Reflections of Fate

A prophecy is given as a city celebrates, while a long-forgotten evil stirs in the shadows...

Written by Sasha Scudder
Illustrated by Sasha Scudder and @shinsyl, @savbakk, and @91939art on Tumblr
TABLE OF CONTENTS

Foreword

Introduction
   Running the Adventure
   Story Overview
   The Chosen Ones

Chapter 1: The Grand Tourney
   The Events
   Competitors
   Mysterious Circumstances
   Fortunes of Fate

Chapter 2: Whispers in the Dark
   Approaching the Palace
   Investigation

Chapter 3: Seek and Find
   The Merchant’s Quarter
   The Waterfront
   The Docks
   The Heights
   The Periphery

Chapter 4: Solaire
   Ivory Towers
      The Great Hall
      The Library
      Divination Classroom
      History Classroom
   Target Acquired

Chapter 5: Heist
   The Trials
      Illusion
      Transmutation
      Abjuration
      Evocation
      Enchantment
      Conjuration
      Necromancy
      Divination
   The Vault

Chapter 6: The Mirrored World
   Requiem
   Champion’s Battle

Epilogue: Coronation
   Bane Defeated: Royal Lineage
   Bane Succeeds: Requiem Reborn

Appendices
   Appendix A: The Asorian Pantheon
   Appendix B: Champion Abilities
   Appendix C: Treasures
   Appendix D: Characters
   Appendix E: Lore

Acknowledgements
Foreword

Hail, and well met, adventurers! Thank you for playing Reflections of Fate, my senior thesis project. In December of 2017, I came up with the story that would eventually become this quest, and it has come leagues since then—crossing genres, platforms, and fictional worlds. I’ve worked hard on this bad boy, but it is far from completion without you: the players and characters that will make this quest into everything I know it can be. I’ve spent so long in this world that I dream about it, but you have fresh eyes and new perspectives that will shape the world into something different each time it is played. The most important part of playing is that you have fun and get to enjoy a unique new adventure with your friends, so, with that, I turn it over into the capable hands of the DM. I sincerely hope you enjoy my world, and I can’t wait to hear what you think. Good luck, heroes!

- Sasha Scudder, December 2018
Introduction

It is early Autumn in the beautiful and prosperous port city of Verchiel, and joyous music fills the colorful streets as, finally, the long-awaited coronation of beloved Prince Malakai approaches. The Kingdom has planned all year for the traditional 7-day festival of food, drink, sport and revelry that leads up to the day of the coronation, and travelers from across the country have come to celebrate. Not all is light and laughter, however, as an ancient power awakens, and new and dangerous magic threatens the city. When the prince mysteriously vanishes, it’s up to a group of unsuspecting adventurers discreetly plucked from the festivities to work together to find him.

Running the Adventure

This quest is for 3-8 characters of levels 5-8. The fewer players you have, the higher level they should be and vice-versa to maintain balance of combat. There are no assigned XP values, so character progression should be story-based, meaning accomplishments and milestones at the DM’s discretion should be used to determine if and when the characters are ready to ascend in level. For example, characters might level up after defeating a powerful enemy or solving a complex mystery.

While this quest book is intended to be used in conjunction with the information located in the Basic Rules, Player’s Handbook, and Dungeon Master’s Guide books, Reflections of Fate is unlike most typical D&D 5e adventure books in that it outlines many things much more strictly and clearly for the Dungeon Master, giving them a bit more of a guided script while still allowing them room to make the world their own and adapt to unforeseen challenges in the story. While it is not intended to be standalone, or usable without any outside knowledge of the game, it is written purposefully so that it is easier for beginner DMs to run a higher-level story.

Story Overview

Reflections of Fate takes place in the land of Asoria, in the capital city of Verchiel. Known for its comfortable climate, colorful buildings, pervasive wine culture, and knowledge of magic, Verchiel is a diverse, inclusive, cultural hub situated between the Cerulean Sea, the Twilight Forest, and the Grey Sentinel Mountains. Verchiel is also home to one of the most renowned Magical Universities in the world: Solaire Academy of the Arcane.

This particular autumn in Verchiel is special, because the time has finally come for Asoria to crown its new king: Prince Malakai. At the tender age of 20, Malakai is already universally beloved by his people, and the city is celebrating the days leading up to his coronation in the traditional Asorian style: a seven-day festival showcasing the best and most treasured parts of the culture.

When he mysteriously disappears after the first night of the festival, it’s up to the Player Characters (PCs) to find and return their prince before the Coronation. Bestowed with the powers of the celestials, the Chosen heroes must explore the city of Verchiel, the famous Solaire Academy, and the mysterious criminal underworld of the Crossfire, investigating these places and the denizens within them.

With the assistance of several allies they can make along the way and no shortage of enemies, the players must uncover the dark history of Asoria and make their way to Requiem—the forgotten city-beneath-the-city. There, they will battle an ancient mage called Mallus Bane, using the knowledge and powers that they have gained along the way. It will take the combined effort of all of their abilities to stop Bane from draining their magic, opening the portal into the mortal realm, and reviving his crusade to conquer Asoria.

The players may succeed in this quest, or they may fail, but one way or another, the Kingdom of Asoria will have a new leader.

The Chosen Ones

The overarching plotline consists of the PCs being Chosen by the celestials as Champions against Mallus Bane, so you must decide which deity each character is going to be Chosen by before the first session. The pantheon of Asoria is completely original, and as such, these particular gods must be used. There are different religions than in the traditional Forgotten Realms, so be sure to keep an eye out for that with players—make sure there are no Clerics worshipping Lathander, for example. The full table of all Asorian Deities is available in Appendix A but note that some of them will not choose Champions. Because of the limited number of deities, there should never be more than 8 players in a game.

Centuries ago, Necromancer Mallus Bane bound the god of Dominion to himself. Corrupted by power, he conquered and enslaved Asoria, using mortal lives to power his magical underground empire. His entire kingdom was banished into a pocket dimension in the mirror world by a powerful mage. Now, nearly a millennium later, Bane has gathered enough power to influence the mind of the young prince. Drawn into the mirror world, it is up to a group of seemingly average adventurers, hand chosen by the celestials and gifted with a portion of their powers, to rescue the prince, save the city, and stop the resurrection of Bane’s tyranny.
Before your first session, have your players send you their character information, including, most importantly, their personality and background. A well-balanced party is essential for a successful game, as the majority of the challenges the adventurers will face require a wealth of abilities and knowledge. Fleshed out and unique character backstories will also help in creating a rich, vivid world that your players can explore.

Based on this information and table below, decide which deity would choose which character, paying close attention to the deity's preferred traits in a champion. After the players receive their powers in Chapter 1, they should begin to slowly manifest their abilities. Detailed descriptions of the gifts each Champion receives are located in Appendix B.

### The Celestials

<table>
<thead>
<tr>
<th>Deity</th>
<th>Domain</th>
<th>Champion Traits</th>
<th>Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sygyn</td>
<td>Protection</td>
<td>Sygyn values the strong who believe it is their duty to protect the weak. Those completely intolerant of injustice, with a protective instinct that burns fiery hot, and a moral code that they will not breach make good candidates for her gifts.</td>
<td>Sygyn will never choose any characters with an evil alignment and rarely those that are true neutral.</td>
</tr>
<tr>
<td>Ulene</td>
<td>Hope</td>
<td>As the most serene of the pantheon, Ulene will choose a Champion that is eloquent, inspirational, optimistic, and naturally helpful.</td>
<td>She prefers those that are good-aligned and has a fondness for bards.</td>
</tr>
<tr>
<td>Haldia</td>
<td>Glory</td>
<td>Haldia seeks a strong Champion with confidence and pride, who rushes into danger, never settles, and has a fierce drive towards victory.</td>
<td>She has a slight distaste for magic, so the Chosen must be a Barbarian, Fighter, Monk, Paladin, Ranger, Rogue, etc.</td>
</tr>
<tr>
<td>Roshnee</td>
<td>Dawn</td>
<td>Pure of heart and righteous of spirit, Roshnee's Champion must be a suitable beacon for her cleansing light. She appreciates those who bear a devotion to the divine already, but more so those that share her distaste for corruption.</td>
<td>Her Champion must not consort with the undead or fiendish beings, ruling out Tieflings and Warlocks.</td>
</tr>
<tr>
<td>Raaris</td>
<td>Knowledge</td>
<td>Those that ask questions and actively seek out answers are the ones that Raaris desires. He searches for the most inquisitive and creative, and those that take the time to think through their decisions before acting.</td>
<td>He will never choose a character with a fondness for deception, or one who is lying about who they are.</td>
</tr>
<tr>
<td>Viris</td>
<td>Time</td>
<td>Viris chooses a champion who does not worry about the future, and lives fully in the present—a trait which she envies.</td>
<td>She takes care to choose a vessel who will use her abilities responsibly, to support their allies rather than manipulating reality.</td>
</tr>
<tr>
<td>Bregen</td>
<td>Nature</td>
<td>Bregen values those that are strong, humble, and nurturing. Those with a protective instinct but without the fire that Sygyn seeks will make good homes for his powers.</td>
<td>He is naturally drawn towards Druids, Rangers, and Earth Genasi, but will not automatically choose them if they aren't the most grounded or the best for him.</td>
</tr>
<tr>
<td>Ilias</td>
<td>Lies</td>
<td>Ever a trickster, Ilias seeks like-minded Champions who value mischief. Perhaps he will choose a thief to bear his powers, but more often than not, he will select whoever has the most to hide.</td>
<td>Ilias prefers chaotic characters and will never choose a character with a lawful alignment.</td>
</tr>
<tr>
<td>Kadiel</td>
<td>Chaos and Order</td>
<td>As Kadiel is arguably the most dangerous celestial, they are reluctant to bestow their powers upon a vessel. Kadiel will choose the PC who is the most level-headed—a diplomat who is able to maintain balance.</td>
<td>Neutral characters are best, and given the danger of their abilities, Kadiel will not select a champion unless either Dhakmos, Viris, or Ulene have also selected one to balance the destruction their own champion may cause.</td>
</tr>
<tr>
<td>Zephixo</td>
<td>Vengeance</td>
<td>While Zephixo seems quite cruel, she will choose the character which most deserves revenge, regardless of their personality. She is eager to enact revenge upon her Chosen’s enemies but saves her Vengeance for those truly deserving of it.</td>
<td>Zephixo will always choose a Champion to get vengeance for the loss of her brother, and she is the only one who must have a Champion in every game.</td>
</tr>
<tr>
<td>Dhakmos</td>
<td>Endings</td>
<td>Dhakmos is the most apathetic of the pantheon and is not quite as picky as the other deities are when it comes to his Champion. He will choose someone responsible, who will not flinch in the face of death. Someone clear-headed and logical in a fight.</td>
<td>Dhakmos has no conditions for who may receive his gift, for no matter good or evil, everything comes to an end.</td>
</tr>
</tbody>
</table>
Chapter 1: The Grand Tourney

From just outside the city gates of Verchiel come the dulcet tones of a cheerful melody and the hustle and bustle of a large crowd. The sun burns bright and high in a boundless, crystal blue sky, flooding a large arena with midday heat. White canvas tents flap in a cool breeze blown in from the Cerulean Sea to the east, and the Grey Sentinel mountains cast towering shadows from the west. Spectators eagerly place bets and buy confections from exotic vendors, and competitors stroll through the crowd in gleaming plate and polished leather. The Grand Tourney has arrived, and people from all over the continent have traveled to take part.

Months ago, when plans for the Coronation Festival were still underway, adventurers, knights, and mercenaries alike across Asoria received invitations to qualifying rounds for the Grand Tourney, and the ones that have made it this far are the best of the best, ready to compete for glory and renown.

The sun is high, and competitors and spectators alike are abuzz with anticipation as the first event of the day quickly approaches. All the competitors are in a tent just outside the arena, awaiting the moment they will be called inside to be presented to the masses.

The crowd roars as the competitors finally step into the arena, equipped in their ceremonial battle regalia, blinking the sunlight and dust from their eyes to look up at the stands that reach towards the sky, benches filled with spectators end-to-end. The competitors stand in line and bow as the judges file onto their platform, high above the ground. The cheering stops as a bard cuts off his jovial playing to announce to the crowd,

“Welcome, honorable competitors, gracious spectators, and esteemed judges, to the commencement of a week of festivity in honor of our good Prince Malakai! To commemorate his ascent to the throne, we celebrate the most favorite traditions of Asoria, beginning with today’s event, the Grand Tourney! The valiant souls standing in the arena beside me will face three challenges, competing for the laurel wreath of the ultimate Champion! Above us stand our four judges, the leader of the Merchant’s Guild, Lady Ines Montserrat, Captain of the Guard, Silas Peregrine, Archmage of Solaire Academy of the Arcane, Calista Xanthus, and the man of honor himself, His Royal Highness, Prince Malakai!”

“No has come the time to meet our competitors. Please rise and state your name and title for the judges.”

After the players introduce their characters, Prince Malakai stands from his seat in the judge’s box, stepping out to address the crowd.

“I thank you all for coming to the festivities! This is a week of celebration, and I hope you will join me in my reverie for the rest of it. Good luck to you, competitors, and have fun! Now, I think we’ve all waited long enough! Without further ado, let the Tournament begin!”

The Events

The Grand Tourney is a test of various skills, and the competitors would have been preparing for it for the many months leading up to the tournament. As such, tell the players what each event entails before starting the first one to give them some time to mentally prepare.

The Race

The first event is a horse race around a track just outside the stadium. Players roll a d20 plus their athletics and animal handling modifiers, and whoever scores the highest wins the race (DM rolls for NPCs).

The Spectacle

The second event is a showcase of a character’s abilities. Players can use any skills or abilities they have to impress the judges, be it making a complex illusion or hitting 3 bullseyes with their bow. One by one, players describe what they perform to impress the judges, making rolls where appropriate, and the other players and DM vote for their favorite(s) at the end, with each person getting two votes. The player with the most votes at the end is the winner.

The Grand Melee

In the final event, all of the competitors come together in the arena for a grand test of fighting skill. Characters may use magical or physical attacks to fight each other, but excessive force is frowned upon. Players are eliminated upon first blood (the loss of 15hp), and the fight continues until the last fighter is crowned the winner.

If any character wins 2/3 of the events, they automatically win the Tourney. After that, the character with the most high-ranking scores wins (i.e. came in 1st, then 4th, then 2nd).
The Competitors

The amount of NPC competitors you choose to put in the Tournament depends entirely on the number of players and the amount of time you are willing to spend on the Tourney. Six total competitors is a safe maximum so that the whole thing doesn't last too long. Be wary about adding more NPCs than there are player characters, as that can lead to a lot of idle time for the players. The following characters can compete in the tournament:

### Ser Damien Quincy
*Medium humanoid (human), lawful good*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>18 (Plate)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>52 (8d8 + 16)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** 16 (+3), **DEX** 11 (+0), **CON** 14 (+2), **INT** 11 (+0), **WIS** 11 (+0), **CHA** 15 (+2)

**Saving Throws** CON +4, WIS +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3

**Brave.** Ser Quincy has advantage on saving throws against being frightened.

**Actions**

**Multiattack.** Ser Quincy makes two melee attacks.

**Greatsword.** **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit** 10 (2d6 + 3) slashing damage.

**Heavy Crossbow.** **Ranged Weapon Attack:** +2 to hit, reach 100/400 ft., one target. **Hit** 5 (1d10) piercing damage.

**Reactions**

**Parry.** Ser Quincy add 2 to his AC against melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

### Vel Craydark
*Medium humanoid (drow), chaotic neutral*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (Studded Leather)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>70 (10d8 + 30)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**STR** 11 (+3), **DEX** 18 (+4), **CON** 16 (+3), **INT** 11 (+0), **WIS** 13 (+1), **CHA** 10 (+0)

**Skills** Acrobatics +6, Perception +5, Stealth +4

**Senses** Darkvision 120 ft., passive Perception 15

**Languages** Common, Elvish, Undercommon

**Challenge** 3

**Fey Ancestry.** Vel has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Lightfooted.** Vel can take the Dash or Disengage action as a bonus action on each of her turns.

**Archers Eye (3/Day).** As a bonus action, Vel can add 1d10 to her next attack or damage roll with a longbow or shortbow.

**Actions**

**Multiattack.** Vel makes two attacks with her longbow.

**Shortsword.** **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit** 7 (1d6 + 4) slashing damage.

**Longbow.** **Ranged Weapon Attack:** +6 to hit, reach 150/600 ft., one target. **Hit** 8 (1d8 + 4) piercing damage.
**Dimm**  
*Medium humanoid (kenku), neutral*

**Armor Class** 15 (Studded Leather)  
**Hit Points** 37 (8d8 + 10)  
**Speed** 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (+0)</td>
<td>16 (+3)</td>
<td>14 (+2)</td>
<td>13 (+1)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Saving Throws**  
DEX +5, INT +3

**Skills** Deception +3, Perception +5, Stealth +6

**Senses** passive Perception 13

**Languages** understands Auran and Common but speaks only through the use of the Mimicry trait

**Challenge** 3

**Ambusher.** During their first turn, Dimm has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit Dimm scores against a surprised creature is a critical hit.

**Evasion.** If Dimm is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

**Mimicry.** Kenku can mimic any sounds they have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

**Actions**

**Multiattack.** Dimm makes two shortsword attacks.

**Shortsword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) slashing damage.

**Light Crossbow.** Ranged Weapon Attack: +6 to hit, reach 80/320 ft., one target. *Hit* 7 (1d8 + 3) piercing damage.

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**Fin Sylvari**  
*Medium humanoid (high elf), lawful neutral*

**Armor Class** 11 (14 with Mage Armor)  
**Hit Points** 49 (9d8 + 5)  
**Speed** 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 (-1)</td>
<td>14 (+2)</td>
<td>11 (+0)</td>
<td>11 (+0)</td>
<td>12 (+1)</td>
<td>18 (+4)</td>
</tr>
</tbody>
</table>

**Saving Throws** WIS +3, CHA +6

**Skills** Arcana +6, History +6

**Condition Immunities** Charmed

**Senses** passive Perception 11

**Languages** Common, Elvish

**Challenge** 3

**Fey Ancestry.** Fin has advantage on saving throws against being charmed, and magic can’t put him to sleep.

**Innate Spellcasting.** Fin’s innate spellcasting ability is Charisma. Fin can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *mage armor* (self only), *silent image*, *speak with animals*, *shield*

1/day: *conjure fey*

**Spellcasting.** Fin is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14 +6 to hit with spell attacks). Fin has the following spells prepared:

Cantrips (at will): *dancing lights*, *eldritch blast*, *mage hand*, *prestidigitation*, *friends*, *minor illusion*

1st-5th level (3 5th-level slots): *blink*, *charm person*, *faerie fire*, *dimension door*, *misty step*, *fear*, *hold monster*, *phantasmal force*, *seeming*, *sleep*

**Actions**

**Quarterstaff.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. *Hit* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

**Reactions**

**Misty Escape (Recharges after a Short or Long Rest).** In response to taking damage, Fin turns invisible and teleports up to 60 ft. to an unoccupied space he can see. He remains invisible until the start of his next turn or until he attacks, makes a damage roll, or casts a spell.
Mysterious Circumstances

At the end of the grand melee, all the competitors are called back into the arena and asked to bow together one last time.

As you lift from your bow, all of you suddenly feel slightly lightheaded, seeing dark spots dancing in front of your eyes. A noise like thunder tears through the cheers of the spectators, sharp and piercing, like knives through your skull. A light whiter and brighter than any you’ve ever seen fills the arena, burning your eyes and leaving you blinded. You feel pain lance through your chest like a branding iron, scorching you from the inside out, your blood boiling within you. The sounds and light crescendo, and for a split second you think maybe you hear a kind whisper, feel a gentle touch against your forehead, but before you can contemplate it, everything goes dark...

The characters open their eyes to a ceiling of canvas and fur-lined cots beneath them. The air smells of medicinal herbs and tingles with an aura of magic. They are in the medic’s tent, several hours after the tournament’s end. They have taken no damage and feel no lingering effects from the event, but they are now imbued with the celestial power of the deity that chose them (although they will not be aware of this).

There is nothing of interest in the tent, and the only occupants are the other players and a nurse, who is making a poultice at a workbench. Asking her what happened will have her explain that, during the bows, there was some great flash of light that left everyone blinded for a few moments, and when it cleared, all of the PCs were unconscious, but everyone else in the arena was fine. The Archmage said that it was a magic anomaly from the elemental barrier she and the other college mages had put up around the arena to protect it from inclement weather, but the nurse isn’t so sure she buys that.

A successful Insight check on the nurse will reveal that she is telling the truth.

Investigation checks will reveal nothing of interest, just a few medicinal herbs and supplies.

Fortunes of Fate

A key event in the first chapter is determining a very important role played by an NPC. “The Harbinger” is the only character that can activate the artifact which will open the portal to Ayna, the mirror dimension, allowing the players to access Requiem and fight Mallus Bane.

When walking back through the festivities on the tourney grounds, the players will be stopped by a fortune teller, who offers to read the party’s future. The characters do not all have to be together, as the prophet can offer her vision to just one of the players. Roll a d8, and the number will correspond to NPCs in a table. The identity of the Harbinger will vary gameplay, as some characters will be more reluctant to help than others, and some may be very difficult to find. Do not reveal the identity of this character to the players until it is revealed within the narrative.

The Fortune Teller

The fortune teller (actually Chip), her face obscured by the shadows in her tent and a heavy cloak, will offer the player(s) a reading of their future, free of charge. Players may choose to refuse the opportunity, but keep in mind that this will make the mystery more difficult for them. You may choose to have Chip give the prophecy anyway, or perhaps have her give it when players meet her later in the game.

In any case, after she begins the reading, she jolts, as if from a shock, and twin pinpoints of white light appear within her hood. A faint hissing sound erupts into a cacophony of whispers as she turns her glowing eyes to the PCs.

“A dirge awakens in the depths, beckoning the border-touched once more. The Chosen will rise before they must descend and meet the Ascendant in the home of his betrayal. The sun rises on a blossom with petals like ink, that will crumble as ash in the shadows of great chains that will stretch from the Horizon.”

“As the sun rises, so must it set. There will come an ally to balance the scales of the coming storm.”

Here is where you must roll to determine which NPC will be playing a pivotal role in your campaign.

She lifts one hand and an orb of shimmering blue light appears in her palm.

“Find the one who can rend through the veil between worlds – cutting at nothingness and tearing it away, revealing shimmering stairs that will lead to your fate...”

Roll a d8 to determine the identity of the Harbinger, and thus, what the fortune teller will say next.

Note: be sure you don’t read out the names of the NPCs—the players have to figure it out themselves!
**Harbinger**

<table>
<thead>
<tr>
<th>NPC</th>
<th>d8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lady Inés Montserrat</td>
<td>1</td>
</tr>
<tr>
<td>Zion Argent/Venin</td>
<td>2</td>
</tr>
<tr>
<td>Rikka Silverbraid</td>
<td>3</td>
</tr>
<tr>
<td>Cyrus Karzoc</td>
<td>4</td>
</tr>
<tr>
<td>Gideon Mirodil</td>
<td>5</td>
</tr>
<tr>
<td>Vel Craydark</td>
<td>6</td>
</tr>
<tr>
<td>Dimm</td>
<td>7</td>
</tr>
<tr>
<td>Rainer Nox/Fable</td>
<td>8</td>
</tr>
</tbody>
</table>

1. (Lady Inés Montserrat)
   “Your key lies atop cerulean blue, behind golden doors, in a sheath of blood red against gold. Seek the snake—the bearer of secrets and silk, the one with four homes and the one with two faces. You will find no favors, but aid for a price.”

2. (Zion Argent)
   “You seek the one with scales like snow. Be cautious and be crafty—the path to his aid is most easily paved with gold, but the best path is sometimes the most difficult. The path through his heart is narrow but the most direct.”

3. (Rikka Silverbraid)
   “I see your ally behind a red door, warm of face but sharp of wit. The hearth is warm, but be wary not to cause offense, or you will be made to face the cold.”

4. (Cyrus Karzoc)
   “Your ally is one of metal wreathed in flame, dear to the heart of the one you can trust. Fear not—when you find her, your ally will be close behind.”

5. (Gideon Mirodil)
   “The one you seek knows the heat of the forge and the smell of ash, has borne the burden of responsibility and felt the pain of loss—but beside calloused fingers lie smooth palms sheathed in violet: you will not find what you expect.”

6. (Vel Craydark)
   “Your ally stands at a crossroads—one path at dawn, and the other at Dusk. You must first guide her into dusk before she will join you in the dawn. She awaits you both beneath and between, under a light that is never lit.”

7. (Dimm)
   “By endless cerulean bounds and on night-colored wings, only the voiceless one can guide you to your destiny.”

8. (Rainer Nox aka "Fable")
   “I see crumbling stone and rotten wood. Among the ruins rests a flower—the one who planted the roots is the one you seek. Watch carefully, for the one you pursue will be watching you in return.”

The magic lights will go out, both in her hand and her eyes, and the fortune teller will slump down, exhausted and shaken. She will quickly excuse herself, closing her tent, and if the PCs try to look for her again, she will have vanished. The sun is setting, but the revelry carries on; perhaps the PCs will participate, or perhaps they will head to their respective homes. No matter what they decide to do, the words of the prophet linger with those who heard them as they fall asleep.
Chapter 2: Whispers in the Dark

It is early the next morning when the letter arrives. A messenger in gold and evergreen arrives to each character at dawn, thrusting a pristine, tightly rolled, cream-colored scroll at them before hurriedly walking away. The parchment is bound with golden thread and sealed with a very distinctive crest—the Morning Rose of Asoria. This letter came from the Royal Palace, of that, there can be no doubt.

In a small, neat hand, the letter reads as follows:

Valiant adventurer,
You are summoned to the palace for a celebration of your efforts in the Grand Tourney yesterday. Members of the Court were duly impressed by your prowess and wish to offer you a reward of considerable sum. Your presence is expected at Cantlyn Keep by the next toll of the clocktower.
Cordially,
Selene Duskhollow, Royal Advisor

The players may be reluctant, but if they do not go to the palace, Silas Peregrine and an unnamed Guard will arrive wherever the player is and forcibly (although politely) escort them to the palace.

Approaching the Palace

The bridge that connects the upper district of Verchiel to the palace is massive; an elegant yet daunting piece of stonework that stretches from cliff to cliff over the vibrant, blue-green waters of the Cerulean Sea. Approaching the tall gates of Cantlyn Keep will reveal that, strangely, they are closed. It is widely known that, for the past several years, Prince Malakai has insisted on keeping them open at all times, to allow his subjects to come and go as they please. Today, the towering, gilded portcullis is down, barring passage to the royal grounds.

As the party approaches the gate, Ser Silas Peregrine, Captain of the Eclipse, Verchiel’s Royal Guard, will fly down towards them from the watchtower, landing gracefully before welcoming the approaching party.

Portraying Silas:

While he is very proper and formal, he is a no-nonsense fellow, and does not care to waste time on too many pleasantries. He can come across as quite gruff. In this moment, he should be tightly wound, as the stress of not knowing where the Prince is would be taking its toll.

He will thank them for their promptness—not that they had much of a choice—and ask them to follow him to the throne room, where Advisor Duskhollow awaits.

If the players are curious as to why the gates are closed, he will lie, saying that they are shut for the duration of the festival for extra security during the coronation. In reality, they are shut as a result of the presumed kidnapping.

Silas will lead the players silently across the main courtyard, and through the large, ornate doors that open into the throne room. Once inside, they will hear the distinctive clank of the doors closing behind them. At the center of the hall stands only one figure, clad in royal blue.

A simple command of ‘leave us’ rings out loudly through the high-ceilinged room, and each guard quickly obeys, leaving the party alone in the room with Silas and the figure, who turns around, revealing herself as none other than Advisor Duskhollow. The imposing Tiefling woman’s brow is pinched as she strides towards the visitors, clearly stressed.

“Thank you so much for coming. I’m afraid I wasn’t entirely honest in my letter...there is no celebration, though your feats in the tourney are certainly deserving of one. Apologies for the deception, but the true purpose of this meeting is a matter of grave importance and utmost secrecy, so I couldn’t risk putting the truth in my message. You see, a...situation has arisen and, truthfully, I am out of my depth.”

Her voice shakes slightly, and she takes a deep breath, composing herself before continuing,

“I need your help, and I have nowhere else to turn. The prince has gone missing.”

She gestures for the players to follow her, and she leads them through the grand, open halls of Cantlyn Keep, offering to explain and answer questions along the way.

“Last night, after the feast, the Prince began behaving “Last night, during the feast, the prince began behaving strangely, looking over his shoulder and mumbling things. I expressed my concern, but he brushed me off, saying that he wasn’t feeling himself. He retired to bed quite early, and the last to see him was the guard posted outside his room. I came to fetch him this morning, and his room was empty, and his bed still made. Nothing seemed to be out of place, but I’ll let you search his room for yourselves and see if you notice anything suspicious. No one saw him leaving the palace grounds, and the guards swear that no one entered or exited his room before I arrived at dawn.”

The above is just a suggestion of what Selene could say. Feel free to paraphrase into something that comes more naturally to you as long as the key information is still included.
She leads the way through mirrored hallways with vaulted ceilings, past lavish living rooms and up spiral staircases to the wing of the palace where the bedrooms are located. She explains that she has come to them because of their performance in the tourney—only experienced adventurers, notorious combatants, and otherwise exceedingly talented individuals were invited to participate in it, and their performances specifically were memorable enough to her that she selected them (if NPCs were participants in the tourney).

If the prince can vanish from within the most well-guarded place in the city, then no one is safe. She worries about the danger that finding Malakai could entail and has turned to them because she knows that they are capable of handling it. The people of the city cannot know, or a panic will ensue, and with the amount of people presently there for the festival, it would be a bloodbath if chaos were to erupt. She would send Silas and the Eclipse out to search for him, but the entirety of the guard sweeping the city is anything but inconspicuous, and the guard is needed to keep order during the festival.

She brings the players to the hallway just outside Malakai’s room, and officially offers them the job of locating and retrieving the prince. If they agree, they are offered not only a total of 500gp (half upfront), but also limited Royal protection, meaning they are granted free access to almost anywhere they wish to investigate, and can be helped out of any minor legal troubles that they get into.

Upon acceptance of the job, the players are given free reign to search Malakai’s room and the rest of the palace for clues—with accompaniment from Silas—and Selene offers to answer any questions they have and give them what little information she knows.

**Investigation**

During this portion of the quest, the players must piece together clues from around Verchiel to try and determine what happened to the prince. Questioning various people in the palace and across the city will be helpful, and each NPC will have different clues or red herrings to reveal, but some may take a bit of persuading before they are willing to give anything of importance away. The Investigation section will read almost like a choose-your-own-adventure book, where different clues will lead you to different locations and people across Verchiel.

PCs can question several people and search various locations across the grounds. The only ones that will reveal significant information are:

- **Selene Duskhollow**, **Silas Peregrine**, **Sky, a maid in the castle**, **Ser Damien Quincy** (only if players return to the palace at night, during his guard shift, otherwise he can be found at the Docks.)

**LOCATIONS:** Malakai’s Room, Malakai’s Study

**Selene Duskhollow**

Players can talk to Selene when she leads them to Malakai’s room, or, if they choose to wait on questioning her, she can be found in the Throne Room.

Information she will give freely:

- There was a guard posted outside Malakai’s room last night, but the man swears he saw no one enter or leave. Selene doesn’t know which guard it was, but Silas would, as the Captain of the Guard.
- Malakai has been acting strangely for a while—not just last night. He seems distracted and has frequently been isolating himself in his room for hours on end.
- He seemed to be working on something, as he kept having books ordered from the Arcane University’s library, and Selene rarely saw him recently without large bundles of parchment covered in what seemed to be extensive notes.

Information she will only give when asked/prompted:

- If Malakai does not return, technically Queen Asrial, the current queen, would remain in power. She is sick, however, and is at the winter palace in the Twilight Forest to recover, so that situation is not ideal. A DC 20 Persuasion check will get her to reveal that the queen isn’t actually ill as the citizens of Verchiel believe—Asrial is convinced that Verchiel is evil, and pretty much refuses to set foot in the city, which she despises. Part of the reason why Selene doesn’t want anyone finding out is because she doesn’t want the queen to know that another of her children has disappeared to the “evils” of Verchiel.
  - If players enquire further: After Queen Asrial there are currently no close, living royal relatives, so a council of prominent political figures would be formed, and there is enough drama among the nobility already. A ruling council would also read as weak to enemies of Asoria and would leave them vulnerable to attack, especially as it was the marriage of Queen Asrial, the elven princess of the Twilight Empire, and King Conradh, the human prince of the Asorian Kingdom, that united the two formerly opposing nations.
- On a DC 14 Persuasion check, Selene will reveal another reason she is so worried, leading the party to Malakai’s Study and revealing the information about Princess Kharis’ disappearance that they can also find out when investigating the study and passing a History check on whether they know anything about the woman in the portrait.

  “The reason I am most concerned is because the mysterious disappearance of an ascending monarch is now becoming a pattern in Verchiel, and, hopefully, you will be able to find out why that is.”
Silas Peregrine

Silas will follow the players wherever they go in the Palace, acting almost like a chaperone. He can be questioned at any time.

- Silas is Malakai’s combat trainer, but Malakai recently put a stop to their morning training sessions without explanation, saying only that he didn’t “have time” for them anymore.
- The last time he saw Malakai was last night, at the banquet, before the prince retired early.
  - He also recalls the prince acting strangely before the banquet.
- There was a guard stationed outside Malakai’s room last night who says he saw nothing. The guard’s name is Damien Quincy (who may have competed in the tournament). Silas refuses to give out any more personal info, as it would be a breach of privacy, but he goes into his office to look at the guard roster, and sees that Ser Quincy is on duty at the palace again tonight, in case the players wish to talk to him.

> If the players want more information after this answer, or if they don’t want to question Silas in the first place, they can attempt to sneak into Silas’ office to look at the guard roster themselves. They can attempt many things; distracting Silas and then sneaking in (stealth DC of the DM’s choice), charming Silas to get him to give them the info, etc. If they succeed, they learn that the guard’s name is Damien Quincy, he lives at the Waterfront, he is on duty at the palace tonight, and he is currently stationed at the Docks. If they fail, Silas will be disappointed or angry and be prepared to put them in jail. Selene will intervene on the player’s behalf and get them out of trouble, but they will have made their way onto Silas’ bad side. > He will have the guards keep a close eye on the players from that point forward, and if any of them set another toe out of line, he will have them thrown in jail.

Players can either appeal to Selene for help (pay a bounty of 50gp) or break their companion out themselves (Fight 1d6 Eclipse guards with the statistics of Knights, which will unfortunately, make them highly wanted by the guards after 24 hours. If they are found on the streets of Verchiel after this point, they will all be taken to jail, and can only be released after a severe penalty of your choosing, for example paying 100gp/person).

Sky, the Servant

Sky is a Tabaxi woman who works in the palace as a maid. She can be found just outside Malakai’s room, polishing the mirrors that span the long hallway.

- When questioned, Sky will claim to know nothing, unless a DC 13 Persuasion or Insight check is passed, in which case she will confess that she thought she saw someone wearing a dark red cloak walking through the halls while she was cleaning the mirrors last night, but when she turned to check, the figure was gone. A few days ago, she saw the reflection of someone she assumes to be the same person (wearing the same dark red cloak) out the window, running towards the gardens. By the time she got to the window to check, they were gone. She thinks they must have gone into one of the buildings down by the gardens on the palace isle.
- Going down to the garden and investigating the buildings along the water will reveal a few broken shards of glass on a DC 12 Investigation check. Higher checks may reveal that the glass is in fact, from a mirror. No one will know anything about these shards except for Juniper Stone, the Divination Professor at Solaire. Presenting the pieces to anyone else will reveal no information, as they are just broken pieces from a regular, non-magical mirror. It takes a very high-level Divination spell to learn anything more from them.

Malakai’s Room

The room is what you would expect for a prince; grand, elegant, and spacious. There is a large, four-poster bed in the center of the wall to the right of the entrance, and opposite the bed is a wall of books, a fireplace, and a sitting area. Directly across from the doorway is a desk against a wall of large windows that look out on the sea and the city.

Sky is a Tabaxi woman who works in the palace as a maid. She can be found just outside Malakai’s room, polishing the mirrors that span the long hallway.

The bed is, as Selene said, still made, and looks as though no one has even touched it. There are no other clues to be found here.
The desk is clean, with only a candle, a quill, and a bottle of ink upon it.

- An investigation check will reveal that the drawers are organized but fairly sparse, with nothing more than parchment, ink, and spare quills – hopefully the players will realize that this does not add up with what Selene said: that Malakai has been working nonstop and had tons of notes.

The sitting area by the fireplace is comfortable and warm, and there are many books in the shelves along the wall. On the mantle of the fireplace are two candles, an ornate clock, and a golden model of a ship.

- On a DC 10 Investigation check, players will notice a piece of balled up parchment in front of one of the bookcases. There are some illegible scribbles written on it.

- On a DC 17 Investigation check, players will notice some scuff marks on the floor where the bookshelf meets the fireplace, like the area is worn from some repeated action.

- A Passive Perception of 14 or more allows players to feel a slight cool draft coming from the wall with the fireplace and bookshelves.

- If the players make an Investigation check to see what books are on the shelves, use a random book title generator, as they are a red herring, and aren’t important.

- The candle on the right of the mantle is a switch and pulling it will cause the right bookshelf to swing open (the cause of the scuff mark) revealing a smaller, secret room.

The shelf creaks open and swings outwards, revealing a small, dark room. The only furniture within is a desk and a chair, but every inch of every possible surface is strewn with papers covered in scrawling notes and drawings. Mysterious symbols, names, and sketches are plastered over the walls and the ceiling, and discarded, balled-up parchment litters the floor. This room is a picture of obsession, of a man driven mad by something. One page stands out among the mess, sitting at the center of the desk on top of piles of notes. A sketch of a star-shaped object is circled in the center of the page and looking around will reveal that this same shape appears on nearly every note across the room.

- DC 12 History checks on the note will reveal that there is writing in Elven, Dwarven, Sylvan, Celestial, Infernal, and Draconic, and what little is legible repeats things like “find it” and “searching.”

- On a DC 20 Arcana or Religion (DC 14 for a Cleric or Paladin character; automatically known for a Cleric of Zalene) check, the star will remind players of the 8-pointed star symbol of Zalene, the goddess of magic.

- On a DC 15 History check made by a PC from Asoria or a religious character, the book title “Asorian Myths and Legends” will be familiar, and the character will know that it tells of the myths of the celestials and the creation of the world, but they won’t know exactly what is relevant about it.

There are no other clues to be found in this room.
MALAKAI’S STUDY

Down the hall is a beautiful study, ornately decorated in warm colors. This is where Prince Malakai dealt with all of his official royal business. There are only official documents and books of little significance in here. Above the fireplace is a large portrait of a half-elven woman with slightly familiar features.

Players can discover this information with a DC 17 History check if they come across this portrait themselves while investigating Malakai’s Study and would plausibly have knowledge of Asorian history OR if they persuade Selene to tell them.

When the players are leaving the palace, Selene will ask if they found anything.

If they show her the note from Malakai’s Room, she will suggest that they ask around about the mysterious object in the sketches. Her advice is to talk to Lady Montserrat, the leader of the Merchant’s Guild and owner of Montserrat Mercantile—a store that is famous for being able to track down any item that a customer desires. She also suggests checking at Solaire, the Arcane Academy, as the mages might know something about it.

If they ask about the book title on the note, she will recommend checking out Le Sablier, a magic shop that specializes in books, spells, and scrolls, and again at Solaire for their massive arcane library.

If they ask about the book title on the note, she will recommend checking out Le Sablier, a magic shop that specializes in books, spells, and scrolls, and again at Solaire for their massive arcane library.

If Silas overhears or is told about the sketch, he will say the following as he escorts the players out of the palace:

“The off-chance that the mages and the merchants don’t have what you seek...you might check with some seedier sources. I’m not proud to say it, but some of the lowlifes in the Crossfire might know something about that little treasure. Be careful, they’re more than just a group of brigands—they’re a complex criminal organization, and they’ve managed to evade the Eclipse for years. I hear they hang around the Periphery if you feel they’re worth investigating.”

With that, he bows, and strides back through the gates before they close behind him.

At this point, the players must decide where they want to search for answers. If they decide to look around the city, either looking for the Crossfire, going to Le Sablier, Montserrat Mercantile, or searching for Ser Quincy, continue to Chapter 3. If they decide to try Solaire, skip to Chapter 4.

The figure in the portrait is Princess Kharis, Prince Malakai’s older sister. Eight years ago, on the eve of her 20th birthday, she vanished. Just as the city had begun to plan her coronation festival, she simply disappeared in the night, never to be seen again. No one had broken in and no ransom was received, and now it has happened again.

- Princess Kharis’ disappearance was not a secret, and the mania that followed the news of her presumed kidnapping lasted months, leading to widespread distrust between Asorian citizens, closed borders for nearly a year, and general chaos wrought by the loss of a leader. There is a statue of her in the Waterfront District where the people of Verchiel still frequently leave flowers.
Chapter 3: Seek and Find


1. The Merchant's Quarter

Through the main gates of Verchiel lies the Merchant's Quarter—home to the majority of commerce and businesses in the city. At the center of the district lies the Azure Plaza, a grand, diamond-shaped court paved with gleaming blue tiles that emulate the colors of the Cerulean Sea visible just beyond.

A. Lagucante House

In the corner of the Merchant's Quarter stands an imposing green building with a golden roof. The sign affixed beside the door reads “Lagucante House: Home of the Merchant's Guild.” A gnomish man with a golden vest and a carefully waxed moustache stands at the door.

Player characters will not be allowed inside the Merchant's Guild unless they are accompanied by a member. The Gnome will stop them and ask for their member pass, turning them away when they don't have it.

B. Montserrat Mercantile

Directly on the Azure Plaza and owned by the charismatic leader of the Merchant's Guild, Monserrat Mercantile is the most popular store in Verchiel for a reason. No matter what it is you desire, Lady Monserrat will find some way to acquire it, and this is her guarantee.

Inside, the store is no less impressive than its reputation, with shelves upon shelves piled high with goods and gadgets of all types. A wood elf woman stands behind the counter, peering at a list through circular spectacles and jotting down notes on a piece of parchment.
This elf is **Meera Calarook**, an employee of Lady Montserrat. She is very friendly and willing to help in any way she can.

- Asking about Ser Damien Quincy will have her reveal that she is a close friend of his sister. She will enquire why the players are looking for him and will need to be convinced that they mean him no harm. She will then reveal that the Quincy siblings live in a green **manor** on the Waterfront.

- If she is shown the sketch, she doesn’t recognize the object in the drawing. Meera thinks Lady Montserrat might know something, but she is in a Merchant’s Guild meeting and won’t be back for several hours.

- If asked about the book, she will check, but will ultimately see that they do not have it in stock. She recommends the PCs try **Le Sablier**, as the store specializes in magical and mythological items, including tomes.

If Lady Montserrat is the Harbinger: Meera will tell the players that she will inform the Lady as soon as her meeting is over, and she is sure that they will be contacted for a meeting before the end of the day.

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**C. Hammer in Hand**

**Natham Wildhand** is a goliath hailing from beyond the Grey Sentinel Mountains and is revered for bringing the unique smithing technique from his homeland to Verchiel. His weapons are renowned for their quality, and Natham is renowned for his ability to drink anyone in the city under the table—something he does often, and loudly. The distinct sounds of a hammer on metal and a plume of smoke in the air clearly indicate the location of the forge, even if it weren’t for the large painting of a hammer on the sign above the door.

Heat leaks from the open entrance, from where Natham himself is clearly visible, pounding glowing-hot metal into shape.

Inside the Smithy is Natham, a towering, muscular man covered in dark tattoos, and his apprentice, a young half-elven girl named **Gideon Mirodil**.

Natham is burly, loud, and, though he means well, is quite full of himself. He cracks jokes and pokes fun but is a generally nice guy.

Gideon is a quiet girl, rather introspective and focused on her work. She is soft-spoken, very polite, and seems very mature for her age of 14.

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**D. Le Sablier**

The quaint and slightly crooked yellow building in the corner of the Merchant’s Quarter radiates a faint, magical aura. Twinkling lights line the doorway, and bundles of herbs hang in the windows. Arcanist **Nimra Celmi** is an avid purveyor of magical goods and knowledge, and frequently travels across the world to find new artifacts, tomes, scrolls, and ingredients with which to stock her store. Her assistant, Fin, is no small talent at Alchemy, and together, they make the finest source of magical information and handiwork in the city outside Solaire itself.

The inside of the shop is warm, and smells of wood smoke and lavender in a very pleasant way. A magical chime sounds when the door is opened, and tiny dancing sprites of light float around the patrons as they enter.

An elven man—**Fin Sylvari**—with soft features and long, golden hair tied up in a messy bun stands behind the counter, grinding something with a mortar and pestle. He looks up when he hears the door chime and greets the players warmly.

Nimra is in the back room of the store but will come out if the players tell Fin they have questions, stating that she can answer them, but her alchemist has a new recipe to perfect. (“Do me a favor and don’t blow it up this time, yeah?”)

- The shop sells the book “**Asorian Myths and Legends**,” and she will gladly sell it to them (5gp), but she doesn’t know too much about religion, so she won’t be able to tell them much about the book besides that it contains the mythology of the Gods.

- If Nimra is shown the sketch, she will immediately note that it looks like some sort of interpretation of the Goddess of Magic’s symbol.
2. The Waterfront

Up a level from the Merchant’s Quarter is the Waterfront, a residential area filled with the most expensive homes in Verchiel. With a magnificent view of both the city and the St. Boussiney Winery across the water, affluent citizens prize their luxurious homes as status symbols among the upper echelons of society.

E. Quincy Manor

This large, green building is the home of the Quincy siblings, whose parents are esteemed merchants currently traveling the world.

Cadence Quincy will be reluctant to talk to the players unless they manage to convince her into talking.

She is easily infatuated, so a strong and attractive character will have better luck earning her trust. Telling her you’re on official palace business and showing her the royal seal will also get her to trust you.

Upon convincing her that you mean her and Damien no harm, she’ll tell you Damien’s schedule.

If it is afternoon, you may talk to Damien, himself, here.

3. The Docks

The lowest level of the city stands even with the water and is host to all of Verchiel’s international trade. The homes here are small, colorful and affordable, so a great deal of the city’s population lives here.

Ser Damien Quincy

Ser Quincy was stationed outside the prince’s room last night. He can be found at the Docks by the stairs that lead up to the Merchant’s Quarter. He will be here until midday, at which point he will go home, and then head for the Palace once the sun sets, so keep a general eye on how much the players do before they get around to finding Damien.

He can be tracked down in many ways: a spell, sneaking the information from Silas’ office, asking other guards where he might be, Meera Calarook or Rikka Silverbraid telling the players where he lives, getting his sister to reveal where he’s stationed, or paying Fable or another member of the Crossfire to find out his location.

- Swears no one entered or left Malakai’s Room between the prince going in last night and Selene entering this morning.
- DC 15 Persuasion check: The prince was acting more than a little strange. Damien could hear Malakai talking to himself in his room for a while after he entered but stopped around midnight and was silent for the rest of the night. Damien says the prince seemed... unwell. Malakai reminded him a bit of the princess before she disappeared.
- If the players pass a very high Persuasion check, or use a spell like Charm Person on him, Damien can nervously reveal that, when he was still training to become a knight, he was infatuated with the princess, but she never returned his feelings, so they remained friends. The last time he saw her before her disappearance, he came into her room to talk to her, and could only see her from behind, sitting in front of the mirror, brushing her hair. She didn’t say anything to him, and he got worried. He walked over to her and she was staring at her reflection and not reacting to him at all, until finally the reflection looked up at him with glowing eyes and smiled. He ran out of the room, and three days later, she had disappeared.
- The same DC 15 Persuasion check can have him reveal the same information as Sky, if she was not questioned, leading the characters to the mirror shards another way. The only difference is that he saw the mysterious figures in the mirrors while standing watch, not cleaning.

F. The Smashed Lantern

Beneath the palace bridge, built half into the face of the cliff the Heights are built upon, is a crooked building with a red roof. A broken lamp hangs above the door, next to a wooden sign engraved with a carving of a flagon. Jaunty music, cheerful voices, and muffled laughter drift from cracks in the windows, and a soft amber light pours from within. Owned by the amiable Kieran Calarook, The Smashed Lantern Tavern is a local favorite among the citizens of the Docks district.

Kieran is inside, behind the bar, and willing to answer any questions the players have.

If they ask about the Crossfire, he’ll refuse to say anything, saying instead “We’re on the border of the Periphery, you think we don’t get enough rumors that we’re a Crossfire pub? I can promise you—we have nothing to do with them.”

Vel Craydark loiters outside, and the patrons within the pub include Rainer Nox, a half-drow man who is wearing a hooded cloak, sitting in a dark corner, and watching the characters. Players with a Passive Perception above 15 will notice him. When the party leaves, he will follow them out of the tavern and stop them outside.

“Now, what are fine upstanding citizens like yourselves doing looking for a bunch of ruffians like the Crossfire? What do they have that you need, hm?”

If the players tell Rainer why they’re looking for the Crossfire, he’ll think for a moment and then tell them to come to House #12 (where The Amalthea is located) in the Periphery at dusk.

If the players are confused by this, he’ll laugh.

“You wanted to find the Crossfire, kids. Well, the Crossfire just found you. You’ll want to be on time.”

He turns, walking back to the door into the tavern, pausing just before disappearing inside.

“Oh, and thanks for the drink.” He holds up a small coin purse, tossing it the air and then catching it, shooting the party a wink before letting the door close behind him.

One of the players should notice that they are missing 10gp. If they go back to the tavern to look for him, he has vanished, and no one saw anyone by his description.
The Heights

G. The Foxtail Inn
Perhaps as famous for its owner as it is for its drinks, the Foxtail Inn is another staple of Verchiel, and the most common place for visitors to stay. Rikka Silverbraid is the owner—a halfling woman with a tongue harsher than the liquor she serves. Behave and pay your tab, and you’ll be fine, but she doesn’t hesitate to kick troublemakers out of her establishment, and you best not forget it.

Inside the Foxtail, Rikka Silverbraid stands behind the bar, with a dark braid hanging over her shoulder and a cloth tucked in her belt. A large, silver dragonborn man stands at the door—Rikka’s bouncer—and the bard who was the announcer at the tournament plays his lute on a small stage in the corner. As soon as she sees the party, Rikka flashes them a big smile.

“What can I get ya, my dears? We’ve got plenty of ale, a house-made honey mead if ya feel like somethin’ sweet, or I just got a new shipment of barrels in from St. Boussiney—finest wine in the kingdom.”

Rikka will be plenty helpful as long as characters are not rowdy, rude, offensive or disruptive. If the players start a fight or cause a scene, she will kick them out, and maybe even ban them, depending on the severity of their misdeeds.

She loves to gossip, and knows almost everything about everyone, so she can be asked about the location of almost any NPC. She will make players buy something before she agrees to chat, however.

- If asked about the Crossfire, she will say: “Why would I know anythin’ about a bunch o’ lowlifes like them? If you need somethin’ from that lot, you’re better off just throwin’ your gold in the sea. Everythin’ has a price to them, so I’d seek answers somewhere else.”

- If shown the sketch, she will get contemplative: “I’m not sure why, but…I feel like I’ve seen that somewhere before? Gimme a moment…” She walks into a door behind the counter and is gone for several minutes before returning with a large, purple book in her hands. She plops it down on the counter in front of you. “There. Knew I recognized it.” The title of the book reads “Principles of Magic,” and just below that is an outline of an 8-pointed star that looks very similar to Malakai’s sketch.

- If asked about Damien Quincy, she will talk about what a sweet girl his sister is, if a little dense. Cadence has a crush on Duncan (the bard), who is an “absolute ponce” in Rikka’s words, as his musical abilities give him an inflated ego, so he’s the world’s most insufferable flirt. The Quincy family are aristocrats and wealthy merchants, and the siblings’ parents have houses all across Asoria. Cadence and Damien live in “that big ol’ manor at the Waterfront—the green one”—that their parents gave to them before they left on their most recent expedition.

If the players decide to speak with the bard, Duncan Delacroix, he will enquire after their health because of the whole ordeal at the end of the tournament, and then brush them off. Duncan is vain, and kind of a pompous prick.

The bouncer is Zion Argent, a tough, stoic, aloof, and occasionally reckless young dragonborn who moonlights as an assassin for the Crossfire. He is the one that will physically eject the PCs if Rikka so desires.

H. Mirodil Residence
This medium-sized, cream-colored house is home to the Mirodil family—Fabian, a widower, and his two children, Drake and Gideon.

Fabian and Drake will always be home, while Gideon apprentices for the local blacksmith and is at The Hammer and Hand during the daytime. Fabian is very protective of his daughter, who is something of a smiting prodigy, so if Gideon is the Harbinger, he will be highly unwilling to allow her to help the party unless they can guarantee her safety.

5. The Periphery
The Periphery is considered the slums of the city and is home to crumbling houses and no small amount of crime. Most will tell you that there is nothing of importance here, but for those who know what to look for, it is the best spot in the city.

I. The Amalthea
Tucked away in the corner of the city, in the crumbling remains of an abandoned house, beneath rubble and dust, is a small painting of a white and red Morning Rose, skewered with a crossbow bolt. A keen eye will recognize the etchings in the stone of the mountain behind the building for what they are—a sliding window.

If one of your players has a background as a criminal and wishes to be from Verchiel, they could be a member of the Crossfire, making this section significantly easier for them. Their boss might give them a discount on their information, or they may not even need to call a Triumvirate meeting to purchase the information they desire. If the player does not wish to be a member of the Crossfire, this section should be significantly more difficult for them, as the gang doesn’t look kindly upon “rogue agents.”

The Amalthea is the hidden tavern/headquarters of the Crossfire, built into the cliff that the Heights are built on, accessible only through an abandoned house in the Periphery and a secret entrance outside the city walls.

Players will only be able to access the Amalthea/will only know about it if they are accompanied or informed by a member of the Crossfire and will only be allowed in if they call a meeting of the Triumvirate—the leaders of the gang.

(Zion Argent, Harmony Cane, Lady Inés Montserrat, Rainer Nox, or a suitable NPC or PC of the DM’s choice can arrange such a meeting)
If the players have a member call a Triumvirate meeting, upon arrival, they will be asked for the name of the member who called the meeting and the password they were given. They will then be brought to a meeting with the three leaders of the Triumvirate, who will grant them information in exchange for gold.

Through the dark, stone hallways lies a large, central chamber, lit by warm lantern light. A table sits at the center of the room, where three figures sit, awaiting you. The Triumvirate; the three most powerful members of the Crossfire, that united the thieves, smugglers, and assassins of the city under their rule, into one organized, deadly institution.

The leader of the smugglers is known as ‘Visage’ – a woman with long, golden hair tied into a tail at the top of her head, a crimson mask covering the lower half of her face, her hands folded neatly in her lap as sharp eyes survey the room.

The commander of the thieves is ‘Fable’ – a man wearing black leather, a mask around his eyes, and an exceedingly low-cut shirt, leaning back casually in his chair, his legs crossed and propped up on the table before him as he sips from a silver flagon.

Finally, the third member and ruler of the assassins, ‘Reaper’ – a woman dressed in all black, long sleeves and coattails draped elegantly around her as black smoke leaks from her eyes to hide her features and she inspects her nails with disinterest.

**Portraying the Triumvirate:**

*Visage* is Lady Montserrat, but the criminal identity allows her to show more of her true persona: calculating, persuasive, intimidating, and seductive. She is the most prim and proper of the three.

*Fable* is Rainer Nox, and is a charmer, a flirt, and a rugged, sarcastic, know-it-all who can’t take anything seriously. He’s confident and casual, and a remarkably talented thief.

*Reaper* is Isadore Caligari, stoic, almost emotionless, and aloof. She does not speak during the meeting, unless she is annoyed or exceedingly bored. If asked any of the questions directly she will simply answer, unimpressed: “My art is death, not gossip.”

The Triumvirate will know the following information for the following prices:

- (Fable) The location of Damien Quincy – 10gp
- (Visage) About the sketch: They aren’t sure exactly what the item is, but it’s definitely a powerful artifact, and the mages at Solaire were interested in it several years ago, sending a liaison to see if the Crossfire would help them acquire it (ultimately, the Crossfire decided not to help, as the risks were higher than the Triumvirate of the time was willing to take) - 50gp
- (Visage) About potential information on the sketch: there is a vault beneath Solaire that holds some of the most powerful artifacts in the world—if they did succeed in acquiring it, it would be there – 50gp
- (Fable) The Vault is rumored to be guarded with magical puzzles—one for each school of magic—cast by the most powerful mages - 300gp
- If you ask about the book title, Fable will just say “Why would we know anything about that? We’re criminals, not a damn library.”
Chapter 4: Solaire

You turn your sights across the harbor, where the afternoon rays of the sun glint golden-red against gleaming, pearly spires that reach for the clouds. Solaire Academy of the Arcane, the most renowned magical university in the world, stands glorious and intimidating, built into the face of a mountain beside the city. A staircase of white marble leads to glowing, golden gates, which legend says will only open for the worthy.

Each stair you climb brings you closer to Solaire, the very atmosphere changing around you as though you are entering an entirely separate dimension. You stop in awe before the massive gates, to take in the sheer scale of the shimmering towers. Tiny motes of magic light dance through the air, and foreign wildlife chirps in the gardens around you. The aura of magic in this place is so thick that you can hear it, tinkling almost like music in the air.

A groaning metallic note breaks through your fascination, and you all look up to see luminous golden gates swinging open at your presence, beckoning you forward, as if saying... "Welcome to Solaire."

Ivory Towers

The layout of Solaire is unique among not only the other buildings in the city, but also other magic schools. The central tower is the largest and contains many of the communal areas of the school. The tours that surround it, connected by shining sky bridges, are smaller, and house living areas and other accommodations. The campus is surrounded by gardens on various levels of the mountain, and several watch towers keep vigil over the lush and resplendent grounds.
Inside the gates, just outside the entrance to the main tower, stands a tall woman with billowing, cream-colored robes. Her dark skin is in stark contrast with the long, gleaming, white hair that falls down her back, braided in an intricate crown on the top of her head. She smiles lightly at the players as they approach.

"Hello. We’ve been expecting you. Please, follow me."

As she leads them into the building, the woman will introduce herself as Calista Xanthus, Archmage of Solaire. She knows who the characters are (even if they attempt to somehow disguise themselves), and why they are here, and says she will be glad to help them in any way she can. They are free to roam the grounds, use Academy resources, attend classes—whatever they need.

The Great Hall

With a flick of the Archmage’s wrist, the massive, deep blue doors of the central tower swing open, revealing a spacious hall. The ceiling seems to be leagues high, extending to the peak of the tower, and a beam of brilliant light stretches from the skylight to the floor in the center of the room. Tables stretch from wall to wall, and mages wearing cloaks bearing golden suns mill throughout the massive space.

Calista will bring them into the Great Hall, where she tells them her "brightest pupil" will meet them to show the PCs around. She laments that she cannot do it herself, but, unfortunately, her job is keeping her very busy today. Calista takes her leave, walking to the center of the hall, into the beam of light, and waves a hand, which causes the Energy Path (a form of magical teleportation) to open, transporting her to her office at the very top of the tower, which Chip can explain.

After a few in-game minutes, Chip will arrive in the Great Hall with Cyrus.

Upon seeing the players, Chip’s eyes will flash, and she will bow momentarily, before shaking her head and looking confused as to why she did that. She introduces herself, Cy, and Lucky, the cat-like spirit that follows her around after she accidentally conjured it a few years ago.

Portraying Chip:

Elsbeth Wood, more commonly known by her nickname, "Chip"—given to her for her notoriously chipper attitude—is a senior conjuration apprentice and general mischief-maker.

A young human woman of about 19, she has heterochromatic eyes and extremely pink hair. She can always be found with Lucky, the cat-like spirit that is sitting on her shoulder when she arrives.

Goofy, smart, slightly awkward, endearing, and chaotically clumsy, she's a magic prodigy who is known for her (mostly harmless) magical accidents, like summoning Lucky and turning her hair pink.

She loves learning new things—especially the ones she isn’t supposed to know—so she is always eager to help the PCs out with their quest is endlessly fascinating for the excitable young mage. She is sure to be an invaluable asset as the players prepare to complete the final chapters.

(An illustration of Chip can be found on pg. 23)

She will explain that the Archmage asked her to be their guide and will offer to help the characters in any way she can.

• If the players decide not to tell her the specifics of their investigation, Chip will casually reveal the fact that she is fully aware of the prince’s disappearance. She will sheepishly smile, admitting that she gets visions…and that she was the Fortune Teller at the festival.

• If the players wish to talk more about the prophecy, she will suggest they go somewhere more secluded and bring them to the Library.

• If Chip is asked about the book or the sketch, she will suggest speaking to the Librarian or the Arcane History Professor, as they should both have significant knowledge on the subjects.

If the players are very stumped here, Chip can help them unpack the prophecy. She can function as a sort of encyclopedia of any information they don’t figure out themselves, as her magic teachings and prophetic visions can explain why she may know something the players don’t.
The Library

Across a sky bridge and in a tower just off the Great Hall lies the fabled Library of Solaire. Five stories high, with floor-to-ceiling bookshelves, the selection of tomes and tales seems almost infinite. Books fly through the air from shelf, to mage, to shelf again, conducted like an orchestra by a woman who stands in the center of the room.

The woman moving the books around is Aki Stone, the air genasi Librarian. Her magical knowledge is extensive, so she can answer many questions that the players might have about many different topics.

Aki can offer the following information freely if asked:

The Celestials:

- The deities that Asorians worship are not technically "gods" as they are commonly referred to, but actually a long-lived, advanced race called celestials, and they exist on another plane that is parallel to the mortal one.
- If the players have not found it already, Aki will give them the Asorian Myths and Legends book (and can tell them any of the information contained within)
- The goddess of magic, Zalene’s first daughter was called Kalliste, the goddess of fate.
- The celestials have been known to occasionally select Champions—mortals who would be granted small measures of celestial power for a purpose of great importance.
- The most famous of these Champions was Sygyn, Champion of Haldia, goddess of Glory. The headstrong and brave young woman caught the eye of the goddess, who granted her the power to defend her home from those who would harm it. Abandoned in cowardice during the battle, Sygyn valiantly fought the tide of enemies alone, but was eventually felled while trying to protect the innocent. The young Haldia, whose heart had been captured by the warrior, was distraught over Sygyn’s death, and begged Zalene (magic) and Viris (time) to bring her back. They refused, unwilling to risk upsetting the delicate Balance of the world, but Roshnee (dawn), moved by the mortal’s sacrifice and the love in Haldia’s heart, brought Sygyn back as the goddess of Protection.
- Another famous Champion was Mallus Bane, Champion of Zakris, the god of dominion. He led the celestial’s armies into battle for many years, some legends even say that he was the only mortal Zakris viewed as worthy of any power at all.

If players bring up the magical anomaly from the end of the Tournament, Aki will remark that it sounds vaguely familiar. She will search through some books, and then tell the players that there is a very old, damaged manuscript that says something about Champions and "great white light," "burning pain," and "a new strength," which should help clue the players in to their status as newly-minted celestial Champions.

The Royal Family

- Asoria and the elven Twilight Kingdom were at war for many years, but the countries were joined under one banner when the human Prince Conradh fell in love with the elven Princess Asrial (Malakai and Kharis’ parents).
- The queen had both of her children in Horizon Manor, the royal family’s summer palace near the St. Boussiney Winery.
- King Conradh died at sea when Malakai was 6 and Kharis was 14.
- Malakai and Kharis both studied with private tutors from Solaire. They were gifted mages that displayed a surprising amount of power at a young age.
- Princess Kharis was a very gifted empath and was always very in touch with emotions—both her own and those of others.
- The princess disappeared the night of her 18th birthday and was never found. No ransom was asked, and no kidnappers came forward. To this day, she is presumed dead.

The Other Realm

Aki can reveal the bare minimum of information about the god of Dominion’s legendary sanctuary, but she will suggest that players speak to Professor Stormscythe, the Arcane History professor, for more detailed information.
**Divination Classroom**

At the top of one of the many towers of Solaire lies the Divination classroom, a hall with a glass ceiling to allow a view of the sky. A gentle white light illuminates a space filled with plush rugs, colorful floor cushions, and velvet couches. The light in the classroom has a truesight effect, and when players enter the space, small, glowing symbols will appear somewhere on their bodies—the symbols of their respective gods.

If the players do not come here on their own and have yet to come to the conclusion that they have been Chosen, Chip can start to piece it together for them and bring them here, revealing the symbols.

The Divination Professor, a powerful seer named Juniper Stone, can reveal that Malakai broke the mirror in the gardens not too long ago after he saw something in it that scared him (if the mirror shards are brought to her).

**History Classroom**

Professor Ghimlen Stormscythe will be having office hours, and be working with students on some homework, but will be willing to answer many questions about Zalak and Requiem.

- Zakris, the god of Dominion, created a massive underground city called Requiem to shelter his most devoted followers. It was actually located below where Verchiel now stands, and is technically still in the same spot, just in a different plane.
- Requiem itself was rumored to be so powerful that, when it had sufficient power, Zalak was essentially immortal while there.
- Scholars have speculated that ‘Zalak’ was more of a title, and not the true name of the mage who betrayed Zakris. Old texts mention that Zalak was ‘the worthy one,’ leading researchers to believe that he may have in fact been Mallus Bane, the Champion of Zakris, and not just a priest.
- Legend says that centuries ago, a famous prophet visited Solaire, and upon arriving in the city, was struck by a vision so powerful and so clear that he painted it so that it would never be forgotten. Ghimlen has the painting (it is one of his prized possessions) and will roughly translate the script on it as “Only the Harbinger may open Ayna.”
- The painting depicts Horizon Manor, the site where Requiem was originally banished into Ayna, and the location of the main portal, but Ghimlen does not know this, nor what the painting is supposed to be of.
- The important info that can be gleaned from the painting is the title “Harbinger,” and the fact that Requiem can only be accessed through a reflection.
- To help with the latter, Ghimlen, Chip, or Cy can mention that they had played around with ancient text in class and figured out that Ayna roughly translates to ‘mirror.’
Target Acquired

When the players feel that they have gathered enough information, they should go over it with Chip. You can have her reveal any key information that the players have yet to put together, if you wish, but you ultimately decide how much you want your players to know going into the final few chapters!

The more they know, the easier it will be when they face Mallus Bane in Requiem, but perhaps you want to make this difficult for your players. For instance, the sooner they know about their Champion powers and are able to use them, the easier things like the Vault will be, but you can hold out on revealing that bit of information until they go through the portal to Requiem (though at that point they will find out, no matter what).

Key information Chip can help reveal if the players have not pieced it together themselves:

- It seems to Chip that the seal between the mirror realm (Ayna) and the mortal realm (Khara) is becoming weakened by something on the other side. The prophecy suggests that it is the players’ job to stop the barrier from breaking down completely.

- If Malakai was looking for the Star of Kalliste, which opens the portal to Requiem, then odds are, that is where he—or at least some information about him—is.

- To access Ayna/Requiem/the mirror realm, the players must use the Star of Kalliste, but it can only be activated by a chosen one, referred to as “The Harbinger.”

- Chip’s earlier prophecy spoke of the Harbinger, and she can give some hints as to where or who the person she was referring to might be.

Once the players determine what they need to do, they must figure out how to find the Vault. Students will not know, and professors will refuse to say, so while they go recruit the Harbinger’s help, Chip will figure out how to access it.

- The Energy Path at the center of the Great Hall can be reversed, which will teleport players into the Vault. Chip will cast the spell that reverses the Path in the middle of the night after the players gather everything they need for the heist and subsequent boss fight.

- If the players fail in acquiring the Harbinger’s help, Chip thinks she can enchant an item with the Harbinger’s blood, allowing the players to trick the Star momentarily into thinking they are the Harbinger, but she isn’t sure it will work (it will).

- Lucky—Chip’s cat spirit—has the ability to teleport himself and one person, but only if he knows exactly where to go. He is magically bound to his collar to help him maintain corporeal form, so he always knows where it is, and can teleport to its location. To get the Harbinger into the vault without having them do the fighting through the dungeon, Chip has the PCs take Lucky’s collar, and he then teleports the Harbinger to the location of his collar when the players give a signal using an enchanted coin.

- If the players wish to bring the Harbinger through the vault’s trials with them, Chip will argue firmly against it, as they need to assure the Harbinger’s safety in order to access Ayna.

Once everything is in order and the party has their plan in place to take on Mallus Bane, they can begin their trek into the Vault in the bowels of Solaire.
**Chapter 5: Heist**

Once the players have traveled through the Energy Path in the dead of night, they must get through several trials before they reach the Vault itself—one for each of the eight schools of magic.

**The Trials**

When the light from the Energy Path clears, you find yourselves in a large, circular room, the size of the hall you just left in the tower above. The walls and floor are stone, and the light is dim, illuminating 7 doors. There is nothing else in the room.

No two doors may be opened at the same time—all players should go through the same door at the same time. Once the players have entered a room, they will not be able to leave it until they complete its trial. Players should not know which school of magic any given trial represents unless they use something like *detect magic*.

Upon completing any room, the players will exit back into the main chamber, and the door to the room they just completed will be gone. Only once all 7 challenges are completed will the archway to the vault appear.

Feel free to modify the number of doors that must be completed to fit your playstyle!

---

**Door 1 – Illusion**

A massive *illusory dragon* stands in this room. Make players roll initiative, but all attacks miss. Players must make an Intelligence check of 15 to realize it is an Illusion, and that they can just walk past it to the door behind it.

Roll a d6 to determine the dragon's damage type.

<table>
<thead>
<tr>
<th>d6</th>
<th>Damage Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Acid</td>
</tr>
<tr>
<td>2</td>
<td>Cold</td>
</tr>
<tr>
<td>3</td>
<td>Fire</td>
</tr>
<tr>
<td>4</td>
<td>Necrotic</td>
</tr>
<tr>
<td>5</td>
<td>Lightning</td>
</tr>
<tr>
<td>6</td>
<td>Poison</td>
</tr>
</tbody>
</table>

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**Door 2 – Transmutation**

Players walk through the door and enter a long, grey hallway, approx. 40ft long, with a door at the end. There are statues lining the walls, of stone figures clutching large swords, their heads lowered.

Walking down the hallway will cause the Sentries to come to life. There are 8 in total, and they will awaken as players pass them, meaning it is theoretically possible to make a break for it past the statues. Exiting the door at the end of the hallway leads them back to the first room.

---

**Sentry**

*Large construct, unaligned*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>18 (Natural Armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>33 (6d8 + 6)</td>
</tr>
<tr>
<td>Speed</td>
<td>25 ft.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 (+2)</td>
<td>11 (+0)</td>
<td>16 (+3)</td>
<td>1 (-5)</td>
<td>3 (-4)</td>
<td>1 (-5)</td>
</tr>
</tbody>
</table>

**Damage Resistances** Poison, Psychic

**Damage Immunities** Poison, Psychic

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Blindside 60 ft. (blind beyond this radius), Passive Perception 6

**Languages** --

**Challenge** 2

**Antimagic Susceptibility.** The Sentry is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sentry must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the Sentry remains motionless, it is indistinguishable from a normal statue.

**Actions**

**Multiattack.** The Sentry makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

---

**Door 3 – Abjuration + Evocation**

Upon walking through the door, players will see a table with two hand-held mirrors—one silver, one gold—on it. When both mirrors are picked up, the party is split, with half the players being transported to the Evocation room (gold), and the other half to the Abjuration room (silver).
The mirrors must be picked up by two different characters as they are a means of contact between the two groups (If one character lifts a mirror, they will be unable to lift the other while they still hold the first).

If the party is uneven, it is best to send the majority to the Evocation room.

**Abjuration**

Half of the party appears in a large, square room that appears to be empty. The floor is made up of square tiles that make a 9x10 grid across the floor.

This room is actually a maze with invisible walls that cause 1d4 Force damage if they are bumped into. The players in this room are given a blank image of the grid, while players in the Evocation room have a drawing of only the solution.

Players may only look at the images related to the room they are in and cannot exchange images with the other half of the party.

The players in the Evocation room must guide the other group through the maze by directing them along the path of the solution, but also by helping them break the 4 elemental barriers in the room. One of the buttons in the Evocation room allows the players to funnel an elemental attack into the maze, and the appropriate element/damage type must be used to disable each barrier that characters in the Abjuration room happen upon.

**Elemental Barriers**

<table>
<thead>
<tr>
<th>Barrier Type</th>
<th>Weakness</th>
</tr>
</thead>
<tbody>
<tr>
<td>Silver (Metal)</td>
<td>Acid</td>
</tr>
<tr>
<td>Blue (Ice)</td>
<td>Fire</td>
</tr>
<tr>
<td>Orange (Fire)</td>
<td>Wind or Cold</td>
</tr>
<tr>
<td>Green (Nature)</td>
<td>Fire or Lightning</td>
</tr>
</tbody>
</table>

You do not need to keep track of hit points for the barrier: if it is hit by (one of) the opposing element(s), it will instantly be destroyed, allowing the party to access to the rest of the maze.

There is an online companion minigame [HERE](#) that should help players piece together the layout of the maze.

Next to the exit is a lever that, when pulled, will stop the elemental attacks and conjure an exit door in the Evocation room, and unlock the door that leads out of the Abjuration room.

**Evocation**

Half of the group is transported to a 20 x 20ft. cave-like room. There are four pedestals with buttons on them in the center of the chamber. Against one wall is a carving of the solution to the maze located in the Abjuration room, and on the opposite wall is a sculpture of a large, stone lion’s head with an open mouth.
Every few minutes, the eyes of the lion will light up, indicating an incoming elemental attack that will be blasted through its mouth as if it were exhaling *Dragon’s Breath*. The notable difference from the spell lies in the types of attacks, as they should cycle (in an order of your choice) through acid, cold, fire, lightning, and an intense gust of wind with an effect similar to *warding wind*.

The elemental attacks will not stop until the players in the Abjuration room reach the end of the maze and flip the lever located there.

**Maze Solution**

The lion’s eyes will glow green for acid, blue for cold, orange for fire, purple for lightning, and white for wind.

The buttons on the pedestals all have different effects to help the players combat the constant attacks. When any of the buttons are pushed, their ability lasts until the lion’s next attack unless otherwise specified.

**Button 1**
The next elemental blast from the lion’s head is blasted into the maze/Abjuration room instead.

**Button 2**
Conjures a *wall of water* in front of the PCs.

- Characters behind this wall are immune to fire attacks and have advantage against acid attacks.
- Players close to the wall of water during a lightning attack take double damage.
- The wall has no effect against wind attacks, and players behind it will get wet, causing them to take half damage on future fire attacks, but double damage on future lightning and cold attacks.
- If the wall is summoned before the lion’s head exhales cold damage, the wall freezes into a wall of ice that has an AC of 5, 15 hit points, and will remain until it is destroyed. An ice wall is vulnerable to fire damage and immune to cold.

**Button 3**
Sends a blast of fire through the room along the walls.

- Players standing too close to the walls make Dexterity saving throws to minimize fire damage.
- When this button is active, players take double damage from fire attacks, have advantage against cold attacks, and take 2d6 fire damage on a wind attack as the fire is blown towards them.

**Button 4**
Creates a metal shield that blocks half of the room.

- If the players are behind this shield, they will be unaffected by acid, wind, and cold attacks, have advantage against fire attacks, and disadvantage against lightning attacks.

When the lever at the end of the maze is pressed, the elemental attacks will stop in the Evocation room, and a door will appear in both rooms that leads back to the main chamber.

**Door 4 - Enchantment**
Through this door is a room of sand-colored stone. On the opposite wall is a large, wooden door decorated with ornate, gilded details. There are five egg-shaped indentations at the center of the door, and in the center of the room is a long table with five identically-shaped gemstones on it.

The players must place the gemstones into the door in the correct order, but each gem is enchanted and will have 3 effects when picked up by a player: a clue to the puzzle, an enchantment that will affect how the player holding it can communicate, and an inability to put the gem down until the puzzle is solved.

If there are less than 5 players, characters will be able to pick up a second stone after placing the first one somewhere in the door.

When a player picks up a gem, give them their clue and enchantment privately, so the other players do not know what it is, forcing the group to work together to solve the puzzle.

**Ruby**
Clue: “Blue lies on my left.”
Enchantment: While holding this gem, a character can only speak in questions.

**Emerald**
Clue: “I must be on one of the ends.”
Enchantment: While holding this gem, a character can only speak in the affirmative (yes, for sure, absolutely, etc.)

**Sapphire**
Clue: “The white gem is not beside me.”
Enchantment: All words spoken by a character who is holding this gem must begin with a vowel.
Amethyst
Clue: “I cannot be on the end.”
Enchantment: Anyone holding this gem can only speak in lies.

Diamond
Clue: “The purple gem is my neighbor.”
Enchantment: Characters holding this gem can only speak in the negative (no, definitely not, no way, etc.)

The gems belong in the following order: S, R, A, D, E

Once the gems are in the correct order, the door unlocks, and players can go through it to return to the main chamber.

Door 5 - Conjuration
This room is completely empty, save for a stone pedestal at the center with one small object atop it: a 10-sided die.
Players must roll the d10, and whatever is rolled is conjured to be fought, and the exit door will only appear once the creature is defeated.

<table>
<thead>
<tr>
<th>d10</th>
<th>Creature</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ettin</td>
</tr>
<tr>
<td>2</td>
<td>Bugbear</td>
</tr>
<tr>
<td>3</td>
<td>Banshee</td>
</tr>
<tr>
<td>4</td>
<td>Assassin</td>
</tr>
<tr>
<td>5</td>
<td>Air Elemental</td>
</tr>
<tr>
<td>6</td>
<td>Allosaurus</td>
</tr>
<tr>
<td>7</td>
<td>Medusa</td>
</tr>
<tr>
<td>8</td>
<td>Troll</td>
</tr>
<tr>
<td>9</td>
<td>Clay Golem</td>
</tr>
<tr>
<td>10</td>
<td>Erinyes</td>
</tr>
</tbody>
</table>

Door 6 - Necromancy
Through this door is a small room with a table at the center. On the table are tarot cards face down, the same amount as there are players. A note is engraved on the table: “One Each.”

Each player must randomly draw a card to determine their role in the upcoming game and are unable to reveal the content of the card or their identity to each other. Once each of the players has a card, there is a flash of light, and the characters find themselves sitting at the table without access to any of their equipment, spells, or abilities. One of the PC’s has become possessed, and a modified game of Mafia begins for the other players to guess who it is.

Try to discourage players from using Insight checks, their Deception skill, etc. This minigame functions as a break from D&D mechanics, allowing players to play together in a different way.

The tarot cards are as follows:

In every game, the Devil and the Hierophant must be present, but the rest of the cards are more flexible and can be played in any combination.

1. All players close their eyes.
2. The Devil opens their eyes and may find out the tarot card of one other player. They then close their eyes again.
3. The Hanged Man opens their eyes and may find out the tarot card of one other player. They then close their eyes again.
4. The Wheel of Fortune opens their eyes and chooses two characters. Their tarot cards and roles are then switched. The Wheel of Fortune may not look at the cards or know the character’s roles. They then close their eyes again.
5. Everyone opens their eyes and begins their debate on who they believe has the Devil card. All players may say something, but no players may show their card to anyone else.
6. After a few minutes of discussion, the players must vote on who the Hierophant should Purify. The character with the most votes is ‘purified,’ being cleansed of possession if they were, in fact, the Devil, or taking 5d6 Necrotic damage if they had any other card. Either way, the game is completed, the possessed character returns to normal, and the players are teleported back to the central room (with all their gear returned).

This game is based on One Night Ultimate Werewolf. For more detailed rules and to learn more about the game, check out their pdf here!

The Devil is inspired by the Werewolves, although they have the ability of the Seer. The Wheel of Fortune is kindred to the Troublemaker, the Hanged Man is the Seer, and The World is a Villager.
Door 7 – Divination
When players walk through this door, they are all separated, and each arrive in what appears to be a black room with a mirror in it. Have each player roll a d4 and then an Intelligence check to see what the mirror reveals to them.

If you want to make this challenge shorter, consider having all the players enter a room with only one mirror in it, and make it so that not every character has to have a vision. For example, a party of five might enter the room, but only three of the characters have to experience visions before the party can leave.

The d4 determines what type of vision they see in the mirror:

<table>
<thead>
<tr>
<th>d4</th>
<th>Vision Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Character’s deepest, most honest desire</td>
</tr>
<tr>
<td>2</td>
<td>Character’s greatest fear</td>
</tr>
<tr>
<td>3</td>
<td>A memory of the past</td>
</tr>
<tr>
<td>4</td>
<td>A vision of the future</td>
</tr>
</tbody>
</table>

The Intelligence check determines the clarity of the vision, meaning the higher the roll, the clearer and more detailed the vision will be, while low rolls make for vague and confusing pictures.

When the visions are complete, the characters will see a door that leads back to the main chamber.

The Vault
Only once the players have gone through each door (which will disappear from the main room after they clear them) will they come back into the main room to see that the doors have been replaced with a large archway that leads into the Vault.

Back in the chamber you are now so familiar with stands a new feature; a large, golden archway leading into a room that you can already see is filled with treasures.

Within the vault you can see gilded furniture, armor, artwork, and piles upon piles of gold. You take note of a pedestal against the opposite wall, an ornate mirror in the center of the room, and a mysterious pile of assorted items to the left of the entrance that seem to almost glow, beckoning you towards them.

Players will be immediately magically drawn to the pile of treasures, from which they should take their respective artifact as dictated by their deity (located in Appendix C). They will know the name of their weapons and objects instinctively upon contact and will feel a surge of power as they are instantly attuned to the items.

Once they have all gotten their relics, the party can then explore anything else they want within the room. Feel free to be creative with what else is in the vault—magic items, objects relevant to player backstories, cursed objects, etc.

Resting on the pedestal at the far side of the room is the Star of Kalliste. When the players summon the Harbinger or use the blood method, whoever is activating the star will know instinctively what to do. Their eyes will light up upon touching it before it floats out of their hands to hover in front of them, glowing brightly. There will be a massive flash of white light, and when it clears, the surface of the ornate mirror will appear as though it has turned to luminous, white liquid. This is the portal to Requiem. If the Harbinger opened the portal, they will point towards the mirror and disappear in a flash of white light as the portal closes behind the final character to go through it. If a PC opened the portal, they will be the last to enter the mirror.

When the PCs step through the glowing surface of the mirror, they will be temporarily brought into a sort of limbo that glows with warm light. In this liminal space, characters will feel the comforting presence of their respective celestials, who will fully heal the Champions (as though they have taken a long rest) and grant them the knowledge of their Ultimate abilities, if applicable.

Finally, the celestials will warn the PCs of the danger that awaits them in Requiem, advising them to stay alert, work together, and give Mallus Bane all they’ve got, because they are in for one hell of a fight.
Chapter 6: The Mirrored World

On the other side of the portal awaits a cavernous space, with walls made of dark rock that reaches hundreds and thousands of feet high, where a sliver of light peeks through cracks in the stone at the top. A gloomy, black fog clings to the crags above and the ground below, creating a stifling silence that hangs heavy over the underground city. While the area is mainly lit by warmly glowing torches that line the cliffs, a strange, bright light illuminates in rhythmic pulses, seeming to come from the walls themselves.

Requiem is massive—across from the portal is a canyon that stretches into the distance, and there seem to be chambers that extend off of it in all directions. Were it aboveground, it would certainly dwarf most cities in Asoria.

Carved into the base of the bluffs that make up the gorge are what appear to have once been buildings, now long-abandoned and some crumbling with age. At the far end of the canyon is a faint, golden glow that stands out in the dark cave system.

The walls of the cavern are covered floor to ceiling in strange indentations, in which vaguely humanoid forms reside. Closer inspection will reveal what at first might look like a suit of armor but is actually the husk of an Automaton that has yet to be activated. It is roughly the shape of a human man but is not connected at the torso or most of the joints. These empty spaces will fill with magic once activated.

The Automatons will not activate unless Mallus Bane uses a Legendary Action to do so.

Requiem

The canyon is approx. the size of a football field (around 300 ft long and 160 ft wide) and the mirror portal is located roughly at the center. On one end of the gorge is the golden light that the characters can see in the distance—this is a slightly raised, trapezoidal, golden platform. On it are two 20ft tall golden towers etched in runes, and between the two towers is a golden throne, on which sits Prince Malakai. He is shackled to the throne and surrounded by a magic barrier that is unbreakable until the towers are disabled. He is unconscious, his eyes glowing light blue while the towers drain his magic, in tendrils that travel through the engravings before pumping through the walls of Requiem like blood through veins.

On the opposite side of the canyon, mirroring her brother on a silver throne, is Princess Kharis. Her platform will be hovering 100ft in the air when players arrive, and as soon as any character sets foot on Malakai’s platform, his will begin to rise as well. Once Mallus Bane arrives, one of the platforms will lower, and then the two will begin to alternate between hovering 100ft in the air and resting on the ground. Roll 1d4 to determine how many rounds the platforms will stay in position before switching.

Quick Recap:
- Mallus Bane was the Champion of Zakris, the god of Dominion. He earned Zakris’ trust and then betrayed him, using a complex and risky binding ritual to try and take the gods’ powers. It wasn’t 100% successful, but Bane still succeeded in making himself the most powerful mortal. He took the name ‘Zalak’ as a symbol of his new status as a ‘demigod.’
- Bane can see the mortal plane through any mirror, and he used that ability to keep himself up to date with what was happening in Verchiel over the centuries.
- He manipulated Kharis and Malakai into coming to Requiem so that he could drain their magic and return to the mortal world.
- He has been waiting for the players a long time—he hoped they wouldn't come to Requiem (as that is the only place he can be killed), but knew that they would, as he has been watching them through mirrors in the city. His plan is to drain the royal siblings’ power to rejuvenate Requiem, and then take all of the PC’s powers as well to increase his strength.
- Bane can’t die within Requiem, because as long as it is powered, it will sustain him. The only way to kill him permanently is by freeing both Kharis and Malakai so that he is cut off from his source of immortality.

e.g. If you roll a 3, the silver platform will remain on the ground and the golden platform in the air for three full rounds before switching, at which point gold will be on the ground and silver in the air for 3 rounds, etc.

After a character has stepped onto Malakai’s platform, Bane will begin to reveal himself. Players with a high enough Passive Perception will notice that the mist has begun to move slowly to the center of the gorge. As players watch, the black mist will swirl, coalescing into a humanoid shape that then abruptly turns into a very normal-looking human man—Mallus Bane.

He technically lost his human form when he merged with Zakris, but he can use his magic to keep his old appearance. This means that the more magic he uses, the more his form will fall apart, cracking and leaking black mist until he eventually dissolves back into mist.
**Champion’s Battle**

Bane is willing to talk to the characters and explain almost everything—he is a classic villain who loves to monologue—but is easily bored and will attack as soon as he is no longer entertained.

Mallus Bane is incredibly powerful, and as such, it is important that the players work together to defeat him. Depending on your group's level, this encounter could very well mean a brush with death for the PC's, so there is a sort of 'failsafe' option if you want to boost the party's chances:

When things are looking dire for the players, the Archmage can astral project to Requiem, revealing herself as the goddess Zalene, expressing her faith in them, and healing them for a value of your choice, e.g. half their hit points.

When combat starts, don’t hold back! The danger is part of what makes the boss fight so exciting and nerve-wracking, so don’t be afraid to use those big, bad high-level spells to make your players work for their victory!
**Requiem Automaton**

*Medium construct, lawful evil*

**Armor Class 17**

**Hit Points 45 (5d8 + 10)**

**Speed 30ft.**

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<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 (+2)</td>
<td>11 (+0)</td>
<td>14 (+2)</td>
<td>7 (-2)</td>
<td>8 (-1)</td>
<td>7 (-2)</td>
</tr>
</tbody>
</table>

**Damage Vulnerabilities**: Acid

**Damage Resistances**: Cold

**Damage Immunities**: Lightning, Poison

**Condition Immunities**: Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses**: Blindsight 60 ft. (blind beyond this radius), Passive Perception 13

**Languages**: Common (understands but cannot speak)

**Challenge**: 4

---

**Antimagic Susceptibility.** If the Automaton is being powered by Bane’s magic, it is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the automaton must succeed on a Constitution saving throw against the caster’s spell save DC or fall unconscious for 1 minute. If the Automaton is powered by a mortal life, this effect is negated.

**Undead Inside.** If the Automaton is being powered by mortal life, it is vulnerable to radiant damage.

---

**Actions**

**Multiattack.** The Automaton makes two melee attacks or uses Shocking Bolt twice.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) slashing damage.

**Shocking Bolt.** *Ranged Spell Attack:* +4 to hit (with advantage on the attack roll if the target is wearing armor made of metal), range 60 ft., one target. *Hit* 8 (3d4) lightning damage.
Mallus Bane
Medium unknown, chaotic evil

Armor Class 17 (Natural Armor)
Hit Points 140 (18d8 + 54)
Speed 30ft.

STR  DEX  CON  INT  WIS  CHA
11 (+0)  16 (+3)  16 (+3)  20 (+5)  14 (+2)  16 (+3)

Saving Throws CON +8, INT +10, WIS +7
Skills Arcana +12, History +12, Insight +9, Perception +9
Damage Resistances Cold, Lightning, Necrotic, Radiant
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision, Truesight 120ft., Passive Perception 19
Languages All, Telepathy
Challenge 16

Legendary Resistance (3/Day). If Bane fails a saving throw, he can choose to succeed instead.

Deathless. As technically both undead and celestial, Bane has resistance to both Radiant and Necrotic Damage.

Divine Presence. Any creature of Bane’s choice that starts its turn within 30 feet of him and can see him must succeed on a DC 17 Wisdom saving throw or become stunned by his celestial aura. A stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself if successful. If a target’s saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Song of Domination. Any creature within 10 feet of Bane that isn’t protected by a mind blank spell hears in its mind the screams of the thousands of people Bane has killed and enslaved. As a bonus action, Bane can force all creatures that can hear the screams to make a DC 16 Wisdom saving throw. Each creature takes 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting. Mallus Bane is a 19th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +10 to hit with spell attacks). Bane has the spells located on the list below prepared.

Cantrip (at will): mage hand, prestidigitation, ray of frost
1st level (4 slots): inflict wounds, detect magic, shield, thunderwave
2nd level (3 slots): enthrall, detect thoughts, hold person, mirror image
3rd level (3 slots): fear, counterspell, dispel magic, lightning bolt
4th level (3 slots): blight, compulsion
5th level (3 slots): dominate person, antilife shell
6th level (1 slot): mass suggestion, globe of invulnerability
7th level (1 slots): finger of death, forcecage
8th level (1 slots): maddening darkness, power word stun

Legendary Actions
Mallus Bane can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bane regains spent legendary actions at the start of his turn.

Cantrip. Bane casts a cantrip.

Dominion. Bane calls forth 1d4 Requiem Automatons, imbuing them with a portion of his own magic. The constructs awaken and join the initiative order for 1 minute, or until they are disabled.

Mist Form (Costs 2 Actions). Bane vanishes, dispersing himself into the mist that lingers around the city. Bane can end this effect at the start of any of his turns, becoming corporeal once more and appearing in any location he chooses within Requiem. While dispersed, Bane regains 1d8 hit points per round of combat, but can’t take any actions other than lair actions, and can’t be targeted by attacks, spells, or other effects. Bane can’t use this ability outside Requiem, nor can he use this ability if another creature is using a control weather spell or similar magic to combat the mist.

Soul Smith (Costs 3 Actions). If a creature within 60 ft. of him is reduced to 0 Hit Points, Bane can attempt to bind the mortal’s soul to an automaton. The creature must make a DC 10 Wisdom saving throw, or be instantly killed, awakening one Requiem Automaton with the loss of their life. This creature cannot be resurrected until the automaton is killed. The automaton has the stats of a Requiem Automaton, but has 75 Hit Points and joins the Initiative order at the bottom.

Lair and Lair Actions
Requiem. As Requiem was originally created by Zakris, the god of dominion, as a haven for his followers, Bane has complete control over it since absorbing Zakris' powers.

Despite being mostly abandoned for centuries, Requiem appears as though in its full glory, rejuvenated by the empathic magic being drained from Princess Kharis. Hundreds of thousands of dormant automatons line the walls of the underground cave system, ready to serve their master as soon as they are empowered, either by Bane’s own magic (temporary) or the sacrifice of a mortal life (permanent).

Lair Actions. On initiative count 20 (losing initiative ties), Bane can take a lair action to cause one of the following magical effects; he can’t use the same effect two rounds in a row:

-Bane rolls a d8 and regains a spell slot of that level or lower. If he has no spent spell slots of that level or lower, nothing happens.

-Bane takes control of the mists in Requiem, as if casting fog cloud with a range of 100ft. All creatures in the area are blinded.
Epilogue: Coronation

Mallus Bane is no small challenge, even for characters with divine abilities, so it is entirely possible that they may not be able to defeat him. Players can improve their chances of success by learning as much as they can about their enemy and Requiem and making sure they understand their own abilities.

The final showdown between Bane and the characters determines the fate of Asoria and the end of the adventure.

Bane Succeeds: Requiem Reborn

Unable to defeat the demigod Zalak, the characters will be stuck in Requiem while Mallus Bane carries out the rest of his plan. Those that did not perish fighting against him will trap within mirrors, intent to eventually drain the divine magic from them before turning them into automatons. Pleased with his success, Bane will continue draining Kharis and Malakai until Requiem is infused with enough of Zalene’s magic that he is able to break her seal on the mirror realm. With his main opposition out of the way, he begins his conquest, and the remaining party members can do little else but watch from their shimmering prisons as the shackles of Dominion descend on Asoria. This battle may be lost, but it is up to them to decide if this war can still be won.

Bane Defeated: Royal Lineage

When Bane is reduced to 0 hit points, he reverts to his mist form and will regain 1d10 hit points per minute as Requiem heals him. As soon as Kharis and Malakai are freed from their magical, power-draining thrones, Bane will lose this immortality effect, and can be truly killed, his mist completely dissipating. When he dies, Requiem, which is tied to his life force, will begin to collapse, large chunks of stone falling from the ceiling and automatons falling from their alcoves on the walls. Just as things begin to look dire, a great, silver portal will appear, stretching from floor-to-ceiling against one of the canyon walls.

When players step through it, read the following:

When the light around you clears, you find yourself in front of a large, cream-colored manor with a reflecting pool on the ground in front of it. Floating just above the water is Calista Xanthus, Archmage of Solaire, her already-silver eyes shining blindingly bright and her white hair floating around her. With a wave of glowing hands, the portal behind you evaporates, and the Archmage floats gently to the ground in front of you. Something about her is different now, as though you can’t stop looking at her despite the fact that it almost hurts to. She smiles softly, hair still billowing as if in a breeze you cannot feel, and though she doesn’t speak, you can hear the words in your mind: “Well done.”

Calista explains that she is, or at least, was once, the goddess of Magic, Zalene.

Centuries ago, when she returned to Khara, the mortal plane on the behest of Aria Solaris, to banish Mallus Bane and Requiem to Ayna, the mirror realm, she merged her powers with the young mage in order to do it. The myth in Asorian Myths and Legends is mostly true, as, while Aria didn’t die to save the world, she did sacrifice her mortal life by merging with Zalene, like what Mallus Bane did with Zakris, only it was a mutual partnership rather than a forced binding, making her much more powerful.

The process changed both of them, creating someone who is essentially a new person, both celestial and mortal. She named her new form Calista after her daughter, Kalliste, and had vowed to stay in this world until Zalak was destroyed and Zakris was freed, which is now accomplished, thanks to the PCs. Now that her mission is complete, she could return to the celestial plane, but has decided to stay, at least for long enough to see Chip graduate and become an incredible young mage.

As a reward for their success, the celestials decide to let the players keep their powers and weapons until they have need of new champions.

The city will rejoice at the return of the lost princess, but Malakai will go through with his coronation and become king, as Kharis needs some time to recover after being drained for 8 years, and she wants to get to know her city and her people again before can lead them.

Thrilled by their success, Selene rewards the players with their gold and also the option to become Asorian nobility if they so desire.

The rays of the sun shine warmly down on the beautiful coronation at the end of the week, and Kharis holds her brother’s hand as the crown is placed on his head. You all watch from the front row of the audience, and as the new king sits on the throne for the first time, he shoots you a grateful wink, while the small marks on your chests warm with what feels like pride.

END.
### Deities

<table>
<thead>
<tr>
<th>Deity</th>
<th>Alignment</th>
<th>Suggested Domain/s</th>
<th>Symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sygyn, goddess of protection</td>
<td>LG</td>
<td>Protection, War, Solidarity</td>
<td>Shield encircled by a red braid</td>
</tr>
<tr>
<td>Ulene, goddess of hope</td>
<td>NG</td>
<td>Light, Life, Solidarity</td>
<td>Hands cupped around a sprouting seed</td>
</tr>
<tr>
<td>Roshnee, goddess of the dawn</td>
<td>LN</td>
<td>Light, Forge</td>
<td>Rising sun surrounded by stars</td>
</tr>
<tr>
<td>Haldia, goddess of glory</td>
<td>CN</td>
<td>War, Light, Strength</td>
<td>Flaming sword in a laurel wreath</td>
</tr>
<tr>
<td>Zalene, goddess of magic</td>
<td>N</td>
<td>Arcana, Knowledge</td>
<td>Eight-pointed star</td>
</tr>
<tr>
<td>Raaris, god of knowledge</td>
<td>N</td>
<td>Knowledge</td>
<td>Open eye within a book</td>
</tr>
<tr>
<td>Viris, goddess of time</td>
<td>N</td>
<td>Knowledge, Life, Death</td>
<td>Hourglass or a circle with a figure eight within it</td>
</tr>
<tr>
<td>Bregen, god of nature</td>
<td>N</td>
<td>Nature</td>
<td>A circle of woven, thorny vines</td>
</tr>
<tr>
<td>Ilias, god of lies</td>
<td>CN</td>
<td>Trickery</td>
<td>Smiling lips sown shut</td>
</tr>
<tr>
<td>Roan, god of flame</td>
<td>CN</td>
<td>Tempest, Light</td>
<td>A golden sun on a silver coin</td>
</tr>
<tr>
<td>Cato, god of frost</td>
<td>LN</td>
<td>Tempest, Nature</td>
<td>A silver snowflake on a golden coin</td>
</tr>
<tr>
<td>Kadiel, the two-faced goddess of order and chaos</td>
<td>LG/CE</td>
<td>Life, Death, War, Trickery, Order, Zeal</td>
<td>Two eyes, one white and one black, or a white palm with a black dagger impaled in it</td>
</tr>
<tr>
<td>Zephixo, goddess of vengeance</td>
<td>CE</td>
<td>War, Zeal</td>
<td>White gauntlet dripping with blood</td>
</tr>
<tr>
<td>Zakris, god of dominion</td>
<td>LE</td>
<td>Ambition, War, Order</td>
<td>Shackles or a sword wrapped in a chain</td>
</tr>
<tr>
<td>Dhakmos, god of endings</td>
<td>NE</td>
<td>Death, Grave</td>
<td>An ouroboros or burnt out candle</td>
</tr>
</tbody>
</table>

*APPENDICES | THE ASORIAN PANTEON*
Appendix B: Champion Abilities

After the characters are given their powers, they should begin to slowly manifest new abilities and side effects, and it is up to you, as the DM, to decide at what pace. Not every Champion will receive the same number of new abilities, but they should be balanced in terms of power level by the drawbacks associated with each set of abilities. Every character will receive some form of side-effect, but not all of them are necessarily negative. The gifts associated with each deity can be divided roughly into four categories: Simple Abilities, Boosts and Bonuses, Relic Boons, or Ultimates. Not every character will have abilities in every category, and few will have all four.

Simple Abilities are typically the first gifts to manifest in a Champion, and are usually Cantrips or 1st-level spells that can be cast at will. When having a PC manifest their first ability, it is best to have them use their power accidentally, in a moment of emotion or weakness associated with their deity. (For example, Zephixo's Champion accidentally casting Hellish Rebuke after taking a lot of damage from a merciless attacker.)

Boosts and Bonuses are innate abilities that characters receive after being chosen, including Damage Bonuses, Proficiencies, Resistances, and more. Characters should start to manifest these more slowly, but these are easier to introduce into gameplay. Eg. Roshnee's Champion is hit by an attack that causes radiant damage, but instead of taking the expected HP loss, they are unaffected.

Relic Boons are abilities that are granted or bolstered when in possession of the respective deity's magical artifact. These artifacts are discovered in Chapter 5, and are outlined in detail in Appendix C.

Ultimates are the final and most powerful type of gift that a Champion may receive. Ultimates vary in terms of strength. Some characters' Ultimates are so powerful that they will only get one other ability, while other characters will have several boosts and abilities, but no Ultimate. These should only be revealed or discovered just before the final battle, at which point using them may be the only way to prevail.

Sygyn's Champion
As a Champion of Protection, you gain the following features:

Abilities
When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Boosts
+20 to HP

Relic
Keeper's Bastion

Ultimate
N/A

Ulene's Champion
As a Champion of Hope, you gain the following features:

Abilities
Cast Bless at will

Boosts
Immunity to being frightened

Relic
Faithful Lariat

Ultimate
Cast Aura of Purity once/day

Haldia's Champion
As a Champion of Glory, you gain the following features:

Abilities
N/A

Boosts

Relic
Rapture

Ultimate
N/A

Roshnee's Champion
As a Champion of the Dawn, you gain the following features:

Abilities
Cast Light at will

Boosts
Immunity to radiant damage
Vulnerability to necrotic damage

Relic
Sunshard

Ultimate
Cast Sunbeam once/day

Viris' Champion
As a Champion of Time, you gain the following features:

Abilities
N/A

Boosts
+5 to movement speed
**Relic**

**Oracle**

**Ultimate**

Cast *Time Stop* once only

**Raaris' Champion**

As a Champion of Knowledge, you gain the following features:

**Abilities**

N/A

**Boosts**

Proficiency and advantage on Insight, History, and Investigation checks

**Relic**

*Oblivion Eye*

**Ultimate**

Cast *Legend Lore* once/day

**Bregen's Champion**

As a Champion of Nature, you gain the following features:

**Abilities**

Cast *Thorn Whip* at will

Cast *Mold Earth* at will

**Boosts**

Proficiency and advantage on Nature checks

**Relic**

*Heartwood Staff*

**Ultimate**

N/A

**Ilias' Champion**

As a Champion of Lies, you gain the following features:

**Abilities**

N/A

**Boosts**

Proficiency and advantage on Deception checks

**Relic**

*Fox's Flute*

**Ultimate**

Cast *Mislead* once/day

**Kadiel's Champion**

As a Champion of Chaos and Order, you gain the following features:

**Abilities**

N/A

**Boosts**

N/A

**Relic**

*Ataraxia* and *Frenzy*

**Ultimate**

Once/day as an action, each creature of your choice that can see or hear you within 30 feet of you must succeed on a DC 13 Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw;

Once/day as an action, call forth your *Crown of Chaos*. Five motes of various colors of light orbit your head. You can use a bonus action to throw one of the motes at one creature or object within 120 feet of you. Make a ranged spell attack. On a hit, the target takes 4d6 damage of the corresponding type. Hit or miss, the mote is expended.

Red (Fire); Black (Necrotic); Purple (Psychic); White (Radiant); Green (Acid)

**Zephixo's Champion**

As a Champion of Vengeance, you gain the following features:

**Abilities**

Cast *Hellish Rebuke* at will (as a reaction)

**Boosts**

N/A

**Relic**

*Blackfire Pendant*

**Ultimate**

Once/day when targeted by a spell of 5th level or lower, roll a d20. On a 1-10, there is no effect. On 11-20 the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

**Dhakmos' Champion**

As a Champion of Endings, you gain the following features:

**Abilities**

N/A

**Boosts**

Advantage on Death Saves

**Relic**

*Reaper's Lament*

**Ultimate**

Cast *True Resurrection* once only
Appendix C: Treasures

Each deity has an artifact that their chosen may wield, and they are kept in the vault at Solaire. Upon discovering these treasures, the player character will be drawn to the artifact that corresponds to their deity.

Keeper’s Bastion
Artifact (requires attunement by a Champion of Sygyn)
A gleaming, white shield inlaid with moonstone accents. While holding this shield, you can speak its command word as a bonus action to cause it to activate. The shield flies into the air and hovers around you to protect you as if you were wielding it, while leaving your hands free. This effect lasts for one minute. You can use a bonus action to end the effect.

The shield has 3 charges. As a reaction, you can expend a charge and direct the shield to protect an ally. The shield will not give them a bonus to AC, but it will mitigate the damage that the ally receives. If an ally is hit while protected by the shield, roll a d20. On a roll of 2-13, the shield absorbs half of the damage received (rounded down) and transfers it to the Protector. On 14-19, the shield absorbs and transfers all the damage. On a Nat 20, the shield absorbs half the damage, and reflects the other half back at the attacker. On a critical miss, the shield malfunctions, absorbing all of the damage, but transferring it back to both the Protector and the original target of the attack.

The shield regains 1d3 charges daily at dawn.

Faithful Lariat
Artifact (requires attunement by a Champion of Ulene)
A black, woven belt interspersed with thin, silver threads. While wearing the belt, you have an aura in a 10-ft radius around you. The aura moves with you and remains centered on you. While in the aura, your allies have advantage on saving throws against effects that would cause them to be charmed or frightened, and whenever you roll a Nat20, the ally closest to you gains inspiration.

Rapture
Artifact (requires attunement by a Champion of Haldia)
A giant, two-handed axe. You gain a +5 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 slashing damage, or 14 slashing damage if it is made from an inorganic material, such as metal, or wood.

Sunshard
Artifact (requires attunement by a Champion of Roshnee)
This small, golden, crescent-shaped blade fits tightly around the knuckles. While holding the Sunshard, speaks its command word to activate it, causing the blade to glow, shedding bright light in a 20-foot radius, and dim light for an additional 10 feet. This effect lasts until the command word is spoken again.

While active, you gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend or undead with it, that creature takes an extra 2d8 radiant damage.

Oblivion Eye
Artifact (requires attunement by a Champion of Raaris)
This silver circlet is inset with a glittering stone of black onyx. This crown has 3 charges. As an action, you can touch the gemstone and expend one charge. For the next 10 minutes, you have true sight out to 60 feet.

The circlet regains 1d3 expended charges daily at dawn.

Oracle
Artifact (requires attunement by a Champion of Viris)
This white-gold ring has 3 charges. While wearing this ring, you can use an action to point at one creature of your choice and cast the effects of slow or haste on them.

The ring regains 1d3 expended charges daily at midnight.

Heartwood Staff
Artifact (requires attunement by a Champion of Bregen)
This staff looks like an ornate branch from a large tree. It can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

Once daily, you can use an action to plant one end of the staff into any terrain that is not inorganic and take control of any nature within a 60-foot cube centered around the staff for 1 minute.

Grasses and Undergrowth: Any area in the cube covered by grass or undergrowth is difficult terrain for your enemies. Trees: At the start of your turns, enemies within 10 feet of any tree in the cube must pass a Dexterity save or take 4d6 slashing damage.

Roots and Vines: At the end of your turns, one creature of your choice that is on the ground must pass a Strength save or become restrained until the spell ends. A restrained creature can use an action to make an Athletics check against DC 15. A success frees it.

As long as the spell is active, you must remain concentrated and in contact with the staff, and you can take no other actions on your turns. Breaking concentration or removing your hand from the staff will end the effects early.
Fox’s Flute
   Wondrous Item, artifact (requires attunement by a Champion of Ilias)
   If you do not have it already, you gain proficiency with this flute only. This flute has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use an action to play the flute and expend one of these charges, causing an illusion of your choice to appear within 30 feet of you and remain until dispelled. The image seems completely real, sensory effects included, except that it can do no harm.
   While you are within 120 feet of the illusion and can see it, you can use an action to move it magically anywhere within 30 feet. Any physical interaction with the image reveals it to be an illusion, because objects pass through it. A creature can use its action to identify the image as illusory with a successful DC 15 Investigation check. The illusion then appears translucent.

Ataraxia
   Weapon (dagger) artifact (requires attunement by a Champion of Kadiel)
   You gain a +2 bonus to attack and damage rolls made with this gleaming white magical dagger.
   On a hit from Ataraxia, the target takes 2d8 slashing damage, and must make a DC 14 Wisdom saving throw. On a failed save, the target becomes paralyzed for one round of combat, until your next turn.
   When wielding both Ataraxia and Frenzy, after attacking with one dagger, you can use a bonus action to attack with the other.

Frenzy
   Weapon (dagger) artifact (requires attunement by a Champion of Kadiel)
   You gain a +2 bonus to attack and damage rolls made with this wicked black magic dagger.
   When wielding both Frenzy and Ataraxia, after attacking with one, you can use a bonus action to attack with the other.
   On a hit from either dagger, the target takes 2d8 slashing + 1d6 damage. After you roll the damage, choose one of the d8s. The number rolled determines the damage type of the d6.

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<td>Force</td>
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<td>Thunder</td>
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Blackfire Pendant
   Wondrous Item, artifact (requires attunement by a Champion of Zephixo)
   An ornate, golden choker with a large, black gem at the center, and several smaller, teardrop-shaped stones hanging beneath it.
   If you take damage from a melee attack while wearing this necklace, the attacker must make a DC 16 Wisdom saving throw. On a failed save, they are put under the effect of Compelled Duel.

Reaper’s Lament
   Wondrous Item, artifact (requires attunement by a Champion of Dhakmos)
   An ink-black cape that seems to have shifting shadows within its fabric.
   While wearing this cloak, once daily you can use an action to put the hood up. Any creatures within 60 feet that can see you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute and must immediately use its reaction to move as far as its speed allows away from you. The creature doesn’t move into obviously dangerous ground.
   If you wish, all creatures in the area that aren’t hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of the cloak for 24 hours.
# Appendix D: Characters

## Prince Malakai Aeryn Osmede

**Astanne of Verchiel - “Prince Malakai”, “Kai”**

(\(\text{MAHluh-kai AIR-inz OZ-meed ah-STAHN}\))

- Half-elf (wood elf)
- He/Him
- 20 years old
- Found in Requiem

If he is freed in Requiem, he will be able to use high-level fire/heat spells

## Princess Kharis Eleneril Osmede

**Astanne of Verchiel - “Princess Kharis”, “Kari”**

(\(\text{KAriiss ee-LEN-ah-rii OZ-meed ah-STAHN}\))

- Half-elf (wood elf)
- She/Hers
- 26 years old
- Has been missing for 8 years—currently presumed dead
- Found in Requiem

If she is freed in Requiem, she will be able to use high-level frost/cold spells

## Lady Inés Montserrat – “Visage”

(\(\text{ee-NEZ MONT-shay-raht}\))

- Yuan-ti
- She/Her
- Adult
- Owner of Montserrat Mercantile
- Leader of the Merchants Guild
- Smuggler
- Triumvirate Member
- Potential Harbinger
- Found in Lagucante House, Montserrat Mercantile, or The Amalthea

A tall, blond woman who appears completely human.

As Harbinger, she will agree to help, but only if the players do something in return for her—‘a favor for a favor,’ as it were. She will not specify a favor unless the players already know that they plan on breaking into the vault, in which case she will ask that they get her an artifact that she has been seeking for a long time—the legendary Conqueror’s Torch, an artifact of the God of Dominion. She has done research and determined that it must be in the vault at Solaire.

## Dimm

- Kenku
- They/Them
- Adult
- Potential Harbinger
- Found by the Docks

As Harbinger, Dimm is an easy option, as they are very willing to help. They cannot speak and can only communicate through the use of their mimicry trait, so keep that in mind when portraying them.

## Vel Craydark – “Dusk” (Conditional)

- Drow
- She/Her
- Young adult (mid 20’s)
- Ranger
- Thief (conditional)
- Potential Harbinger
- Found outside The Smashed Lantern

As Harbinger, Vel will not be particularly willing to assist the party unless they help her gain membership in the Crossfire. To accomplish this, players can be creative—persuading the leader of the Thieves branch, helping Vel steal something from the vault to impress the gang, a staged show of skill, etc.

## Rikka Silverbraid

(\(\text{RIH-kah}\))

- Halfling
- She/Her
- Late 30’s
- Owner of The Foxtail Inn
- Potential Harbinger
- Found in The Foxtail Inn

As Harbinger, she will be willing to help unless the players have offended her in some way, in which case they will need to complete some tasks for her, or apologize with a high persuasion roll.
**Zion Argent—“Venin”**

(ZEYE-on AR-zhent)
Dragonborn (white)
He/Him
Early 20’s
Bouncer at The Foxtail Inn
Assassin
Potential Harbinger
Found in The Foxtail Inn or The Amalthea

As Harbinger, Zion will be relatively reluctant to help. He will not understand why he should care. He can be convinced to help by a very good persuasion roll or a hefty bribe, or by helping him with his crush on his coworker, Harmony, a young human woman who works as a waitress at the Foxtail. If players choose the romantic route, Zion will reveal his reluctance to make a move, as she is always very charismatic and friendly with everyone except him.

Talking to Harmony will reveal that she returns his feelings, but she gets uncharacteristically nervous around him and he's always so stoic, she assumed he doesn't like her.

Players can choose whatever matchmaking tactics they desire; giving Zion a pep talk with a good persuasion roll, planning a date for him, giving her gifts from 'an admirer,' etc.

**Gideon Mirodil**

(GLID-ee-on MEE-roh dill)
Half-elf (wood elf)
She/Her
14 years old
Blacksmith apprentice
Potential Harbinger
Found in Hammer in Hand (daytime) or Mirodil Residence (nighttime)

As the Harbinger, Gideon is a simpler NPC to ally with, as she is willing to help as soon as the situation is explained to her. The only difficulty is that her father must be assured of her safety before he will allow her to go anywhere—he will not just take a character’s word for it. A Persuasion check must be accompanied by plausible concrete assurances that she will be alright, such as a protection spell cast on her. Players might also choose to lie to Fabian about their need to borrow his daughter (using a Deception check), or if he refuses to let her go, they can use the alternative method that Chip devises using Gideon’s blood that allows her to not actually have to open the portal physically.

**Rainer Nox—“Fable”**

(RAY-nur NOCKS)
Half-elf (drow)
He/Him
32 years old
Thief
Triumvirate member
Potential Harbinger
Found in The Smashed Lantern or The Amalthea

As Harbinger, Rainer seems disinterested in helping, but as a Cleric of Ilias, is aware that something is going on that the Gods don’t like and will ultimately agree to help if the players steal him something from Solaire’s vault—anything—so he can brag about it. If one of the players is the Champion of Ilias, he will instantly take a liking to them, and try to convince them to join the Crossfire once he finds out.

**Cyrus Karzog—“Cy”**

(SIGH-russ KAR-zock)
Dragonborn (copper)
He/Him
20 years old
Student at Solaire Academy of the Arcane
Potential Harbinger
Found in Grand Hall (daytime) or Apprentice Quarters (nighttime)

As Harbinger, he is possibly the easiest option. As Chip is his best friend, he will gladly agree to help the party however necessary.
**Lore: After Ayna**

After Requiem was banished to the mirror realm, Bane's army of Automatons and legions of devoted followers slowly dwindled. Requiem itself is fundamentally tied to Zakris' magic and requires a steady stream of said magic to maintain it. Having considerably weakened the god's powers when he bound him, Bane had to find a replacement power source, and so he would use the life energy of mortals to keep the city flourishing. In its prime, Requiem required thousands of sacrifices a year, but in the centuries during which he was trapped, he killed all of his mortal followers, turning them into Automatons, which he then sacrificed one by one over the years, using the minimum amount of power that would keep the grotto standing.

Eventually, however, even the Automatons were near depletion, so he spent several years trying to find a solution. Luckily for him, Princess Kharis was born not long after, in the royal family's summer palace, Horizon Manor, which just so happens to be located on the exact spot where Requiem was sealed away by Zalene centuries ago. (Malakai was born here as well 6 years later) Since it was a spot where the goddess of magic, herself, used an immense amount of power, any creature born in that spot would absorb some of that magic, and the Princess was no exception—she was born very skilled with psychic abilities, and the kingdom was eager for such an empathetic and caring young woman to ascend to the throne.

As Kharis grew up, Bane used as much of his own magic as he could to send her visions of Requiem at its prime, speak to her through her reflection, and whisper words in her mind as she slept, plaguing her throughout her childhood. As she neared her 18th birthday (and subsequent coronation), she became obsessed with finding this place and stopping the suffering that she had seen in her visions.

Eventually practically hypnotized, she stole away to Horizon Manor via teleportation in the dead of night and managed to open the portal for a brief moment thanks to her connection to it. She was immediately captured by Mallus Bane, who began to drain her near-limitless magic to sustain his sanctuary.

He was satisfied for several years, but he eventually realized that, with Malakai's power as well, he might be able to power Requiem full of enough sympathetic magic to break the seal between realms. He repeated a similar process with the prince, although this time he taunted his target with visions of his lost sister, and in less than a year, Malakai was captured within Requiem as well.

**Lore: Asorian Myths and Legends**

Eons ago, at the genesis of everything, there was nothing but vast, endless Darkness. When the nothingness became too much for even the Darkness to handle, three entities came into being. They were the First, called Celestials for they were divine, and they were perfect.

Magic was the oldest, a nurturing, powerful, and devoted being that could keep peace between her younger siblings.

In the middle was Knowledge, who was wise, and curious, and sought only to know more about anything and everything.

Time was the youngest, a gentle soul that was burdened with much power. The young celestial lived in pain for many years, for hers was a terrible gift that she did not yet know how to control. Her sister stayed by her side as she struggled with all that she must see and control, as she learned to accept her gift—past, present, and future alike.

For a time, the three siblings remained in the Darkness, content to keep each other company, but eventually even the divine grew tired of the void. They combined their Knowledge, their Magic, and their power over Time, and created a world within the Darkness—somewhere they could live and explore and experiment—and called it Khara. The world was crystalline and empty, and the Celestials were eager to fill it with their gifts, but their combined powers on such a grand scale tore a hole in void, creating Chaos and Order—twin celestials who maintained ultimate balance in the newly shaped universe.

The First cared for Order and Chaos, raising them to use their gifts well, but their existence did not come easily. When Chaos flourished, Order fell ill, when Order gained strength, Chaos became sickly. As the twins struggled, Khara suffered as well, and the First ached to see their creations languish.

Time foresaw infinite futures for all of barren, listless existence until one of the twins withered completely, destroying balance, and thus, the universe. Knowledge knew that neither could survive without the other, and so it was that he convinced Magic, who used her gift to merge Order and Chaos into one being to maintain balance within themselves and therefore everywhere. Balance is no easy feat, and so they remain to this day entirely focused—deep in meditation in their secluded corner of the realm.

Mourning that they had to leave Order and Chaos behind in the void, each of the First set about creating a celestial child of their own.

Time created Hope so that she might recognize the light within the infinite dark futures that ran through her mind. Knowledge desired to know more, but to know more, there must be more, so he formed Creation, who dutifully served her father, creating Nature to fill Khara with beauty, and a golden sun to fill Khara with light. She then forged life to inhabit the world, calling these being Mortals, who could benefit from their gifts of Knowledge, Hope, Nature, and more.
Magic's first child had been Fate, who gave structure to the lives of the Mortals with pre-determined paths that could not be strayed from. Magic adored Fate, and Fate adored the Mortals, but the mortals resented their destinies, desiring instead to choose their own lots in life. Thus, the bitter mortals plotted, and, after beseeching Fate to hear their pleas for freedom, betrayed her, striking her divine light down with a blade of shadow, killing her and taking the reins of their own destiny. From Magic's anguish, her desire for retribution against and control over the mortals who destroyed her beloved daughter, sprung forth the siblings Vengeance and Dominion, who would throw Khara into years of conflict and strife. Magic withdrew from the mortal plane for centuries, desiring nothing to do with the treacherous creatures that had stolen her Fate, and after time, the Mortals learned to stop sending their prayers to Magic, for Magic would not respond.

Vengeance whispered in the ears of the mortals, and they grew bold and angry and vicious, while Dominion granted limited power that they scrambled greedily for an ounce of. Together the siblings smiled as they sowed corruption into the heart of Khara.

After years of war, one of Dominion's favored disciples betrayed his master, and, overcome with greed, sought to take the celestial's magic into himself. In Dominion's own sanctuary, Requiem, the mage Zalak bound his powers, destroying his physical form but successfully tethering Dominion's magic within himself. For many long years, Zalak conquered Asoria, using his powers of Dominion to subjugate the other mortals to his will. A group of mages from a prestigious arcane university, eager to stop the vicious subjugator, decided to confront Zalak, adamant that they could emerge victorious. One young mage begged them not to, for they were her mentors, and she knew they would not survive, but they were stubborn men and did not listen. Desperate to help them, she prayed to Magic, calling for aid in any form. The mages fought valiantly, albeit foolishly, against Zalak, but their own magic was no match for his divine power. Magic watched and was touched by the young woman's selfless plea. She descended to Khara and offered the woman the power to stop Zalak at a terrible price—her life—which the woman accepted, eager to put a stop to the suffering of her people. Together, the celestial and the mortal banished Zalak, his armies, and all of Requiem to a separate dimension, called Ayna, sealing the boundaries between the worlds with a key: a glittering star named for Magic's lost daughter. For the young mage's sacrifice, the magic school made sure the name Aria Solaris would never be forgotten, and to this day it stands: Solaire Academy of the Arcane.

Other myths:
- After Creation made the mortals, she watched as they prospered, and watched as they wasted away. What was one moment to the celestials was several lifetimes for the mortals, as they could not comprehend eternity the way the divine could. Aching to see their pain, Creation went to her father to beg for a solution, an end to their suffering, and Knowledge obliged his first child, who had given him so much, forming Destruction. Together, Creation and Destruction maintained a cycle that helped Khara and its denizens thrive.
- Hope created Glory after Fate's death, as an homage to the lost celestial.
- Time grew tired of her brother's pretention, as she knew the future—something he would never know—and yet he still thought his mind superior. For this Vengeance convinced Time to create Trickery to annoy her brother.
- Every few millennia, the gods will choose Champions to whom they gift a fraction of their powers to be used for a noble purpose. The most famous of these Champions was Sygyn, Champion of Haldia, goddess of Glory. The headstrong and brave young woman caught the eye of the goddess, who granted her the power to defend her home from those who would harm it. Abandoned in cowardice during the battle, Sygyn valiantly fought the tide of enemies alone, but was eventually felled while trying to protect the innocent. The young Haldia, whose heart had been captured by the warrior, was distraught over Sygyn's death, and begged Zalene and Viris to bring her back. The First ones refused, unwilling to risk upsetting the delicate Balance of the world, but Roshnee, moved by the mortal's sacrifice and the love in Haldia's heart, brought Sygyn back as the goddess of Protection.
- The youngest of the gods are Roan and Cato, the twin gods of Flame and Frost, the sons of Bregen, god of Nature.
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  - Savannah as Odette Lyfield
  - Austin as Khrush Urskull
  - Jordan as Bib Thistlewhistle
  - Peter as Welsixiris AKA Wels
  - Dalton as Plumpee Dumpee
  - Cody as Keelara "Kee" Blur
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  - Amy as Butterfly Pea
  - Mauri as Urreek
  - Allegra as Cerian Moss
  - Russell as James Pierce
  - Brendan as Brett Spears

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