

SECRETS OF VALEGUARD SPIRE

AND THE "ORDER OF THE VALEGUARD" CAMPAIGN ARCHETYPE



DUNGEON MASTER RESOURCE FOR THE *CHRONICLES OF SORROW*

BY BLAISE WIGGLESWORTH



CREDITS:

Author: Blaise Wigglesworth

Editor: Linden Hilson

Cover Design / Interior Layout / Cartography: Dave Brohman

Cover Photo: Courtesy of Pixabay, photo by Pete Linforth

Original Map Textures: David Guerra, Dave Brohman

DM's Guild Mentors and Technical Consultants: Ken Carcas, Kerry Jordan, Jason D. Mpakos

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"Folks say Secomber is built on the bones of giants. There's some truth to this. Long ago, beings of great evil vied for power here. The ruins of their exploits are scattered across our town. In ancient days, Secomber was called 'Hastral' and ruled supreme over the Western Heartlands - the pinnacle of human culture."

— **Silvior of Secomber**, cobbler, local wit, and amateur historian

Wizards, demons, and the throne of the Stag King! Rarely are such heady subjects discussed in the sleepy town of Secomber, yet in the ancient past between 183 and 342 DR, these lands thrummed with magic, culture, war, and conquest. Secomber is built on the ruins of Hastral, once the capital city of the ancient and tumultuous kingdom of Athalantar. Here, many forces contested for the Stag King's throne; from warring princes to all-powerful magelords, these grasping tyrants were the cause of dynastic chaos and frequent vulnerability from external foes.

Infuriated by the foolishness and blind ambition of their city's leaders, a small cadre of warriors quit the military in 220 DR and converted from the worship of Helm to that of Ilmater. Acting alone, they created an order dedicated to relieving the suffering of the common people while protecting them from the dangers gathering on the kingdom's borders. As Athalantar's elites quarrelled, the Valeguards (as they became known) stood defiantly as protectors of the poor and defenders of the realm. Being outside the jurisdiction of Athalantar the Valeguards paid neither taxes nor tribute. Their power and prestige swelled with the treasure they amassed, and their growing influence and roster required a base of operations.

Overlooking High Moor, on the hills situated east-south-east of Hastral, the Valeguards poured their passion, gold, and magic into the creation of Valeguard Spire. This structure - a sturdy, powerfully-crafted redoubt - was endowed with protective and mysterious magic to aid and empower it throughout the years.

Valeguard Spire's teleportation ability has caused history to erroneously record it as being razed and rebuilt over the ages. In truth, the Spire has teleported from Secomber and back when the Valeguards felt it necessary to pursue their noble goals on other planes.

The population of Valeguard Spire has varied drastically over the generations. At its height, a contingent of up to forty Valeguards called the Spire grounds home. Currently, the Valeguards have all but been forgotten. Only Brother Drander, the cleric of Ilmater, has kept their spirit alive. He and his ally, Sorrow the prophet of Ilmater, have received omens presaging a dark power rising in the Western Heartlands.

Drander is convinced that the Player Characters (PCs) in your campaign are destined to bring justice to the land by reclaiming the mantle of the Order of the Valeguards. In this role, your PCs will push back against the evil gods to save the Western Heartlands from a fearsome tide of darkness, and fulfill the prophecies of Ilmater.

Drander inherited a slim, cryptic volume entitled, "*The Secrets of Valeguard Spire*". As PCs ascend in level, they may discover some of these secrets on their own. At DM discretion, Drander can help guide PCs toward those secrets. To learn more, read the **Chronicles of Sorrow** beginning with [Sorrow's Ruin](#) by Blaise Wigglesworth. Help your characters fulfill their destiny! The Valeguards shall rise again!



CAMPAIGN ARCHETYPE: ORDER OF THE VALEGUARD

What is a “Campaign Archetype”?

A Campaign Archetype behaves similarly to a standard archetype, but has four key distinctions:

First, a Campaign Archetype is less powerful than a standard archetype. A Campaign Archetype is intended as a roleplaying aid that provides benefits to PCs invested in a particular storyline.

Second, a Campaign Archetype does not interfere with an already existing standard archetype; a character may have a standard archetype and a Campaign Archetype simultaneously. The standard archetype remains intact; the Campaign Archetype merely adds additional abilities to the PC. Note also, characters without standard archetypes may apply the Campaign Archetype to their character and benefit from its effects without negatively impacting their already existing class features. In short: A Campaign Archetype only adds to a character and does not negatively impact or interfere with any of the PC’s other features.

Third, a Campaign Archetype is class-generic, available to any playable class. **Note:** all Campaign Archetype abilities are tied to a PC’s proficiency bonus, not an ability score modifier.

Fourth, PCs can only access **Order of the Valeguard** Campaign Archetype abilities if their actions are in the service of the Western Heartlands. That is, if their activities (regardless of geographical location) are pursued in the interest of the Western Heartlands, then PCs are behaving as Valeguards. On the other hand, if a PC’s activities are not pursued in the interest of the Western Heartlands, that PC is not able to access the abilities of the **Order of the Valeguard** Campaign Archetype until they return to the service of the Western Heartlands. For example, if a PC is on a treasure hunt for their own gain, or is working for another employer whose interests are unrelated to serving the Western Heartlands, then the PC would not be able access the Campaign Archetype’s abilities.

Order of the Valeguard Campaign Archetype

The only **prerequisites** for the **Order of the Valeguard** Campaign Archetype are: Characters must be in possession of a *Ring of the Valeguards* and must be a member of the Valeguards (sworn-in by Brother Drander or another existing member of the Valeguards).

Order of the Valeguard

3rd	Valeguard’s Resolve
5th	Perseverance
9th	Valeguard’s Vault
13th	Spire’s Secret
17th	Halo of Ilmater

Valeguard’s Resolve

As a reaction, when representing the Valeguards in the service of the Western Heartlands, you may use the **Valeguard’s Resolve** ability to roll with **advantage** against any effects that would impose the **frightened** condition. You can do this a number of times per day equal to your proficiency bonus. You regain expended uses after a long rest.

Perseverance

As an action, when representing the Valeguards in the service of the Western Heartlands, you may touch a character (including yourself) to remove one level of **exhaustion**. If the target has more than one level of **exhaustion**, you may expend an additional usage to remove each additional level of **exhaustion**. You can do this a number of times per day equal to your proficiency bonus. To benefit from the **Perseverance** ability, the character must have at least 1 hit point. You regain expended uses of **Perseverance** after a long rest.

Valeguard’s Vault

Wearing your *Ring of the Valeguards* while standing on the staircase on the first floor of the Spire, a previously hidden staircase downward appears. Within this lower chamber are twelve tables covered in amethyst and sapphire mosaics. As an action, when anyone wearing a *Ring of the Valeguards* touches a table, the ring and table become attuned. A *Ring of the Valeguards* can only be attuned to one table at a time, and a table can only be attuned to one ring at a time. As a bonus action, any object on a table can be summoned immediately to the hand of anyone wearing the *Ring of the Valeguards* attuned to that table. Similarly, as a bonus action, any object being held by a wearer of the *Ring of the Valeguards* can be sent to the table the ring is attuned to. To either summon or send an object using **Valeguard’s Vault** exhausts the wearer’s monthly sapphire ability of the *Ring of*

the Valeguards. Note that the wearer of the *Ring of the Valeguards* must have a free hand in order to summon an object from the table attuned to their ring. The wearer of a *Ring of the Valeguards* must be holding the object they want to send to the table attuned to their ring. This ability functions across the Material Plane. The tables are 5' cubes of solid granite. Objects placed on the table must be able to be held in one hand by a medium-sized creature. There can be no more than four such objects on a single table at a time.

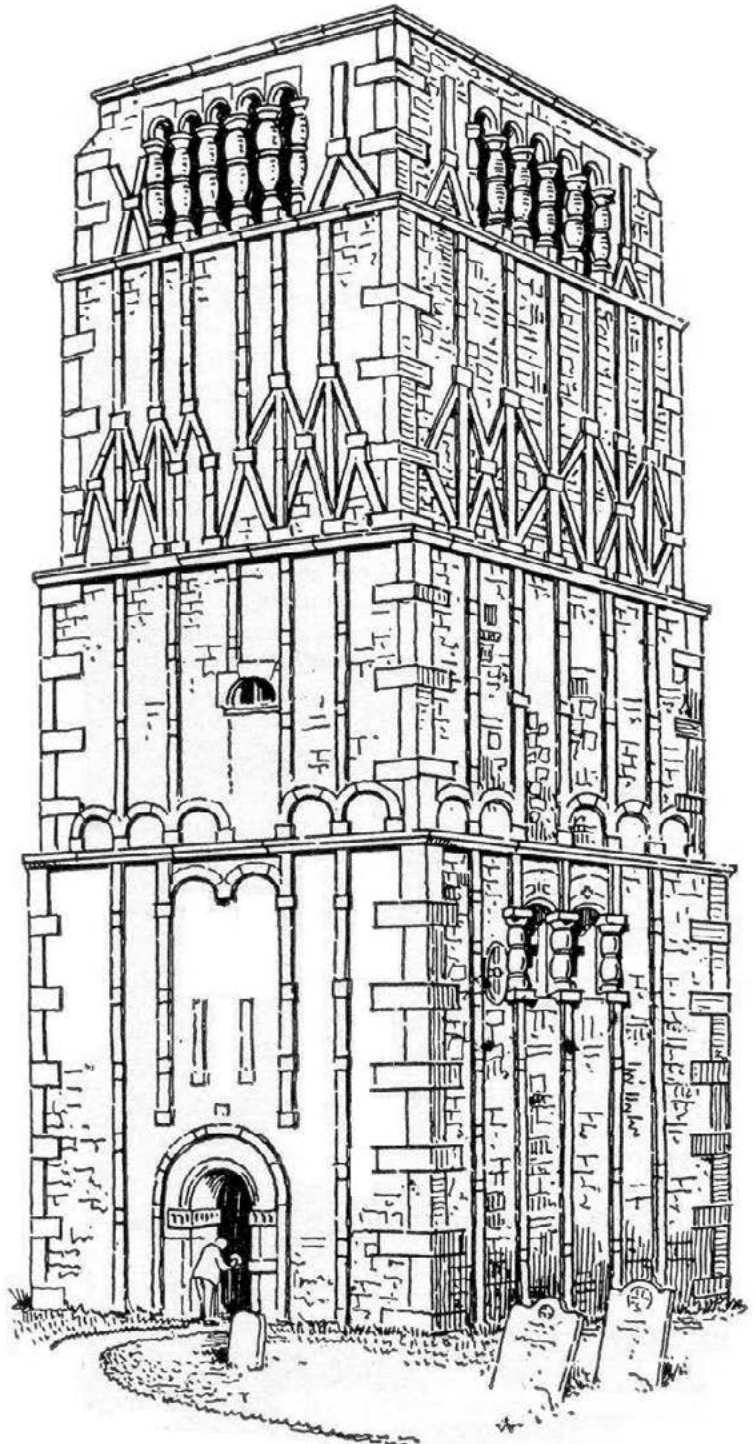
Spire's Secret

Valeguard Spire is far greater than you had once believed. When three or more Valeguards of at least level 13 stand atop the Spire's teleportation mosaics, they discover the **Spire's Secrets**. First, Valeguard Spire is capable of teleporting to various worlds on the Prime Material plane. In the ancient past, Valeguard Spire had been a beacon of hope to the people of many different worlds! To teleport Valeguard Spire to a new location, the participating Valeguards must concentrate on the same pre-existing location on another world (see details below). To return Valeguard Spire to Faerûn, the participating Valeguards must stand atop the Spire's teleportation mosaics and concentrate on the location outside Secomber.

Also, when the participating Valeguards stand on the teleportation mosaics and concentrate on expanding the Spire, three hidden floors between the first and second floor immediately unfold. These floors were hidden on a demiplane created at the time of the Spire's construction. These floors can be hidden again when participating Valeguards stand on the teleportation mosaics and concentrate on placing them back in their demiplane. The treasures and secrets on these hidden floors include secret lore, weapons, magic, and treasure from many different worlds and races. Maps, astrolabes, unfinished missions of the ancient Valeguards, and detailed pictures and descriptions of pre-existing locations of Valeguard Spire on other worlds can be found on these floors. If a Valeguard studies a detailed picture and description of a pre-existing location of Valeguard Spire, they are considered very familiar with that location when using their **Spire's Secret** ability. The demiplane where the three floors are hidden is a 100' diameter black, opaque sphere orbiting Toril. In all respects, this demiplane behaves identically to Toril in terms of the passage of time, gravity, etc. The concentration required to activate the **Spire's Secret** is an action.

Halo of Ilmater

A nimbus of swirling red and gold light appears above your head. As a bonus action, when representing the Valeguards in the service of the Western Heartlands, you can manifest this *Halo of Ilmater* giving you immunity to **necrotic** damage and making all your attacks count as **radiant** for the round. You can use this ability a number of rounds per day equal to your proficiency bonus. You regain expended uses after a long rest. Your proficiency bonus is considered your spell level for this ability when considering spell effects such as *dispel magic*.



THE VALEGUARD COAT OF ARMS

The Valeguard coat of arms is a simple matter: a white background with a border of adjacent bands of gold and red. This simple heraldic device is worn on tabards, shields, and other personal effects.

Gold represents the spiritual richness acquired by serving the poor. Red is a reminder of the necessary suffering of heroes – evocative of the red rope tied around Ilmater’s wrists. White is a symbol of simplicity; with service to the suffering, a Valeguard’s purpose is fulfilled.



Arms of the Valeguard: argent, on a bordure gules an orle or.

RING OF THE VALEGUARDS

Ring, very rare (requires attunement)

This delicate, white-gold ring is set with two interlocking gems: a small amethyst and a small sapphire.

The ring provides one-way travel to Valeguard Spire’s teleportation mosaics on the top floor. It allows for error-free teleportation and functions across planes.

When the **amethyst** glows, the wearer hears an identifiable voice calling them to return to Secomber. If the wearer chooses to heed this call, they instantly appear on the top floor of Valeguard Spire on any of the teleportation mosaics. The being who called the wearer must also be standing on one of the teleportation mosaics. There are no limits on how often the amethyst can be used.

The **sapphire** allows the wearer to return to Valeguard Spire’s teleportation mosaics at will. The sapphire can only be used once per month.

Any effects that would limit teleportation magic affect the functioning of the Ring of the Valeguards.

The ring radiates moderate conjuration magic.

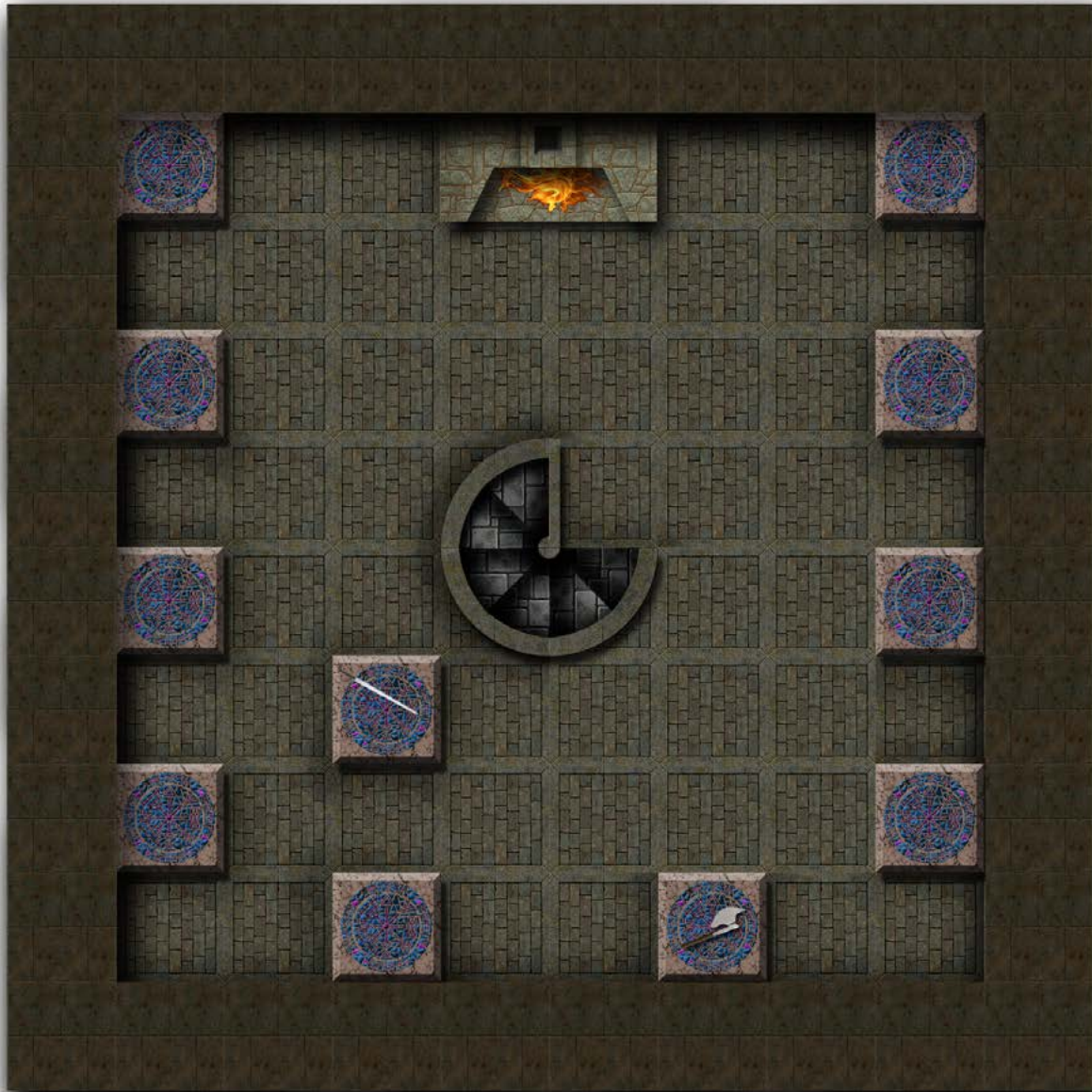
Note: Unknown to Brother Drander, 11 rings were forged, but only 8 are accounted for.



HIDDEN FLOORS OF THE VALEGUARD SPIRE

SUB-BASEMENT: THE VALEGUARD VAULTS

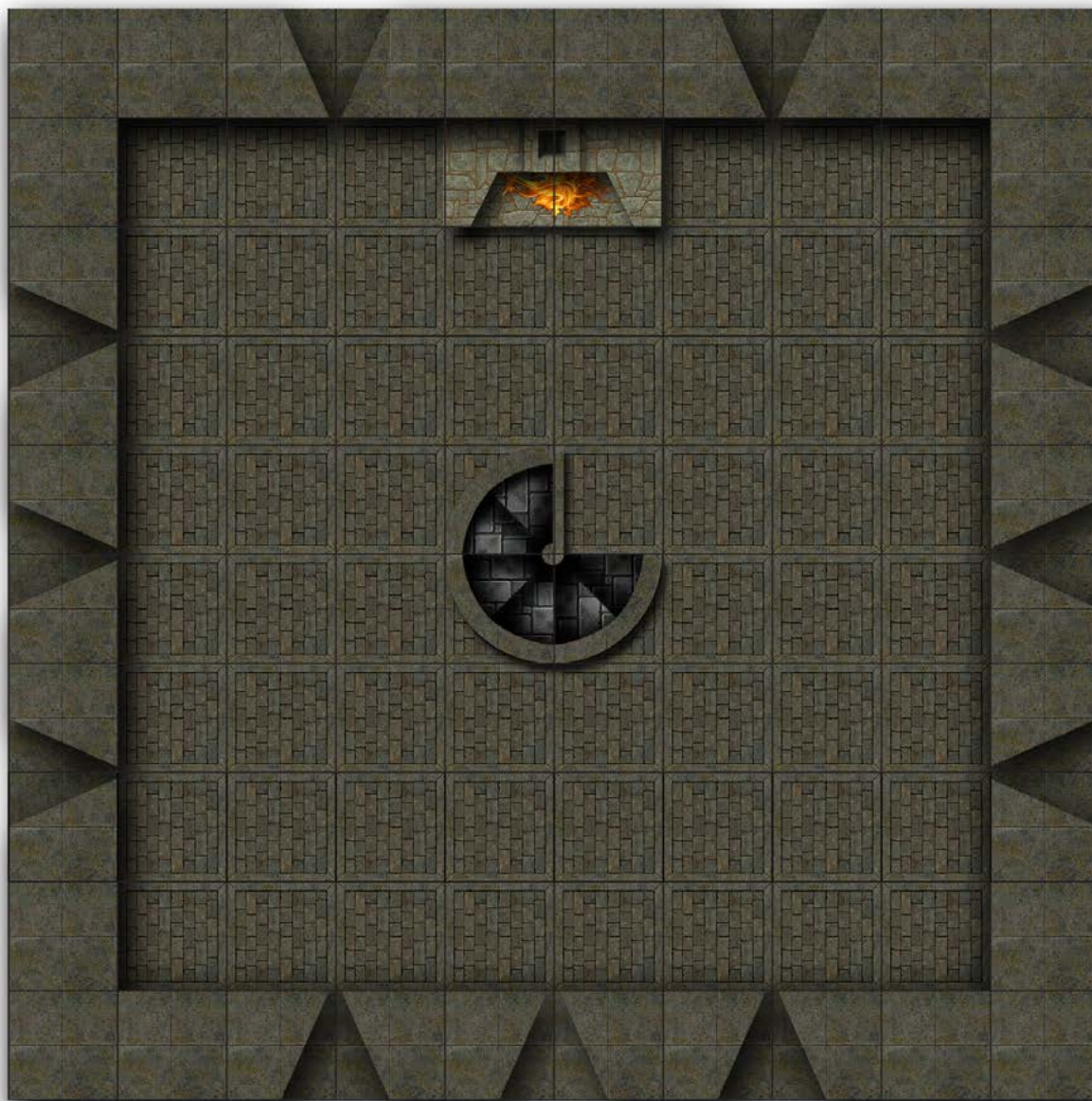
Appears below Floor 1



VALEGUARD SPIRE LEVEL 1



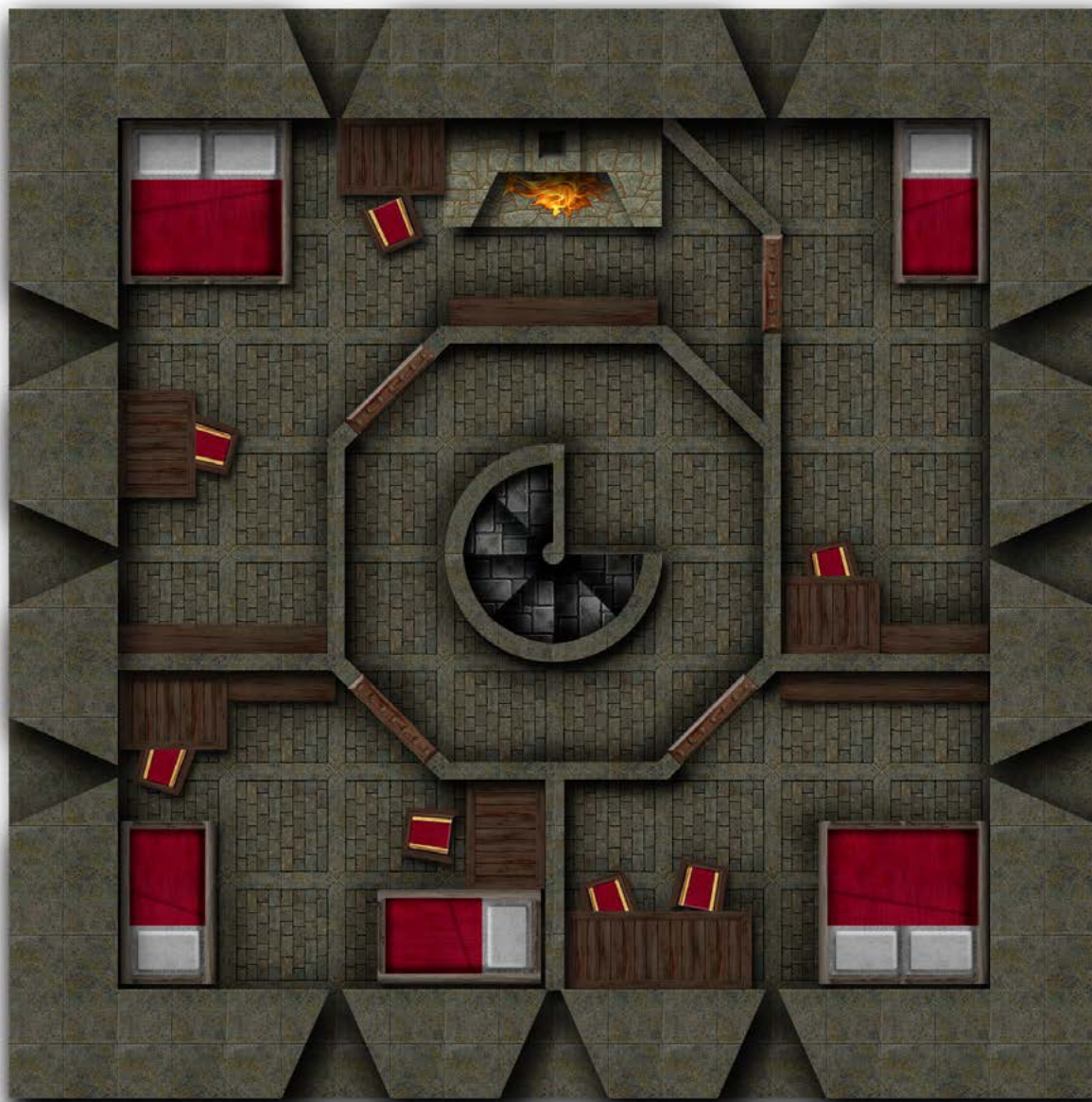
VALEGUARD SPIRE - LEVEL 2



HIDDEN FLOORS OF THE VALEGUARD SPIRE

THE BARRACKS

Appears between Floor 1 and Floor 2



HIDDEN FLOORS OF THE VALEGUARD SPIRE

ARMOURIES

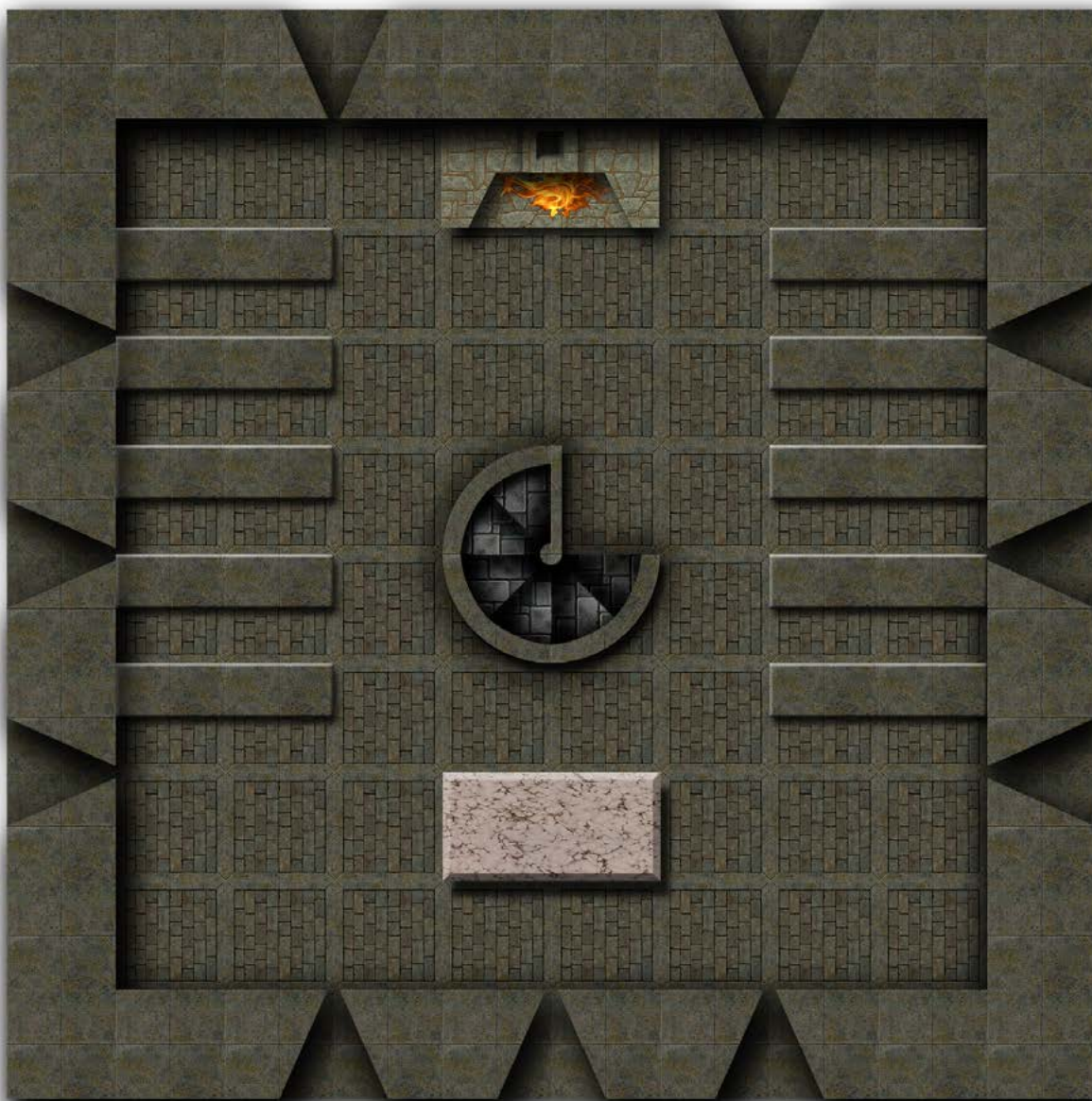
Appears between Floor 1 and Floor 2, above Barracks



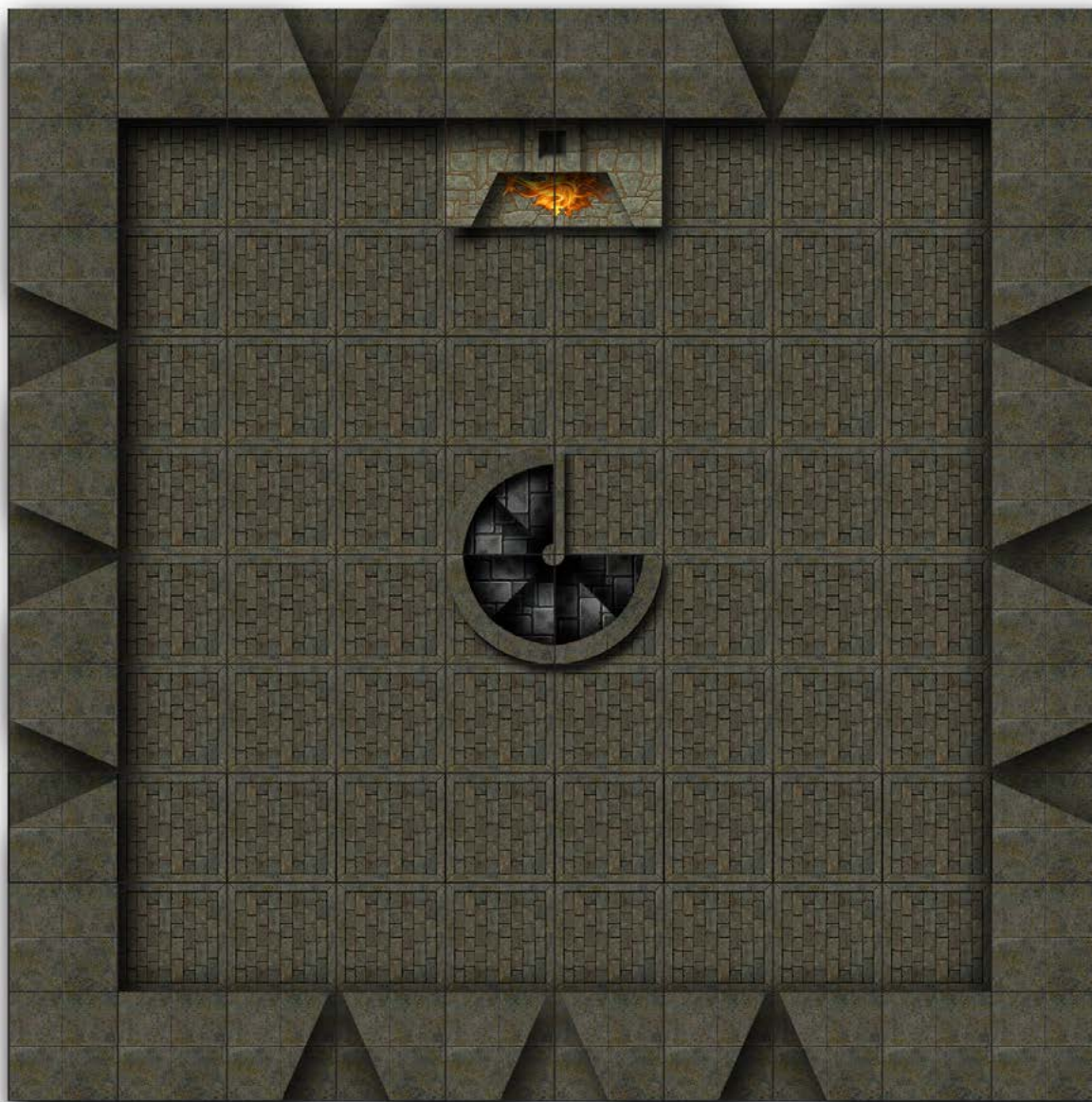
HIDDEN FLOORS OF THE VALEGUARD SPIRE

TEMPLE OF ILMATER

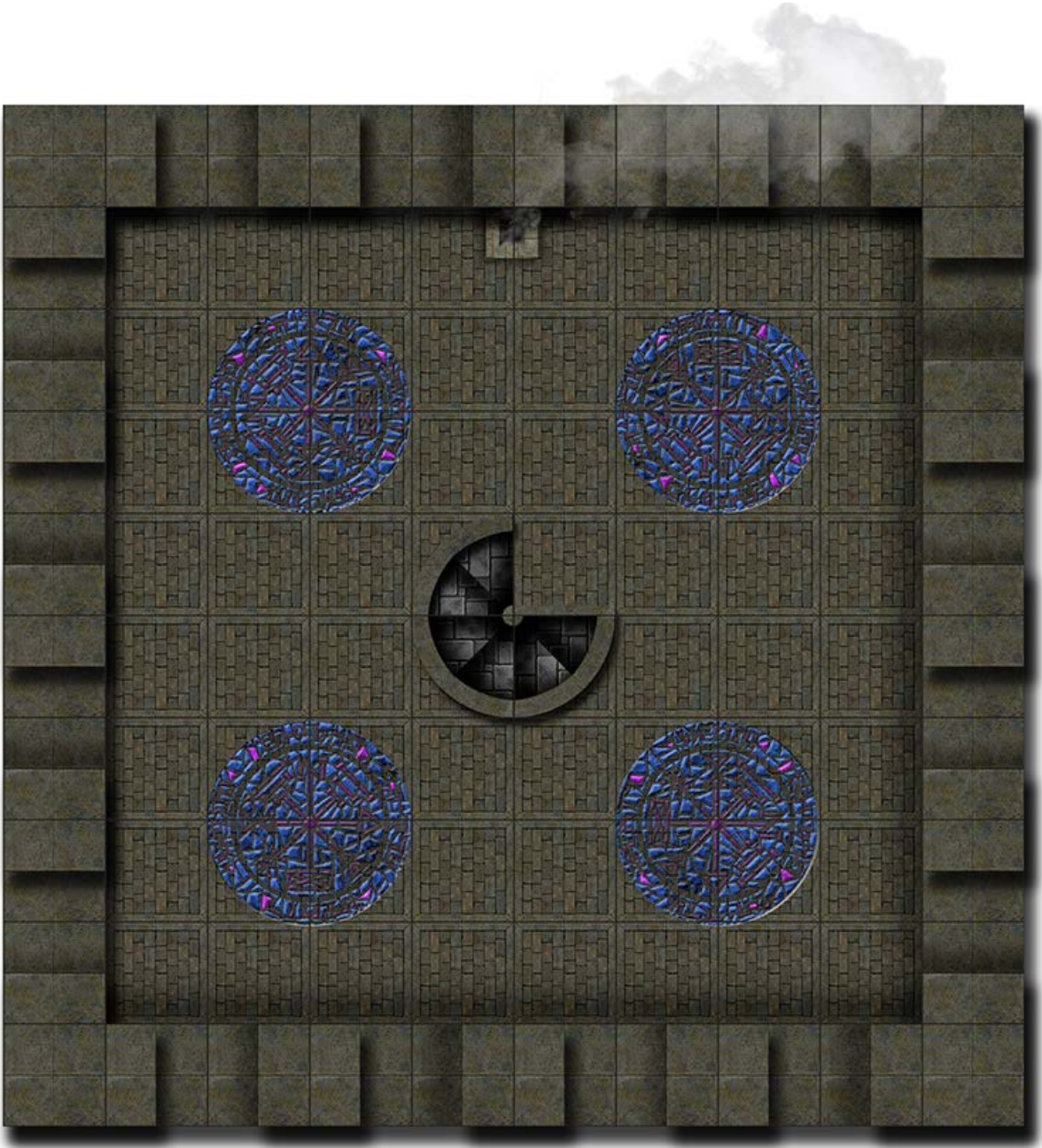
Appears between Floor 1 and Floor 2, above Armouries

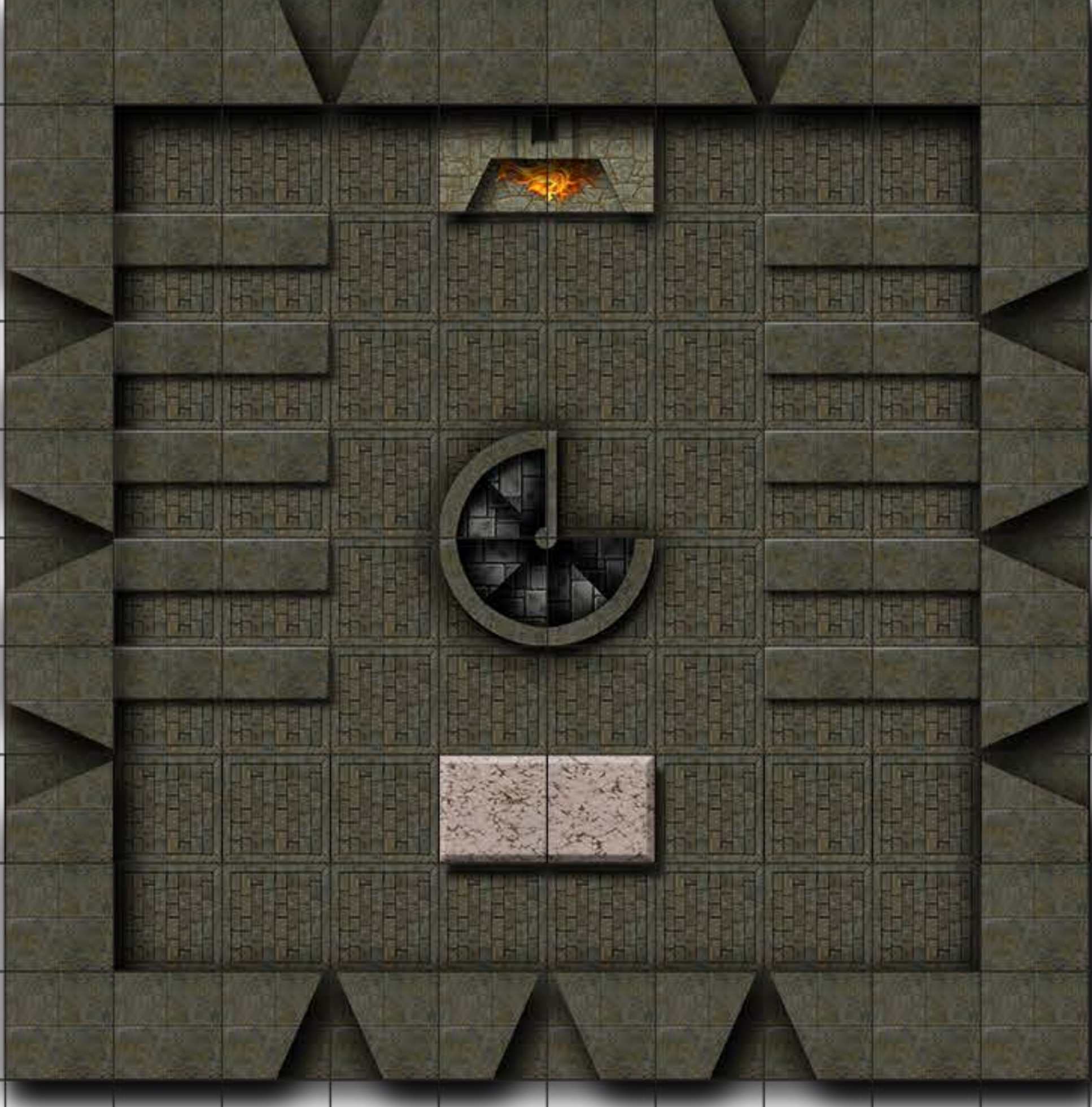
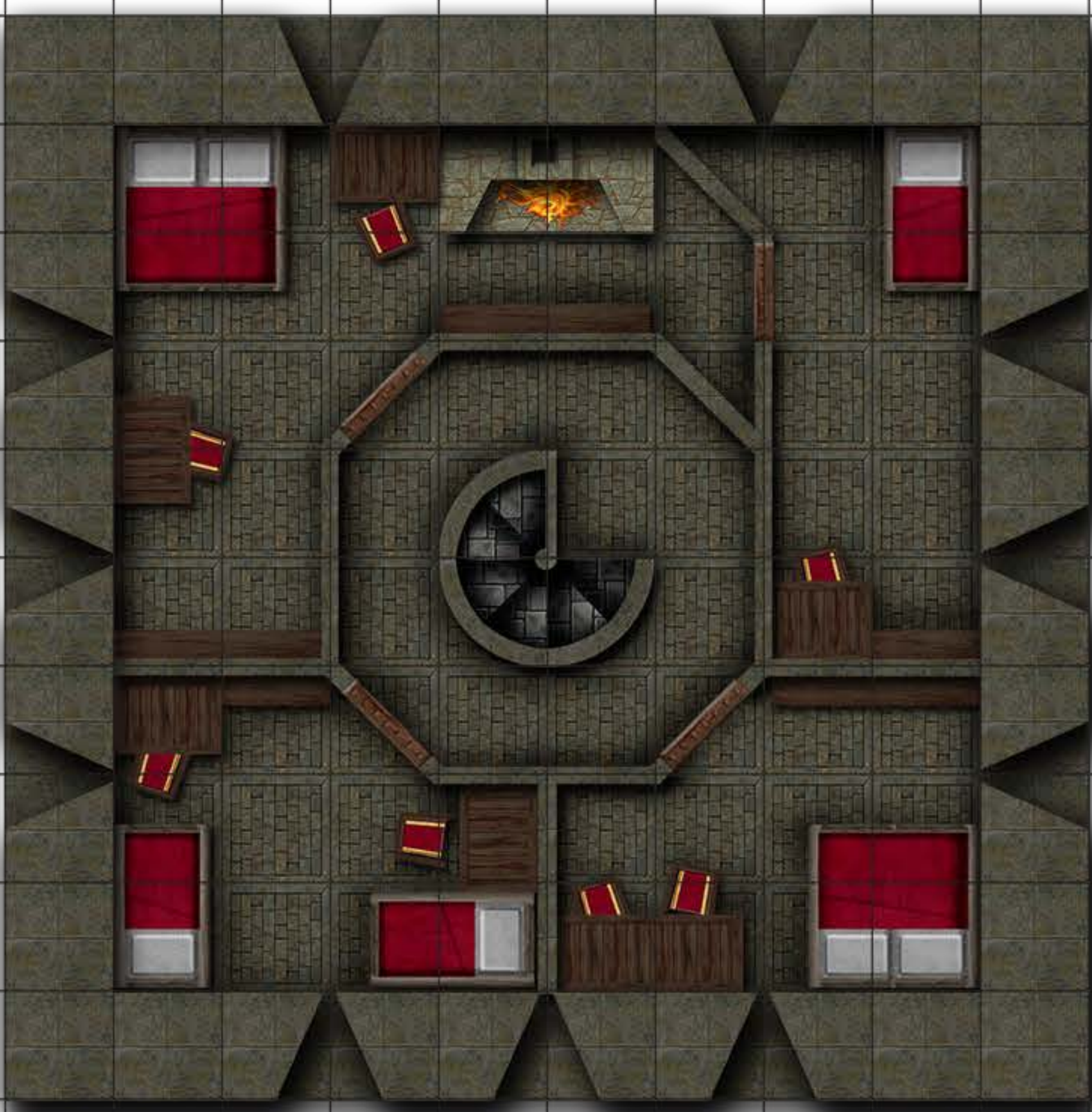


VALEGUARD SPIRE - LEVEL 3



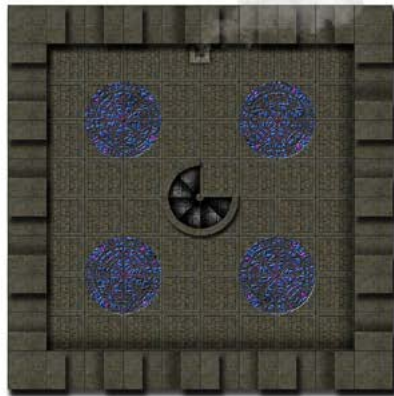
VALEGUARD SPIRE - ROOF





LEVELS OF THE VALEGUARD SPIRE

VALEGUARD SPIRE



Roof



Level 3



Level 2



Level 1 (Ground Level)

HIDDEN LEVELS



Temple of Ilmater



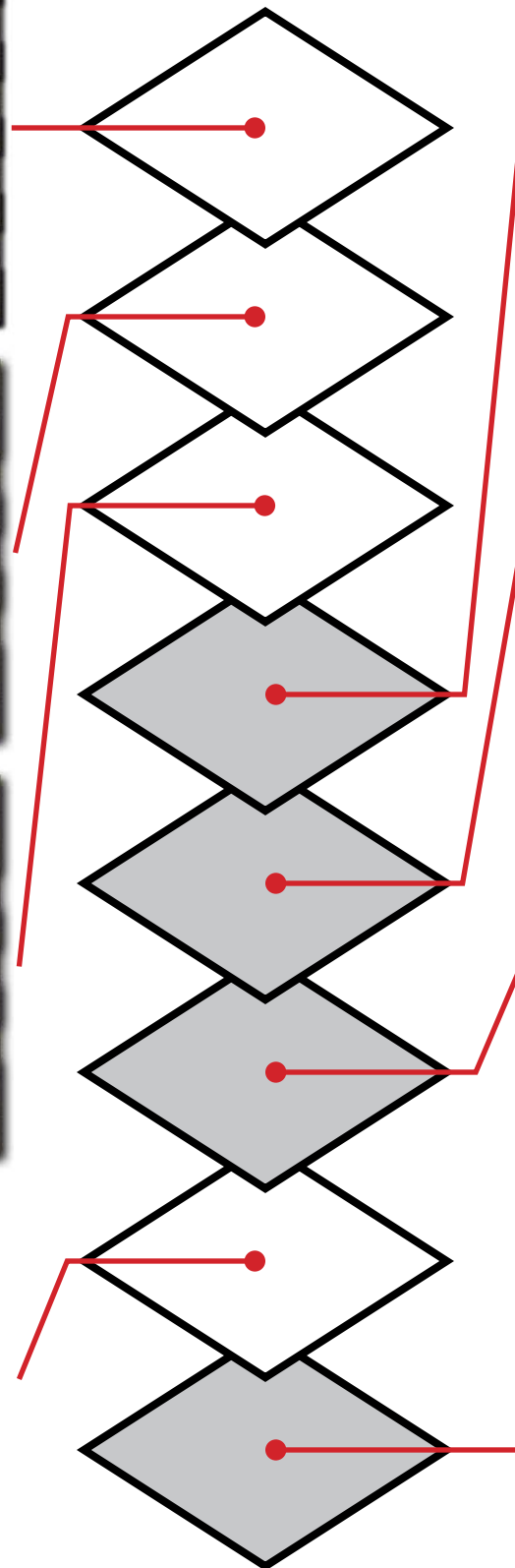
Armoury





Barracks



Valeguard Vaults (Basement)



-  Normal Levels
-  Hidden Levels

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DUNGEON MASTER RESOURCE FOR THE *CHRONICLES OF SORROW*

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Emerging from the mists of legend, the magical secrets of Valeguard Spire are revealed at last! Within you'll find lavish maps, intriguing history, and the surprising magical features of the tower itself! Additionally, the innovative Campaign Archetype is introduced for the very first time! Designed to support immersion and engagement, the Campaign Archetype provides powers and plot hooks for everyone invested in the Chronicles of Sorrow and the ongoing drama surrounding the town of Secomber! Although essential for Dungeon Masters running the Chronicles of Sorrow, this document can be adapted to any heroic campaign!

