

Mercenary Campaign

Introductions

Thematic Introduction

You knock, with some misgivings, at the door to a private room at the back of a tavern. Someone who knows someone you know gave you this contact, and said it might be work you were interested in and suited for, but didn't say much about it. Just as you are about to knock a second time the door opens a crack, and after a pause opens fully. Framed in the door is a tall, lanky man with a pale complexion, blue eyes, and sandy brown hair. His eyes pass briefly over you, and then fix on your face. After a few moments he smiles broadly, stands from the doorway and beckons you in.

"Welcome", he says, pleasantly. He clears papers and objects from the desk to make space, and pulls out a chair for you. "Thanks for coming." He wears clothing in dark shades that looks well suited for blending in or for action. A bit at odds is a fairly well worn gray cape pinned to his shoulders. As he sits the cape bunches up. He grins sheepishly, pulls it out and drapes it over the back of the chair as he re-seats himself.



“After all this time you think I would get used to it”, he says, gesturing to his cape. “I used to be in the Babylonian Special Branch. We dealt with magical crimes and, well, ... ‘weird shit’. I still keep it as an affectation.”

He pours some water and wine, and lets you choose if or which to drink or how to mix it. He takes neither. He waves his hands vaguely. “Well, there’s no beating around the bush. You may have heard rumors that there are those who seek to re-establish the old Empire. Well, it’s true, and I work for them. But our interests, and this job, is much more broad than that.”

He reaches behind him and throws a few books down on the table. “The Lesser Key of Xeno, Epigrams of Antipater of Syros, Chariots of the Gods... Lists of esoteric powers, magical artifacts, hidden secrets of the ancients... most of it is complete bullshit.” He glances up at you. “Most does not mean all.”

He laces his fingers together. “We are primarily looking for very specific information from a culture extant about 3000 years ago. They mastered phenomenal magical power, and then destroyed themselves in a great cataclysm. We also have adversaries who are looking for it as well. Our job is to secure that knowledge, and to prevent them from gaining it.”

He leans forward. “Understand clearly though: this is not about mastering great magic to establish our little empire. Rather, we are on this fool’s quest to establish our little empire so that we can better recover this information. We have rock solid evidence that there will be another, worse, cataclysm in 2000 years unless we can master this and do a better job of it than our predecessors.”

He sits back and smiles pleasantly. “What do you say?” Do you feel like messing with the powers of creation, uncovering the origin of the gods, and possibly saving the world?” He grins more broadly. “No pressure.”

Setting Introduction

The setting is a late medieval/early renaissance time frame fantasy world. Until recently it was dominated by the 1000 year long rise, and eventual fall of a Romanesque empire. The last acknowledged Emperor died 70 years ago, but a movement has started recently to re-found the Empire. The world is, very roughly, divided into countries that were part of the Roman Empire, countries that were part of it administratively, but not culturally, countries that were never absorbed by it, and the outer waste. The rule of law is the norm in settled areas, and closely resembles old Empire law, for the most part. Latin is the language of the core region and trade. Akkadian/cuneiform is the language of bureaucracy and often the written language of record. Other languages are spoken more towards the periphery.

Magic is known, but is not common. Drawing on modern analogies, there are large, magical gates connecting capital cities for express trade, but individual use of them would be on-par with how many air travelers there were in 1950. Magical items are known, but are about as common as assault weapons are in our world. Many are, in fact, army surplus dating back to Imperial times.

The agency you are working for most often recruits from the military or mercenary teams. Characters, ideally, should be created that have sought out that sort of career. They can be any race or class (see below) but need to be of the right disposition to take orders from someone

else, and the right abilities to be able to credibly serve some role in security or investigation. A support role rather than a combat role is fine (e.g. medic, scout, archer, etc).

There are large things going on in the setting, and the characters are working for one of those factions. They, themselves, are unlikely to be personally pivotal (unless they try really hard). But their actions have the potential to affect the arc of events as they transpire.

Mechanics Introduction

This will be a 5e D&D game with a few small changes to make small unit tactics easier and more relevant. This will mostly be around initiative and round order (everyone says what they are doing, then it all happens simultaneously). The official length of the round will be longer (from 6 seconds to one minute) to justify more communication within a round. But spells, movement, etc, will be scaled accordingly so it won't really make much mechanically different. Experience point allocation will be fairly conservative. The emphasis will not be so much on leveling up, but on character development in terms of equipment, knowledge, and connections. This, and the fact it is a team of hired people, also lowers the bar on swapping characters as the game progresses. So you are welcome to try out different character concepts until you find one that fits.

The faction is modestly well resourced, including a stock house of magical items characters may equip themselves from for specific missions. They aren't beyond reviving characters who have died in the course of their duties, budget allowing.

Character Creation

Select Class

Any standard Fighter, or Rogue class is fine. If you want some other supplement's class, talk to me.

Paladins are considered to be Holy Warriors and are always aligned with a specific church. They fight on behalf of their church and, in theory, any cleric can give orders to any paladin. In practice the relationship is more complicated. But the choice of culture and god is as important as for a cleric.

At the current time and place in the setting, wizards are in high demand, and can command a much higher price in private service, compared to being freelance, so they are not an option. Sorcerers and Warlocks are extremely rare in this setting and would end up attracting a lot of attention. Talk to me if you are very interested in one of these.

You can choose a cleric (or other divine powered magic using type) but the choice of culture and god will be important. You will be expected to uphold and promote the ethos of your god and support others from the same pantheon.

Select Race

The major races are humans, elves, half-elves, dwarves, half-orcs, gnomes, and halflings. (There are also dragons, but they are a little different. Talk to me if you are interested.) The Empire was pretty cosmopolitan and so while most countries are predominantly one race, there are small enclaves of other races in most places. It is possible to be racially one type, but culturally a different type. (See next section.)

If you want to play a minor race, talk to me, and I'll work out how to fit it in.

A half-elf born of a human and an elf is very, very rare. Most half-elves are the children of other half-elves.

Half-orcs, on the other hand, run the gamut, and are a catch-all for anyone who isn't pure human or pure orc.

Select Culture/Country

In this setting your culture is often more important than your race. So it is important to know where you come from. You can peruse the map and read the gazetteer if you really want, you can pick an origin from the high level categories of "core empire culture", "was once in the empire", or "was never in the empire". I'll come up with finer grained details beyond that as appropriate.

Select A God

This is only required for Clerics, Druids and Paladins. Other classes may choose to dedicate to a god if they wish, but are more likely to revere the pantheon of their culture as a whole.

Those from the "core empire culture" can pick one of the 8 major deities (pick a Greek god and I'll tell you the closest analogy), one of the 88 minor deities (covering all major domains) or one of the 888 demigods (which cover, literally, anything).

Those from beyond the core culture, will have the choice of the gods of their culture. Most choices are represented in the world somewhere (Egyptian, Central American, Dwarven, etc), so tell me what you are interested in and I can work out the specifics.

Clerics will, generally, fight with the weapon and wear the armor that their god is usually depicted with. This supersedes the default weapons given in the description in the Player's Handbook. Paladins are encouraged to do so, but are allowed to be more pragmatic.

References

There's a very old site from when I ran this setting previously. Take anything there just at the high level, and with a large grain of salt. The information given is from a biased point of view, and isn't necessarily authoritative. The most relevant sections are:

The Gazetteer - a run down of the major countries, and a few lines about their racial composition and religion.

<http://solstation.com/dnd/gazettee.htm>

The Maps - high level maps. Some of the names will be different. For example Rome/Romitu are the same place, and will be where the characters are based.

<http://solstation.com/dnd/maps.htm>

Jo is inviting you to a scheduled Zoom meeting.

Join Zoom Meeting

<https://us02web.zoom.us/j/86796023504?pwd=dHhvWE92c0VlQ1hobVJpRS8zQVdlQT09>

Meeting ID: 867 9602 3504

Passcode: 2

One tap mobile

+16465588656,,86796023504#,,,,*2# US (New York)

+13017158592,,86796023504#,,,,*2# US (Washington DC)

Dial by your location

+1 646 558 8656 US (New York)

+1 301 715 8592 US (Washington DC)

+1 312 626 6799 US (Chicago)

+1 346 248 7799 US (Houston)

+1 669 900 9128 US (San Jose)

+1 253 215 8782 US (Tacoma)

Meeting ID: 867 9602 3504

Passcode: 2

Find your local number: <https://us02web.zoom.us/j/86796023504?pwd=dHhvWE92c0VlQ1hobVJpRS8zQVdlQT09>

Old (First Season) Introduction

Thematic Introduction

"Listen up recruits!" shouted Captain Marc.

"You're members of Marc's Mercs now. We're not just a mercenary company, we're a family! The Empire may have broken up 70 years ago, but their bureaucracy lives on. That's why it's just the six of us. Any more and we're no longer a mercenary company, we're a private army. And that's illegal." He winked.

"Don't worry about being fresh. Once people got done settling into the post-Empire power structure mercs didn't have much to do but guard remote caravans, dodgy warehouses, and self important people. Now, there's no better money than being paid to do nothing but stand there. Sitting around doing nothing is good work and I'll take it when I can get it, but right now we've got the wiff of something a bit more."

"We're not here just for the scenic Avenio countryside. Word is that there's a bunch that's marched over the border from the Orclands in Bright to the North proclaiming they are the Empire reborn, or some nonsense like that. Some say Monttice has already fallen to them. Some say Monttice went over to their side. Doesn't matter to me. All I know is that Montthouse County is next on their path and the Count is getting awfully nervous. He's rattling his money bag and looking for supplemental troops. So I'm taking the company up there to see how heavy his gold is. If it is, we've got a job scaring off some wannabe Imperialists. If not... well... we'll see what the Imperialists pay!"

Setting Introduction

The setting is a late medieval/early renaissance time frame fantasy world. Until recently it was dominated by the 1000 year long rise, and eventual fall of a Romanesque empire. The world is, very roughly, divided into countries that were part of the Roman Empire, countries that were part of it administratively, but not culturally, countries that were never absorbed by it, and the outer waste. The rule of law is the norm in settled areas, and closely resembles old Empire law, for the most part. Latin is the language of the core region and trade (although Akkadian/cuneiform is often the written language of record), but other languages are spoken more towards the periphery.

Magic is known, but is not common. Drawing on modern analogies, there are large, magical gates connecting capital cities for express trade, but individual use of them would be on-par with how many air travelers there were in 1950. Magical items are known, but are about as common as assault weapons are in our world. (Many are, in fact, army surplus dating back to Imperial times.)

Characters should be created that have sought out a career as a mercenary. They can be any race or class (see below) but need to be of the right disposition to be paid security, and the right abilities to be able to credibly serve some role on a battlefield. A support role rather than a combat role is fine (e.g. medic, scout, archer, etc).

Despite the focus of the campaign being a mercenary team, it is not expected that the game will revolve around combat. Many jobs, like escort duty, guarding, policing, scouting, and so forth, that the team will have opportunities to sign on for are more about the projection of force rather than inflicting force.

Although there are large things going on in the setting, the characters are unlikely to be pivotal (unless they try really hard). As mercenaries, they may end up (sequentially) in hire to different sides, and have the option of being apolitical. But they also have the option, as a group, to choose otherwise.

Mechanics Introduction

This will be a 5e D&D game with a few small changes to make small unit tactics easier and more relevant. This will mostly be around initiative and round order (everyone says what they are doing, then it all happens simultaneously). The official length of the round will be longer (from 6 seconds to one minute) to justify more communication within a round. But spells, movement, etc, will be scaled accordingly so it won't really make much mechanically different. Experience point allocation will be fairly conservative. The emphasis will not be so much on leveling up, but on character development in terms of equipment, knowledge, and connections. This, and the fact it is a team of mercenaries for hire, also lowers the bar on swapping characters as the game progresses. So you are welcome to try out different character concepts until you find one that fits.

Equipment and expenses will be important. Mercenaries don't recoup as much money as dungeon delvers. So how you spend it will be a factor.

Character Creation

Select Class

Any standard Fighter, or Rogue class is fine. If you want some other supplement's class, talk to me.

Paladins are considered to be Holy Warriors and are always aligned with a specific church. They fight on behalf of their church and, in theory, any cleric can give orders to any paladin. In practice the relationship is more complicated. But the choice of culture and god is as important as for a cleric.

At the current time and place in the setting, wizards are in high demand, and can command a much higher price in private service, compared to being a mercenary, so they are not an option. Sorcerers and Warlocks are extremely rare in this setting and would end up attracting a lot of attention. Talk to me if you are very interested in one of these.

You can choose a cleric (or other divine powered magic using type) but the choice of culture and god will be important. You will be expected to uphold and promote the ethos of your god and support others from the same pantheon.

Select Race

The major races are humans, elves, half-elves, dwarves, half-orcs, gnomes, and halflings. (There are also dragons, but they are a little different. Talk to me if you are interested.) The Empire was pretty cosmopolitan and so while most countries are predominantly one race, there are small enclaves of other races in most places. It is possible to be racially one type, but culturally a different type. (See next section.)

If you want to play a minor race, talk to me, and I'll work out how to fit it in.

A half-elf born of a human and an elf is very, very rare. Most half-elves are the children of other half-elves.

Half-orcs, on the other hand, run the gamut, and are a catch-all for anyone who isn't pure human or pure orc.

Select Culture/Country

In this setting your culture is often more important than your race. So it is important to know where you come from. You can peruse the map and read the gazetteer if you really want, you can pick an origin from the high level categories of "core empire culture", "was once in the empire", or "was never in the empire". I'll come up with finer grained details beyond that as appropriate.

Select A God

This is only required for Clerics, Druids and Paladins. Other classes may choose to dedicate to a god if they wish, but are more likely to revere the pantheon of their culture as a whole.

Those from the "core empire culture" can pick one of the 8 major deities (pick a Greek god and I'll tell you the closest analogy), one of the 88 minor deities (covering all major domains) or one of the 888 demigods (which cover, literally, anything).

Those from beyond the core culture, will have the choice of the gods of their culture. Most choices are represented in the world somewhere (Egyptian, Central American, Dwarven, etc), so tell me what you are interested in and I can work out the specifics.

Clerics will, generally, fight with the weapon and wear the armor that their god is usually depicted with. This supersedes the default weapons given in the description in the Player's Handbook. Paladins are encouraged to do so, but are allowed to be more pragmatic.

References

There's a very old site from when I ran this setting previously. Take anything there just at the high level, and with a large grain of salt. The information given is from a biased point of view, and isn't necessarily authoritative. The most relevant sections are:

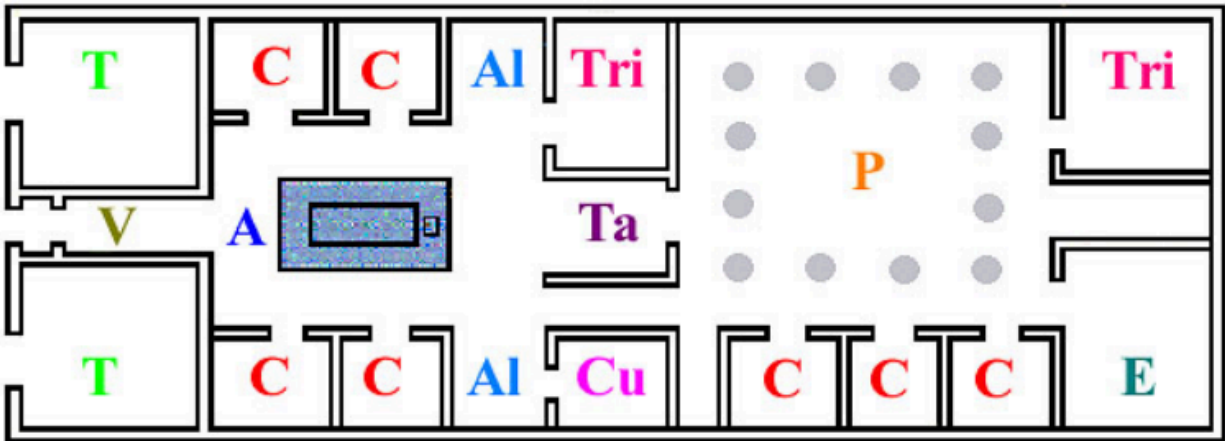
The Gazetteer - a run down of the major countries, and a few lines about their racial composition and religion.

<http://solstation.com/dnd/gazettee.htm>

The Maps - high level maps. Some of the names will be different. For example Gattica/Avenio are the same place, and will be where the campaign starts.

<http://solstation.com/dnd/maps.htm>

Avenio Embassy, Rome



- **A.** Formal Entrance
- **Al.** Wings, opening from atrium
- **C.** Small room/bedroom
- **Cu.** Kitchen
- **E.** Garden room
- **P.** Collanaded garden
- **T.** Shop
- **Ta.** Office/study
- **Tri.** Dining room
- **V.** Entrance

Material:

- **Gorgon's Blood Plaster.** This is an alchemical mix, that can be added to plaster. It deters scrying, pass wall, rock to mud, ethereal travel, and most similar minor magics. There's enough here to re-plaster the whole place.
- **Quoborium Dust Paint.** This is a higher rated deterrent, proof against all but the highest magic. There's enough to paint one medium sized room.
- **Sophia Statuettes.** Sophia is Romita's owl, known for wisdom and clear sightedness. These three owls see everything in their line of sight, and record it on small crystals slotted into the back. These may be replayed via the same device.
- **Safe.** This can store about a cubic foot of items. It has a combination lock, and is proof against just about everything.

- **Slippery When Wet.** There are four pairs of these cones, meant to alert people to spills. The codes detect any life form passing between them and can emit an alarm (loud or silent).
- **Six Secure Locks.** These are high quality dwarven locks, with two keys each. Very hard to pick.
- **In Case of Emergency, Break Glass.** This is a crystal which can be grasped, will record about 30 seconds of audio. It will pass this back to HQ along with a high priority alarm.
- **One Way Mirror.** This 4'x6' mirror can be mounted on the wall. But anyone behind it can see through it.'
- **Diplomatic Pouch.** This is a scry proof bag of holding. Anything in it is not subject to search or seizure by customs.
- **Multipasses for Everyone!** Each player (and Exantine) will be issued a pass that will allow priority travel through merchant and commerce gates.
- **Library Memberships.** He has organized membership in a number of libraries and archives around Rome. These are storehouses of information, often not well organized, but often overlooked by most people. Rather than focus on indexing everything in them, he's built up a list of contacts of people who know what is in them.
- **Club Memberships.** There are a number of elite social clubs, to which he has gained access. It may be necessary to informally meet (or spy on) other social elites. He encourages them to make use of them, hang out and eat the free food, and listen in on whatever they can hear.

Golgotha



Language Ranks

For each language a character knows a skill rank should be recorded. This number (1-5) indicates how well the character knows the language.

Rank	Skill
1	Recognition of written and spoken use of languages. User can communicate very basic concepts. Eg: eat, danger, cost, enemy, pain...
2	Understands normal simple phrases and everyday conversation when spoken slowly. Seasoned Tourist.
3	Speaking level of normal population. Regional and foreign accents are still detectable.
4	Accentless speaking and recognition of various accents.
5	Complete fluency, abstract, technical, or archaic concepts and words understood.

In addition to the languages a character speaks naturally they have the following additional ranks to allocate:

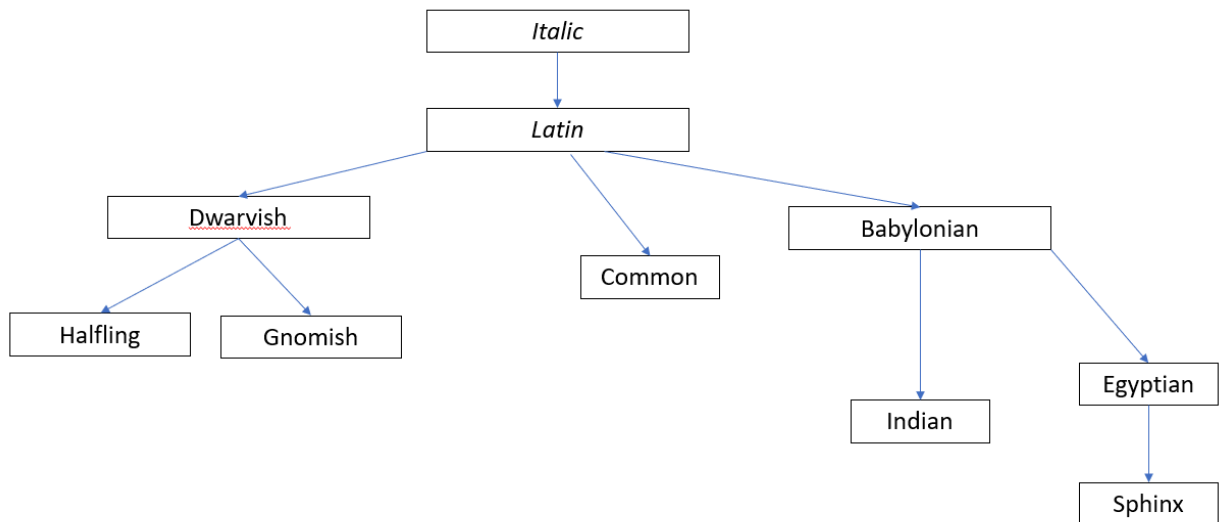
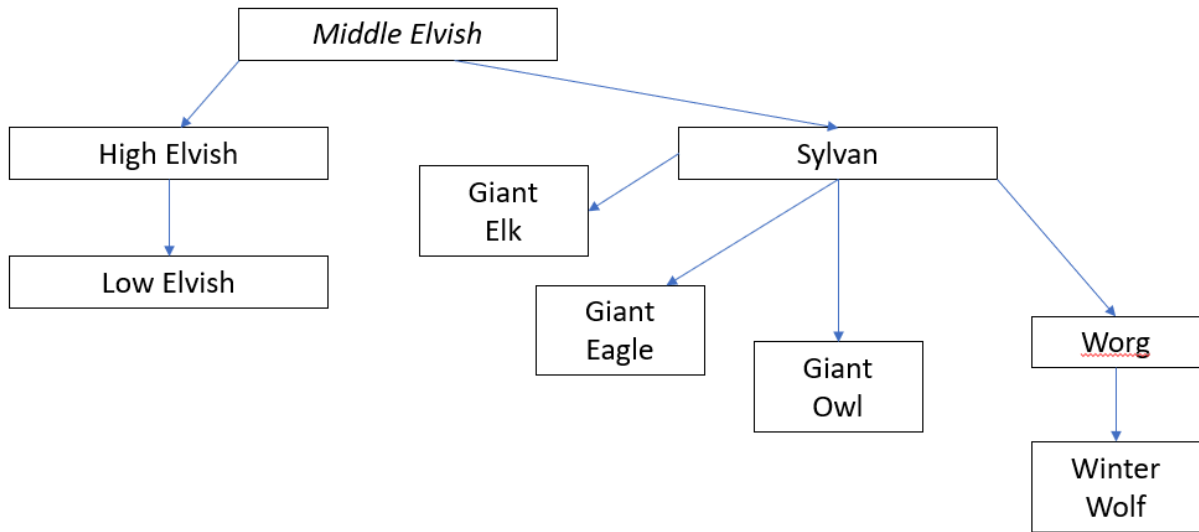
Int	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Ranks	-3	-2	-1	0	2	3	4	6	7	8	10	12	13	15	18	21	24

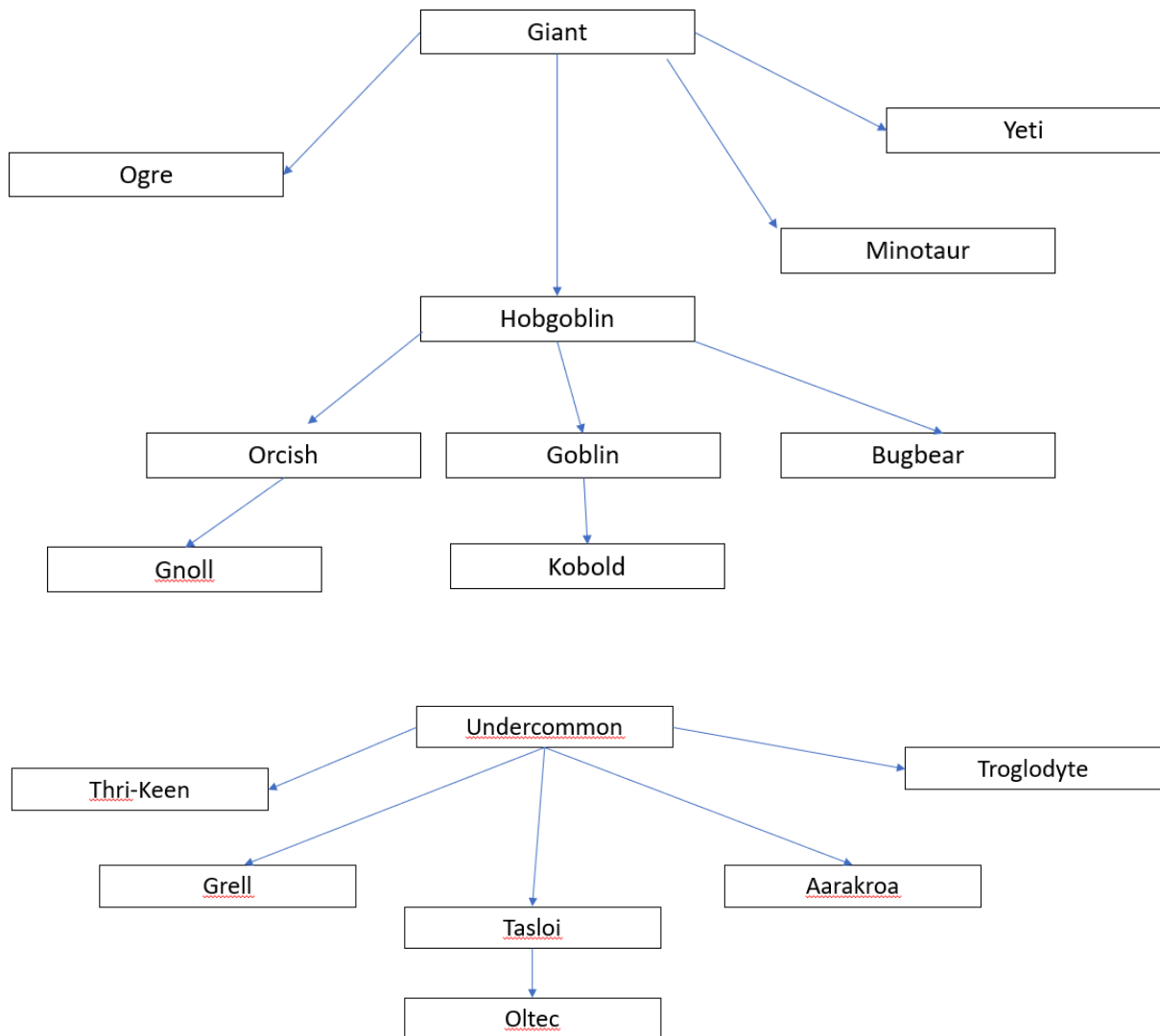
A negative number indicates skill ranks must be subtracted from already known languages.

For every four months a language isn't used commonly it will drop by one skill rank. These are relearned twice as fast as learning new ones though. It normally takes 19 - ½ INT weeks to learn one rank of a language. You can only learn up to the skill rank of your instructor.

Archaic languages can be learned after learning the closest descendant to rank 5 first.

Having a skill rank 4 in a language implies a skill rank of 1 in all parental or child languages (not sibling) as per the language charts. This only applies to spoken, living languages. A skill rank 5 implies a rank 2 knowledge of all similarly related spoken languages and a skill rank of 1 for archaic languages. These ranks in no way accumulate with each other or any previous knowledge of any language.





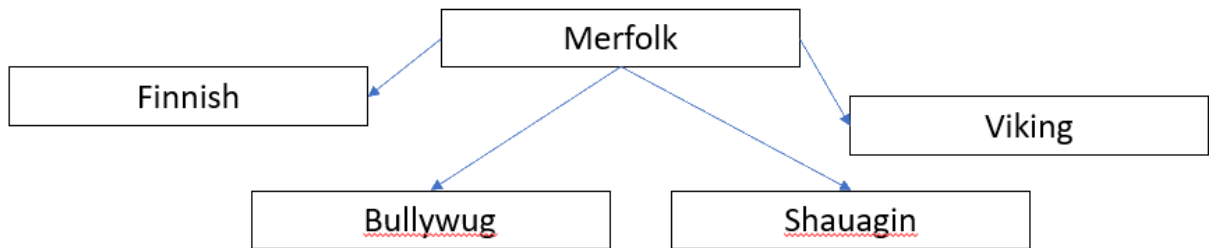
Serpentine



Draconic



Edoese



Maps

You can find some large scale maps on "Ye Olde D&D Page" here:

<http://solstation.com/dnd/maps.htm>

You can find a super-duper fine grained interactive map here:

<http://maincastle.serveminecraft.net/tsatsatzu/companions/>

Walls of pit room:

환송대령의 환송대령의 환송대령의

Copper chest:

환송대령의 환송대령의 환송대령의 환송대령의
환송대령의 환송대령의 환송대령의 환송대령의
환송대령의 환송대령의 환송대령의 환송대령의

- +2 Short sword of Quickness
- Scroll of Protection from Elementals
- +3 Axe
- 26 +1 Bolts
- Potion of Fire Breath
- Human sized Leather Armour +3
- Potion of Invisibility
- Cloak of the Bat
- +2 Bastard Sword, Giant Slayer
- 4 +4 Arrows
- 22 +1 Bolts
- +1 Longsword
- +2 Longsword
- +1 Broadsword

- Lens of Ultravision

Shadows of the De la Vegas: The Rise and Fall of Magic

In the kingdom of Galacia, the de la Vegas family was renowned for its noble lineage and the contributions they made to the realm. Among their notable ancestors was Domino de la Vegas, a veteran of the Army who played a pivotal role in establishing an independent Magical Academy for the kingdom. During a time of tax revolts and the presence of Roman troops, Domino skillfully balanced loyalty to Rome while championing Galacia's quest for further independence.

However, the family histories took a darker turn as they delved into Domino's later years. The Annals portrayed a shift in his character, recounting how he delved too deeply into forbidden magical practices and lost his very soul. Despite the pleas of his loving family, Domino succumbed to madness and met an untimely demise in the year 900.

This tragic event deeply affected his grandson, Helio de la Vegas, who had shared a close bond with his grandfather. Overwhelmed by grief and seeking to unravel the mysteries of his family's fate, Helio dedicated his life to the Goddess Weaver. He became a devoted paladin, serving her with unwavering loyalty. The Annals chronicled his valiant efforts to contest against Vallerio le Roho, a cunning warlord who sought to exploit the chaos and push for greater independence, akin to Amazonia.

Helio's tireless endeavors proved fruitful as he thwarted Vallerio's plans and shattered his power. But his determination didn't stop there. Driven by a thirst for justice, Helio embarked on a daring mission to eliminate Vallerio once and for all. With unwavering resolve, he stormed Vallerio's castle atop Mount Skull, ready to face the warlord head-on.

However, the outcome of this fateful encounter remains a mystery. Helio never returned from his mission, and Vallerio, despite surviving, faded into insignificance. Mount Skull and its castle stood as haunting remnants, shrouded in an air of darkness and malevolence. Whispers circulated that the castle was now a breeding ground for forbidden sorcery, drawing those who sought to dabble in the forbidden arts.

Through the generations, the de la Vegas family bore the weight of their complex history. The tales of Domino's rise and fall, and Helio's courageous but enigmatic journey, became woven into the fabric of their identity. The family's legacy held both moments of honor and tragic descent, serving as a reminder of the delicate balance between power, loyalty, and the temptations of forbidden knowledge.

The Legacy of Domino de la Vegas

Domino de la Vegas was a noble leader, a veteran of the Army, and instrumental in establishing an independent Magical Academy for the Kingdom of Galacia. He was a man of great wisdom and compassion, and he was loved and respected by all who knew him.

However, Domino's life was not without its challenges. After the Raven's Jest campaign was called off, Rome stationed troops in Galacia. This led to a number of tax revolts, and Domino was tasked with finding a way to please both sides. He managed to do this by being loyal to Rome, but also championing Galacia's further independence.

However, the stress of this delicate balancing act took its toll on Domino. He began to delve deeper and deeper into magical works, in search of a way to solve Galacia's problems. Unfortunately, he lost his way in the darkness, and his soul was corrupted.

Domino's family was horrified by his transformation, but they were unable to stop him. He descended into madness, and eventually met an untimely end in the year 900.

Domino's grandson, Helio de la Vegas, was devastated by his grandfather's death. He had been very close to Domino, and he could not understand how such a good man could have fallen so far.

In order to make sense of this, and to understand how his grandfather's pain fit into the schemes of the gods, Helio dedicated his life to the Goddess Weaver. He eventually became a paladin in her service, and he fought tirelessly to protect the innocent and uphold justice.

One of Helio's most notable battles was against Vallerio le Roho, a warlord who was attempting to take advantage of the turbulence of the times. Vallerio was a powerful sorcerer, and he had amassed a large army of followers. However, Helio was able to defeat him, and he broke his power.

Not content with this, Helio sought to eliminate Vallerio altogether. He attacked him in his castle on Mount Skull, but he was never seen again. Vallerio's castle was never subsequently occupied, and it is said to be a place of ill repute. Dark Magic is said to work there, and it draws those who choose to seek out the dark arts.

Some say that Helio is still alive, and that he is waiting for the right moment to return and finish what he started. Others believe that he was killed in battle, and that his soul is now trapped in the castle on Mount Skull.

Whatever the truth may be, the legacy of Domino de la Vegas lives on. He was a man who fought for what he believed in, even when it was difficult. He was a man who stood up for the innocent, and he was a man who never gave up hope.

His story is a reminder that even in the darkest of times, there is always hope for redemption.

Songs of Shadows and Sorcery: The De la Vegas Legacy

In lands of old, where magic's tale was told,
The de la Vegas family shone, brave and bold.
Domino, noble leader, soldier true,
Established Galacia's Academy anew.

But whispers spread, of a soul lost in despair,
Domino's descent into madness, a dark snare.
His grandson, Helio, burdened by grief's sting,
Dedicated his life to the Weaver, the Goddess' string.

A paladin he became, with heart ablaze,
Contesting warlords, like Vallerio, in tangled maze.
Mount Skull's castle, a battleground grand,
Helio faced his nemesis, sword in hand.

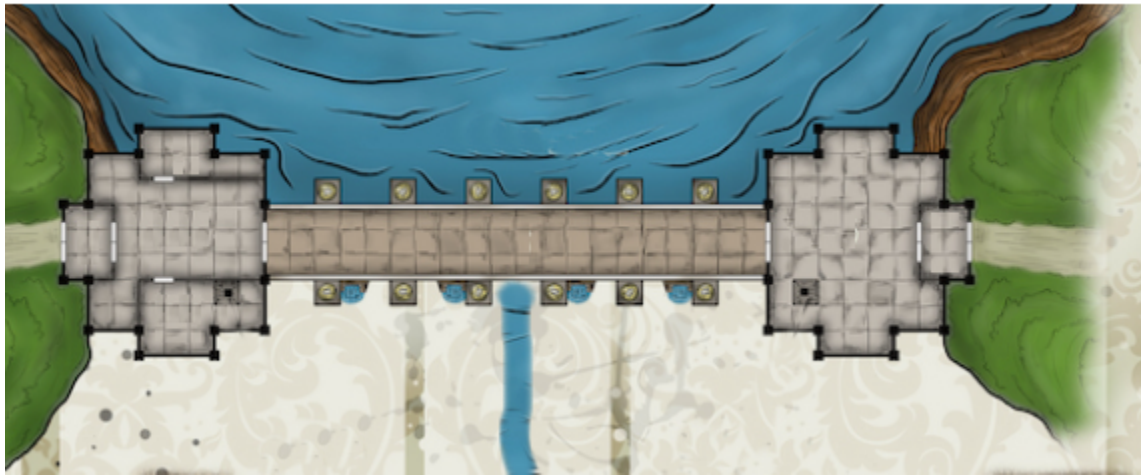
Yet, mysteries enshroud that ill-fated fight,
Helio vanished, hidden in shadows of the night.
Vallerio, a mere echo, no force to reclaim,
His castle, a dwelling for dark magic's domain.

Through ages passed, the de la Vegas name,
Bore witness to honor and a tragic flame.
A legacy of rise and fall, told with grace,
A cautionary tale of magic's treacherous embrace.

Shaishem:



The Dam at Chicgira







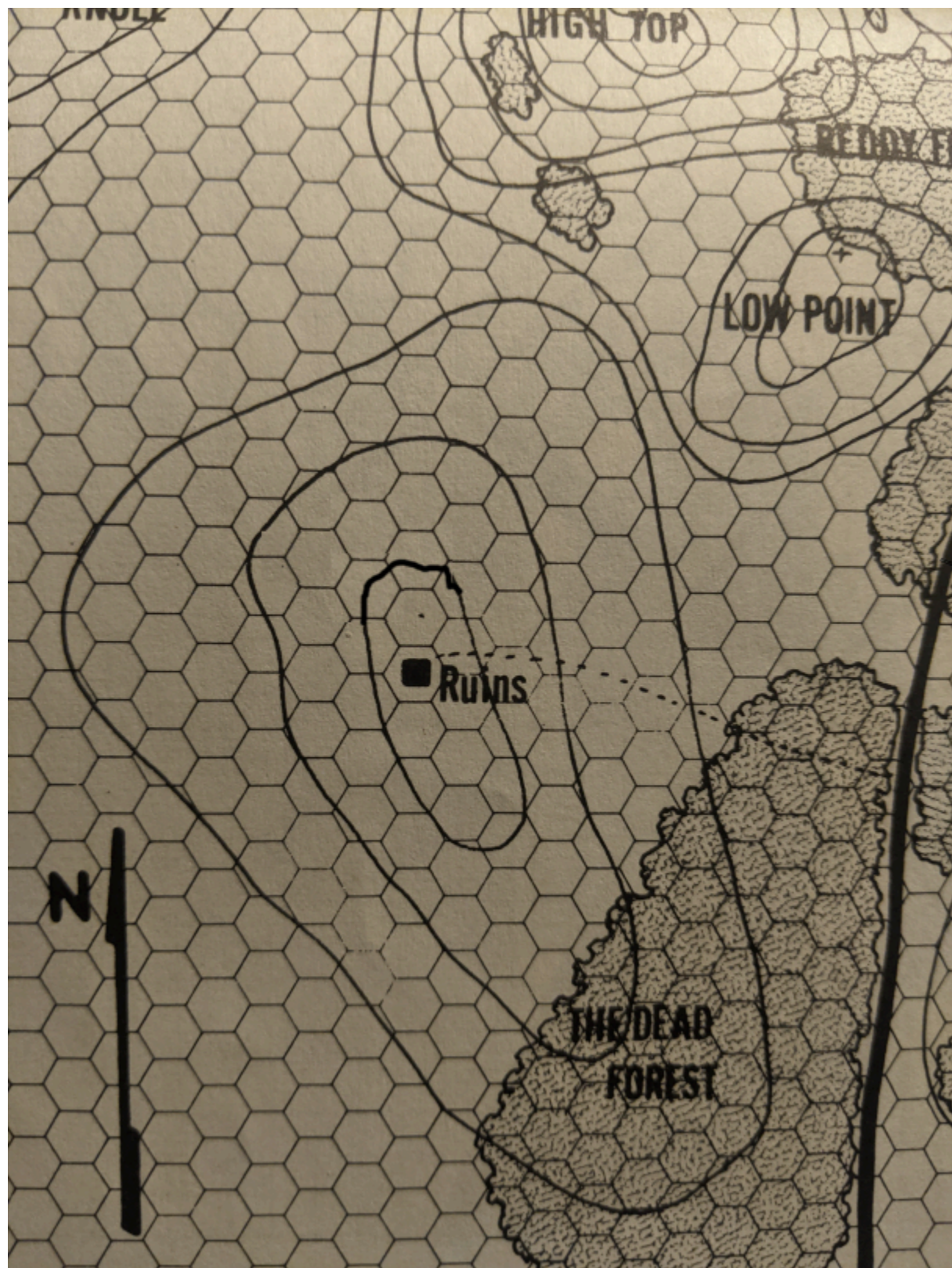
Friar Mateo's message via passenger pigeon:

Hey Folks!

Sounds like you're doing good work. I'm certainly happy interviewing a Kobold for a job if you recommend him. I did, however, bring up your situation with The General at our morning sit rep. He think's that there are ways he could use a tribe of gnolls for the war effort. He's sending Captain Tancred from special ops to check it out. He should be there in a day or so, depending on how good time he makes.

YIS,

Moss



Equipment:

12 vials Holy Water

2x Long Rest Potion

+1 Edo Sushi Knife

32 Blessed Sling Stones

Loot from Ghouls:

- 3x darts +1
- Dwarf Sized plate armor
- normal shield,
- shield +1
- potion of clairaudience.

Loot from various Spoodge

- Dragon Headed Staff (one dent)
- Ring of Mammal Control
- +2 Morning Star
- 2000 sp
- 500 gp
- 450 gp gem, 650 gm gem
- +2 shield
- Pitcher of water/tea/wine 3/day
- Mug of mead/beer/ale 6/day
- Platter of turkey/beef/lamb/pheasant 1/day 4 servings

Dragon Headed Staff

Close inspection of the staff will show a finely-carved dragon head. It is the head of a blue dragon, but since all paint is eaten away the color is not obvious and the players, unless they have previously encountered blue dragons, will not be able to recognize the exact species. The staff has 11 charges and can be commanded by the proper spell word(s) to perform the following functions:

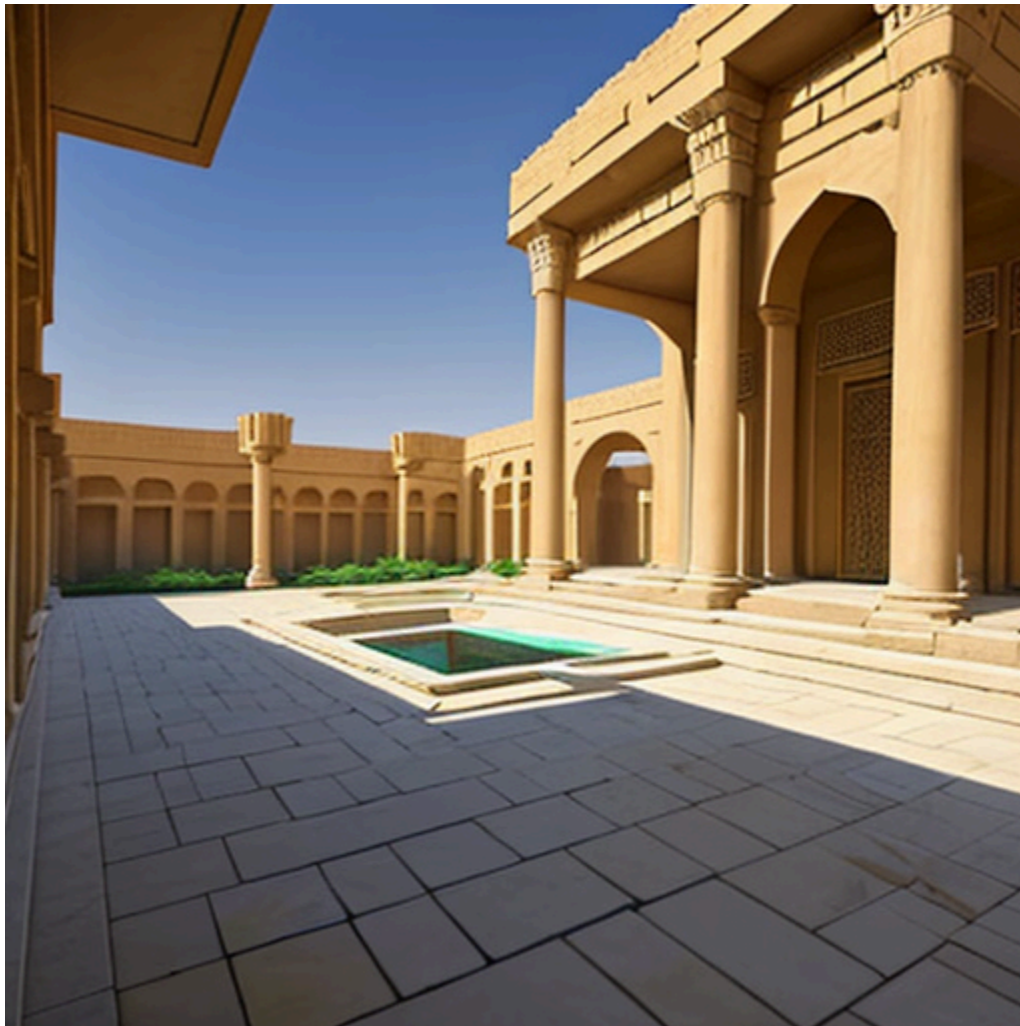
1. **Dancing lights**, 2-5 in number, 60' range from staff along line-of-sight. Duration: concentration, but any act will break concentration, even speaking. Casting time: 1 segment. Cost: 1 charge.
2. **Light**, as per the spell. The staff is the center of the 20' radius globe (remember it will be very bright in these moist caves). Duration: 3 turns per charge used, and concentration is not a factor. The light will wink out at the end of 3 turns but it will fade in the last round so it can be commanded to light again if that is desired. The holder can extinguish it by a simple command. The light cannot be thrown elsewhere. Casting time: 1 segment. Cost: 1 charge.
3. **Spark**, a 30' long straight discharge can be fired. It can be fired at anyone wearing a significant quantity of metal, who must make a DC15 CON save. It does 2-20 points of damage, or 2-8 points to those making their save. The size of the metal item

worn/carried must be that of a helm, shield, broadsword, etc. Rings and bracers are not large enough. Casting time: 1 segment. Cost: 1 charge.

4. **Lightning bolt**, a bolt 80' long up to a range of 80' (thus a full-length bolt could reach to a point 160 feet away). It will inflict 4-48 points of damage (DC15 DEX save for half damage). Those wearing metal armor always receive a base 3 points per die of damage even with a successful save. The bolt cannot be forked. It is 5 feet wide and thus will often hit only one opponent. Casting time: 3 segments. Cost: 2 charges.

The Book of Creation was given to Arch Mage Kael, Master of the Obsidian Flame, emeritus professor of the College of Magic in Rome to be destroyed, or entombed forever.

Past Splendor





Gold ring, flat face, inscribed with:

Small library:

- A biography of Alexander the Great (Herodotus)
- Trans Gallic Conquests of the Early Roman Empire (Pliny)
- Decline and Fall of the Roman Empire (Gibbons)
- Conquests of Vespasian II (Gaius)
- Ordnance Survey of Constantine (Gaius)
- A wide selection of almanacs and charts

"It was a belief very strongly and generally held by the ancients—of whose wisdom in these matters I have had such experience as induces me to place confidence in their assertions—that by enacting certain processes, which to us moderns have something of a barbaric complexion, a very remarkable enlightenment of the spiritual faculties in man may be attained: that, for example, by absorbing the personalities of a certain number of his fellow-creatures, an individual may gain a complete ascendancy over those orders of spiritual beings which control the elemental forces of our universe.

"It is recorded of Simon Magus that he was able to fly in the air, to become invisible, or to assume any form he pleased, by the agency of the soul of a boy whom, to use the libellous phrase employed by the author of the Clementine Recognitions, he had 'murdered.' I find it set down, moreover, with considerable detail in the writings of Hermes Trismegistus, that similar happy results may be produced by the absorption of the hearts of not less than three human beings below the age of twenty-one years. To the testing of the truth of this receipt I have devoted the greater part of the last twenty years, selecting as the corpora vilia of my experiment such persons as could conveniently be removed without occasioning a sensible gap in society. "The best means of effecting the required absorption is to remove the heart from the living subject, to reduce it to ashes, and to mingle them with about a pint of some red wine, preferably port. The remains of the first two subjects, at least, it will be well to conceal: a disused bathroom or wine-cellar will be found convenient for such a purpose. Some annoyance may be experienced from the psychic portion of the subjects, which popular language dignifies with the name of ghosts. But the man of philosophic temperament—to whom alone the experiment is appropriate—will be little prone to attach importance to the feeble efforts of these beings to wreak their vengeance on him. I contemplate with the liveliest satisfaction the enlarged and emancipated existence which the experiment, if successful, will confer on me; not only placing me beyond the reach of human justice (so-called), but eliminating to a great extent the prospect of death itself."

Cistern Freezing



Bargaining Items for Magic Carpets

- 1,000 gp cash, 10,000 gp in promissory notes, as deposit on 100,000 gp of purchases
- Promise of Deck of Many Things, Wand of Defoliation, Boots of Striding and Springing
- A job in the Imperial Magical Armory
- Relocation package to Iron tree for up to 30 extended family
- 1, 3 or 5 years of expedited travel clearance on Market Gate network
- 1, 3 or 5 years of unlimited personal travel on Market Gate network

Carpets recovered:

- Cloudchaser, 1 person,
- Whispering Winds, 2 persons,
- Djinn's Breath, 3 persons,

Myron the Bugbear Guide



The story of the rust stains, as Pinnacle has heard it goes like this:

“A long time ago, the ancients created a great iron machine to build the tunnels. Once the task was done the ancients tried to scrap it, but it resisted. They changed it up, but it broke free. Since then it has wandered these tunnels eternally, shackled with heavy chains. The chains, constantly dragging against the stone floor, have worn away the rock and left behind trails of rust. In the furthest reaches, the drag of the shackled machine’s chains may still be heard echoing through the tunnels, forever bound to their fate.”

“New Magic”

The “spells” of “Old Magic” are formulaic incantations. They are rituals, replete with trappings and elaborations that have more to do with theater than with wielding the dweometric forces to produce a result. However, very very few mages understand magic at a technical level, and cannot distinguish between the stage craft and the mage craft.

New Magic provides a complete technical understanding of magic, from the ground up. In the Biblica Hexapla it refers to itself as “phrase based magic”. All magic is made up of certain types of phrases, each of which have a specific effect when powered by magical energy. When combined together, they can create a combined effect.

However, the Biblica Hexapla contains much detail on the phrases themselves, and very little on actual ways to put them together. According to the only contemporary source from the time, even the mages who derived it were mostly winging it. There were no definitive “spell lists” or “recipe books”. The college of new magic is funding research into not just understanding the use and applications of the phrases, but also building common practices of useful things those phrases can be strung together to do.

That being said, new magic is particularly suitable for improvisation. It’s very easy to substitute one phrase for another, and get a different spell. For example, the difference between a fireball spell and a water ball spell is a single phrase. The difference between a lightning bolt spell and a lightning ball spell is also small.

Mana is what is used to power spells. The lowest unit of mana is the “erg”, and there are, roughly 1000 ergs per “spell level”. Mages are able to channel their personal mana generation into an internal reservoir they can maintain. Their personal store is 5000 ergs per level.

Recipes

Acid Splash

[Reference](#). Level: Cantrip, Range: 60ft, Duration: Instantaneous. Hurl at enemy, target save vs Dex, damage 1d6.

Summon elemental water, transmute it towards acid, hurl it at enemy.

1. Create a magic reservoir of suitable size, by rote. (10 ergs)
2. Create a pattern of a strong acid, by example. (10 ergs)
3. Create a target of the elemental plane of water, by rote. (10 ergs)
4. Create a gate, using 3. (10 + xx ergs)
5. Create a make-it-like-this, using 2, attached to 4. (10 + yy ergs)
6. Create a direction, by example. (10 ergs)
7. Create an impetus, by rote, aligned by 6, attached to 5. (10 + zz ergs)
8. Connect reservoir. (10 ergs)

With xx = 100 ergs, summon one pint, y = 200 ergs, acidic enough to do 1d6 damage per pint, with zz = 120 ergs, range = 60, opponent makes DEX saving throw to avoid.

Total = 500 ergs.

Mage Hand

[Reference](#). Level: Cantrip, Range: 30ft, Duration 1 minute, ongoing control of effect

Mending

[Reference](#). Level: Cantrip, Range: touch, Duration instantaneous

Message

[Reference](#). Level: Cantrip, Range: 120ft, Duration 1 round, identify target by pointing

Alarm

[Reference](#). Level: 1, Range: 30ft, Duration 8 hours, Detect creatures, alert with audible sound or mental ping

Comprehend Languages

[Reference](#). Level 1, Range: self, Duration 1 hour

Detect magic

[Reference](#). Level 1, Range: self, Duration concentration, sense within 30ft

Identify

[Reference](#). Level 1, Range touch, Duration: Instantaneous,

Illusory Script

[Reference](#). Level 1, Range touch, Duration: 10 days, Encrypted messaging

Shield

[Reference](#). Level 1, Range: self, Duration: 1 round, AC +5, reaction spell.

Blade Ward

Create patterns of damage, create an impetus targeted to that damage, give it enough mana to be free standing for a time. The effect is that expressions of that damage get pushed around by the impetus enough to give the caster resistance to them.

1. Create a magic reservoir of suitable size by rote. (10 +xx ergs)
2. Create a pattern of bludgeoning by rote/example. (10 ergs)
3. Create a pattern of slashing by rote/example. (10 ergs)
4. Create a pattern of piercing by rote/example. (10 ergs)
5. Create a seeker aligned by 2,3,4. (10 + yy ergs)
6. Create an impetus, by rote, aligned by 5. (10 + zz ergs)
7. Connect to reservoir. (10 ergs)

With xx = 120, duration is one round, yy = 120, range is personal, zz = 120, force is enough to give resistance.

Total = 430 ergs.

Chill Touch

Summon negative material, hurl it at enemy.

1. Create a magic reservoir of suitable size, by rote. (10 ergs)
2. Create a target of the negative material plane, by rote. (10 ergs)
3. Create a gate, using 2. (10 + xx ergs)
4. Create a pattern of your target, by example. (10 ergs)
5. Create a seeker, aligned by 4. (10 ergs).
6. Create an impetus, by rote, aligned by 4, attached to 3. (10 + zz ergs)
7. Connect reservoir. (10 ergs)

With xx = 160 ergs, enough to do 1d8 damage, with zz = 240 ergs, range = 120, must succeed with a ranged spell attack.

Total = 470 ergs.

Control Flames

Take a pattern of a fire, alter it, reapply it.

1. Create a magic reservoir of suitable size, by rote. (10 ergs)
2. Create a pattern of your target, by example. (10 ergs)
3. Create a copy of pattern 2. (10 ergs)
4. Alter pattern 3, to be bigger/smaller/brighter/specific shape. (10 ergs per 25% change)
5. Create a make-it-like-this, attached to 4 (10 ergs)
6. Create a seeker, aligned by 2. (10 ergs).
7. Create an impetus, by rote, aligned by 6, attached to 5. (10 + zz ergs)
8. Connect reservoir. (10 ergs)

With zz = 120 ergs, range = 60.

Total = 200 ergs.

Create Bonfire

Summon elemental fire at a location.

1. Create a magic reservoir of suitable size, by rote. (10 ergs)
2. Create a pattern of your target location, by example. (10 ergs)
3. Create a target of the elemental plane of fire, by rote. (10 ergs)
4. Create a gate, from 3 to 2. (10 + xx ergs)
5. Connect reservoir. (10 ergs)

With xx = 160 ergs, enough to do 1d8 damage.

Total = 210 ergs (+10/round to keep gate open).

Dancing Lights

Summon elemental radiance at a location in a shape.

1. Create a magic reservoir of suitable size, by rote. (10 ergs)
2. Create a pattern of your target location, by example. (10 ergs)
3. Create a pattern of your desired shape, by rote. (10 ergs)
4. Create a target of the elemental plane of radiance, by rote. (10 ergs)
5. Create a gate, from 4 to 2. (10 ergs)

6. Create a make-it-like-this, aligned by 3, attached to 5. (10 ergs)
7. Connect reservoir. (10 ergs)

Total = 70 ergs (+10/round to keep gate open, +20 to create a new target, apply to gate).

Fire Bolt

Summon elemental fire, hurl it at enemy.

1. Create a magic reservoir of suitable size, by rote. (10 ergs)
2. Create a target of the elemental plane of fire, by rote. (10 ergs)
3. Create a gate, using 2. (10 + xx ergs)
4. Create a pattern of your target, by example. (10 ergs)
5. Create a seeker, aligned by 4. (10 ergs).
6. Create an impetus, by rote, aligned by 4, attached to 3. (10 + zz ergs)
7. Connect reservoir. (10 ergs)

With xx = 200 ergs, enough to do 1d10 damage, with zz = 240 ergs, range = 120, must succeed with a ranged spell attack.

Total = 510 ergs.

Friends

Alter a target's emotions.

1. Create a magic reservoir of suitable size, by rote. (10 ergs)
2. Create a pattern of your target, by example. (10 ergs)
3. Filter pattern 2 to only include emotions. (10 ergs)
4. Alter pattern 3, to be more joyful. (100 ergs for advantage)
5. Create a make-it-like-this, attached to 4 (10 ergs)
6. Create a seeker, aligned by 2. (10 ergs).
7. Create an impetus, by rote, aligned by 6, attached to 5. (10 + zz ergs)
8. Connect reservoir. (10 ergs)

With zz = 120 ergs, range = 60.

Total = 300 ergs.

Frostbite

Alter the temperature of an individual.

1. Create a magic reservoir of suitable size, by rote. (10 ergs)
2. Create a pattern of your target, by example. (10 ergs)
3. Filter 2 to only include temperature (10 ergs)
4. Alter pattern 3 to be colder. (10 + xx ergs)
5. Create a seeker, aligned by 2. (10 ergs).
6. Create an impetus, by rote, aligned by 5, attached to 4. (10 + zz ergs)
7. Connect reservoir. (10 ergs)

With $xx = 120$ ergs, enough to do $1d6$ damage, with $zz = 120$ ergs, range = 60, must succeed with a ranged spell attack.
Total = 310 ergs.



COLLABORATIVE NOTES

Party Funds: 282gp, 83ep

FRIENDS

-Greywind - Nyx's old friend in rome.

-Devonshire - girl who got greywind into the army, full elf, parents are 'elf ambassadors'

NEW JOB

sionis - guy who is leading the invasion at the top

Moss- guy who brought us to Ironwood, current commander -fighter or thief + magic - 11th level or higher

Golgatha - Mage/assasin, moss' wife

Jack McHeath - spymaster of moss, gave us free shit

Miasma - woman with giant toad

iodred - woman who keeps hunting dogs

Ironwood - big tree magic place

GERMANIS INVASION

Lt. Jamal - guy we fought through germanis under

Masami - katana girl we invaded with

GNOLLS

Garto - leader of the gnoll pack

GOBLINS

Stonegate/frontgate - the end of a goblin caravan line city

pinnacle woodsmith - merchant that gave us private protection in the stonegate. now, nyx's goblin penpal

Thuli - underdark god

Roxanne - orc lady proprietor of the underdark antique store - told us all the shit about the mysteries

MYSTERY

swan - vision in the ziggurat that is important

Origin - mysterious ziggurat with the strange writing - repeating message of loathing one's existence or just go away.

shaishen/servitor/shoggoth - ai uprising race writer of the mysterious language

ramp-builders - according to some goblins the builders of the shoggoths, but there is a chance they could just be custodians of them

Dimensional Travellers - people that are ancient, exile people to earth and leave them brainless. cause the spacial distortions. maybe look something like cast iron-crustaceans?

Kobolds are cute to some, sure

Shalaal





Category	Definition
Accidental	Unintended overlaps or portal misfires; Travellers ignore bystanders.
Purposeful	Targeted interactions, usually with intelligent individuals or architecture.
Biological	Experiments or dissections focused on local life forms.

Spatial	Events related to dimensional folding, hubs, or altered geometry.
Temporal	Time shifts, paradoxical events, or misplaced individuals.
Auditory Contact	Psychic or sonic interactions, often damaging or misunderstood.
Targeted Abduction	Specific removals for interrogation or study.
Hub Rebounds	Side effects of interdimensional routing through unstable architecture.

Primary Schools of Scholarly Thought

1. The Spiral Concordance

Founders: Mystic-arithmeticians of the Obelisk Colleges in Noruun

Philosophy: *The Dimension Travelers are interdimensional surveyors cataloging realities for a greater cosmic order.*

Core Tenets:

- The Dimension Travelers serve a **greater latticework intelligence**, a kind of universal regulatory machine, with each Traveler acting as a node of observation or correction.
- Their hubs are **dimensional calibration anchors**, adjusting the structure of reality as it drifts or becomes corrupted by entropy.
- Abductions and vivisections are **data extractions** to maintain balance in the "Spiral Concordance" — the true form of multiversal harmony.
- Suffering inflicted during these procedures is *incidental*, like a lumberjack felling a tree unaware of the squirrel nest inside.
- They view Traveler behavior as fundamentally **non-malicious**, but alien in logic: a vast bureaucracy that calibrates realms, even if it erases lives in the process.

Symbolic Focus: Spirals, golden ratios, and recursive glyphs—often carved into stone tablets or illuminated in fractal mosaics.

Opponents Say: The Traveler do not seem to fix broken places—they *leave wreckage*. Where's the order?

2. The School of Screaming Amber

Founders: Transgressive bards, exorcists, and cursed survivors from deep Underdark pilgrimages

Philosophy: *The Dimension Travelers are divine punishers or scavengers sent to cull failed worlds.*

Core Tenets:

- The Traveler are **examiners and executioners**, sent by the Great Old Ones to judge planets and devour their corrupted servitor races.
- Their bio-engineering is a **refinement of punishment**, not experimentation. Reassembly is not mercy, it is a more exquisite torment.
- Hubs are **dimensional altars**, where condemned souls and ruined histories are erased from memory and remade into usable forms.
- Their cruelty is not incidental—it is **ritual**, a kind of *fungal exorcism* against cosmic rot.
- Survivors of Traveler encounters are often "*marked*", developing strange growths, compulsions, or irreversible knowledge that spirals into madness or prophetic clarity.

Symbolic Focus: Amber stones with trapped screams or images, fungal totems, surgical tools carved from bone.

Opponents Say: If this were judgment, why are they so indifferent? Why allow escape or reassembly?

3. The Host Hypothesis (aka "The Paradox Gardeners")

Founders: Archivists of Xhal'Korith and psionic seers of the Crystal Loom

Philosophy: *The Dimension Travelers are gardeners of time—cultivating paradoxes to grow new futures.*

Core Tenets:

- The Traveler do not follow linear time. They **plant ideas, events, or people** in one era and return in another to harvest outcomes.

- Every encounter is **intentional**, even if incomprehensible. Being ignored may mean you're not yet ripe.
- They deliberately create **time paradoxes**, leaving notes, clones, or contradictions behind to destabilize “fixed” timelines.
- Their fungus-based biology allows them to survive **causal contamination**, something most species can't endure.
- Some scholars believe their interest in intelligent servitors (like removing heads) is to **"host" minds** in time-locked jars—*living seeds of alternate branches* of reality.

Symbolic Focus: Broken clocks, branching diagrams, jars containing fossils, eyes, or seeds.

Opponents Say: This theory makes every action a purposeful mystery—how can you know *anything*?

A Partial Concordance of Traveller Disturbances and Echoes

#	Event Name	Type	Summary	Common Interpretations	Known Artifacts or Remnants
1	The Burned Priory	Accidental	A temple to Power Nap was consumed in blue fire after a Traveller appeared, took something, then vanished.	Mistaken portal opening / course correction.	Singed, melted brass bell-like tool.
2	The Head in the Bell Jar	Purposeful	A philosopher's head found preserved and wired into a machine two years after his death.	Data harvesting, later reversed.	Preserved notes with contradictory time signatures.
3	The Screaming Grove	Biological	Trees in a remote forest scream periodically; dissected, they have nervous systems.	Biogenic experiments.	Samples contain unknown fungal remains.

4	The Fragmented Tower	Spatial	A collapsed structure rebuilt wrong, with inside larger than outside, and constant low buzzing.	Hub interference.	Geometrically impossible shard with zero shadow.
5	The Crimson Sundial	Temporal	Locals claim time reversed 30 minutes. Several saw Travellers adjusting a sundial-like object.	Repairing a paradox.	The object is missing. Time cults formed around its site.
6	The Vivisection Table	Biological	Corpses of rare beasts and sentients, organs removed with impossible precision.	Traveller specimen collection.	Bioluminescent surgical wire, still active.
7	The Glintglass Collapse	Hub Rebound	An ancient vault collapsed after glintglass vein pulsed bright violet. Survivors claimed something "clicked" into another dimension.	Travellers traveling hub damaged by local architecture.	Broken glintglass slabs with non-local resonance patterns.
8	The Starborne Choir	Auditory Contact	A Traveller was heard singing in tones that shattered crystal. Several people went catatonic.	Auditory mapping / psychic calibration.	Crystal organ melted; survivors' dreams altered permanently.
9	The Dissection of Fyn	Targeted	A prodigious tactician was abducted in full view, dissected mid-air, and rebuilt wrongly.	Error in reconstruction; discarded as failed asset.	Fyn's "new" body retains partial memories of Traveller code.
1 0	The Child Who Was Taken	Personal	A child vanished after interacting with a shifting artifact. A	Invitation? Study subject? Miscalibrated portal?	The artifact is now inert. The child was seen—years older—in a dream.

Traveller was briefly
seen.

The Talisman: What We Think It Might Be

“Yes, the stone. It’s... deeply unscientific, of course. But some corroborated accounts—well, three—speak of a symbol-bearing object that forestalled immediate vivisection. What it says, no one knows. It may not be writing at all. But those who bore it displayed particular gestures. So: mimic them, and maybe you’ll fare as well.”

Three promising places for finding Dim Travelers (according to Lenora):

- Weird ruin, at a temporal fold off the [something] trunk. Highly dangerous.
- A desiccated salt plane, in the middle is a place where people may time jump. Dimensional tuning field? Not very dangerous as rarely active
- Mud bank off Korok. Sometimes Dim travelers are seen here, maybe by accident. Could take months or centuries to see one.

Common Gesture Folklore

- Hold the stone against your **own forehead**, **expose the throat**, and **extend the other hand palm-up**.
- One account insists the bearer **walked backwards** while doing so.
- Another suggests humming—not any tune, just *“a single tone of consistent resonance.”*

“I’d say: do them all. Redundancy is the soul of desperate hope.”

Swan’s Message

A DC25 task will open up the “second” compartment. Inside is a rolled up piece of paper with a message on it for them from Swan. It is written in bold Elvish letters, with much ornamentation. “Hello again. I guess you didn’t find what you were looking for in The Book of Creation. I’m not sure this is the right route either. But, then, I’m relying on you to think of something I haven’t thought of. So what do I know? If you are committed to this course, keep searching and you will find a key.”

Where to Find Dimension Travellers

"You don't *find* them, not precisely. You find **places** they've passed through, or perhaps places they might pass through again—if your timing, posture, and luck align."

1. The Orrihol Cradle

Known As: *The Discontinuity Engine, The Place of Shifting Light, The Cradle That Coughs*

Location: A collapsed, non-Euclidean ruin deep in a collapsed stratum beyond [Yikthuun](#) on the Grand Trunk Line. It overlaps geologic and dimensional layers and is avoided by most locals.

Why It's Suspected:

- The architecture is unmistakably **Traveller origin**, or so scholars say. Strange curving lattices form partial arches that cast **impossible shadows**.
- Explorers report **time skipping** or emerging with different memories than they went in with.
- On rare occasions, the stone walls emit **incomprehensible tones**, and fragments of air become gelatinous and resist movement.

Leonora's Interpretation:

*"I believe this is a **hub dislocated in a temporal collapse**—they may return periodically, even if we can't predict the schedule. If you feel the stone vibrate beneath your feet, do not blink."*

Danger Level: Extremely high. The ruins are prone to spatial folding, and some areas loop endlessly or dump you elsewhere in the world (or worse, *elsewhen*).

2. The Mirrorfield of Aukh Venn

Known As: *The Land of 10,000 Glasses, The Shard Waste*

Location: A wind-scoured salt plain thought to have once been a third inland sea. Cracked terrain is littered with hexagonal crystalline shards ranging from fingernail to house-sized.

Why It's Suspected:

- The geometry resonates with **Dimensional Traveller field theory**—the shards appear to refract reality.
- Several "interruption incidents" were recorded here: **beings walking backward, objects switching materials, colors ceasing to exist temporarily**.
- One explorer vanished for **400 years** and returned unchanged, carrying a device "that spoke in emotion."

Leonora's Interpretation:

*"This may be a **dimensional tuning field**, possibly damaged. If they pass through here at intervals, it's only to adjust trajectory—like... celestial ley navigation. You might find them mid-jump. I suggest not interrupting."*

Danger Level: Variable. Mildly safe until something goes wrong. Then, extremely unsafe.

3. The Island of Tiryns

Known As: *The Mud Moraass, R'lyeh*

Location: A vast mud-bank in the inland sea off of [Voth-Kurrak](#). In the center of which is said to be a vast structure of distorted architecture.

Why It's Suspected:

- Whatever the central site is, if it distorts reality, then it might be where the dimensional travellers have been precipitated out.
- There are a number of accounts of isolated sightings of Dimensional Travellers, sometimes dead or in distress.
- The site is generally considered a "really bad place" and avoided by all except mad cultists.

Leonora's Interpretation:

"If this is a place the Dimensional Travellers end up by accident, it might be a place to encounter them on more equal terms. But it could be months or centuries before one turns up."

Danger Level: Low on the periphery, high in the central part.