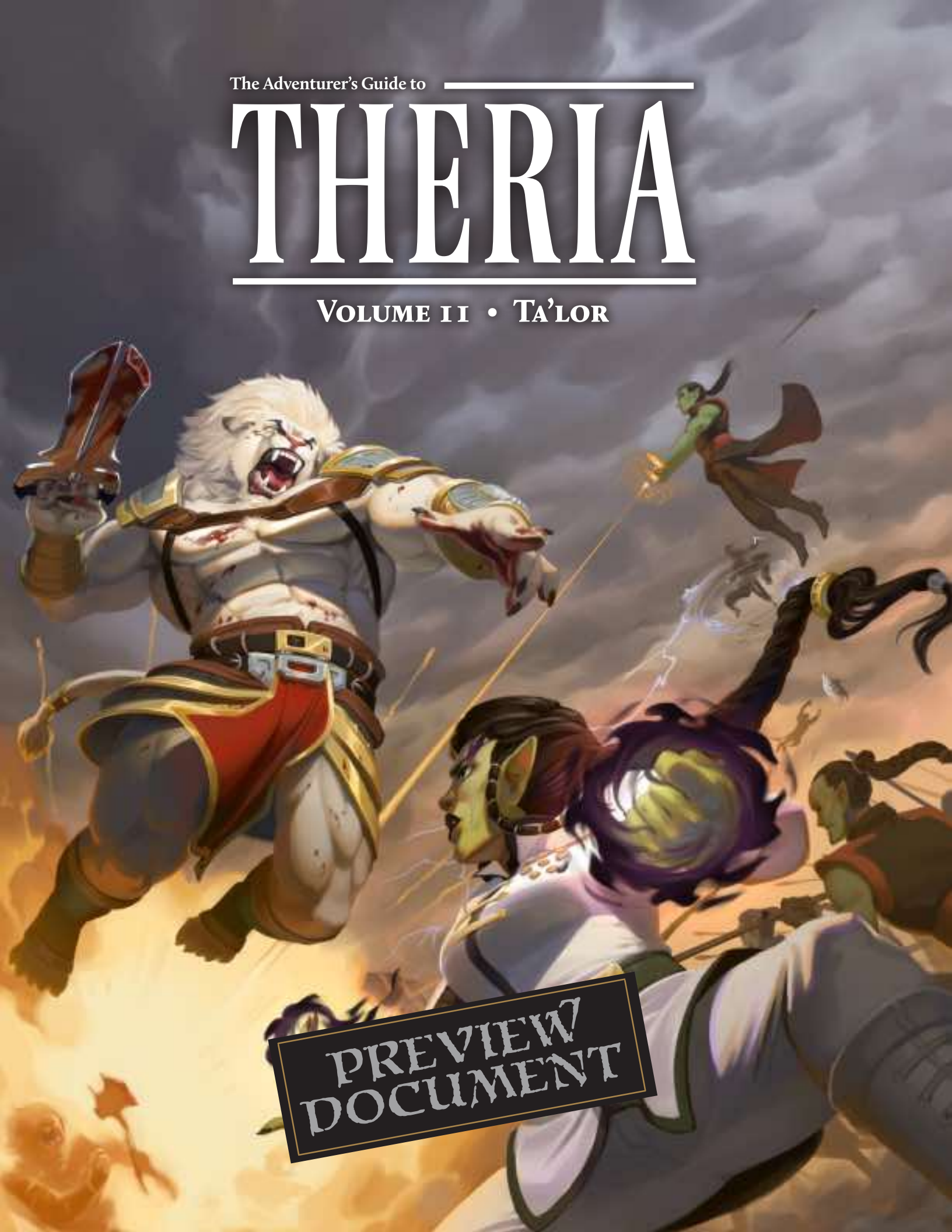
The Adventurer's Guide to

THERIA

Volume II • Ta'lor



PREVIEW DOCUMENT

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Volume 11 • Ta'lor

PREVIEW DOCUMENT

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SEA
Ka'la
TA'LOR
Westport
Kosana
EA

WESTPORT
1. The Docks
2. The Kicking Codpiece
3. The Blurred Line
4. The Admiral Bulge/Thunder Blossom
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Regions

THE DEADLANDS

Though the continent of Ta'lor has countless breathtaking views and gorgeous destinations, there is one major exception. The Deadlands is a blasted and war-torn rift that divides Ta'lor in half from coast to coast. The site of numerous battles over the centuries, The Deadlands is filled with craterous holes, charred soil, and discarded weapons and armor.

Nothing natural can grow here. The once-fertile land has been choked by the bones of forgotten corpses, long ago ground into dust. The soil is so compacted and stratified that a vertical slice into the land could trace back specific encounters by centuries.

Scattered throughout this blighted landscape are several small watchtowers and forts from both sides of the war. Many remain occupied and active, always keeping watch for enemy activity. In recent years, the actual fighting in this area, however, is rare due to the inhospitable nature of the land itself.

The arazar have recently been conducting experiments to counter the lifelessness of the region by planting magically-infused experimental flora. The attempt was meant to seed a regrowth of thick shrubs and tall grass to provide cover for ambushes. While some mostly harmless flora have sporadically grown in the soil, only the most resilient, aggressive, and carnivorous samples have thrived. Not only did the experiment provide almost no coverage in the divide that separates the two factions, but there is now a variety of terrible carnivorous flora to contend with.

There are quite a few predators in this region, as well. For instance, insects like the lancer beetle can expend tremendous amounts of energy to move at great speed in short bursts, harpooning their prey. There are also warm-blooded predators like the chi'adra, a lean and wiry dog-like creature that stays low to the ground and skulks through the mud, stalking prey for miles if need be. Finally, there's the Ky'adar, possibly the most feared predator in Ta'lor. Standing nearly 18 ft. (5.5 m) tall and weighing well over seven tons, this incredible lizard specimen can bury itself underground for weeks at a time, only to erupt from hiding when it senses the appropriately-sized meal. The name Ky'adar is elven and roughly translates to "Mouth of Death."

THE NEUTRAL ZONE

Introduction

Only one place in Ta'lor is considered safe for all species to congregate and is considered a no-combat zone: The Neutral Zone.

Established in 1070 AEC as a meeting place for diplomats during peace treaty negotiations, the area remained untouched after the talks collapsed, as travelers were docked nearby. Merchants and traders set up shop and the town of Westport formed. As the port was relatively close to major harbors on The Mainland, it was an enticing prize for both sides. The merchants of Westport, however, knew that having the two sides warring over the area would discourage the import of goods that both sides needed to continue fueling their efforts. Thus, the merchants of Westport struck a bargain with the leadership of both sides. Safe passage for merchants and travelers would be guaranteed in Westport and a small area surrounding it, and the orraka and arazar could communicate safely as long as they remained within the zone.

However, outside of The Neutral Zone, all bets are off. It is now not uncommon to be stalked to a point just past the border and ambushed. The Neutral Zone is also the only area where trade goods from other parts of the world can be purchased instead of orraka/arazar-made supplies. Westport is now an important port, as ships can dock and resupply instead of having to avoid the area and spend extra weeks at sea until they are able to dock elsewhere. It's an advantageous arrangement for all, as the inhabitants of Ta'lor can now order goods from Ellara and access new foods, weapons, and clothing. Merchants and travelers also benefit from easier sea travel and ongoing business opportunities.

Westport

The town itself is not large, by any means, but it is packed with a diverse mix of goods and people from all over the world. While walking around the dirt paths and ramshackle planks that form boardwalks, a person can smell a diverse array of aromas signifying the availability of foods from Athias, Ellara, and the various islands that surround Ta'lor.

Most people in the town are in a hurry to make a deal and sell some wares. Shouting street vendors and criers for local shops flood the walkways and docks, trying to get the attention of travelers and tourists. Pathways are crowded and form a teeming river of traffic to and from the center of town. Although many find this exhausting, it's indisputable that there are deals to be found if you look hard enough.

Westport's Notable Places

The Blurred Line

The premier drinking hole for the discerning Westport patron, this full-service establishment offers food and drink all day long and well into the night. It's not only used as a place to unwind, but also as a meeting place for "business." It's public and well lit, making it the perfect spot to sit with someone you don't trust. The building has an open layout and a large outdoor seating area to take advantage of Westport's climate.

Although the owners are well-meaning and kind, they are all too aware that there are crooked people in Westport, but cater to them anyway.

The Kicking Codpiece

A general outfitter carrying a wide variety of goods of modest quality. While there are better weapons and armor available in Westport, you would be hard-pressed to find better prices than the Codpiece offers. As part of the treaty, both orraka and arazar items are available in the shop—mostly weapons—but there are rumors of the arazar supplying artifacts for a much higher price.

Travel Rules

When out and about in the world, you may run into any number of interesting, engaging, or just plain dangerous situations in your travels. Depending on where your party is heading, there could be adverse weather, dangerous wild animals, or bandits. The following tables will add excitement and danger to many journeys through Theria. Feel free to modify them as you see fit.

When an adventuring party is going to be on the road for at least two days, the GM can ask one of the players for a flat d20 roll. Compare the result of the d20 to the chart that corresponds to the region they are in, and you will find your result.

Parties can also earn "travel dice." Similar to Inspiration, but awarded to the party rather than individual characters, travel dice are earned by working together to solve a special or complex problem. A GM can also reward particularly good roleplay, or just award a travel die on a whim. When preparing to travel, a group can declare that they would like to use one of their travel dice to simulate uneventful travel for 1d4 days. It is usually assumed that, when using a travel die, the group will not be attacked; however, certain severe circumstances could change this. If an attack were to occur when a travel die has been used, it should be lighter and less dangerous. After the travel die is rolled, have the group roll a flat d20 and compare the number rolled to the "Travel Die Table" in the appropriate region. Events from the Travel Die Table should occur during the 1d4 days of easier travel earned with the use of the travel die.

The Admired Bulge

There are two brothels in Westport. These establishments, while differing in many ways, are two sides of the same coin. "The Bulge," as it's commonly referred to, features a wide array of male and masculine workers who are ready to serve you in almost any way you desire. The two-story building has a rowdy atmosphere, with song breaks and dancing on the bars commonplace. Spotting the business from afar is easy as workers are often making spectacles of themselves on the balcony.

Wicked Wok

The Wicked Wok is famous for serving large plates of spicy food. Specializing in rice dishes and utilizing fresh local seafood, they have become popular for their fast service and generous portions. With a loud and bustling party atmosphere, servers chat with customers while holding platters high above their heads. Eating contests are common and you can even get the staff to sing a birthday song (if you're that kind of person.)

Thunder Bosom

This is party central in Westport. Always the site for a raucous celebration or show, this sprawling building has a massive showroom with dancers swarming the balconies above. The interior was remodeled in 1260 AEC after a duo called The Twin Peaks began performing on the main stage. The identical tieflings are well known for their routine that includes them working the audience into a frenzy, concluding with the ladies leaping into the air and slamming their well-endowed chests together. Their armor-plated corsets keep them from feeling any pain, but a booming crack of thunder ripples through the crowd and a small thunderstorm forms inside the building for the next several minutes. Hence, the remodel. The structure now features sound dampening panels for the thunder and easily wipeable surfaces, which were a good idea regardless.

The time these ladies take the stage is referred to as "The Wet Hour."

R&G Outfitters (Redgrave and Gilberto)

This dark elf and dwarf duo have been working together for many years with continued success. While Welf uses his keen eye for dwarven craftsmanship to forge stellar works of art, Rollan uses his natural charm and charisma to sweet-talk potential customers and bolster the egos of important clients. Often considered a specialty shop, R&G Outfitters mainly offers custom outfits and gear. This comes at a premium, but those who spend the extra coin are presented with some of the most impressive equipment imaginable.

Life on Ta'lor

FLORA

For those used to the continent of Ellara, encountering Ta'lor's plant life might be a bit of a shock. Highly adaptable, mesmerizingly beautiful and, at times, extremely deadly. Every few miles of travel in this diverse continent will present a new and unique form of flora. Influenced by centuries of war and sometimes shaped by ancient magical mastery, these plants are anything but boring.

Islands

Creeping Stranglevine

Hazard, Material

Shaded forest undergrowth

Creeping stranglevine consists of several long, thick vines connected to a small central structure. The vines are dark green, smooth, and rubbery, and the bulbous central node is an adapted stem that contains specialized roots used for feeding. It lies dormant during the day as a bundle of vines hidden in the undergrowth, and once night arrives it unfurls, moving across the forest floor in search of sleeping prey.

The creeping stranglevine kills by means of constriction, slowly surrounding the prey and tightening its vines so that by the time an animal awakens it is often too late. When the prey stops struggling, the vine releases a scent that attracts shearpuff birds, which then eat their fill. The birds crack open bones as they eat, allowing the stranglevine to access bone marrow, its preferred food.

Smaller varieties of stranglevines target rodents and birds, but the most commonly encountered specimens are large enough that humanoids are viable prey. Tales exist of stranglevines that have grown to such an extent that they can successfully take down horses or even larger animals but, even if true, these would be incredibly rare.

Healthy vines are resistant to fire and can be difficult to damage, but if its prey puts up enough of a fight, the stranglevine will usually retreat, moving on in search of an easier meal. While seeking out the plant is not recommended for inexperienced travelers, shed or cut vines can be used if dried out; fibers from dried stranglevine can be woven into incredibly strong rope.

If left on their own, vines separated from the main body will regenerate, eventually becoming a new plant. Though it currently has no known medicinal applications, stranglevine is of great interest to certain researchers because of this capability.

Surge Stalks, Zertu

Hazard, Material

Island forests and plains

A peculiar-looking plant, the surge stalk consists of a bright green shaft about 6 ft. (2 m) long, ending in a hanging pod that resembles a bell with a closed off end. The shaft is reminiscent of a corn stalk and is quite sturdy.

Each pod contains a spell that the stalk discharges when it senses nearby vibrations (if walking or running within 10 feet of a stalk, the target is automatically detected. If sneaking, a stealth check with a DC of 12 must be made or the target is detected.) , a spell that scales in power with the age of the plant. Older surge stalks are able to produce magic that even experienced spellcasters would envy. These plants are a strange mix of magic and nature, and are thought to be the result of some unknown mystical event that occurred on the islands long ago.

Surge stalks grow in clustered fields and can take up 65-ft. (20-m) patches of land. Normally each individual plant stores a single random spell in its pod, but this isn't always the case. The plant's magical aspects seems to have made the species more prone to fasciation, and when this occurs a single stalk may end up producing multiple spell pods. These variants are uncommon but can be incredibly dangerous, as when disturbed they discharge several instances of the same spell at once.

Surge Stalks

Age of Plant

Roll a 1d12: This dictates the level of the spell the stalk casts.

Number of Pods
Roll a 1d10: A number 6 or below is treated as there being 1 pod on the stalk. Each number above 6 is treated as there being one additional pod.

Spell Contained
Roll a 1d20 and compare the list below:

1	Bane	**11**	Greater Restoration
2	Bless	**12**	Steel Wind Strike
3	Blindness/Deafness	**13**	Circle of Death
4	Dragon's Breath	**14**	Flesh to Stone
5	Call Lightning	**15**	Heal
6	Mass Healing Word	**16**	Dark Star
7	Fireball	**17**	Mind Blank
8	Giant Insect	**18**	Blade of Disaster
9	Antilife Shell	**19**	Power Word Heal
10	Cloudkill	**20**	Power Word Kill

Sanctimonia, The Eternal Embrace

Hazard

In the heart of the forests on The Cinder Isles

Considered to be one of the most dangerous organisms in Ta'lor, the Sanctimonia is a hazard most travelers only know by a blank area on their maps and warnings to never venture too close. While there are rumors of what Sanctimonia really is, the fact remains that almost anyone who has encountered it was never seen again.

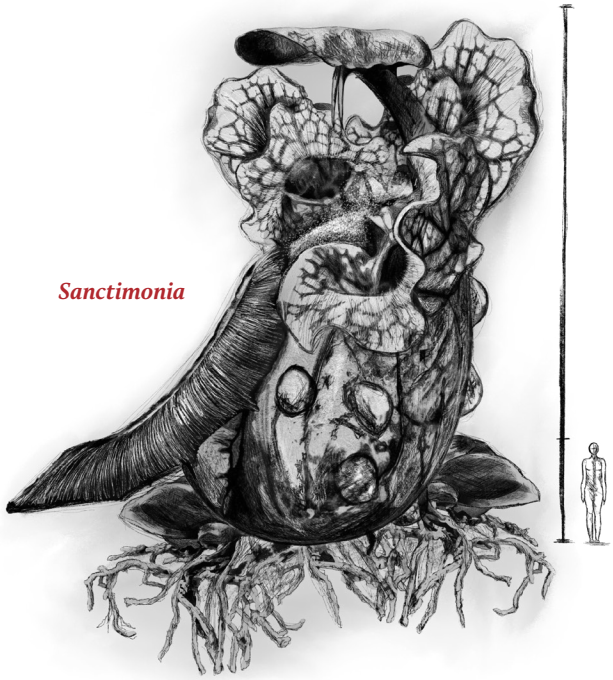
Sanctimonia is said to be a massive flower that covers an entire clearing in the midst of the tropical forest, with petals that lead towards a central cup full of shimmering nectar. Its origins remain unknown, though most attribute it to remnants of ancient magic—some even argue that it's a kind of demon, for Sanctimonia feeds on souls.

It lures its victims through the use of an incredibly powerful hallucinogen, part pollen and part magic. This substance travels on the air, threatening a wide area that stretches far beyond the body of the plant itself.

Anyone unlucky enough to come into contact with the pollen will be drawn inexorably towards the plant, unable to think of anything but moving towards that goal. Even strong magic is not enough to break Sanctimonia's hold on those who get close enough. Once its victims reach the flower itself, they are said to climb into the central opening, falling into the waiting nectar.

What happens to them afterwards can be seen around the base of the flower's cup, where countless capsules of varying sizes ring its base. Sanctimonia does not kill its victims—no, those who fall prey are technically still alive. Sanctimonia will keep them living for an eternity, slowly feeding off their spirit, while they become part of the flower in body, mind, and soul.

The "Eternal Embrace" does, however, contain a prize that many have foolishly tried to obtain: its nectar can greatly extend one's natural lifespan. There are only a few tales of someone ever managing to escape Sanctimonia's grasp after getting close enough to take any, and none in living memory. A single drop could be worth a kingdom, but it might take a kingdom's worth of lives to obtain it.



Sanctimonia

Savanna

Quava

Food, Material

Open grassy areas, usually solitary or in small groupings

Quava trees are 40- to 80-ft. (12- to 24-m) tall landmarks that grow throughout the Ta'lor's open savannas. Their deep and complex root systems allow them to live through dry seasons and drought with no issues, and they provide shelter and sustenance for many animals.

Quavas produce round, brown nuts that have a strong aroma when exposed to heat. These nuts are an important staple food for the region and contain nutrients that promote healthy keratin growth. The trees themselves are also used as a source of high-quality, durable wood.

While there are many modern methods used to harvest quava nuts without needing to physically climb a tree, it is seen as a rite of passage or a game in orraka cultures to obtain the nuts in the more traditional way. The lack of lower branches and the tree's smooth bark make scaling one a challenge. To add to that, the quava hides stinging thorns amongst its leaves. Getting scraped by these thorns can result in redness, swelling, and a burning sensation that lasts for several hours.

Temerelle

Food

Diremite mound interiors, close to the heart of the colony

Temerelle mushrooms have a unique flavor and are considered a culinary delicacy across Theria, though perhaps one of the most expensive to obtain. Small, round, and otherwise visually unremarkable, a real temerelle can be identified by the faint purple shimmer that appears when viewed under the correct light.

These rare mushrooms are mainly sought after due to the danger involved in obtaining even one sample: temerelles can only be

found amongst diremites. The mushroom's spores are activated through the insect's digestive process, and there have yet to be any successful attempts at growing them another way. Diremites farm these mushrooms deep within their labyrinthine mounds, and even younger colonies can prove to be a deadly challenge for those who seek to obtain this prize.

Ergutu Root

Hazard

Low to the ground areas obscured by other plants

This tricky plant can be very difficult to spot while travelling. A four-leaf plant approximately 1.5 ft. (0.5 m) in diameter, it is of no danger to a traveler until it is stepped on. Once this happens, several large roots will burst from the ground and attempt to wrap themselves around an appendage of the offending creature.

The roots will pull whatever portion of the target they grab down into the leafy plant below while excreting a toxic substance that quickly dissolves flesh, muscle, and bone. The resulting slurry of organic material is then drip fed into an opening to feed the plant. The entire process happens incredibly fast: it only takes around a minute to completely dissolve a limb, but most of the flesh is stripped to the bone in a matter of seconds.

Jeepers Peeper

Hazard

Amongst tall wet-season grasses

Jeepers peeper hides amongst tall grasses in the central regions of Ta'lor. Though it is well camouflaged, once seen it is easy to identify by the unique eye-shaped structure that rests at top of its three-inch stalk. While the peeper itself is not dangerous to touch, it can be hazardous to unwary travelers that step on one and break the "eye," releasing the pollen inside.

Jeepers peeper's pollen bursts out in a 30-ft. (9-m) radius and triggers an unfortunate reaction when inhaled, activating fear receptors in the brain. A DC 15 Wisdom saving throw is required to avoid this effect. Anyone who fails the check by more than 5 may be subject to nightmare-like hallucinations for 1d12 hours. Most animals seem to be immune to this effect, which is why many local guides will recommend travelling in the wake of herd animals during the wet season, if possible.

Wasteland

Graveberries

Food

Battlefields and recently dug graves

Though graveberries can be found in most regions of Ta'lor, they are most commonly seen in the war-torn wastelands. A favored food of scavengers, this vine-like plant grows where bodies have fallen and blood has stained the ground. It produces dark red berries that are edible to most people but have a faint taste of blood. This has led most people on the continent to view eating them as a form of cannibalism.

It is said that vampires enjoy the taste and can sustain themselves off of graveberries, though it takes a large number to completely satisfy their hunger. Graveberries can also be used as alchemical ingredients or components for certain spells, though like consuming the fruit, such practice is usually considered taboo.

Rumble Thorns

Hazard

Dry areas, barren fields

Rumble thorns are bulbous, low-to-the-ground succulents that are covered in one- to two-in. (2.5- to 5-cm) rigid spines. The plant as a whole is normally no larger than a ft. (30 cm) tall and wide. The base of the plant is filled with a volatile gaseous mixture that reacts violently to even the slightest interaction. If disturbed the plant will erupt, propelling spines from its body in every direction.

These spines can travel up to 60 ft. (18 m) and are barbed, making them extremely painful to remove. This also makes the subject open to infections such as "Cake Skin." While one rumble thorn is dangerous enough, the explosion also sets off any others within 20 ft. (6 m) of the original, causing a dangerous chain reaction.

Rotting Ivy

Hazard

Vertical structures, such as trees or ruins

Many regions of Ta'lor have been devastated over the centuries, and some plants have adapted well to this. With distinctive multi-colored jagged leaves and a penchant for climbing porous objects, rotting ivy is far more than poisonous.

Humanoids that touch it are at risk of skin irritation, scabbing, invasive rashes, or even contracting "Slain Flesh Sickness." This illness slowly convinces the brain that portions of the victim's skin, organs, and muscle have been hurt beyond repair, and thus to stop sending blood to the area until the tissue dies. This spreads until the victim can no longer function, and perishes.

However, rotting ivy doesn't seem to hurt non-humanoid creatures of any kind, and many herbivores happily eat its leaves with no issue. It originally grew on trees and the occasional rock, but now is mainly found in abandoned settlements or other ruined areas in the wasteland. It grows rapidly, spreading over buildings and reclaiming these places for the wilderness.

Shamble Shroom

Hazard, Material

The Deadlands

While many natural wonders have been tarnished or outright destroyed by the centuries-long war on Ta'lor, nature…finds a way. Though grass or greenery of any sort is hard to find near the center of the continent, this fungus thrives, feeding off the corpses littering the battlefields. Gradually creeping in and around discarded sets of armor and leeching off any organic material within.

Remarkably, this fungus uses these suits of armor as a home, slowly growing to fill the space within. It then moves them in a strange and uncanny way, lurching and shambling around the battlefield to find its next source of food. Most amazing of all, it seems to gain some of the skills and even memories of the deceased parties, able to use weapons and tools. While not very coordinated, it is quite dangerous given its increased ability to absorb damage.

Shamble Shroom

Alpine

Gloaming Moss, Glow Moss

Utility

Caves and ruins; damp stone that receives little to no sun

Glow moss is a dark green, soft, and plushy moss that reacts to heat and pressure by emitting a phosphorescent glow. Some cave systems are thoroughly covered in it, while others may only have patches in limited areas.

While the moss produces light as a method to attract insects and provide food for silent thrimbles, explorers utilize this capability to keep track of their location and direction. The moss continues to glow for several hours after being touched, though it should be noted that, as time passes, the glow spreads, causing any specific patterns or designs to deteriorate.

Lover's Dream

Utility

Variety of environments at higher altitudes

Lover's dream spends most of its life as an unassuming pile of leaves, and it may lie dormant for several years before growing a tall, sturdy stalk, indicating that it's ready to flower. It will only complete the process and bloom after something sleeps nearby - person or animal - and it releases its seeds with the wind on the next moonrise.

The flower itself is large, with many overlapping petals, and can come in many different colors—an aspect that is the focal point of many folktales. Supposedly the hue of the lover's dream depends on the strength of one's affections, though others argue it's simply a factor of environmental conditions. Either way, some colors are rarer than others, and legend says that if lovers eat the petals and their feelings are matched, their souls will be forever entangled.

False-Stalk

Food

Bamboo forests

Travelling through the bamboo forests found in Ta'lor's higher altitudes is difficult, but can be rewarding if one knows what to look for. A parasite of bamboo stalks, this fungus is a local delicacy and quite delicious eaten raw or cooked. False-stalks grow up through the inside of mature bamboo and can be identified by fleshy protrusions around the exterior rings of bamboo segments.

Lover's Dream

Woodland

Vile Bell

Hazard

Heavily wooded areas; near waterfalls or streams

Vile bell looks like a tangled grouping of vines nestled in the branches of trees that lead to a vertical grouping of hollow, tube-like structures. The tubes act as a water collection system that sustains the entire plant, at the cost of surrounding plant life, which will eventually wilt and die from dehydration.

Scattered along the vines are pink, bulblike flowers that act as a security system of sorts. When the vines sense a large enough intruder, the bell-shaped flowers will mix excess water with potent venom and then expel this acidic liquid onto unsuspecting creatures. This liquid has been known to cause effects ranging from mild inflammation to second-degree chemical burns.

Getting rid of this stubborn plant is no easy feat once it has matured. Most choose to burn them from afar whenever possible. However, the hollow tubes at the vile bell's center are a necessary ingredient in certain rare potions such as "potion of plant command" and "The Engorger."

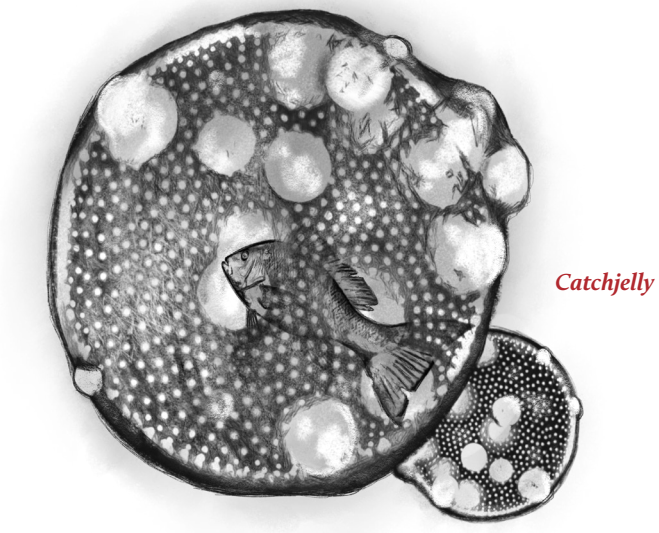
Chromapple

Food, Utility

Throughout most forests, in open areas that receive plentiful sunlight

A small, oblong fruit with a thin, pink skin, this fruit grows on short trees and can usually be found around the peak of Ta'lor's wet season. They have a slightly sweet and sour flavor and are edible raw, but are mainly gathered in a large enough quantity to press into a juice.

The juicing process concentrates the chromapple enough that when consumed it induces its namesake effect: for a few hours, it shifts the way a person perceives color. A blue sky may appear yellow, a green leaf may look purple. While this is completely harmless and mainly used as a party trick, there is a popular arazar tale of chromapples being used for an important strike in the war by taking advantage of the enemy's confused perception.



Catchjelly

Melodesa

Material, Misc.

Forested areas near the ocean

Melodesa are small trees with dark, furrowed bark and numerous thin leaves. The most notable feature of the melodesa is its peculiar flower—instead of attracting pollinators through scent or color, it utilizes sound.

Every year, around the start of the wet season, melodesa trees across the continent bloom overnight with each tree covered in clusters of long, drooping flowers. The petals harden in a few hours and, by the time dawn breaks, the trees' gentle chimes can be heard along the coastline. This not only draws in humming thrimble pollinators, but serves as a symbol of the changing seasons for nearby settlements.

Marine

Catchjelly

Utility

Open ocean at varying depths; can be spotted closer to the surface on sunny days

The catchjelly is a bright green orb that ranges in size but is usually at least a foot (30 cm) in diameter. Its "body" is composed of many individual organisms that have the ability to expand and shrink as needed. Its structure will collapse if removed from the water for too long and, occasionally, it can be found washed up on shorelines after a storm.

This species of algae drifts along the ocean surface, at the whims of the wind and currents. While it survives mainly through photosynthesis, if it encounters a school of fish, the individual algae nodules will rearrange to let some in before closing again, absorbing nutrients after the animals have died.

Local sailors are fond of catchjellies, as there are several methods to anchor them to a boat without damaging the organism in order to use them as mobile fish traps. Occasionally seafarers will find a catchjelly that contains a small species of colorful, symbiotic shrimp that live within the algae structure and are seen as a sign of good luck.

Leviathan Pearls

Hazard

Open ocean

Though related to catchjellies, this large species of algae makes for a much less pleasant encounter than its helpful cousin. Its translucent green color makes it difficult to see both from above the surface of the ocean and underneath the waves, and it often catches untrained sailors off guard. Leviathan pearls are named for the large strands of flexible, branching filaments that are attached to its multiple orb-like sacs. These so-called "pearls" range in size but can grow to 30-40 ft. (9-12 m) and most of the time are filled only with air.

The danger comes from how sensitive it is to motion—if something moves at a close enough range, a pearl will open, creating a vacuum effect that sucks in prey incredibly fast. This force is usually enough to stun anything that gets trapped long enough for it to suffocate. While it mainly feeds on small whales and other ocean species, a leviathan pearl can cause significant damage to most ships and even destroy smaller vessels.

Tangle Kelp

Food

Ocean floor

Underneath the ocean's surface, hundreds of feet deep, lies a thick grouping of messy and tightly intertwined vines gently waving at the lapping waters above. Within this mass of green tangle are round, pearl-like masses that range from 2-7 in. (5-18 cm) in diameter. When retrieved from the kelp, they can be used in a ritual that grants a random enchantment to something worn or carried by the target.

Sadly, getting a pearl from the clutches of the kelp is no easy task. While the tendrils of sea vines may seem to just be dense, and thus difficult to navigate, the truth is much more deadly. They will gradually wrap themselves around any foreign entity within the clump of the plant. Normally this results in the suffocation of the target. If that wasn't bad enough, sight becomes increasingly difficult to retain as a person investigates this defensive plant.

Cachalla Horn

Food

Shallow waters, on rocky structures

In shallow waters near the coast of Ta'lor, this special type of algae grows on large boulders and patches of rougher seabed. Composed of a slick substance that resembles lichen, it gradually produces its namesake "horns" that protect the cachalla from predators. These reddish-green horns are hollow, but made of a thick material that feels like bone.

Over the course of about 50 years, these horns will grow until they reach the length of about 10 ft. (3 m). Until that time the horns are almost impossible to remove from the surface of the algae, but once reaching this size they stop receiving nutrients. Eventually the horn falls off the main structure, and a new horn begins to grow in its place.

Legend says the noise produced by a fully mature horn can summon Shadru, the last of its kind. This humanoid/bat-like creature is thought to inhabit Bexbroad Atoll on the northern portion of Ta'lor. The frequency of the horn's call is said to draw this creature near and aggravate it. However, getting one of these horns is incredibly difficult, as the cachalla tends to grow in waters that are also frequented by sharks, among other dangers.

Species

Species of Ta'lor

The Arazar

The arazar are a studious and regimented species that believe in science above all else. Intelligence is praised and it isn't uncommon for a young arazar to begin their schooling at two years old and to attend regular classes until the age of nine. At this time the general assessment of the student will be complete and a vocation will be decided for that student based on their perceived intelligence and ability to problem-solve. From ten years old, the child will be given all the training that is required for their assigned vocation until they are ready to begin work at the appropriate age. This differs from job to job, but generally, an arazar is ready to begin work at 15. Typically, this is for

lower-paying, less-skilled jobs. Higher-paying jobs normally require an extended period of advanced learning and rigorous study.

The city of Kosana is the largest on the continent at 15 square miles (24 square kilometers). It takes up a large portion of Theric Centra and features multiple layers of inhabitants. At the top of the hierarchy are the most gifted citizens and political leaders. They reside in towers built on flat platforms and pillars high above the ground level. Below them are the military buildings, housing trained soldiers. At the very bottom are The Forgotten: citizens who are still considered arazar, but only barely. Possessing neither skill nor income to attend school, they are left to waste their lives away keeping the gears of the lower sections of the city turning.

The ever-rotating gears and furnace in the lowest sector are nicknamed "The Machine." This is the source of the city's food production and heat. Modest houses and shacks are built around the huge stone and steel pillars that thrust the rest of the city into the air, above it all. The people in the lowest sector live in the shadows of their betters and, without room for expansion, have little hope for a better life.

It's considered a great honor to fight in the military and even greater to see combat. The lowest members of society often enlist with the promise of improved stature in the city. With combat comes perks, and fighting battalions receive regular pay raises, custom gear, and even promotions. Soldiers are given small discounts at shops and are allowed to collect food rations before noncombatants. At the top is the Commander General, Arella Genara, who not only oversees the military as a whole, but runs the city with brutal efficiency.

It is uncommon for an arazar female to have fewer than three children in a single pregnancy. As a result, the population of Kosana is incredibly dense and the demand for food and magical energy to power machinery becomes greater every year. While production of food through farming and ranching met some of these demands, further adjustments needed to be made. Thus, The Furnace was constructed in 1035 AEC. It is the beating heart of Kosana and provides several benefits to the city. It heats the surrounding area and keeps the coldest months from being too overbearing; powers the moving platforms that transport people and goods to the upper levels; and uses automation to assist in the production of food. This incredible machine stretches ten stories into the air and is housed and guarded in the exact center of Kosana within its largest pillar.

While exceptions have been made for some researchers, arazar society dictates that at the age of 63 the mind has slowed too much for the individual to remain useful. These elders are taken to the core of the city for "processing," during which they are evaluated to calculate their worth with one of three outcomes. The first possibility is that they are killed, stripped of their bones, and their meat is liquefied and used as an ingredient for the stew that is fed to The Forgotten. The second is being used as fuel for The Furnace to keep it alight. Finally, for only the most fortunate, they may become a test subject for more dangerous experiments yet to be perfected by scientists. These higher minds are always working on new weapons for the war, food shortage issues, and ways to expand the cities' reach.

Only a select few are privy to what goes on in "processing." The lower quarter residents can never be told about their food supply.

Arazar Traits

Age The life expectancy of a typical arazar is no older than 63.

The Orraka

The orraka are a proud species who live in northern Ta'lor. While the population is made up of hundreds of tribes or bloodlines, the entire species is considered one society by most orraka. They are spread out across most of The Sacred Plains with the highest concentration in their home city of Ka'la. They hold their land in high regard and only use what they need from their surroundings. Orrakan structures tend to be modest and understated, mindful of their close ties with nature.

One of the keys of orraka culture is their dedication and respect to the elder members of tribes. Revered for their knowledge and experience, they live in homes built by younger members of the tribe and hold a formal council for family disputes that get out of hand. When an orraka reaches their 65th birthday, they embark on a tradition known as The Last Hunt. Several members of the orraka's tribe will accompany them into the field to hunt a large prey of their choosing. When the hunt is concluded, they return and remain at home to give guidance and council.

Although the orraka place a great importance on their elderly, this doesn't mean they leave their young behind. Most of the youngest members of their people are raised in the northern portions of the continent, away from the fighting. Orraka typically learn to walk at just four weeks old and learn to speak by six months. They are taught to hunt and learn basic medical techniques at age five. This may seem extremely young to many, but at this age an orraka is well developed and resembles a human at roughly age twelve.

Originally laying claim to much of the continent, orrakan tribes were gradually pushed further and further north by the encroaching arazar. The two species encountered one another in 410 AEC. While the initial confrontation was friendly, if somewhat formal, things quickly broke down when the arazar made it clear that they intended to expand without the permission of the orraka. Several summits were held with leaders from both species attending. The first three yielded no agreeable terms and the fourth would prove to be the last attempt. During negotiations, several arazar attacked the acting chief of the orraka and stabbed him in the back many times. The orrakan leader fell in seconds and the rest of the orraka in the meeting were captured. Peace talks never resumed.

Over the years the orraka have become calloused and hardened by the war. Plans have become more drastic as they have lost some key footholds on their border. Consideration for the loss of life has been considered less and less. The current chief, Tior Brightmane, has promised his people that by year's end The Deadlands and everything south of it for 50 miles (80.5 kilometers) will once again belong to the orraka. Repairing that land and restoring it to the glory it once had is of the utmost importance to the people.

Orraka Traits

Age The average life expectancy is around 80 years.

Bestiary

Blitz Hound

While the blitz hound is technically a dog, this beast has nothing in common with the typical household pet. With its elongated head and flat, bony brow, the beast can blend in with its surroundings quite well by lowering its stance, typically mistaken for a branch or stone by an inattentive eye. The beast travels in packs of up to ten and uses the tall grass of the plains as its preferred hunting ground. Crouching down, the blitz hound lies in wait for suitable prey, then charges from its hiding spot and rams its blunt skull directly into the broad side of its target. This attack is usually sufficient to stun the prey, allowing the other members of the pack to overrun and kill it.

Blitz Hound

Blitz Hound

BEAST

Medium beast

Armor Class 15 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft. (12 m)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	12 (+1)	3 (-4)	8 (-1)	5 (-1)

Saving Throws Dex +6
Skills Athletics +6, Perception +1
Damage Vulnerabilities None
Damage Immunities None
Senses Passive Perception 11
Challenge 1 (200 XP)

Abilities

Keen Hearing and Smell. The blitz hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Ambusher. The blitz hound has advantage on attack rolls against any creature it has surprised.
Charge. If the blitz hound moves at least 10 ft. (3 m) straight towards a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 9 (2d4 + 4) piercing damage.
Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 9 (2d4 + 4) bludgeoning damage.

Codella

The predatory beasts of Ta'lor have evolved into expert hunters, incredible trackers, and effective killers; as a result, the herd animals of the continent, like the codella, have had to evolve as well. Not only are the codella extremely agile and effective at outmaneuvering attackers, but they also have developed an additional advantage: the ability to read minds. The codella does not comprehend any languages, but it can passively read the surface thoughts and intentions of creatures within 60 ft. (18 m). The ability to detect predatory intentions gives the codella precious seconds of additional time to escape. How the creature came to possess this ability has long been debated, but the leading theory is that the ability is a side effect of the overuse of magic around its habitat. Thanks to reduced hunting from the bone lynx, the codella population is beginning to swell to an all-time high. Only time will tell how much of an impact this has on the continent.

Codella

CRYPTID

Medium beast

Armor Class 13 (natural armor)
Hit Points 4 (1d8)
Speed 50 ft. (15 m)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Saving Throws Dex +5
Skills Acrobatics +7
Damage Vulnerabilities None
Damage Immunities None
Senses Passive Perception 12
Challenge 1/8 (25 XP)

Abilities

Evasion. If the codella is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the codella instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
Keen Hearing and Smell. The codella has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Horns. *Melee Weapon Attack*: +2 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 2 (1d4) piercing damage.
Read Thoughts. The codella magically reads the surface thoughts of one creature within 60 ft. (18 m) of it. The effect can penetrate barriers, but 3 ft. (1 m) of wood, 2 ft. (.5 m) of stone, 2 inches (5 cm) of metal, or a thin sheet of lead blocks this ability. While the target is in range, the codella can continue reading its thoughts as long as the codella's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the codella has advantage on Dexterity saving throws against attacks from the target.

Ta'lorian Tree Simian, or "Ambush Ape"

The continent of Ta'lor has a certain reputation: every one of its animals seeks to kill you–but that is a myth. There is at least one creature, the Ta'lorian Tree Simian or "Ambush Ape," that would prefer to just be left alone. Largely a herbivore, the ambush ape rests hanging upside down in high, shaded canopies. Its extremely slow metabolism allows it to go days without a meal. Generally, insects and other animals don't seem to bother the ape; however, anything perceived to be a threat will cause it to immediately drop from its perch and fall onto the offending creature. Going into a wild frenzy, the ambush ape beats its prey into submission. Once the ape has subdued the threat, it will climb back into its tree and return to its perch. Victims rarely notice the presence of the ambush ape until it's too late.

Ta'lorian Tree Simian, or "Ambush Ape"

MONSTER

Medium beast

Armor Class 13 (natural armor)
Hit Points 52 (8d6 + 16)
Speed 30 ft. (9 m), climb 30 ft. (9 m)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Str +7
Skills Athletics +7, Stealth +4
Senses Passive Perception 11
Challenge 3 (700 XP)

Abilities

Tree Camouflage. The ambush ape has advantage on Dexterity (Stealth) checks made to hide in trees.
Ambusher. The ambush ape has advantage on attack rolls against any creature it has surprised.

Actions

Multiattack. The ambush ape makes two fist attacks.
Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 16 (3d6 + 6) piercing damage.
Fist. *Melee Weapon Attack*: +7 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 18 (3d8 + 5) bludgeoning damage.

Verasaur

One of the most terrifying creatures on Ta'lor, the verasaur is a giant reptile with powerful jaws that are strong enough to mangle solid steel. It hunts by tunneling underground and lying in wait for anything it can catch. It can slow its breathing significantly, allowing it to stay underground for up to a full day. Sensitive spines on its back allow it to feel slight tremors from the ground above. It's then that the verasaur springs into action, unearthing itself and snapping at whatever hapless creature has wandered into its path. The verasaur uses its long front arms for digging and to grab onto creatures and objects; however, it prefers to transfer prey to its large maw in order to grapple and crush them. Verasaur are extremely difficult to kill due to their strength, constitution, and outright ferocity. However, there are those who have either slain the beast or found it dead from natural causes. Those individuals have asserted that after cutting the belly open, a wide variety of matter has been found within: bits of animals, people, wood, and even rock. Nothing seems to upset this monster's iron stomach.

Verasaur

MONSTER

Huge beast

Armor Class 13 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 50 ft. (15 m), burrow 30 ft. (9 m)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	22 (+6)	2 (-4)	12 (+1)	8 (-1)

Saving Throws Str +12
Skills Perception +9
Damage Vulnerabilities None
Damage Immunities None
Senses Passive Perception 19
Challenge 9 (5,000 XP)

Abilities

Blood Frenzy. The verasaur has advantage on melee attack rolls against any creature that doesn't have all its hit points
Trampling Charge. If the verasaur moves at least 10 ft. (3 m) straight toward a target and then hits it with a tail attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the verasaur can make another tail attack against it as a bonus action.
Surprise Attack. If the verasaur surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 9 (2d8) damage from the attack.

Actions

Multiattack. The verasaur makes a bite attack and a tail attack.
Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft. (3 m), one target. *Hit*: 33 (4d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the verasaur can't bite another target.
Tail. *Melee Weapon Attack*: +11 to hit, reach 10 ft. (3 m), one target. *Hit*: 20 (3d8 + 7) bludgeoning damage.
Frightful Presence. Each creature of the verasaur's choice that is within 120 ft. (36.5 m) of the verasaur and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the verasaur's Frightful Presence for the next 24 hours.

Bone Lynx

While there are many feline predators on Ta'lor, the bone lynx possesses a unique genetic mutation. They have developed an exoskeleton, which provides additional defense in close combat. These deadly hunters stalk their prey in packs, hiding in tall grass until they leap upon unsuspecting travelers. Thanks to the ongoing war, the bone lynx have found a steady source of food in dead or dying soldiers, causing them to all but abandon the hunting of their former favorite prey: the codella. In fact, the ongoing conflict has disrupted their hunting nature and have started the bone lynx on the path of becoming scavengers.

Bone Lynx

CRYPTID

Medium beast

Armor Class 16 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 40 ft. (12 m)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Saving Throws Dex +5
Skills Perception +3, Stealth +7
Damage Vulnerabilities None
Damage Immunities None
Senses Darkvision 60 ft. (18 m), Passive Perception 13
Challenge 3 (700 XP)

Abilities

Keen Hearing and Smell. The bone lynx has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Pounce. If the bone lynx moves at least 10 ft. (3 m) straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 9 (2d8) piercing damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the bone lynx can make another bite attack against it as a bonus action.
Pack Tactics. The bone lynx has advantage on an attack roll against a creature if at least one of the bone lynx's allies is within 5 ft. (1.5 m) of the creature and the ally isn't incapacitated.
Surprise Attack. The bone lynx deals an extra 4 (1d8) damage against a surprised creature.

Actions

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 9 (2d4 + 3) slashing damage.
Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 12 (2d8 + 3) piercing damage.

The Strangers

Only one thing is known for certain about this urban legend: it attacks at night. It sometimes travels alone, but has also been seen banding together in groups called "families." This nightmare creature stalks unsuspecting travelers and pounces on them when they're at their most vulnerable. With a mere touch, this creature can drain the lifeforce from its victims—or cause them to suffer a far darker fate. Some victims escape with their lives, but find that they have been forgotten by everyone who ever knew them, no matter how intimately. Darker still, they are instantly forgotten by anyone who ever meets them as soon as they are out of sight. Completely stripped of identity, the victims are forced to wander Theria with the knowledge that they exist in no one's mind but their own.

The Strangers

HORROR

Medium undead (legend)

Armor Class 18 (natural armor)
Hit Points 77 (14d8 + 14)
Speed 40 ft. (12 m)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	12 (+1)	15 (+2)	15 (+2)	22 (+6)

Saving Throws Dex +9, Cha +9
Skills Deception +12, History +8, Stealth +12
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Necrotic, Poison
Condition Immunities Charmed, Frightened, Poisoned
Senses Darkvision 120 ft. (36.5 m), Passive Perception 12
Challenge 7 (2,900 XP)

Abilities

Turn Defiance. The Stranger and any other Strangers within 30 ft. (9 m) of it have advantage on saving throws against effects that turn undead.
Naturally Stealthy. The Stranger can attempt to hide even when it is obscured only by a creature that is the same size as itself.
Lucky. When the Stranger rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll..
Sunlight Sensitivity. While in sunlight, the Stranger has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.
Spider Climb. The Stranger can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Shielded Mind. The Stranger is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Life Drain. *Melee Weapon Attack*: +9 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 31 (4d12 + 5) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Invisibility. The Stranger magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the Stranger wears or carries is invisible with it.
Take Life. The Stranger attempts to touch a creature within 5 ft. (1.5 m) of itand erase the memories of everyone the target ever met. The target must succeed on a DC 16 Wisdom saving throw or immediately fall unconscious. After they wake up, no one will have any knowledge of them or any past relationships. They may meet new people and reintroduce themselves, but the moment anyone is away from the target for even a moment, they lose all memories of them again.

Characters

GUILDS & FACTIONS

The Blackhorns (The Big Game Hunters)

The Blackhorns are a group of big-game hunters who consistently travel from one end of Ta'lor to the other, in search of their next trophy. They were founded in 1258 AEC when Muldale Farliss, a bored dwarf, decided to travel to the continent in search of challenging creatures to kill. Along the way, he gathered a few like-minded traveling companions, and they set out to find glory and the thrill of the hunt. Muldale suspected that Ta'lor, with its abundance of monsters, would be the perfect place to form such a group, and he was correct. While the small group has taken down a wide variety of beasts, their greatest prize still awaits them somewhere in The Deadlands: the Ky'adar.

The Blackhorns have hunted this beast since the moment they first heard its name. Unfortunately, the endless war makes it almost impossible to stay in the central regions for too long without attracting unwanted attention from either, or both, of the armies. Once they find a way to their long sought-after prey, their most ambitious hunt to date will begin in earnest.

CHARACTERS

Arella Genara

A cutthroat and no-nonsense leader, Arella Genara aims to see her generation finally drive the orraka to the north and clear the way for arazar advancement and progress. Being one of the rare arazar who rose to power through military service rather than intellectual pursuits, Arella believes that she alone has the experience and the grit to devastate the orraka and break the cycle of war.

In fact, Arella is confident that arazar victory is imminent—just as soon as her researchers finish building the greatest weapon her species' considerable intellect has ever produced.

Arella Genara

Race Arazar
Age 36
Height 5'11" (180 cm)
Occupation The Sovereign
Armor Class 17
Hit Points 162 (25d8 + 50)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	14 (+2)	17 (+3)	18 (+4)	13 (+1)

Speed 35 ft. (9 m)
Saving Throws Dex +11
Skills Athletics +12, Insight +9, Investigation +13, Perception +14
Condition Immunities Charmed, Frightened
Senses Passive Perception 24
Languages Common
Challenge 15 (13,000 XP)

Abilities

Sneak Attack (1/Turn). Arella Genara deals an extra 28 (8d6) damage when she hits a target with a Charged Fist attack and has advantage on the attack roll, or when the target is within 5 ft. (1.5 m) of an ally of Arella that isn't incapacitated and Arella doesn't have disadvantage on the attack roll.
Aggressive. As a bonus action, Arella Genara can move up to her speed toward a hostile creature that she can see.
Assassinate. During her first turn, Arella Genara has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Arella Genara scores against a surprised creature is a critical hit.
Leadership (recharges after a short or long rest). For one minute, Arella Genara can utter a special command or warning whenever a nonhostile creature that she can see within 30 ft. (9 m) of her makes an attack roll or a saving throw. The creature can add 1d4 to its roll provided it can hear and understand Arella Genara. A creature can benefit from only one Leadership die at a time. This effect ends if Arella Genara is incapacitated.
Inscrutible. Arella Genara is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain Arella Genara's intentions or sincerity have disadvantage.

Actions

Multiattack. Arella Genara makes two Charged Fist attacks.
Hand Crossbow. *Ranged Weapon Attack*: +10 to hit, range 30/120 ft. (9/36.5 m), one target. *Hit*: 23 (5d6 + 6) piercing damage.
Charged Fist. *Melee Weapon Attack*: +11 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 20 (4d6 + 6) bludgeoning damage.

Legendary Actions

Arella Genara can take three 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. Arella Genara regains spent legendary actions at the start of her turn.

Legendary Resistance (3/day). If Arella Genara fails a saving throw, she can choose to succeed instead.
Charged Attack. Arella Genara makes a Charged Fist attack.
Break Limb. *Melee Weapon Attack*: +11 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 13 (2d12) bludgeoning damage. On a successful hit, the target must succeed on a DC 13 Constitution saving throw or have one of their arms broken.

Jerry Grossman

Race Human
Age 27
Height 5'11" (180 cm)
Occupation Former Chef
Armor Class 9
Hit Points 14

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	9 (-1)	9 (-1)	9 (-1)	9 (-1)

Senses Passive Perception 9
Languages Common
Challenge 1/8 (25 XP)

Actions

Throw Sauce. *Ranged Weapon Attack*: +1 to hit, range 10/20 ft. (3/6 m), one target. *Hit*: 1 (1d4 + 1) acid damage.

What Jerry lacks in skill, he more than makes up for in determination. He will throw himself completely into every task, no matter how misguided he may be. He's eager to please and desperate to fit in. Until very recently, he worked as an unskilled laborer in Brightport. He then got a job on a ship called "The Brutus" as the head chef, until some unfortunate business led to his position becoming redundant. Although hindered by circumstances and misfortune and occasionally a lack of pans, he always seems to land on his feet—even when tossed from a ship.

Rollan Gilberto

Race Dark Elf
Age 38
Height 6'3" (190.5 cm)
Occupation Master Craftsman
Armor Class 13
Hit Points 31

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	14 (+2)	14 (+2)	20 (+5)

Speed 30 ft. (9 m)
Saving Throws Cha +7
Skills Perception +4, Persuasian +9
Condition Immunities Charmed
Senses Darkvision 120 ft. (36.5 m), Passive Perception 14
Languages Elvish, Undercommon
Challenge 2 (450 XP)

Abilities

Fey Ancestry. Rollan has advantage on saving throws against being charmed, and magic cannot put Rollan to sleep.

Actions

Shortsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 5 (1d6 + 2) piercing damage.

Nicknamed "The Sizzle" (by himself), Rollan Gilberto is a charismatic businessman who prefers interacting with customers, leaving his partner, Welf, to focus on smithing the rare weapons and items that stock their shop. Soft-spoken and thoroughly charming, Rollan's silver tongue has drummed up quite a bit of income for Rollan & Welf's, especially in the past two years. Rollan has been a bachelor and a town flirt for most of his life, but those days may be behind him, for Rollan may have found true love in Delphine Gray, an arms dealer from Ellara. While their burgeoning relationship has been lovely for both, it has also made some business dealings trickier to navigate.

Rollan Gilberto

Scumbag

Race Elf
Age 27
Height 5'11" (180 cm)
Occupation "Recreational Herbalist"
Armor Class 15 (chain shirt)
Hit Points 33 (6d8 + 6)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	16 (+3)	14 (+2)	11 (+0)

Speed 30 ft. (9 m), climb 20 ft. (6 m)
Saving Throws Dex +5
Skills Perception +4, Stealth +7
Senses Darkvision 120 ft. (36.5 m), Passive Perception 14
Languages Elvish, Common
Challenge 2 (450 XP)

Abilities

Freedom of Movement. Scumbag ignores difficult terrain, and magical effects can't reduce her speed or cause her to be restrained. She can spend 5 ft. (1.5 m) of movement to escape from nonmagical restraints or being grappled.
Naturally Stealthy. Scumbag can attempt to hide even when she is obscured only by a creature that is at least one size larger than herself.

Actions

Shortsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft. (1.5 m), one target. *Hit*: 5 (1d6 + 2) piercing damage.
Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft. (9/36.5 m), one target. *Hit*: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

In her previous life, Nancy Ravlen was preparing to open her own business selling custom-made clothing and accessories. Just before the day came to finally open the store, her partner, Keerus Tamly, had her framed for murder by bribing a crooked town guard.

Although Nancy was innocent, she faced public hanging if caught. Unable to get a reputable job in the fashion industry, she turned to her only other real skill: alchemy. She started selling homemade potions to tourists and townsfolk but soon found that drugs sold far better. So, she adopted the moniker Scumbag and abandoned her hand-stitched couture in favor of colorless, billowy layers. Now she hides in the alleyways of Westport looking for clients. Perhaps one day she'll be able to clear her name and reclaim her former life.

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