

The Buildup

Light of Xaryxis starts at 5th level, so I need content for characters level 2 - 4.

Level 2 - Intro session!

Level 3 - 4: No more than 10 sessions where they can do various quests and gain power.

When they level up to level 5, the real shit happens!

Part 1 Main Points:

- *Characters hub world will be destroyed by Xaryxian Empire (and also for the 15 other cultures that call it home)*
- *Parties first major foray into wildspace where they have various encounters that eventually lead them to **The rock of Bral** --- a new hub for them.*

Part 2 Main points:

- *Meet Commodore Krux and venture off to join a coalition.*
 - *Attacked by an ally of the empire (re-occurring villain?)*
 - *Likely spend a few sessions here rather than leaving immediately. Perhaps a small adventure that can be done here around the rock?*
- *Meet Topolah the wizard to get a map (Maybe change her character, she's pretty boring)*
 - *Likely change Topolah to another NPC or make her more interesting.*
- *Pirate Crew + New ally, finally get to Doomspace where the coalition is forming.*

Part 3 main points:

- *They go to the first planet in Doomspace to rescue Krux's friend. It is learned that there is no Coalition, just a bunch of squabbling factions fighting over one another for the favor of a powerful lord.*
- **Vocath's arena --- fight for him to gain favor, Prince Xeleth shows up & takes Xedalli / the ring.**
- *The characters try to form the coalition.*
 - *I think I'd like to expand on this part a little bit, and have more work on the factions be done --- have them be a lot more developed.*
 - *The Thri-Kreen of the group can be loyal to Tia's character, who when represented as a Monarch they will follow and do her bidding. They were the ones who reached out in the beginning.*
 - *Several of the groups have been attacked or destroyed by Arthur, Orion's father, so many of them will not agree or be very unhappy about uniting with him. Perhaps Arthur shows up and he fights them in the Arena?*
 - **A Fight with Orion's Dad is a must!!! Super dope Paladin.**
 - **Maybe they can do various side quests here to help out on the different planets / cultures?**
 - **Something with a Lunar Dragon!**
 - *I feel like this will make the work of the Coalition feel a lot more earned, as well as break up the two big arena fights. You can have a lot of Roleplay, downtime, magic items given here that would be very good.*

Part 4 main points:

- *The Coalition has been formed, one way or another. The attack on Xaryxispace commences, and the characters get to the Imperial Citadel.*
- *They are taken to the Temple of Light where they fight a Zodar. Xedalli betrays them in the end.*
- *Another big fight against them and their dragons --- Probably have this be a bit more epic!*
 - *The adult or ancient solar dragon that one of them rides will provide an air bubble & gravity plane. They'll fight in space*

Chapter 1 Changes

Light of Xaryxis starts at 5th level

I'll probably use Radiant Citadel to get the characters to 4th and 5th level, making the Radiant Citadel an important home-base area that will be seeded by the Xaryxian empire.

The other idea would be to have this locale by The Radiant Citadel itself - as a giant crystal ripe with life energy it would be a prime target for the Empire. If I choose this route, I think I'll start things off a bit more in medias res with a ship flying over, hovering to a stop, scattering seeds like a beautiful meteor shower into the atmosphere, before flying away at warp speed. The giant crystals immediately begin to grow and throw the Radiant Citadel into chaos.

Rather than *Captain Elaina Sartell*, being the one to rescue them, the characters rush for their Spelljammer which they've probably used in the previous adventures. Perhaps this captain is also heading towards her Spelljammer but it gets destroyed / taken over

OR

Orion's spelljammer gets destroyed and they have to go on hers is another option.

Enemies. Maybe instead of just Crystal blights you can use some cool crystal monsters like a crystal golem. Check the improved monsters.

No edits to chapter 2.

Chapter 3:

- The Psurlon Ringer (Benoto Kralazar) likely won't say that the Nautiloid is his ship as that would be super sus to Nick's character.
 - Maybe he claims that he's a pirate and he stole it?
 - I think going with "I'm a pirate and my crew went here but they left me behind and now I've been stranded here."
 - The Psurlon will be able to avoid Nick's mind reading.

Chapter 4:

- The chapter 4 combat is actually pretty decent - with the Esthetic and the Reigar - I would **adjust the Reigar's stat block** so it isn't completely pointless to make melee attacks as opposed to ranged ones. Have her enter immediately with her duplicate, rather than making one on her turn.
 - (Maybe some sort of mirror image effect or trickery domain effect?)

Chapter 5:

- Atlas appearing on the Kindori pods could be very interesting for Orion to encounter here. Possibly a combat.
- The ship being destroyed could work well - especially as the characters seem interested in getting their own ship.
- I wouldn't frame the whole thing as a "tour" as I feel like characters would feel forced and might just be slogging through to get to it. Instead flavor it as a "follow me!" type of way. Maybe remove the rope and just replace it with stairs and you can have fun describing all the things here.
 - She would have materials to make potions that they could purchase off her if they wish. She might also be willing to part with a few magical items - perhaps at a discount if they help her out.
 - Maybe replace big momma with something a bit more wizardly like a Murder Comet?

- Could also adjust the Scavvers to be a bit more interesting - have more swarms of Scavvers rather than just 1 big one.
- 100% rename Grimzod Gargenhale into something super fucking edgy, or replace him with another character.

Chapter 6:

- The *Second Wind* is actually set afire while the ghost possessed Flinch. Potentially the ghost can possess one of the characters instead.
- Remove the line about "smelling smoke" - that doesn't make any sense.
- Run the Astral storm as a **Hazard**
- Run the Alchemist's fire on the deck as a **Hazard** - It will take 3 rounds for it to explode, rather than 1 minute. Characters need to be careful to not catch fire themselves. If this turns out bad - do not hesitate to have the characters die and make new ones, that's an absolute possibility! They will need to make skill checks as their actions to put it out, rather than auto succeeding as an action.
 - Their new characters could find this wreckage and the rare magic item in it - or be hired by the wizard mourning her friends.
- For the Vampirates battle - you don't need to have any of them acting as crew, as they're all trying to get away, and most of the weapons are probably too badly damaged to matter.

Chapter 7:

- Make sure to read over the campaign information in the beginning of the book as well, and re-read over all the info so you're solid on it.
- There is 3 weeks of downtime between when the character enter the Astral Sea at the border of Wildspace and when they reach Doomspace - this is the perfect time for some quests or other encounters.
- There is another 7 days before the character reach Aruun, the first moon in the system. Another great time for downtime!
 - Let the characters venture deeper into the forest before encountering the Aartuks, perhaps some survival checks in this strange forest.
 - The Bullet's will be hounding the characters throughout the forest - their Diglet like trails might be able to be identified. They might attack when the characters are wounded or trying to rest - or if one of them goes down during the fight with the Aaratuks. At the very least, they will attack when they are close to the airship.
 - Krux and Blastimoff make it clear that bullete hide is very valuable and has many uses for magic weapons, armor, or to reinforce the hull of a ship. Can make the Shield or the Spear item in Griffon's Saddlebag.

Chapter 8:

- No changes needed here, other than maybe have Vocath award the characters with some treasure and have a wider variety of magic items for purchase.

Chapter 9:

- A lot of important info, so make sure to read it over again before continuing. You can have 10 days of downtime as the ships assemble and make ready for Xarxispace
- Feel free to change any of the factions, as they don't seem too important --- Perhaps Atlas could be one of them with a group of Druids.

Chapter 10:

- Definitely Foreshadow Dagaz way later in the book, people on the Rock of Braal could talk about the dangerous Githyanki Knight who rides about on a steed of fire and brimstone. People may directly tell Nick's character about this, as she very well could attack him on sight.
- Maybe replace the Young Solar Dragons with more powerful ones (an adult one perhaps) or have more young solar dragons join the fight.
- The Doomspace Coalition will probably make a plan in advance, it is no doubt that the PC's are the strongest. This way it's clear the character's won't need to fight all the different ships (Which would probably get tedious)
 - Make sure to describe what their fun NPC's they've garnered along the way are doing.

Chapter 11:

- Fill this chapter out a bit more
- Buff the Zodar like crazy, it should be clear this creature is insanely powerful. Foreshadow the fuck out of it, by saying stuff like they've been the only beings in the universe known to come out of black holes. Have it cast fucking Meteor Swarm or shit like that, or the black hole spell.
- Make the buff from Xedalli maybe a bit more powerful.
- Have them be able to gain information about the Zodar and what they might be up against while investigating the city.
- The Zodar is a giant Obsidian Egg in the center of the light being channeled from the star, it will come out steaming with the raw energy of a star.