

GALEN, THE CITY OF MAGIC

Setting Primer

Galen, the City of Magic, is the center of arcane innovation, study, and practice in Aelonis. Everyone aspiring to be a greater spellcaster than a magewright travels here, eager to attend one of its many esteemed arcane academies such as Bigby University or Zana's Evocation Institute or integrate into its inherently magical society. Over time, it's become the largest settlement in all of the Tarok Heartlands, with towers that breach the clouds and streets that stretch for miles. The capital of Ghidos, Galen is run by the magocratic nation's governing body: the Dwiergus Council. Formed by archmages representing each respected school of magic, these leaders are among the greatest minds across all of Kredas.

One week ago, Calastis Starcloak, Archmage of Conjuration and elected Archmagus of the Dwiergus Council, was assassinated. Immediately after, the Dwiergus Council put Galen on lockdown. A massive, purple sphere of crackling arcane energy—the Barrier—now surrounds the city and its districts are sectioned off. No one can enter, no one can leave, magically or otherwise, below or above. Planar warehouses are breaking down, rival factions are warring, and the Dwiergus Council still refuses to unquarantine Galen. Surely the assassin will be found, but will the horror raging on the streets of the City of Magic be worth it?

You were in Galen when the quarantine began and are now caught in the metropolis. Despite the Dwiergus Council's best attempts to uphold law & order, chaos storms every district in the city. Who are you? Why are you in Galen? How has Calastis's assassination affected you? Are you suffering or benefiting from the madness? Do you expect the Dwiergus Council to locate the assassin and do you agree with their decision to lockdown the city? By all measures, you will be stuck in Galen for at least a few more weeks. With murder, subterfuge, and total destruction running rampant, how are **you** going to survive in the City of Magic?



AUTHOR'S NOTE: Welcome to the *Caught in Galen Region Guide*! This is your companion to the fifth campaign set in the world of Kredas: *Caught in Galen*. Use it to learn about Galen and build your character. If you'd like to see the variant rules we will be using in this campaign, read over the [Caught in Galen Variant Rules](#) document. To follow along, see the [Caught in Galen Campaign Compendium](#). Ask your Dungeon Master any questions you might have!

The Past Month in Galen

In the year 3106 AK, Aelonis as a whole lives in the shadow of a mobilizing Kothian Empire and the remnants of the devastated gnome nation of Klagro. However, Galen is experiencing its own apocalyptic disaster. No matter how recently you arrived in the city, you're probably aware of the following events.

Avandras 1: Mercena stages a protest on the steps of the Dwiergus Sphere about dunamancy.

Avandras 7: Stygian devils break through the shackles the Infernery and take over the building.

Avandras 8: Calastis Starcloak calls an emergency meeting of the Dwiergus Council to discuss the Infernery breach.

Avandras 12: A trading caravan of over 2,000 Waalnite halflings and dinosaurs arrives through Laranthir's Passage.

Avandras 15: The deceased archmage Veritania fi'Nalias is buried in Vorici's Rest and receives a huge funeral.

Avandras 17: A Kothian diplomat enters Galen and meets with multiple members of the Dwiergus Council.

Avandras 22: Calastis Starcloak's death is announced by the Dwiergus Council. It's ruled an assassination.

Avandras 23: The Dwiergus Council conjures a sphere of arcane energy around Galen, quarantining the city.

Avandras 25: Members of the Whispering Knights are spotted in Vorici's Rest.

Avandras 28: The visiting leader of the Emerald Horn attempts to break through the Barrier and it retaliates, killing her.

Lagar 1 (Present Day): The Aphid Alliance steals a piece of the Rod of Seven Parts from the Vault of Nexus.

Iconic Individuals of Galen

Galen is home to a plethora of famous and impactful individuals. Cultured or not, you know the names of these powerful players in the City of Magic. In addition, you have a relationship with one of them. Choose one or roll a d12 to determine who you are connected to. How do you know them? Are you still in contact? Is the relationship friendly or hostile?

For example, you could be a former bodyguard of Ergnaxis who departed to become an adventurer when he became an archmage. You left on good terms and still speak often. Recently, you accompanied the beholder to Veritania's funeral and saw the creature break. You committed to visit him regularly, but due to Galen's recent tragedy, you've been unable to keep that promise.

Argothis: A legendary prismatic dragon wizard and member of the Dwiergus Council, holding the title Archmage of Transmutation. The dragon was friends with Dwiergus, the founder of Galen, and claims to have assisted the wizard develop into a master of magic. Argothis returned to Galen a half-century ago after studying beneath Ioun herself. He vowed to help the common races of Aelonis the best he could in subduing the Koth. From his seat on the Dwiergus Council, he enacts countless policies stifling the Dragon Empire's aggression.



Aussircae: A violent kobold berserker and head of the Hidhunte Clan. Under his direction, the Clan carved out a space for themselves in Redrun Alleys, vying for power against other reputable thieves' guilds. The kobold is known for taking missions into his own claws, bringing the heads of his victims directly to his clients. Aussircae fights using a pair of claws forged from hellsteel, mithril, and magic only practiced by the drow. Many fear him and few in his sight escape him.

Crangulm: A murderous warforged paladin and fierce proponent of the Lord of Blades. He preaches of the strife every warforged has undergone in the past century, from being used as slaves across Aelonis and breaking free, to losing their creators and finding new meaning in life. While warforged flock to him, many are surprised at the amount of lost souls who absorb his every word. He's amassed a following large enough to constitute an army and his speech certainly encourages deadly action.

Ergnaxis: A polite beholder wizard and member of the Dwiergus Council, holding the title Archmage of Abjuration. The beholder trained itself to abhor arrogance and xenophobia and collaborate with other great spellcasters, leading to his friendship with the late Veritania fi'Nalias. His addition to the Dwiergus Council was extremely controversial, but none could refute his mastery of abjuration magic and unheard of status of friendly aberration.

Ginorin Haudeed: A mysterious mountain dwarf wizard and member of the Dwiergus Council, holding the title Archmage of Illusion. Before his time in Galen, he protected Audhid from Kothian attacks using illusions of grand size: allied metallic dragons, terrifying storms, & false armies. Once his homeland was safe, he traveled to Galen to broaden his arcane knowledge and ended up elected to the Dwiergus Council. Many know the dwarf commonly manipulates the atmosphere around Galen, creating a million rays of sunshine or concocting an imaginary barrage of lightning.

Handil ce'Iliun: A masterful high elf wizard and oldest member of the Dwiergus Council, holding the title Archmage of Necromancy. Even for an elf, he is an ancient age 1110 and many were worried he'd be the next Archmage to pass to the afterlife. Despite this concern, Handil remains the most politically active of the Council, meeting with aspiring wizards and troubled sorcerers at all hours. He is an advocate of the sanitary use of necromancy, particularly for unskilled labor and all-hours defense, but he is against lichdom or sentient undead in all forms.

The Masked Betrayer: A secretive creature who runs the dangerous black market beneath Galen called the Eternal Graves. The entire operation started after a brutal earthquake created a massive cavern beneath the city and the Masked Betrayer set up shop. It forged trade deals with nearby Subterranean cities like Caer-zi and Tuurmandun and built a dizzying maze only navigable by those guided by the Masked Betrayer or its minions. What it is, why it's doing this, and where it goes from here are all common questions about the Masked Betrayer.

Nyra Manaquilius: A second generation Ghidosin wizard and member of the Dwiergus Council, holding the title Archmage of Enchantment. She is the only member of the Dwiergus Council who was born and raised in the country of Ghidos. Nyra rose to prominence defending the Vault of Nexus against heist attempts and teaching at the Dizzanarium. Out of all the Council, she spends the most time outside of Galen, traveling Ghidos and encouraging more folk to learn the arcane.

Perenubyte: A despised awakened weapon master and leader of the Forgotten Dead mercenary company. Not all awakened remained in Tarsset after the Tarok War, as is evidenced with Perenubyte and his company. Composed entirely of awakened, the Forgotten Dead perform jobs no other mercenaries are willing to do. They delve into the disgusting, infested sewers deep below Galen, travel into fatal dimensions, and serve anyone willing to pay. Perenubyte is famous for battling with a different weapon each time he fights, from a flaming morningstar to a radiating greatsword.

Tillin Blackburrow: A creative halfling rogue and mastermind of the Trikaani Assembly. Stationed in Galen since the formation of the Reshyens, Tillin acts as a go-between of various, shady organizations like the Assembly, the Reshyens, and the Sandforged. She's always a step ahead of the Galen authorities, whether it's a heist, murder, or smuggling job. She utilizes magic, particularly polymorphing. Many know she was eager to leave Galen and return to Waalnia, her home, but the assassination of Calastis shattered that dream.

Venri Baskardin: An iconic Aralian sorcerer and wizard and member of the Dwiergus Council, holding the title Archmage of Divination. She was vital in locating the Hand of Vecna, stealing it, and protecting it during the Tarok War. After it's conclusion, she traveled to Galen and started the University of Impossibility. Despite her dedication to the arcane and Galen itself, it's commonly thought that her loyalties still lie with Aralia and Archdiviner Saldith Tyrchild because of her celestial soul. To this day, she receives threats from "true wizards" about her involvement with the theocracy.



Zasarius Lagandromand: A daring red dragonborn wizard and member of the Dwiergus Council, holding the title Archmage of Evocation. He is an exile from the Kothian Empire who, against all odds, became a reputable magic-user in Galen. His innovative research on ancient draconic evocation spells and rituals earned him a spot on the Dwiergus Council after the passing of Veritania fi'Nalias. Ever since, he's led the Council into new and some say dangerous territory, urging them to act rather than react.

Variant: Magical Influence

Everyone in Galen is touched by a bit of magic; they use an arcane trinket in their daily lives, practice a cantrip beside their bed every night, or are augmented by one of the sketchy parlors of sorcery around the city. As a resident of Galen, you are also touched by magic in some way. Choose one or roll a d12 to determine Galen's magical influence on you. How did you obtain this magical influence? Do you use it regularly? Are you proud of it or do you hide it away? Can you use it in combat or is it more of a utility? If you have an idea of a magical influence for your character, let me know; the influences on the table are not the only options.

For example, you could be physically altered by one of the parlors of sorcery in Galen. You work in the docks and commonly descend below the ships to retrieve fallen materials. In a fit of pure genius, you decided to pay for an augmentation: gills. While it helped with your job, it morphed your appearance and made you quite ugly. During off hours, you wear a hood to hide your fishy face and neck.

d12	Magical Influence
1	You know one sorcerer or wizard cantrip
2	You possess a <i>brooch of shielding</i>
3	You own a familiar of your choosing, bought from a wizard's shop
4	You have gills so you can breathe underwater
5	You know one cleric cantrip
6	You can cast the <i>message</i> spell at first level
7	You have darkvision out to 60 feet
8	You know one warlock cantrip
9	You possess <i>eyes of minute seeing</i>
10	Your body is covered in scales, granting +1 to Armor Class
11	You have the ability to use a 1st level dragonborn breath weapon
12	You possess a <i>periapt of health</i>

Where We Begin: Vorici's Rest

Nestled on the west side of the massive Galen is Vorici's Rest, a 4,000-strong community built around one of the only land-based graveyards for folk in the city. Workers construct graves and mausoleums, bury the deceased, or use them for other purposes — with the permission of their loved ones. A few stores dot the neighborhood, a reputable house's tower rises above the other structures, and everything else surrounds the graveyards and Temple of Anubis. Each of you lives in an apartment in Vorici's Rest. There are a few buildings dedicated to apartments. In addition, apartments are available

above the Temple of Anubis, the Open Grave, and Malsarin's shop. Where do you live? Why did you settle here? How are you paying for your apartment? Are you friendly with any other residents of the community? Are you hostile with anyone in the community? A minimalized map of Vorici's Rest is located on the next page.

Before the campaign begins, think about these questions and use them to create your character's background & starting goals. The campaign will begin in Vorici's Rest and move organically based on your character's choices and actions. If you would like more information about the rest of Galen for their background, contact me and I'll provide it. In addition, feel free to run any creative ideas by me — I'm open to anything.



Let the Adventure Unfold!

By now, you should have your character created and prepared to begin its adventure in Caught in Galen. I hope you enjoy the campaign and help create an epic story. Here's the [compendium](#) for this particular campaign. Before the campaign officially begins, you'll all hold one-on-one session zeros with me answering [these questions and building the world](#). Then, we'll have a session zero as a group and truly start Caught in Galen!

If you have any more questions, feel free to contact your Dungeon Master. See you in the City of Magic!

— RJ Compton, your Dungeon Master —