

Ashvael



A Campaign Setting For OS&

TABLE OF CONTENTS

OVERVIEW..... 3

TONE..... 6

NEWHAVEN..... 8

CHARACTER CREATION GUIDELINES 10

EQUIPMENT AND RESOURCES..... 11

GUILDS..... 14

 THE ADVENTURER’S GUILD 16

 THE WAYFINDER’S LODGE 20

 THE GOLDEN ACCORD..... 24

 THE NIGHTVEIL SYNDICATE..... 28

ADVENTURER’S GUILD RANKS AND
PROMOTIONS..... 32

ADVENTURING LIFESTYLE 38

DUNGEONS..... 40

CITIES 46

RELIGION 66

HOUSE RULES 80

APPENDIX..... 82

 CURRENCY CONVERSION: 82

 COMMON EQUIPMENT: 83

 TAVERN GAMES: 89

NOTES:

This book is a draft and not meant to be a final production.

The art used is uncredited stuff I found on pinterest and used without permission. It is just a placeholder for now to see how the formatting looks.

If you are interested in blazonry for coats of arms, this is a great introductory primer:

https://www.heraldry.ca/resources/BLAZONRY_GUIDE_2014.pdf

OVERVIEW

Welcome to Ashvael, a vibrant land of ancient Gods, shifting dungeons, and determined people. This realm is a place where danger and adventure awaits you at every corner and the promise of riches will be an ever-present motivation... or folly! As a member of the Adventurer's Guild you will be thrust into these challenges, where your skills, bravery, and cunning will be tested by both the known and unknown.

Dungeons in Ashvael are not static; mysterious forces cause them to manifest in the wilds by what most believe to just be the whims of the Gods. You will come to find that while each dungeon is unique for the challenges they bring, they fall into one of several classification types. These types set the stage by which the challenges will appear, from the dark shadows of forgotten crypts to dense, enchanted forests. Helping you along will be the rangers and diviners of the Wayfinder's Lodge, an organization that rose up beside the Adventurer's Guild to scout these dungeons, providing maps and preliminary information about what you can expect inside.

Due to the dangers of the world and the lives that most adventurers tend to lead, you will come to find that religion is ever-present in most people's day to day lives. The six known Gods are fairly active, providing small whispers of guidance for any who ask at their altars. Because of this, death need not be the

end of your journey, and if you have the will to weather these challenges then you can one day ascend to greater heights than you've ever imagined.



TONE

The world of Ashvael walks a fine line. On one hand, you have the gritty dangers of the dungeons, and on the other you have the hope and solidarity of the community in the cities to which you return.

Conquering dungeon floors will give you the experience, strategy and, hopefully, confidence to navigate the depths of the various environments. Be sure to manage your resources and choose your battles wisely, as that will be the key to your survival. Remember, the world is alive and ever-changing so learning to pick your battles is a great way to maximize your survival and not every challenge is meant to be overcome immediately. Some are challenges beyond your level, and learning to discern which battles to fight is a critical skill.

Despite the darkness and danger, you will find some reprieve. Your Adventurer's Guild tag can be used as a focus for resurrection if and when you fall in battle, as long as it can be returned to a city temple. Stepping back into the light of day and sharing stories of your adventures with your friends and guildmates around a frothing flagon of ale has a healing effect and will make you want to dive back into your next exploit!

Media to get in the mood:

Pathfinder (2007)

13th Warrior (1999)

Conan the Barbarian (1982)

The Lord of the Rings (2001)

Gamers 2: Dorkness Rising (2008)

The Librarian- Quest for the Spear (2004)

The Goonies (1985)

As Above, So Below (2014)

In the name of the King (2007)

Grimgar of Fantasy and Ash (2016)



NEWHAVEN

Nestled in a hollow within the eastern mountains of Readshire, Newhaven is a close-knit community of traditional craftsmen and farmers. As the same conditions that keep the town safe from dungeon incursion also keeps it hidden away from trade routes and other communication, life here seems to move at a slower pace. The town's isolation has brought them to focus on subsistence farming and traditional handicrafts.

Newhaven is a place of simplicity and hard work and the town thrives on cooperation and a strong sense of community. Residents mostly barter for what they need and help is freely given to those who ask for it. Children are mostly taught by an old pair of adventurers who happened to stumble upon the town and ended up deciding to stay.

The Readshire mountain range that surrounds the town acts as a natural barrier, keeping the threats of the outside world at bay but also limiting contact with the ever-changing cultures, technologies, and conflicts beyond. Most residents of Newhaven have little knowledge of what lies beyond their familiar valley, and for most, that suits them just fine. Every so often though, there is a child that dreams of something bigger and when the time comes, they leave to explore the world beyond the mountains.

You and your friends are among those who felt that wanderlust and took the call to adventure. Whatever your goals, you have now set out to tell your story!



CHARACTER CREATION GUIDELINES

Attributes

Roll 3D6 six times and assign them to the attributes of your choice. If none of the attributes would result in a positive modifier, you may either swap one roll for a [15] or make a new series of rolls.

Available Classes and Races

New players have access to the classes Cleric, Fighter, Thief, and Magic User. As the players interact with the world, new opportunities will open up (e.g. If the party befriends a group of Elves they will be able to make PC elves from then on).

Backgrounds and Origins

The journey of all new players' characters starts in the quaint and isolated town of Newhaven. After their first characters, players can make PCs from anywhere in the world.

Starting Gear and Wealth

Player Characters choose a starter package from those listed in the Equipment and Resources section.



EQUIPMENT AND RESOURCES

Cleric's Pack (Encumbrance: 76)

- Backpack
- Garlic
- Holy Symbol
- Holy Water (10)
- Stakes (3) and Mallet
- Wineskin
- 10ft Pole
- Mace
- Chainmail
- Medium Shield
- 80gp

Fighter's Pack (Encumbrance: 104)

- Backpack
- Crowbar
- 10ft Pole
- Rope (50ft)
- Grappling Hook
- Tinder Box
- Torches (6)
- Rations (14 days)
- Medium Shield
- Chainmail
- Choice of Spear or Sword
- 80gp

Thieves' Pack (Encumbrance: 56)

- **Backpack**
- **10ft pole**
- **Thieves' Tools**
- **Torches (6)**
- **Rope (50ft)**
- **Grappling hook)**
- **Crowbar**
- **Mirror**
- **Oil (1 flask)**
- **Tinder Box**
- **Leather Armor**
- **Short Sword**
- **Short Bow**
- **Arrows(20)**
- **Arrows, Silver-tipped (2)**
- **80gp**

Mage's Pack (Encumbrance: 24)

- **Backpack**
- **Quill, Ink, and Parchment(5)**
- **Chalk**
- **Tinder Box**
- **Oil (1 flask)**
- **10ft Pole**
- **Spellbook (with two level 1 spells)**
- **Blank Book (50 pages)**
- **Torches (6)**
- **Robes**
- **Dagger (5)**
- **80gp**

GUILDS

Nearly every profession in Ashrael has a guild associated with it and there are several guilds that encompass multiple professions. They provide both protection and a sense of purpose and belonging to members as well as giving them a voice beyond their station in life otherwise would.



The Adventurer's Guild

Purpose:

The Adventurer's Guild is dedicated to the exploration and exploitation of the many dungeons around Ashvael. The guild is a powerful and influential organization that combines the roles of mercenaries, treasure hunters, and political power brokers. They are known for their elite members, vast resources, and significant impact they have on regional politics and commerce. Their primary goals are to secure valuable artifacts, amass wealth, and shape political landscapes in their favor through their achievements and influence.

Key Members:

Guildmaster Lysander Hale

Lysander is the charismatic and authoritative leader of the Adventurer's Guild. Known for his tactical genius and leadership skills, he oversees the direction of the guild's operations and strategies. His background as a renowned adventurer and diplomat gives him the authority to negotiate high-stakes deals and influence political decisions. Though he's now in his older years and tends to keep his hand out of politics, when he does speak up his suggestions are almost universally respected even if they aren't heeded. He has been known to disguise himself in order to mentor fledgling recruits that he sees particular promise in.

Grandmaster Evelyn Stormweaver

Evelyn is Guildmaster Hale's handpicked apprentice and Chief Strategist. She is responsible for planning and coordinating the guild's major expeditions and campaigns. Her expertise in logistics, strategy, and magical wards ensures that every mission is meticulously planned and executed. She's beyond reproach when it comes to resource management and risk assessment.

Grandmaster Roderick Blackthorn

Roderick, as treasurer, oversees the financial aspects of the Adventurer's Guild. This includes wealth management, investment, and economic influence as well as rooting out embezzlement or other resource drains. His role is crucial in maintaining the guild's vast wealth and ensuring that their financial interests are protected and expanded.

Grandmaster Amara Windrider

Amara handles the Adventurer's Guild's external relations and political negotiations. Her role mainly involves ensuring the guild's interests are represented on a broader stage. This usually takes the form of direct interactions with the Golden Accord and, less often, the Nightveil Syndicate

Services Offered:

Resurrection

If killed in the dungeon, your guild tag can be brought to the nearest temple in a major city where it can be

used as a focus for resurrection. The Adventurer's Guild contract states they will pay for the first three resurrections, and after that they will pay any costs over 1500gp.

Expedition and Adventure Contracts

Outside of dungeon delving, the guild undertakes high-profile quests and dangerous missions on behalf of clients, including treasure hunts, merchant escorts, and monster eradication. They provide the expertise, manpower, and resources needed to tackle complex and perilous tasks.

Political and Economic Influence

Leveraging their wealth and reputation, the Alliance engages in political and economic maneuvering. They offer support to political candidates, influence legislation, and broker deals that advance their interests and those of their allies.

Training and Recruitment

The guild provides training for new recruits, including combat training, survival skills, and magical knowledge. They also offer recruitment services for mercenaries, specialists, and adventurers seeking to join their ranks.

Artifact Recovery and Identification

The guild specializes in locating, recovering, and identifying rare and powerful artifacts. They offer their services to both clients seeking specific items and

to scholars or collectors interested in acquiring historical relics.

Economic Ventures and Investments

Beyond adventuring, the guild engages in economic ventures, including investments in businesses, trade routes, public works, and infrastructure projects. They use their wealth to generate additional income and maintain their good relationship with the common folk.

Code and Internal Structure:

- **The Adventurer's Guild operates under a code of conduct that emphasizes loyalty, professionalism, and integrity. Members are expected to uphold the guild's reputation and adhere to its rules, particularly regarding the handling of valuable artifacts and political dealings.**
- **The guild is structured with a clear hierarchy, led by the Grandmaster and supported by key figures in strategic, financial, and operational roles. Members progress through ranks based on their achievements, contributions, and demonstrated skills.**
- **Special units or teams may be formed for specific tasks or missions.**

The Wayfinder's Lodge

Purpose:

The Wayfinder's Lodge is dedicated to the mapping and documentation of dungeons and ruins, as well as keeping trade routes through the wilderness safe. Their primary goal is to provide accurate, detailed maps to adventurers using a mix of magical scrying and stealthy infiltration techniques. They serve as a critical resource for those delving into the unknown, ensuring that dangerous areas are mapped with precision to aid in navigation and planning. The Lodge is renowned for its meticulous work and its ability to turn chaotic, perilous locations into navigable territories. Most successful adventurer teams are known to hire at least one Wayfinder for their expeditions. Their ranger corps is a highly respected network of scouts and guides who live in the wilderness and see to any bandit gangs that seek to rise up.

Key Members:

Master Cartographer Elandor Voss

Elandor is the head of the Wayfinder's Lodge and is known for his unparalleled skill in creating maps. Ever the perfectionist, he combines practical experience with cartographic precision. His maps are considered the gold standard, and he personally oversees the most critical projects.

Serra Drax

Second in command, Serra specializes in fieldwork and on-site exploration. She leads expeditions into the most dangerous dungeons, gathering firsthand data and ensuring that maps are both accurate and practical. Her knowledge of dungeon ecology and traps makes her an invaluable asset to any exploration team.

Orin Stonemire

Orin oversees the historical and magical aspects of the Wayfinder's Lodge. He studies ancient texts and runes to provide context for the maps, offering insights into forgotten lore and potential hazards. His research often uncovers hidden elements that others might overlook.

Services Offered:

Dungeon Mapping

The Lodge provides comprehensive maps of dungeons, ruins, and other hazardous locations. These maps generally include basic layouts, terrain type, and types of monsters encountered. They also offer updated maps based on new discoveries or changes in the dungeon.

Historical and Magical Research

They provide research services to uncover the history and magical properties of mapped locations. This can include identifying ancient traps, understanding the significance of runes, and revealing hidden secrets.

Field Guides and Consultations

For high-profile parties or particularly complex dungeons, the Lodge offers field guides and consultations. Experienced cartographers or guides accompany clients to provide on-the-ground expertise and support.

Code and Internal Structure:

- **The Wayfinder's Lodge operates with a high standard of accuracy and reliability. Members are expected to adhere to strict protocols to ensure the quality of their work and the safety of their clients.**
- **The Lodge is structured with a clear hierarchy, with the Master Cartographer at the top, followed by specialists and field staff at each of the outposts. Junior cartographers and apprentices work under the guidance of experienced members.**
- **Membership in the Lodge is prestigious and requires both skill and experience. Prospective members must undergo rigorous testing and demonstrate their expertise in cartography, research, or exploration.**



The Golden Accord

Purpose:

The Golden Accord is a powerful and pervasive merchant union that controls trade routes and commerce across the land. Their main objective is to ensure stability in trade while maximizing profits for their members. The Accord functions as both a guild and a political force, using economic influence to manipulate regional governments and enforce their trade monopolies. They are staunch defenders of law and order using legal though underhanded tactics to maintain dominance.

The Golden Accord is ubiquitous in trade hubs and major cities, with their emblems adorning market stalls and trade halls. They're seen as both benefactors and oppressors, depending on whom you ask. For smaller traders, the Accord is a necessary evil; for nobles, they're a powerful ally—or a dangerous rival. Their presence is felt in every economic decision made in the region, making them both respected and feared.

Key Members:

Guildmaster Alisara Varyn (AKA The Arbiter)

Alisara is the head of the Golden Accord, known for her shrewd mind and ironclad diplomacy. She negotiates treaties, resolves internal disputes, and steers the Accord's long-term strategies. Though young, behind her polished exterior lies a calculating tactician willing to sacrifice anything for the Accord's prosperity.

Harlan “Coinfinger” Droth

Harlan oversees the finances of the Accord, managing untold numbers of investments, loans, and trade contracts. Known for his near-supernatural ability to predict market trends, he ensures that the Accord’s coffers are always overflowing.

Seraphine Delmar

Seraphine acts as the Accord’s public face in dealings with nobles, foreign dignitaries, and other guilds. She is a master of diplomacy and persuasion, often sealing alliances or trade agreements that seem impossible. Her charming demeanor hides a core of ruthless ambition.

Vernor Allard

Vernor handles the vast network of agreements, licenses, and legal documents that bind the Accord’s members and clients. His extensive knowledge of law and bureaucracy makes him a formidable negotiator and an expert at finding loopholes or enforcing hidden clauses that favor the Accord.

Services Offered:

Market Control

The Accord dominates key markets, offering exclusive access to rare goods, luxury items, and essential resources. They set market prices and control the flow of high-demand commodities like grain, iron, and silk.

Loans and Investments

The Accord provides financial services, including loans to fledgling businesses, funding for expeditions, and investments in ventures that promise high returns. However, their interest rates and repayment terms can be steep, binding debtors to long-term obligations.

Exclusive Access to Guild Markets

Through an ancient contract, The Golden Accord operates Adventurer's Guild-only markets in select cities where rare items, trade secrets, and exclusive goods are available only to trusted members or those rare few who pay for access. In exchange the Adventurer's Guild provides caravan escorts and shop guards at a steep discount.

Code and Internal Structure:

- **Membership in the Golden Accord is both a privilege and a binding obligation. Members must follow the guild's strict rules on pricing, competition, and loyalty. Betrayal or freelancing without Accord approval is met with fines, exile, or more severe consequences.**
- **The Accord is organized into regional branches, each led by a council of influential merchants. These councils report to the Guildmaster, who holds ultimate authority.**
- **The organization operates under a meritocratic structure where influence, success, and connections determine one's rise through the ranks.**



The Nightveil Syndicate

Purpose:

The Nightveil Syndicate is a secretive organization of thieves, assassins, and spies. Their primary goal is unknown though recently they have been accumulating influence and wealth through precision strikes, espionage, and the acquisition of rare information and artifacts. Unlike typical criminal groups, the Syndicate operates with an honor-bound code that emphasizes professionalism, discretion, and loyalty. They believe that maintaining balance within the criminal underworld and ensuring that chaos doesn't disrupt their careful operations is the key to their longevity.

Key Members:

Silas Morn

Silas is the leader of the Syndicate, having obtained the coveted title of “The Wraith”. He is a master assassin with a reputation for cold professionalism and a no nonsense attitude. He enforces the Syndicate’s code and is seen by many as being exceptionally honorable, despite his line of work. Though rarely seen, his presence is felt throughout the organization.

Lyra Ashdancer

The Syndicate’s chief information broker and spymaster, Lyra coordinates the network of informants, contacts, and spies. Her lesser known position is that of the organization’s “Veil-Keeper” in charge of maintaining internal information control as

well as overseeing external propaganda campaigns. With an eidetic memory and a web of connections, she's rarely ever caught off guard.

Thorn "Nightblade" Algren

Thorn is the Syndicate's top enforcer, handling those who betray the organization, both internally and externally. He's a terrifying combatant, skilled in both stealth and direct confrontation. He also oversees recruitment of especially promising candidates and makes sure every member adheres to the Syndicate's code.

Marcellus Greybane

Marcellus manages the Syndicate's finances and deals. He ensures that every contract is paid for and that the organization's wealth is invested wisely. He also personally negotiates deals with the top clients, being an open secret among the elite of society.

Services Offered:

Targeted Assassinations

The Syndicate specializes in high-profile assassinations for clients willing to pay the steep price. They are known for making deaths appear accidental or leaving behind untraceable calling cards when a message really needs to be sent.

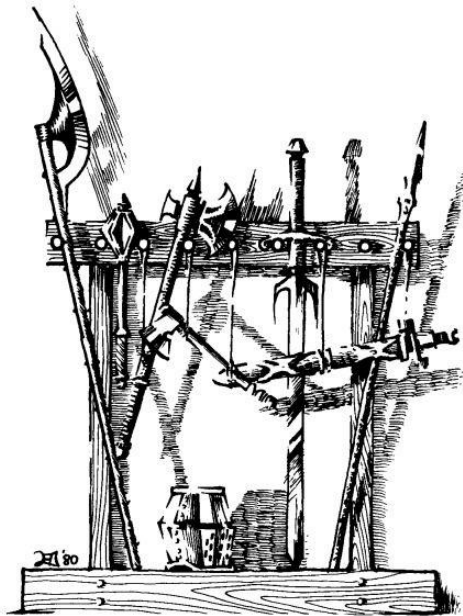
Theft and Acquisition

The Syndicate excels at retrieving high-value items, whether it's a noble's treasure or a powerful artifact

from a guarded vault. As long as the price is right, no wall is too tall and no lock is too secure.

Code and Internal Structure:

- The Syndicate's strict code forbids betrayal, unprofessional conduct, and causing unnecessary chaos. Trust and loyalty are rewarded, while dissent and incompetence are ruthlessly culled.
- Hierarchy is clear, with each member knowing their rank and duties. Initiates undergo a rigorous vetting process, usually starting in smaller local thieves guilds, before being accepted as full members. Due to their secretive nature many of those smaller guilds don't even realize they have a connection with the Nightveil Syndicate





ADVENTURER'S GUILD RANKS AND PROMOTIONS

Novice (Average Levels 1-2)

Description: New recruits to the guild, these members are fresh adventurers who are just starting to prove their worth. They normally start delving into the upper 1-2 floors of dungeons though are sometimes able to take on simple tasks such as scouting, message delivery, or accompanying more experienced members as porters and hirelings.

Responsibilities: Learning the ropes of dungeon exploration, assisting higher-ranked members, and participating in low-risk missions or tasks.

Privileges: Access to guild facilities such as a common room and basic supplies, and limited access to guild resources such as low prices for basic equipment and discounts for certain inns.

Promotion: To be promoted to Apprentice, after gaining the required amount of experience the Novice will take on a mock dungeon and be watched by observers. It can include anything from traps and puzzles, to combat or stealth.

Apprentice (Average Levels 3-4)

Description: Apprentices have shown promise and survived their initial forays into danger. They are trusted to handle slightly more challenging dungeon floors.

Responsibilities: Dungeon delving, performing minor quests, accompanying higher-ranked members on

expeditions, continuing to learn skills and tactics.

Privileges: Access to training areas and basic magical services, borrowing standard guild equipment, and the right to participate in more lucrative missions.

Promotion: An unseen observer will stealthily follow the Apprentice through a dungeon after the guild determines they are worthy of a promotion to Journeyman. They will be looking for how the candidate performs leadership roles or engages in teamwork, as well as party tactics and the navigation of challenging encounters.

Journeyman (Average Levels 5-6)

Description: Skilled adventurers who have completed several successful missions and are considered to be fully fledged adventurers. Journeymen are competent enough to lead smaller groups and can fully tackle moderately dangerous dungeons.

Responsibilities: Leading small dungeon expeditions, managing Novices and Apprentices, and taking on riskier assignments.

Privileges: Access to more advanced guild resources, including magical items, better equipment, and the ability to requisition a small number of lower-level guild members for missions.

Promotion: To become an Adept the Journeyman must take on a special dungeon mission with other candidates. The team will include a disguised observer and test the candidate on their ability to navigate a raid team through an extended dungeon crawl.

Adept (Average Levels 7-8)

Description: Adepts are experienced guild members who have proven themselves reliable and effective. They are often chosen to lead medium-sized groups on more dangerous or complex missions.

Responsibilities: Leading important missions, training lower-ranked members, conducting research, or maintaining and updating dungeon records.

Privileges: Access to advanced guild knowledge, special missions, and magical support. They may also begin to receive guild-sponsored quests that involve greater risks but yield higher rewards. Adepts have also earned the right to establish a personal stronghold or outpost in the name of the guild

Promotion: For promotion to Expert, a team of Adepts will be given a problem to solve that the guild is facing. It could be something such as solving a difficult puzzle another team couldn't handle, retrieving a rare potion ingredient, Bypassing a magic barrier, or gathering intelligence on a powerful enemy.

Expert (Average Levels 9-10)

Description: Experts are highly respected members known for their expertise in specific areas (e.g., dungeon survival, monster knowledge, or trap disarmament). They are often sought after for their advice and are trusted with high-risk missions.

Responsibilities: Leading high-risk missions, mentoring Journeymen and Adepts, advising the guild leaders, and taking part in guild decision-making.

Privileges: Full access to guild resources, permission to undertake personal quests with guild backing, as well as rights to purchase a manor in a city with ties to the guild.

Promotion: Every test for the promotion to master is unique and usually decided behind the scenes. It could be anything from retrieving a legendary item to leading a guild-wide mission against a strong foe.

Master (Average Levels 11-12)

Description: Masters are elite members who have completed numerous high-stakes missions and are renowned for their prowess. They often oversee significant aspects of the guild's operations and are considered for leadership roles.

Responsibilities: Overseeing guild operations, leading major expeditions, instructing new Experts, and representing the guild in political or high-profile missions.

Privileges: Command of multiple guild teams, access to rare or unique guild resources, and influence in guild governance. Masters also gain the honorific “Master” to be used with their name and are recognized by the public as such.

Promotion: The promotion requirements for Grandmaster are a well guarded secret and each Grandmaster can only be appointed as such by a recommendation and majority vote from the other Grandmasters of the guild at a yearly summit.

Grandmaster (Average Levels 13-14)

Description: Grandmasters are the leaders of the guild, with a deep understanding of both the organization's history and the dangers of the world. They are often the strategic minds behind major guild initiatives and act as the final authority on most guild matters.

Responsibilities: Leading the guild, making strategic decisions, negotiating with other factions, and guiding the overall direction of the guild's efforts.

Privileges: Absolute access to all guild resources, ability to grant ranks, bestow rewards, and decide on the guild's strategic direction.

Promotion: When the current Guildmaster retires, a vote is taken from among all the Grandmasters to appoint the new guild leader. The tradition is for the leaving Guildmaster to float a few candidates they've had their eyes on, though sometimes they just step back entirely.

Guildmaster

Description: The highest rank, typically held by a single individual or a very small council. Guildmasters are the ultimate authority within the guild, having an almost legendary status among their peers. A lot of the day to day responsibilities of the Guildmaster are taken care of to the point some see them as almost a figurehead, but if or when it is needed the Guildmaster can give a rallying cry that could muster the entirety of the guild to the cause.

Responsibilities: Overseeing management of the entire guild, making long-term decisions, dealing with major

threats to the guild, and handling diplomacy with other major powers.

Privileges: Unrestricted access to all guild facilities, resources, and members. They also have the authority to change guild laws, and the power to declare alliances or hostilities with other factions.



ADVENTURING LIFESTYLE

As you'll no doubt come to find out, adventurers are seen as both heroes and opportunists. While you can expect to be greeted warmly almost everywhere due to the economic benefits you bring, enough property and collateral damage has been caused by guild members that a healthy dose of wariness will sometimes be mixed in with the admiration. Either way, the dangers you face and the treasures you retrieve from dungeons are vital to the economies of towns and cities, especially those near active dungeon sites.

The resources you'll bring back from your expeditions can greatly influence local and even regional economies. Precious gems, rare artifacts, enchanted items, and even ancient knowledge retrieved from dungeons can be sold, traded, or studied, providing wealth and prestige to those who possess them.

As you grow more experienced and accumulate wealth, you might find yourself in positions of influence. It is not uncommon for seasoned adventurers to take up political roles, using their resources and reputations to sway local councils or even govern entire cities. Their wealth and power allow them to build strongholds, command their own forces, and protect the lands they govern from threats, both mundane and magical.

For those adventurers who survive the rigors of their

profession and wish to settle down, the world offers many paths. Some establish guild branches or schools to train new generations of adventurers, passing on their knowledge and skills. Others may build strongholds or castles, carving out territories where they can monopolize any surrounding dungeon profits.



DUNGEONS

The dungeons of Ashvael have been a source of mystery and chaos for the past 400 years. Seemingly appearing from nowhere, these dangerous and lucrative locations caused the rapid downfall of many old kingdoms, reshaping the world to where the major powers are nine massive cities. Their sudden emergence disrupted life, with entire regions consumed by dungeon incursions. To this day, no one has definitively uncovered the cause of their appearance, and attempts to predict their formation have been largely unsuccessful. Although some areas tend to have a higher concentration of dungeons, their occurrence remains random. What has puzzled scholars and adventurers alike is the fact that the nine major cities of Ashvael have never had a dungeon appear within their walls, sparking endless speculation about protective forces, latent magics, or perhaps even divine intervention.

These cities have become the last remaining hubs of culture, commerce, and governance, standing strong while the wilderness between them teems with dungeon activity. And while survival is a daily battle for those living outside city walls, dungeons offer untold wealth and fame to those brave enough to venture within.

Entering a Dungeon

A dungeon entrance might appear as a cave, a hidden grotto, or perhaps even a path winding beneath the roots of an ancient tree. The moment you step inside, you are greeted by a thick, almost palpable fog, obscuring your view and making the air heavy with an otherworldly sensation. Passing through this fog feels like crossing the boundary between dimensions, where reality shifts and the dungeon proper awaits.

Once inside, each dungeon environment has a distinct atmosphere, shaped by forces unknown. Generally most dungeons have 10 levels to them with the exception being the rare tower dungeons that have been recorded as having as few as 3 levels to the largest found having 27 levels.

When the final boss of a dungeon is defeated, adventurers are granted a brief window of around four hours to gather any remaining loot and make their way out before the dungeon disappears, vanishing without a trace and leaving no sign it ever existed. Those who fail to escape before the collapse are never seen or heard from again, their fate a chilling mystery that serves as a grim warning to those who linger too long.

Dangerous though they may be, these environments make dungeoneering one of the most perilous yet rewarding professions in Ashvael. As you brave the unknown, each dungeon will bring unique challenges, untold riches, and the promise of powerful artifacts.

But with every descent, they must remember: few who enter ever return unchanged.

Dungeon Environments

Crypt

A crypt dungeon begins like a large, eerie graveyard, perpetually bathed in the light of a dim moon, casting long shadows across weathered tombstones and decrepit mausoleums. A palpable chill hangs in the air as undead creatures lurk in the mist, drawn to the living. To progress deeper into the crypt, adventurers must navigate through overgrown paths, crumbling gravestones, and dilapidated structures. Eventually, they will find the entrance to the mausoleum, leading to the next level where catacombs wind deeper into the earth, each level more dangerous and haunted than the last.

Ruins

Ruins dungeons appear as the broken remains of an ancient civilization. Entering one of these dungeons feels like stepping back in time to a world long forgotten, where cracked stone pillars and vine-choked statues crumble amidst the remnants of once-great halls. Time seems warped within the ruins, with some areas in disarray while others seem frozen in an eternal twilight. Old traps and puzzles left behind by the ancient builders guard secrets hidden deep below, while the ruins teem with mechanical guardians, remnants of the civilization that once called it home.

Tower

Tower dungeons defy conventional logic. They are the only dungeons that appear to be in the physical world.

Overnight a farmer may find a 200 foot tall obelisk in his field with a singular door at the bottom. You might enter through a simple door at ground level, only to find yourself on a seemingly endless ascent, the interior far larger than the outside suggested. Each floor holds new challenges—one may be a grand library filled with lost tomes of knowledge, while the next is a battleground of stone golems and shifting staircases. The magic that powers the tower distorts space, and adventurers must ascend level by level, facing puzzles, traps, and magical wards until they reach the pinnacle. It has so far been the case that after beating the boss of a tower dungeon, a door opens that takes the party directly outside of the dungeon.

Cavern

Cavern dungeons are sprawling, labyrinthian networks of underground tunnels and grottos. These dank, dimly lit spaces are filled with the sounds of dripping water, the shifting of unseen creatures, and the ever-present sense that something is watching from the dark. Giant mushrooms and strange bioluminescent plants often dot the landscape, creating eerie, glowing patches that give the caverns an almost alien feel. Deep within, massive subterranean lakes and rivers hide ancient secrets, and creatures adapted to the dark—both natural and magical—pose constant danger.

Forest

Forest dungeons are wild, primeval spaces where the trees themselves seem to come alive. The entrance

might resemble a path beneath a vast canopy, but once inside, the forest transforms into something more sinister. Twisted trees block out the sun, casting the area into perpetual dusk, and the undergrowth is thick with carnivorous plants and enchanted beasts. Moving deeper, adventurers may find themselves in mystical groves guarded by ancient druids, or stumble upon fae creatures who trick and trap the unwary. The forest seems alive, and its boundaries shift as though the dungeon itself resents intruders. Rather than the floors of regular dungeons, adventurers can instinctively feel the shift between levels as they make their way to the heart of the forest to face the boss.

Volcano

Volcano dungeons are hostile, blistering environments of molten rock, fiery chambers, and sulfurous air. Entering one might place you through a crack in the side of a scorched mountain or down into the caldera of a long-dormant volcano. Once inside, you will find yourselves navigating rivers of lava, ancient magma chambers, and the remnants of long-lost cities. Aggressive creatures roam the depths, and collapsing floors or sudden eruptions pose constant threats. At the heart of the dungeon you will almost always find a fire elemental.



CITIES

Currently there are nine major cities across the world of Ashvael. Due to the way the landscape has changed over the centuries of dungeon activity, most people live in and around the large cities due to the safety they bring. When traveling you can still find small towns, mining and resource expeditions, and hubs of trade, they just aren't common. Most of these cities are within a day's walk of areas with consistent dungeon formation. While no one knows the process behind them or why the dungeons appear, what is definite is the wealth they provide.

Coat of Arms

Each major city has a basic coat of arms that Journeymen rank and above adventures from that city will modify to make their own. Once their personal heraldry is registered, doors open to privileges and treatment otherwise inaccessible such as purchasing a house or opening a store. Other guilds have similar measures and requirements for the same services.



Ironhaven:

Celebrated as the ancestral homeland of the dwarves, Ironhaven is a fortified city located in the Ersi Ridge Mountains. The region around Ironhaven is rich in mineral veins leading to miles of mine tunnels beneath the surface. Renowned for the skill of its blacksmiths and armorers, the city is a major hub for the trade of weapons and other metal goods throughout Ashvail. The city's economy revolves around mining and metallurgy, with vast forges and workshops filling the air with the constant sounds of hammers striking anvils. Ironhaven's walls are made of blackened stone, giving it a formidable appearance. The city's ruling council, composed of Guildmasters from the various smithing guilds, holds great sway over trade and production, ensuring the city remains a powerhouse of industry and defense.



Blazon: Sable in middle chief a forge hammer bendwise
Argent in middle chief a arming sword bendwise
sinister Or in nombril a anvil Argent

Meaning: The black (sable) background represents the city's fortified walls. The silver (argent) hammer and anvil symbolize the city's renowned blacksmiths and metalworkers. The gold (or) sword represents the city's trade in weapons.

Stormspire

Stormspire is a city primarily made up of elves and built around a towering spire of rock that juts out from a cliffside overlooking the vast and tumultuous Dathmyr inland sea. The area is known for its violent and unpredictable weather, so even though it's on the water's edge, no safe port could hope to be built. It is a center for both natural and magical study, particularly weather-related phenomena, and many wizards and sorcerers come here to study the unique magical currents that surround the spire. The city's architecture is built to withstand the elements, with sturdy stone buildings and high towers designed to catch and disperse lightning. The ruling body is a council of elves who govern the city's affairs and maintain its magical defenses.

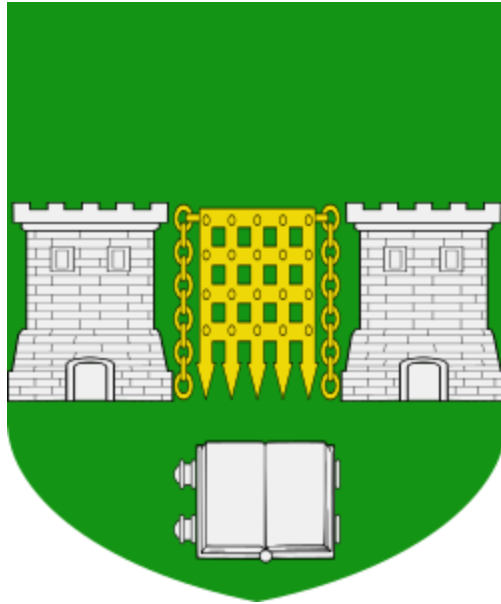


Blazon: Azure in middle chief a cloud Argent in fess point a lightning bolt Or in middle base a tower Sable

Meaning: The blue (azure) background symbolizes the sky and the sea. The silver (argent) cloud and gold (or) lightning bolt represents the city's connection to stormy weather and magic. The black (sable) tower represents the spire around which the city is built.

Eldergate

Eldergate is an ancient trade city with towering walls and arches, each one a relic of a different age. The metropolis is a hub of trade, politics, and culture, and its streets are filled with people from all corners of the world. The grand arches of Eldergate are famed for their intricate carvings recording historical events. The city is governed by a council of nobles and wealthy merchants who meet at The Pillars of Solara, a massive open air forum built at the heart of the city. Eldergate is known for its multiple vast libraries and museums cataloging relics from various ages, making it a center of learning and history. It is theorized to have become such a powerhouse of wealth and knowledge due to its central location in a farming breadbasket, as well as having the Issun River, a major waterway, cutting through its heart. Eldergate is also the traditional headquarters of both the Adventurer's Guild and Wayfinder's Lodge.



Blazon: Vert in fess point a portcullis Or in sinister flank a tower Argent in dexter flank a tower Argent in middle base a book open Argent

Meaning: The green (vert) background represents the city's enduring life and growth. The gold (or) gate symbolizes the city's grand gates and its historical significance. The silver (argent) towers represent its ancient walls, and the open book symbolizes its role as a center of learning.

Ravenreach

Ravenreach is an elegant city perched on a high cliff overlooking the ancient Lorynn Forest. The city is often associated with migratory ravens that pass through several times a year and are thought to bring good luck. While its citizens are generally seen as being pleasant to interact with, Ravenreach has a slightly ominous reputation among travelers due to its tall gothic architecture and dark, winding streets. The city is known for its skilled artisans and distillers, as well as its people's almost universal devotion to Elaris. Unlike most cities that vote for their representatives in power, the leaders of Ravenreach are all members of the clergy and claim they take their orders directly from The Weeping Queen and the city is guarded by paladins of her order. Another unusual practice that tends to add to Ravenreach's reputation is that they regularly trade with the reclusive orc tribes of the forest for the herbal ingredients to the liquor that they are so famous for.



Blazon: Argent a quarter Sable in first quarter a moon crescent Argent in fourth quarter a raven migrant Sable

Meaning: The silver (argent) background symbolizes the city's primary deity, Elaris. The black (sable) raven represents the city's association with these birds. And the silver (argent) moon represents the cliff on which they reside, looking out over the dark forest.

Silverport

Silverport is a prosperous coastal city known for its thriving silver trade and bustling docks. Home to the Golden Accord, the city is a cosmopolitan center, with merchants and travelers from across the world passing through its busy markets and taking part in the constant festivities of its nightlife. The harbor, just off the mouth of the Issun River is filled with trade ships from across the world, and the city is known for its vibrant trade, diverse population, and wealth.

Silverport is ruled by a council of influential merchants who ensure the city's prosperity and maintain its neutrality in political affairs. The city is also famous for its jewelry and intricate metalwork, which are highly prized in Ironhaven and make for a lot of the trade relationships between the two cities. Outside of the trade and festivities, a lot of maritime developments come from Silverport's many shipyards on her outskirts.



Blazon: Azure a pile throughout Or in fess point a ship Argent

Meaning: The blue (azure) background represents the sea. The silver (argent) ship symbolizes the city's status as a bustling port and its maritime prowess. The gold (or) inverted triangle (pile) represents the wealth generated by the silver trade.

Dragonscar

Dragonscar is a city built within a massive claw-shaped scar in the earth, caused by a magical calamity that took place almost 300 years ago. While there were no records detailing what actually happened, the effects are widely known. A vast region of the underdark collapsed with most of the inhabitants perishing along with it. The few drow, duergar, and svirfneblin that survived the calamity now make their home in the rocky terrain. While the inhabitants don't go out of their way to welcome outsiders, they have learned through the centuries that in order to survive some form of trade had to be established. Recently they have even let a branch of the Adventurer's Guild open its doors in the city. Dragonscar is known for its tough, resilient inhabitants who have adapted to living in such a harsh environment. The city's buildings are often constructed from dark, volcanic stone, giving the city a rugged appearance. Dragonscar has a reputation for being a city of survivors, where strength and resilience are highly valued. Their primary trade is in the obsidian that is found in surface deposits all around Dragonscar.



Blazon: Sable in fess point a dragon in annulo Gules in middle base a gauntlet clenched Argent

Meaning: The black (sable) background symbolizes the city's harsh and resilient nature. The red (gules) dragon represents the city's namesake and its fierce reputation. The silver (argent) gauntlet represents the city's strength in adversity and its storied history of survival.

Kingsfall

Kingsfall is a city built around the ruins of an ancient fallen kingdom on the edge of the Gheldoth Desert whose name and sins have been stricken from history. The city has a rich history of protest and rebellion which serves as a constant reminder of past glories and present ambitions. Kingsfall is built upon the foundations of the old kingdom's capital, with ancient ruins interspersed among newer structures and a series of vast, mostly unmapped, catacombs. Most that live in Kingsfall practice a naming tradition rarely seen elsewhere. Parents will assign their children a child's name when they are born and on the new year's celebration all those becoming the age of majority the next year choose for themselves an adult name for which they will then be known. The city is renowned for its martial culture, with many of its holidays spent in the arena or in various makeshift sparring pits set up in the streets. Almost every citizen, from the old school teacher to the mage running the apothecary, takes part in some kind of martial training. Kingsfall is governed by a council of elected leaders who closely follow the will of the people as they are all too aware of what happens to those politicians who didn't. It is rumored that the Nightveil Syndicate keeps their headquarters beneath the city.



Blazon: Or in middle chief a crown vallyary Sable in fess point a castle Gules

Meaning: The gold (or) background represents the city's noble aspirations for martial glory. The black (sable) crown symbolizes the fallen kingdom and the legacy of lost kings. The red (gules) castle represents the city's strength and conviction.

Stoneholm

Stoneholm is a strong, fortress-like city known for its imposing defensive walls and military prowess.

Located on a massive plateau, the city is a bastion of safety and strength. A series of windmills crown the edge of plateau and are used to both draw water up from the lake beneath, as well as power a series of lifts simplifying the trip for traders and travelers. The inhabitants of Stoneholm, mostly gnomes and humans, are known for their discipline and martial skills, with many serving as knights or magic users in the city's formidable army still kept by tradition. The city's architecture is stark and utilitarian, once built to withstand sieges when ancient kingdoms went to war. Now that larger wars don't generally happen due to the incursion of dungeons, the brutalistic buildings have inspired the city's craftsmen to see the beauty in taking "form follows function" to the extreme.

Stoneholm is managed by a council made up of guild representatives and the city's army to ensure the city's defenses, internal affairs, and needs of the people will all be met.



Blazon: Argent in middle chief a castle triple towered
Sable in fess point a arming sword bendwise sinister Or
in fess point a arming sword bendwise Or

Meaning: The silver (argent) background symbolizes purity and fortitude. The black (sable) castle represents the city's defensive nature and strength. The gold (or) crossed swords represent its martial prowess and readiness for battle.

Emberwatch

Emberwatch is a city located at the base of the active Norngar volcano, known for its impressive watchtowers and being the only place where mithril is produced. The city is a bustling hub of commerce, where goods are transported to from distant markets in exchange for their precious metal. Emberwatch's tall watchtowers, built to monitor volcanic activity, are also used to keep watch over the surrounding lands, ensuring the city's safety. The city's inhabitants, primarily halflings, are industrious and pragmatic, with a strong tradition of trade and craftsmanship. Emberwatch has been openly led by a silver dragon named Syrvindra for the majority of the past 170 years, only losing one election around 80 years ago though she was voted back in in the cycle after that.



Blazon: Gules a base Sable in nombril a tower Argent in dexter base a flames Or in sinister base a flames Or

Meaning: The red (gules) background represents the fiery nature of the volcano and the city's vibrant spirit. The silver (argent) watchtower symbolizes vigilance and protection. The black (sable) base with gold (or) flames represents the blackened basalt ground around the city.

RELIGION

In the world of Ashvael, you'll find the majority of its inhabitants practice a deeply ingrained tradition of personal and family worship, centered on the six known Gods who hold sway over various aspects of life and the cosmos. Each household often maintains a personal or family altar dedicated to these deities, serving as a focal point for daily rituals, prayers, and offerings. These altars are typically adorned with symbols, idols, and small tokens associated with each deity.

While the practice of acknowledging and venerating all six Gods is common, many individuals and families choose to dedicate a significant portion of their worship to one or two specific deities, selecting them as their primary patrons. This choice often reflects personal values, aspirations, or life circumstances. For example, a family engaged in the arts and craftsmanship might choose to venerate Liora, the Whispering Flame, as their patron deity, focusing their devotions on creativity and inspiration. Conversely, a family that values the preservation of history and the protection of sacred spaces might be drawn to Elaris, the Weeping Queen, dedicating their worship to her guidance and protection.

These patron deities become central figures in the daily lives of their worshippers, with rituals and offerings tailored to seek their favor and guidance.

Special ceremonies, festivals, and important life events are often aligned with the chosen deities, reinforcing their role in shaping the individual's or family's fortunes.



Elaris, the Weeping Queen

Alignment: Law

Primary Domains: Death, Honor

Subdomains: Healing, Knowledge, Protection

Symbol: A tear-shaped gem set within a crown of thorns

Elaris is the guardian of the Crypts, revered as a protector of the dead and a keeper of memories. She embodies the concepts of honor, duty, and the sanctity of life and death. Primary followers of Elaris are often guardians, historians, and those who venerate their ancestors. They believe in preserving knowledge from the past and protecting sacred places. They also count heroes and people they looked up to among their ancestors, not just blood relations. Elaris' association with Crypts symbolizes both the final resting place and the eternal vigilance over the deceased. Elaris is portrayed as a regal, sorrowful figure draped in mourning attire, offering solace to those left behind.

Common Rituals:

Ancestor's Day: An annual event where families gather to clean and maintain the graves of their ancestors, offer food and drink, and share stories about the departed. This is believed to keep the spirits at peace and bring good fortune.

Common Superstitions:

Guardian Stones: Placing a small stone or token bearing her symbol on a windowsill or beside the

entrance of a house is believed to ensure Elaris' protection.

The Whisper of the Dead: It's said that if you get chills out of nowhere, it is the spirit of an ancestor whispering a warning. It is considered wise to be more vigilant or even leave wherever you are and return another day.

Liora, the Whispering Flame

Alignment: Neutrality

Primary Domains: Fire, Creativity

Subdomains: Love, War, Light

Symbol: A phoenix rising from an anvil

Liora is a deity heavily associated with fire and innovation, symbolizing both the destructive and creative forces of nature. She represents the cycle of destruction and rebirth, transformation, and the power of intense emotion. Her primary followers include soldiers, artists, blacksmiths, and those seeking personal transformation. Liora's fire is seen as both a destructive force and a catalyst for change; much like a volcano can destroy and then create fertile ground anew. Idols of Liora are most often made from bronze and she is often depicted in art as a bronze-skinned woman with long white hair and wings like a phoenix. She is also often given a hammer in one hand and a sword in the other in the other.

Common Rituals:

The Fire Dance: A lively ritual involving dance around a bonfire, symbolizing the cleansing and transformative power of fire. It is often performed during festivals in Emberwatch or after significant life changes, such as weddings, to seek Liora's blessing for a new beginning.

The Forge Blessing: Blacksmiths and other metalworkers light a candle containing herbal oils before starting their work, often reciting a quick

prayer to Liora to guide their hands. They believe the steady flame ensures a smooth, even heat in the forge, reducing the risk of cracks or imperfections in their creations.

Common Superstitions:

Ashes of Renewal: When cleaning a hearth, the remaining ashes are often spread in a garden or field to bless the soil, believing it will ensure fertile growth and bountiful harvests.

Sylvara, the Verdant Wanderer

Alignment: Neutrality

Primary Domains: Nature, Exploration

Subdomains: Life, Death, Tempest

Symbol: An oak leaf and deer skull entwined by vines

Sylvara is a goddess heavily associated with both forests and fields, representing the untamed wilds and the cycle of life and decay. She embodies the balance of nature, the beauty of the wilderness, and the spirit of exploration. Her main followers include druids, rangers, farmers, vagabonds, and those who seek to live in harmony with the natural world. Sylvara is also a patron of travelers and explorers who wander through both the known and unknown paths of life. She is usually depicted as wearing a deer skull mask with large antlers over her face, a wispy brown dress. She is variously shown as a young girl holding a dagger, motherly woman carrying a bow with a quiver at her hip, or an old crone carrying a staff.

Common Rituals:

The Wanderer's Feast: A communal meal held outdoors on the spring equinox, where participants share food they've grown or hunted and stories, invoking Sylvara's blessings for safe travels and harmonious relationships with nature.

Tree Planting Ceremony: To honor Sylvara and show gratitude for nature's bounty, farmers plant a tree during significant life events such as births, weddings, or in remembrance of the departed. This leads to most

farmers having a small section of their fields dedicated to a sacred grove of trees.

Common Superstitions:

Sylvara's Breath: When hunters and travelers feel the wind shift unexpectedly, they say "Sylvara's Breath stirs," a phrase that has become synonymous with sensing danger in the wilds. They will often stop and reassess their path, interpreting the shift in wind as a message to avoid a potential threat.

Offerings to the Wilds: Travelers believe that leaving a small piece of food at the edge of a forest before entry ensures her protection and favor. It is said that failing to make this offering will anger the Verdant Wanderer, causing travelers to become lost, encounter dangerous wildlife, or be caught in sudden storms.

Veylin, the Master of the Deep

Alignment: Chaos

Primary Domains: Twilight, Arcana

Subdomains: Nature, Knowledge, Trickery

Symbol: A Serpent Entwined Around a Closed Book

Veylin is a chaotic deity associated with darkness, secrets, and hidden knowledge. He is associated with the unknown depths, both physical and metaphorical, and encourages his followers to seek out what is hidden, whether it be ancient knowledge, buried treasure, or closed coffers. Followers of Veylin are often scholars, thieves, and those who find solace in the dark and the unknown. Veylin's darkness is not necessarily evil, but more represents the mysteries of the world yet to be discovered. He is generally depicted as a lean, black-haired, blue-skinned, figure in dark robes with a veil draped from a circlet covering his face. He normally is shown carrying a silver scepter with an obsidian orb topping it off.

Common Rituals:

The Deep Reflection: A solitary ritual where followers meditate in darkness, often in a cave or a darkened cellar room, to seek knowledge or insights about themselves. They believe that in embracing darkness, they can uncover truths obscured by the light.

Common Superstitions:

Stone Talismans: Carrying a small, polished stone taken from a cavern is thought to protect against unseen dangers and guide one safely through dark places. They're normally rubbed between the thumb and forefinger when needing to focus.

A Flickering Candle: If a candle's flame flickers erratically or goes out unexpectedly while studying or working, it is believed to be a sign from Veylin indicating that the task could have a deeper meaning. Followers generally take this as a cue to proceed with caution or seek further insight before continuing.

Isilud, the Architect of Ruins

Alignment: Law

Primary Domains: City, Grave

Subdomains: Order, Life, Death

Symbol: An archway with a key inside

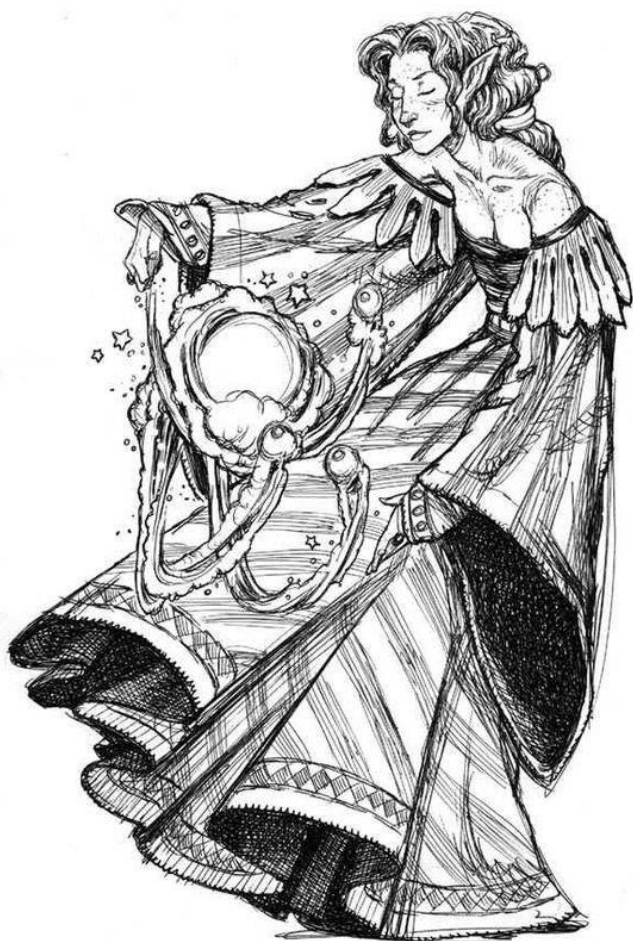
Isilud is a god who represents the rise and fall of civilizations. He embodies both the grandeur of structured society and the inevitable decay that follows. His followers include builders, architects, magic users, and those who study history to learn from past mistakes. Isilud teaches that while all things may fall to ruin, there is wisdom to be found in what remains. He is usually depicted as a dignified, almost regal, older man with a silver circlet and wearing either gray or earthen colored robes. He is generally carrying a staff with an hourglass built into the top of it.

Common Rituals:

Foundation Stones: The cornerstones of new buildings are generally taken from an older building or ruin and blessed. This is believed to grant the new structure strength and longevity.

Common Superstitions:

Whispers of the Past: If one hears faint whispers or feels a sudden chill when near ruins, it is believed to be Isilud reminding them of forgotten lessons.



Copyright 2000, DiTerlizzi

Raxis, the Stormbound Tower

Alignment: Chaos

Primary Domains: Ambition, Tempest

Subdomains: Strength, War, Arcana

Symbol: A tower wreathed in lightning

Raxis is a god of ambition and power, associated with the metaphorical and literal towers people build to reach new heights. He embodies the tumultuous forces of ambition and conflict, represented by the ever-changing storms. His followers are often tribal leaders, warriors, and those who seek to rise above their station or challenge the status quo, though he has also seen a lot of worship from the mages of Stormspire. Raxis is a patron of those who thrive in conflict and chaos, believing that true greatness can only be achieved through struggle. He is usually depicted in one of 2 ways; either a large, scarred barbarian wielding a massive warhammer, or a young mage with electricity arcing between outstretched hands.

Common Rituals:

The Ascendant Challenge: A ritual where followers climb a local tower or high point to offer a shouted prayer to Raxis.

Storm Calling: During thunderstorms, followers perform a ritual chant and dance to channel the chaotic energy of the storm, believing that doing so will bring them power and courage in times of conflict or change.

Common Superstitions:

Lightning's Mark: Being struck by lightning (and surviving) is considered a sign of Raxis's favor, marking the individual as destined for greatness. Such individuals are often treated with a mix of awe and fear.

HOUSE RULES

Shields Shall Be Splintered

A character that is proficient in shields and has one equipped can have their shield be destroyed to completely negate the damage this character would take from an attack with physical characteristics.

No Slow Weapons

Weapons marked as 'slow' don't automatically attack last in initiative.

Basic Training

Max HP at level 1, roll for it after that.

Tomes of Knowledge

Magic Users can add spells to their spellbook that they find on scrolls. This takes an uninterrupted 2 hours per spell level to complete.

Forlorn Hope

A PC that is taken to 0HP can make a Save VS Death to fall unconscious for 1D4 turns instead.

Wandering Merchant

Each dungeon level has a 5% chance of a wandering merchant appearing. The merchant is a divine being that for 1000gp will give the party a random magical item, or for 500gp the party will receive a random scroll. If the party can't or doesn't want to pay, the

merchant will disappear in a cloud of smoke leaving behind a random potion.

Guild Training

During downtime characters can spend gold to train under their senior guild members at a 3gp to 1xp rate.

Feats of Exploration

In addition to treasure returned from a dungeon, XP will be awarded for the following:

- **Exploring at least 5 areas of a dungeon level**
- **Applying in-world lore in a useful or flavorful manner**
- **Find a secret**
- **Solving a puzzle**
- **Successfully overcoming a trap**
- **Surmount an environmental obstacle or hazard**
- **Use equipment or abilities in an unorthodox but useful manner**
- **Discover an important location**
- **Beneficial NPC interaction when stakes are at play**
- **Manipulate or cripple a faction for your benefit**
- **Complete a quest**
- **Establish a stronghold or Haven**

APPENDIX

Currency Conversion:

₹	1 Platinum	1 Gold	1 Electrum	1 Silver	1 Copper
Value in PP	1	1/5	1/10	1/50	1/500
Value in GP	5	1	1/2	1/10	1/100
Value in EP	10	2	1	1/5	1/50
Value in SP	50	10	5	1	1/10
Value in CP	500	100	50	10	1

Common Equipment:

Melee Weapons

Weapon	Damage	Price	Weight
Axe			
Hand Axe➤	1D6	4gp	5
Battle Axe	1D8	20gp	7
Great Axet	1D10	40gp	15
Dagger			
Dagger➤	1D4	5gp	1
Defending Dagger	1D4	7gp	2
Silver Dagger➤	1D4	50gp	1
Sword			
Shortsword	1D6	15gp	3
Sword	1D8	35gp	4
Two-Handed Sword†	1D10	45gp	10
Mace and Hammer			
Light Mace	1D6	8gp	5
Mace	1D8	15gp	10
Warhammer	1D6	10gp	6
Mault	1D10	40gp	16
Polearms			
Spear* ➤	1D6/1D8	10gp	5
Trident* ➤	1D6/1D8	15gp	5
Lance	1D8	20gp	10
Glaivet	1D10	40gp	15
Flails			
Flail	1D8	8gp	6
Great flail†	1D10	12gp	15

† Two-handed

* One or two-handed

➤ Can be thrown

Ranged Weapons

Weapon	Damage	Range S/M/L	Price	Weight
Bows				
Shortbow	1D6	50/100/150	30gp	2
Longbow	1D8	70/140/210	70gp	3
Hand crossbow	1D3	30/60/90	150gp	3
Stonebow	1D4	30/60/90	50gp	7
Light crossbow	1D6	60/120/180	80gp	7
Heavy crossbow	1D8	80/160/240	150gp	14
Thrown				
Dagger	1D4	10/20/30	5gp	1
Hand Axe	1D6	10/20/30	4gp	5
Spear	1D6	10/20/30	10gp	5
Trident	1D6	10/20/30	15gp	5
Bola	1D3	20/40/60	2gp	2
Splash				
Holy water	☼	10/30/50	10gp	1
Oil	☼	10/30/50	1gp	*

☼ special * weighs 1/10

Armor

Armor	AC	Price	Weight
Gambeson☒	12	15gp	10
Hide☒	13	20gp	30
Leather☒	13	30gp	15
Studded Leather☒	14	35gp	25
Ringmail	14	25gp	30
Brigandine	15	100gp	30
Chainmail	15	90gp	40
Scalemail	16	140gp	55
Splint	16	200gp	45
Banded	16	350gp	35
Plate	17	1000gp	50
Field Plate	18	1500gp	70
Full Plate	19	3500gp	80

☒ Can be worn by thieves

Ammo

Ammo	Price	Weight
Arrow(20)	5gp	2
Silver Arrow(1)	25sp	*
Quarrel(30)	10gp	3
Silver Quarrel(1)	3gp	*
Stones	-	*

Shields

Shield	Melee/Missile	Price	Weight
Buckler	+1/+0	15gp	2
Medium Shield	+1/+1	30gp	5
Tower Shield	+1/+3	90gp	12

Cooking

Item	Price	Weight
Rations(7 Days)	10gp	14
Fire Grate	3gp	5
Fish hook	1sp	*
Garlic	1sp	*
Pan	8sp	2
Pot	5sp	3
Teapot	3sp	2
Tripod	3gp	10

Personal Equipment

Item	Price	Weight
Journal	20gp	1
Map case	1gp	1
Mess Kit	8gp	2
Sealing Wax	3sp	*
Signet ring	5gp	*
Smoking Pipe	1gp	*
Smoking pouch	1gp	*
Tinder Box	3gp	1
Torches (6)	1gp	1
Wineskin	1gp	2
Waterskin	1gp	2
Winter blanket	1gp	3
Writing ink	8gp	1

Dungeon Exploration

Item	Price	Weight
Holy Water (1 flask)	10gp	*
Whetstone	1gp	1
Bed Roll	6gp	5
Beeswax	3gp	1
Book per 25 pages	12gp	*
Caltrops	1gp	2
Candles (12)	1gp	1
Chalk	4gp	*
Crampons	4gp	2
Flask	2gp	1
Grappling Hook	2gp	4
Hammock	5gp	5
Iron Nails (20)	2sp	1
Iron Spikes (12)	1gp	1
Lantern	8gp	3
Lens	8gp	*
Litter	5gp	15
Magnet	1sp	*
Magnifying glass	100gp	*
Mirror	25gp	*
Oil (1 flask)	1gp	1

Parchment (sheet)	1gp	*
Pitons	2sp	*
Rope(50ft)	1gp	5
Signal whistle	1gp	*
Soap	5sp	1
String (100 ft)	2sp	1
Wooden Stake	2cp	2

Tools

Item	Price	Weight
Bell	1gp	*
Bellows	10gp	3
Block and tackle	5gp	2
Bucket	5gp	2
Canvas	4sp	5
Chain	4gp	10
Chisel	2gp	2
Crowbar	2gp	10
Fishing net	4gp	1
Grease Pot	5gp	5
Hammer or Mallet	3gp	2
Hand Drill	10gp	3
Hourglass	25gp	3
Ladder (10 ft)	1gp	20
Marbles (Bag of 10)	8sp	1
Paint	5sp	1
Pick Axe	4gp	7
Pliers	1gp	1
Pole (10 ft)	1gp	10
Scissors	5sp	1
Sewing Needle	5sp	*
Holy Symbol	25gp	*
Thieves' Tools	25gp	1

Personal Equipment

Item	Price	Weight
Journal	20gp	1
Map case	1gp	1
Mess Kit	8gp	2
Sealing Wax	3gp	*
Signet ring	5gp	*
Smoking Pipe	1gp	*
Smoking pouch	1gp	*
Tinder Box	3gp	1
Torches (6)	1gp	1
Wineskin	1gp	2
Waterskin	1gp	2
Winter blanket	1gp	3
Writing ink	8gp	1

Pouches and Packs

Item	Price	Capacity
Belt Pouch Purse	2gp	2
Large Pouch	4gp	5
Knapsack	8gp	25
Backpack	12gp	40
Oilskin ◇	6gp	15
Small bag	1gp	5
Small Sack	5gp	20
Large Sack	8gp	60
Pocketed Vest	10gp	15

◇ Waterproof haversack

Tavern Games:

These games of chance and skill are popular in most places.

Arm Wrestling

Each participant makes a series of strength checks. The first to make 3 in a row wins.

Gambit

A string with a weight on the end is draped on a board at 15 paces. Participants take turns throwing daggers until the string is cut [AC15]. In most places this is played two out of three for the winner.

Dead Eye Dice

Six boxes are labeled 1-6. A character can place their bet in any one of the boxes. 4d6 are rolled. Their bet is multiplied by the number of times a die comes up on their box number. For instance if the player placed their bet in box '3' and the dice came up as 1-3-3-6, they would receive double their bet amount.