage.

Nastier Specials

Escalator vs. staggered: A son of the sea adds the escalation die to its attack rolls against staggered targets.

AC 19
PD 17 HP 90
MD 13

Champion of the Sea

Double-strength 6th-level spoiler [ABERRATION]
Initiative: +9

A champion of the sea can attack with both the coral spear and tentacle attacks each turn. A champion has two tentacles, and a single tentacle can make either the raging tentacle or tentacle squeeze attacks, but not both.

Raging tentacle +11 vs. AC (up to 2 attacks)—20 damage and the son of the sea grabs the target.

Tentacle squeeze +15 vs. AC (up to 2 attacks on grabbed targets)—25 damage
Miss: 6 damage.

R: Coral Spear +11 vs. AC—20 damage, can attack with spear and tentacles each turn.

Nastier Specials

Escalator vs. staggered: A champion of the sea adds the escalation die to its attack rolls against staggered targets.

AC 22
PD 20 HP 180
MD 16

Building Battles

When the PCs go sailing, a pirate ship closes for a boarding action on one side, while sons of the sea climb up the other side of the ship, making a PC sandwich with sea salt.

The PCs' ship hits an uncharted coral reef, breaching the hull and letting in water, sahuagin, and sons of the sea. The captain asks a PC to check below decks for any damage (maybe they are carrying important cargo below and will want to check anyway).

Sons of the sea raid the coastal town the PCs are in during the night. When the PCs put up a defense, the sons retreat to the sea, carrying helpless prisoners. Waiting just under the surface are sahuagin mutants and glow priests, ready to strike if the PCs follow the sons of the sea.

Sons of the Sea and the Icons

Lady Akuma enjoys the excitement and drama that sons and champions of the sea create. The Father of Robbers and Supreme Commander Tyrvek appreciate how gifted they are at piracy.

Adventure Hooks

A storm surge floods a coastal town at night, bringing with it sons of the sea who claim the town. An icon wants the town saved, but the flood never retreats, keeping the town underwater due to a strange magic item brought by the sons.

A small fishing village in Borgostnya is overrun by sons of the sea who are using a holy relic to keep the vampires at bay. Let no one say that Baron Von Vorlatch abandons his people. He finds something the PCs want, takes it, and offers it in exchange for defeating the sons of the sea.



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Lady Akuma, page 57

Father of Robbers,
page 53

Supreme Commander
Tyrvek, page 61

Tentacula

Double-strength 8th level blocker [ABERRATION]

Initiative: +8

Feeding feelers +13 vs. AC—50 damage

Natural odd hit: Until the end of the battle, if the target starts their turn engaged with this monster it takes 25 damage.

Natural even hit: The target is hampered until the end of its next turn.

C: Pull of the void +13 vs. MD (one nearby or far away enemy)—The target must move into engagement with the tentacula on its next turn or take 50 psychic damage at the end of its next turn

Limited use: 1/round, as a quick action.

Boneless monstrosity: The tentacula can squeeze through any space that air can get through.

Nastier Specials

Clinging suckers: Disengaging from the tentacula has a -5 penalty.

Undo reality: If the tentacular's *feeding feelers* causes an enemy to drop to 0 hp or fewer, one magic item belonging to that target loses its magic. This might be a temporary situation, or it might be permanent.

AC 24

PD 22

MD 18

HP 300

Toothsome Maw

11th level mook [ABERRATION]

Initiative: +14

Toothsome bite +16 vs. AC—46 damage

Natural 16+ hit: 46 and the target is stuck (save ends).

Miss: 5 [poison] damage.

[Special trigger] If the target is stuck before the attack (from a previous attack), the toothy maw gets two toothsome bite attacks.

Creep: appears under a PC on the first round, thereafter can move 5 feet a round

AC 27

PD 25

MD 21

HP 70

Mook: Kill one toothsome maw for every 70 points of damage you deal to the mob.

A tentacula is a blood-drinking mass of writhing black feelers.

A toothsome maw appears on the ground, right under a character's feet. Very popular in the Fleshscar.

A proud and cruel race, the void elves lost their world to disaster (or perhaps it was destroyed in a war or by a vengeful deity). Void elves live in tunnels on floating rocks in a mostly airless void lit only by lightning that crackles from its roiling purple clouds. From their shattered world, they launch raids into other realms.

VOID ELVES

Nastier Special for All Void Elves

Cruel twist: Sometimes void elves only play dead and have an extra 10 hp. They wait until you are looting their “corpse” and stab you before running away, with a +4 to attack and dealing double damage if they hit.

Elves, Elves Everywhere

Void elves are dark elves...*in spaaaaace*. Similarly, you could call high elves “star elves” and have them be realm-traveling voyagers in crystal ships, or call wood elves “wildspace nomads” and give them living tree-ships. The rules for PCs are the same, the flavor slightly different.

Void Elf Corsair

7th level troop [HUMANOID]
Initiative: +12

Twin cutlasses +12 vs. AC—20 damage

C: Sparker bomb +12 vs. PD (1d3 nearby enemies in a group)—5 lightning damage

Limited use: 1/round, as a quick action.

Avast!: These elves don’t need to make rolls to swing from rigging, perform zero-gravity acrobatics, or other astronomical swashbuckling.

AC 23
PD 17 **HP 100**
MD 21

Void Elf Highbinder

9th level archer [HUMANOID]
Initiative: +8

Poisoned dagger +14 vs. PD—30 damage and 10 ongoing poison damage (save ends)

R: Barbed darts +14 vs. AC—40 damage

Each successive hit against the target: Each hit by any highbinder after the first deals an extra 10 poison damage to the target (40 damage for the 1st hit, 40 + 10 poison for the 2nd hit, 40 + 20 poison for the 3rd hit, 40 + 30 poison for the 4th hit, and so on).

Voidbomb [group ability]: Once per battle as a quick action, all the void elves in the battle can pop free and move.

AC 25
PD 19 **HP 180**
MD 23

Death-Spirals

The void elf highbinder’s escalating damage on its barbed darts can be deadly—more so than its level suggests. It’s OK to have the void elves run out of barbed darts if it looks like you are heading towards a TPK.

Void Elf Warplock

This dark elf knows the darkness between the stars.

11th level caster [HUMANOID]
Initiative: +16

Claw rings +14 vs. AC (two attacks)—25 damage

C: Dark warp +16 vs. PD (1d3 nearby enemies)—50 negative energy damage, and the targets teleport, swapping places with each other (no teleportation effect if only one target hit)

C: Acid spit (automatic hit against the closest nearby enemy)—5 ongoing acid damage
Limited use: 1/round, as a quick action.

R: Void lightning +16 vs. PD—70 lightning damage, or 50 force damage and the target pops free and is hurled back (target’s choice)

Void warp: The void elf warplock can teleport as a move action, and once per battle as a quick action.

AC 26
PD 27 **HP 290**
MD 22

Void Elves and the Icons

Everyone knows that the void elves have left the service of Queen Tanadil for that of Lady Akuma. Or follow no icons at all. Some have speculated this is only partially true.



Queen Tanadil, page 49
Lake Akuma, page 57

Magic Item Miscellany

Thirteen magical items that can be found in the overworld and beyond, or that might have come from there.

Weapons

Default bonus: Attacks and damage when using the weapon: +1 (adventurer); +2 (champion); +3 (epic).

Blade of Concordance

The iridescent metal of the blade glows with shifting colors.

Once per battle (or once every five minutes): As a quick action, pick any damage type (acid, cold, fire, etc.)—the weapon now deals that damage type until you next change it.

Recharge 11+ after use: Perform a minor non-combat cantrip-style trick involving the current damage type. Tricks could involve igniting a fire at a short distance, freezing a door lock so that it can be shattered, using negative energy to wither plants, making a loud thunder-clap, etc.

Always: If you are in a realm infused with a particular element or power, and your weapon is set to a matching damage type, your crit range with the weapon expands by 2 (usually to 18+).

Quirk: Never satisfied, the grass is always greener on the other side.

Dimensional Rune-Hammer

The stone head of this hammer sometimes becomes see-through.

Recharge 16+ after battle (and once per day the power automatically recharges when you crit with the weapon): Teleport yourself or an engaged enemy or an ally next to you to any point nearby that you can see (champion: recharge 11+ after battle; epic: recharge 11+ during battle).

Quirk: Once you believe a lie, it is hard for you to change your mind.

Overworld Bow

This bow is strung with a heartstring from an overworld raptor.

Always: Arrows shot using this bow can phase through solid obstacles to hit their targets. Targets hidden behind walls gain +4 to their defenses if you can't see them, but if you beat their defenses you still hit them.

Quirk: Kill what you eat, eat what you kill.

Armor

Default bonus: Armor class: +1 (adventurer); +2 (champion); +3 (epic).

Elemental Runescale

This leather-and-metal panoply grants protection to those who travel between realities.

Always: You are protected from environmental hazards prevalent within the realm that you are currently in. For example: you can't drown while in the elemental realm of water, you won't be burnt by the Sea of Fire in the elemental realm of fire, etc. The environmental protection doesn't extend to attacks against you.

Recharge 16+ after battle: Until the end of the battle, gain resist 12+ to the damage type of the last attack against you, hit or miss (champion: recharge 11+ after battle; epic: recharge 6+ after battle).

Quirk: Over-confidence.

Lucent Chain

The fine lustrous links of this chain shirt bend light around you, and make no sound.

Always: Gain a +2 bonus to sneaking about and hiding (champion: +4; epic: +6).

Recharge 16+ after battle: Until the end of the battle you gain a bonus to AC equal to the escalation die when you are in near-complete darkness.

Quirk: Photophobia (light hurts your eyes).

Transplanar Plate

This "bright-steel" breastplate has teleportation circles acid-etched into the metal.

Once per battle: When you are attacked by an engaged enemy (hit or miss), teleport that enemy far away from you.

Once per day: Teleport to a point that you can see that is far away from your current location.

Quirk: Keeps others at arm's length.

Implements & Symbols

Default bonus: Attacks and damage with a spell or magical (non-weapon) attack: +1 (adventurer); +2 (champion); +3 (epic).

Cosmic Orb

The swirl of gases dotted with points of light in this orb look almost like a galaxy. Almost.

Always: When you teleport or fly, you can travel twice as far as you could normally.

Recharge 16+ after battle (or 11+ after battle if wielding a second orb): If a ranged or close attack misses you, the attacker must retarget the attack against themselves or one of their allies.

Quirk: Unconcerned with petty mortal affairs.

Staff of the Way-Walker

(Staff: champion and epic tier only) This steel-shod staff crackles with otherworldly power when you strike it against the ground.

Always: At the start of your first and second turns each battle you automatically pop free of engagement.

Recharge 16+ after battle: As a move action, teleport to a point nearby that you can see (champion: recharge 11+ after battle; epic: recharge 11+ during battle).

Quirk: Makes grand and mysterious-sounding pronouncements.

Talisman of the Four Realms

This tetrahedron is inscribed with symbols representing the four elements.

Always: You are aware of the resistances, immunities, and vulnerabilities of creatures just by looking at them.

Recharge 6+ after battle: Either cause all your attacks this battle to have one of four damage types (cold, fire, lightning, or thunder), or grant that to one nearby ally.

If the power fails to recharge: Until the end of the day, gain resist 6+ to the damage type that you last used this item for (epic: resist 12+).

Quirk: Uses magic to solve minor problems.

Miscellaneous Items

Boots of the Sub-Mariner

The soles of these winged boots are studded with tiny metal seashells.

Always: +1 to disengage checks and other fancy footwork (champion: +2; epic: +3). You can breathe under water, can swim well even in very strong currents, and can survive the pressures and temperatures of great oceanic depths.

Once per battle (or once every five minutes): Conjure up a wave (even on dry land) on which you can ride, allowing you to get to a point far away with a single move rather than two moves. You decide if it is salt water, fresh water, hot, warm, tepid, cold, or near-freezing.

Quirk: Suspicious of the motives of others, especially of deals that seem a bit fishy.

Gloves of Timely Action

These soft leather gloves are sewn with strands from the loom of fate itself.

Always: +4 to initiative.

Recharge 18+ after battle: When a nearby ally is targeted by an attack, before the enemy attacks your ally you can make a free basic attack against the enemy attacking your ally.

Quirk: Always second-guessing yourself.

Ring of The Dawn Wind

The gem of this ring is a feather trapped in amber.

Recharge 6+ after use: Conjure a stiff breeze, strong enough to close a door or topple an empty bottle.

Recharge 11+ after battle: As a quick action, all enemies engaged with you pop free.

Recharge 16+ after use: Take no damage from falling.

Champion and epic tier: One turn per battle you can fly (using move actions), landing at the end of your turn.

Epic tier only: If you are in the realm of air or the overworld (or another place where solid ground is rare and the element of air is in play) then you can fly as a move action at-will.

Quirk: Tells long-winded stories.

Ring of Elemental Might

This plain metal band feels alternately hot and cold to the touch.

Always: Your unarmed attacks deal cold and fire damage. You can perform minor cantrip-like tricks like conjuring a flame on your fingertip or freezing a puddle that you touch with your finger.

Recharge 16+ after battle: As a quick action, you can either deal an extra 1d6 fire or cold damage with your next weapon or unarmed attack hit or miss (champion: 2d6; epic: 3d8), OR gain +1 to your unarmed attacks until the end of the battle.

Quirk: Full of bravado.

Characters from Other Worlds, Other Civilizations

New Races

These two new races can be found in most places where planar travel is common, but are a rare sight elsewhere.

Modroks

Modroks are polyhedral construct creatures, mechanical guardians of order across the multiverse. Most modroks are part of an eternal war against chaos or are part of cosmic bureaucracies, but some prefer to go their own way as adventurers.

Modrok PCs get +2 Int OR +2 Con
The modrok creature type is CONSTRUCT

Repair

Modroks are masters with all things mechanical. The racial ability *repair* can be used once per battle (or once per five minutes). *Repair* is like the wizard's *mending* cantrip, but instead of fixing an object with magic the task is accomplished by tools that emerge from within the modrok's body. *Repair* can be used in combat on CONSTRUCT characters next to the modrok (or by the modrok PC on itself), as a quick action, and the recipient of the *repair* can spend a recovery to heal.

Champion feat: Use *repair* twice per battle during one battle each day.

Sharkians

The ultimate sailors, sharkians can be found in almost every transdimensional port. Though they have a reputation as freebooters and mercenaries, most sharkians work honest jobs—honest being a relative term.

Sharkian PCs get +2 Str OR +2 Con
Despite looking like walking fish, the sharkian creature type is HUMANOID

Swimmers

Sharkian PCs can swim and breathe underwater (with a +2 AC and PD while fully submerged), yet can also breathe air and walk on land.

Biters

Treat a sharkian PC's bite as though it were a small one-handed melee weapon that deals 1d8 damage per level instead of the usual 1d4.

Bloodied Waters

Sharkian PCs use a modified version of *blood in the water* as their racial power—once per battle when a PC (including them) becomes staggered, the sharkian PC makes a free basic attack or a free move.

Champion feat: Once per day the free attack granted by *bloodied waters* can be any at-will attack.

Realm Feats

If an adventurer comes from another world, you can offer their player access to a feat that reflects that.

The Air Realm

Adventurer feat: You have *resist lightning* 6+, or add 2 to your lightning resistance if it is already 6+ or better. Additionally, you can blow gusts of wind strong enough to blow over small objects or push open unlocked doors.

The City at the Edge of Dawn

Adventurer feat: You gain three new +1 backgrounds or one new +2 background, probably in something very unusual. The maximum a background can be for you is now +6 instead of the usual +5 limit.

The Earth Realm

Adventurer feat: You have *resist thunder* 6+, or add 2 to your thunder resistance if it is already 6+ or better. Additionally, you can instinctively detect hidden passages and secret doors in stone or rock surfaces, though you must succeed at a save to do so—the better concealed the secret space the more difficult the roll.

The Fire Realm

Adventurer feat: You have *resist fire* 6+, or add 2 to your fire resistance if it is already 6+ or better. Additionally, you can heat objects by rubbing them rapidly with your fingers, enough to light a candle wick with a little effort or cause the tip of a dagger to glow with a lot of effort.

The Fleshscar

Adventurer feat: You have a +2 bonus to skill checks and saves involving healing others, a +1 bonus to death saves, and can diagnose illnesses with a glance.

The Green Realm

Adventurer feat: While staggered you have +1 to saves (but not to death saves). Each day the first time you become staggered you add twice your level to the damage of your next attack, hit or miss.

The Lightless Realm

Adventurer feat: You do not rely on sight to “see”—instead you have some form of echolocation or thermal vision or similar. Darkness is no barrier to you, and you might even be able to pierce illusions and magical darkness in the right circumstances.

The Middenlands

Adventurer feat: You have a +1 bonus to skill checks and saves to avoid falling objects, avalanches, and the ground suddenly giving way (trap doors, deadfalls, etc.). You have a free +2 background: *junk scavenger*.

The Overworld

Adventurer feat: Once every five minutes you can use a wizard cantrip or the sorcerer’s *dancing lights* cantrip (pick which cantrip this feat gives you; you only get one). Each day the first daily or recharge spell you roll a natural 1 attack roll for recharges automatically during your next short rest.

The Water Realm

Adventurer feat: You have *resist cold* 6+, or add 2 to your cold resistance if it is already 6+ or better. Additionally, you can “dowse” for water, always finding the closest lake, river, stream, aquifer, pipe, etc., even if it is hidden or underground. You always know what water is like just by looking (warm and poisoned, cold and brackish, hot and salty, fresh and high in minerals, etc.).

Overworld Oddities

Thirteen Tradable Things

Thirteen strange oddities that an overworld traveler might wish to trade.

A Frozen Moment

A tiny piece of frozen time—defrost it to stretch a moment to a minute. Defrost it in your mouth and you can hold your breath for hours.

Bag of Folding

Clothing placed into this satchel will be magically repaired, cleaned, and pressed.

Cosmetic Pigments

Astonishing makeup, even in unskilled hands it can achieve effects far beyond the cosmetics of mere mortals.

Decrypting Tea

Briefly returns the dead (and undead) to life. Of course, once the tea cools the person drops dead (or becomes undead) once more. You can't use this tea to permanently resurrect somebody—but could use it to have a chat with the departed.

Lightning in a Bottle

Drink this to become younger, turning back the effects of aging and perhaps gaining faux-childhood if you drink enough. Unfortunately, exertion (like casting spells or fighting) undoes some of the effects. Also useful for lighting your way in dark places.

Living Wig

Hairpiece and pet all in one. Some living wigs can be taught simple tricks beyond sitting on their owner's head.

Prognosticator's Pot

An accurate fortune-telling chamber-pot, you read it like reading tea-leaves. Of course, the accuracy of the reading is partly down to the skill of the reader and partly down to the diet of the person to last use the chamber-pot.

Singing Octopus

Knows dozens of songs and can be taught many more. The octopus isn't very intelligent, beyond its musical facility.

Snowglobe

A ceramic sphere with holes in the top; shake it and snow comes out. It never seems to run out of snow.

Sonic Screw

These metal screws can be made to thread into a surface, or unscrew after such a threading, by humming specific notes to them. Sonic screws have hundreds of potential uses, from a nasty torture device to simply putting up shelves.

Soul-Shard

Part of somebody's soul, useful for minor infernal or divine contracts that don't require payment with a full soul. Some places (like the City at the Edge of Dawn) use soul-shards as currency.

Ur-Citrus

This fruit is the platonic ideal of citrus fruits. Delicious, and cures all non-magical diseases.

Whisperglass Slippers

Strong as steel, quiet as the grave, comfortable as an old shoe.

Thirteen + 2 Weird Worlds

Of course, the gems could have ended up scattered to other realms, or the adventurers might have needed to travel through one of the following realms to get where they needed to go.

An Afterlife

Not *the* afterlife, just *an* afterlife. The adventurers aren't supposed to be here—can they figure out the rules and leave before those in charge notice them?

Another World

It's just like the adventurers' own world, but with a twist. Is it a gender-flipped world, one with altered morality (where villains are heroes and heroes villains), a "theme" world (caveman-world, pirate-world, everybody-is-a-monkey-world, etc.), or is it so familiar that the adventurers at first mistake it for their own until the differences become apparent?

Carnivore

A living plane covered in endless competing amusement parks and circuses. Although the parks are usually benign, they occasionally feed on hapless visitors who stir their hunger. According to **Irma**, the dancing reptile lady, some people have figured out how to trigger the parks and use them as weapons against unsuspecting visitors.

The adventurers may be invited to the parks by a friend who is an unwitting target of an assassin. Icon boons may lead the adventurers to Irma, who knows things. Can the PCs get their friend out of the park before it's too late?

Chaos

A realm with no logic, no laws, and no consistency. Pure magic flows here, and reality is shaped by the will of those who inhabit the realm. Mortals in this realm either quickly go insane, die, or learn to adapt to or reshape the chaos.

Crystal Spheres

The crystal spheres are the barrier between the overworld and the inter-world "wilderspace" beyond. Crystal spiders, fate-weavers, and a celestial bureaucracy of dragons and gods await the adventurers.

Dreams of Gaia

This pleasant plane contains the happiest people of the known planes, for when violence takes place, the very plane itself reacts to punish those who break its rules. What happens when the adventurers, or

one of their friends, are tricked into breaking those rules? How do you contest the ruling of a plane of existence?

Ember

At the intersection of the plane of elemental fire and the land of dreams lies an ashen waste where memories and fears may manifest in flaking, wind-blown simulacra. A dangerous place for divination.

Hell

Is it lakes of fire, pits, and cities of devils and demons—or has it finally frozen over? Is there one hell, or many? How does one escape hell?

Land of the Fairies

Beautiful but cruel fairy queens, fey knights, changelings, and bargains best left unstruck. The unwritten rules of this land are what will get you.

Mirror Realm

A place-between-places. Nothing here is quite what it seems. Perhaps here the undead are good, and beset by evil paladins. Or whatever switch-up you want to spring on your players.

Limbo

A whole lot of nothing, forever. The good news is that the adventurers won't age in the timeless realm—but what will they do while they wait for a way out to appear?

Our World (or Is It?)

Our world in the 21st century—or one much like it. Cars, televisions, the internet. How long before the adventurers get arrested? Or is it our world—do the adventurers get to the edge and discover that it is turtles all the way down?

Past or Future Worlds

A dark future, one that the adventurers can hopefully prevent? Or is this a paradise, and the adventurers now have the responsibility of ensuring that history turns out "right?" Or is this the past, or a reflected memory of it? Will altering things in the past change the adventurers' present?

*Carnivore sponsored by
Matthew Broodie-Stewart*

*Dreams of Gaia sponsored by
Paul Brinker*

Purgatory

Are the adventurers ready to be judged? Just who judges the living and the dead? What criteria are used to judge those in purgatory? Can the adventurers escape, or trick the judge?

Realm of the Titans

The adventurers end up on what looks like a giant table, with huge sheets of paper scribbled with arcane

Thirteen Peculiar People

NPCs to meet while wandering the higher limits of reality.

Bilo the Storm Giant

This gentle storm giant druid is an outcast among its kind, and seeks only to spread peace wherever he goes. A pity he's so clumsy.

Captain Susan Ptolemy (and Her Trusty Sidekick Frank)

Captain Ptolemy is a piratical adventurer who leads a crew of interdimensional sailors on outlandish adventures aboard their ship the *Flying Goat*. "Frank" is an ordinary chimpanzee who the captain has dressed up, and to whom she talks as though he could understand her.

Curple Sporange the Rhymer

This gnome from the city-world of Nilver beat a god in a rhyming contest, and is now cursed to endlessly wander until he finds a word with no rhyme. Can the adventurers help him out, or do they fear angering the gods?

Drumph the Dwarf

A lost dwarven "bard" with no talent for singing or story-telling and bad luck with teleportation spells. The braggadocious ill-tempered dwarf relies on the gullibility of others and his knowledge of the *charm person* spell.

markings. Massive polyhedra inscribed with strange symbols sit on the table, and far above god-like figures make thunderous conversation.

The Underworld

Looks like the adventurers should have taken a left turn in Albuquerque—they are out of the overworld now. Deep delving adventurers will encounter dwarves, giant spiders, and lots of darkness. Maybe even a portal to the land of the dead.

Edem of the 172nd Greater Cog

A floating brass cube, Edem hails from a realm of cogs and machines. Edem is something between a poet and a mathematician, though it claims that its exact function is impossible to describe to "chaotic organics" like the adventurers.

Kirk the Traveler

Though he appears to be just a nine-year-old human child, Kirk is thousands of years old. An adventurer who hails from the "fourth dimension," Kirk is considered by all who know him to be a menace of the most deranged kind.

Knight of the Seven Ways

This foreboding armored figure has vowed to keep certain roads and trans-realm passages free of danger. It will gladly escort the adventurers if they pay it with secrets.

No-One

An emaciated figure with a shaved head, wearing not much more than a loin-cloth and prayer beads. No-one insists that he (or possibly she) is nobody, and that nothing is real. Despite No-one's nihilism, the monk will gladly aid the party if it means they will leave and she (or he) can resume meditating.

Rasneth the Elder

This mighty cosmic dragon has withdrawn from the mortal realm to contemplate the deeper mysteries of the universe. Have the adventurers brought it a worthy problem to study, or are they to be its lunch?

Raven of the Regini

A human woman from a place called “Noviomagus Reginorum,” Raven is on a quest in the spirit world to gain power to defeat her tribe’s enemies. She regards the adventurers as visions and spirits, sent either to help or hinder her.

Seven-Generations-Aquamarine-Spear-Punctures-Darkness

Seven-Generations-Aquamarine-Spear-Punctures-Darkness is an angel, or something close to it—a servant of what it calls the “blessed divine.” The being appears as a series of intersecting wheels and wings and emanations of light, with a burning eye in the center, and a voice that sounds like swords being drawn. The angel already knows the adventurers’ names.

The Cankermass Ghost

This spirit was once a patron of a holiday, but now no mortals remember the festival at all. The forlorn and fading spirit wanders between worlds trying to find a mortal to revive its festival.

Zooberon the Enigma

A trader in oddities from a hundred realms, Zooberon is currently stranded. If the adventurers help the strange tentacled figure out, the trader gifts a magic item to them.

Bright Gods

Lightbringer Creed: *faith of the Bright Gods*

Hierophant Glasyra is both the leader of the triumvirate of hierophants who lead the Bright Church, and the Sanguine Hierophant of the Path of Heaven. The other two hierophants are the Azure Hierophant of the Path of Sky and the Argent Hierophant of the Path of Earth.

Emperor Roland and Thrice-Wise Mercurius also follow the Bright Gods, although Mercurius pays homage to the gods of magic in all the pantheons.

While all Bright Gods are acknowledged members of the same pantheon, the norm is to, at the age of majority, choose three gods (usually the same as those of one's family) and follow that path throughout life. Each path has its own values, iconography, and death rites. Each is symbolized by three colors and three elements (animal, vegetable, mineral). There are three major paths: Heaven, Sky, and Earth. Other paths have appeared and disappeared over time.



Lightbringer Paths	Gods	Main Icons/Characters	Symbol
Path of Heaven: liberty, ingenuity, and exploration	Tukae, Dozakad, Katalua	Hierophant Glasyra, Emperor Roland, Thrice-Wise Mercurius	gold elephant
Path of Sky: harmony and learning	Krito, Ezetesa, Laval	Hierophant Glasyra, Thrice-Wise Mercurius	ten silver stars
Path of Earth: beauty and altruism	Xaria, Beao, Perikalo	Hierophant Glasyra	ram horns

Bright Gods	Path	Alignment	Color
Beao: deity of plenty, medicine	Earth	NG	green
Dozakad: god of victory, exploration	Heaven	NE	red
Ezatesa: goddess of history, humility, language	Sky	LN	blue
Katalua: goddess of time, unbinding, rest	Heaven	CG	gold
Krito: god of harmony, mathematics, marriage	Sky	LG	black
Laval: deity of journeys, moderation, no regrets	Sky	N	silver
Perikalo: god of love, beauty, aging, ecstasy	Earth	CG	white
Tukae: deity of music, youth, illusion, joy	Heaven	NG	orange
Xaria: goddess of industry, starlight, minerals	Earth	N	purple

Alignment: *We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act any way they wish.*

Reknarism: *faith of the Thirsty Gods*

Thirsty Gods

Inside the Espairian Empire, Lord Ikal and the Father of Robbers are both prominent (and problematic) followers of the Thirsty Gods. Aurum Rex, King Thorbal, and Supreme Commander Tyrvek also follow the Thirsty Gods.

While a follower of the Bright Gods, Thrice-Wise Mercurius pays homage to Chazda. Lady Akuma doesn't so much as worship Koatiri as celebrate her, along with Tullet of the Old Gods.

The culture originating the Thirsty Gods began in a fertile river delta and spread. As its influence grew through trade and warfare, worship of this pantheon—with its emphasis on dualities, an expansive underworld, and centralized rule—gradually replaced that of the Old Gods. But the wheel of history eventually turned, and the colonizers were colonized, this time by Shastan invaders. Since the invasion is recent, faith in the Thirsty Gods is still fiercely defended by the Amiqui people, often in defiance of the ruling elite.



Thirsty Gods	Alignment	Main Icons/Characters	Symbol
Balamet: god of bravery, protection, travel	CG	King Thorbal	black cat
Camazoth: goddess of justice	LN	King Thorbal, Lord Ikal	silver balance scales
Chazda: god of the earth, dragons, fire	NE	Thrice-Wise Mercurius, Aurum Rex, King Thorbal, Lord Ikal	red crocodile
Ixtaa: goddess of peace, joy, industry, beauty	NG	Thrice-Wise Mercurius, King Thorbal	ibis, bee
Koatiri: goddess of truth, destruction, sun	NE	Lady Akuma, Supreme Commander Tyrvek, Lord Ikal	sun with snake rays
Reknar: god of music, rhetoric, dreams, death	CN	King Thorbal	bat, amethysts
Shok: god of luck	CG	King Thorbal, Father of Robbers	hourglass
Yuniris: god of silence, wind, emotions	CG	King Thorbal, Father of Robbers	shell

Alignment: *We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act any way they wish.*

Old Gods

Spire: faith of the Old Gods

Blue Aoife (EE-fa) and her druids form the center of worship of the Old Gods. Some druids, however, have moved on to the other pantheons. Queen Tanadil, Baron Von Vorlatch, and Ghiama also follow the Old Gods.

Although he's a follower of the Bright Gods, Thrice-Wise Mercurius pays homage to Baltigan. Supreme Commander Tyrvek finds gods to follow here and with the Thirsty Gods. Lady Akuma doesn't so much worship Tullet as celebrate her, along with as Koatiri of the Thirsty Gods.

The Old Gods are all that's left of an ancient system of worship that once spanned Espairia. The iconography of the Old Gods—particularly the Wheel and the idea of life's circle—is well-known throughout the region, especially among the Suo people. Some gods and their cults have remained alive through old stories and rituals. Other cults have been resurrected by people disaffected by the Shastan elite. The ritual calendar dates from the creation of the world and governs life events. Many people in the region use the calendar without much reference, sadly, to the Suo culture that created it.



Old Gods	Alignment	Main Icons/Characters	Symbol
Argir: deity of fertility, stories, endurance, wisdom, wishes	N	Baron Von Vorlatch, Blue Aoife, Ghiama, Queen Tanadil, wood elves	worm in the roots of a tree
Atowen: goddess of hunt, wood, lust, harvest	CG	Blue Aoife, Queen Tanadil	red oak effigy
Baltigan: god of rumor, magic, courtship, war	CN	Blue Aoife, Thrice-Wise Mercurius, Queen Tanadil, high elves	lightning sparrow
Delkrey: god of memories, future, sleep, decay	N	Blue Aoife, Queen Tanadil	mushroom ring
Helbar: god of bloodlust, natural disasters, sea	CE	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	blue fist
Hessis: goddess of hospitality, justice, tactics	LG	Blue Aoife, Queen Tanadil	walnut effigy
Kelya: goddess of music, growth, gentleness	NG	Blue Aoife, Queen Tanadil	basswood effigy
Muirelle: goddess of peace, prosperity	NG	Blue Aoife, Queen Tanadil	pine effigy
Tanic: god of fate, death, sea	LN	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	hand with eye in palm
Toc: god of seduction, calamity, death, sea	LE	Blue Aoife, Queen Tanadil, Supreme Commander Tyrvek	silver hand
Tullet: goddess of free will, fire, finding/hiding	CN	Blue Aoife, Father of Robbers, Lady Akuma, Ghiama	three fox tails

Alignment: We're using alignment as shorthand for how our gods are generally perceived, not as moral straightjackets. The gods and their worshipers can act any way they wish.

Icons

Thrice Wise Mercurius

mer-CURE-ee-us. Heroic Icon. Master mage of this age.



Blue Aoife

EE-fa. Ambiguous Icon. High Druid of the Old Gods.



Aurum Rex

Heroic Icon. Giant gold dragon. His dragons and Ghiama's dragons don't play well together.



Father of Robbers

Ambiguous Icon. Honored by thieves, conmen, and tricksters.



Hierophant Glasyra

HY-ro-fant Glass-EE-rah. Heroic Icon. High Priestess of the Bright Gods.



Baron Von Vorlatch

vor-LATCH. Villainous Icon. Vampire baron of Borgostnya, part of the Espairian Empire.



Emperor Roland the Unbreakable

Ambiguous Icon. Human emperor of the Espairian Empire. Honor guard rides griffins.



Lady Akuma

Villainous Icon. Possibly insane, summons devils, demons, undead and other outsiders.



Lord Ikal

Ambiguous Icon. Attacks hell breaches wherever they are. Ends justify the means.



Ghiama

GEE-ah-ma. Villainous Icon. Five-headed dragon, the white head is dead and covered in silver chains.



King Thorbal of the Green Gem

Ambiguous Icon. King of the Dwarves. Steward of the Vaults of Grudges.



Supreme Commander Tyrvek

Villainous Icon. Hobgoblin ruler of goblins, orcs, trolls, and other fell creatures.



Queen Tanadil, High Queen of the Fey

Ambiguous Icon. Queen of high elves, wood elves, dark elves, and gnomes.







THE CITY AT THE EDGE OF DAWN ON THE PSYCHEDELIC OCEAN



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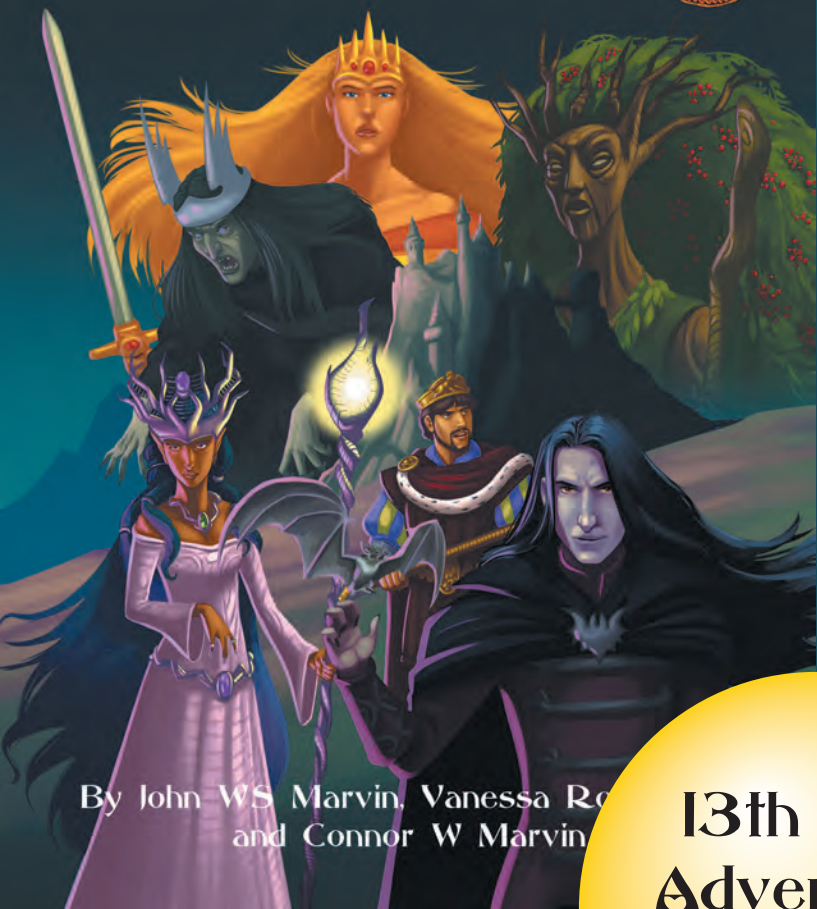
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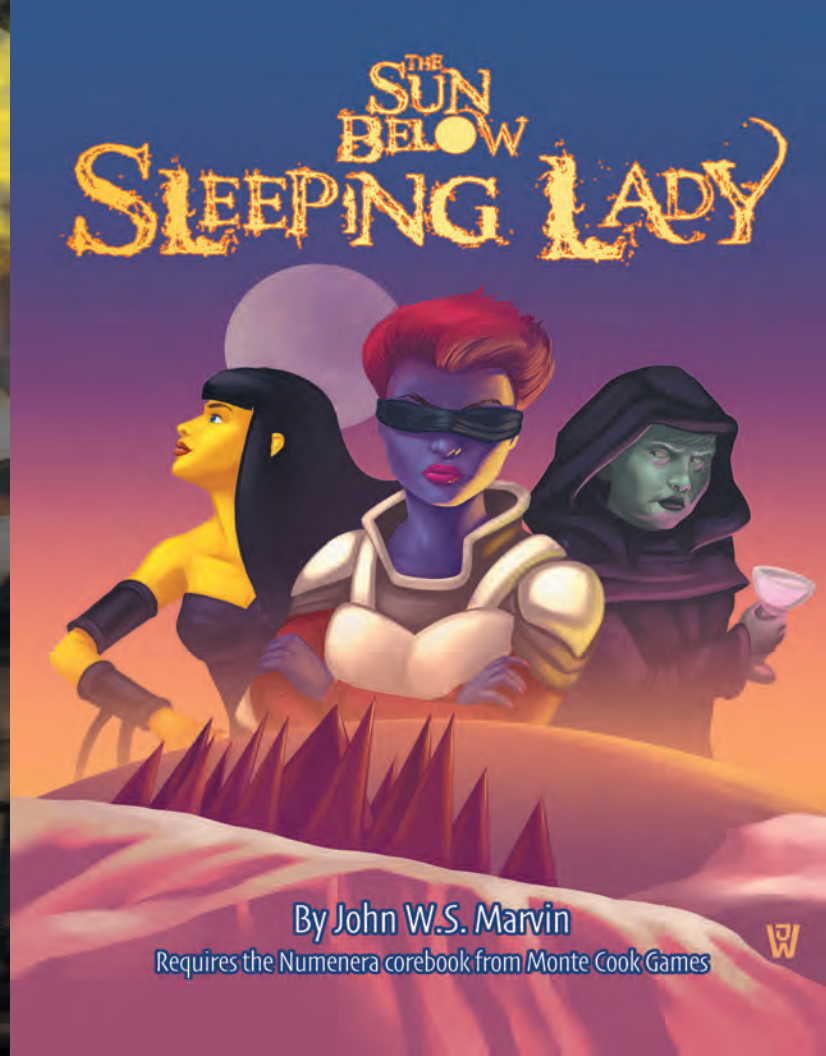
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