

# The Far Reaches Campaign Setting

by Kyle Fegan

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## Tool Proficiency Changes

Alchemist's Supplies -> Chemistry Kit

Calligrapher's Supplies -> Forgery Kit

Carpenter's Tools -> Construction Tools

Cobbler's Tools -> 3D Printing/Fabricator's Equipment

Glassblower's Tools -> Shielding Equipment

Leatherworker's Tools -> Armorer's Tools

Mason's Tools -> Welder's Tools  
Potter's Tools -> Hacking Equipment  
Smith's Tools -> Armorcrafter's Tools  
Tinker's Tools -> Artificer's Tools  
Weaver's Tools -> 3D Printing/Fabricator's Equipment  
Woodcarver's Tools -> Mechanic's Tools  
Vehicles -> Driving & Piloting

## The Structure of the Universe

In the Far Reaches universe, magic is a fundamental force. The universe is still comprised of planets, stars, and other celestial bodies -- however, arcana exists as a force as absolute as gravity or entropy.

## The Solar Systems

### The Elemental Planes / The Araman System

**Star** -> Arama

**Planets** -> Vahan, Sovinar, Barsamin, Tir

#### **Arama, The Elemental Star**

Arama is an arcane star of the Araman System. Known as the All-Power Star, the Chromatic Star, and the Elemental Star; Arama possesses the interesting property of being comprised of many distinct arcane energies. Where most stars in the galaxy coalesce into a singular arcane element, Arama is in a liminal state that exists at the intersection of four different energies. The exact nature of these energies are unknown, although researchers have made considerable progress by studying the planets within the Araman system.

#### **Vahan, The Fire Planet**

Traditionally known as the elemental plane of fire, Vahan is a planet engulfed in eternal flame. Seemingly without fuel source, the fire that burns on Vahan is entirely arcane -- existing in the states of solid, liquid, and gas. One of the most dangerous planets in the known galaxy, Vahan is accessible only to those who possess extremely potent fire-proofing abilities.

### Sovinar, The Water Planet

Traditionally known as the elemental plane of water, Sovinar is characterized as a sea without a floor or a surface; an entirely fluid planet lit by a constant, diffuse glow. Much more hospitable than Vahan, the eternal oceans of Sovinar vary between icy cold and boiling hot, saline and fresh, calm and wracked by perpetual motion. The planet is home to an immense variety of aquatic creatures and settlements.

### Barsamin, The Air Planet

Traditionally known as the elemental plane of air, Barsamin is a planet of sky above and sky below. The most comfortable and survivable of the Elemental Planets, it is home to all manner of airborne creatures. The planet is largely a gas giant, but there are isolated chunks of land that drift throughout the tempestuous landscape.

### Tir, The Earth Planet

Traditionally known as the elemental plane of earth, Tir is a planet of solid rock, soil, and stone. The planet has no atmosphere, and most of its activity is subterranean. Despite its solid, unyielding nature, Tir is varied in its consistency -- ranging from relatively soft soils to veins of heavier and more valuable metals.

## The Twins / The Adrestian System

**Star** -> Binary stars; Freya & Hodr

**Planets** -> Fey, Fel

### Freya & Hodr, The Twin Stars

One of the few discovered Binary star systems in the known universe, Freya & Hodr are two stars that orbit each other in eternal perpetuity. Researchers postulate that the two stars should have converged long ago, however their energies appear incompatible and consequently the two bodies have remained distinct for millenia. Freya burns yellow while Hodr produces purplish white light. Interestingly enough, from the perspective of the planets Fey & Fel, the two stars perfectly eclipse each other -- that is to say that Hodr isn't visible from Fey's surface and Freya isn't visible from Fel's surface. This is because planets are locked into heliosynchronous orbit with their respective stars.

### Fey, the Fey Wild

Fel, Shadowfell

## The Abnaki System /The Gaol System

**Star** -> Abnak

**Planets** -> Azeban, Gluskab, Malsumis, Bmola, Tabaldak

**Civilizations** -> The Gaol Empire (Dead), The Crimson Pact

**Abnak**

A hydrogen & helium based star and the namesake of the Abnaki System.

**Tabaldak**

A gas giant planet that exists outside the fertility belt of the Gaol System. Relatively unremarkable, the Gaol constructed vast helium farms in its orbit.

**Bmola**

An ice planet whose orbit is extremely far from the center of the system. What little of the planet that has been explored has proved to be unremarkable.

**Malsumis, The Dead Planet**

Malsumis is the ancient homeworld of the Gaol Empire -- the original inhabitants of the Gaol System. The planet was destroyed thousands of years ago by the Gaol and prompted their great migration to Glusk.

**Glusk, The Crimson Dawn**

The former new world of the Gaol Empire, Glusk was terraformed and built up by slave forces under the Gaol. Intended as their new seat of power, the transformation of Glusk was never fully completed before it was conquered by the newly formed Crimson Pact.

**Azeban, The Slave World**

The former slave planet of the Gaol Empire, Azeban used to be a residential prison planet where the Empire forced their slaves to live. It is the birthplace of the Great Slave Rebellion, and one of the primary holdings of the Crimson Pact.

**The Gaol Empire, Slavers of the Galaxy**

Known as the great slavers of the galaxy, the Gaol destroyed their homeworld of Malsumis and had to relocate to the nearby world of Glusk, terraforming the new planet and rebuilding their empire there. In order to

facilitate the rebuilding process, they captured and ferried countless races across the galaxy and built one of the largest slave workforces in the known universe. This workforce was comprised of beings from many corners of the known worlds, however it was mostly made up of orcs from the Utu system. Eventually, the slaves far outnumbered their masters and were placed on the planet Azeban -- a move that culminated in the Great Slave Rebellion and the foundation of the Crimson Pact.

### The Crimson Pact

Comprised mostly of former slaves from the Gaol Empire, the Crimson Pact is the massive military nation risen from the ashes of the Great Slave Rebellion. Initially organized as a massive rebellion based on the planet of Azeban, the Crimson Pact would go on to crush the Gaol Empire and seize their home planets of Malsumis and Glusk.

## The Utu System

**Star** -> Utu

**Planets** -> Ishtar, Orcus, Enki, Kesh, Sippar, Lagash

**Utu**

Primarily hydrogen based star of hot plasma.

### Ishtar, The Jewel of the Universe

Ishtar is a naturally arid terrestrial planet located in the fertility belt of Utu. Recently, Ishtar was discovered to contain vast amounts of a previously unknown material dubbed 'Eternium.' Initial experiments on eternium revealed a unique property that is now being called quantum immutability -- that is to say eternium as a material is free of quantum entanglements and unaffected by time. Eager to put this astounding material to use, many civilizations have flocked to Ishtar in an effort to claim some Eternium before it is completely harvested.

### Orcus, The Orc Homeworld

Orcus is the native planet of the Orc race and existed in a relatively primitive state until its occupation by the Crimson Pact. All of the orcs that were captured by the Gaol Empire and brought to the Abnaki System as slaves came from the planet Orcus. It is a lush planet that shares the Utu fertility belt with Ishtar. Other notable native species include goblins, trolls, bugbears, and firbolgs.

**Enki**

An uninhabited terrestrial planet that exists just outside the fertility belt of the Utu system. Potentially a candidate for terraforming, although no civilizations have formally claimed the planet.

#### Kesh

Icey planet far outside the fertility belt of Utu. The furthest Utu satellite of any significance.

#### Sippar

Extremely hot terrestrial planet that orbits quite closely to Utu. Uninhabited.

#### Lagash

Gaseous planet superior to Ishtar and Orcus and inferior to Kesh. Composed mostly of hydrogen, helium and Lithium. Its largest moon, Akkad, is a possible candidate for terraforming.

## The Solis System

**Star** -> Solis

**Planets** -> Terra, Petram, Caelum, Ventus, Ignis, Gelida

**Points of Interest** -> Space Station Artis

**Civilizations** -> The Terran Federation

#### Solis

A hydrogen based star of hot plasma.

#### Terra

Birthplace of the human race, Terra is a terrestrial planet in the fertility belt of solis that is extremely similar to Earth. It's core is comprised of molten metals and latent arcane energy. It has two moons, lux and caligo. Lux is the closer and larger of the two.

#### Petram

Home planet of the dwarves and gnomes, Petram is a mountainous terrestrial planet with vast subterranean oceans.

#### Caelum

A neutral gaseous planet of lithium and helium superior to Petram and Terra and just outside of Solis' fertility belt. The planet is most known for the massive, moon-sized space station that orbits around it; Artis.

### Space Station Artis

The Trade Center of the Universe; Artis is a massive moon-sized space station built by the joint effort of human and dwarven kind during the early days of interplanetary travel. Initially designed to act as a trading post between Terra and Petram, the station has been heavily expanded upon to accommodate the interstellar trade of the modern era.

### Ventus

Gas giant that orbits outside of the Solis fertility belt.

### Ignis

Hot terrestrial planet of liquid metal that orbits Solis in close proximity.

### Gelida

Frozen terrestrial planet with no atmosphere that orbits far beyond the fertility belt of the Solis system. The dwarves have small holdings on this planet used for their extensive mining operations.

### The Terran Federation

The first step towards a united humanity, the Terran Federation is a super-state composed of every major nation on Terra. It is universally recognized as the interstellar government of the human race.

## The Novus System

**Star** -> Novus Solis

**Planets** -> Rem, Silex, Gelum

**Points of Interest** -> The Multa Asteroid Belt, The Citadel

**Civilizations** -> The Unity

### Novus Solis

A hydrogen based star of hot plasma.

### Rem, the New World

The first planet outside of the Solis System that was settled by humans, Rem would eventually become the planetary seat of power of the Unity (formerly the United Terranoid Confederation, or UTC). It is a terrestrial planet that was settled on because of its similarities to the old human world of Terra.

#### Silex

Fiery terrestrial planet that orbits close to Novus Solis.

#### Gelum

Gaseous planet with two intersecting rings of carbon crystals that circumscribe it.

#### The Multa Asteroid Belt

One of the most extensive asteroid belts in the known universe, the Multa Asteroid belt is one of the richest and foremost sources of metals across the galaxy. It is the primary source of wealth for the Unity and the keystone of their economy.

#### The Citadel

One of the artificial wonders of the universe, the Citadel is a massive capital ship that serves as the Unity's capitol. It houses over 40 million residents and is divided into many cities that span its vast interior. The ship is over 800 miles long and is far too large to enter low orbit, and therefore remains out in space permanently.

#### The Unity

Founded by human separatists in the colonies of the Novus System, the Unity was originally named the United Terranoid Confederation (the UTC) but was renamed after their arrival in the Araman system and the induction of the Anemoi Djinni into the alliance. The Unity is a massive trade conglomerate and military alliance made up of the consolidated fleets of its constituent members. It is an extremely diverse organization, made up of a variety of alien species from across the known systems. Most of their wealth comes from the Multa Asteroid Belt in the Novus System and their massive fleet of interstellar freighters. Politically, they are controlled by a large council of corporations and wealthy families known as the Grand Senate. Their capital planet is Rem, however most consider the Citadel to be the primary seat of political power.

## The Hathor System

Star -> Novara



Planets -> Qarad, Thoth

### Qarad / Simian Prime

A lush jungle planet with heavy rains and thick forested canopies, Qarad is known to many as the ape homeworld. For centuries, Qarad has been plagued by war. As such, its denizens are known as some of the most fearsome fighters in the known galaxy. Three dominant civilizations control Qarad; the shamanistic Pongo (orangutan), the war-like Pan (chimpanzee), and the brutish Goro (gorilla).

### Thoth

A seemingly uninhabited terrestrial planet of rock, gravel, and sand with no atmosphere. It has no moon, but is orbited by thousands of asteroids of various sizes. Thoth has significant religious meaning to the Pongo people of Qarad.

## The Independent Systems

Where most systems consist of bodies orbiting a star, there are a few systems of note in the known galaxy that exist independent of solar energy and drift unencumbered amongst the stars.

### The Abyss

The dismal remains of a collapsed arcane star, the Abyss is a vast sea of darkness that drifts alone in the cosmos. The birthplace of demonkind, the Abyss is a violent, malevolent place of formless chaos where the strong survive on the backs of the weak.

### The Nine Hells

A megalithic structure constructed millennia ago by Asmodeus the Destroyer. It is comprised of nine massive rings that orbit a huge metallic sphere known as the Hell Forge (said to contain the energies of a dying star).

### The Seven Heavens / Celestia

A cuboid, planet-sized megalithic construction orbited by the artificial moon Chronias and built by the Archons millennia ago. Each of the six faces of the massive artificial construct are home to the six lesser heavens; Lunia, Mercuria, Venya, Solania, Mertion, and Jovar.

# The Skyfall Campaign

It's been seven years since the Event. The planet of Ishtar, once dubbed the Jewel of the Universe, is an arid prison of hostile creatures and raving lunatics. When the sky fell, those of us on the surface watched in awe as the old universe was burned away and a new world was forged in fire and blood. Some tried to cling desperately to the old ways, others sought comfort in tyranny, oppression, and violence. Many simply cut their losses and laid down dead, victims of an existence crueler than they thought possible.

As for you? You're the survivors. The stubborn souls shackled to this damn planet by the chains of fate. You don't bow to tyrants, cry out at the stars for salvation, or pray to dead gods for an easy death. No, you take what you need and bend the world to your iron will. The people of Ishtar are cowards, too afraid to call the planet what it is -- what it has been since the Event that brought the universe to heel -- home.

## Currency Guide

**Eternium (\$1):** Small pearls of Eternium (think mancala beads) that are too small for practical use but are used commonly as currency throughout Ishtar. It is almost universally accepted among the planets factions and denizens.

**Unity Credits (\$%):** Rectangular coins roughly the size of a USB drive, Unity Credits are the official currency of the Unity and are commonly traded throughout settlements with large, former unity populations.

**Federation Standard Currency (\$½):** A virtual currency utilizing advanced blockchaining techniques, Federal Standard currency is the official currency of the Terran Federation. Outside of human virtual networks, it is usually traded in the form of HardPads -- secure data storage devices that are preloaded with a certain amount of FSC. It is also known as Federal Standard or simply "Feds" to most of the people that use it today.

# NPC Guide

## Smuggler's Berg

**Samus Mane, Deputy Captain** (Human, Gruff Australian): Dark skinned man with a gray buzz cut and a mechanical right arm.

**Dren Alva, Captain** (Half-elf, Elvish Posh): Amazonian-esque woman with long blond hair and rippling muscles, she is rarely seen without her power armor (resembles halo spartan gear).

**Cleetus, Gunsmith** (Human, Inflectional New Orleans Drawl): Scarecrow like appearance, with a wild tuft of a beard and a large bald spot he covers with a sun hat. Gray hair with traces of red.

**Nigel, Gunsmith's Son** (Human, New Orleans): A tanned young man with fiery red hair -- thin but built of wiry muscle.

**Damian Attox, Armorsmith** (Human, Deeper Generic Texas): A middle aged man of powerful build and short stature, Damian typically wears a bandana and welding goggles.

**Karn Ulamba, Magitech** (Half-Human, Deep American Accent): A tall and muscled man with black skin and a cybernetic eye, Karn is completely hairless except for his eyebrows (an artifact of his half-goliath heritage).

**Seebra Noodash, Butcher** (Dactylian, Cartoony New York Accent): Exuberant meat vendor with four arms and impressive knife skills.

**Maxidon Koobler, Artificer** (Dactylian, New York Accent): A dactylian with a knack for the theatrical and inventive.

**Sam Leebin, Robotacist** (Human, Excitable No Accent): Inventor of the drone housing Svetlana, Sam Leebin is a young robotics enthusiast of average height and build with straw colored hair and freckles.

**Fendo Bladdacad, Stim Vendor** (Goblin, Gadgetzan Accent): Green goblin with a brown flat-top haircut. Fendo wears purple and a lot of rings.

**Shi'Tan, Poison Maker** (Yuan-Ti Pureblood, Deeper Parselmouth): A snake-like being with a humanoid torso and four arms, Shi'Tan wears no clothing and resembles a large, muscled garden snake with a sinister malevolence about him.

## Custom Creatures & Villains

### Skagg Broodmother

Hit Points: 116

Speed: 30 ft

AC: 15

STR 18 (+4)	DEX 15 (+2)	CON 15 (+2)	INT 6 (-2)	WIS 12 (+1)	CHA 7 (-2)
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Actions:

**Multiattack.** The Skagg Broodmother makes one Bite and one Claw attack.

**Bite.** Melee Weapon Attack: +6 to hit, 2d6 + 4 piercing damage, DC 14 STR saving throw or target is knocked prone.

**Claw.** Melee Weapon Attack: +5 to hit, 2d6 + 4 piercing damage.

**Reactions:**

**Fury of the Brood.** Whenever a Skagg within 100 feet of the Skagg Broodmother dies, the Skagg Broodmother may move up to 30ft towards an enemy and make a Claw attack.

**Villain Actions:**

**Spawn Brood.** Ranged Attack. The Skagg Broodmother spits a slime covered birthing pod at a target area within 50 feet of it. Enemies within 10 ft of the targeted area must succeed on a DC 15 DEX saving throw or take 1d12 acid damage. Two Skaggs (Wolf 5e) appear at the center of the targeted area.

**Acid Spray.** Ranged Attack. The Skagg Broodmother sprays acid in a 25 ft cone in front of it dealing 3d6 acid damage. Damage is halved on a successful CON saving throw of DC 15.

## Gutrot, Bandit Warchief

Hit Points: TBD

Speed: 25 ft

AC: TBD

STR 20 (+5)	DEX 12 (+1)	CON 18 (+4)	INT 10 (+0)	WIS 14 (+2)	CHA 9 (-1)
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Abilities: Mask provides immunity to air-borne poison damage, size is large.

**Actions:**

**Multiattack.** Gutrot makes two melee weapon attacks per turn.

**Rocket Greataxe.** Melee Weapon Attack: +7 to hit, 1d12 +6 slashing damage. Once per long rest, the wielder of the Rocket Greataxe can opt to replace an attack roll with an automatic critical hit. The Rocket Greataxe must be refueled at the conclusion of a long rest.

**Reactions:**

**Meat Hook.** Ranged Weapon Attack: 50 ft, +5 to hit, 2d6 + 5 piercing damage. If an enemy attempts to move away from Gutrot, he can throw his chained grappling hook at them and attempt to pull them in. The target must succeed on a DC 15 STR saving throw or be pulled into melee range with Gutrot.

**Lair Actions:**

Gas Leak. Gutrot uses his grappling hook to burst one of the overhead pipes in his lair, flooding the area with poisonous gas and creating a 40 ft gas cloud. Any creature that starts their turn within the gas cloud takes 2d12 poison damage.

## Chapter One: The New World Order

### Preamble:

You are all Tech Hunters; scrapper mercenaries who travel Ishtar hunting for items of power and treasures of the old world. Essentially, you're living weapons. Where others labor and struggle to survive, you few are guns for hire on a planet in desperate need of guns.

Today is a clear day. Wide blue skies with sparse, wispy strands of cloud in the upper atmosphere. Massive dunes tower around you as sand is whipped through the air, stinging the eyes of the unprotected. You find yourselves approaching the mid-sized town of Smuggler's Berg. Home to around 8,000 residents, the Berg is a relatively well-developed town that sits on a shelf of solid rock with sand dunes on either side. It's about a days journey from the City of Artis, with which you lot are well acquainted. The interesting thing about Smuggler's Berg (other than it sits above a massive, subterranean estuary of fresh water) is that it overlooks the titanic wreckage of the derelict UTC Aurora. The Aurora was a Unity Freighter that crashed in the desert during the Event. Partially buried in dunes, the wreckage is mostly intact. Several attempts have been made by the locals to salvage the Aurora, although apparently the defense systems are still active and attempt to vaporize anyone foolish enough to get close. Fittingly, the Aurora is why you all are here in Smuggler's Berg -- the land of sand and more sand. You are to meet your contact, Deputy Captain Samus Mane, near the alpha well in the town square. He will brief you on the details. The gates of the town are just ahead.

### Description:

The storm shield around Smuggler's Berg is failing and needs a new power core. Fortunately, the UTC Aurora should have a few in one of their utility storage hangars, as the original was salvaged from the wreckage back when the Berg was founded. Unfortunately, the place is guarded by deadly automatic defense drones and hostile wildlife.

### Session 1: The Shield Problem

The party meets Deputy Captain Samus Mane and

### Characters:

Deputy Captain Samus Mane (Male Human, 30, Gruff Australian)

Captain Dren Alva (Female Elf, 96, Elvish British)

Encounters:

4x Dire Wolf (Dire Skaggs) : MM p. 321

Locked Door

2x Giant Spider (Mechanical) : MM p. 328

1x Quadrone : MM p. 226

1x Bulette : MM p.34

Security Room:

Players have to fend off waves of defense drones (~6x crawling claws, p.44) while attempting to input the password in the Hangar Entrance security panel. Drones die easily but are refreshed every round and deal consistent damage. The encounter triggers when players tamper with the panel or enter an incorrect password. Once the encounter starts, the players are prompted with an override password hint left in the code by a forgetful engineer. One guess is allowed per player as a bonus action.

Security Questions:

Answer: firebolt

Session 2: Lost & Found

1x Locked Stasis Chamber (Berla Introduction)

1x Ray Shielded Storage Container

1x Quadrone : MM p. 226

Skill Challenge: Transport Shield Batteries

7x Bandits (Ambush)

RP Encounter: Introduction of Captain Dren Alva

## Chapter Two: The Chemical Menace

### Description:

Bodies have been found out in the dunes -- twisted corpses marred with horrible chemical burns and melted flesh. Captain Dren Alva suspects the local bandit warchief, Gutrot, to be responsible. The local wastelanders -- scavengers, bandits, thieves, raiders -- have become increasingly organized and emboldened under Gutrot's ruthless leadership. If the bandits have discovered new weapon technologies... Alva fears the berg may be in great danger.

### Session 1: The Ambush

Captain Alva has devised a plan to uncover exactly what Gutrot has been up to. Under the warchiefs orders, raider supply caravans have been running back and forth between the Crater Fields and Raider's Shelf. You are to ambush one of these caravans, determine their freight, and uncover the motive behind their operations.

### Encounters:

Reward Collection

Supply Shopping

RP Opportunities

1x Sand Worm

### Bandit Caravan Encounter:

6 Vehicles; Two Technicals, 4 Outrunners, and 1 War Wagon

### Capacities:

Technical: Holds three bandits, machine gun on back

Outrunner: Holds two bandits

War Wagon: Holds ten bandits

### Vehicle Stats:

Technical: AC 16, Machine Gun 2d6+DEX, 200 HP

Outrunner: AC 14, 120 HP

War Wagon: AC 20, 400 HP (50 shared with turret)

**Anti Vehicle Weapons: Half vehicle AC, deal 5x Damage**

### Session 2: The Lieutenant

The players rendezvous with Mange, a lieutenant under Gutrot looking for tech hunters to help solve a skagg problem for them. They ride from Skagg's Breakfast to Mange's camp. After a tense conversation about the Party's involvement with the authorities at Smuggler's Berg, Mange hires the party to delve into a nearby skagg den and slay the skagg brood mother within.

### Session 3: The Blood Cave

The players continue to explore the skag burrow. They find a ritual chamber full of blood and twisted skag corpses. In the opposite direction they find a subterranean river and encounter several spitter skags. After defeating the spitter skags, Berla and Svetlana almost drown in the river. The players finish the session in a wide antechamber punctuated by an ominous black-metal door of hellish origin.

### Session 4: The Skagg Queen

The players continue their hunt for the Brood Mother. Using his own blood, Osiris opens the way into the Skagg Mother's den where a deadly fight ensues. Displaying great courage and ferocity, Zhaar is slain in battle but the Skagg Brood Mother is defeated. The players gather themselves to mourn their dead and rest after a harrowing encounter. Thronn is particularly affected by the loss of his good friend and brother-in-arms.

### Session 5 (BONUS): The Blood Brawl

In their sleep, Osiris, Burla, and Thronn find themselves in an unfamiliar place with roaring crowds and an enthusiastic announcer (Xax Newblaster). Blood God Oro has summoned a select few of the party to compete in an arena deathmatch. In a close match where all three party members find themselves at 1 hit point, Thronn manages to steal the victory and is declared the winner of Blood Brawl 31. He is given a small chest as his prize before he awakens with the others back in the skagg den caves.

## Chapter Three: The Fortress

### Description:

Having lost a member in Zhaar the barbarian, the party must now regroup and prepare for their assault on Gutrot's Fortress.

### Session 1: Strangers in Black

The tech hunters give a final farewell to Zhaar when they bury him at the mouth of the Skagg cave. Angered by the loss of their comrade, they head back to Mange's camp to collect their payment and question Mange about the fatal



complications that arose from his purportedly easy job. They instead find a destroyed camp and a man who refers to himself as "Mr Black." Mr Black tells them that his nameless employer (decidedly not Gutrot) is displeased with their recent actions, and warns them not to continue meddling in affairs they don't understand. After Mr Black mysteriously disappears, the hunters get a burnt out bandit war wagon running and decide to haul it back to Smugglers Berg to use in the upcoming assault. They brave the night and a sandstorm, arriving at Smugglers Berg intact and eager to spend their new earnings on some equipment. They meet a new ally and fellow tech hunter in the form of Cade, a younger half-elven man with an alien, cybernetic arm.

### Session 2: The Planning Phase

After many days of preparation, the tech hunters are briefed by Captain Dren Alva and the Deputy Captain, Samus Mane on the plans for the assault on Gutrot's Fortress. They plan to sneak into the stronghold as slaves, sowing seeds of chaos from within and picking off Gutrot's most senior devotees. In preparation for the fight, the hunters do some final supply runs -- visiting the underground workshop of Shi'Tan, the Yuan-Ti poison maker who lives in the seedy underbelly of the Beta Well markets.

### Session 3: Into the Fire

To be continued...