

Table Rules

Unless noted here, we follow VALUE rules (as of right now, that means 2014 PHB with some specific rules). If I end up ruling things differently for a specific reason, it may or may not also end up here.

- **Character Death / Replacement (for Voyage of the Fallen Star only)**
 - New Players joining need to join at levels 3-5
After a player death or if a returning player decides to change their character, they can create a new one at the level the old one was during the last session. They can get magic items according to the VALUE rules (none at T1) but they do not get any other starting items.
 - The party can collect dead PCs loot and pass it on, if they wish.
 - Please note that all adventures have a level cap which does not correspond to regular VALUE tiers
- **Forced Movement/Opportunity Attacks:**
 - All forced movement does not provoke opportunity attacks. This includes any kind of movement that is forced and involuntary, including effects such as fear and dissonant whispers.
- **Critical Hits: Roll + max damage**
 - When you Crit, the second die is max damage. E.g. : You attack with a weapon that deals 1d10 + modifier damage. You crit. You roll 1d10 and add 10 to the damage you roll. (then you add any modifiers). The monsters use the same mechanic.
- **Surprise**
 - 2024 Rules - Surprise is disadvantage on Initiative
- **Exhaustion**
 - 2024 Rules
 - **D20 Tests Affected:** When you make a D20 Test, the roll is reduced by 2x your Exhaustion level. For example, if your character has Level 3 exhaustion, any D20 Tests would be reduced by -6.
 - **Speed Reduced:** Your Speed is reduced by a number of feet equal to 5x your Exhaustion level. For example, if you have Level 4 exhaustion, your Speed would be reduced by -20 feet.
- **Potions**
 - For yourself: You can use a bonus action to drink a potion (note that this requires a free item interaction, so you can't drink & switch weapons on the same turn)
 - For others: You can use an action to feed a potion to others (note that this may require movement and an item interaction).
- **Death Saves**
 - If you can describe your character's dying thoughts during death saves, memories, what you are trying to live for, anything like that, you will get advantage on the save.

- Most major cities have spellcasting services where, if the body is brought there within 10 days, they will raise your dead for only 1000 GP.
- Characters should discuss death and what they want their party to do in case it happens.
- **Ranged Attacks**
 - While you get disadvantage on ranged attacks trying to shoot someone in very close range, the presence of another creature (that you are not trying to shoot) in your melee range does not grant disadvantage unless you are either
 - surrounded or trying to shoot over/around a creature blocking your line of sight.

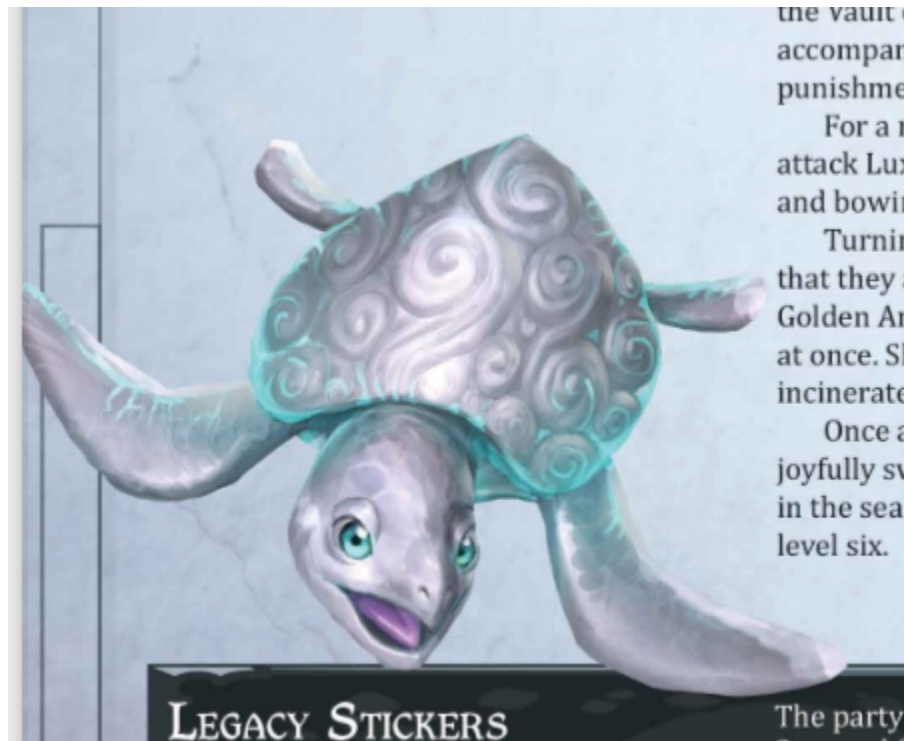
STORY SUMMARY

Voyage of the Fallen Star - Summaries

- **Short general summary:**

Where we're at right now:

Sailing towards the end of the world to get North (the silver turtle below, this is the living star) to the Astral plane to mature and grant the wish.



Players (4+ sessions):

@Bearberry @Clove @Driow123 @JustJules @lisatikh +1 , @Vishous @watermelon (pretender - empiotreus)

Session summaries

14 - Library of Secrets

When a wizard from the college of Ether contacts you and invited you to join, you hesitate, but judging their intentions as being good, you accept and come on to their cloud. After an audience with the college deans and the principal, you are granted access to the library of secrets - however, just as you enter, the Far Elves attack and the college of Ether starts breaking apart.

With some serious acrobatics, you manage to make it in and search the library for a map to the end of the world - for, as you have found out, that's where the Astral plane starts and your little star friend North needs to be in the Astral plane before the Astral equinox in order to mature. After a dangerous time there, you manage to escape the library before it falls apart and sail for the edge of the world - knowing that the blackrifters will always be right behind you now that you have the star and they have a compass.

13 - Forge of the Dragon Queen

When your old and forgotten friend Aurora, the red dragon, reappears, she lets you know she has an idea about how to melt the outer shell of the fallen star. All you have to do is infiltrate the court of Lux, the dragon queen (who also happens to be her mother), and incite rebellion amongst the kobold servants in service of Pyre, the dragon smith - in order to get into pyre's lair, kill the smith, and melt the shell. And the plan more or less worked exactly like that, except that Aurora gained no favor from her mother for squashing the rebellion.

You, however, melted the adamantine shell... and then it cracked. And out came a very cute turtle, the living star, which needs to mature before its powers unfold. In the meantime, every blackrift soldier and far elf is going to be hunting you, as you now have the star and the compass points towards you.

12- into the Trench

With a slightly unexpected change in party composition, you overpowered the dangers of the deep and found Ihuancaos grotto. You navigated successfully past swarms of demonic eels and Nugatls, setting free some poor enslaved creatures and spirits in the way. With some help of a Couatl called Ohtilitko and Duquesa Celida's legendary greatsword, which she conveniently accidentally forgot or left down there, you evaded the mind tricks and defeated Ihuancao and his demonic minions seeping through the slowly opening portal, causing him to be reborn on another elemental plane. With quick wit, you exchanged the fallen star with a rare magic item to power the ritual to reverse the opening of the portal to the blood sea. Luckily, all those abyssal speakers were around!

After speaking your wishes to the star, somehow, it didn't work. Upon investigation, you realize it's under some kind of adamantine cover - but you already think that the forges of dragon may be able to melt it.

Back in Tesora D'Mar, the Abysmo Festival is continuing in full swing as news of your glorious victory spreads, except now the custom contest is "let's look like our most recent saviors" and everyone dresses up like you. With some parting gifts from Mago and some kind words from Regenta, you take off, back to the Mathilda, where Hal and Captain Catapult eagerly await news and have neglected their watch duty towards the bottle.

You take a bath in the gold still aboard the Matilda and gain 480 GP each.

11 - The Abysmo Festival at Tesora D'Mar

@vishous @clove @lisatikh @lisatikh+1 @justjules

The Matilda has started a buzz - not just because they somehow, somewhere found the fastest giant Seahorse ever and won the Junior Race winning the highly sought after Kraken Scales, but they also won a competition against Luana the Diva. Despite their bravery, they did almost die to a pretty, colourful seaweed. While they argued about trying to go see what the commotion on the other side of the main square was, 276 merfolk lost their lives to a giant blood worm that had escaped from the trench and had even taken over some of the mining patrol guards, convincing them to serve the Demon Lord Capicatli and help his half-aboleth son Iguancao open the portal to the blood sea to help him satisfy his eternal hunger. However, his blood worm was no match for our brave movement-manipulators and suggestion-casters, bardic inspirers, and underwater-arrow-shooters. As the city licks its wounds and buries its dead, and as you sit by the fire, oh I mean bubbly-hot-steam-of-water, Mago tells you everything he knows about the legend of the Capicatli Trench.

- I had a blast playing, hope you did too!
- Next session will be two weeks from today which is May 23.
- You can gain 20 Downtime Days (but bear in mind that the next adventure will have the same level cap so you would level out of the campaign and would need a new character).

Mago's story about the Cipactli Trench.

Most Merfolk have forgotten that the demonic costumes, the abysmo festival, and even Duquesa Celida all go back to a horrifying part of the journey of Tresora D'Mar. It started long, long ago when Gods wanted a play thing and created Cipactli, a creature that was their plaything and lived from their scraps. Always hungry, eventually Cipactli set out to find his makers and confront them, but was laughed away. As he managed to trick elemental spirits into his maw, he managed to gain more and more power. But the spirit of the North Wind, as it was being devoured, managed to put a curse on Cipactli: He would never find satisfaction from food, would never feel full, would always want to feed on ... more. With the power he now had from the spirits he slowly turned into a demonic force that made few friends, as it was always driven

by this hunger for more, not stopping for anything along the way. Somehow, however, Cipactli produced a child, Ihuanco, with an aboriginal mother. While eventually the Gods managed to banish Cipactli to his own spot of solitude in the sea of blood, his son, Ihuanco, remained deeply loyal and kept looking for ways to bring his father back to this plane and these waters. Thousand years ago, he managed to perform a ritual that opened a rift between the planes. The water from the blood sea had already begun to seep through, when Duquesa and her team - right on time - managed to close the portal and magically imprison Ihuanco. They did not trust the prison, at first, setting up watch towers in the trench and keeping keen eyes out. Those keen eyes spotted a glowing rock in the trench, which marked the discovery of glow stone and the dawn of a new age of Merfolk Imperialism. It was the flowstone that made Tresora D'Mar the mostly rich and flourishing city beneath the waves. Meanwhile, frozen behind magic he waited for a millennium, until the star must have fallen and destroyed the prison. Now, it seems like he is seeking to continue the quest of dragging Cipactli into this world.

Meanwhile, aboard the Mathilda.

The bottle is softly moving back and forth with the wind. Every now and then, it gently bumps into the wood it is suspended from. Captain Catapult and Hal don't take watch duty quite so seriously, but they are getting this uneasy feeling of being watched. As they look into the waters of the serene deep, however, all they see is the sunlight dancing on the waves. Probably just paranoid after so many weeks at sea. Maybe paranoia is a sign of scurvy? Hopefully the party could bring back some vitamins from the ocean floor.

Xxxx - The Golden Gull (Scarlet Kate's Pirate Treasure) - side quest

You protected the giant squid habitat, you got the gold, and you set two poor souls free. In addition, you went back to the island where Scarlet Kate perished and buried the body of her companion, Morgan. And we only had 5 drops to 0 Hit Points in the process. I had a ton of fun, hope you did too. As previously advertised, the main campaign will continue three weeks from today (I believe that is May 9). You get 20 downtime days that you can use to level up, or for other things.

Please bear in mind that the max level for the main campaign will remain at level 6 for a while, so if you do level up, some of you will level out of the campaign (and if the characters haven't been reset, won't be playable at VALUE).

PS: I totally forgot. You also get to keep the empty bottle of rum.

10 - Escaping the Leviathan

@Vishous @JustJules @Bearberry @Spades @driow123

After meeting new friends and losing old ones, engaging in political discussions about the advantage of snake-based torture, freeing Kleeви the imp from Kalvikodas' constraints, passing through a hallway of madness, negotiating with a tree to free the children and help them see the world, deciding not to stab the heart of the undead Leviathan (which was a smart choice), you finally found, shall we say, the living room? that Kalvikodas kept the library of souls in, aswell as his girlfriend, Mari Lich.

While her many arms, and teleports in combination with some blindness, created some difficulties in the beginning, you managed to stay firm on point and killed her, despite Kal's taunts - unfortunately, once she was defeated, all he could do was teleport himself away as some of his power was mysteriously draining. He probably went to save his Phylactery, but who knows for sure at this point? You found your ship and even helped the Archimandrite escaped, though most of you passed out on the way back to the surface, hearing but a soft "thank you" whispered to you as you set the Leviathan's soul free and the remains collapsed within themselves. The compass points you towards a fascinating place known for its underwater tribes and cultures.

You gain 20 downtime days, of which you must spend at least 10 to repair the ship.

Homebrew Story Award (my table only): @Bearberry - Vicious Songbird - you can write a song or poem compiling the greatest mockeries you've ever heard. In areas with sentient beings, there's a 10% chance they know of the book and have an opinion about it (if you want to use this).

9 - The Leviathan of Kalvikodas

Melwen, Rexus, Phoebe, Drog, Walter, and Buel were aboard the Matilda when they passed into the Labryne basin. A cloud appeared. Suddenly, the winds changed. There was thunder and lightning in the distance. From seemingly out of nowhere, the Blackrift Armada closed in on you, trying to board. However, most of them failed - the Archimandrite, leader of the Far Elves or Najima, just flew unto your ship. He cast some lightning spell and severely injured and even

knocked down one of you - but then the ship rose up high, high, the blackrift armada was pushed to the side by the waves, and everything went black.

You awoke, feeling rested but confused, in some kind of dining hall across the table from the Archimandrite. The food was delicious and you found a key to some door, even!

Not too long after, a figure with green shining eyes and a fancy robe appeared. He introduced himself as Kalvikodas, master of undeath, and explained you were inside his undead leviathan lair. While he was sad that you chose to not serve him, he will study his leviathan's defenses as you attempt to fight your way out. You took all the food and silverware and plates, hoping to use them as magic weapons (any of that will deal 1d4 + modifier magic damage). You went through the bone wound that absorbs bones and makes skeletons, you found the dwarven blacksmith lady glerm and her hammer, Some of you got through the passage of wailing unscathed but eventually, you all got out. You faced your fears when Kalvikodas forced you to, found a hammer of crushing (+1), and Glerm had some kind of necklace around his helmet that you assume is somehow related to a demon. You destroyed an important statue but got a tiny bit of information out of it before finally crushing the skull (but not releasing the soul). This is where you currently are.

- You know you are looking for the master's mistress for the star shard
- You know there is something about a demon close by
- You know you are looking for the library of souls in order to escape.

8 - Rotten Jungle

Drog, Phoebe, Rexius, Melwen and Paulpin's heroic successes have earned them the titles of "Honorary citizens of Kuloa".

Thanks for playing "Queen of the Rotting Jungle". Even though I left my notes at home, I had fun and hope you did too.

The next adventure is in 2 weeks (March 21) and the party will need to decide if they want to try to find the Pirate Ship laden with gold or find the next and final star shard. My recommendation is the star shard (see level up below for the reason) but it's up to you.

Summary

You persevered past giant, adventurer-grabbing apes, made bots from banana leaves and used minnows as steeds. You collected honey and found the Pitcher flower, you danced for bees and worms, though the party is still in disagreement about whether it's sap heals or turns you undead. You set mushrooms on fire to eventually found the creepy old tree - the sanctum of the mother. You climbed up and then fought your way down past sticky sap that turned into monsters, running from parrots, exploding more giant mushrooms, and mending the cracks in

the tree, before you entered a room where the mother had displayed her plans to take over the entire world. As you entered the heart of the tree, the tree came alive, with branches and vines trying to grab you, oozes forming from behind and trees coming alive; and Gaius and infected Oahtu protecting the thorn-shade mother. You fought bravely and wisely and disposed of your enemies, but when they were gone, you thought they would rise again. So Rexius, in a performance that topped even the bee dancing and worm dancing, pulled the star shard from the thorn shade mother and the entire situation just... ended. An eerie silence as the island of Mahna Kio slowly returned to normal.

Gaius, Felldew's partner, melted into a green heart. As you plant it, he tells you the entire story from the memory of the mother: The star shard struck the tree, killing it. As it rotted in the jungle, told began to grow around the impact point. The fungus drew power from the magic of the star fragment, growing larger and more powerful. It soon developed rudimentary intelligence with a hunger to spread... everywhere. With nothing to stop it, it extended its tendrils from plant to plant, and as it grew in intelligence, it named itself "the thorn shade mother". When the Oahtu tried to cut back the plants, it developed spores, specifically to target these insect-kind creatures and to turn them into servants for the mother. Then came Gaius - who was absorbed by the mold before he died. The mother learned of his thoughts and learned that the world was bigger than this island, and so started searching for ways to leave it. With those thoughts, the thorn shade mother gave birth to the voice of the mother - who you came to know as Gaius.

Loot

- As the celebrations in the city of Kuloa conclude, the queen upholds her promise. She pays you for the honey you brought back and offers more Oahtu treasures on top for this delicacy.
- → For the honey, you get 120 GP each.
- → You may choose one of the following Oahtu treasures:
 - Coconut Shell Shield - +1 Bonus to AC & + 1 Bonus to Dex saving throws (homebrew)
 - Butterfly Helm - an open faced helm of insect chitin. It is adorned with a brightly coloured crest made from lacquered shards of butterfly wings. Long, wispy butterfly antennae are affixed to the front. While wearing this helm, a character forms a psychic bond with the antennae, gaining advantage on Wisdom / Perception checks to detect creatures within 60 ft. (homebrew)
 - Coconut Shell Armor - Breastplate or splint (your choice). (flavor = homebrew)
- *Scarlet Kate's Coat - can be worn over a cloak. You can breathe underwater and gain +1 Bonus AC & Saving Throws. Taken from the grave of scarlet Kate.(homebrew)

The individual items that you found in the adventure:

- Rexius has a Spider Fang Dagger - deals poison damage instead of piercing damage

- Melwen has 6? stinger arrows - deal an extra 1d8 damage but have a -2 to hit
- Paulpin has the Insect wing cloak - you can use your reaction to snap into a semi rigid shape, gliding gently to earth and negating all fall damage when you fall (while wearing it)

Hunt for Scarlet Kate's Pirate Treasure

Pirate Treasure Hunt

Despite Marik having missed the encounter, Hal was just kind of invested in continuing to follow the clues. You find a small island and Scarlet Kate's grave, and next to it a Skeleton. You take Scarlet Kate's Coat, and read a letter in a bottle in the hand of the skeleton next to it.

I always knew Scarlet Kate'd be the death o' me, one way or another. Her plans were always mad, brilliant, but mad. This time, it was a dragon's gold she had her sights on. A tax ship loaded to the gunnels with riches, she said. A prize too grand to resist. At first, it all went as smooth as silk on the wind, but dragons don't part with their hoards lightly. Jus' the great serpent, came for us, her brood in tow. They drove us hard, pushin' us into the jaws o' a typhoon near the cursed Labyrinthine Basin. The crew, wracked with fear and despair, turned on her. A mutiny, bold as brass. But Kate... Kate wouldn't be toppled. She cut 'em down, one by one, her blade flashin' like the storm's lightning.

As for me, I took a misstep in the chaos and went overboard. The sea claimed me, and I thought it'd be the end. But fate—or some cruel twist of it—spared me. When I woke, I was here, washed ashore on this god-forsaken island. A day later, who should I find but Kate herself. She'd abandoned the ship, the crew, and all but a single coin from the dragon's hoard.

She clung to that gold piece like it were her very soul, whisperin' dreams o' divin' back to the wreck one day to claim what she believed was hers. We had no crew, no ship, no hope—but we had each other. For years, we eked out a life here, a shadow o' what we once were. Then, one mornin', she didn't rise.

I buried her under the shade o' a palm tree, her precious coin still clutched in her hand. Now it's just me, sittin' here with naught but ghosts and regret for company. I can't help but wonder if that cursed treasure still lies beneath the waves, glimmerin' in the dark. Would it be worth the blood we spilled, the lives we lost?

I doubt I'll ever know.

—G. Morgan, Survivor o' the Golden Gull

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Regarding level ups

So while we are not completely within the rules of VALUE anyway, I think it would make sense not to take away the possibility of your PCs being playable in VALUE. My suggestion would be to stay at level 5 until the reset - this would mean I don't need to adapt the adventure for difficulty so much. If you guys wait to get the gold from the pirate ship until after the reset, you will also be able to keep that. The adventure rewards are homebrew for the most part, so those can transfer anyway.

You can still choose to level up and come back with a different PC. We will have to redo Rexus & Melwen at some point, since those pregens were made using 2024 rules.

By the way

(by the way - the mama monkey driven crazy by spore exposure DID think you were here children, which is why she looked emotionally hurt when you attacked her - and wanted to put you in her nest. Staying in the nest and being fed by her would have given you each the effects of a short rest).

7 - The Oahtu Queen

After rescuing a coconut and finding out it was a ship, the party found out by some ant-like folk called the Oahtu that their city on a nearby island is endangered by some kind of plant growth that started when the star shard fell on their island. They do not want it, but would love for you to help them. In order to get through the thick plant life, they ask to shrink down to their size, performing the ritual after you agreed. Once in the city, you have a terribly awkward conversations about the female party members being queens, you do some betting on team sports, and you meet the queen. But in the midst of your conversation, you got attacked by someone who called himself the voice of the mother - though the queen referred to him as Gaius. While the battle was tough, eventually you managed to defeat them, and the queen came clean: There had been another ship trying to help them, a couple called Gaius and Felldew. After a few days, the Felldew returned saying Gaius had died and wanted to leave, but the Oahtu refused due to their desperate need for help. Felldew then took off. You decide to be furious with the queen but still help the Oahtu, and so you take off to where you think the problem lies. After a short trip, you actually find Felldew and manage to get him to agree to help you find the center of the island, though he does not say clearly whether he will fight Gaius.

Original summary from Forum:

Thanks for playing Voyage of the Fallen Star - The Oahtu of Mahna Kio! I loved seeing you turn antsized and playing with you and hope you enjoyed it too 😊

You saved the coconut, discovered it was a ship and graciously offered to help the ant-like Oahtu civilization in their troubles with the plantworld.

How lucky that it seems the compass is directing you to another Star Shard in the center of their island! After battling trees, shrinking down to insect size, bartering for knowledge and weapons, and having somewhat uncomfortable discussions about what being a queen is, and betting on results of the roller ring, you were granted your audience with the queen, only for it to be rudely interrupted by someone who seemed to be Gaius, a previous volunteer who failed in his endeavour to save the Oahtu, leaving behind his partner, the elf Felldew, and a deep sense of fear. When you battled Gaius, you were worried by him and his minions infecting all the Oahtu with some kind of madness - Selini thinks probably some kind of mushroom - and also by the fact that Gaius turned into some kind of goo when he died and the vine just retracted into the jungle.

Even though the queen would have understood if you had rescinded your offer for help, she was joyous when she learned that, while her deception was not welcomed, you would not take it out on the poor Oahtu colony and still pursue the goal of saving them.

So you set out, beetle-back, in single file, when something lurking in the bushes caught your attention. Well, not exactly lurking, more like... trying to pick a berry but unable of conjuring the strength to actually pick it. Realizing this was Felldew, you managed to get his help to lead you to the center of the island as safely as possible, while making it very clear that he is unsure if he will be able to fight Gaius.

In terms of rewards, you may all choose to level up and gain 10 downtime days. However, please bear in mind that the next adventure will still be capped at level 5, so you should only level up if you want to play the next session with a different character or do not want to continue in the campaign.

- Melwen has a fistful of pearl shards.
- Rexius has a dagger that deals poison damage rather than regular damage.
- Phoebe finished her fish-scale-mail armour
- Selini has the children's tales as well as the dictionary Oahtu-Common-Oahtu

This is where this adventure will pick up in 4 weeks (next session is March 7).

For those who were new in joining us, note that returning players get preferred seating for time period (usually Wednesday before) and after that we fill up empty seats, so please sign up for each session if you want to play. The max table size is 6 for returning players.

6 - Pillar of the Giants - Kolganro the Seeker

TLDR - you defeated the cyclops Kolganra, who was petrifying pilgrims with the help of the star shard in order to build the giant's spur high enough to reach into the astral plane. The compass now points in the direction of the Labyrne basin, though you hope you don't have to go so far.

[@Empiotreus](#) [@pretender](#) [@watermelon](#) [@JustJules](#) and Liza,

With Beatrice still unwilling to face the f-word so soon after her near-death experience, you were very happy that Merron came up with a pretty cool idea to safely climb the spur. Of course, none of that is really relevant when instead of taking the deal with the shadow demon, you decide to engage and fight. Having to hold back Sister Selka from climbing through the monstrous storm by herself, after a short rest you managed to ascend together to a small tower sitting on a cloud and were welcomed for rest, conversation, and tea by Rojaros, who not only offered two elixirs of health, but also star maps to anyone who wanted them AND the holy book (the news of the overbright). He will welcome any religious writing or argument you may want to make and gives you instructions on how to reach him, ideally at his PO Box at the overbright magic school.

Up on top of the Giant's Spur, you knew no mercy. You burned those poor cockatrices alive, but luckily the barbarian was hungry and found feathers when he wanted meat. You felt heroic as you jumped out of the window, into the overbright after having realised that Kalganro, this despicable cyclops, was petrifying pilgrims, taking them apart into smaller pieces, and then using them to create statues. However, several well-placed hits to the eyes made him a lot less dangerous than he might have been if any of you had actually gotten petrified. In the end, this giant creature died like all the others you slew along the way - with a bunch of arrows in its body and beheaded by the Barbarian.

The remaining living pilgrims - 6 of them - accompany you back down, share the story of what happened and convince most of the remaining pilgrims to leave. A few do prepare for the perilous journey upward to try and rescue more of the petrified friends - provided they can mend the pieces back together, first.

One of the pilgrims feels inspired by Beatrice's plunge into the unknown and gives her a token of feather fall (consumable).

Ekhale also has the golden cross that glows slightly but otherwise seems to have no magical properties. It is worth 75 GP.

The Red Dragon Aurora is pleased with your work and pays the agreed dragon tax flag. You get the feeling there's more she wants to say, but just isn't saying right now.

Hal, Captain Catapult and Garagh successfully cleaned and resupplied the entire ship. They also got you backpay from your merchant's guild's representative. - 30 GP per week that you traveled. It has been about four weeks in total since departing Grayhaven, the volcano was 2 weeks ago. Please do the math for your characters.

You also manage to negotiate a better price for the Griffon eggs that you do have, they sell at 400 GP, which comes out to 80 GP pP.

Hal & the Deck crew also managed to convince the Merchant's Guild to give you some magical items.

- Amulet of Health
- Amulet of the Devout (rare)
- Dragon Wing Bow (Thunder)
- Belt of Hill Giant Strength
- Cloak of Displacement

(Everyone can choose one, multiple people can choose the same).

You have not used any of the consumables you have found, so the party adds

- 3 Spell Scrolls (need to look up the spells again, blink, and....)
- 2 Potions given to you by Rojaros

to the equipment on board the Matilda.

Marik is told by Sister Selka what the second part of the rune meant. Essentially, sailing into the sunrise from the spot where the run was at the top was the direction of the treasure. Luckily, it's in a similar direction as the party has to travel anyway.

As per VALUE rules, you may gain one level and 10 downtime days. Please note the next 2-3 adventures will still have the level 5 cap. You can also shop around the trader's shoals if you want to, before you leave. You can purchase any common items or equipment at your own discretion.

Thanks for playing Voyage of the Fallen Star - Pillar of the Giants! Next session is in 2 weeks, which is... February 7?. I will be unable to make the session in 4 weeks, so we will either play 2 in a row at some point or move to a new rhythm. I had lots of fun watching you RP and specifically destroying the Cockatrices (back when I thought the cyclops was going to TPK you :D) and I hope you did too. See you soon, hopefully.

Story Awards

[@empiotreus](#) and [@pretender](#) - The Forsaken

On your way back down the spur to the trader's shoals, you talk to the pilgrims who have lost their faith and show them your new holy book. Desperate for something to believe in, they start copying it. You take the chance to actually rename it "Forsaken" on the spot. The pilgrims set out to form a cult with you two (Art and Exhale) as cult leaders, calling themselves "the forsaken". If/when we encounter a group of humanoids, you have a 10% chance of encountering followers, who will do anything reasonable for you. E.g. shelter, errands, meat shields (as long as you argue it religiously).

[@Watermelon](#) (the Fallen)

Beatrice is now known as the Fallen. While she is still terrified of falling down for as long as you choose, she has also learnt that overcoming fears means facing them, not avoiding them - once per day, you can get advantage on any saving throw against fear.

5 - Pillar of the Giants - Tidewatch

[@Clove](#) [@JustJules](#) :[@Vishous](#) [@Watermelon](#) [@Empiotreus](#) [@pretender](#) Wow, this was a session full of unexpected twists and turns and I'm happy I got to play it with you.

You encountered old enemies and made new friends, you agreed to serve Aurora in return for the dragon tax flag and are hoping to sell the griffon eggs you have procured. You reached Tidewatch a friend of the pilgrims of the Oarsman and with his blessing, which is the end point of the pilgrimage for most people who love their life, and managed to defend the pilgrims from the cloud golems, who - so you have guessed by now - came in during the last ritual and kidnapped all the pilgrims. You even saved a falling Pegasus baby. Which was lucky, because when Beatrice decided to leap from the temple, putting her trust in a flying machine of a dwarf she had known less than a day, Pegasus' mommy saved her.

You know the star piece is higher up still, in the Overbright. Sister Selka will provide anything you need to make the climb, seeing as the path ends. In the next session, Beatrice will have 1 level of exhaustion, seeing as she worked through the night.

Your sea urchins have dried up and can no longer heal you. The sea urchin you left in the tank has replicated again.

In terms of loot,

- Marik has 2 rubies worth 50 GP each and a gold ring worth 25 GP (but hasn't been able to sell it)
- Scorch has the small dictionary of giant-common-giant
- The book of love poems that Ekahle and Art found has been traded back to Sister Selka
- Question is carrying the spell scrolls they were given by Ludy
- Beatrice is currently in possession of the flying apparatus.
- You found 2 griffon eggs

The next session will continue on from tide watch. - those who are not here will stay with the pilgrims, those who join new will want to witness the ascension site. Next session is on January 24 and will have a max level 5 - no min level, but recommended level 3. Per VALUE rules, you can gain a level and 10 downtime days if you want.

4 - Volcano's Heart

@Pretender @driow123 @Myrm @watermelon @clove @JustJules

Thank you for playing Voyage Of The Fallen Star - The Blazing Isles - Into The Volcano. I had volcanic explosions of fun and hope you did too 😊

Those in doubt about your chances at survival will be forever silenced when they hear tales about your magma wolf riding, your defeat of the fire bats and your devious plan to escape the roper's stalagmite little cousins. You are hoping no one finds out about the star shard you conquered in the near future, or you might be chased by some more of those Blackrifters.

You have found neither of the shrines, but with the steam elemental returning to the heart of the volcano, after one volcanic eruption, the island of Igni'ka returns to its natural balance. The compass now points to the Giant's Spur, which lies in the territory of the red dragon Lux. As you enter her waters, you see a dragon flying in the same direction as you.

A big thanks to @empiotrus who successfully found the Matilda and helped Hal repair the ship while the party was in the volcano. Other characters who were on the island could have helped this endeavour or tried to spy on Blackrift, if they wanted to return to the adventure next time (this concerns @Vishous @dreamowl if they wanted to return, and return with the same characters).

Information gathered about Blackrift through spies and information provided by your new friends who escaped the Blackrift camp: King Wulfkirk has formed an alliance with the far elves, who gave him an astral compass. It is unknown what the Far Elves gain from this alliance. One of them, an iron chain acolyte, is on every one of their ships, with around a

dozen or so other crew members. King Wulfkirk did send ships out into the Great Sea and Lux' territory to gather information about the star.

Far Elves: A long time ago, far elves, drow and high elves were in a war. The far elves wanted to unite all the elves, but high elves and drow could not be appeased. High elves were given control of the overworld, drow were given control of the underworld, and the far elves fled to a different plane. They have gray skin and star-shaped freckles.

Blackrift: Blackrift ruled all of the Greenwold (where most of the party is presumably from) until there was a revolution. Blackrift strives to retake control of the western part of the world.

What Hal and Captain catapult can tell you about Giant's Spur: It's known as a place of pilgrimage and trade just across the border of Lux' territory.

3 - Blazing Isles

Thanks for playing Voyage of the Fallen Star - the Blazing Isles!

You had a bit of a tough time navigating the dangers of the foggy mists, the sulfur in the air, the geysers and stones underwater, but with some great sailing checks, a dedicated captain and plenty of deception convincing the Blackrifters you were with them, you managed to find a random unsafe spot and climb up without losing your ship to the ensuing fire.

Treacherous, dangerous, carnivorous beasts - well, monkeys anyway - probably just wanted to play when one of them was slaughtered and the others put to sleep. Your luck actually started to pick up here, because you managed to avoid the Blackrifters who routinely patrol the area as you followed the astral compass to a star shard likely located in the center of the island. On your path through the jungle after the rain you avoided the aggressive giant lizards and the nest of jungle spiders and their webbing and instead rested in a burnt out pit.

On the next day, you continued to just evade the bad guys and walked a more or less happy trek following the sea urchins to some tide pool farms by the side of the volcano, where after a bit of persuasion Vahlisto believed you that you were not, in fact, with the Blackrifters. As you looked down at the Compass, you realized it was now wildly spinning in a circle - signifying that perhaps you were very close. He told you his story and insists that he does not want to be taken back home. He did draw you a map of the inside of the volcano cave system, which is where the party is going to start off next time.

2 - Perils in Grayhaven

[@Vishous](#) [@Clove](#) [@Ofey](#) [@watermelon](#) [@driow123](#) [@Empiotreus](#)

Scorch, Marik, Aldo, Paulpin, Istan and Ekhale really WERE the bravest and best adventurers the Merchants of Slew could possibly hope to find. Not only did you steal the enchanted crumpled up paper and arrive to find an already dead giant toad, but you one-shot the creatures that killed it AND even took out the infamous pirates known as the catapult crew as well as some Blackrift Warriors - all while avoiding detection by Cendrail and the Alabaster Academy.

Your ship is now sailing for the Blazing Isles.

1 - Arched Sky Monastery

[@driow123](#) [@Clove](#) [@turtlene](#) [@Burek](#) [@Martin](#) [@Vishous](#)

Thanks for playing the Monastery of The Arched Sky.

As for the adventure - well, you managed to get essentially one-shot by a violet fungus and like others before you enjoyed the glory of waking a giant creature sleeping in a dragon's skull. But, you made it out alive, and as a team. And you bonded so much that you even decided to not complete the task given and forfeit the money. Cendrail is lying up in his bed, wondering what has happened to you. He will send another group of adventurers in (eventually) to check what has happened to you if you don't return within a week. So much excitement in such little time!

[@Clove](#) Scorch cast Protection from Evil and Good on you again. If you want, you can choose to end the possession by Magnus.

→ If you keep it, Marik will be possessed at my tables only and will desperately want to be close to (and preferably hold) the Astral Compass. As a reward, he offers to lead you to the gold and riches of a famous pirate captain. You think he's telling the truth about believing he knows where it's hidden, but there's no guarantees. Keeping the possession will cause you to make Charisma saves once per short rest to see if his asking for the compass drives you crazy (exhaustion). If you carry the compass, Magnus is appeased.

Magnus' Treasure

The treasure of Magnus Barrelblock

Magnus was a halfling adventurer some decades ago who died in the Monastery of the Arched Sky. The party met him there in adventure 1, where he refused to let the party pass unless he would be allowed to take possession of someone, seeing as he really wanted to be with the Astral Compass. His greed for this magic item was what finally caused his downfall.

He convinced Marik to be possessed by explaining that he and some friends were on the trail of the treasure of an ancient pirate captain, Scarlet Kate. He wants to help the party, or at least Marik, to find the treasure.

On Igni'ka, they found the skeleton of a former companion of his, and hints that they should go to Giant's Spur next.

Marik must roll a Wisdom Save every session (DC 15). On a fail, he incurs 1 level of exhaustion from having Magnus' voice inside his head. Generally, Magnus is a nice ghost - he lets Marik keep control of his faculties. Unless Marik gives the compass up for more than an hour, in that case Magnus becomes an insufferable child wanting his toy back.

At the Pillar of the Giants at the Trader's Shoals, they found an inscription that says "stand here" in Giant. It seems like half the inscription is missing. The other half of the inscription was at the top of the giant's spur. A PC standing on top of it by daybreak learns the direction to sail to - towards the **Labyrne basin**.

Party Items & Properties

These are items that are in possession of the party as a whole rather than individual players. They can be used for adventures but are stored on Matilda.

Matilda

Matilda is a double-masted schooner (ship). On deck, there is a crow's nest, the steering wheel. Below deck, there is a sleeping cabin for the party, Hal's Quarters where he plots paths, the sea urchin tank.

Matilda flies a red dragon tax flag gifted to them by Aurora, a red dragon daughter of Lux.

Currently, Matilda has 480 GP per PC for the next Session

Astral Compass



This compass is made of gold and does not point North. It points to the closest bit of Star material. The party has noticed that when you get too close, it starts spinning. Inside the casing, you currently see 4 shiny bits of star fragments with the following magical abilities

Fragment of Astral Alignment - cast detect evil & good

Fragment of Arcane Resonance - Cast detect magic

Fragment of Natural Harmony - cast detect poison & disease / locate animal & plants

Fragment of Aura Reading - detect creature type, any weaknesses, resistances, immunities

Fragment of Unveiled Sight - A character holding the compass can use a bonus action to see invisibility (as the spell) at will. Unlike the spell, the character must spend a bonus action each round to maintain the effect.

Fragment of illuminated Secrets - three times per day, a character holding the compass can detect nearby secret doors and traps as an action. If a secret door or trap is within 30 ft, the compass points at the nearest one.

Oarsman's Blessing

Oarsman's Blessing

Beatrice, Marik, Ekahale, Art, Scorch, and Question have received the blessing of the oarsman.

Oarsman's Blessing - once per day, they may drink a pint of seawater, gaining the effect of a potion of healing.

The Oarsman of Scur

A popular divine figure among coast dwellers, the Oarsman is a lawful neutral god of safe passage, windless skies, and those lost at sea.

A servant of Scur, the tempestuous god of the Sea, the Oarsman, is believed to steer the god's vast ship of water, recovering those sunk by Scur's fury or ferrying them to their final destination. Sailors claim they've felt his oar reach out and pull them back onto their boat when they'd slipped beneath the waves. As such, the deity has become the patron saint of those lost at sea, or anyone who seeks a lost loved one.

Giant's Spur is regarded by his worshippers as his most holy site, representing the Great Oar that he will someday use to paddle all the world to its rightful destination.

Those who undertake the pilgrimage to ascend the Spur believe that the Oarsman will heed their prayers and bring them word of their loved ones. All who attend the Oarsman's word know of the legend - that those who can climb the Spur all the way to the Astral plane will stand at the hand of the Oarsman, where they can request to be reunited with their lost love once again.

While some followers interpret this as an allegory for the impossibility of recovering someone who has passed on, many take the legend at face value. The registers of the Oarsman at Tidewatch are filled with the names of those who have set off to climb to the peak. Their names are recalled at the memorial ceremony held on each full moon, when the ocean rises to its fullest, and the faithful gather at Tidewatch to pay homage to their god by throwing mementos and offerings to the silent sea far below.

Sea Urchin Tank

Infernus Sea Urchin Tank:

Update after session 6 - currently holds 8 sea urchins

Currently holds one pink sea urchin. Duplicates itself every 24 hours until 8 urchins occupy the tank. Then they stop replicating until one is removed. One urchin can cure a PC from poison or, if there is no poison present, heal them for 1d3 HP.

Sea Urchins can survive outside of Salt Water for up to 3 days. After that, they die.

After healing or curing somebody, they go gray and stiff and need to be resubmerged for 24 hours before their magical properties take hold.

Sea Urchins can slowly follow a person they know.

These pink sea urchins can also be sold for 1 GP or eaten (1 Urchin = 1 Day's Rations)

Heat Stones

Size: Fit in the palm of medium human's hand.

Color: reddish-gray

Texture: rough

Each stone has 4 charges. PCs can rub the stone on their skin for 10 minutes, expending a charge and then make a medicine check. On a 10+, they gain resistance to fire damage for 1 hour. On a 19+, they gain immunity to fire damage for 1 hour. On 9-, nothing happens (other than a charge being lost).

1d4 charges return daily at sunset.

The party currently has 12. (Homebrew item)

Consumables

These are party items.

Depetrification Balm

You successfully crafted 6 depetrification balms from cockatrice's feathers on top of the giant's spur. You also have a recipe for crafting more (requires Arcana check DC 15 + Cockatrice Feathers).

Spell Scrolls

- Blink
- Spiritual Weapon
- Call Lightning

NPCs

Haulani

Haulani

Leader of the Queen Ailani's Queen's Guard and Oahtu's army commander

Haulani was the person you originally made contact with in the coconut. He wears finely made coconut armor.

Location: Island of Mahna Kio - city of Kuloa

Felldew the elf

Felldew the elf

Felldew and his partner, Gaius, were just traveling and searching for undisclosed things when they came across the Oahtu and wanted to help. They shrank down to the Oahtu size and took off into the center of the island. A few days later, Felldew returned, saying Gaius had been killed and he wanted to return home in his original size. The queen in her despair refused.

Felldew, enraged, took off, and has been living off the island. The party met with him, and while he was originally hostile, he was eventually convinced to aid the party and lead them to the center. He has said he does not believe he can fight Gaius if he appears, but will try to do so if possible, if - in return - the party helps him off the island.

Location: Island of Mahna Kio - city of Kuloa

Ailani

Ailani

First of her name, Queen of the Oahtu and the city of Kuloa

Location: Island of Mahna Kio - city of Kuloa

Garragh

Garragh

Garragh is a Blackrift dwarven soldier who, upon seeing his friends murdered, surrendered to the party. They kindly offered to let him stay with them and teach him their ways. Hal Hawkshaw, a former Blackrifter himself, and Captain Catapult, are currently looking after him. The party is renaming him.

Aurora, Red Dragon

Aurora, Red Dragon

Aurora, Daughter of Lux

Young red dragon

Within the vast brood of Lux, Aurora is the misfit. Born with discolored scales, she was ostracized from her hatching by the rest of the dragon court. Nevertheless, Aurora possessed enough shrewdness that she avoided succumbing to the often lethal machinations of her older siblings, eventually earning enough influence to oversee islands within her mother's domain.

Despite the position, Aurora is constantly at odds with Lux, who shows no sympathy to any of her offspring, least of all her malformed daughter. Perpetually last in line for favors and looked down upon, Aurora dreams of a day she'll be free from her mother's tyrannical rule. As long as Lux lives, Aurora is bound to do as she commands, and the ancient red dragon shows no signs of declining in old age.

All of Lux's brood worship wealth, adorning themselves with jewelry made from their own treasure hoard - the greater the dragon's power, the more ostentatious the display. A red dragon that goes forth without wearing its treasure is as unheard of as a noble wandering naked into the street.

Ideal: Power. If I were strong enough, no one could tell me what to do.

Bond: Nobility. Red dragons are superior to any other creature. Rulership is in my blood.

Flaw: Fickle. I only hold a promise so long as I care to remember it.

Lux, Queen of the Great Sea

Nearly the entirety of the Great Sea is the domain of Lux, an ancient red dragon that rules from the Golden Archipelago.

After warring for centuries, the dragons reached an agreement. They would divide the world into ten territories, each one the domain of a different color of dragon. For her part, Lux claimed the Great Sea. A red dragon to her heart, the accumulation of material wealth is Lux's driving joy. Unlike the rest of her ilk, she doesn't burn down towns - instead, she taxes them. As a result, nearly all trade in the Great Sea flows through her.

Miserly though she is, Lux realizes that a healthy village is more productive than a sick one. As a result, she rules her domain like a fire-breathing business tycoon, passing out edicts to ensure her islands are cultivated, her subjects productive, and her profits maximized.

In exchange, the people receive Lux's protection. The sea lanes her tax collectors travel, known as the Dragon's Coin, are so well patrolled that safety is all but guaranteed. All vessels that sail those routes must pay the dragon a steep tithe, which they show by flying Lux's banner: a bright red flag sold at ports all across the Great Sea for a hefty fee. Made from the tanned hide of giant sea slugs, any ship on the Sea not flying the flag is subject to punishment by one of Lux's many offspring, ranging from confiscation of goods, to instant incineration.

Hal Hawkshaw

Description: Tall, broad human, middle-aged but still could hurt someone who attacks him, dark hair, loose clothing, some armor.

Location: aboard the Matilda / with the party

A deserter of the Blackrift army, Hal could no longer put up with the cruelties of his homeland. He fled to the Greenwold and started a smuggling operation out of Grayhaven, with great success, eventually coming into possession of his own ship, a double-masted schooner. However, some troubles and loss of cargo forced him to sell his ship. The party asked him to stay on as their Captain of their ship, which is a position he has gladly fulfilled.

Captain Catapult

Description: A tabaxi pirate, complete with hat and eyepatch.

Location: aboard the Matilda / with the party

Captain Catapult tried to steal Hal's ship in the beginning of the adventure but was defeated and convinced to stay with the party. As destiny wants it, Catapult also wanted to find the Fallen Star. He seems to be happy with the current arrangement and helps out as Helmsman, but he has yet to prove his worth to the party.

Vahlisto The Hermit

Description: a human past his prime, wearing a sea creature's shell as armor, gives you the impression of extreme pride by his mannerisms.

Location: Igni'Ka (one of the Blazing Isles)

Vahlisto was a Merchant Prince of Slew, as well as an actual prince, a long time ago. His ship sank and he got stranded on the island of Igni'ka. He has since come to love his solitary life and does not wish to leave, believing that his life is more peaceful and rewarding than anything he knew before. He and the party parted as friends.

Cendrail Stargazer

Description: Very old and frail human with some missing teeth.

Location: Grayhaven.

Cendrail is a member of the glorious Alabaster Academy. Anyone who studied magic in the Greenwold would have heard of his magical abilities, though no one is sure if it has faded in his age. Cendrail sent the party on its original quest to retrieve the compass, hoping to investigate it and find out how it works, and potentially sending the party forth to find it. However, the party decided not to return the compass.

Band of Monkeys

Description: Adorable, cute little monkeys found in the forests of the volcanic island of Igni'ka.

Location: With Marik's bottle.

8 monkeys were convinced to travel with the party, they have made their home inside Marik's bottle. The monkeys can split in 2 groups of four. Once per long rest, they can attempt to steal something (e.g. one group can steal and the other can create a diversion).

Sister Selka

Sister Selka

A level-headed cleric of the oarsmen who is tasked with keeping order and leading rituals at Tide Watch Temple on Giants' Spur.

PCs / NPCs Matrix

This table should (hopefully) keep track of which NPCs and which PCs have met. It also indicates PCs who have left the party or died. I'm hoping this isn't necessary but probably better to have it.

Captain Catapult and Hal are with the party, aboard the Matilda.

	Marik	Art	Ekhale	Beatrice	Melwen	Phoebe	Rexius	Selini	Drog	Walter	Buel			
Cendrai	x										x			
Captain Catapult	x	x	x	x	x	x	x	x	x	x	x			
Hal	x	x	x	x	x	x	x	x	x	x	x			
Vahlisto	x	x	x	x										
Aurora	x	x	x	x	x	x								
Garragh	x	x	x	x	x	x	x		x	x	x			
Rojaros		x	x	x	x	x								
Sister Selka	x	x	x	x	x	x								
Haulani					x	x	x	x	x					
Felldew					x	x	x	x	x					
Ailani					x	x	x	x	x					
Kalvikodas					x	x	x		x	x	x			
Glerm					x	x	x		x	x	x			

	Rio (missin g presum ed dead)	Argus (missin g presum ed dead)	Kron (stayed at the Trader's Shoals)	Questio n (stayed at Tidewat ch)	Scorch (doing researc h at Tidewat ch)	Paulpin	Istan (missin g presum ed dead)
Cendrai I					x		x
Captain Catapul t	x	x	x	x	x	x	x
Hal	x	x	x	x	x	x	x
Vahlisto	x	x	x	x	x	x	
Aurora				x	x		
Garrrag h				x	x		
Rojaros							
Sister Selka				x	x		
Haulani						x	
Felldew						x	
Ailani						x	

Rojaros

Rojaros

A druid who lives in a house on a cloud in the overbright. He's very eager to learn about religion and discuss his own beliefs (there are no gods, and if they ever existed, they have left this plane. Any magic that is not natural nowadays comes from devils and demons).

Lore & History

World

The party started out heading west from Grayhaven, moved to the Blazing Isles, and then completed a quest at the Giant's Spur. Now your compass is pointing in the direction of the Labryne Basin, though you don't know how far you'll actually have to go.



The Greenwold

Brief History:

1000+ Years Ago: War of Dragons

For centuries, dragons battled each other for dominance of the world at the cost of the lesser, mortal, species. When a party of legendary heroes forged a magical orb of dragon souls, the dragons were forced to concede, entering a peace agreement. The world was divided into 10 great domains, one for each dragon's color. Some dragons ruled their domains like tyrants, other like shepherds, while others again retired to their hordes to slumber unless disturbed.

When the dragons were gone, a demigod tried to fill the power vacuum and attempted to expand its domain into the greenwold. Ultimately, this Emphyrean demigod was defeated, leaving the rules of the Greenwold to war with each other about petty matters - or work together in peace.

Cities:

Grayhaven - Port Jewel of the West

Stonefast - Bastion In The North (towards the Blackrift border)

Slew - City of Eastern Fragrance

Thile - City of Sails on the Stoney River in the continent's center

Factions of the Greenwold

Most of the party hails from the larger cities of the Greenwold. While there is a Queen technically presiding over these lands, for the most part, factions are the ones who define everyday life.

Astrological Symposium of the Alabaster Academy

This is THE center for magical learning in the Greenwold. Cendrail belongs to it, and anyone else who truly wishes to uncover the magical arts aspires to study there. The party was originally tasked with recovering the compass for them, but decided to go solo after getting the compass.

The Merchant Princes Of Slew

Slew is another city further inland, but their merchants have power in all cities of the Greenwold. The party agreed to find the Fallen Star for them when they were in need of a ship and the

Merchants were willing to purchase it for them. The Merchants are pretty much after only one thing and that thing is wealth.

Blackrift

The Blackrift Kingdom and its current tyrant king, King Wulfkirk, seek to regain control over the Greenwold. If you ask anyone, they will tell you that the Blackrifters will want to use the Star's Magic to take control.

The Great Sea

Most of the Great Sea is part of the territory of the ancient Red Dragon, Lux and is ruled by her and her daughter.

BLAZING ISLES

While each of the Blazing Isles is home to its own culture with varied history - giants and cyclopes who fell to the Wrath of Lux, druidic crabfolk who hide from her, pearl divers and soul searchers and the giant's spur - for the most part, they have a shared history of their caves having been inhabited by the Drow in the beginnings of this world. After the war of the elves, when the drow retreated to live beneath the surface, lizardfolk took over and maintained a society for many centuries until their society collapsed.

The Pillar of the Giants - Giant's Spur

There really isn't much to see here, seeing as the main island is not much more than a huge pillar rising from the sea. Around it, there are trader's shoals, where merchants navigate the shallow waters using a combination of added-on rocks. Most of the shoals are not in use, though they span almost circular around the Monolith. The pillar of the Giants is the furthest one can venture into the Great Sea coming from the Greenwold, Blackrift, or any of the Eastern regions, without being required to pay the Dragon Tax - which is essentially a red flag that costs 200 GP and must be flying on every ship.

The Order of the Oarsman has created a temple called Tide Watch about halfway up the Giant's Spur, though no one can be sure of the exact location, seeing as the top of it vanishes in the clouds. For this reason, most of the Oarsman-followers see this as a holy place and many faithful see it as their duty to ascend to tidewatch at least once per year. Therefore, the path up to the TideWatch Temple is reasonably well trodden, wide, and has a railing on the side.

According to legend, there was a storm giant queen who could not bear the loss of her prince husband. She united all the giant tribes and together they built this monolith, with the aim of having it built so high, it would reach into the astral plane where she would be united with her prince forevermore.

Elf Wars

Long ago, Najima (nowadays more commonly known as Far Elves, though the word commonly should be used with caution as these creatures are essentially forgotten to history) were cousins to the drow and the high elves. They strived to uphold lawfulness at any cost, with little regard for good or evil. However, as High Elves and Drow warred and the elvish races were divided forever with the High Elves claiming the lands above and the Drow claiming the lands below, they refused to choose sides and live in eternal estrangement - choosing to reside instead in the astral plane. Their leader is the Archimandrite.

Description of Najima: Gray Skin with star-like freckles

So far, the party has seen them carrying iron chains, but they have not seen them be used.

Pillar of the Giants

Pillar of the Giants

When a storm giant queen and her cloud giant husband united all the tribes of giants beneath them, they ruled all landmasses in the east of the Great Sea. However, unfortunately the Prince died, and so the storm giant queen used the power she gained to erect a giant statue, reaching into the astral plane, so she would be able to be reunited with her lost prince. While they did succeed at building a very, very, very high structure, eventually the castle at the top crumbled and fell into the sea beneath, forming the trader's shoals.

GLOWSTONE

GLOWSTONE

Glowstone is an incredible and somewhat mysterious mineral, mined only from the deepest parts of the ocean. It naturally gives off a serene, pale blue light and is malleable enough to be refined into new shapes. Glowstone may also be ground into a fine powder; which glows brightly for days when burned.

Glowstone Weapon

Weapon (any), rare

While a glowstone weapon is in use, it sheds bright blue light in a 20-ft. radius and dim blue light for an additional 20 ft. Whenever you score a critical hit, your weapon bursts with energy and deals an additional 1d8 lightning damage. Glowstone weapons are brittle, and when you roll a natural 1 on an attack, the weapon breaks.