



Emerald Groves Campaign Setting

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Explore a forest of cunning nobles and predator dragons in this sandbox campaign setting

Emerald Groves Campaign Setting

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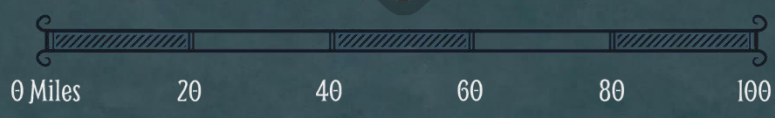
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REGION OF THE CONTINENT IBERMENON

Drawn by Barria Edelbrook, 829 AN



Preface

CONTENTS

Emerald Groves provides a fully detailed region designed for use as an **open world sandbox campaign**. *Emerald Groves* is meant for game masters who want to run a true open world sandbox in which the game master is but a guide and contributor to a story largely dictated by the players.

Taking inspiration from the format of both campaigns and campaign settings, *Emerald Groves* goes into detail on the active developments in the region and potential player character story hooks and backgrounds.

Emerald Groves is designed to be comprehensive, including details on challenges, encounters, locations, monsters, combat, lore, stories, secrets, NPCs, and everything else a tabletop roleplaying game might include. And although *Emerald Groves* is designed to require minimal prep to run, it also leaves room for a game master's ideas and interpretation.

Emerald Groves is a **system-neutral** campaign that can be used in almost any system, especially any edition of the two most popular tabletop roleplaying games.

THE CAMPAIGN

Emerald Groves is designed to provide enough content for 30-40 sessions of play, but exact time spent will vary depending on the player characters' goals. Because of the style of the campaign there is no central driving story; it is up to you and your players to make sure that the story is the narrative of the player characters themselves.

It is important to work with your players in guiding them through the Emerald Groves; make sure not to make the critical mistake of accidentally guiding them outside of the region. While this mistake can be easy to fix, players should feel engaged by what the Emerald Groves itself has to offer instead of longing for what lies beyond the shores.

WHAT'S IN THE BOOK?

Emerald Groves is split into three chapters that describe the setting of the Emerald Groves. While *Emerald Groves* takes place in the overarching campaign setting of Calibourne, you may feel free to transport the Emerald

Groves and Red Dynasty into any setting, or use the continent of Ibermenon as a standalone setting.

Chapter 1: Introduction contains a high-level overview of the lore of the campaign setting, including the greater world of Calibourne, the island continent Ibermenon, the imperialist nation of the Red Dynasty, and the forested region of the Emerald Groves.

Chapter 1: Campaign Overview contains a smaller-scale, comprehensive overview of the Red Dynasty and everything going on in the Emerald Groves.

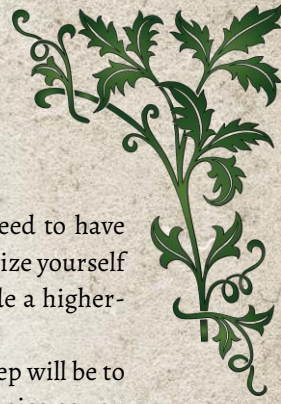
Chapter 3: Emerald Groves contains information on each region of the Emerald Groves, including points of interest, lore, biomes, settlements, NPCs, possible adventures, and more.

ASSUMPTIONS

Emerald Groves focuses on the following topics and assumes you and your players are interested in most of them. The more the better, but as a baseline you should be interested in at least half (4):

- **Play in an open world sandbox** campaign in which the driving story is the story of the player characters.
- **Interact with dragons**, which ranges from careful diplomacy to tense, energetic battles. Slay them all or unite a lost, forgotten army.
- **Engage in calculating politics** with cunning and greedy nobles, ripe with hidden plots and surprise betrayals.
- **Play as up-and-coming knights or samurai** who either seek to reform a lost order/religion or devote themselves to a noble tradition.
- **Play as a generally good-aligned party** who, at the very least, wants to slay evil, get rich, defend the innocent, or save the world.
- **Rise to nobility** by gaining the loyalty of the peoples of Emerald Groves. Gather a following of those that believe in your cause.
- **Found a stronghold** to act as a home base, from a mighty castle to an entire settlement. Upgrade it over time (or have NPCs do it).
- **Experience Arthurian and eastern influences**, including the concepts of knights and samurai, the architecture, NPCs, creatures, and deities.

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BRIEF SETTING SUMMARY

Calibourne is a world that contains continents.

- **Ibermenon** is a continent of Calibourne that contains regions.
 - **The Emerald Groves** is a region of Ibermenon.

The Red Dynasty is a nation in Calibourne that controls Ibermenon. The Red Dynasty is controlled by five **High Houses** that each loosely function as a branch of the government:

- **High House Aldennar:** Government
- **High House Calvaria:** Labor
- **High House Delmourn:** Economy
- **High House Vernillion:** Church
- **Ruling High House Sultran:** Military

Although the Emerald Groves is part of the Red Dynasty, it is neutral territory for the high houses.

MILD MATURE THEMES

The Emerald Groves and the greater campaign setting of Calibourne deals with several mature themes, and while this book does not dwell on them, they are mentioned at several points throughout. Themes include murder, warfare, torture, slavery, and genocide. Remember to discuss boundaries with your group before playing; no one should ever feel uncomfortable at the table.

PREPPING FOR THE CAMPAIGN

In order to run *Emerald Groves*, you don't need to have read the entire book, but you should familiarize yourself with at least Chapters 1 and 2, which provide a higher-level overview of the campaign and world.

In terms of prep, the most important step will be to convert this book into the system of your choice as you go along. Because the narrative of the book is already presented to you, this will most likely entail combat: finding or creating battle maps, copying or building monster and NPC stat blocks, and determining combat challenge. You should also vaguely consider your intended lethality: a narrative game or deaths aplenty?

Second most important in terms of prep: before your players enter a new region of the groves, you should familiarize yourself with it before they enter. The players' first impression is the most important part of cementing each region's tone and unique features.

Details on helping hook player characters into the world can be found in the Running the Campaign section in Chapter 2. This section also describes options on how to begin the campaign. *Emerald Groves* is not designed around any particular level, but for those groups using a traditional d20 System with levels 1-20, it is recommended player characters begin at **3rd-level**.

While it is not required that you've run a game before, it is recommended that this is not your first. This book does not detail any of the game's basic concepts such as "what is roleplaying?" and "what are these funky dice?" So good luck, and enjoy!



Setting Overview

Calibourne is a world of valiant knights, cunning dragons, ancient magics, and complex political intrigue.

Found in every corner of Calibourne are knights: selfless champions who fight for a cause greater than themselves. Often mounted and heavily armored, knights embark on dangerous quests to slay vicious dragons, negotiate with scheming nobles, delve into ancient ruins, and defend Calibourne. Some find roles as members of knightly orders, while others challenge the world alone. Each knight carves out their own specialization, from traditional cavaliering, to hunting, spell-casting, and all variety of classes. Even still, all knights believe utterly in their purpose, whether it be one of faith, law, chaos, good, evil, or glory.

Calibourne itself is a world covered by expansionist nations and feudal city-states that scheme for unclaimed land, all simultaneously on the brink of collapse from within. Courts of nobles wage wars of political intrigue from their castles and towers.

From their great roosts across the region, a group of Elder Dragons known as the Imperial Ascendancy oversees all of Calibourne. They enforce the natural law of the world, from the purity of great forests to the sanctity of the earth.

Smaller, but more directly threatening are the Predator Dragons, who terrorize the peoples of Calibourne, hoarding treasure and razing cities to the ground. Yet not all Predator Dragons are evil, and not all is what it seems.

Finally, touching Calibourne through planar tears and rifts found across the continent is an alternate reality known as Limbo. A swirling void of violet chaos, Limbo has wrought magic across the lands in the forms of rare materials, corrupted creatures, and powerful magical relics.

To the far east of Calibourne lies the island-continent of **Ibermenon**. This land is filled with sprawling cities and untamed wilderness, all dominated by a singular nation: the Red Dynasty.

Within the dynasty, the nobility reigns supreme. A council of five high noble houses function as the nation's government, keeping the common folk in line. High House Calvaria's undead laborers build the bones of the nation, High House Delmourn runs the economy with its massive trade fleet, High House Vernillion controls the dynasty's limited pantheon, High House Aldennar controls the politics of the land from the shadows, and High House Sultran rules over all from atop their dragon mounts, ready to go to war at a moment's notice.

Although mostly left alone by the Imperial Ascendancy, the dynasty is no more secure than any other nation. Frequent civil wars, political assassinations, complex conspiracies, and lone predator dragons constantly threaten the stability of the dynasty. And with the winter snow finally clearing, the Red Dynasty is on the brink of war.

Yet one region of Ibermenon has been left largely forgotten by the rule of the dynasty. The **Emerald Groves** is a varied oak forest of beauty, wonder, magic, and dragons that cover ruins of old. Named for the emerald trees of the northern woods, the vast forested region has grown over the ruins of the ancient House Keleria, a long-dead noble house of brave Emerald Knights and devout followers of the goddess Feyla, the Emerald Enchantress.

The Emerald Groves lie at a precarious point. Even without the looming scourge of civil war, the groves are under threat by devious nobles and cunning predator dragons who seek to take the region for themselves.

In this dark time many commoners dream of new heroes: adventures brave enough to take on the title of knight or samurai, to save the groves before it can collapse in on itself. Should you prove yourself worthy, there are many across the groves willing to join a noble cause. It is time for a new band of heroes to take up the call: journey across the land, encounter mighty dragons, rise to nobility, construct a stronghold, and prepare for war.

Setting History

HISTORY OF THE DYNASTY

In the Age of Relics, before the world had been mapped, the island continent of Ibermenon was home to four races: the ghorans of the forests, the dwarves of the mountains, and the jann and naga of the plains. While the ghorans and dwarves stayed isolated, tending to their forests and delving through their caves, the jann and naga competed in an unending war for the remaining land.

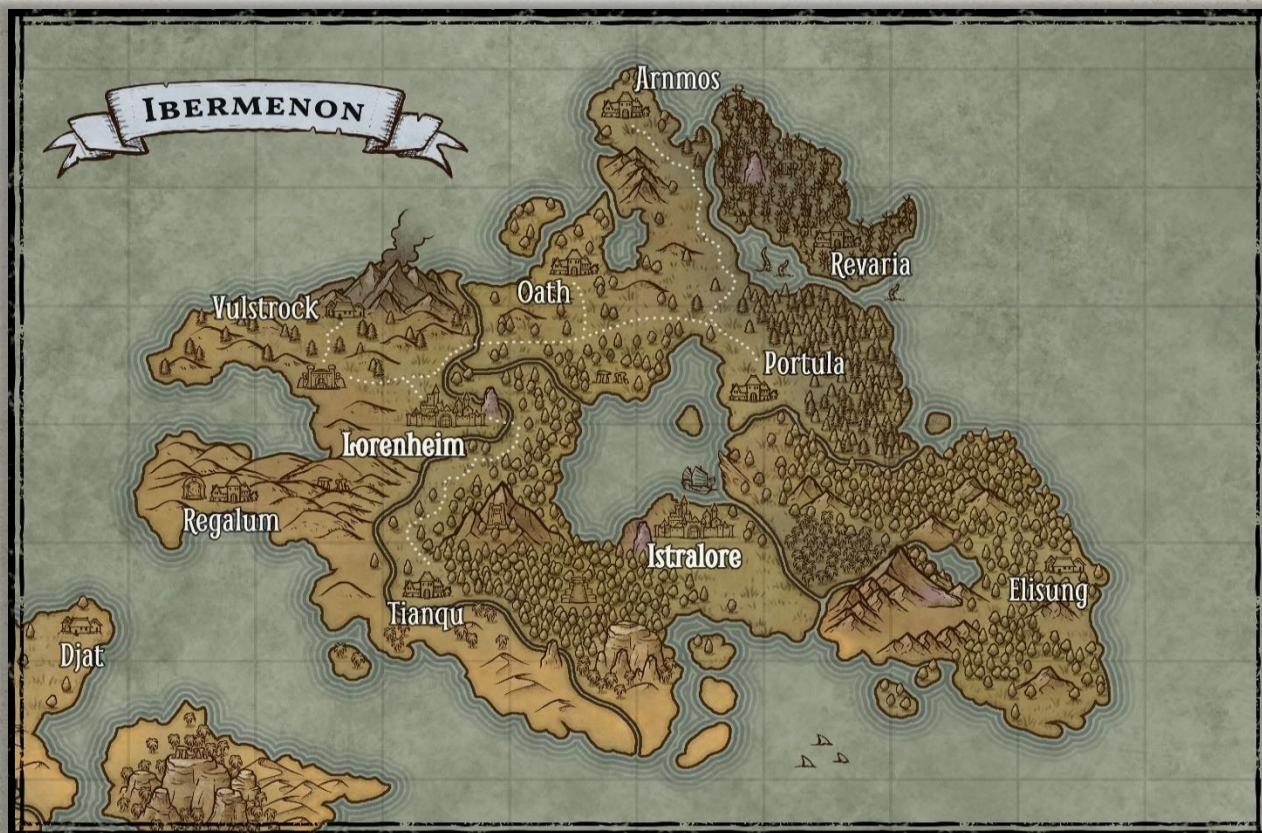
They remained locked in bitter conflict for centuries until, weary of conflict, the elder jann and naga began to leave for foreign lands. In their place remained their offspring: the genie-blooded suli and snake-like nagaji. Exhausted by the futility of their ancestor's conflict, the suli and nagaji formed a partnership, and after many generations of children a new species, the vishkanya, came into existence.

Some centuries later, during the rule of Magelords, the dwarves broke into the Deep Dark. From the


passages they had opened came the races of the Deep Dark: duergar, drow, and the elite drow nobles. A few short, bloody battles were fought until the dwarves realized what they had unleashed could not be stopped, for better or for worse.

The other surface races of Ibermenon took a liking to the emerging Deep Dark races. The duergar were harsh, yes, but they were far less greedy and more honest than the dwarves. Meanwhile the drow—and their drow noble leaders—were admired for their intelligence and mastery of primordial magic. For centuries the peoples thrived together, until the Magelords, in a show of power and rage, shook the earth, destroying the Deep Dark.

The engaged drow and duergar sought revenge. Together, after years of careful planning, in the year 102 AR the esteemed Lady Evelyynn Aldennar and Lord Geldon Oravor proposed to the peoples of Ibermenon a proposition: the Red Dynasty, an independent nation, free of the Magelords' rule. The suli, vishkanya, and



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ghorans agreed, but the nagaji wanted nothing to do with organized power, a choice that would lead to the slow death of their race.

United as one people, The Red Dynasty was the first to pledge their support against the Magelords in the Relic War, becoming the first free nation since the early days of the age. The dynasty's eventual victory in the Relic War cemented them as a world power, one which has continued to grow for almost a millennium.

Since its founding, the Red Dynasty has had a strong policy of isolationism from the rest of Calibourne. Besides the port cities of Regalum and Arnmos, very few foreigners find an opportunity to explore the dynasty. No foreign wars have touched the shores of Ibermenon. Yet still, for the peoples of the Red Dynasty, war is anything but foreign.

A number of civil wars and other critical events have shaken the foundations of the Red Dynasty. Most of these events have led to the destruction of one of the dynasty's high houses and the rise to power of another.

RED DYNASTY CRITICAL EVENTS

The Founding (102 AR):

The founding of the Red Dynasty.

War of Arcanum (90AR – 1 AN):

A worldwide war against the corrupted Magelord.

Undying War (260–288 AN):

A grueling war against endless armies of undead.

Blood Fog (349 AN):

An unholy fog that killed 10,000s in a single night.

War of Red Wings (574–580 AN):

A devastating war against the unified dragons.

Puretide (582–585 AN):

A horrific genocide against “unpure” species.

Hoardcurse (680 AN):

A curse upon dwarves to go into an endless goldlust.

Ruby Wars (682–730 AN):

A classic dynastic, multi-generational civil war.

Failed Roza Coup (802 AN):

A “coup” that led to a halt in primordiation research.

CALIBOURNE LORE: THE MAGELORDS

After the Old Ones of the Elder Age were banished to the shapeless dimension of Limbo, the mortals of Calibourne finally had power over their own land, thus beginning the Age of Relics.

To power rose the Magelords, a loose association of extraordinarily powerful mortals who used a shared

mastery of primordiation to rule Calibourne. Each Magelord was the best of the best at their role: sorcerer, hunter, gourmand, and everything else under the sun.

The Magelords used their mastery of these magics to strengthen humanity and progress civilizations, bringing in a new era of seemingly endless peace. Yet unknowingly, they attracted the attention of others.

After two millennia in exile, seeing the wealth of the world they had failed to conquer, the Old Ones decided it was time to return. To do so they made a deal with the Primordiators, three exiled mortal women with a burning desire for revenge upon the Magelords.

Through the portals of the Primordiators the Old Ones and their eldritch abominations poured into the Material Plane. They sought to conquer Calibourne, but they were halted by the Magelords. With the aid of their Relics of Calibourne the Magelords slew the Primordiators and, after a few long centuries of apocalyptic war, defeated the Old Ones, once again banishing them to Limbo.

With the victory of the Magelords in the Nightmare Wars, the Material Plane was saved. But as the centuries wore on, the corrupting touch of the Old Ones drove the Magelords from benevolent guardians into paranoid and cruel leaders. In the last decades of the Age of Relics, the War of Arcanum raged on with the Magelords against the people they once protected. The Age of Relics ended with the execution of the last Magelord.

TIMELINE OF CALIBOURNE

The **Elder Age** is all of the time before recorded history

- This period of myth and fables is said to have been a time when gods walked the earth

The **Age of Relics** lasted from ~2614 AR – 1 AR

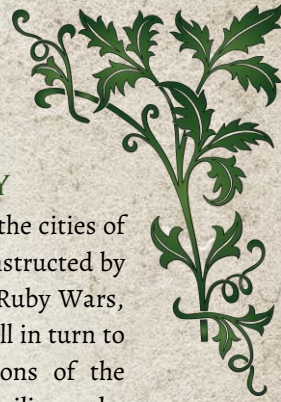
- This period is said to have begun with the departure of the gods to live amongst the stars
- This period is sometimes referred to as the “Age of Arcanum” or the “Age of Magelords”

The **Age of Chivalry** lasted from 1 AC – 807 AC

- This period began with the death of the last Magelord in the War of Arcanum
- This period saw the formation of what would become the modern city-states and nations found in Calibourne today

The **Age of Dragonfire** has lasted from 808 AC – 829 AC

- This period began with the emergence of the Imperial Ascendancy
- **829 AC is the current year**



HISTORY OF THE GROVES

The Red Dynasty was founded by five noble families: the elemental Lorenhelt suli, skilled Vatha vishkanya, cunning Aldennar drow, wealthy Oravor duergar, and chivalrous Keleria ghorans. Each family claimed a different part of Ibermenon to rule from.

The ghorans of House Keleria claimed the Emerald Groves. For nearly 400 years, from the founding of the dynasty in 102 AR until 280 AC the Kelerians ruled as a high house. Their famed Emerald Knights quested across the land in the name of the goddess Feyla, the Emerald Enchantress. The peoples of House Keleria constructed colossal megastructures in her name across the groves including the cities of Haven, Onatu, and Gomen, although Haven fell in the War of Arcanum.

Although the Kelerians were prepared for much, they were not ready for the Undying War, a grueling 28-year war that pitted the Red Dynasty against nigh-endless armies of undead. The war caused the destruction of House Keleria 20 years in, including both their cities Onatu and Gomen.

The Undying War obliterated the habitability of the region. The Emerald Groves were left largely untouched until 576 AC, when the region was claimed by the dragons responsible for the War of the Red Wings, who solidified a dragon presence in the region that remains to this day. The dynastic military outpost Elisung was built to strike at the dragons in their home turf, a move that is now considered to be the key factor that led to the defeat of the dragon and the victory of the dynasty. After the war ended Elisung was left under the control of famed dragon hunters House Cortez and House Koisko.

RECENT SETTLEMENT HISTORY

Since the end of the War of the Red Wings the cities of Salisung, Cullfield, and Magecrest were constructed by House Koisko, the Sapphire Armies of the Ruby Wars, and High House Roza, respectively. Each fell in turn to the Sapphire Armies, the Predator Dragons of the Emerald Groves, and the Red Dynasty's military the Blood Legion, respectively.

Today, in the year 829 AC, alongside Elisung—now a moderately sized dragon-hunting settlement—the towns of Asterwaln and Belltown have also solidified themselves, at least partially, as stable Emerald Groves settlements. Asterwaln is a bustling farming village to the south that runs on (and by) fish. Belltown is an expanding military outpost to the north, built by High House Delmourn. They, like the rest of the high houses, seek to create a foothold of influence in the Emerald Groves before war breaks out.

Smaller than the towns and cities are the homesteads, small settlements over only a few dozen, created by families that sought a better, freer, or more private life. The west holds the shepherd centaurs of Zhang Homestead, to the north can be found the fisher gripli of Nuzin Homestead, and to the east works the active beefolk of Dior Homestead. While isolated from most of civilization, each has been vital in the system of imports and exports that has formed across the groves.

Beyond the official, dynastic peoples of the region, a number of other factions of organized civilization can be found across the groves, including the dragons of Dragonskull Basin, the undead of the Ruins of Salisung, the fire-kin of the Ruins of Magecrest, and the employees of Cherry Hot Springs.

TABLE: EMERALD GROVES SETTLEMENTS

Settlement	Founded by	Timespan (interval)	Destroyed by	Timespan (per century)
Haven	House Keleria	102–50 AR	Magelords	
Onatu	House Keleria	102 AR – 300 AC	Undying Armies	
Gomen	House Keleria	97 AR – 280 AC	Undying Armies	
Elisung	House Cortez	576 AC	–	
Salisung	House Koisko	591–682 AC	Sapphire Armies	
Cullfield	Sapphire Armies	683–817 AC	Predator Dragons	
Asterwaln	House Lorbadadador	714 AC	–	
Magecrest	High House Roza	731–802 AC	Blood Legion	
Belltown	High House Delmourn	829 AC	–	





CALENDAR

The world of Calibourne uses a 6-days-a-week, 5-weeks-a-month, 12-months-a-year calendar for a total of 360 days a year. The 6-day week consists of Monday, Tuesday, Thursday, Friday, Saturday, and Sunday, the latter two which represent the weekend.

Because each month is exactly 5 weeks long, each day falls on a specific number every week of every month. For example, the 1st day of the month is always Monday, and the 10th is always Friday.

TABLE: MONTH

1	2	3	4	5	6
Mon	Tues	Thurs	Fri	Sat	Sun
7	8	9	10	11	12
Mon	Tues	Thurs	Fri	Sat	Sun
13	14	15	16	17	18
Mon	Tues	Thurs	Fri	Sat	Sun
19	20	21	22	23	24
Mon	Tues	Thurs	Fri	Sat	Sun
25	26	27	28	29	30
Mon	Tues	Thurs	Fri	Sat	Sun

Months and days of the week follow the same naming conventions as the real world. While you are more than welcome to create “fantasy sounding” names for your months and days, many players find keeping track of them needlessly difficult, especially when the names are just renames.

You are also, of course, welcome to use your own calendar! Although this book goes into depth about Calibourne’s calendar, a substitute calendar you have already created can be slotted in with very little effort. The presented calendar has only a slight impact on the narrative and greater world. Just make sure your calendar fits the timeline of Calibourne’s history, which can be found in the section “History of the Dynasty.” Stick to the timeline but go wild with the calendar!

SEASONS & HOLIDAYS

Calibourne has four seasons, each beginning on the first of a month and ending exactly 3 months later (on the last of a month). Ibermenon observes a number of national holidays alongside the international “natural holidays” such as All Hallow’s Eve and Deadwinter. Many of the holidays listed act as altered versions of real-world

holidays, such as Lover’s Sunrise (Valentine’s Day) Deadwinter (Hanukkah).

HOLIDAYS

Novi Anni (January 1):

First day of the year. A time for quiet reflection.

Moon-Day (January 15):

Shortest day of the year (shorted time with the sun).

Lover’s Sunrise (February 10-11):

Day of romance that leads to the next day’s sunrise.

Remembrance (February 21):

Time for remembering fallen heroes and ancestors.

Shieldgathering (March 1-6):

Job recruitment period. Military focused.

Salmon Run Festival (April 17):

Coastal festival for fishing and sailing.

Belltime (April 30 – May 1):

Traditional springtime celebration.

Over (May 5):

Gathering to honor the gods and their sacrifices.

Redfall (May 9):

Anniversary of the end of the War of the Red Wings.

Crown Day (June 22):

Anniversary of the day the Red Dynasty was formed.

Sol-Day (July 15):

Longest day of the year (longest time with the sun).

Victory (July 25):

Anniversary of the end of the Ruby Wars.

Queenscast (August 7):

Celebration of the Red Dynasty’s heroic nobility.

Harvest Day (September 20):

Primary day of crop harvest.

Faithday (September 23):

Gathering to celebrate the gods.

All Hallow’s Eve (October 29-30):

Night of the Hallowtide (undead unleashed).

All Hallow’s Day (October 30):

Day of celebration for surviving the Hallowtide.

Feast of the Lords (November 22):

Gathering of families to celebrate ancestors.

Regal Bowl (November 28-30):

Largest sporting event in the nation. Robot boxing.

Deadwinter (December 13-18):

A week without any natural light. Solar eclipse.

Winterbloom (December 23):

A gift-centric celebration of life and the future.

Novi Eve (December 30):

Last day of the year. A time for intense celebration.

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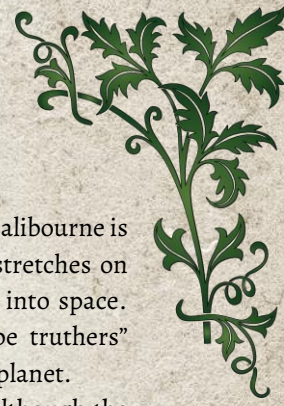


TABLE: HOLIDAYS

Month	Season	Holidays
January	Winter	Novi Anni (1) Moon-Day (15)
February	Winter	Lover's Sunrise (10-11) Remembrance (21)
March	Spring	Shieldgathering (1-6)
April	Spring	Salmon Run Festival (17) Belltime (30-1)
May	Spring	Over (5) Redfall (9)
June	Summer	Crown Day (22)
July	Summer	Sol-Day (15) Victory (25)
August	Summer	Queenscast (7)
September	Autumn	Harvest Day (20) Faithday (23)
October	Autumn	All Hallow's Eve (29-30) All Hallow's Day (30)
November	Autumn	Feast of the Lords (22) Regal Bowl (28-30)
December	Winter	Deadwinter (13-18) Winterbloom (23) Novi Eve (30)

NATURAL HOLIDAYS

“Natural holiday” is the name given to a small collection of natural phenomena that affect most of Calibourne. The true origins of these natural holidays are shrouded in legends and stories that distort history yet build a sense of mythical wonder and curiosity. Remembrance, Over, Hallowtide, and Deadwinter are the most impactful and widespread natural holidays.

SOLAR SYSTEM

Calibourne is a flat planet: the landmass of Calibourne is surrounded by the Endless Ocean, which stretches on for near infinity until it flows off the edge into space. Small pockets of conspiracy-theorist “globe truthers” believe Calibourne to instead be a spherical planet.

The sun is much like the Earth's sun, although the direction the sun rises changes every day. Most simply refer to the sun as “the sun,” but it has other common names such as “Sol,” “Solis,” and “Everlight.”

ELARA, STAR MOON

Elara is the ringed orange moon. It is the smallest of the three moons and appears in the sky most frequently during warmer temperatures (spring, summer). Curiously, Elara emits its own light source and so does not have a lunar cycle.

KEBEROS, RINGED MOON

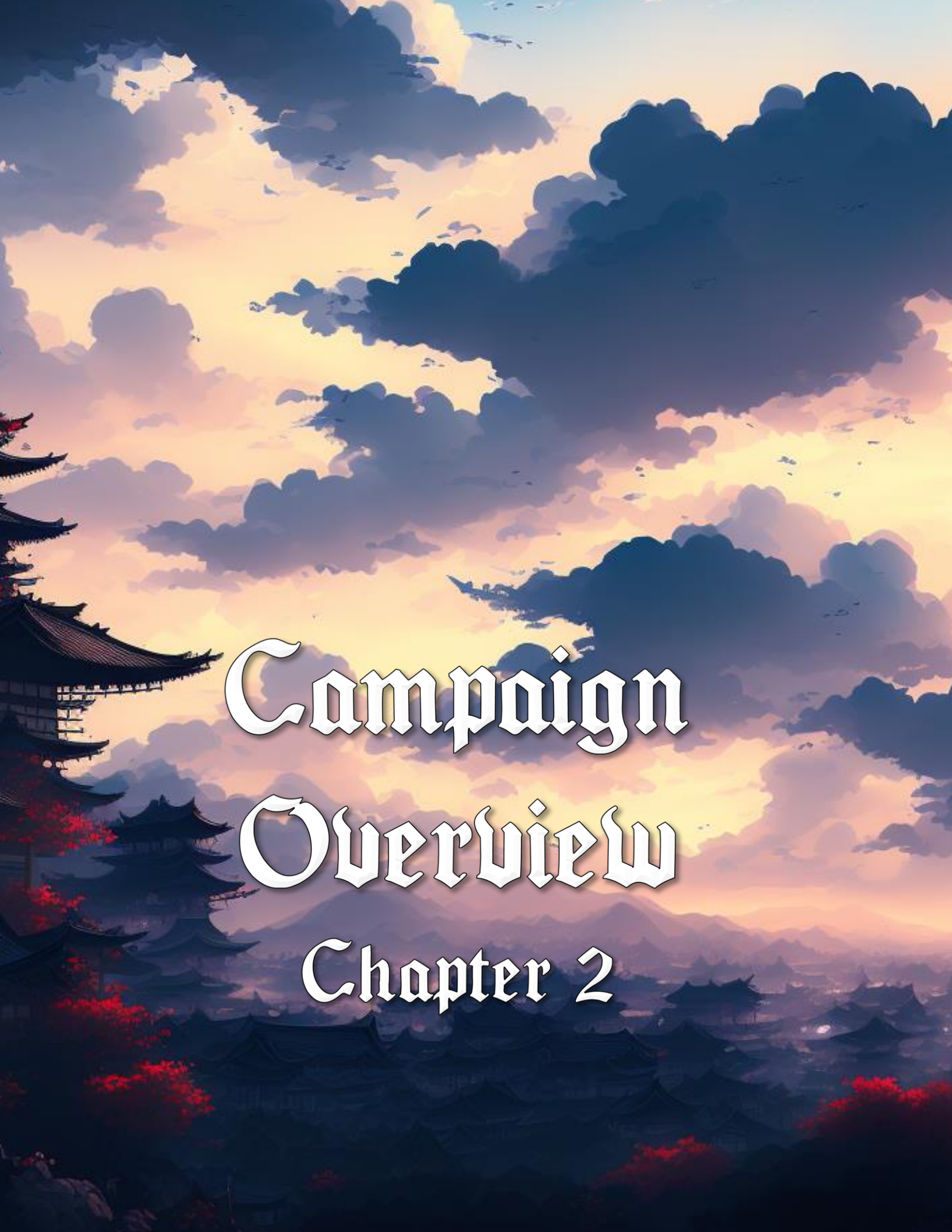
Keberos is the smooth, yellow moon. It had two large rings made up of asteroids that cross perpendicularly. It appears in the sky most frequently during cooler temperatures (autumn, winter).

There have been reports across Calibourne of encounters with giant meteorites that upon further inspection, seem to be made of aged cheese. It is believed that these meteors originate from Keberos and, therefore, Keberos itself is believed to be made entirely of cheese.

DYSOMNIA, SHATTERED MOON

Once thought to be the home of the goddess Selûne the Moonmaiden, the rocky gray moon of Dysomnia was said to be shattered when the Demon Queen gravely wounded Selûne. Some resent the Demon Queen for her cruel act, while some believe the injury was a deserved and righteous act.





Campaign
Overview
Chapter 2



The Red Dynasty

To the far east of Calibourne lies the island-continent of Ibermenon. This land is filled with sprawling cities and untamed wilderness, all dominated by a singular nation: the Red Dynasty.

Within the dynasty, the nobility reigns supreme. A council of five high noble houses function as the nation's government, keeping the common folk in line. High House Calvaria's undead laborers build the bones of the nation, High House Delmourn runs the economy with its massive trade fleet, High House Vernillion controls the dynasty's limited pantheon, High House Aldennar controls the politics of the land from the shadows, and High House Sultran rules over all from atop their dragon mounts, ready to go to war at a moment's notice.

Although mostly left alone by the Imperial Ascendancy, the dynasty is no more secure than any other nation. Frequent civil wars, political assassinations, complex conspiracies, and lone predator dragons constantly threaten the stability of the dynasty. And with the winter snow finally clearing, the Red Dynasty is on the brink of war.

ALIGNMENT OF THE RED DYNASTY

The dynasty is a nation of staunchly rooted tradition: imperialistic, nationalistic, and militant. Led by a cabal of scheming high houses, the dynasty fits neatly into the category of Lawful Evil.

Even still, it only rests there due to those that lead it. The head is utterly evil, but the body can take any form should it be pushed in the right direction. Make

sure to show players and player characters that the fate of the dynasty is a cause worth fighting for. The peoples of the dynasty are beaten and worn; used to the way of their world. They accept the corrupt government and frequent wars: it is simply the way the world works. But they have not given up. Even if they laugh at talk of revolution or revolt, they listen. Who knows what a new band of heroes might begin.

EMERALD GROVES

TABLE: RED DYNASTY

Full Name	Red Dynasty
Government	Autocracy (<i>rule by a dictator</i>)
Ruler	Emperor Henrik Sultran
Political Organizations	High Houses (<i>upper nobility</i>) Minor Houses (<i>lower nobility</i>)
Military Organizations	Blood Legion (<i>military / navy</i>) Blood Hunters (<i>elite police</i>) Bloodguard (<i>town guard</i>)
Regions	Ibermenon, Algamount
Capital	Lorenheim
Established	102 AR (from Magelord lands)
Alignment	Neutral Evil
Known For	Nobility, dragons, samurai, knights

GEOGRAPHY

The ever-expanding lands of the Red Dynasty include the island continents of Ibermenon and Algamount along with some of the surrounding sea. Although Ibermenon is solidly under the control of the dynasty, Algamount is undergoing a continuous colonization. This effort is opposed by nearly all the natives along with Raxtal the Ancient Cinder of the Imperial Ascendancy.

To the direct southwest is the island continent of Sikra. Their coastal town of Djat is the closet settlement to the dynasty, yet few foreigners ever visit.



IBERMENON

A diverse island-continent home to nearly a dozen different biomes including forests, rivers, deserts, and mountains. At the center is Argentum, a lake that sparkles like silver.

Elisung: An isolated “backwater” town dedicated to dragon hunting.

Loreheim: The warlike capital city of the dynasty. A beautiful fortress settlement.

Vulstrook: A somber mining town held firmly under the control of the Blood Legion.

Oath: An ever-expanding labor city of gargantuan structures and undead laborers.

Armos: A mismatched port city of foreigners and those trying to find their way.

Revaria: An isolated mysterious city shrouded in an omnipresent fog and lies.

Regalum: A high-energy technology-based city. Crime haven and tourist deathtrap (literally).

Tianqu: A calmer scholarly city that is devoted to progress through magic.

Istralore: A religious capital city built to impress. The church controls everything.

Portula: A bustling port city that combines the law of a navy and chaos of piracy.

COLONIES IN ALGAMOUNT

A more rugged and untamed island-continent than Ibermenon, Algamount is dominated by a massive primordiated forest. Surrounding the forest are dozens of volcanoes formed by Raxtal the Ancient Cinder of the Imperial Ascendancy.

Arbaran: The only successful dynastic colony city, known for its rare exports.

Anbenn: A miserable dynastic colony town constantly fighting for survival.

EVERLAM ISLANDS LOST COLONIES

In 792 AN when the Red Dynasty’s colonization effort was at its peak, Lord Magus Hawkar Roza sought to expand the nation’s colonization effort into the Everlam Islands. The three attempted colonies of Evone, Korano, and Pesaco survived for only four months before they were obliterated by the Everlam Trade League’s Sinscorch Fleet.

Sikra, Algamount, and the Everlam Islands are part of the greater setting of Calibourne but can be removed from your personal setting.



THE NOBILITY

The Red Dynasty's political structure is extremely well established, rooted in law and tradition. An intricate class system keeps the commoners where they are, with little chance to rise up. A shifting court of five high noble houses act as the nation's government, living a lavish life of luxury.

This life is one of masquerade balls, foreign cuisines, shopping for expensive outfits, secretive courting, and a lack of true understanding of how life works for those below them. Many nobles are content to live this life of wealth, but many others engage in the endless pursuit of power. These nobles engage in a political dance, constantly trying to gain the upper hand against those they perceive as a threat. The high nobles are more likely to own entire castles, cities, and armies. They run the politics of the nation with little input from any else.

"Nobles ain't a problem until they are. Well, I guess that's the way with all problems. What I'm tryin'a say is when me and me brother argue, the worst that happens is a bloody nose or missin' tooth. When those self-righteous nobles argue, cities burn."

MINOR HOUSES

There are dozens of minor noble houses within the Red Dynasty, usually made up of families, but some consist of adventuring parties, famed heroes, or orders of knights. And so, even though most lords and ladies ascend to nobility through sponsorship of high houses, there is a nobility ascension process open to all. To become a minor house, a candidate group must have a:

Stronghold: The candidate family must have a stronghold within the Red Dynasty that is undeniably their property. Acceptable strongholds range in scale from estates to castles to entire settlements.

Sponsors: The candidate family must have a letter of sponsorship from at least three eligible sponsors within the Red Dynasty. Sponsors can be existing members of the nobility, homestead elders, wealthy businessmen, and others of similar status.

Wealth: The candidate family and its employees must have a combined total wealth of at least 50,000 gold (including assets) within the Red Dynasty.

HIGH HOUSES

Above the rest of the nobility are the prestigious high houses, of which there are always five. When this number drops for whatever reason, a bidding process between minor houses commences which lasts for one month. High houses are the effective rules of the entire nation. To become a high house, a candidate minor house must have a:

Region: The candidate house must control at least one region of Ibermenon.

Sponsors: The candidate family must have a letter of sponsorship from at least ten eligible sponsors within the Red Dynasty, one of which must be from a Duke or Duchess (leader of a high house).

Vote: After the bidding process is over, all eligible candidate houses must gather in Lorenheim. They must present their case to the existing high houses and receive a majority in a blind vote.

NOBILITY TITLES

- The **Lords & Ladies** are the members of minor houses
- The **Counts & Countesses** are the members of high houses
- The **Dukes & Duchesses** are the rulers of high houses
- The **Emperor** is the ruler of the Red Dynasty, the ruler of the high house in power, and the sole person with the right to sit on the Red Throne of Lorenheim

COMMONERS

The lower class of the Red Dynasty are the common folk. Commoners live one day at a time, or one year at a time if they're lucky. They live under the whim of the nobility, which while sometimes can be harsh, is generally livable. The nobles pay for the upkeep of cities, provide protection, organize public works, and create jobs. The commoners may complain about the way things are run, but no one sees the nobility itself as the problem.

The Red Dynasty is a quasi-feudal society. The commoners are set in their ways: they may take issue with the nobles of both the minor houses and high houses, but any thoughts of revolution are on replacing the houses, not eradicating them. Make sure your players understand this and make sure to show both the evil the nobility brings along with the good they cause (however small).



EMERALD GROVES



HIGH HOUSE
ALDENNAR



HIGH HOUSE
CALVARIA



HIGH HOUSE
DELMOURN



HIGH HOUSE
VERNILLION



HIGH HOUSE
SULTRAN

HIGH HOUSE ALDENNAR

Rank	High House
Motto	"Purity prevails"
Ruler	Duchess Auria Aldennar
Race	Drow
Stronghold	Revaria
Region(s)	Grimwood
Known For	Shadowy politics, information

OVERVIEW

High House Aldennar came into power first as a noble family of the Deep Dark, then again as one of the original houses that founded the Red Dynasty during the Age of Relics. From the very start, High House Aldennar has been completely intertwined within the political structure of the nation. They act as the dynasty's information broker. In the game of dynastic politics, they are the best. Their mysterious High Seekers act as their agents. Just their name strikes fear into the hearts of commoners and nobles alike.

INFLUENCE ON THE EMERALD GROVES

High House Aldennar wants to secure new allies in the groves and get rid of old threat.

In Elisung the Aldennar want to ensure House Cortez takes control of the city. The Cortez twins are vain, selfish, and will run Elisung even deeper into the ground, collapsing the city before it can become a nuisance in the war.

Outside of Asterwaln a man by the name of Vonder Kordatell lives in isolation alone, hiding his knowledge about the truth of High House Aldennar. Vonder also hides his secret heritage a member of the Aldennar

family. Vonder is a liability High House Aldennar plans to take care in the case he ever becomes a...nuisance.

HIGH SEEKERS

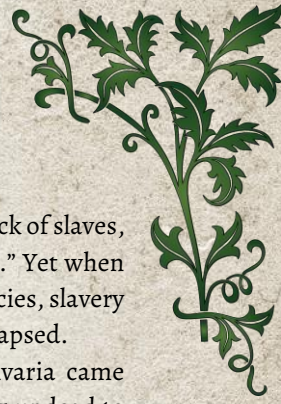
[Warning! This section contains extra heavy spoilers for possible twists and reveals. Players stay out!]

The secret police of the Red Dynasty, the High Seekers are the incredibly mysterious agents of High House Aldennar. The background of a High Seek begins in childhood, as noble-born drow born with a disability. High House Aldennar believes in the purity of the noble-born drow, so the High Seekers organization "takes in" (kidnaps) the children and hands them to Lord Seeker Watch.

Watch is a faceless, hooded creature that lacks the ability to feel sympathy, pity, or pain. Watch trains the drow children they are given, granting them empty stone cells in the catacombs below Revaria to live in. From the moment they step foot in the catacombs Watch puts them through rigorous torture-training, granting food and a bed only as a reward for exceptional behavior. Through this torture Watch builds a parental relationship with these children: all High Seekers desire Watch's approval at all costs.

Beyond just Watch, the High Seekers are raised to believe that Aldennars are gods: no imperfections, no flaws, no disabilities, and are basically perfect in every way: the Aldennars are the only "true" noble-born drow.

Those taken in that fail to become High Seekers become fodder and training dummies. Those that fail at that too have their tongues cut out and are forced to work as servants known as Muted Ones.



NPC: HIGH SEEKER RAIN

High Seeker, Young Noble-Born Drow

Rain was born blind to Duke Vonder Aldennar and Duchess Isabel Aldennar. When Vonder and Isabel refused to give up Rain to the High Seekers, Countess Aira Aldennar staged Isabel's suicide and had Vonder blamed for it, then claimed the title of Duchess. Vonder was exiled from House Aldennar and stripped of the high house name, once again becoming just Vonder Kordatell. Rain was taken in and trained to become a High Seeker by Lord Seeker Watch.

A devout and accomplished High Seeker with slicked-back hair, a constant smirk, and milky white eyes, Rain is the very model of a seeker. She is calculating, determined, and sees herself as a prophet of the Aldennars.

POSSIBLE ADVENTURES

The following are possible adventure hooks that can be given by or related to High House Aldennar depending on when you meet them.

KILL THE HIGH SEEKER

High Level: The High Seekers are hunters of the night, killers of the mightiest heroes. It is time to bring one down.

If Rain has encountered the party, she should have in some way incredibly negatively impacted them, such as succeeding in one of the previously mentioned High Seeker plots or killing a beloved NPC. Whatever it is should be negative enough that the player characters are clamoring for revenge.

THE MYTHMAN

All Levels: See *Asterwaln*.

HIGH HOUSE CALVARIA

Rank	High House
Motto	"Death is but a tool"
Ruler	Duke Cedederick Calvaria
Race	Syrinx
Stronghold	Oath
Region(s)	Barrowlands
Known For	Undead, labor, necromancers

OVERVIEW

High House Calvaria rose to power on the back of slaves, praised by the nobility for their "innovation." Yet when the Puretide yet to the genocide of entire species, slavery was outlawed, and High House Calvaria collapsed.

After centuries as a minor house, Calvaria came back into power when they began animating undead to bypass the restrictions. Today, Calvaria's undead laborers are used across the dynasty. High House Calvaria pays commonfolk a hefty sum for permission to use their corpses after their deaths. Those that revive and command High House Calvaria's undead are known as Necromasters.

INFLUENCE ON THE EMERALD GROVES

One of the central laws of the Red Dynasty, created after the Undying War, is that no undead are to be used for combat—neither in armies nor as guards. Yet High House Calvaria is acutely aware of the approaching civil war and the fact that they do not have the living manpower to defend their lands should their alliance with High House Aldennar fall sideways.

And so, quietly, Calvaria gathers bodies from across Ibermenon, legal or not. Necromaster Ve'kel is one of a number of Necromasters in the Emerald Groves that travels the land collecting bodies to be used for war.

UNDEAD SLAVERY

While the Red Dynasty's practice of slavery began following the Undying War, it was outlawed three centuries later at the end of the Puretide. Then, when High House Calvaria (the original pioneers of dynastic slavery) came back to power ~30 years ago, they brought with them the concept of undead laborers.

Since then, High House Calvaria has created a massive system of reanimating undead and forcing them into slave labor. Calvaria protests the use of the word slave, since, as they proclaim, "undead are neither alive nor have free will in the first place."

NPC: NECROMASTER VE'KEL

Calvarian Necromaster, Middle-Aged Female Kitsune

A harsh Necromaster born, raised, and trained in High House Calvaria's undead-coated city of Oath, Ve'kel believes in the good that undead can do. She also



EMERALD GROVES

believes in the word of the law, unless the law goes against what is good and right. She is suspicious of the nobility of the Emerald Groves, the Cortez's in particular. With the ability to raise dozens of undead at a moment's notice, Ve'kel is a force to be reckoned with.

POSTMORTEM DONATION

The citizens of the Red Dynasty are given an offer by High House Calvaria upon reaching adulthood: an immediate payment of 75 gold for permission to give their corpse to High House Calvaria to be used for labor post-death. For a commoner barely able to keep themselves alive, this is an entire year's salary; not something to pass up. For the nobility, agreeing to the offer brings dishonor.

POSSIBLE ADVENTURES

The following are possible adventure hooks that can be given by or related to High House Calvaria depending on when you meet them.

HUNTING FOR BODIES

All Levels: Necromaster Ve'kel wants bodies, specifically skeletons. Every creature returned to Ve'kel with their complete skeleton intact will earn a hefty reward, especially for more powerful creatures.

If the player characters have more than a passing interest in undead, prioritize Ve'kel appearing for the party sooner rather than later. You don't want the party to regret leaving skeletons behind they otherwise would have picked up.

A FOREIGN, FOUL STENCH

Mid Level: Some in the Emerald Groves see Calvaria's practice of undead slavery as an unholy, barbaric act. The Necromasters are an extension of that and have no place in the groves.

If Ve'kel has yet to visit Elisung in your campaign, the townsfolk will ask you to find and slay "the Necromaster" and her undead. If Ve'kel has visited Elisung under normal circumstances the townsfolk will see that she is not evil, just pragmatic. While most townsfolk are no longer scared of her, some few radicals might still approach the party about slaying her or forcing her and others like her out of the Emerald Groves.

HIGH HOUSE DELMOURN

Rank	High House
Motto	"Money makes the world go 'round"
Ruler	Duke Borgador Delmourn
Race	Human (mostly)
Stronghold	Portula
Region(s)	Boreal Wilds
Known For	Economy, trade fleet

OVERVIEW

In order to keep their estate afloat, the original Delmourn brothers sold their surname as if it was a title. They amassed a great fortune from this and so opened a fishing company, which spiraled into the largest economic powerhouse in the Red Dynasty. Today, High House Delmourn's trade fleet manages most of the trade within the dynasty. They effectively control the economy of the nation, setting tariffs and laws on imports and exports.

Beyond just their trade fleets the Delmourns own the Wavebreakers, a private fleet that rivals the Blood Legion in size.

Each Delmourn has their own share of the larger trade empire. Some spent their time on land filing paperwork and getting fat, while others take to the seas as trade captains or explorers of new islands.

INFLUENCE ON THE EMERALD GROVES

High House Delmourn wants to secure their claim in the Emerald Groves before war breaks out. In pursuit of this they have built Belltown, a village on the edge of the Emerald Forest. Led by Lady Belline Delmourn and Lord Edededrick Delmourn, the town suffers raid after raid by Blackwyche the Everburning Lord.

NPC: FLYNN ASAELA

Wavebreaker Captain, Young Male Human

Flynn Asaela is an upstanding, forthright, and swashbuckling captain of the Wavebreakers and the second in command to the nobles of Belltown. Oozing confidence and skill, Flynn wields the Tidecaller, a rapier that gains strength when the wielder is in or over the sea. Flynn won't back down to any challenge, no matter if he has to die to win. Especially against dragons.

POSSIBLE ADVENTURES

The following are possible adventure hooks that can be given by High House Delmourn depending on when you meet them.

HUNTSMEN INFESTATION

Low Level: Hordes of giant spiders known as Huntsman have infested the Emerald Forest. Through flame and steel, they are to be destroyed, a job many in and around the forest would be willing to pay for. Both their deaths and their glands: Huntsmen glands act as a potent white dye.

THE MAGMA DRAGON

Mid Level: See *Village of Belltown*.

HIGH HOUSE VERNILLION

Rank	High House
Motto	"The will of the gods"
Ruler	Duchess Amaset Menkara
Race	Aasimar (previously Shabti)
Stronghold	Istralore
Region(s)	Havenscape, Storm Forest
Known For	Enforced religion, clergy

OVERVIEW

Unlike all other noble houses, High House Vernillion has been controlled by many families. One of the oldest houses in the dynasty, High House Vernillion was given their statue as a high house in order to spread the "correct" religions to all.

Yet, deep, divisive religious policies often give rise to zealots who think they can do better. They revolt, sometimes successfully killing the ruling noble family and taking over as new rulers of High House Vernillion. Thus, the name of Vernillion passes on like a title. No matter what each ruling family does to prevent it, the cycle repeats every few decades. Remaining though through the cycles are the Godkeepers.

GODKEEPERS & GODLURCHERS

Godkeepers are religious fanatics who have completely devoted themselves to the dynastic

pantheon of High House Vernillion. In order to become a Godkeeper, one must offer their very soul to the gods. If the gods accept, the newly minted Godkeeper gains the power to identify one's religion with just a touch.

If a Godkeeper touches someone devoted to a heretical religion, the Godkeeper will transform into a Godlurcher, a terrible creature that does everything in their power to kill the heretic before they themselves die. Godlurchers are significantly stronger and more brutal than Godkeepers.

INFLUENCE ON THE EMERALD GROVES

As the house of religion, High House Vernillion has set themselves on an endless crusade to enforce the dynastic religion in every single sentient creature in the Red Dynasty. And from the Emerald Groves traitorous rumors swirl of those that still devote themselves to Feyla, the Emerald Enchantress.

The house has sent an Akkorokamui, a massive sentient squid-creature, to investigate the Cherry Hot Springs, the supposed location of the heretics.

NPC: WARDEN ARSINO

Istralore Ironhold Warden, Middle-Aged Male Rhinox

An orphan abandoned by his parents in Istralore at the cathedral of High House Vernillion, Arsino was raised by the church under the tutelage of Count Bishop Alderbright Vernillion. Arsino became the accomplished warden and executioner of Istralore Ironhold Prison. Large, with a massive rhino horn, poor eyesight, and a warhammer he's more than happy to use, Arsino is a single-minded, dedicated, and brainwashed agent of the house.

POSSIBLE ADVENTURES

The following are possible adventure hooks that can be given by or related to High House Vernillion depending on when you meet them.

THE ESCAPEE

Low Level: Few prisoners escape from the Istralore Ironhold Prison. One such criminal is a Godkeeper, at least, they would be if they didn't fail the ritual. Which is, of course, a crime. Rumors place the criminal somewhere in or around Zhang Homestead.

EMERALD GROVES

HORNED HUNTER

Mid Level: If the Akkorokamui described in the Cherry Hot Springs section does not report back to High House Vernillion, the house will send Warden Arsino and 1-3 Godkeepers to the Cherry Hot Springs to uncover the Akkorokamui's whereabouts.

Arsino and the Godkeepers are also on a mission to destroy the heretics and need any help they can get, including a guide.

RAMAGE OF THE AKKOROKAMUI

Mid Level: See *Cherry Hot Springs*.

PANTHEON OF THE RED DYNASTY

High House Vernillion—and therefore the Red Dynasty—officially supports 7 gods. Practice or worship within the dynasty of any other deities is illegal. So is atheism. The dynastic pantheon consists of:

- The Moonmaiden
 - NG Goddess of the Moons
- The Great Dreamer
 - CG Goddess of Dreams
- The Master of the Vault
 - LN God of Wealth
- The All-Seeing Eye
 - N God of Magic
- The Lady of the Land
 - N Goddess of Agriculture
- The Mother of Souls
 - N Goddess of Fate
- The Duke of Thunder
 - CN God of Storms

Once a member of the pantheon but long since outlawed by High House Vernillion is:

- Feyla the Emerald Enchantress
 - LG Goddess of Nature

HIGH HOUSE SULTRAN

Rank Ruling High House

Motto	“Doom upon the world”
Ruler	Emperor Henrik Sultran
Race	Rougarou
Stronghold	Lorenheim
Region(s)	King's Highlands, Hills of Orrodrum
Known For	War tradition, dragon hunting

OVERVIEW

High House Sultran began as Clan Sultran, an extended family of famed dragon hunters. When High House Meldren began the Puretide to “cleanse the unpure races,” Clan Sultran fought back, eventually killing the entire Meldren family and taking their place as a high house.

Three centuries later, as the winner of Lion Conflict, Lord Henrik Sultran claimed the Red Throne and the title of Emperor. Henrik has ruled longer than most: 33 years. As the leaders of the military, High House Sultran is ready to go to war at a moment's notice.

INFLUENCE ON THE EMERALD GROVES

High House Sultran has the least influence in the Emerald Groves. Because they do not care about the region, or the nation as a whole, they remain focused on other pressing matters. Although, if the goings-on of the groves cause word to reach the capital of Lorenheim, Sultran will start to take an interest.

NPC: COUNTESS SUNLIGHT SULTRAN

Red General, Young Female Rougarou

Sunlight was the firstborn of Donya and Henrik Sultran, born specifically to rule over the Red Dynasty as a replacement for the exiled liege Moonlight. As hard as Sunlight tries, she can never reach her father's expectations. She has taken it upon herself to hunt down the surviving members of the High House Roza.

She is also the person High House Sultran will first sent to investigate the Emerald Groves.

NPC: REZULOX

Undying Shadow, Ancient Non-Binary Dragon Imperial Underworld Dragons

Rezulox was a dragon born of Raxtal the Ancient Cinder of the Imperial Ascendancy, devoted to Raxtal until a surprise hunting raid, in which Rezulox was left for dead. At the last second, they were saved by Sunlight

EMERALD GROVES

and her men. Sunlight and Rezulox formed a close bond, eventually becoming rider and mount.

POSSIBLE ADVENTURES

The following are possible adventure hooks that can be given by or related to High House Sultran depending on when you meet them.

HUNTING THE SULTRAN

High Level: Countess Sunlight Sultran is one of the leaders of the nation. Should someone kill her, they will bring down on them the full force of the nation. But they will also stand out, gaining many allies.

CIVIL WAR

The Red Dynasty is on the brink of civil war.

House High Vernillion is at the throat of High House Calvaria. The newly risen Vernillion family sees Calvarias undead as blasphemy, enough so that they are prepared to go to work against it.

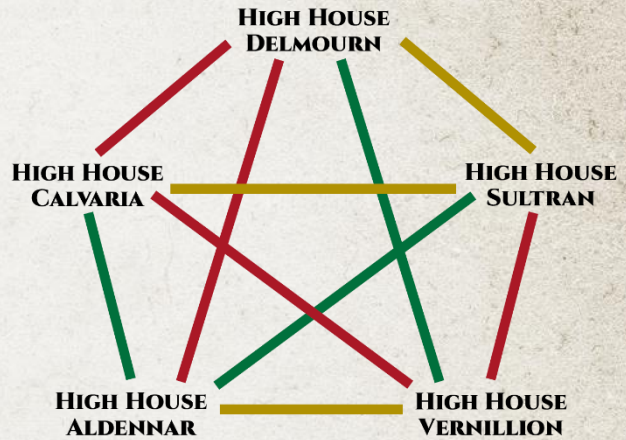
Meanwhile, Calvaria is threatened by High House Delmourn's increasing grip on the economy of the dynasty. The Delmourns seek to run Calvaria into the ground with exorbitant tariffs and regulations.

High House Aldennar quietly supports Calvaria, outwardly almost ambivalent, but in private overjoyed at the upcoming war. They are not alone: High House Sultran is ready to go to war at a moment's notice. Although they are required to stay neutral in events such as these, it would only take one attack on their house to bring the armies of the Red Dynasty in the conflict.

TABLE: ELITE ORGANIZATIONS

Aldennar	High Seekers (secret police / spies)
Delmourn	Wavebreakers (navy)
Calvaria	Necromasters (necromancers)
Sultran	Dragon Knights (dragon riders / knights)
Vernillion	Godkeepers (inquisitors / demons)

Each High Houses has elite organizations that they have or will send out to the Emerald Groves. While some fools consider the region unimportant, those in positions of power understand the strategic bulwark the Emerald Groves provides.



RACES OF THE GROVES

The Red Dynasty is home to dozens of different races that live fairly harmoniously with each other.

Emerald Groves has racial majorities of Humans, Vishkanya, Tieflings, Suli, Kobolds.

Emerald Groves has racial minorities of Centaurs (in Zhang Homestead), Beefolk (in Dior Homestead), Grippli (in Nuzin Homestead), Adaros (in Asterwaln), Reptoids, and Dragons.

Human:

Humans, a varied bunch. Like in the real world.

Vishkanya:

Snake-like human-adjacent with scaled skin.

Tiefling:

Horned human-adjacent with devil-like features.

Suli:

Elemental human-adjacent with glowing eyes.

Kobold:

Smaller dragon-like goblins. Uncivilized.

Centaur:

Half horse, half humans with four legs.

Beefolk:

Beep people with small wings and insectile features.

Grippli:

Short frog people who can stick to surfaces.

Adaros:

Shark people who can breathe underwater.

Reptoid:

Dragonoids with reptilian features (but no wings).

Dragon:

Massive serpentine beasts with wings and claws.

EMERALD GROVES



The Emerald Groves

The Emerald Groves is a varied oak forest of beauty, wonder, magic, and dragons that cover ruins of old. Named for the emerald trees of the northern woods, the vast forested region has grown over the ruins of the ancient House Keleria, a long-dead noble house of brave Emerald Knights and devout followers of the goddess Feyla, the Emerald Enchantress.

The Emerald Groves lie at a precarious point. Even without the looming scourge of civil war, the groves are under threat by devious nobles and cunning predator dragons who seek to take the region for themselves.

In this dark time many commoners dream of new heroes: adventures brave enough to take on the title of knight or samurai, to save the groves before it can collapse in on itself. Should you prove yourself worthy, there are many across the groves willing to join a noble cause. It is time for a new band of heroes to take up the call: journey across the land, encounter mighty dragons, rise to nobility, construct a stronghold, and prepare for war.

REPEATING POIS

Across the Emerald Groves are a number of points of interest that repeat themselves across the region.

ANCIENT GUARDIANS

The Ancient Guardians are five oversized statues that remain from the Age of Relics. Each of the Ancient

Guardians represents one of the Magelords who ruled over Ibermenon. The statues can be seen for miles around.

ASTERWALN FARMISLES

The Asterwaln Farmisles are two large islands and a smattering of smaller islands that make up the distant farmland of the village of Asterwaln. These islands grow simple crops like hops, beans, corn, and grains.



KELERIAN WATCHTOWERS

The Kelerian Watchtowers are 16 watchtowers that were built by House Keleria to establish their rule in the Emerald Groves and to act as a border between their lands and the wild. Each watchtower contains a puzzle that upon completion, reveals a Heartstone.

HEARTSTONES

A Heartstone is a baseball-sized crystal-clear orb with a pink heart-shaped gem in the center.

- **Living Compass:** If a Heartstone is planted in fertile soil, the Heartstone will instantly revive all plant life within a 1-mile radius. The Heartstone sprout will point towards the predestined location of Alerdrasil the New World Tree.
- **Alerdrasil:** If an Alyrian with 6 Heartstones stands in the predestined location and places their hand on the ground, they will sprout into Alerdrasil the New World Tree.
- **Construct Revival:** If a Heartstone is placed inside of a dormant/dead/corrupted construct, the Heartstone will grant the construct a free soul, transform them into a servant of Aleria, and revive them instantly with full health.
- **Creature Revival:** If a Heartstone is placed inside of a dormant/dead/corrupted creature, Aleria will visit their soul and offer them a new life as a follower of Aleria. If the creature agrees, they will revive instantly with full health.

SINGING WINDMILLS

The Singing Windmills are a pair of two mysterious windmills placed on islands, devoid of any sentient life. Anyone who approaches a windmill hears the strange sound of a siren's sound and falls unconscious. They awake the following morning on the closest shore, fully healed and well rested. These windmills are the trap of friendly siren who heal weary travelers.

SKYBRIDGES

The skybridges are massive, mountain spanning bridges built during the War of the Red Wings for use in hunting dragons. Made of a heavily resistant metal, they are immune to most of the energetic damage of dragons. Only two skybridges remain, each precariously swaying through the wind. Tense fights were fought hanging on

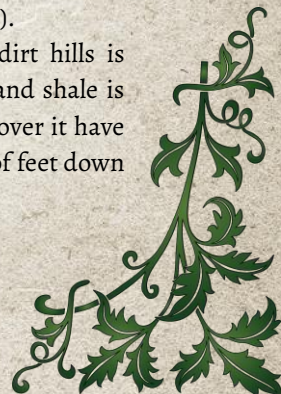
from these skybridges, launching javelins at speeding dragons, all while swinging from grappling hooks.

TEMPEST TREES

Tempest Trees are a magical subspecies of willow trees. They flower gray-white leaves that condensate incredibly quickly, leading to a near constant dripping of water and dew. All the leaves together combine to give the illusion that the tree itself is raining. Tempest Trees are planted by House Tem'pel on the graves of fallen Storm Knights.

1D10 TRAVEL ENCOUNTERS

1. **Stars:** The sky is speckled with the occasional shooting star. It's a small meteor shower. It's lucky to make a wish during one.
2. **Chest:** There is a locked chest on the ground with no keyhole. The chest cannot be opened without breaking it. Within the chest is an explosive rune that explodes for fire damage.
3. **Fox:** A three-tailed golden fox appears from the forest, looking questioningly at the one on watch. It will appear to be listening but never make any forward actions.
4. **Landslide:** A cascade of massive trees snap under an onslaught of wind and roll down a hill towards the party. The party will take heavy damage unless they can evade the rolling logs.
5. **Dragons:** Two deep roars can be heard to the north, then beats of wings. Two large dragons are in the midst of combat. They will eat the party if they come near.
6. **Tanuki:** A pack of tanuki approaches and settles down next to the party, seemingly oblivious. This could be a cute thing to watch, or a potential meal.
7. **Cherry:** Off on the side of the road is a cherry blossom tree that has large ripe cherries. (Cherries do not usually grow on cherry blossoms.) They grant +2 Initiative that lasts until resting. These cherries stay ripe for 2 days (including the day they were picked).
8. **Unstable Hills:** A field of rolling dirt hills is deceptive: the loosely packed dirt and shale is extremely fragile. Those that walk over it have a chance to fall through it, dozens of feet down into the ground.



9. **Dragon:** A small family of tanuki approach the party, settling down to sleep after yapping to each other. A dragon, Blackwyche, swoops in and eats them.
10. **Thunderstorm:** A thunderstorm breaks, pouring down over the party. There is frequent thunder. If it was already thunderstorm the thunderstorm clears up, revealing a nearly cloudless sky of stars along with all three moons (Elara, Keberos, and Dysomnia).

PREDATOR DRAGONS

Dragons are the creatures of legend, more often than not their villains. Winged reptilian creatures of immense size and strength, dragons dominate those around them with breath, bite, and cunning.

As dragons age they grow stronger, learning innate magical abilities alongside rapid increases in size and power. Calibourne is home to hundreds of adult dragons, dozens of ancient dragons, and less than ten elder dragons. Elder dragons are the ultimate dragons, undergoing dangerous ascension rituals only known to the dragons themselves.

“Predator Dragons” as they are called by the peoples of the Red Dynasty are a group of hostile or aggressive dragons who hunt, kill, or attack the people of the Red Dynasty.

REMNANT

“The Weapon of the World’s End”

Calibourne firearms were invented in the Red Dynasty during the War of the Red Wings a little over two centuries ago. Toward the end of the war the esteemed Lady Okada Koisko crafted a legendary firearm of both magic and tech known as Remnant. It would come to be known as The Weapon Of The World’s End.

In the hands of Lady Okada, Remnant was used to slay over a dozen dragons, but wielded and weapon were eventually destroyed. Although, when Remnant was destroyed, it broke into pieces, each still usable. The pieces have since spread across the world, some on display as trophies, some attached to firearms in use, and others simply forgotten. Remnant can be rebuilt upon the base of any firearm.

PRIMORDIATION

Primordiation is a mysterious magic that has wrought itself over the Emerald Groves.

PRIMORDIATION, SCHOOL OF MAGIC

The secret 9th school of magic, Primordiation deals with the relationship between the cosmic planes. Created by the Old Ones, it was later harnessed by the Magelords during their rule. Since the War of Arcanum, much knowledge of Primordiation has been lost.

PRIMORDIATORS

In the nearly 1200 years since the Nightmare Wars, it is said that dozens of new Primordiators have been chosen by the Old Ones through dreams and visions, but all known “new” Primordiators have gone mad and died before they could gain the required mastery over Primordiation.

PRIMORDITE, OTHERWORLDLY METAL

Primordite is a purplish-red metal that is not affected by gravity, and to an extent, neither are the things touching it. Primordite can catch fire but does not burn. Primordite is a required material in all Primordiation spells. Primordite’s origin is unknown, except that it is not of the Material Plane.

ROT, PRIMORDITE DISEASE

Prolonged exposure to raw/unstable Primordite induces Rot, an incurable disease that causes rotting skin, physical mutations, unnaturally long life, and insanity. Some call Rot the “Blight,” named after a different blight that ravaged southern Lynoria. Those that are affected by Rot (such as the Tower of Might creatures) are “Primordiated.”

LOST TEMPLE OF THE MAGELORDS

Rumor speaks of an ancient temple somewhere in Ibermenon built by the Magelords in order to house their massive stores of Primordite. Rumors also say the temple is filled with treasures of unspeakable value, guarded by constructs of unspeakable power. Fragments of maps and clues are scattered across the Red Dynasty, but no one has been able to piece them together. Some refer to the temple as “The Temple of Certain Death.”



Emerald Groves

Chapter 3

Hills of the Last Knights

To the northwesternmost edge of the Emerald Groves, surrounded by the flowing Istaladore, Crystal River, and Argentum, are the Hills of the Last Knights. Unlike most of the groves the hills are an open, windswept grasslands dotted by loose knolls and rocky mounds. Small bands of hunter-gatherers live upon these lands, keeping to themselves and respecting what came before them: the Last Knights of House Keleria. In the ancient Undying War, the knights made their final, fatal stand against unending armies of undead. The bodies of the valiant knights were left on the plains, as there was no one left to bury them. Some slowly sunk into the ground as earth piled atop others, becoming the Hills of the Last Knights.

Ignorant of this, echoing across the north of the hills, is the village of Belltown, a settlement pushing to take command of the nature it's settled in. With Belltown barely affords the title of "town," it sees more interaction with the rest of Ibermenon than anywhere else in the groves.

HISTORY OF THE LAST KNIGHTS

The Emerald Knights were a loose collection of green knights who lived to serve their goddess Feyla. Employed by House Keleria, when the Undying War began with an outpour of undead armies across the continent, the Emerald Knights gathered to meet them in battle.

After over a decade of war, a last battle was fought between the Emerald Knights and the undying, unyielding armies of the undead. For an entire decade the single battle raged on, filled with small victories and bitter defeats to the unending waves of undead.

A decade and a day after the battle began all that remained was a single Emerald Knight, who in that instant became the Champion of Feyla. For a month the Champion fought alone, felling countless armies before he too fell, and with him the Emerald Knights were lost.

It was another eight long years before the side of the living prevailed. And even though the undead were purged from the Emerald Groves, the tradition of the Emerald Knights was lost forever.

of the fountain is flowing, warm holy water. Those who bathe in it will be healed to full health and cured of any magical disease.

Unknown to most is that the fountain is a portal the leads to the Cherry Hot Springs in the Cherry Orchards. Connected with the same magical, primordial mastery

ENDLESS FOUNTAIN

In the flat plains of the region, seemingly in the middle of nowhere, is a single massive fountain. Created in the usual grandeur and sense of overwhelming scale of the megastructures of House Keleria, the Endless Fountain is but another ancient structure of the house. The water



EMERALD GROVES



used to grow the Dream Trees, one must swim deep into the fountain only to break the surface of the water of the Cherry Hot Springs. The water of the Endless Fountain comes from the Cherry Hot Springs.

PRIMAL RUIN

Rising into the sky as tall as any mountain is the Primal Ruin, a spike of warped dirt and stone. Absent of any notable features, the ruin is nothing but a reminder of the dangers of primordial magics. Or, some would say, its greatest strength.

Scattered around the ruin and fractured into its surface are large shards of primordite.

HISTORY OF THE PRIMAL RUIN

When High House Roza was simply the Roza sisters, they approached the leaders of the High Houses with their findings in primordiation research but were told to bring more substantial proof.

And so, the sisters invited them to the Emerald Groves, to the Hills of the Last Knights for a test experiment. Yet their experiment went array and the earth erupted, giving birth to the Primal Ruin. The Roza sisters saw this as a failure, but the high nobles were amazed, amazing and greedy for the power a mastery of primordiation would bring. And so they funded the sisters.

ZHANG HOMESTEAD

Overview	Picturesque Ranching Homestead
Government	Gerontocracy
Ruler	Elder Lyra Kelesti
Established	688 AC
Alignment	Neutral
Primary Deity	The Lady of the Land
Exports	Animal materials, eggs, leather, milk, cheese, butter
Demographics	<i>Majority:</i> Centaur

OVERVIEW

A small settlement nestled into the Crested Mountains; Zhang Homestead is an isolated ranching homestead home to a clan of centaurs. Once a part of the ancient bands of Emerald Knights, the Zhang family settled down almost 150 years ago to start a less violent and more quiet life. Life in the homestead is one of peaceful ranching and tending to cows, horses, sheep, pigs, and other domesticated creatures.

VILLAGE OF BELLTOWN

Overview	Noisy Expansionist Village
Government	Aristocracy
Ruler	Lady Belline Delmourn
Established	829 AC
Alignment	Lawful Neutral
Primary Deity	The Master of the Vault
Exports	Lumber, imported goods (gems, alcohol, firearms, fish, androids)
Demographics	<i>Majority:</i> Human, Vishkanya <i>Minority:</i> Adaros, Android

OVERVIEW

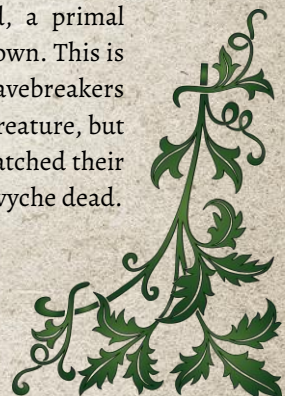
Belltown is an expanding military outpost to the north of the Emerald Groves, built by High House Delmourn. They, like the rest of the high houses, seek to create a foothold of influence in the Emerald Groves before war breaks out. Belltown itself is constantly under construction, mostly in repairs from attacks by the fear Blackwyche the Everburning Lord. Even still, the village is ever-expanding.

POSSIBLE ADVENTURES

The following are possible adventure hooks that can be found in and/or around the Village of Belltown.

THE MAGMA DRAGON

Mid Level: Mid Level: The citizens of Belltown cower in fear as Blackwyche the Everburning Lord, a primal magma dragon spews magma across their town. This is its fourth attack this month. At first the Wavebreakers of High House Delmourn tried to fight the creature, but they quickly became disillusioned as they watched their friends melt into ash. Belltown needs Blackwyche dead.





Emerald Forest

The largest area in the region, the Emerald Forest is a sparkling woodland that stretches from the western Hills of the Last Knights to the eastern Forest of Gold. The Emerald Forest is an untamed, overgrown oak forest of lush beauty. In the treetops above are a sheet of shining emeralds. Growing from the trees like coconuts, these emeralds are pure, natural, and seemingly priceless if the forest was not filled with them.

Between the trees hides the ruins of the ancient House Keleria, fallen in the Undying War. The house's watchtowers and temples have long since crumbled, but their mysteries and puzzles remain undiscovered. Remnants of their ancient devotion towards Feyla, the Emerald Enchantress, still remain.

BLOOD SPIRE ISLE

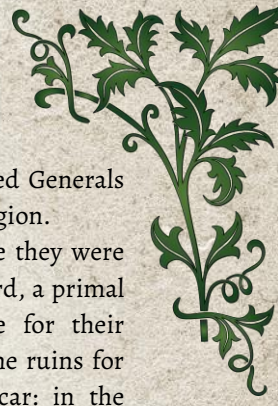
Blood Spire Isle is a cursed island, sacked and burned. The trees and buildings stand dead, corpses of ash. Peering across the ruins of the settlement is the still-standing Blood Spire Clocktower, a tortured spire of black stone topped by a bloody, red-tiled roof. The island was once the glorious study of High House Roza, until it was razed alongside Magecrest during the Failed High House Roza Coup.

The mysteries and relics of the island remain there, protected by the Sky Serpent, a terrible beast who drags all who approach to their doom. Imprisoned and experimented on by High House Roza, the beast was set free in the razing.

NUZIN HOMESTEAD

Overview	Quiet Fishing Homestead
Government	Gerontocracy
Ruler	Elder Toa'denwu Nuzin
Established	808 AC
Alignment	Neutral Good
Primary Deity	The Lady of the Land
Exports	Fish materials, fish, shellfish, coral, pearls, medicine
Demographics	<i>Majority:</i> Grippli





OVERVIEW

A cozy settlement on the northernmost tip of the Emerald Groves, Nuzin Homestead is home to an extended family of grippli. Seated on the very edge of the coast, the Nuzin spend their days fishing. They sit content, fishing from the piers and their canoes while the children chase the fish through water.

NPC: TOA'DENWU NUZIN

Homestead Elder, Elderly Female Grippli

While she is short, small, and unable to walk without her cane, Toa'denwu Nuzin has wisdom far beyond her years. In her younger days Toa'denwu was a Samurai Champion and the Master of Dragonflies, a title of which she eventually passed onto her apprentice, Du Shin. Toa'denwu spent her younger years protecting the lives of those who could not, until she grew tired and settled the Nuzin Homestead with her family.

ADVENTURE: NUZIN GRAVEYARD

Low Level: Nuzin grippli that have been approaching the Nuzin Graveyard located a couple miles east of town have been disappearing. The mist covered Nuzin Graveyard is crawling with undead grippli resurrected by Geist, a Cadaver Lord. Geist is collecting the buried bodies of the Nuzin to add to her corpse collection. Geist wields a scythe.

TEMPLE OF LOST EONS

The Temple of Lost Eons was one of two temple megastructures built by House Keleria for their goddess Feyla. The temple contains a dungeon which holds two Heartstones, among a small cache of other magic items.

TEMPLE OF FALLING STARS

The Temple of Lost Eons was one of two temple megastructures built by House Keleria for their goddess Feyla. The temple contains a dungeon which holds two Heartstones, among a small cache of other magic items.

RUINS OF MAGECREST

At the border between the Crystal River and the Gem Pass lies the ruined remains of the once great city of Magecrest. Once a hub of magic and trade, Magecrest was destroyed for their part in the Failed High House

Roza Coup. The city's razing was led by Red Generals Kharne Sultran and Du Shin of the Blood Legion.

The ruins had little time to rest before they were claimed by Blackwyche the Everburning Lord, a primal magma dragon in exile from their race for their ambition and hunger. Having roosted in the ruins for decades, Blackwyche formed a dragon scar: in the middle of the Gem Pass, blocking off the river's main flow to the Sunken Lake, now rises the violent Volcano of Ash.

BURNING AIR

The air is acidic, causing creatures that enter the region to be sickened. Any fire damage dealt in and around the Burnt Forest and Ruins of Magecrest deals double damage.

POINTS OF INTEREST

The Burnt Forest:

A forest of dead trees, charcoal, and ash. Scattered across the land are solitary fires, burning nothing but the already dead ground. Along with them are magma pools that bubble out from the ground.

The Sunken Lake:

Cut off from its primary flow of water due to the now dormant volcano, the deep lake is a mix of boiling water, dead trees, animals, and coral, lava flowing down from the volcano, and Fire Kobolds.

The Gem Pass:

A poisoned river of water that has an orange-red tint (because it reflects the surrounding fires). While the river is not actually red, it is still filled with ash and dust and is not safe to drink, requiring a DC 15 Fortitude save to do so successfully.

The Crystal River:

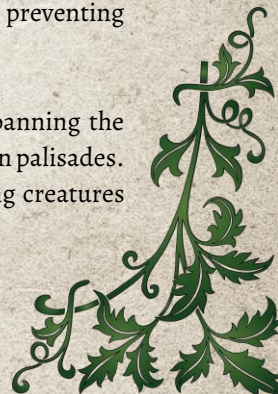
A large river that separates the Emerald Groves from the Boreal Wilds. The river sparkles due to the many emeralds, gilded leaves, and other gem-based plants that have found their way into the river.

The Broken Bridge:

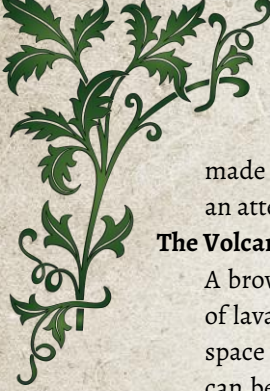
Once one of the largest bridges in history, the bridge spanned across the Crystal River. Now, a third of it has been broken into the sea, preventing passage across.

The Rozan Bridge:

A smaller but still long stone bridge spanning the Gem Pass. It is covered in broken wooden palisades. On the bridge are four magmin: flaming creatures



EMERALD GROVES



made of magma who will pretend to be friendly in an attempt to hug the party to death.

The Volcano of Ash:

A brown-gray mountain streaked with dried flows of lava. Within the volcano is a small dungeon-like space (containing Blackwyche's treasure horde) that can be reached from the underwater tunnel in the Gem Pass or by climbing down from the top.

SHIPWRECK COVE

Shipwreck Cove can be found at the end of the Gem Pass, underneath the dormant volcano. The cove is a sandstone and stone cavern with green foliage across the walls, all unhealthy but still alive. This area has not been touched by any fire or lava. From the entrance, the cove splits into three directions: a massive cave-in where the Gem Pass used to flow and two tunnel entrances that lead through the dormant volcano.

The main feature of the cove though, is a shipwrecked wooden ship that is lodged in between the waters of the Gem Pass and its natural flow. The ship, the Flying Rose, has been there for some months. The ship and the area around it is covered in Wavebreaker corpses, most of their flesh burned off. There is a *massive* cannon to the side.

The Captain's Log, located in the pocket of the corpse of Captain Gestan, details the voyage to find a location for the new House Delmourn settlement. They sought to scout out the Ruins of Magecrest to assess the threat, and were greeted by a reptoid, General Odamo, who promised the Flying Rose safe passage through the Gem Pass into the Sunken Lake. The last date in the book is eight months ago.

VOLCANO'S CORE

The Volcano's Core is a large open space of bubbling molten lava. This is the mouth of the volcano, all one must do is look up to see the sky above. Atop the highest ledge in the core is a massive pile of treasure: the dragon's hoard. And, potentially, Blackwyche the Everburning Lord.

NPC: BLACKWYCHE

Everburning Lord, Ancient Non-Binary Dragon
Threat Level 3 Primal Magma Dragon (fire)

An ancient dragon of black-hearted magma, Blackwyche holds dominion over the Ruins of Magecrest after their ambition caused them to be exiled from

Dragonskull Basin by the alpha dragon Zixindrodrath. In the Ruins of Magecrest Blackwyche has gathered a following of creatures of fire. Blackwyche has amassed a hoard of treasure and magical items.

PRISON SPIRE

A large tower rises over the tree line, sleekly gray and maroon, made of an ancient forgotten metal. The Prison Spire was constructed by the Magelords as a place to hold the most powerful mortal prisoners in an everlasting stasis. These prisoners remain inside to this day.

While many of the tower's prisoners are evil, there are also those who were locked within only after the Magelords turned from saviors to scourgers.

Make sure to fully consider letting your party unlock the ancient criminals of the spire. These incredibly powerful figures each have their own goals, aspirations and plans and few will listen to the player characters.

DREAM TREE

One of two Dream Trees still alive on the continent, the Emerald Groves Dream Tree has stood the test of time due to its guardian: the ancient dragon Glyco. Curled up, grown into the tree itself, Glyco waits and watches.

DREAM TREES

Dream Trees are a magical subspecies of willow trees that flower blue leaves. Magical golden roots called ley lines stretch from Dream Tree to Dream Tree. Ley lines can be used in a number of Primordiation spells, most often to teleport from tree to tree. The largest collection of Dream Trees can be found in Mirmamieth.

NPC: GLYCO

Eternal Guardian, Ancient Non-Binary Dragon
Threat Level 2 Primal Crystal Dragon (sonic)

Glyco is the self-appointed guardian of the Emerald Groves' last Dream Trees. Glyco has spent five decades curled around the tree, defending it from invaders. Their skin has melded with the tree, becoming vines, bark, and stone. Glyco believes that one must not use the tree, to do so would defile it.



Cherry Orchards

To the east of the Emerald Forest, nestled against the coast of the Endless Sea, is a forest of vibrant purples and pinks. The cherry blossoms of the Cherry Orchards bloom at the dawn of Spring and remain in season all the way until the sunset of Autumn. The orchards are a serene, calm land largely untouched by mankind. Even though few still know of the region's history as a holy place to goddess Feyla, many still hold an unspoken respect for the land. Tanuki, elk, and other wildlife roam through the forest, undisturbed.

On the edge of the orchard, near the Heavensbay, is a natural hot spring. While the lower part has been made a rest stop for travelers, a climb up the precarious waterfall reveals the serene Last Shrine to Feyla, an ancient place of worship kept closely guarded by the few remaining followers of the forbidden goddess Feyla, the Emerald Enchantress.

NPC: NYYTH

Winter Storm, Ancient Non-Binary Dragon

Threat Level 3 Metallic Silver Dragon (cold)

Nyyth usually roosts in the Temple of Lost Eons, bringing about a powerful blizzard, but recently they have been slighted in the Cherry Orchards.

Unlike most of the so-called Predator Dragons, Nyyth likes humanoids. She tries to get close to them to talk only to be attacked or shot at. She feels the pain of their arrows but knows they only attack out of fear.

NPC: ALDROG

Lord of the Sky, Ancient Non-Binary Dragon

Threat Level 2 Primal Cloud Dragon (electricity)

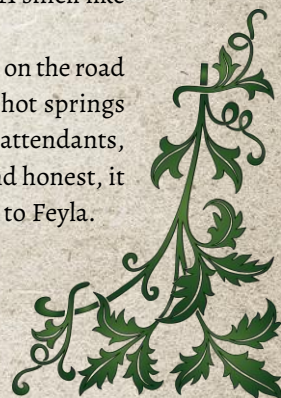
Aldrog roosts in the Kelerian Watchtower at the ruins of the Emerald Hot Springs on the border of the

Cherry Orchards. Aldrog has dragon sickness: a lust for treasure over all else. Aldrog fills the watchtower with all the treasure they steal during raids.

CHERRY HOT SPRINGS

Constructed in front of the hot springs is a small collection of spruce lodges making up the housing and spas of the Cherry Hot Springs. Behind the buildings columns of relaxing steam rise into the air. A smell like fresh dew is ever-present.

The Cherry Hot Springs act as a rest stop on the road from the rest of Ibermenon to Elisung. The hot springs are run by Lisun Buromi and two dozen attendants, mostly women. While the business is true and honest, it also acts as a front to protect the Last Shrine to Feyla.



EMERALD GROVES



LAST SHRINE TO FEYLA

At the top of the hot springs' waterfall is the Last Shrine to Feyla, a beautifully picturesque lagoon of small pink islands and faded ruins. At the far end of the lagoon is a small temple-shrine covering a field of violet flowers with Feyla's Judgment (+1 Ricocheting Keen Starknife) stabbed into the earth. Like the sword in the stone, a true follower of Feyla may claim Feyla's Judgment.

CONTACTING THE GODS

While one is bathed in the hot springs, they have an incredibly increased chance of contacting their god, especially if they are Feyla the Emerald Enchantress.

If you want to go all in on the theming of religion, you should take some time to write out personal messages for each of the players from their gods. Some even find these are useful all the way through the campaign as tools for story and narrative that might not normally be conveyed to the party. It's a game master's perfect chance to convey otherwise secret or lost information!

NPC: LISUN BUROMI

Hot Springs Mistress, Old Female Vishkanya

The elder sibling of Lady Vulsta Buromi, Lisun took a different path in life than her sister. Instead of joining the nobility, Lisun found her purpose serving a fading religion: Feyla. A few decades ago, Lisun took over the Cherry Hot Springs and with it the duty to keep the Last Shrine to Feyla a closely guarded secret. Even older than her sister, Lisun means to soon pass her role onto someone else.

NPC: AMATU DYUN

Oni Dragon Hunter, Middle-Aged Male Tiefling

Although he was once an accomplished dragon hunter of Elisung, at his core Amatu has a deep desire to hurt others, not help them. Amatu went in search of a power to aid him in this, finding what he desired at the Cathedral of Lost Souls: oni powers. Amatu is a large, gray-skinned man covered in scars and oni horns, wielding an over-the-top bastard sword.

NPC: BARRIA EDELBROOK

Cartographer, Young Female Human

Energetic and awkward, Barria once traveled the continent, journeying far and wide until her legs were burned off by a dragon. Afterwards, now wheelchair-

bound, she opened up and runs the Cartography Lodge in Elisung. Barria has found a new love of the world as a cartographer but will always dream of being able to easily explore the world again. She loves to ramble on about fun facts and Ibermenon trivial.

POSSIBLE ADVENTURES

The following are possible adventure hooks that can be found in and/or around the Cherry Hot Springs.

LOW LEVEL ESCORT MISSION

Low Level: If the player characters visit the Cherry Hot Springs before visiting Elisung, Barria Edelbrook will be at the Hot Springs, but will need an escort back to Elisung as her previous knightly guide disappeared to the Akkorokamui.

CHALLENGE AT THE BRIDGE

Low Level: The Oni-Enhanced Dragon Hunter Amatu Dyun has made himself comfortable at the Cherry Bridge, where he waits to beat and rob travelers. Many wish to see him defeated and arrested.

RAMAGE OF THE AKKOROKAMUI

Mid Level: Some time ago High House Vernillion sent a giant squid creature known as the akkorokamui to investigate the Last Shrine to Feyla. The hot springs workers don't know the details of the attack, but do know something has been killing anyone that visits the shrine. The akkorokamui will attempt to destroy the shrine if it feels like its death may come soon.

AKKOROKAMUI

Named after a great beast of legend, the akkorokamui are a race of sentient giant octopus-squids native to the Argentum. While most take pleasure in spending their days sinking the ship infesting their waters, some few make deals and pacts with the peoples of the Red Dynasty in order to gain food, safety, or territory.

Akkorokamui have two giant sacs on the side of their head that contain a rare, highly sought after clear ink. Akkorokamui speak Aquan.



Blackwash Marsh

A dim, dark bog of putrid trees and decaying creatures, the Blackwash Marsh reeks of rot and gore. Unlike the rest of the groves, the region is inhospitable, home to none but foul creatures and sunken ruins.

The Blackwash Marsh was once a grassland of beauty and wool ruled by the House Kelerian city of Gomen. When the Undying Armies of the Witch Lords poured over Ibermenon, Gomen was one of the first to fall. The corruption of the undead spread across the fields, transforming them into a fetid bog. To halt the spread, House Kelerian constructed the Red Wall: a wall stretching from coast to coast, blocking the bog. But as the undead began to break through the wall, the mages of the Red Dynasty had no choice but to flood the fields, plunging the undead armies into the water. The undead were washed out into the ocean. While some of the water receded, the Blackwash Marsh remained.

RUINS OF GOMEN

The only remaining ruined city of House Keleria, the ruins are close to losing the title. Centuries of decay have slowly sunk the ruins into the bog.

NPC: MARSHWALKER

Marshwalker, Elderly Female Undead Tiefling

The Marshwalker is a green-cloaked figure that has become one with the bog. She oozes inky water out of every pour, almost feeding the marsh around her. Once a florist of the ancient city of Gomen, the Marshwalker was slain in the city's flooding. Now a wraith-like creature, the Marshwalker trudges through the bog picking flowers even though she no longer knows why.

POSSIBLE ADVENTURES

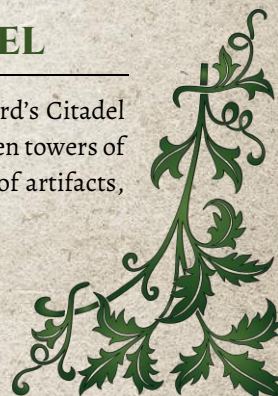
The following are possible adventure hooks that can be found in and/or around the Ruins of Gomen.

HIPPOGRIFF HUNTING

Any Level: Should the player character engage with the Marshwalker, she will offer the party to guide them through the bog if they can bring her marsh flowers.

WITCH LORD'S CITADEL

A spire of pure, radiating evil, the Witch Lord's Citadel is a bastion of an ancient war. One of the seven towers of the Witch Lords, the spire is a locked vault of artifacts, chained creature, and unholy effigies.





Dragonwatch Cove

In the very center of the Emerald Groves, surrounded by a cascade of small hills, is Dragonwatch Cove. Dozens of small islands hug the coast, dwarfed by one large island in the center, only seeable from the coast as a faint pink dot on the horizon. The area is beautiful: lush with nature, completely absent of ruins or structures, and home to all varieties of flora and fauna. Among them roam hundreds of dragonkin: wyverns, kobolds, and even some dragons fly in and around the cove. Dragonwatch Cove is a mix of intense danger and intense beauty.

Off the norther coast of the cove, over the rolling hills, is the Sanctuary of the Sky, the largest and second oldest structure in the Emerald Groves. This massive ziggurat stretches over a thousand feet into the sky and has long since been overtaken by nature.

SANCTUARY OF THE SKY

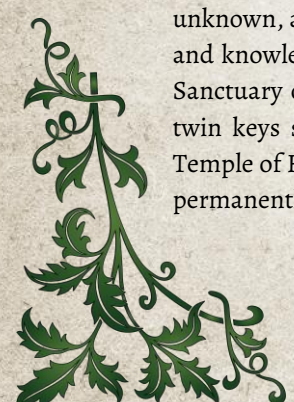
Dominating the landscape around it is a gargantuan ziggurat, the Sanctuary of the Sky. Half place of worship for the followers of Feyla and half fortified castle, the sanctuary seems to be in good, almost perfect condition. Besides the vines and leaves of violet that have overtaken the structure, it is secure, shut, and locked.

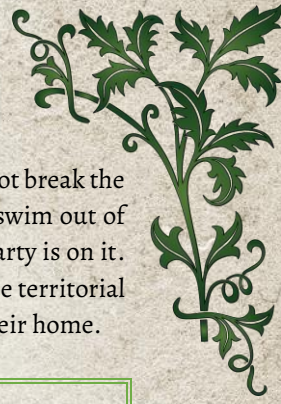
What lies within the sanctuary has largely remained unknown, although it is said to contain all of the wealth and knowledge of House Keleria. In order to enter the Sanctuary of the Sky, it needs to be unlocked with the twin keys stores in the Temple of Lost Eons and the Temple of Falling Stars. Without them, the sanctuary is permanently locked, no matter what.

HISTORY OF THE GUARDIANS

To aid them in the Nightmare Wars, the Ibermenon Magelords constructed Guardians: colossal automatons designed for combat. The Guardians served their purpose dutifully until the Relic War, in which the vast majority were destroyed.

The remaining few laid dormant for centuries until the ghorans of House Keleria used the Feyla n Heartstones to grant the Guardians free will. The Guardians became friendly builders, defenders, and gardeners, serving Feyla for centuries until the Undying War, in which the Witch Lords genocide House Keleria and corrupted the Guardians.





THE GUARDIANS

In front of the sanctuary, slowly walking across the lands, are three Guardian: colossal automaton at least 150 feet tall. They are made of an ancient Magelord metal and are covered in purple tendrils that make their already-inhuman eyes shine a creepy orange red.

These corrupted Guardians will attempt to kill anyone who comes near them or the sanctuary. Each Guardian has a small divot in its chest: if a Heartstone is inserted into the divot, the corruption is removed, and the Guardian once again becomes a peaceful protector and gardener.

RUINS OF SALISUNG

Salisung was built under sponsorship by Lady Okada Koisko in an effort to retake the Emerald Groves as a more official, permanent part of the dynasty. And although her mission was a success, the town was later destroyed in the Ruby Wars by the chivalrous but efficient Sapphire Armies. The ruins are now the lair of the gold dragolich Valdatha, the Tyrant of Death.

NPC: VALDATHA

Tyrant of Death, Ancient Non-Binary Dragon

Threat Level 4 Metallic Gold Lich Dragon (negative)

The second most powerful dragon and the most powerful lich in the Emerald Groves, Valdatha is truly the Tyrant of Death. With an Artifact of Calibourne within their stomach and an army of undead at their call, Valdatha knows their time to take control of the Emerald Groves will come soon. They just have to be patient.

THE LEGION

Sticking out of the shore are the broken remains of a ship: the *Legion*. Rising a hundred feet into the air, the ship is partly suspended over the rapid Golden River. The boat creaks with the wind as the tattered sails sway in the breeze. Littered on the shore and in the surrounding waters are the broken remains of the rest of the ship. On the shore, surrounding the boat, are hundreds of crabs. There is also an old and tattered but still usable crate of supplies (axes, hammers, etc).

At the very top of the *Legion* is a small chest containing a mummified elven hand, a Hand of the Mage. Within the rest of the ship might be more loot, but the *Legion* is only a couple hundred pounds of

pressure from crumbling. If the party does not break the boat themselves a horde of giant crabs will swim out of the water and will snap the boat while the party is on it. The giant crabs will then fight the party as the territorial crabs are mad that the party is disturbing their home.

HISTORY OF THE LEGION

Following the defeat and exile of High House Roza, High House Sultran sought to claim the Emerald Groves for themselves. They sent out a large squadron of the Blood Legion's armada to wipe out the predator dragons that controlled much of the Emerald Groves. The squadron made their way up the Golden River to Dragonwatch Cove but, during a terrible thunderstorm, the entire squadron was destroyed, leaving no survivors.

To this day no one is sure what did the fleet in: the sea, the storm, or possibly creatures within. But whatever the reason, after losing over a fourth of their armada on just the initial approach, High House Sultran abandoned the claim to focus on other matters.





Forest of Gold

Deep into the Emerald Groves, brushing lightly against the coast of the Endless Sea, rests a forest of gold. The leaves of the forest twinkle in the sun, sparkling colors of fall. Radiant rays of golden light shine down through the treetops, casting a soft amber glow onto the forest floor. These trees—the Gilded Oaks—are renowned for the natural gold coating of their leaves. While they are sold at high rates to curious travelers, the leaves themselves offer little value, save as an ingredient in Elisung Gilded Tea.

On the edge of the golden forest sits Elisung, the Home of Dragon Hunters. Built from the ruins of an ancient House Kelerian city, Elisung was founded during the War of the Red Wings to serve as an anti-dragon settlement. And although many present-day “dragon hunters” rarely live up to their name, Elisung has remained the dragon hunting capital of the continent.

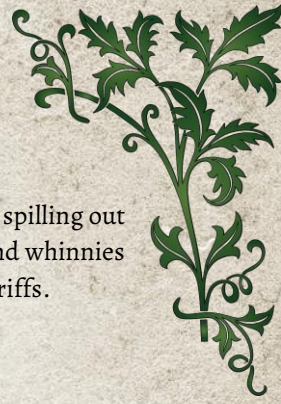
TOWN OF ELISUNG

Overview	Backwater Dragon Hunting Town
Government	Aristocracy
Ruler	Lady Vulsta Buromi
Established	576 AC
Alignment	Chaotic Neutral
Primary Deity	The Duke of Thunder
Exports	Dragon materials, armor, weapons, shields, tools, maps, gilded leaves
Demographics	<i>Majority:</i> Suli, Vishkanya <i>Minority:</i> Tiefling, Human

GEOGRAPHY, HISTORY, & POLITICS

Elisung was constructed on the ruins of Onatu, an ancient House Kelerian ghoran city destroyed in the Undying War. Elisung was founded in 576 AC by Lady Okada Koisko, Lord Eddic Cortez, and Lady Endeth Cortez to act as a dynastic base of operation during the War of the Red Wings. Unlike most settlements of its ilk, Elisung held together all the way through the war.

Once the war was won and Lady Okada Koisko departed, Lord Eddic Cortez and Lady Endeth Cortez took over as rulers of Elisung. They led the town for a little over two centuries until they voluntarily passed rule to the newly formed House Buromi. Shortly after, for unknown reasons the couple committed double



suicide, leaving their twin children Ramiro Cortez and Olivia Cortez to take over command of the House.

Today, House Buromi and House Cortez rule the city in tandem, with Lady Vulsta Buromi in charge. With the informal departure of Lady Lisun Buromi from the house, the aging Vulsta became the sole member of her house. As Vulsta's mysterious illness worsens, Ramiro and Olivia eye the throne their parents stole from them.

SOCIETY

Elisung is known as a backwater town to all who live outside of it, and some who live within. While technically part of the Red Dynasty and therefore under the watch of the Bloodguard, morals run low, and bribes are cheap. Muggings and street brawls are common. Prison time depends on how much money you have.

Many of these ruffians call themselves dragon hunters no matter if they've even fought a dragon, much less seen one. And all those that have actually encountered one have been permanently scarred by the encounter: missing limbs, friends, and family. The people of Elisung have an intense hatred of dragons and dragonkin. This dragonrage is common across all of Ibermenon, in part from the actions of the lone predator dragons, and the rest from lasting hatred dating back to the War of the Red Wings.

POINTS OF INTEREST

Onatu Citadel:

A ridiculously large citadel older than the city itself that serves as the noble's estate. The building is heavily guarded by Bloodguard.

Cartography Lodge:

An old mausoleum repurposed into a library and cartography store. It's filled to the brim with books and maps.

Dragonskull Smithy:

An expensive slate blacksmithy that specializes in and has a constant demand for dragon materials. Sells dragon hunting items.

Cathedral of Thunder:

An open-air, windy cathedral dedicated to Hei Feng the Duke of Thunder. It is covered in banners depicting thunderstorms.

Red Sky Inn:

A red-painted inn that sees more business than anywhere else in town. It's a surprisingly well-kept and cozy inn and an idea place for rest and rumors.

Nikolai's Stables:

A stable set up toward the back of town, spilling out lazily into the street. Assorted neighs and whinnies can be heard, including those of hippogriffs.

NPC: THANYA IVANOV

Head Blacksmith, Adult Female Suli

Tall, muscular, and dominating, Thanya commands the attention of any room she walks into. A native of Elisung, Thanya gained the respect of the town in her solo fight against Ezezal the Lost Redeemer, being the only person in living memory to kill a predator dragon single-handedly. Unfortunately, she had to do so literally, as the dragon bit off her left arm. After her fight Thanya retired from dragon hunting and opened the Dragonskull Smithy.

POSSIBLE ADVENTURES

The following are possible adventure hooks that can be found in and/or around the Town of Elisung. Note that in addition to the following, many of the other adventures within this book will open up in Elisung.

HIPPOGRIFF HUNTING

Low Level: Stablemaster Nikolai of Nikolai's Stables wants more hippogriffs to add to his collection. He's brash and rude, but will pay 1,000 gold for each living hippogriff the party can return to him. He says the party can find them in and around Dragonwatch Cove.

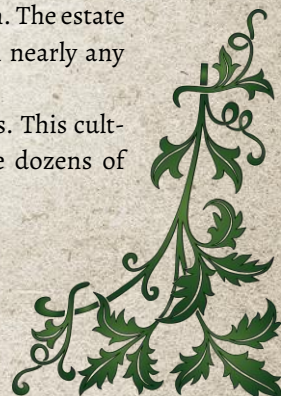
DEATH TO DRAGONS

Mid Level: Dragonskull Smithy is low on dragon materials. Head Blacksmith Thanya Ivanov will curse the so-called "dragon hunters" of Elisung for their cowardice. Thanya is willing to pay the party triple the smithy's normal price for the first dragon corpse the party brings back.

CORTEZ ESTATE

Pretentiously far away from Elisung proper is the Cortez Estate, a large blue shiro resting on edge of the sand banks that line the coast of the Endless Ocean. The estate was built with more care (and money) than nearly any structure inside Elisung.

The First Floor: is the servant's quarters. This cult-like, sparsely decorated space is where the dozens of



EMERALD GROVES

servants sleep, eat, and live. Some say the servants are being mind-controlled by the Cortez's.

The Second Floor: is the Cortez's quarters. Beyond the elaborate décor and large twin rooms is the central space, where a ceremonial suit of armor hangs alongside the Moon Owl Eyesights, an Artifact of Arcanum.

The Third Floor: is for storage. Within the boxes and crates are an assortment of knives, chalk, blood bags, drawn pentagrams, scribbles, burnt papers, broken crosses, and other unholy items.

DIOR HOMESTEAD

Overview	Busy Production Homestead
Government	Gerontocracy
Ruler	Elder Dewey Dewdrop Dior Junior
Established	792 AC
Alignment	Lawful Good
Primary Deity	The Moonmaiden
Exports	Honey, hunnyluck, wax, jellies, berries, fruits, vegetables
Demographics	<i>Majority:</i> Beefolk

OVERVIEW

By the edge of the Dior River is a small collection of thatched-roof houses that make up Dior Homestead. The homestead's roofs are connected together by a network of hanging ropes. From these ropes hang dozens of beehives, bustlingly and buzzing with busy bees. This system is the result of a mutual partnership created by Dewey Dewdrop Dior Senior and the honeybees and bumblebees of the region.

NPC: DEWEY DEWDROP DIOR

Homestead Elder, Elderly Male Beefolk

Dewey Dewdrop Dior Junior is the esteemed elder of the Dior family, respected for both his diligent leadership and impressive mustache. Dewey Dewdrop Dior Junior became the elder of Dior Homestead after his father Dewey Dewdrop Dior Senior, the founder of Dior Homestead, passed away. Dewey is a stubborn, grump grandpa who loves his family more than anything (although his love for honey is not far behind).

NPC: ORDAVOR

Dweller Below, Ancient Non-Binary Dragon Threat 4 Metallic Brass Dragon (sonic)

Dwelling deep in the earth below the Slumbering Giants north of the Dior Homestead, Ordavor the Dweller Below is ancient, ancient enough to remember their time as a leader of the War of the Red Wings. Ordavor is in all ways a veteran who has lost the spark of life, not even attacking any humanoids. Ordavor hasn't even been seen by them in decades.

GILDED PAGODA

Sparkling off of the Gilded Oaks is the Gilded Pagoda, stretching high into the sky towards the sun. The tower acts as the residence of four of the greatest Samurai Champions. Two centuries ago, they chose to spend the rest of their life in the Gilded Pagoda, waiting in meditation for the arrival of lone samurai seeking to become masters.

On each of the bottom four floors of the Gilded Pagoda a visage of one of the four Samurai Champions waits, ready with a trial. On the fifth and final floor one can find all four real Samurai Champions, ready for combat. Defeating them in combat grants challengers access to the Lesser Statue of Miracles, a samurai statue that grants each who approaches it one Limited Wish.

SAMURAI CHAMPIONS

The original Samurai Champions, known as the Forty-Seven Rōnin, of which their origin is lost to time, created the Weapons of One Hundred Stars, granting one to each of the Rōnin. To become a Samurai Champion, one must claim and bond with one of the Weapons of One Hundred Stars.

A Samurai Champion becomes a champion for life. Weapons of One Hundred Stars are linked to their champion. One must never give it up. If a master wishes to pass their weapon onto their student, they must commit ritual suicide.

Before becoming a champion and bonding with a weapon, one must find total inner peace, forgo all selfish pursuits, and master their physical training. The Gilded Pagoda is not required for this, but many find it a useful if not necessary step.



FOUND YOUR OWN MINOR HOUSE!



The grand Red Dynasty is a forward-thinking nation: instead of a government run by the will of aging kings or rigged "elections," we believe in the greatest right of man: the innate right of the wealthy to rule over the poor.

Yet unlike any other nation in Calibourne, the Red Dynasty's nobility class is attainable by all! Anyone can join the nobility as long as they work hard, avoid loans, and invest!

Simply meet the following requirements:

Stronghold: The candidate family must have a stronghold within the Red Dynasty that is undeniably their property. Acceptable strongholds range in scale from estates to castles to entire settlements.

Sponsors: The candidate family must have a letter of sponsorship from at least three eligible sponsors within the Red Dynasty. Sponsors can be existing members of the nobility, homestead elders, wealthy businessmen, and others of similar status.

Wealth: The candidate family and its employees must have a combined total wealth of at least 50,000 gp (including assets) within the Red Dynasty.

To see your claim approved you must gain a hearing with your local ruling noble house

Triple Reward for Dragon Materials

Did you slay a dragon, leaving you with a massive corpse you don't know what to do with?

At Dragonskull Smithy we buy your dragon parts for triple anywhere else. The more of the corpse you can transport into town, the greater the payment, so make sure to bring a wagon when you go dragon hunting.

See Head Blacksmith Thanya Ivanov for questions.

Note: This reward is in addition to the reward given by House Cortez.

Cartography Lodge

- EXPLORATION MISSIONS -

Exploration Missions require dragon hunters to travel to designated locations, thoroughly explore them, and extensively chronicle the journey. The base reward is determined based on the threat and danger of mapping the area. The final reward depends on the thoroughness and quality of your exploration. Listed below are the currently available Exploration Mission locations:

The Hamlet of Asterwain

- Reward: 600-900 gold plus a free map of the region

The Ruins of Magecrest

- Reward: 800-1200 gold plus a free map of the region

The area surrounding the Temple of Lost Eons

- Reward: 1000-1500 gold plus a free map of the region

The inside of the Sanctuary of the Sky

- Reward: 1200-1800 gold plus a free map of the region

See Cartographer Barria Edelbrook in the Cartography Lodge for more details.

PREDATOR DRAGON

- HUNTING COMMISSION -

GLYCO THE ETERNAL GUARDIAN



ELEMENT:
SONIC



PRIMAL CRYSTAL DRAGON

THREAT:
HIGH

LAIR:
DREAM
TREE

REWARD:
2,000 GOLD

To claim your reward please deliver the decapitated dragon head to House Cortez in Elisung

PREDATOR DRAGON

- HUNTING COMMISSION -

URATOA THE BLIGHTED SERPENT



ELEMENT:
ACID



PRIMAL BRINE DRAGON

THREAT:	LAIR:	REWARD:
HIGH	SCALESWORN LAKE	2,000 GOLD

*To claim your reward please deliver the
decapitated dragon head to House Cortez in Elisung*

PREDATOR DRAGON

- HUNTING COMMISSION -

ALDROG THE LORD OF THE SKY



ELEMENT:
ELECTRICITY



PRIMAL CLOUD DRAGON

THREAT:	LAIR:	REWARD:
HIGH	KELERIAN WATCHTOWER	2,000 GOLD

*To claim your reward please deliver the
decapitated dragon head to House Cortez in Elisung*

PREDATOR DRAGON

- HUNTING COMMISSION -

NYYTH THE WINTER STORM



ELEMENT:
COLD



METALLIC SILVER DRAGON

THREAT:	LAIR:	REWARD:
EXTREME	TEMPLE OF LOST EONS	4,000 GOLD

*To claim your reward please deliver the
decapitated dragon head to House Cortez in Elisung*

PREDATOR DRAGON

- HUNTING COMMISSION -

BLACKWYCHE THE EVERBURNING LORD



ELEMENT:
FIRE



PRIMAL MAGMA DRAGON

THREAT:	LAIR:	REWARD:
EXTREME	RUINS OF MAGECREST	4,000 GOLD

*To claim your reward please deliver the
decapitated dragon head to House Cortez in Elisung*

PREDATOR DRAGON

- HUNTING COMMISSION -

MALDRITHOR THE PRIMORDIATED



ELEMENT:
MAGIC



METALLIC BRONZE DRAGON

THREAT:	LAIR:	REWARD:
EXTREME	BROKEN PRIMORDIAL SPIRE	4,000 GOLD

*To claim your reward please deliver the
decapitated dragon head to House Cortez in Elisung*

PREDATOR DRAGON

- HUNTING COMMISSION -

ORDAVOR THE DWELLER BELOW



ELEMENT:
SONIC



METALLIC BRASS DRAGON

THREAT:	LAIR:	REWARD:
DEADLY	SLUMBERING GIANTS	10,000 GOLD

*To claim your reward please deliver the
decapitated dragon head to House Cortez in Elisung*

PREDATOR DRAGON

- HUNTING COMMISSION -

ZIXINDRODRATH THE NOCTURNAL NIGHTMARE



ELEMENT:
NEGATIVE



PRIMAL UMBRAL DRAGON

THREAT:	LAIR:	REWARD:
DEADLY	DRAGONSKULL BASIN	10,000 GOLD

*To claim your reward please deliver the
decapitated dragon head to House Cortez in Elisung*

PREDATOR DRAGON

- HUNTING COMMISSION -

VALDATHA THE TYRANT OF DEATH



ELEMENT:
NEGATIVE



METALLIC GOLD LICH DRAGON

THREAT:	LAIR:	REWARD:
DEADLY	RUINS OF SALISUNG	10,000 GOLD

*To claim your reward please deliver the
decapitated dragon head to House Cortez in Elisung*

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Galibourne

