

Embaron

War Waging

by Faith.Wisest

Full Campaign

When any wish can be granted,
not even a perfect nation is
saved from the throes of war.

No AI used

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EMBARON WAR WAGING

AFTER 400 YEARS SINCE THE COUNTRY'S founding, Embaron is steeped in prosperity. It is the 2nd of Farmer, and the Eshvallon Harvest is bountiful. Wheat crops selling by the bunch, potatoes being shipped across the nation, and young livestock growing for meat and fur.

It is this very night when local Uysa Taesi priestess Priora Elligwynn is met by The Scriptor in a dream. The deity of literature tells her the missing page from his creation book is ready to be found, somewhere in Embaron. Whoever finds it will be granted one wish. The search starts now.

OUT OF GAME PREPARATIONS

Hello! Welcome to my first ever published project. "Embaron: War Waging" is a fully developed campaign in a young nation with a supposedly flourishing economy and government. With the announcement of the Missing Page of The Scriptor (God of Literature), adventurers, governing bodies, and entire groups of people will show their true colors.

Everything you will need to run this campaign can be found in this book. I have included my house rules as well; but know they are not necessary. I highly recommend you don't give this book right to your players to avoid the many spoilers that will be revealed as soon as the second page.

This game allows for a linear path; however it is made to be open world. I have listed the best way to follow the story, as well as times it may be best to veer off course. After you have familiarized yourself with the world, choose if you would like to follow the plot threads linearly, or if you want your party to take their time and explore. -Faith.Wisest

WHERE TO FIND MAPS

All the maps I have made are generic and made using Inkarnate, Dungeonscrawl, and Dungeon Fog. Find them for free on my website, <https://www.wisestfitness.com/about-9>.

WORLD OVERVIEW

The current year is 1485. This campaign takes place in the homebrew country called Embaron, a large nation to the west of a mainland country full of magical resources untouched for hundreds of years. 400 years ago, Embaron was founded by the Beiora family, a wealthy group of elven merchants looking for resources. Embaron is now made up of 5 states known as Eshvalin, Eveyore, Emperion (the capital), Ectelphor, and Eradin. There is also the Above Dark, a massive, shattered entrance into the Caves. Running these states are governing families; the current elected being the Beiora's, The Xiljor's (Elven), the Vyrmiss (Elven), and

the Dryr (Drow). Each of these having joined the government after the country's founding.

The geography is varied, but is distinct for its mountain ranges that span across the entire nation. The Southeastern side of the map is lower to sea level, with warm sunny beaches; and as you move farther West and North, the ground and temperature levels rise. Ectelphor and Eveyore are the highest points, while Eshvalin is the lowest.

Emperion holds the capital city. The state doesn't do much in terms of obtaining or processing goods, but they do collect all the imports, and ship the exports. Eshvalin is known for its large agricultural presence, providing for a large portion of the country. Ectelphor and Eveyore are both mining cities; though Eveyore is known for its surplus of magical grade materials. Eradin acts as a hub for the transportation of ore and oil from Ectelphor. Finally, the Above Dark is a mostly separate entity, acting as a travel and trading port.

In terms of technological and industrial advancements, this game will exist around the time when trains and factories are coming into existence. There are firearms, but not readily available. Any sort of machinery is mostly limited to the rich, and to businesses of all levels. It would be very uncommon for a normal citizen to have any sort of technology, but the local bakery might have some automation.

The Elven Feywin family has been the elected officials in Eshvalin for the past 120 years. Their current head of household is named Osirus, and he (along with his family), resides in Asomore. Locals tend to have a deep love for this family as they stand on the tenants of preserving the land and helping the farmers. They did lose their princess a few years ago (Amelia Feywin, sister of Osirus); but aside from that, have had no other issues.

If a player character would like to be well traveled, or simply just from a different state than Eshvalin, continue below to get better information on each city by state. For the start of this game, your players will only NEED to know the locations in Eshvalin, all of which are listed below.

PLAYER KNOWLEDGE

Try not to let your players read through this book. Hand pick what information you are going to show them, and keep all the fun surprises to yourself. It's way less fun if they know the twists and turns of the story before they happen.

LOCATIONS



READING THROUGH THE LOCATIONS BEFORE GOING through the history of the country will help put everything into perspective. Feel free to skim these over, and then head into the next section.

ESHVALLIN

- **Nowhere:** A small village with many tiefling refugees. The outskirts of the town make up 50% of the country's farming.
- **Uysa Taeshi:** The college district. Outside of Eshvalin and Embaron, there are no other major colleges. Many churches and ranger groups reside here as well.
- **Asomore:** The state capital, Asomore is a trading port, and home to some of the biggest household equipment makers including Prescott Industries.
- **Oitrith:** The other city, simply put. They are a military base, a giant walled city housing troops and gear.
- **Cliffs Edge:** The last stop on the edge of Eshvalin, Eradin, and Emperion. You can trek through the mountains past here.
- **Swinford:** The remnants of the mining industry descending from the mountains. Full of dwarvish heritage.
- **Wudin:** The northernmost town of Eshvalin. They specialize in fishing, and combined with the farming in Nowhere, provide nearly 75% of the fishing industry.
- **Northern Woods:** Mostly used for travel and leisure, these woods have some interesting archaeological sites.
- **Southern Woods:** Native land left untouched for the Fae that once lived throughout the region.
- **Watch Towers:** Across the coast, and even in the edges of towns and cities, ranger watch towers reside for the protection of citizens.
- **Southern Mountain Range:** Very tame. Fully made trails will take you from Uysa Taesi to Asomore with no troubles. Some minor beasts reside off the trails.

EMPERION

- **Koldstead:** The industry capital of the country. Using the ore from the mountains and caves for power, Koldstead is home to factories that produce for the entire country.
- **Baedrum:** A large textile town. They are primarily human, and all come from a background of working with linens, leather, and exotic fabrics.

- **Residential City of Embaron:** The country's melting pot. This is where people come straight off the boat to look for work, wait for papers, and adjust to being in a new country. It also has a large underground market ring.
- **Capital Beiora:** Country and state capital, this is where the Beiora family founded Embaron. All major federal governmental decisions are made here.
- **Agritown:** One of the few towns outside of Eshvalin that partake in large scale, for profit, farming.
- **Dunaheim:** Similar to Wudyn, Dunaheim is a port town with a large stock in fishing. While some new country residents stay here, it is typically just natives.
- **Central Mountain Range:** The single most inhabited mountain range in the country, many tribes, nomads, packs, and all things in between make their home here. It is relatively safe to move through if trails are followed.
- **Watch Towers:** Home to many Drakewarden and Beast Master Rangers, these branches are here for help in travel, and protecting the port towns.
- **Coastal Woods:** Many sea folk have small tribes set up in these woods. Very few ruins can be found here.

EVEYORE

- **FrostCliff:** A secluded town. While no one would know unless they are from here, this is the location of the Fae rebellion base.
- **Clearsire:** The first major town upon entering into Eveyore. They are still able to withstand the cold for some farming, though it is for survival rather than profit.
- **Faemoor:** State Capital and hotspot for Fae protests. This is the longest standing city in Embaron, it was built years before settlers arrived.
- **Whitegrove:** Home to magical, non-edible crops, Whitegrove is a science-based town full of researchers. Many non Fae companies have been trying to buy land here to no avail.
- **Coldrock:** Magical mining town. Unlike Ectelphor, the ore minded in state here is almost exclusively magical.
- **Northern Mountain Range:** Mostly untapped, these mountains are home to magical beasts and nomads.
- **Watch Tower:** A very secluded ranger tower that watches over the Above Dark. The Fae are very unsure of the drow in control. They like to keep track of them.
- **Statewide Woods:** These are full of docile and hostile magical creatures. It houses Embaron's country animal, the snow leopard! Few ruins because most old buildings are in use and well maintained.

LOCATIONS CONT.

ERADIN

- Jandor: One of two large towns. Eradin is a simple state, and all governmental business is conducted here.
- Urnstover: While Eradin mainly acts as a stop for those traveling, it does have some meat production happening out here.
- Closuni: A Dragonborn outpost where many nomadic tribes come to resupply and rest. There are other races, but it is primarily for those of dragon decent.
- Ksien: A massive Goblin village. The Open Mind Monks live here. While many people coming from overseas think of goblins to be soulless beasts, the ones living in Eradin prove them wrong. They have lived here since the early development of the country.
- Central Mountain Range: The single most inhabited mountain range in the country, many tribes, nomads, packs, and all things in between make their home here. It is relatively safe to move through if trails are followed.
- Watch Towers: Home to many Drakewarden and Beast Master Rangers, these branches are here for help in travel, and protection. Unlike the Emperion side of the mountains, these rangers also look out for spies coming from the Above Dark.
- Wooded Areas: Aside from the outskirts of the Northern Eshvallin woods, there is next to nothing to be found. So much travel has turned these into pretty trails with few signs of life. Animals have simply been too disturbed to live here peacefully.

ECTELPHOR

- Site 1: Oil mining. Plain and simple. Most people live here throughout the week, and return home to Halsimeer on the weekends.
- Site 2: Ore mining. Same situation as Site 1. Both of these sites are man made, and are some of the most technologically advanced places in the country.
- OPERATIONS: In short, both sites extract their materials, process, and package them throughout the week. When workers go home, these facilities are almost empty over the weekend. Goods are then shipped off to whomever has bought them, meaning transport to somewhere as close as the Above Dark, or as far as the coast of Emperion for exports.

- Halsimeer: A mostly dwarven city with other races mixed in such as Orc and Goliath. Those who live here almost all work as well, and only the strongest survive. Such a taxing life pays amazingly well, and the city is an industrial wonder. They have some of the earliest forms of mechanical transportation, electric, and plumbing. These are becoming more widespread across the country, but have existed in Ectelphor for the past 2 or so decades.
- Watch Towers: Unlike the other ranger towers that keep watch over travelers, these camps make sure no one comes in or out of the mountains. They do keep safety in mind for cave ins and rock falls, but they are more so bouncers rather than the rangers.
- Western Mountain Range: Home to the most dangerous beasts in the country, passage is nearly forbidden. Many dragon and great creatures reside above and below. Passage can be made through the wide gap between the mountains instead.
- Clifside Woods: Both sets of wooded areas lie on the steep cliffs looking over the water. These are home to ruins, beasts, and hermits who have chosen to isolate from the rest of the state; typically after years of work.

THE ABOVE DARK

- Pelletnose: The city built around the entrance to the Underdark. After the massive opening was discovered, Elanore and her party worked to open it even further, using the dirt and rock to build this ruling city. Now the entire state is sat atop rock and mud, around a hundred feet below sea level.
- Lykmrr: A Drow outpost used to replicate the rest of the country's ranger towers. The Dryr party refuses to use outsiders, so their own rangers lie here. It is conspiracy, but many believe spies come in and out of this town.
- Thusthhus: The closest you can get to a true Underdark town, but in the light of the sun! Many darkness dwellers use this outpost as a vacation spot. It is sponsored by Prescott industries.
- Artificial Woods: To replicate the modern world, trees and plants were added to the carved-out areas of the Above Dark. While creatures from the Underdark have made their home here, they are wildly mutated after being exposed to large bouts of sunlight.

EMBARON'S HISTORY

THE FOUNDING OF EMBARON:

Embaron was founded 400 years ago by the Elven Beiora Family. The year was 1085, which means many races are full of people that were alive at that time (for example, elves from the first immigration to Embaron are still alive and well).

The Beiora's; along with other families that now uphold the government, moved from the Mainland over to Embaron in search of a country where its people were not ruled by royal families. Embaron is founded on the ideas of a democratic government. There are no ruling houses, just elected families that uphold each individual state, as well as the country as a whole.

REMEMBER THE STATES

Embaron is broken up into 5 states: Eshvalin, Eveyore, Emperion (the capital), Ectelphor, and Eradin. There also exists a massive entrance into the Underdark which was named the Above Dark (the way in is so large, Underdark inhabitants regularly visit the surface through here).

When the country was founded, the Beiora's settled on the east coast, taking refuge from a harsh winter against the mountains. This is where they established the first great state of Emperion. Now referred to as Capital Beiora, the city grows all the way into the mountain side. Acting as both the state and country's capital, this city houses the major houses of government, large businesses, and all manner of research. Alongside Eshvalin, Emperion is the only other state to have large scale multi-disciplinary colleges.

The other states were developed over time. In the year 1128, the Xiljor family partnered with the Beiora's to help provide labor in exchange for a position in government. They were appointed to the cabinet, and were not elected as their own house until many years later. Their involvement in the country helped to create both Eshvalin, and then Eradin. Eshvalin was founded in 1130, a sign of cooperation and the powers of working together. Eradin was harder to reach as it required passage through the central mountain range. It took 11 years from the founding of Eshvalin to make it to the completion of the state of Eradin in 1141.

Embaron was at a bit of a standstill from this point onwards. The northern mountains were a bit too cold and treacherous to reach; same with those to the west. The Vyrmiss family offered a powerful solution with the creation of their magical bores back on the Mainland. As the Beiora family continued to get elected, they continued adding people to their cabinet. The Vyrmiss were next, and they helped clear passages to create the states of Ectelphor and Eveyore in both 1206, and 1217 (respectively). While the western mountains were barren of humanoid life before becoming the mining

empire it is now, Eveyore was; and still is, home to many native Fae folk. As elves are the decedents of the Fae, the Beiora family made it a very important part of their mission to preserve as much of their culture as possible. The state is intermingled with modern and ancient designs.

The Above did not come into form until around 1300. The nation was very developed before this, and that area of the map was one giant inactive volcano. Or so the people thought. In the year 1302, The volcano erupted, wiping out all of the wildlife around it. From the ashes, the dwellers of the Underdark began to excavate. By the year 1350, the Dryr Regime had created a massive entrance in and out of the Caves, morphing the rest of the volcanic remains into a giant city. It's current ruler, Elanore Dryr, partnered with the Embaron government in a peaceful alliance to trade. In that same year, she ran for office and was elected. These 4 families have been consistently elected over and over since this point, with elections happening every 10 years.

DEMOCRACY

There is no catch, the people of Embaron really do love the elected houses. While this campaign is entirely about the reasons a war breaks out in this country, know that the people themselves; and the houses outside of the Above Dark, really do work together and help their people.

The state elections transfer leaders much more often than they do federally, but even when an unlikable leader comes in, they still do their best to benefit the country.

An example brought up often in lore was when the Beiora's were booted out for one election cycle in 1270 DR. There was a huge push for this human family (the Guhstovs); but in just the first 4 months, the economy tanked so bad they never lost an election again.

The state governments each have a representative house. The current line up goes as follows: Feywin in Eshvallin (Elvish), Bosterum in Emperion (Human), Homzaz in Eradin (Orc), Honorarm in Ectelphor (Dwarvish), and Frostbite in Eveyore (Fairy).

The heads of the elected families are as follows. Frinsina Beiora (She/Her), Esmerelda Vyrmiss (She/Her), Juriinor Xiljor (He/Him), Elanore Dryr (She/Her), Osirus Feywin (He/Him), Reinhelm Bosterum (He/Him), Gog Homzaz (They/Them), Donorak Honorarm (He/Him), and Pearlsala Frostbite (They/Them).

The state elections happen every 5 years and take place in the spring, and the major elections in the fall.

EMBARON'S HISTORY CONT.

PRESENT DAY LIFE:

Industrialization has truly taken off. Major railroads are being built to expedite travel, factories use magic to better process materials, and private businesses have begun to commercialize. While most travel is still done by cart and horse, especially at the local levels, the rail system is about 14 years into development; and rapidly coming to a close. In 1389, Prescott Industries (a household name by now), began the first ever major home goods corporation. They are now approaching their 100th anniversary, and hope to commence with the opening of the rail roads they have been sponsoring.

In the past 400 years, Embaron has made it a point to stay out of conflicts and wars. They have a large military, as well as a lot of weapons R&D funding, but most of it is exploratory and precautionary. The past few years leading up to now, Embaron's economy has been booming. Multiple years of great harvests, massive technological breakthroughs, and massive ore hauls have left the entire country in a state of prosperity.

Ectelphor's mining industry has kept Embaron so fed with resources, the government has been able to swear off almost all imports to the country. With all magic and mundane materials being locally harvest, the country has saved hundreds of thousands in gold. The manufacturing district in Emerperion has created jobs in all levels of business, further pushing the economy upwards.

The creation of firearms has been around for quite some time, but large scale manufacturing is beginning to become reality. Within the next 5 years, Embaron is expected to become the world hub for firearm production and sales.

FIREARMS

Feel free to use any set of firearms rules you like. I personally use the tables on Wikidot when I run my games, but I know some DMs have other supplementals they prefer.

As the farming season opens up to sales in 1485, Eshvalin brings in the largest harvest of all time. Produce is plentiful and live stock are bustling. While most of the farming occurs at and around Nowhere and Uysa Taesi, some of the lesser agricultural areas outside Asomore have begun to be utilized.

While citizens of Embaron likely have all the could ask for, it is at this same time, on the 2nd of Farmer, that the God of Literature communicated with Eshvalin native Priestess Piora Elligwynn. The Scriptor had told her that his missing page is ready to see the light of day. Whomever is worthy enough to find it should seek her out, and she will point them in the right direction.

THE SCRIPTER, GODHOOD, AND THE PAGE

While not as important as it is in the Mainland, there are many religious people in Embaron. Many of the well known gods are widely celebrated, but very few people believe in them to the same extent as they do on the mainland. Rather than classic worship, many people believe in folk lore.

A common story of creation accepted by those in Embaron is the story of the page. The story goes that the world was physically written into form by The Scriptor. When he was writing this, a page of his book fell out and was lost to time somewhere on the island that is now Embaron. People of the Mainland typically don't believe in this story; but the inhabitants of the country do. They believe that whoever finds this page will be granted a wish.

Now that The Scriptor has outright told his messenger this is true, people all over the country are flooding to Uysa Taesi for that chance to find it.

FOLK TALES AND HOLIDAYS

- Many people think the water dragons moved Embaron away from the Mainland thousands of years ago. They believe the earth dragons worked closely with them to protect giant hoards in the mountains. In order to keep people from getting to it, the water dragons carried Embaron far West.
- While the Above Dark only exists this way due to Drow influence, it was once an all natural volcanic gap in the region. Parents tell their children that the Fae that lived here before them used the Above Dark to torture bad children. The story goes that the hags created the Above Dark since there are no swamps in Embaron. When children would wander, steal, or fight, the hags would disguise themselves as sweet pixies and small creatures to guide away the kids forever.
- On the last day of Fall, Slumber 100, families all across the country celebrate their first feast with the preserves they took from the end of the first harvest. Sarcastically named "The First Feast", it is a wholesome reminder to the entire country that spring will soon come again.

LORE OVERLAP

All rights to DnD settings belong to WotC, I have simply made a story people can run. Thank you!

CAMPAIGN PLANNING

YOUR PARTY WILL BE STARTING IN THE STATE OF Eshvalin. Work with your them to decide whether they will all be starting as a formed group, if they will meet up in Uysa Taeshi (the town housing the Church of The Scriptor), or if they will start somewhere else entirely.

Session 0 will be used to move the party from their town/city of origin, to the Church in Uysa Taeshi.

CHARACTER BUILDING

At character creation, your party will start at level 4. They should have access to all the available gear from their class and background, and 300g to spend BEFORE the start of the game. (Only allow gold from their background to be carried over into session 1). They may each take one common magic item at your discretion.

There are many available races in Embaron, but if your party wants something more exotic, you may allow them to play as either an immigrant from the Mainland, or someone on a journey from another plane of existence. Common races and locations are listed down below.

- Eshvalin: Tiefling, Human, Elf, Sea Elf, Triton, Wood Elf, Owlin, Tabaxi, Harrenon
- Emperion: Human, Elf, Sea Elf, Triton, Golaith, Dragonborn
- Ectelphor: Dwarves, Owlin, Tabaxi, Harrenon, Orc, Dragonborn, Golaith, Firbolg, Wood Elf, Human
- Eradin: Dragonborn, Golaith, Orc, Human, Dwarves, Goblin
- Eveyore: Satyr, Elf, Firbolg, Fae, Gnome, Pixie, Eladrin
- Above Dark: Drow, Kenku, Duegar, Deep Gnome (Underdark natives at your discretion)

HOUSE RULES

Listed are my house rules. Feel free to ignore them, but know these are used in the creation and playtesting of this campaign.

- Potions, coatings and oils are going to take 1 bonus action. It is just way cleaner and way more valuable to buy them if you don't have to waste an action to use them.
- I am a firm believer that goons/minions/and lesser enemies will abandon ship and surrender. If you hit a nasty crit on an enemy with little importance, it will either one shot or cause a small surrender. Very rarely are low level enemies going to lay their lives down.

- Reactions are the most valuable action type in combat because there are just so few of them. I allow players to take an APPLICABLE skill check as a reaction. An example s would be insight to determine missing HP. SIMILARLY, I allow hide to be taken as a reaction after movement, but it will be a stealth DV rather than a rogue hide bonus action.
- It is wild to me how many dungeon masters don't let you level up your skills. In my game, players will have the opportunity to use time off to level things up. For example, you can take an evening to gain 1 point in survival. When you get 3 points, you can get a plus 1. It will get harder as you level up.

SUPPLEMENTAL RULES

Tailor this game to the needs of yourself and your party. My players have always been very roleplay heavy, so I have these rules to make them feel like their characters can truly move around the world properly.

WRITING BACKSTORIES

This game will largely benefit from well thought out characters and backstories. With such an in depth world, it would feel out of place to have players that don't know anything about the world they live in. If you have players that like to give you a bulleted list of their PC's life, I recommend you work with them to make something a bit more meaningful.

It is important to note that while there is a very linear story, the country of Embaron is fleshed out plenty enough for you to allow your players to go through this game as an open world experience. Depending on the way you prefer to run your games, feel free to stick to this as a chapter by chapter quest, or learn the world and let your players live it. I truly hope you enjoy your time in Embaron.

TIPS FOR BACKSTORIES

The best way to help yourself is to help your players. Make sure you are very familiar with the setting of Embaron. Learn the towns, cities, places, government, and major NPCs.

If you know everything, it will make it much easier to get your players to the exact character type they want. And the more backstory they give you, the more immersed they will be.

PLOT HOOK:



THE BLURB BELOW IS WHAT YOU ARE MEANT TO give to your players before starting.

The general overview of the game is going to be a quest to find a legendary treasure. In this universe, the Gods have spent their time building and destroying the realms to build them into what you all know today. In ancient times, and I will expand on all the details later for those who are interested, there was believed to be a magical ink and quill that were used to write the fabric of reality. While those themselves are all long gone, folk lore states that somewhere in the state, a single page of that book fell out as the Gods retreated back to their home in the sky. For centuries scholars and adventurers alike have been searching for the page to no avail. But, as of 2 moons ago, a local Cleric was visited by the God of literature, The Scriptor, in a vision. He spoke to the Cleric and told her that anyone mighty enough to retrieve the page would be granted a chance to change one part of their reality as the Gods go forth with a few new unspecified changes. You all will be in search of this page, whether it be as a trophy, another object to sell, or a chance to change the world.

HOW TO ENGAGE YOUR PARTY

I always start my games with a hook like this to give the players a chance to think on the world. Slowly introduce them to the maps, the history, and major NPCs to not overwhelm them with information.

Remember, you can give them as much or as little information as you would like.

GAME OVERVIEW

Your party should go into this game believing they are going to spend the next 16 levels exploring the country for this page. There will be an elaborate set up, competing parties; but by the time they are level 6, the page will already have been found (either by your party, or another group).

This game is a deep dive into colonialism of a native Fae country. The Beiora family, and their cabinet, have spent the past 400 years beating down the Fae rebellions, and silently killing their nation in order to harvest as many raw magical materials as possible. They say they are helping by giving the Fae their own land, but it is just creating a further divide.

This page does actually exist, and works as an enhanced wish spell. The party will learn that the Fae are trying to take it to wish the Elves out of their country, the Elves are wishing to seal off the Fae into their own world, the Drow are wishing to take solo control of the country, and your party will have whatever wishes they come up with.

If your party happens to veer way off course and find the page's location, you can simply speed up time a bit a head to have Prescott industries (more on that later), find it. The company's CEO, Parthena Prescott, will not be using it, just holding onto it for personal reasons we will further discuss in his section.

Regardless of what happens with this page, the next steps as the story go on will unfold into a country wide war between the Fae, Drow, and Elves, starting with defamation, and ending with the hopes of destruction of the opposing sides.

Your players will have the choice to take any side. If they want to help the Fae take their country back for honor, or help the government push them down for power, they simply can. At the end of this game, there will be an epic clash for total control.

GRANTING THE WISH

There is a non zero chance you will actually need to give your party the page, and let them make the wish themselves. Do not worry, the game is not reliant on Parthena being able to take the page. I will be explaining the game in this book as if your party does NOT get a hold of this page. For the few parties that do, you will instead give Parthena a different magic scroll. This matters for chapter 2 when he tasks the party with bringing news to the Above Dark.

You can of course bar them from ever touching it, but if they happen to steal it with a crazy DV, it may be worth it to let them have it. However, the game will function better without allowing access to it.

Parthena's replacement spell will be an enhanced Gate spell. This will work to open up permanent transportation from the Above Dark directly to Emperion. You may choose whether you want to say he acquired it through invention, or play further into his class and say it was a gift from his Warlock patron, the DM.

THE SCRIPTER'S MISSING PAGE

Wondrous item, Artifact (single use)

When the universe was coming into to form, this lone page was left in Embaron as a mistake. It has been hidden deep underground in an old Fae church for thousands of years. Now that it has been recovered, The Scriptor can grant its wish.

One single use of this page can grant the person holding it one wish. It can be anything they come up with. The only caveat is The Scriptor himself. He will not do anything to send a person to godhood, or harm himself.

NPC AND MAP LIST

BELLOW IS THE LIST OF THE MOST PROMINENT figures in the game. These are one that make the game entirely different if you skip over them. Feel free to use any NPC you like for shop owners, military personnel, and any other empty positions. Any person, family, or group listed here is imperative to the plot.

NOTES ON NPCs

As written above, it is important to remember that there are plenty more people that exists in this world that are not written here. It would take an entire book of its own to write down every NPC needed for a game this wide scale.

Use this freedom as a way to make NPCs that matter to your party. A shop owner could be someone's sibling, an officer could be someone's ex, a politician can be someone's parent. Mess around with those ideas whenever you need an NPC for something minor.

For these major NPCs, they are listed since they may come up more than once. Expand on their personalities however you want. Remember, I have some sheets on my website for those who may actually fight. Come up with your own stat blocks, sheets, and portraits for whichever NPCs you want them for.

GOVERNMENT:

- **Frinsina Beiora** is the current head of the country. Her family has ruled Embaron since its founding, and she has ruled for the past 125 years. She is stoic, and will do whatever she has to for her country.
- **Elanore Dryr** is the ruler of the Above Dark and has a seat in the cabinet of Embaron. She wants to take over Embaron.
- **Esmerelda Vyrmiss** is a kind hearted woman with a strong want to preserve the history of Embaron. She has been in the government for only 15 years. She is the most loved of the cabinet.
- **Juriinor Xiljor** is in charge of acquisitioning land, brokering deals, and generating ideas. He is the same Xiljor that made the initial deal to join the Beioras. He is a very stubborn old man.
- **Osirus Feywin** is a young man well loved in Eshvallin. He tries to make the city safer against the Fae, as his sister was taken by them 4 years ago.
- **Reinhelm Bosterum** is a mean, grumpy, older man. He is trying to give his position to his son Edwin so he can be rid of it.
- **Gog Homzaz** is a leader that tries to stay humble. They live modestly, and rarely even remind people of their governmental status.
- **Donorak Honorarm** is a miner turned leader. He worked his entire life to get to this point. He cares deeply about those who work in Ectelphor.

- **Pearlsala Frostbite** is a reformed rebel. They used to work closely with the rebellion, but decided a seat in the Faemoor council would be a much easier way to make changes.

BUSINESSES:

- **Parthena Prescott** is a Warlock and has a very powerful character sheet. He is arguably the most powerful NPC in this game, as he is directly communicating with the dungeon master as his warlock patron.
- **Janice** is Parthena's secretary and familiar. She takes care of all of Parthena's busy work.

OTHER:

- **Priora Eligwynn** is the head of the Church of The Scriptor in the town of Uysa Taesi. She is in her 40s with silver hair and a slim figure, and is an assimar directly related to The Scriptor. If needed, give her very generic cleric spells, a mace, and a shield. She wants to see peace over the world.
- **Desmond** is the head archaeologist with the Open Mind monks. This goblin monk tribe travels across the entire country looking for as many remnants of a time before the Beiora's as they can. He is patient, middle aged with a strong build and cropped black hair.
- **Ozulumn Ferren** is the leader of the Fae rebellion. He is a firbolg man in his late 30s. He has dedicated his life to Fae liberation.

HOW DO MAPS WORK?

There is a large collection of the most important maps up on my website for free. They are made using Inkarnate, Dungeonscrawl, and Dungeonfog, all with free options. Since they are not made with my own assets, I am giving everyone access to them to use in their games.

Throughout the rest of this game, make sure you are finding or making maps to go with all of your encounters. I gave a wooded example so you can understand how I set up generic combat maps.

There are a ton of resources you can get to either make or buy more maps. In my next project, I am planning on making every single map. For now, I hope what I have done will suffice.

SESSION 0

INTRODUCTIONS

Uysa Taesi will be bustling. All the normal inhabitants are already in abundance, as well as adventuring parties from all over the country meeting up for this chance at the page. Give each of your players a 10 to 15 minute introductory scene. If they are coming in as a group, give them one long scene of their arrival into town.

“WORKING MAN’S CALENDAR”

My homebrewed calendar is much different than the Roman calendar. To perfectly fit 365 days into a year; and keep the seasons in mind, there are only 5 large months of 73 days.

Planner: (Jan to March) Cold months to relax and plan

Planter: (March to May) Last frost and farm prep starts

Farmer: (June to Aug) Seeds are planted and animals freed

Harvester: (Aug to Oct) Hard work pays off in abundance

Slumber: (Nov - Jan) Reset farms and start to relax

DATE: 17TH OF FARMER

It is important to keep track of dates in this game, at least early on. The game follows a story of a plentiful harvest and how that financial gain effects the rest of the country. Currently, people are much more likely to work together and trust their government. Remember, people always think with their wallets.

If you would like to roll for weather, please use the small table below. This will add flavor to your game, and is a great system to get your players involved early in the session.

Roll Amount 1d6	Weather Type	
	Warm	Cool
1	Clear	Clear
2	Cloudy	Cloudy
3	Windy	Cold Front
4	Drizzle	Drizzle
5	Rain	Snow
6	Storm	Hail

SESSION START

GREETING TRAVELERS. I WANT TO CUT TO THE CHASE SO we can begin with the interviewing process. My name is Priestess Eligwynn, and I bear news from The Scriptor himself. He did leave a page of his book of creation behind; and it is right here on Embaron’s soil. Only the most worthy may find and use the wish. I have been tasked with selecting a team to find it.

— Priestess Eligwynn’s Speech

Priestess Eligwynn will be giving her speech (above) the morning of the 17th Farmer to all travelers in the area. They will meet with her to sign up, and she will do a small interview to see if they are deemed worthy. Questions should include notes to your players backstory. You want them to believe this is a divine Cleric, and not a Fae stalker. They will be deemed worthy, and made to follow a trail towards the south eastern part of Eshvalin. They will be investigating a ruins site a 2 days travel into the woods.

It is important to note that this woman will not be who she says she is. On Farmer 3rd, the real Priora Eligwynn will have been taken by a group of Fae, and replaced by a Nyktera (bat pixie) named Antera. Antera, as well as her rebellion group, will be working to kidnap as many adventurers as possible to turn them into Fae drones to collect information. Further explanation in Chapter 1.

The party may do whatever they please to prepare. Accompanying the town map is a list of shops. Use typical pricing for this game’s standard, or use your house rules as you deem fit.

TRAVEL TIMES

This world uses typical travel times, and the country is about 100 miles both ways. The simple formula is to estimate the distance between locations, and factor in an extra 1-3 days if mountain travel is by foot; 0-1 if by mount. Below is a list of common travel time, factoring in the mountain terrain.

Locations A to B	Travel Time	
	On Foot	With Mount
Nowhere - Asomore	4 days	2 days
Oitrith - Capital Beiora	2 days	1 day
Pelletnose - Capital Beiora	7 days	4 days
Halsimeer - Urnstover	2 days	2 days
Faemoor - Capital Beiora	4 day	3 days
North Watch - South Watch	12 days	8 days

PERSPECTIVE

While Embaron is not based off an island, I originally ran this game treating it like parts of New Jersey. My first go around included a lot of the geography we have here that many people overlook.

Make sure to charge your party for goods like horse feed, blankets, stables, and treats. If they forgo mounts, charge them for camping supplies.

SESSION 0 CONT.

PLAYING OUT TRAVEL

When your party is traveling you have the choice to either skip time, make some dice rolls, throw them into combat, or actually make them roleplay their journey. I am a firm believer that skipping these times takes away a huge portion of character growth in the game.

Making this campaign as developed as possible should make it very easy to run full sessions of just travel. You have the weather and time charts above, and now the random encounters and locations below. Don't skip this pivotal part of training, resource gathering, and bonding!

RANDOM ENCOUNTER CHARTS

The following charts are to roll for random encounters by region. It is broken up by terrain type and climate.

Many of these can be found in mainline books, but you can use supplementals, or come up with your own creatures if you don't want to use the ones on this list.

1d6 Roll	Encounter	
Mountain	Temperate	Exotic
1	Kobold Camp	Aarakocra
2	Gnoll Pack	Griffon
3	Wolves	Wyrmling
4	Mountain Lions	Polar Bear
5	Giant Elks	Minor Elementals
6	Local Tribe	Nomad Tribe

1d6 Roll	Encounter	
Woods	Temperate	Exotic
1	Wolves	Minor Elementals
2	Bug Swarm	Pixies
3	Owlbears	Giant Spiders
4	Treants	Plant Tribes
5	Mountain Lion Pack	Rock Gollums
6	Travelers	Rangers

1d6 Roll	Encounter	
Coast	Temperate	Exotic
1	Tsunami Attacks	Lightning Attacks
2	Sharks	Giant Squids
3	Triton Tribe	Pirates
4	Giant Crabs	Sand Gollums
5	Angry Towns People	Military
6	Kou Toa	Minor Elementals

RANDOM LOCATIONS AND GOODS

The following charts are to roll for random locations, goods and materials found, and any other random events while traveling. These can be mixed and matched (on each chart), so roll twice to see where they are and what they can find. Below the charts are examples of plant and material types.

1d6 Roll	What They Find	
Mountains	Place	Goods
1	Bird's Nest	Clay Deposit
2	Tribal Ruins	Mushroom
3	Mining Site	Ore Deposit
4	Nomad Tribe	Animals
5	Waterfall	Flowers
6	Battle Grounds	Gems

1d6 Roll	What They Find	
Flat Land	Place	Goods
1	Fae Ruins	Flowers
2	Old Cabin	Animals
3	Battle Grounds	Fruit
4	Animal Den	Mushroom
5	Lake	Saps
6	Caravan	Vegetables

- Plants: Balsam, Rosemary, Spearmint
- Animals: Feathers, Rabbit's Foot, Meat
- Rocks/Ore: Clay, Copper, Iron
- Liquids: Sap, Water, Oil
- Other: Gemstones, Bones, Honey

TO BUY OR TO GATHER

Magic uses a lot of resources if you play it that way. Sure you can let your players have their item to do that for them, but you end up skipping another really fun part of the game.

Some other mechanics to keep in mind are weight, energy, pace, and storage. Your party will need carts to carry things, find time to rest, and eat extra food depending on there speed.

Travel is the perfect time to let your party gather resources they should need for spells, cooking, and more!

CHAPTER 1 INTO THE WOODS:



HIS IS WHERE YOU WILL BE STARTING THE campaign. Session one should start with the party actually beginning their trek to the woods marked by the priestess. Remember, you can follow this story step by step, or engage with random encounters from the list.

FAE TRAPS AND PLANS

On the party's second day of travel, they will encounter a cart. It has no passengers, no gear, and whatever is pulling it will have been cut loose. They will discover a dimension door invisibly made into the ground next to this cart. If they choose to (or fall into) this door, they will be teleported to "Fae Trap" map which is a fairy dungeon in a neighboring tree. All combat specifics will be listed alongside the map.

The Fae rebellion mentioned earlier has finally started to actively target the page. They want to wish Embaron back to it's former glory as an unnamed land. This is one of many traps across the coastal states of Embaron. The Fae are hesitant to encroach on anything west of the central mountain range, they only are targeting governmental and business towns.

After breaking free of the trap, the party will choose to either continue towards the ruins in the woods, or head back to Uysa Taeshi. They shouldn't have put any pieces together about the Fae rebellion at this point, but always be prepared for them to have a mind of their own.

When they reach the ruins, they will be able to scout from a far before heading inward.

THE RUINED SITE

After your long weary travels, a sense of peace washes over you as you pull up the tree line. The smell of smoke, meat, and booze hit your sense all at once. There are sounds of merriment. Singing, story telling, laughing. You hear some common, but mostly a mix of goblin and orcish.

They will meet the Open Mind goblin monks here. These peaceful people are the antithesis to what goblins are normally portrayed as. Desmond, the lead archaeologist of the site, will kindly ask the party to stay a while. They are currently celebrating another successful dive of Fae relics.

The Open Mind Monks are a group of goblins from Eradin who have been traveling all over the country to learn all they can about the disappearance of their culture. They are currently on their trip downwards from Eveyore's capital of Faemoor, and plan on heading west after their stop here. They have been on the move for 13 years now, stopping for up to a year at each site they stop at. It is important to note they are so removed from society, they have no idea what is going on with the page. If the party brings it up, they will talk about it

like it is still folk lore, and be hesitant to acknowledge it exists.

If they party wishes to learn more about the discoveries they have made, the monks will be glad to assist them however they can. Especially if they happen to have information they can trade with. All of their work up to this point will be helpful.

ROLEPLAYING A MYSTERY

As a GM, you don't want to be telling your party exactly what happened. Think about it like you really are one of these goblins just digging up information. Below is a list of points your party should understand after this conversation.

- The Fae were pushed further and further out of their home in Eveyore since they didn't want to follow the rules set in place by the government. (The ruins the goblins are tracking get younger the further down the coast they get)
- Most of the Fae didn't seem to worship a traditional god. (Any sort of shrine or temple seems to worship the seasons. The closest to a deity is a woman portraying mother nature.)
- There are likely more groups of Fae on the move, and the stragglers are likely blending into towns. (The ruins wouldn't have disappeared, these Fae just left traces as they were essentially nomads.)

The party will have a lot to think about. If they are smart, they would have connected the Fae that created the traps are the same once that used to live here. Now, they need to put the pieces together that Elligwynn is with the Fae (at the least), or they will know that she was fully replaced.

FIGHTING THE FAE

When the party leaves and makes their way back to Uysa Taeshi, they should have plenty enough evidence to prove that Elligwynn has at least set them up for failure. When they confront here, use "Church" map for their first boss encounter as they square up against her. All details are with the map, and they will level up to 5 after this battle.

The party can interrogate Antera. They will learn here that Antera is a part of a Fae rebellion. This will shock the party. As far as they know, the Beiora's love the Fae, and have fought to represent them and hold onto their land.

They can decide the fate of the Nyktera, but will ultimately realize they cannot find the priestess, and have no idea where the page is.

It should now be around the 25th of Farmer, and the page will have been found by Parthena if the party did not get it already (again, they very likely will not have).

CHAPTER 1 CONT.

WHERE IS THE PAGE?

The next task will be a bit more open world. The party now has essentially no direction, and will spend the rest of chapter 1 looking for the page however they deem fit. This is an important section of the game to make your players remember they are just one group of adventurers in a huge country. The order I listed is the probable way your party will want to handle the case, but is it not necessary.

Word should be going around Uysa Taes, (and the country as a whole), that the military city of Oitrith has been sending out plenty of search groups. There will also be news coming from the Eshvallin capital city of Asomore demonizing the Fae. Finally, the ranger camp in Uysa Taeshi will be gearing up to investigate a Fae kidnapping of a child. This will give the party three leads to follow next depending on what they deem most important. Remind them it is also possible to break into groups and instigate solo.

OITRITH MILITARY GROUPS

The party will catch word from other people in town, or a rogue flyer, that many military level groups are working out of Oitrith to find the page. There have been 5 groups so far, all of which have found new information on Fae history, but not on the page. The groups are being labeled alphabetically, and group F is going to head out to investigation the Northern woods in 1 weeks time.

The trek to the woods will take 1 days time. Along this trail will be strong magical energies the party can identify as being from the Conjunction school of magic. They will notice some blood trails when they are closer to the site, and some ash and singed bits of plants. Use "Page Temple" map to handle the ruins, as there are ghostly guardians protecting it. The ruins should be freshly destroyed, but if the party can track the armor on the few remaining bodies, they will learn they are from Asomore; with the Prescott Industries logo.

After the combat is over, the party can investigate the rest of their surroundings. It will be hard for them to recognize the page was once here. Have them make whatever checks they would like to look around. They will learn there was a magical blast that took out the building. If anyone attunes to the area, or simply casts a detect magic, they will be overwhelmed with energy. This moment will mean a lot to the party, so let them make checks that best suit there character.

This should set the party on the path towards Asomore, allowing them to handle both the issues with the Fae defamation cases, and now the confrontation of Parthena Prescott.

ASOMORE INVESTIGATION

News reports from Asomore will start to flood into local press. There is a massive Anti-Fae movement starting in wake of the disappearance of Priestess Elligwynn so soon after her dream. If the party went to Oitrith first, they will also be here to confront Parthena.

A lot of rumors are going around at this time, There are some people that believe the priestess was taken the entire time, some think that she was kidnapped after her dream, and some that think she was a Fae creature from the start. Below is a rumor chart you can use in any city to help create a more lived in feeling.

1d6	Rumor	
Dice Roll	Rumor Type	Example
1	Missing Person	Priestess Elligwynn
2	Planned Crime	Bank Robbery
3	Nobel Gossip	Rigged Elections
4	Business Rivalry	Fighting Smiths
5	Subpar Service	Flimsy Armors
6	Scams and Cons	Fake Magic Items

In order for the party to dispel a rumor, they will need to collect information from the source, talk to the press if they are involved, and convince locals that there are no issues. Your party will probably have many obscure ways to handle this, just let them figure it out.

When they try to have audience with Parthena, they will encounter their first instance of waiting. Parthena is a busy man, and while the party can speak to his press people about the Fae defamation in the paper, they can't get a hold of him directly. His secretary Janice will be able to pencil in the party for a week, so they will have time to head back with the Uysa Taesi rangers to search for the girl.

If they already handled that mission, have a filler session where they explore the beautiful city of Asomore.

NEWS PAPERS

I use Canva to make actual newspaper articles for my party to read. A few should be linked on my website for free! I highly recommend using mine as an example, and then coming up with more on your own to match.

Just remember to follow your player's motivation. Don't stress yourself out making extra things for them to look at if you find they are just glancing over them. It is not worth exhausting yourself over extras.

In my next full length campaign, I will be making a large amount of news papers to go alongside the game!

CHAPTER 1 CONT.

RANGER MISSION

The ranger camp in Uysa Taesi is on their last few hours of prep before sending out a search party for a little human girl named Elizabeth. She has been missing for a few days; and with the fear around the Fae kidnapping people, the parents are ready to pay to have a search party head out of town.

If they are coming from Oitrieth, they won't have any pressing time limits. Let them explore the woods and build a nice reputation up with the rangers. The rangers are the largest source of protection across Embaron. If they are coming from Asomore, they will only have a few days to finish the mission and get back. Keep this in mind during exploration.

This is the ranger camp of Centra. They work in the central mountain range and woods below. Their leader Sir Haufil will be joined with a select crew of Fae experts: Rose, Willow, and Lilly (all of which are elves that left druid circles). These rangers will be headed back past the ruins the party visited on their first trek into the woods. This trip will take them all the way down to the coast.

The oceanic view should almost mesmerize the party and rangers alike. As they walk further in towards it, whoever is leading will walk face first into an invisible/see through like barrier.

There are very few signs of what exactly this barrier is. The biggest visual queue will be the strange, almost path like textures on the ground. The party can continue to look, noticing that some of the trees in the area look freshly planted, regardless of their larger size (saplings rather than natural juvenile trees).

RANGERS CAMPS

Centra camp is a good example of what all of the other camps will be like. Feel free to create your own NPCs for them if your party chooses to go to them. No one camp is significant to the story, so you have the freedom to connect them to your players stories.

DEWHALLOW VILLAGE

This is actually a long standing Fae village called Dewhallow. The party won't be able to enter into there now, but in the future they can return and have it be much easier. What will happen now is the return of the young Elizabeth, and she will not be too happy.

Below your feet, you begin to feel a small shutter in the earth. It grows; slowly, and then you hear it. A deep rumbling starts and followed by a crack growing from the bottom of where you first stood. The line travels 5 feet, then 10, then 20, until a split appears right in front of your eyes. Out from the split comes a blinding pink light. And out from the light comes and angry, pink girl.

Elizabeth was not kidnapped by the Fae. She was absolutely lured in though. The Fae gave her sparkling fuchsia hair and bright pink skin and told her she could be the next princess of Asomore. She could only do these things though if she remembered the pixies that gave her these powers, and let them into the city behind her. She will gladly tell the party all of these as she expects them to now respect her.

The party can handle this any way they see fit, but when they bring her back to her family, they will be extremely grateful. Elizabeth comes from a family of magical smiths, and this will be their first chance at getting a magic item.

MAGIC ITEMS

It sometimes help to motivate your party by just giving them a small magic item. They do not always need to be game breaking mechanics, or super powerful potions and spells.

As this game goes on, I won't be listing too many homebrewed items. Use some that already exist, or come up with ones on your own to suit your party's wants and needs.

If you have items you want to give your party, then you can simply do so. It is up to you if you want to give them all a separate item, or give them one major group item. For reference, the items below are what they are meant to receive.

MAGIC ITEM OPTIONS

FIRE OF MERRY EVERBURN

Item, Rare (does not require attunement)

This flame can only be burned from the log it is connected to. When lit, the log will burn forever, and give all those who sleep next to it -1 extra exhaustion and 1 heroic inspiration.

EVER GROWING BERRIES

Item, Rare (does not require attunement)

When food is scarce, these berries will simply grow forever. 4 times a day, this pocket side berry branch will grow full of berries. It is enough to count as one ration. It won't keep a person full the entire day, but it will keep them alive in a pinch.

RING WING

Item, Rare (requires attunement)

1 Time per day, this ring gives the wearer the ability to fly. This lasts for 1 minute, and cannot be impeded by any means. Multiple people can be attuned at once, so it can be passed back and forth.

CHAPTER 1 CONT.

PRESCOTT INDUSTRIES

The party will need to rush back to Asomore to make their meeting with Parthena (if need be). If they are in no rush, allow them to do anything else they please before heading there.

It is on the 6th of Farmer that Parthena Prescott of Prescott Industries will have mobilized his crew to pick up the page. The page will have been buried deep underground in what was an old Fae Church in the woods east of Swinford. This chapter should end with the party speaking to Parthena Prescott himself.

No matter the order that they traveled in, the party will eventually end up with an audience with Parthena Prescott. The party knows he either has the page, or he makes the gear for the people who did.

PARTHENA THE WARLOCK

You can really use any class or stats you want for this. I find the game runs best by running him as a Warlock with the Game Master as his patron. It's a fun twist of Tymorian luck that Parthena would be able to communicate with the one in charge of the entire world.

PARTHENA'S OFFICE ROOM IS PARTICULARLY MODERN. IT fits the exact same vibe of the man himself. He stands at 6 foot 3, full head of white hair and pristine 3 piece suit. Janice, his secretary, works at a smaller desk in the same room, in equally modern fashion. The ceilings look higher than they should ever be, and the lights seem to be coming from a place that isn't here

-- Upon entering Parthena's Office

Parthena is going to be impressed that they were the only group capable of finding the page (whether they could use it or not). He will introduce himself, and offer the party a once in a lifetime chance to work with him. Structure this conversation however you like depending on how they have been feeling about the words against the Fae. The gist should still be that the deal he offers is going to be very worth it.

Parthena will tell the party that as a business man, all he wants is the best for his work and his country. He will tell them that the page is here as a failsafe for if some of their expansion goes horribly wrong. He does want to help them though, and will offer to grant any of their wishes they would have used to page for.

It is in the party's best option to take this deal. Structure it to make sense with your players backstories. Offer them a home for the family, a chance at extreme power, a way into politics. One way or another, they will either join him in his work, or say no and lead to them being asked again in the future.

The end of your last session of chapter one should leave them with all the information to make their next moves. Do they want to keep hunting down the Fae rebellion? Do they want to work with Parthena on his mystery jobs? Do they want to go to the press and the government and demand to stop tarnishing the name of the Fae? Where is that priestess? They should have a million questions as they move onto the next part of this campaign.

Level your party up to 6 before starting chapter 2.

HOW TO RUN A BUSINESS

Prescott Industries is a massive company. They produce toys, home goods, weaponry, and anything else their engineers can come up with the blue prints for.

As you run this game, make sure to remind the party of the influence this company has by mentioning logos on things they find, credits on newspapers, mentions in the government. It is important to remind your players that Prescott Industries is massive.

COMMON GOODS

- Armor
- Clothing sets of all prices
- Jewelry
- Tool and game sets
- Luxury items like kitchenware, furniture, and bedding

Most people will still be making their own things (clothes, wooden tools, household items). When people start coming into money, they head to places like a local Prescott Industries shop to get ones they didn't need to make.

UNCOMMON GOODS

- Firearms
- Carts and wagons
- Magic components
- Magic items

Prescott Industries is not held to the same standard as a luxury smith. For the common man with some extra money, they may choose to head here rather than pay a master to create a blade from scratch. It is important to know this isn't a luxury brand name.

SERVICES OFFERED

- Press and writing
- Divination
- Tailoring and cobbling

Again, remember that people are not going here for masters. They will engage in these services to save money. Even their press is a budget paper, but because of that, it has a huge influence over the common folk.

CHAPTER 2 A STORM BREWING:

YOUR PARTY WILL SPEND CHAPTER 2 GROWING, working, and learning about the world as a whole. They should be level 10 by the end of it, essentially leveling up each time they hit the end of one of the listed plot threads. Feel free to use this time to visit other towns, add in your own mini quests, and let your party travel wherever they like.

Your party will have a few plot lines to follow. First of all, if they reject Parthena, he will kidnap them and force them to work with him. If they go with him freely, they will simply just have an easier time getting into the new setting. One way or another, he will have them each sign a contract. The party will begin to get a monthly stipend of 50g per person for as long as they work for PI. They will also have permanent residency whenever they are in Asomore at PI Luxury Apartments. Below are the jobs and threads they can follow, each of which are in level up order.

MAKING CONSISTENT MONEY

Your game may not last long enough to make monthly payments. If it does, PI is so far spread that someone somewhere will always be able to give the party their money. They will get the 50 on the day of, and then will get their next payment at the START of the next month.

FINDING PRIESTESS PRIORA ELLIGWYNN

This will likely be your party's first order of business. They should remember the information from Antera; and the time they helped Elizabeth, that the most southern part of Eshvalin (the protected woods) have been utilized by rebel groups. This is where they will find the priestess, as well as more information on the rebellion as a whole. Following this thread should lead them to sympathize with the Fae, and want to continue next to helping them.

They may have traveled here earlier in the game and discovered there is some form of a coverup happening here in the preserved woods. If they came here earlier, all they would have found were the recently planted saplings and the missing village. As well as the large invisible wall like structure. It can be seen straight through to the other side, giving the players a beautiful view of the ocean. Inside of this area is where Priora Elligwynn is being held.

Fae rebels have been held up in this area since the discovery of the traps by the party. They have moved the priestess from one of many into this area, and are now using it as an "impenetrable" fortress for them to hide. If you have a Fae character in your party, you can give them easier entry into this part of the map. Give them clues about how they can sense Fae magic. If you do

not, they will need to complete the puzzle below in order to progress.

BREAKING AND ENTERING

With a Fae descendent in the party, the sigils on the wall will appear in front of them when they start investigating. The reason this did NOT happen the first time can be chalked up to the place being entirely on lockdown with the large amount of people outside of it. This time, we can assume there are people residing in the walls that are on a trip and returning soon

Without Fae in the party, they will need some sort of light directly onto the wall to see the sigils reflecting. They will be met with one that resembles a bird, one that resembles a tree, one that resembles a sun, one that resembles a droplet of water, and one that resembles a person (in that order).

The party will need to arrange these in order of growth and the food chain. It should go sun, water, tree, bird, person. To move the sigils around, a Fae could simply conjure the magic representative of each field. If they don't have that (or a druid which could do the same), they will need to bring something of each sigil to the wall.

An example of each would be a torch for light (meaning the sun will have lit up if they casted real fire to the wall), simply water for the droplet, any leaf for the tree, a feather for the bird, and then the party themselves for the person.

When everything is lit up, it will become transversable until the party makes it through,

When they make it inside, they will be met with a small town littered in plant overgrowth; the Fae's second line of defense if the barrier came down. This is less of a dungeon and more of a maze. To get in, the party will need to be able to shrink down, or convince the Fae to come out. The creature that comes out will be a simple pixie (Dewy Springs), and the party must convince her to give back the priestess. This is where they will be able to get information on why the Fae want the page.

This can all be solved peacefully, can end in a fight, or whatever other nonsense your party gets themselves into. Just be sure to instill all the information that the Fae are trying to take back their own land. Elligwynn will actually have been treated very well here, and knows as a godly woman that this is best for helping these people. She will side with the Fae, and try to convince the party to do the same as they escort her back to Uysa Taeshi. Give them their level up after Elligwynn has left their party.

CHAPTER 2 CONT.

HANDLING THE ANTI FAE

After having found Eligwynn, the party will be given the task to pardon the Fae. Asomore is a huge governmental city, one of the biggest next to the country capital in Emperion. If the party wanted to end the defamation campaign, they could talk to the press, or the local government. This quest line will eventually lead them out of state when they have to head to Emperion to talk to the main offices of government.

The road back to Asomore will be much more difficult this time around. The cart system will be heavily monitored due to new anti-Fae policy, and it will prove much simpler for them to make the trip themselves. This will only take 2 days, but you can reference the random encounters chart if you would like to make them fight. When they arrive back in the city, the propaganda will be even worse than it was before.

DEFAMATION CAMPAIGN

After the multiple public kidnappings, the discovery of the traps, and normal Fae conspiracies all coming out at once, the press across Eshvalin erupted. The party cannot be sure how far it has spread, but they know for now all of Eshvallin is in an uproar.

Prescott Industries, Oitrih Updates, Nowhere Press, and Asomore Daily are amongst some of the most known sources. The first and last of which being the biggest (and closest to each other).

People would be partaking in classic protection against Fae. Iron nails are ovetop doors, nets are placed in gardens, sugars and honeys are strewn across little glue traps. It is so important these are put to rest.

The party will be able to go back to Parthena to talk to him about ending his press campaign. He won't take much convincing since he wants the party to think of him as a reasonable man. Asomore Daily won't be nearly as easy; but if they can convince them too, the 2 other major news outlets will likely follow suit. A triton person by the name of Jilis Zagthan is the head author at Asomore Daily. He will tell the party their article was a direct command from the Eshvallin government.

Have the party make it to the municipal building and request audience with the Feywin family. It shouldn't take too long, but feel free to make your party wait and allow them to take time to really explore the city.

When they receive audience, Osirus, head of the Feywin family, will tell the party that they are just a moment too late. Yesterday, they shipped out further orders to progress with their anti-Fae rhetoric. They are now pushing the story that Elligwynn was tortured. The party will need to head up to Emperion to meet their carriers, or plead with the governing body if they are too late. Your party should want to head out as soon as they possibly can.

FIRST TIME OUT OF STATE

Interstate travel will make your party check for their papers. If they do not have proof of residency/ID, they will need to get some, or be prepared to sneak into the next state.

Anyone who isn't dirt poor should have their papers on them at all times. If anyone in your party is a hermit or is maybe on the run, they will likely not have any papers, and will need to get some.

GOVERNMENTAL AID

Juriinor Xiljor is a stoic man who will speak to the party about the Fae campaign. He wants to instate it because of how serious Asomore Daily made it sound; but is willing to let it go if the party can convince him.

He will then request the party further investigate the Fae to be sure this is all the right decision.

The trip to Emperion can take any route your party would like. Let them decide what the fastest route would be for their skill set, and use the chart for encounters if you see fit. When they make it to Emperion, you can handle the situation according to whether or not they caught up to the messengers. If they did, you are simply stopping the problem before it starts, making it much easier to handle it. If they didn't, your party will need to intervene in a large scale affair.

Getting audience with the actual government of the country will take much longer than it did in Asomore. It will take one week upon request for the lower level meeting to start, and if they are to push it further, make them wait longer. A large scale meeting with grant them audience with the Xiljor, and will at least allow them to try to rewrite the Fae narrative.

In the weeks between, allow the party to explore Emperion. The city is huge, and there is a list of jobs that may be available to them.

WHERE TO WORK IN CAPITAL BEIORA

Job	Days	People and Pay
Delivery	1	6 men for 2 gp
Server	2	3 men for 7 gp
Exterminator	3	6 men for 2 gp
Garbage Work	3	4 men for 3 gp
Smith's Hand	2	1 man for 5 gp
Waiter	1	2 men for 3 gp

When they have killed enough time, allow them the chance to actually make a difference here. It will be hard, but they can convince the Xiljor. They will need to work with them to discover more about the Fae in order for this to work, and it will send them on their next task to Eveyore.

CHAPTER 2 CONT.

WHERE IS THE FAE REBELLION?

After the party has leveled up, they will receive their first job from Parthena. He will personally show up to the Capital City, talk with the party, and let them know they need to drop something off in both Eveyore and the Above Dark, in that order. This will be a long trek for the party, so if time lines up (less than 20 days to next month), he will pay them in advance. He will also offer a discount on horses and carts if your party does not have them already.

The party should not be able to understand anything about the package for the Above Dark. If they do snoop, they can only get information on the package for Eveyore. Parthena is trying to deliver a contract to the Frostbite family. He wants them to work with him so he can help them recover from the misinformation towards the Fae. He will be stating that he has been on their side for plenty of time (which is true), and that he would be honored to help in exchange for some magical materials.

This will be the party's first real trek through the mountains. The northern snowy mountain range will take a few days to get through, and has the table to consult for exacts and encounters.

For this and all other travel sections, play to what your party enjoys. If they want a very intense resource based trek, give that to them. If they want to skip around, don't focus too long on these sections.

When they eventually make it to Eveyore they will be immersed in Fae culture. Consult the map for locations and NPCs for improv, but the main point will be to get audience with the royal family. Keep the timing consistent, and let them explore as they wait.

WHY WAIT?

Aside from the fact the players need a reason to get involved on town level work and drama, there is no world where a government would help its people quickly.

Timing is never something a governing body is on top of. Making your party wait gives them time to explore, and to build resentment for the fact they are being told to do nothing.

When they finally get to speak, let the court be apprehensive about accepting Parthena's terms. They can explain it to the party, and while they are here, the party will learn about the rebellion more.

Pearlsala Frostbite is a kind leader, and they are loved by all citizens of Eveyore. The party will quickly learn that the municipal building in Faemoor has emotion reading properties. This helps Pearlsala determine if the party is trustworthy. When they decide to trust the party, Pearlsala will offer more information on the rebellion.

HEADED TO FROST CLIFF

Unlike Emperion where the party had no real reason to explore the other towns, Pearlsala will tell the party they get to know Eveyore better to understand what is really going on.

The party will be told if they want to know the rebellion, at the very least they need to make the snowy trip into Frostcliff. They can speak directly to the rebellion here, and will once again be emotionally scanned to see if they are to be given trust worthy information.

Ozulumn Ferren is a Firbolg gentlemen, and the current leader of the rebellion. He will go into great detail with a trustworthy party, and a bit lesser with an undecided one.

Essentially, after being quartered into only this top corner, snowy, nearly uninhabitable portion of Embaron, the Fae are ready for a total change. They want to see the coast again, fly freely over the meadows. It is time they stop accepting a few guarded off acres of wood, and move on to freedom.

The party can make of this however they please depending on how much information they are given. Feel free to improv any future plans, they will all be interrupted in chapter 4 anyways.

PARTHENA'S FIRST JOB

The party will have a lot of info now as they travel to the Above Dark. Handle the travel period the same way you did before, just keep things consistent. There should not be anything too major here, just make sure there is enough combat to warrant a level up.

Remember the existence of the watch towers. You never need to visit them, but they are there for shelter or help. The party need only ask.

This chapter won't end on anything major, just the transition to the next phase. The time they spend in the Above Dark will be start off with a bang instead. Let your players know this ahead of time as they take their level up; and let them know this is when the campaign gets serious. Make sure their notes are in order, and all questions are answered. Level them to 10 before starting chapter 3.

CHAPTER 3 SOLVING THE PUZZLE:



HIS CHAPTER WILL TAKE YOUR PARTY TOWARDS the end of the game. Level them up each time they receive one of the items they are tasked with finding, and when they return to Pelletnose after. They should be level 14 before chapter 4.

After the party makes it to the Above Dark, they will be escorted to the main palace in Pelletnose.

ANY FRIEND, OR EMPLOYEE, OF PARTHENA'S IS A FRIEND; or employee, of mine! Welcome to my humble abode, Pelletnose Capital city.

— Elanore Dryr, to the party

THE CONTENTS OF THE LETTER

Parthena is telling Elanore he adores her and is keeping the page for her. It is almost time to strike, but they will need more resources before moving the army inwards. The page will be used to open a Gate from the Above Dark to Emperion. He knew the only surefire way of transportation was to have this hand delivered, and he was having the party do so in order to use them as the collectors for new materials. The party's contract has physically bound them all to working with him, so they won't be able to do anything unless he deems it fair. Elanore will also be listed as people allowed to command the party.

IF YOU GAVE YOUR PARTY THE PAGE

If, for whatever reason, you have allowed your party to take the page, Parthena will instead have come in contact with his own enhanced Gate scroll. This will function the exact same way.

Now that the party is here, Elanore is going to put them to work. They are going to feel compelled to do so if they start trying to say no. Elanore is going to be giving the party a grocery list. They are going to have to travel to the 2 remaining states of Eradin and Ectelphor, as well as just across the Above Dark. While they may still interact with the world in whatever side quests they have chosen to pursue, Chapter 3 will consist of them needing to get materials.

These are all going to be used in the creation of a magical rifle Parthena wants to build her. The party should NOT be told this. Parthena would have left all this information in the letter as well.

ABOVE DARK

The party will NOT need to cross into the Caves unless you want to derail. Instead, use the map and let the explore around the state. There will be brothels, fight

clubs, gambling rings, and all things nefarious for the party to engage with.

They will quickly learn that Elanore runs her state by a very different set of rules compared to the rest of the country. She is all about fun, simple pleasures, and exerting your abilities over others. Let your party play this out. If they are very easily tempted you can have them get engrossed in the atmosphere. If they are not, have them detest the things going on around them. One way or another, there will be no way to stop it.

When it is time to get down to business, they party will be looking for a plant that only grows in the sun, but in Cavernous soil. This will take them deep into the territory behind the main city of Pelletnose.

Use "Maze" map for them to explore. They will be traversing a rocky ravine to get to this plant, one with mountains so steep and so high they must go through. The top is guarded by aberrations that feast off the plants, so flying will be out of the option.

After collecting the plant, the party will need to go back to Elanore to drop it off and receive their next task. She will be sending them down south to Eradin to scope out the mountain state.

ERADIN

The trip down to Eradin won't take long, but traversing the state will be a rocky adventure. There are no major cities, but a few large towns. Let them explore as per usual. This time around, your party will need to trade with the Dragonborn tribes to get a an ancient scale.

Use theatre of the mind to move them through the Trials of Ternock (Ternock meaning Scale). If they can pass, they will be given a scale and deemed honorary members of the tribe. If they do not, they will have to fight and steal to get a hold of one.

However the party gets their scale, have Elanore send a messenger to them rather than make them go all the way back. Her tressym Patches will deliver a note to the party to tell them they are headed next to Ectelphor to speak to Horogott. He will have their next steps.

CLOSUNI AND THE TRIALS

The Dragonborne are native to Eradin, and have lived here among the Fae for hundreds of years. They believe themselves to be the direct descendants of the Dragons that moved Embaron away from the mainland. Their eldest, Roytun the Allseeing, is an ancient and calm dragon.

They have no issues with the elves, believing they are immigrants they way the Dragons were. Because of this, they share their culture with all who come through, offering the trials to anyone who chooses to engage with their lifestyle.

CHAPTER 3 CONT.

ECTELPHOR

OVER THE LAST FEW HOURS OF YOUR JOURNEY TO *Ectelphor*, mountain tops will spring into view. They get impossibly taller, grander, as you continue on your journey. The mountain gate is guarded by large birds, dwarven ranger squads, and what looks to even be a tamed dragon.

— As the party approaches the gates into Ectelphor

The party will be in awe of the gates to the state if they have never been. As they approach, they will be heralded in by a small group of Dwarves lead by a man named Horogott Metaltooth. This is Elanore's contact.

Horogott will tell the party Elanore has sent them here to find an ore they have been religiously searching for since the founding of the state hundreds of years ago. It's called Gehemite ore, a magical substance rumored to be here in old Fae research texts.

To get the Gehemite, the party will need to head to Site 2, the ore mining facility. They will first be brought to the city of Halsimmeer to gear up. Horogott will provide them with simple gear, but can upgrade it all for a price. If they would like to spend some time around town they may, and can head to Site 2 when they choose.

This should take your party a few sessions to complete. This should be a dungeon full of combat and puzzle encounters. They will be rewarded with the ore when they complete the dungeon, and can either head to the city, or straight to Elanore when they are done.

ELANORE'S CONTACTS

If your party asks, Horogott knows Elanore from a war that happened a very long time ago. A far away continent on the other side of the Mainland was in an inter-country war.

Elanore was apart of that war, but ditched early on. She had decided she no longer wanted to fight for a country so broken, deeming it a lost cause. They can get more information out of Elanore later, but this is all Horogott knows.

Him and Elanore met while the war was happening and they were both fleeing the continent. They both ended up on the Mainland, then left for Caves.

AFTER COLLECTION

After they have collected everything on their list, they will return back to the palace in Pelletnose. This chapter will not end in some massive boss battle combat, but the chapter as a whole has so many large scale battles that they can make up for it there.

The final interaction of the chapter will be the party walking in on Parthena and Elanore discussing their

plans. At this point, they will fully understand the scale of what is going on, and Chapter 4 will start with full scale invasion from the Above Dark on the rest of the country.

From outside the battle room, you hear a passionate plan being set by Elanore, and a voice you have not heard in quite some time.

'The sooner we start, the bigger the surprise' (E)

'Yes but without everything perfectly set,' (P)

'We are out of time for perfection! Eradin has caught our spies, Emperion knows you're working with me; any longer and we lose every tactical advantage we have worked so hard to keep.' (E)

You hear a small pause and footsteps

'Parthena' (E)

'I can't help but recall a time when I was the one making all the plans. Yet here you are now, more capable than I ever was.' (P)

The party will hear the two embrace, and will have the choice to bust the door down, leave and get help, or whatever else they come up with. Regardless of their choices, they will know by now the Above Dark is about to go to war with the rest of Embaron. And they are very likely going to win.

POINT OF NO RETURN

Similarly to a video game checkpoint, this is the last part of the game before things can be done. If you feel compelled to give your players that meta knowledge, let them know now would be their last chance to tie up loose ends.

As soon as they show face in Pelletnose, they are essentially announcing they have the materials. Remind them to think about any relationships, quests, and anything else they may have left out of their journey.

The world is not going to disappear after this, but it will be a relatively straight shot into the endgame from this point on.

DARK BEARER'S ARMS

Firearm, Legendary (requires attunement)

When wielded by a Drow, this ornate look, yet "ordinary" rifle gains magical properties. Make an aimed shot by taking triple disadvantage to deal double damage. Deals 4d12 piercing. Use DEX for modifiers.

CHAPTER 4 WAR IS UPON US:



THE PARTY SHOULD BE LEVEL 14 AT THIS POINT for standard balancing. They should have developed a strong reputation across the country, and they should have a large amount of knowledge on how each state works, all of the governing families, and the business around the country. All that to say,

they can make a very informed decision about what side they plan on taking in this war.

PICKING A SIDE

This chapter will essentially go until the end of the game, and can run as long or short as you please. The party has 3 (technically 4) sides they can join. They can stick with the Above Dark, move to Emperion to warn the government and work with them, or go up to Eveyore to side with the Fae. Their 4th option would be to make their own side, or simply side with them all and play triple agents. It is up to you to pick what you allow the party to do, but it is best to have them choose a concrete side.

Obviously the party will be with Parthena and Elanore when they are first hearing solid plans. Those two would love to have the party around, but if they choose to leave, they will happily break the contract and tell them to go. The biggest downfall of Elanore is her sheer confidence. She truly will believe she has already won this war at the start of it. The party will leave the Above Dark with full knowledge of the plan, and will now need to choose where they want to go first. Remind them their best two options are Eveyore or Emperion.

START OF WAR TIME

There are so many things that can happen at this point in the game. It is so important to not rush things.

Let your players experience what it's like to be a part of a full scale war. Even if some sides are stronger than others, travel, planning, fighting, and negotiating can takes weeks to months.

If your party wants to check in on loved ones, race around and find the best spots, meet with different NPC, LET THEM!

The most important thing to note is that Elanore will win this war if the party does not intervene. She is simply the way overpowered competitor here with Parthena and his business as her right hand. The party joining another side is what gives them the chance of winning.

Do not give your party the win, and do not give them false hope. Make sure they understand in and out of character that not siding with the Above Dark is a suicide mission. Then you can let them fight for their lives.

The party should get one more level up before the war starts, and at least once more during.

ANY OTHER PLAN

If the party doesn't want to side with any of the groups they have met, they can do whatever they please. Keep in mind that the plans below will all be happening whether the party is there or not. So let them do as they wish, and move time along as it is written.

TIME LINE

Everyone's exact date will differ, but it should be well into Harvester or at the start of Slumber by now. Keep that in mind when describing battlefields.

The actual usage of the page will take place exactly 1 week after the party brings Elanore back the materials. This gives your party time to head to where ever they wish to be.

On day 7, Elanore will invade Emperion from the coastline heading inwards. If there is no warning, she will clear up to the Residential City of Embaron on day 1. If there is a warning, it will take a few days. Use the chart below for timing.

War Path Cities Reached	Days Into War	
	With Warning	Without Warning
Dunaheim and Watch	2	1
Residential City	6	3
Agritown and Koldstead	10	7
Baedrum	14	10
Outside Capital Beiora	17	12
Inside Capital Beiora	20	15

During the days of this war you can really just let the party do whatever they please. Whether they want to sit in a planning room all hours of the night, go behind enemy lines, or save people in their backstories, simply just let them.

The war will happen with or without the party. Don't forget that this is hundreds of years in the making. Make sure your party knows this, and that they also know that if they don't want Elanore to win, they NEED to be heavily involved in the other sides' plans.

ROLEPLAYING A WAR

Check in with your players to see what they are and are not comfortable with. The concept of being in a war is a heavy one, and there is no reason to push a boundary with someone for the sake of a game.

Once you know what your players are able to tolerate, you can begin to make these battles as gruesome as you would like. There can be upwards of 3 in game weeks of battling and roleplay. Skip around if your players want, or have them live through every second.

Remember to use any of your own for these battles!

CHAPTER 4 CONT.

SIDING WITH ELANORE

The end game will go by smoothly if the party sides with the Above Dark. Elanore and Parthena have control of an entire unified state's army, donated troops from the rest of the Caves, and all of the assets from Prescott Industries.

With the use of the Wish (or Gate) scroll, the war aspects of the game will be able to move quickly. Essentially, the party will take some time in game to gear up, and train, for the next week before Elanore gives the word to move.

The first day would be the return of the party to Pelletnose. For the next 5, the party can prep to build up their skills before leaving on the 7th day. If they can get 4 out of the 6 tasks done, they can get another level up. The rest of the days can go as follows:

Days 'Til Invasion' By Days Left	Work Load Preparation	DV
6	Gathering Paperwork	Investigation 30
5	Reinforcing Gear	Slight of Hand 30
4	Prepare Horses	Animal Handling 30
3	Training Each Plan	Athletics 30
2	Rest and Recoup	Constitution 30
1	Rally Troops	Performance 30

On the morning of the last day, the party can stand with Elanore and Parthena as they give their final speech before using the page to ride into Emperion. Elanore has chosen to invade from the coast. This gives her seclusion from the central mountain range, and allows the entire state to be hit rather than just the capital building. Elanore also wants to be able to knock out the military forces in Oitrith, so starting at the coast gives them time to mobilize to Emperion.

ELANORE'S WAR EXPERIENCE

In her youth, Elanore bore witness to the horrors of two different wars. One she participated in to free her home city in the caves as a young woman. The second was a few decades later in an old continent to the east of the Mainland.

She had worked hard to help move that war into fruition, and even fell in love with one of the men orchestrating it. As she lost touch with him (as well as her past adventuring party) she realized she had no stake in that war and was simply along for the ride.

During the first moments of downtime after a large battle in one country, she stumbled upon Parthena in a holding facility. They were lovers in their younger years, but the decades apart hit him much harder than her, the ever living elf.

They escaped together, and found their way to Embaron. Though they both had separate goals, they always made time for one another.

This current war is Elanore's way of uniting the two. If she can expand the Above Dark, she can rule from Above, and be with Parthena on the surface.

PUSHING IN

Elanore is very intelligent. Her plans are going to work perfectly if there is no warnings. The starting onslaught will knock out all of the watch tower forces, and enforce a martial law over Dunaheim. She has no intention of hurting innocents if she does not need to.

At this time, Parthena will be headed to Asomore to spread the word, and publicly take Elanore's side. He will be spinning articles about how Elanore is liberating Embaron from the clutches of a 400 year rule by the Beiora's. Many people will not be excited about this, but it will change some people's minds.

PUBLIC IMAGE

The narrative of this war will put Elanore in the position of a liberator. She is freeing the world to work the same way the Above Dark does. Less rules and more pleasure for everyone.

With Parthena at her right hand, she will also get a lot of the public to take her side and jump ship. This gives her a huge future advantage.

Remember that many citizens love the current government, and they came here to escape tyranny. This will not be forgotten, and there will be rebellions all over the country. They will be shut down after the war.

Also after the war will be the wedding of Elanore and Parthena. This again will convince more people to convert to her regime.

Elanore is not a terrible woman, and she will make a kind ruler. But it will take time for the people to see her that way,

The push into Capital Beiora will take some time, but is still moving rapidly due to the surprise they got to act one. The troops will move in two groups. The split will happen after the Residential City is conquered. Elanore wants to attack Agritown and Koldstead at once. This will force troops in Oitrith to notice signs of the attack, and make their way up to Capital Beiora before Elanore gets there.

Because her troops are split, Oitrith will not send their entire fleet out, assuming they can handle what they see and leave the rest to protect Eshvallin. This makes it much easier to take out those troops when they arrive at Baedrum, and the Capital.

It will take time, but Elanore will make it into the Capital Building, take out the remaining families, and take her spot on the throne, with the help of the party.

CHAPTER 4 CONT.

SIDING WITH THE GOVERNMENT

The party will not know this, but they only have one week until the invasion starts on the shores of Emperion. They will need to take this time just to get back; and if they do so with time to spare, convince the government of this threat.

Allow the party to handle this however they like. Let them use their newfound levels and reputation to get a quick audience with the Beiora family. Let them make a persuasion check; or whatever you feel best fits the situation, and then give them an immediate audience. The head of the family, Frinsina Beiora, will speak to them due to the urgency of the situation.

She will actually heed the party's warnings and give the party access to all of the gear imaginable in the government building. Level your party up, and have the Above Dark invade on the 7th day.

NO SURPRISES

Since Elanore does not get the drop on Emperion, follow the other half of the table. Each city will fall, but it will take longer and give the party and the government more time to get stronger.

If you want to stop the push early because the party is just moving so well, go ahead. Keep in mind though, it will feel much more meaningful to let it get to the final battle.

Frinsina and the party will be waiting in the gathering room for Elanore. They can learn that the Beiora family truly does love this country and everything it gave them.

If and when they win, the party will be granted anything they want that the Beiora's can provide. Elanore will try to make her escape, and will sacrifice Parthena if she has to. If the party can get her then let them, but if not, she will live to fight another day, probably somewhere much darker than here.

SIDING WITH THE FAE

Making their way to Eveyore will go way faster than the trip to Emperion. The mindset the party should be in is that this is the single best time for the Fae rebellion to strike. The federal forces will be weakened from all sides, and the party will be the only group of people with all of the information.

Heading to Faemoor or Frost Cliff will be their first ideas. If they want to talk to the rebellion, they should make the trip all the way out to the latter. It will take next to no convincing, and the rest of the state of Eveyore will gladly take their side. This time, have the party and their troops make their way past the Northern Mountain range into whichever city they choose to hit, likely Capital Beiora.

This will go entirely different than the other two, because no intervention from the party means the Fae

would not even attack in the first place. Because they have gone well out of their way to recruit the Fae, they will have their own sort of surprise, and a new set of objectives.

FIGHTING WITH THE FAE

Treat this war with the same schedule as Elanore going in with her surprise attack. Ozulumn Ferren, leader of the rebellion, will want to start their attack with spies to head into each side and figure out the plan. The party will likely spend the first week planning and travelling.

The party will learn the Beiora's have no real plan and are just scappily fighting to survive. They will also learn everything written in the higher sections about Elanore.

From there, they will know not to interact until the siege on Capital Beiora. They can go in stealthily, they can lay siege. Emperion troops will be dwindling, and Elanore's will be tired. It is the perfect time to launch the attack.

END OF BATTLE STATEMENTS

"HUNDREDS OF YEARS IS A LONG TIME. TO LIVE THAT long its nearly impossible to comprehend. Elanore has. As the dust clears around you all, and the sounds of fighting cease, you all stand along side her. It's finally over. The thrown is hers"

— After Elanore Wins

"NOT MANY CAN SAY THE DEFENDED THE HONOR OF A growing nation. Even fewer can say they protected it long enough to establish it amongst the strongest of others. Silence runs over the battlefield, broken only by the sheathing of a blade. Atop the podium walks Frinsina. She clears the debris, fixes her jacket, and pulls out a sheet of parchment paper; ready to get back to work."

— If the Beiora's Retain

"AMONGST THE DUST GLOWS THE WINGS, HORNS, hooves, and auras of people hundreds of years removed from their land. Today, they get it all back. You find yourself amongst a sea of tears, produced by joy in a place produced by control. A new age has him Embaron; and you are all a part of it."

— If the Fae Break Free

CHAPTER 5 EPILOGUE:

IF YOU WOULD LIKE TO PLAY OUT AN EPILOGUE WITH YOUR party you are more than welcome to. Focus on rehashing all of the decisions they made. Make sure they remember the weight of all their choices.

Dive into their personal relationships, and show them the outcomes that could have happened had they not acted the way they did.

If any party members died in the final battles, throw them an elaborate funeral. If people are getting married let their be weddings. You want to have some sort of celebration as one last hurrah with your players.

RAIN OF THE ABOVE DARK

Elanore is not a harsh ruler. She also does not hate her old friends in high places. She will gladly offer jobs to everyone she just fought and beat. Parthena is going to get straight to rebuilding the nation with all of his own materials.

The two will be wed as a part of Elanore's takeover ceremony. People will not all be won over by this new governmental change, but they do love a good celebrity wedding,

The wedding will commence with one of the rail systems being opened early! This new regime wants to usher in a future of togetherness.

All in all this is a good ending. But the Fae will have been forgotten about, and will only be pushed further and further away from the land they once called home.

BEIORA'S RETAIN

The simple answer is nothing changes. Emperion will need time to rebuild, but the party will be taken into the government is they like, and a huge festival will be thrown in their honor.

Again, the Fae will not get the best outcome, but they will still have their protected land. And who knows, maybe one day they will get the chance to strike.

FAE DELIVERANCE

In my opinion, this is the single best ending, The country will be given back to its people and a new era will reign true.

The Fae will use the current set up, try to get more than just elves into power, and push the world along meshing magic and innovation into a calmer, less industrial future.

The party will be able to celebrate, knowing they saved more than just a nation, but an entire species of people.

OTHER ENDINGS

If your party chose to ignore this war, or go about things differently, just give them the ending that suits their needs.

NOTE FROM THE AUTHOR

Thank you all so much for reading, playing, and simply being a part of this world. This is my first ever public campaign, and it has been such a joy and challenge to create this all for you. This story was made purely to give parties the ability to move around an entirely developed world with full freedom.

I will have many more stories to come. My next project will be all about interplanar travel, so stick around on YouTube and other socials to stay up to date. I will see you all in the next game.

-Faith.Wisest

COVER WAS MADE BY ME WITH FREE CANVA ASSETS. AND *finally, a special thank you to Homebrewery for this amazing website and format. I could not have made this project without you~*