

OCTAVIA DRAGONBORN'S COMPENDIUM



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A MIDNIGHT TOWER COMPENDIUM



EASTERN FARRAWAY

BASED ON THE ORIGINAL MAPS FROM AURORA GNAMTRIX'S TRAVEL CHRONICLES: EXPLORING EASTERN FARRAWAY REGION



OCTAVIA DRAGONBORN'S COMPENDIUM



Octavia Dragonborn is a powerful mage who lives in Eastern Faraway. Or so people believe, because the fact is that no one has seen her for many, many years.

However, pages of her lost arcanum have recently been found at an abandoned tower near the village of Buckbridge. These brittle, yellowing pages are filled with descriptions of unique magic items, tales of children who grew up among wolves, and dangerous warlock pacts with the grim reaper.

Gentle reader, beware! The following pages might be unsettling – but nevertheless intriguing!



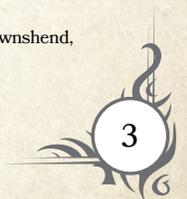
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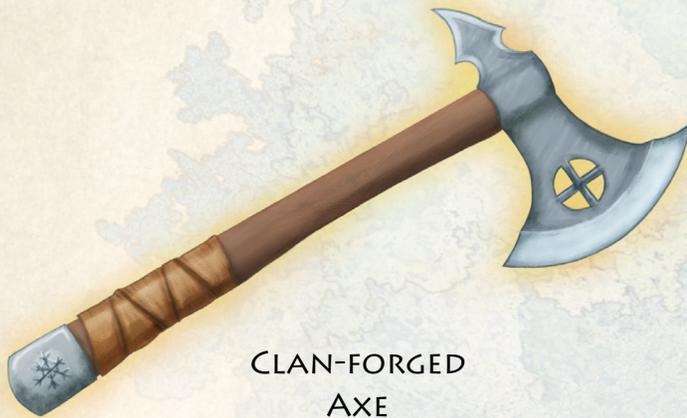


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MAGIC WEAPONS

MELEE WEAPONS



CLAN-FORGED
AXE

CLAN-FORGED AXE

Magical weapon (handaxe), uncommon

This magical weapon is expertly crafted and enhanced by subtle enchantments. It is always warm to the touch, and its innate heat provides a creature that wields it with advantage on Exhaustion checks due to cold conditions. In addition, the handaxe emits a soft, warm yellow glow that provides dim light in a 10-foot radius, even in magical darkness.

The axe is made out of layered adamantine metal and carefully selected hardwood. The smithy's symbol (an engraved snowflake) can be found at the end of the shaft. It is exceptionally sturdy and has AC 25 and 40 Hit Points if it is targeted by an attack. In addition, it is immune to the Rust Metal ability of rust monsters.

Clan-forged axes are created by following a secret recipe that combines blacksmithing and magic rituals. This recipe is known only to members of the Flinthelm Clan and has been handed down through generations of dwarven blacksmiths at a smithy in the town of Winterhold. Because of its glow, the axe is popular among underground rangers and others who hunt in dark tunnels and caverns.

THE
CONCLUDER



THE CONCLUDER

Weapon (greatclub), uncommon

You gain a +1 bonus to attack and damage rolls made with this magic weapon. On a critical hit, your opponent must succeed on a DC 12 Constitution saving throw or be Stunned until the end of their next turn. In addition, the weapon grants its wielder a double proficiency bonus on Charisma (Intimidation) checks, and it deals triple damage to structures of all kinds.

This massive oaken table leg is covered with countless scratches, notches, cracks, and indents. It also smells strongly of a variety of strong alcoholic beverages. It has no markings or decorations indicating that it is magical, or indeed a weapon.

The Concluder was used for over two decades by the legendary half-orc Tripp Grumch. Tripp worked as a bouncer at the Old Skunk, a tavern in the shadiest district of a large town and notorious for its rowdy guests. One night at closing time, a powerful but dangerously tipsy sorcerer improved Tripp's club in exchange for an expensive bottle of dwarven rum.



DUELIST'S
BLADE

DUELIST'S BLADE

Weapon (dagger), rare

This magical weapon provides a +2 bonus to attack and damage rolls.

In addition, on a roll of a natural 20, you have the chance to disarm or break your opponent's weapon if they are using a weapon with light or finesse properties. Make a Strength (Athletics) check contested by your target's Strength (Athletics) or Dexterity (Acrobatics) check, whichever is the highest. If you are successful, you break your opponent's weapon. Alternatively, if your opponent chooses to, they can let go of their weapon, and your opponent is effectively disarmed.

The Duelist's blade is an elegant parry dagger, often used by expert duellists and nobles at royal courts. Its handle is decorated with braided silver and a large gemstone and gems (sapphires, emeralds, or rubies), while the blade and cross-guard are made from an alloy of adamantine and hardened steel. Only members of the Blacksmiths Guild in Hammersong know how to make this type of extraordinary weapon.



HELLFIRE
WEAPONS

HELLFIRE WEAPONS

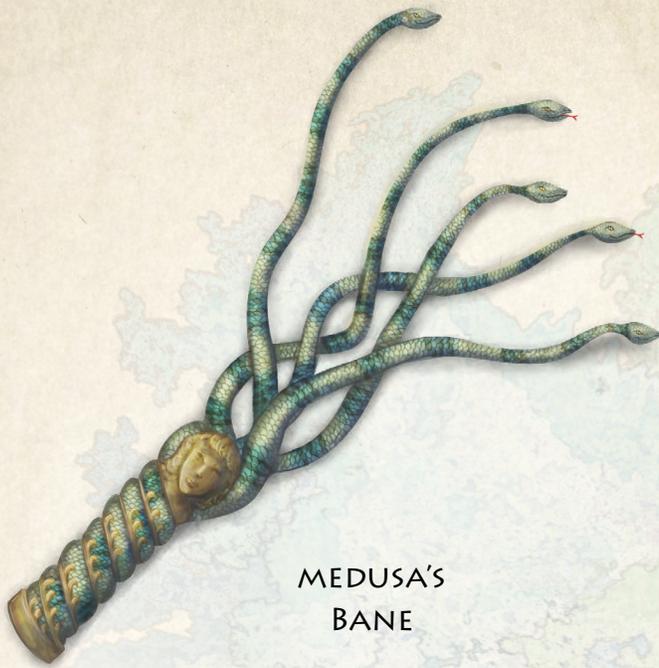
Magical weapons (any), uncommon

A living creature that touches a Hellfire Weapon must make a DC 20 Wisdom saving throw. On a success, nothing happens, and the weapon's magical properties remain dormant. On a fail, the creature's alignment changes to lawful evil, and the weapon's magical properties are activated. When activated and wielded, the weapon grants a +1 bonus to attack and damage rolls, and 1d6 additional fire damage on a hit. The wielder also has resistance to radiant damage.

Once per day, you can call forth a hellhound to fight for you. It takes 1 minute to summon the canine fiend. The hellhound attacks on your initiative and obeys your mental commands, requiring no actions on your part. The hellhound returns to its natural plane when it drops to 0 hit points, if your concentration is broken, or 1 hour after you summoned it.

When the weapon is drawn, it burns with a hellish flame, and a faint smell of sulphur lingers in the air. The flames provide bright light in a 30-foot radius.

Hellfire Weapons have been forged in the depths of the Nine Hells, some say by Asmodeus himself.



MEDUSA'S
BANE

MEDUSA'S BANE

Weapon (flail), rare (requires attunement)

This flail provides a +2 bonus on attack rolls. While wielding this weapon and being attuned to it, you can cast the following spells, using your spell save DC: Protection against poison (1 charge), greater restoration (5 charges), mirror image (3 charges).

The flail has six charges. It regains 1d6 + 1 charges daily at midnight. If you expend the last charge, roll 1d20. On a roll of a natural 1, the flail is destroyed and turns into a swarm of poisonous snakes.

When you hit a creature with a melee weapon attack, you can use your bonus action to speak the command word 'Mimeroch Nezarus' which awakens the snakes. Roll 1d4 + 1 to see how many snakes that are awakened. Each snake's head deals 1d4 piercing damage and 1d6 poison damage in addition to the weapon's base damage. The snakes are alive for 1d10 rounds.

This feature can only be used once per day and temporarily drains the flail of magic. Over the following 1d10 days, the flail is nonmagical while it slowly absorbs background arcane magic to restore its magical abilities and expended charges.

Medusa's Bane has a golden handle featuring the statue of a medusa entwined with snakes. The snakes are normally dormant but sometimes hiss during battle, even if they haven't been awakened by the command word. It is created by mighty medusas who craft the weapon using their own hair.



MOONSHARD

MOONSHARD

Weapon (sickle), uncommon

This weapon provides a +1 bonus on attack and damage rolls. It also has the thrown property and a range of 20/60. During night or in dark conditions, it glows pallid blue and provides dim light in a 10-foot radius. The sickle deals double damage against monsters of the plant type and grants the wielder a double proficiency bonus on checks made to craft poison or find herbs.

Moonshard is made of a blue-tinted metal of unknown origin and resembles a (somewhat evil-looking) half-moon. Its wickedly sharp edge never rusts or grows dull, and does not reflect the sun. The handle is inlaid with a sheet of smooth pallid bone branded with a symbol that represents the deity of merciless hunting.

Moonshard has been used by untold evil druids throughout the centuries for harvesting poisonous herbs during night-time as well as for dark rituals. Its origin is lost to scholars, but according to some bards, the Moonshard was forged in the Unseelie court on the Plane of Fey.



RAVENHOLT
SPEAR

RAVENHOLT SPEAR

Weapon (spear), rare

This weapon provides a +2 bonus on attack and damage rolls.

In addition, it does 1d8 extra damage against undead creatures. On a hit, the wielder of this weapon can speak the words 'Altilia Nexiuus', which loosely translates to 'Go back to the darkness' in ancient Drakkar, as a bonus action, which curses the target as if it were affected by the 1st-level spell hex. Furthermore, when within 120 feet of an undead creature, the blade glows faintly white.

The blade of the spear, as well as its sharp end, is made entirely out of silver. Its wooden handle is made of walnut wood and steel.

This spear once belonged to paladin Arathian Ravenholt, who was renowned for his hatred and lifelong crusade against the undead. Arathian Ravenholt was last seen travelling north, through the Wolfberg Pass. What happened to him, and if he is still alive, is unknown, but travellers found his spear and signs of battle at an old ruin a two-day journey from the Wolfberg Pass.



SHARPFANG

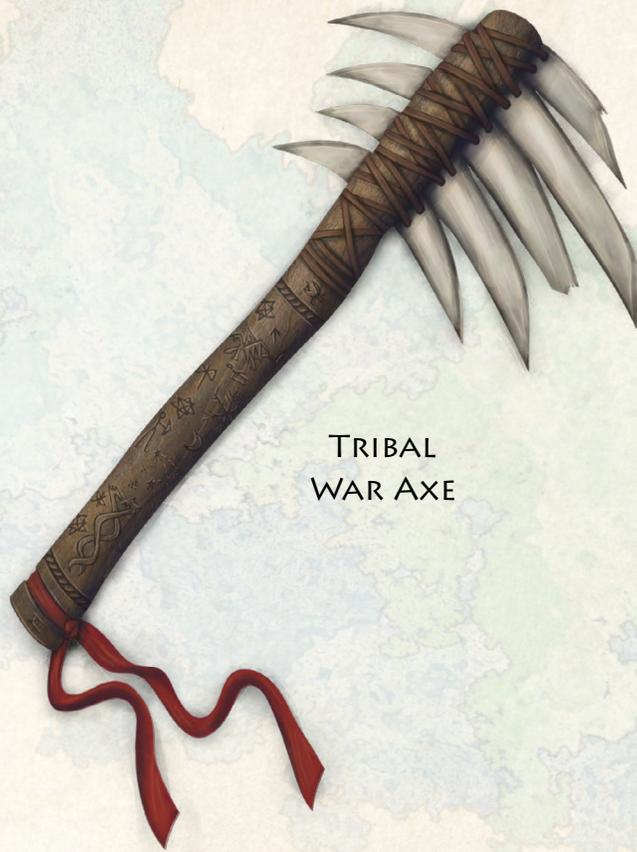
SHARPFANG

Magical weapon (club), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Upon a hit, roll 1d10. On a result of 1 to 4, the target suffers an additional 1d4 poison damage. On a result of a 1, the target is also Poisoned for one minute. In addition, when wielded, Sharpfang grants its user a +2 bonus on saving throws against poison.

Sharpfang is an aged and plain wooden club with a fang from a giant spider attached to one end. The fang is dark brown, oily, and gives off an acrid smell that gives the wielder disadvantage on Stealth checks based on smell. Occasionally, a black drop of acrid venom falls from the fang and immediately dissolves when it lands on a solid surface.

Once upon a time, Sharpfang belonged to a mighty goblin boss known as Garelk the Tall. The leader of a vast but unruly goblin tribe, Garelk often resorted to using the club on drunken upstarts who challenged him for leadership or simply tried to start a fight.



TRIBAL
WAR AXE

TRIBAL WAR AXE

Weapon (greataxe), uncommon

This axe provides a +1 bonus on attack and damage rolls. Once per day you can draw power from the axe and use one of the following abilities:

- Remove one level of exhaustion from yourself.
- Gain a +2 bonus to your Strength score for one hour.
- Gain a +2 bonus to your Constitution score for one hour.
- Gain a +2 bonus to your Dexterity score for one hour.
- Enter rage one additional time between every long rest.

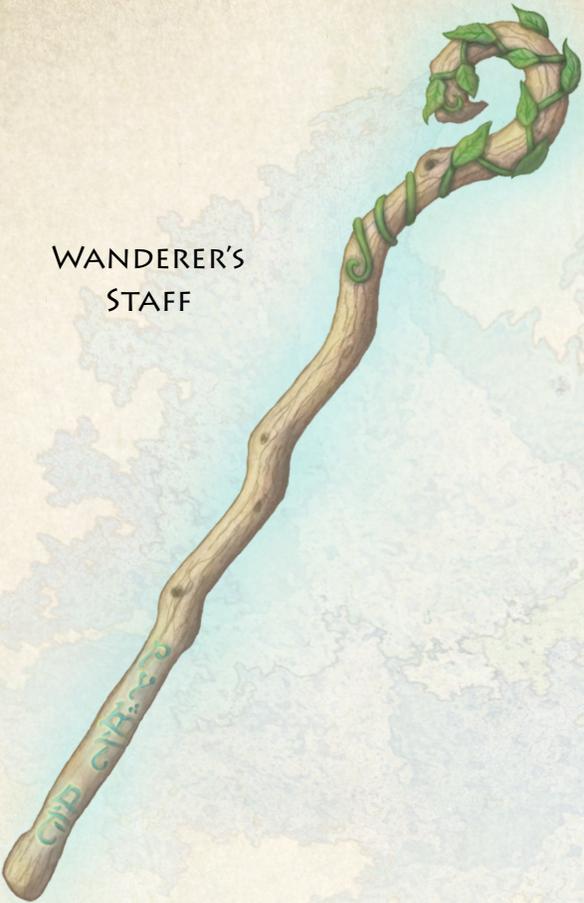
In addition, if you wrap the woven bands attached to the war axe around your wrist, you can't be disarmed as long as you are conscious. Wrapping or unwrapping the bands takes one action.

The Tribal War Axe is made out of carved moor oak, and its blade consists of several sharpened teeth from a wyvern (or another type of large predator). The axe has been imbued with magic by a shaman or druid and it is considered sacred.

They are used in war and fighting, but are also used for ceremonies, e.g. coming of age, handfasting vows, soul bonding, peace and trade negotiations, and to settle justice.

These type of war axes often belong to the leader of a tribe and are common in the Hinderdale region in Eastern Faraway. Each leader will add their own carving on the axe handle to symbolise important events. Destroying or stealing a tribal axe is forbidden and punishable with death.

However, on rare occasions, tribal war axes can be given as a tribute, but these types of mighty gifts are rarely bestowed upon outsiders. Tribal war axes can be several hundreds of years old, and have often been handed down from leader to leader within the same tribe.

A quarterstaff made of a carved branch of ancient oak, with a comfortable grip that has been sanded smooth and oiled. A string of elvish runes is engraved along the length of the staff. The top of the staff is curled into a loop, with a string of green leaves and vines wrapped around it.

WANDERER'S
STAFF

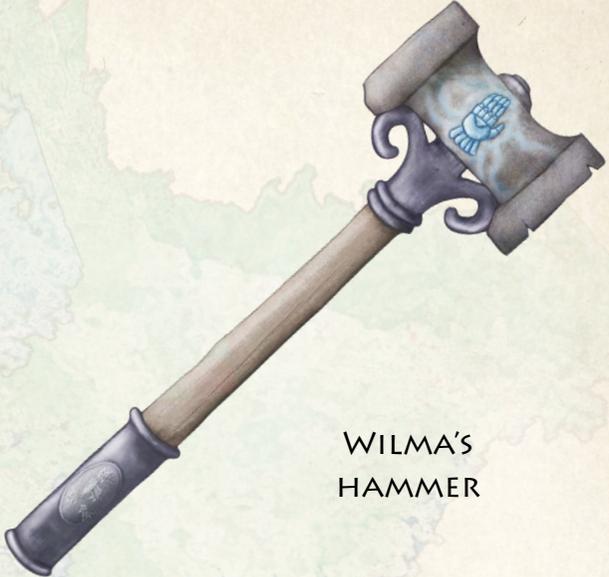
WANDERER'S STAFF

Weapon (quarterstaff), uncommon

This elvish quarterstaff provides several benefits to its wielder. A creature that holds the staff is always aware of the direction of north and can move through and travel across difficult terrain at normal speed. The wielder also has advantage on Nature or Survival checks made to predict weather or find shelter. In addition, once per day, the wielder can cast one of the following spells: light, alarm, or goodberry. During the day of the full moon, each of these spells can be cast three times per day.

Wanderer's Staff is made out of a carved branch of ancient oak, with a comfortable grip that has been sanded smooth and oiled. A string of elvish runes that read 'Travel well and wander with care' has been engraved along the length of the staff.

The staff was made centuries ago by artisans and enchanters that belonged to a group of reclusive wood elves. It was presented as a gift to friends of the elves, or to members of their community who planned to embark on especially long journeys.

A magical weapon with a heavy head decorated with an embossed symbol of a right-hand gauntlet. The handle is made from solid white ash and engraved with Littlemoor's coat of arms: a lamb and three maple leaves.

WILMA'S
HAMMER

WILMA'S HAMMER

Magical weapon (light hammer), rare

This weapon provides a +2 bonus to attack and damage rolls. In addition, the hammer deals an extra 1d4 bludgeoning damage to undead creatures and gives the wielder advantage on saving throws made against being Frightened due to abilities of undead creatures, such as a ghost's Horrifying Visage ability. The weapon trembles gently and silently when within 30 feet of an undead creature.

This hammer once belonged to Wilma Longstrider, the long-serving captain of the town watch in Littlemoor. The weapon was blessed by a visiting cleric after Wilma rallied the town's defence to attack a throng of zombies that had risen at a huge nearby cemetery.

The hammer was made by the local blacksmith Jamber Coalrun, who designed it specifically to Wilma's requirements. Its heavy head is decorated with an embossed symbol of a right-hand gauntlet, and its handle is made from solid white ash and engraved with Littlemoor's coat of arms: A lamb and three maple leaves.

RANGED WEAPONS



ASSASSIN'S DARTS

Weapon (dart), uncommon

These darts provide a +1 on attack and damage rolls. In addition, if you take the Attack action on your turn, you can use a bonus action to whisper a command word and cast the 2nd-level spell *silence* as a bonus action. The spell is centred around the dart and lasts for one minute. Once you have used this feature, you can't use it again until the dart has recharged after 1d4 days. The darts recharge at midnight.

The darts were a gift to Arthignan Tharliam from his mentor, according to an old diary that was found after Arthignan's mysterious disappearance more than fifteen years ago. The name and identity of the mentor remain unknown, but it is believed to be a high-ranking member at the royal court.

The darts are incredibly well-balanced and made out of dwarven steel and matte-polished silver oak. The leaded weights give the darts a perfect balance, and they have been further enhanced by magic.



FINNIGAN'S CRADLE

Weapon (shortbow), rare

This shortbow provides a +1 bonus on attack and damage rolls. In addition, it deals an extra 1d6 piercing damage per hit if the target is any type of giant. The decorative jewels on the bow glow faintly orange if the wielder is within 60 feet of any type of giant. Because of the bow's strong limbs, a creature must have a Strength score of 13 or higher to be able to draw the bow.

The shortbow is made out of a carved rib bone from the hill giant Finnigan, who was a renowned hoarder of magical treasure. He was bested by the dwarves of the Cragg Clan from the town of Hammersong over a century ago.

The dwarves brought back the bones of the giant along with his treasure and brought these to the artificer Gudrun. She fashioned a shortbow from the giant's rib, adorned it with magical items from his hoard, and imbued the bow with magical powers. Finnigan's cradle has been in the Cragg Clan's family ever since.

GNOMISH CROSSBOW



GNOMISH CROSSBOW

Weapon (light crossbow), rare

You have a +1 bonus to attack and damage rolls while using this magical crossbow. If the user spends one or more rounds aiming before firing the crossbow, the attack roll bonus increases to +2. If the user spends one or more rounds aiming while lying prone on their belly, the attack roll bonus increases to +3.

Because of the crossbow's powerful limbs, the range of the weapon is 120/480, but it requires specially reinforced ammunition that costs 5 gp per 20 bolts.

This crossbow is both enchanted as well as an example of excellent craftsmanship. It is surprisingly light, weighing merely 3 pounds. Its limbs are made of strong yet flexible alchemically treated bronze, and its mechanism is perfectly tuned.

These crossbows were constructed by Odilla 'Shamrock' Grennock after a series of werewolf attacks nearby Wolfberg Pass. Odilla is the Senior Master Tinker and guild leader in Winterhold. She is renown among gnomes all over Eastern Faraway for her legendary mechanical skills and alchemy experiments.

Should the crossbow be damaged, checks made to repair it are made on disadvantage unless they are attempted by a rock gnome proficient with artisan's tools (tinker's tools).

LUCK SLING



LUCK SLING

Weapon (sling), rare

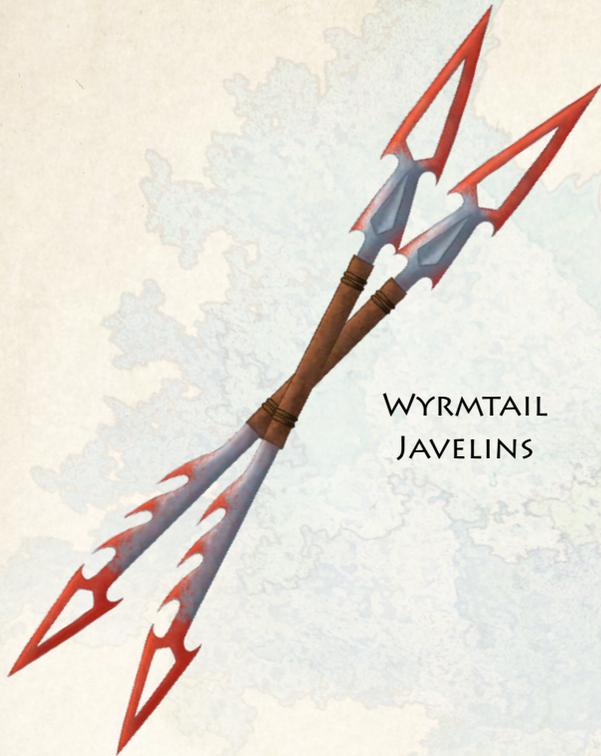
This magical ranged weapon provides a +2 bonus to attack and damage rolls.

A character who rolls a natural 1 when trying to hit a target can choose to re-roll the attack. This feature can only be used once per day and recharges at midnight. When this feature is used, the sling magically glows purple and a scattering of stars appears in the air for a moment together with beautiful music before it fades away again.

If the sling is ever destroyed, a fey creature is summoned. The DM decides which type of creature is summoned and if it is friendly, neutral, or hostile towards the person who destroyed the sling.

The sling is made out of leather with braided cords. It once belonged to a bard named Shaeline Quickfoot, who accidentally wandered through a portal to the fey world one drunken midsummer night. Once sober, she was unable to go back, but was found by a spirit who took her to Queen Titania. Shaeline stayed many years in the fey world before she finally returned to the material plane again. Queen Titania herself gave Shaeline this sling before she left.

Shaeline lived a long merry life as a travelling minstrel and wrote several songs about her adventures on the Plane of Fey. Many of her tales and songs are still famous throughout Eastern Faraway and are often played during summer fairs, weddings, and parties.



WYRMTAIL
JAVELINS

WYRMTAIL JAVELINS

Magical weapon (javelin), uncommon

The weapon provides a +1 bonus on attack and damage rolls. When thrown, the red Wyrmtail javelin catches fire and deals an additional 1d4 damage. Furthermore, the wielder of this weapon can understand and read draconic.

Other Wyrmtail javelins have different effects depending on their colour: green javelins deal 1d4 poison damage, blue javelins deal 1d4 lightning damage, and yellow javelins deal 1d4 radiant damage. Wyrmtail javelins are rare, but are often found in a bundle (roll a 1d6 to decide how many spears the players find).

The javelins are sleek and exceptional light. They are made of one single piece of matte steel and has a long red double-blade. The end of each weapon is shaped like a dragon's tail. According to legend, Wyrmtail javelins once belonged to fierce dragon hunters in the north, several hundred years ago, but this has never been fully established by scholars at the Seven Keys Library or Winterhold Academy.

INTRUDERS AT THE NEGLECTED GRAVEYARD

FANTASY MAP

Quest: The small cemetery near Hillsby has been vandalised by graverobbers. Headstones have been toppled over and the dirt has been disturbed. The village elder, Sonra Storm, offers the characters 5 gp to deal with the graverobbers.

However, a gnarly villager called Farley Windmox warns the adventurers that the trouble is caused by undead creatures rather than graverobbers, and that it would be best to leave the neglected graveyard and the old graves alone.

What the characters don't know: The damage at the graveyard is caused by Farley, who is searching the graves for a long-lost heirloom he believes is buried there. His talk of undead creatures is only meant to make others avoid the cemetery.

If the characters decide to investigate, Farley follows them to the graveyard and admits that he

dug up the graves as he searched for an expensive necklace that belonged to one of his relatives.

Unbeknownst to all, a vampire called Lovisa Von Rookwyne makes her lair in the largest family grave, and she has had enough of the ruckus at her resting place!

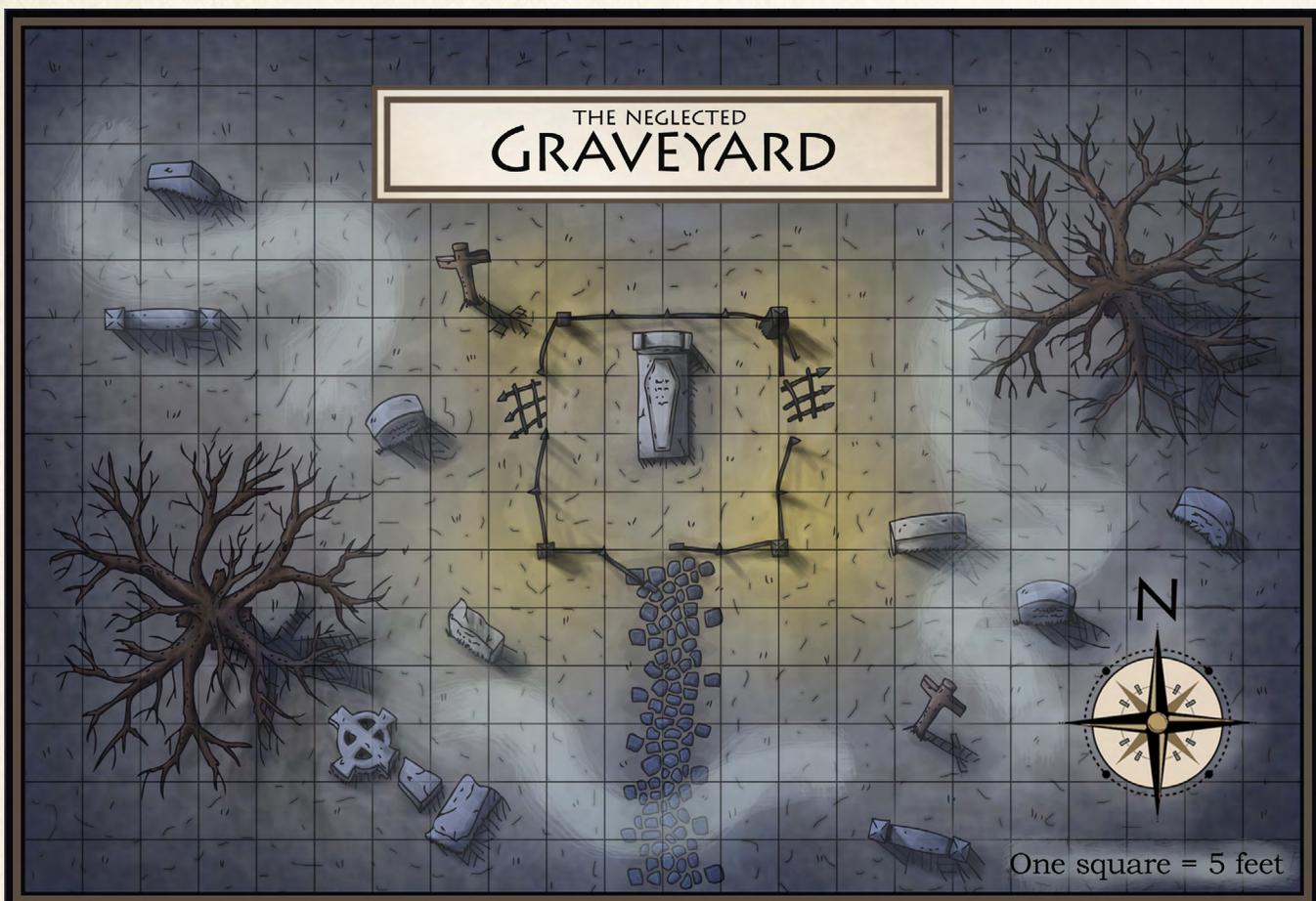
She appears when Farley has finished his explanation and is hostile to everyone present at the graveyard.

Encounters: One **vampire**.

Friendly encounter: Farley (a **commoner**).

CR: 13

Reward: Farley has a small purse that contains 1 gp, 2 sp, and 38 cp. He also carries a thick silver necklace (worth 10 gp) and a beautiful ocarina (5 sp). The vampire keeps five large sapphires (worth 400 gp each) in her coffin.



The forsaken and derelict graveyard at night.



OTHER SUGGESTED ENCOUNTERS AT THE NEGLECTED GRAVEYARD

CR	Monsters	Background
2	1 ghast	A cleric tried to resurrect a friend at a local graveyard, but a curse turned the deceased into a ghast.
4	1 ghost	An evil elf was betrayed and slain nearby. Her spirit haunts the graveyard and thrives on others' suffering.
6	1 mage (Necromancer)	A necromancer uses the mausoleum for an unholy ritual that will raise all the dead at the cemetery.
8	2 ghosts	Two lovers were murdered near the graveyard. After one year and one day, they rose as ghosts and seek pitiless revenge.
10	2 wraiths	A pair of rival assassins slew each other in the graveyard. So great was their evil, they find no rest after death.
12	8 zombies , 1 vampire spawn	A newly turned and very confused vampire hides here from the zombies its master left behind for her protection.
14	1 mummy lord	A nobleman was buried here. No one suspects that the burial rites accidentally brought him back to life as a powerful mummy.
16	1 vampire + 2 skeletons	An ancient vampire and its skeleton servants have taken up residence in the mausoleum after paladins destroyed their old lair.
18	5 wraiths	A group of clerics forsook their oaths and were abandoned by their deity. Doomed, they now regrets their actions.
21	1 lich	A lich hiding in the mausoleum is slowly corrupting the nearby area and gaining loyal followers.

The illustration depicts the Grim Reaper, a figure in a dark, hooded robe, holding a flaming torch aloft in his right hand and a scythe in his left. He stands next to a large, ornate bowl filled with skulls. The background is a dark, stormy sky with lightning bolts. The overall mood is somber and ominous.

THE GRIM REAPER

WARLOCK OTHERWORDLY PATRON

“Help!” I cried out. “Please help me!”

I prayed to the goddess of luck, but there was no answer. Darkness pulled me down into the cold abyss of oblivion and my life gradually faded away.

With my last breath, I whispered,
“Help me, anyone. I will do anything if you spare my life...”

And someone replied from the great beyond. My life was saved, but for a price.

You have struck a bargain with Death itself. At one point in your life you – or someone you held very dear – came very close to dying. In desperation, you prayed to your god or anyone else who would listen... and someone did.

Work with your DM to determine the true nature of your patron. It could be a powerful necromancer, a lich, a deity, or Death himself. Find out how your pact works and what the price for the deal is. Do you need to take another life for the one you have claimed? Do you need to carry out sacrifices or favours? Perhaps you bought an extension of your life for a certain time and can't be resurrected if you die?

EXPANDED SPELL LIST

Your patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GRIM REAPER EXPANDED SPELLS

Spell Level	Spells
1st	<i>inflict wounds, bane</i>
2nd	<i>enthrall, darkvision</i>
3rd	<i>animate dead, phantom steed (warhorse skeleton)</i>
4th	<i>phantasm killer, confusion</i>
5th	<i>raise dead, hallow</i>

SPECIAL FEATURES

Pact of the Chain. Your familiar is an undead creature that has a Challenge rating of 1 or lower. Examples of undead familiars: A crawling claw, a ghoulish imp, a skeleton pseudodragon, or a zombie cat. The familiar retains all attributes of a normal familiar except it communicates telepathically, and as an undead creature it doesn't need to eat, rest, or sleep.

Pact of the Blade. Your weapon takes the form of a ghostly scythe (which has the same statistics as the glaive in the core rulebooks).

Pact of the Tome. Your *Book of Shadows* is a thick tome made out of black leather with silver corners, elaborate scrollwork decorations, and a hefty look. It is slightly cold to the touch.

IT HAS LIFE

Starting at 1st level, your patron has given you a heightened ability to detect other living creatures. As an action, you can close your eyes and open your senses to magically detect any other living creatures around you.

Until the end of your next turn you notice any creature with a heartbeat within 60 feet unless they are magically invisible. You can use this feature the same number of times as your Charisma modifier (minimum of one) and you cannot use this feature again until you have finished a short or a long rest.

BLACK MAGIC

Starting at 6th level, you can steal life from another creature and transfer it to yourself. When you hit a creature with an attack, you can transfer some of its life force to your own. You can regain the same HP as half of the damage you dealt. Once you use this feature, you cannot use it again until you finish a short or long rest.

ABOMINATION

Starting at 10th level, you can conjure an undead creature to fight at your side. You summon an undead creature of a challenge rating 6 or lower, e.g. a wraith or a vampire spawn. The spell works the same way as the 6th level conjuration spell *conjure fey* (including the possibility to lose control over your creation).

VISION OF DEATH

Starting at 14th level, you can show a creature their own death. As an action, you can target a creature within 60 feet of you. The creature must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the creature will be paralysed and experience the true vision of its own death. The creature is paralysed with shock up to one minute or until your concentration is broken. The spell is automatically broken if the creature takes any damage. Once you use this feature, you can't use it again until you finish a long rest.



NEW ELDRITCH INVOCATIONS

DEATH'S HOURGLASS

Prerequisite: eldritch blast cantrip

When you hit a creature with *eldritch blast*, the creature's speed is reduced to half of their movement for the rest of the turn.

COMMUNICATE WITH THE OTHER SIDE

You can cast *speak with dead* at will, without expending a spell slot or material components. Once you have used this invocation, you can't do so again until you finish a long rest.

DARK GRIMOIRE

Prerequisite: Pact of the Tome feature

As a bonus action you can conjure an illusionary hourglass that grants you a +2 bonus to AC for the duration of the spell. (The spell works as the 1st-level abjuration spell *shield of faith*, except for its appearance.) You regain the ability to use this invocation again once you have finished a long rest.

GHOSTLY SMITE

Prerequisite: Pact of the Blade feature

When you hit a creature with your pact weapon, you can deal extra necrotic damage if you expend a warlock spell slot. You can deal an extra 1d8 necrotic damage to the target per level of the spell slot. You regain the ability to use this invocation again when you finish a long rest.

STEAL LIFE

Prerequisite: Pact of the Chain feature

You can cast *false life* once without using a warlock spell slot if your familiar is within 100 feet of you.

MEMENTO MORI

Prerequisite: 5th level

As a reaction, if you take damage you can cast *vampiric touch* once using a warlock spell slot. Once you use this invocation, you can't use it again until you finish a short or long rest.

HIDE FROM DEATH

Prerequisite: 7th level

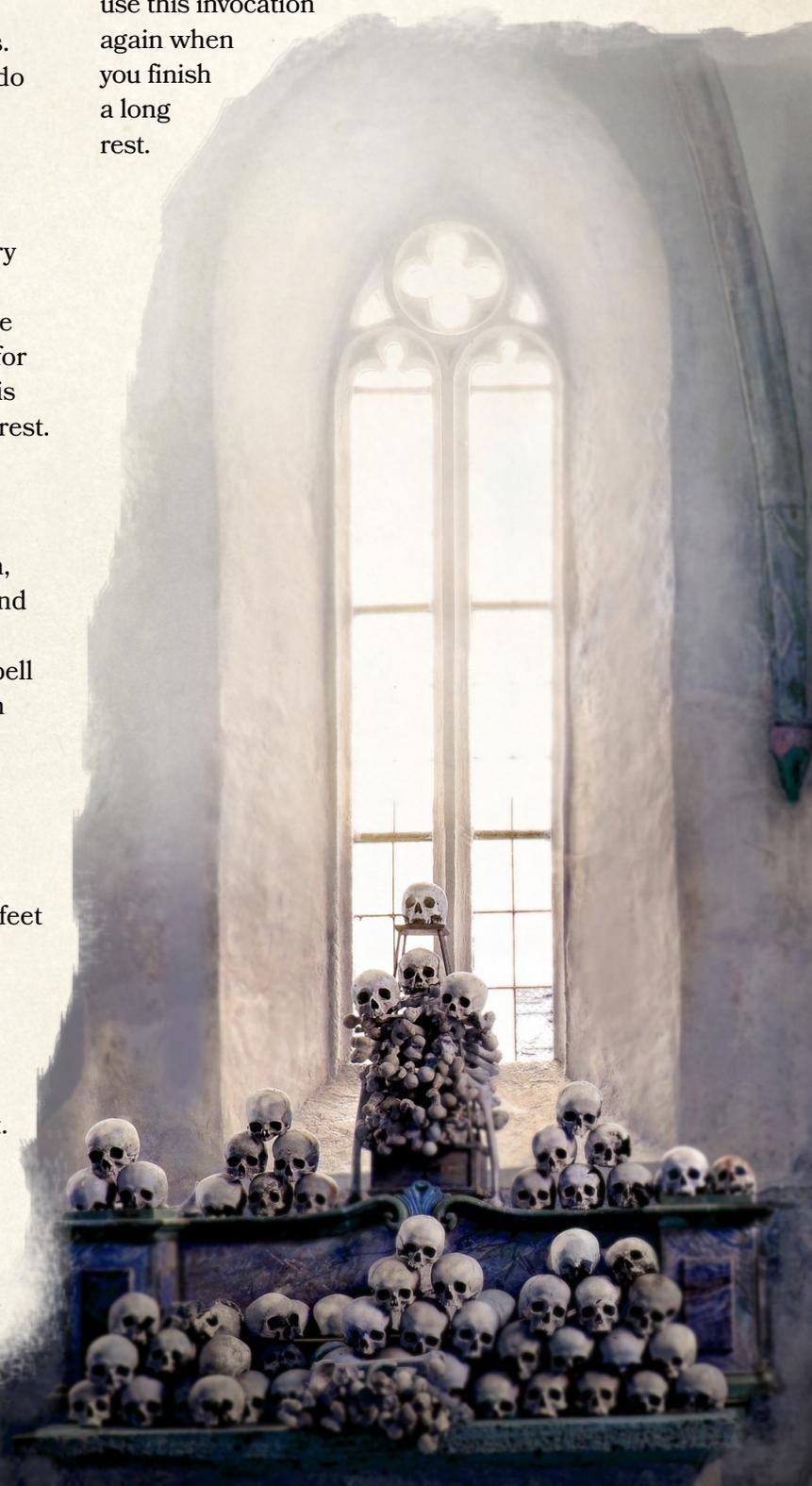
As a bonus action you can cast *greater*

invisibility without expending a spell slot. Once you use this invocation, you can't use it again until you finish a short or long rest.

BACK FROM THE GRAVE

Prerequisite: 15th level

You can cast *resurrection* once without expending a spell slot, although you have to use the components listed in the core rulebooks. You regain the ability to use this invocation again when you finish a long rest.



PATH OF THE CORSAIR

BARBARIAN PRIMAL PATH

With a terrible crash, our ship rammed the pirates' vessel in the middle of the night.

Grappling hooks shot through the rain and sank deep into the other ship's wooden decking. Thunder and screams echoed in the storm that raged around us.

"Follow me!" I bellowed. "Let us show these land crab scums what happens when you raid the wrong islands!"

Screaming with bloodlust, I leaped across the gap and stormed the enemy ship together with my comrades.

You have chosen the Path of the Corsair and become one of the dreaded Barbarians of the Sea. Corsairs are often merciless pirates, feared raiders, or sea tribes, but may also be protectors of the coast or simply earn their living as mercenaries or force others to pay tribute to cross their area.

Corsairs are often superstitious and usually worship various gods of violent weather. Common deities are the god of storms and thunder, the goddess of the sea, the god of storms, and the god of the sea and earthquakes.

Some corsairs have been known to consume dangerous amounts of fermented alcoholic beverages before battles or paint their faces in tribal patterns. Discuss with your DM to decide your background.



Were you born in a sea tribe? Did you join a band of raiders in your youth? Perhaps you have always been drawn to the free life of a pirate or were forced to join a ship after fleeing your home after a dubious affair?

PATH OF THE CORSAIR FEATURES

Barbarian Level	Feature
3rd	Fury of Thunder, Pillage and Burn
6th	Seadog Fighting
10th	Turn of the Tide
14th	Rage of the Sea



FURY OF THUNDER

When you choose this path at level 3, the gods grant you the ability to deal extra lightning damage to your opponent. Once per turn when you rage, you can use a bonus action to add 1d6 in lightning damage to your attack if your weapon is made out of metal.

This damage increases with level to 1d8 at 10th level, 1d10 at 15th level and 1d12 at 20th level. In addition, you can always tell if there is a storm coming within the next 24 hours.

PILLAGE AND BURN

Beginning at 3rd level, you have learned how to fight and improvise during stormy seas or in brawly taverns. Your experience has taught you to fight dirty and that anything can be used as a weapon, and you add your proficiency bonus and strength or dexterity modifier as you would if you attacked with a weapon.

Your DM will decide which damage your weapon will deal, but here are a few examples (see the table below).

CORSAIR IMPROVISED WEAPONS

Item	Damage	Properties to similar weapon
Broken bottle	1d4 piercing	Dagger
Storm lantern	1d4 bludgeoning	Club
Harpoon	1d6 piercing	Trident
Table leg	1d8 bludgeoning	Great club
Sturdy oar	2d6 bludgeoning	Maul
Anchor	2d6 bludgeoning	Maul
Boat hook	1d10 piercing	Pike
Fishing net	Restrained effects	Net
Swinging boom (range 20 feet)	2d6 bludgeoning	Maul
Swinging ship pulley (range 20 feet)	1d4 bludgeoning	Club
Hemp rope	1d4 slashing	Whip
Ship cook's cleaver	1d6 slashing	Scimitar

All weapons can be thrown and deal half damage (unless the weapon type states otherwise). You also deal double damage to any structure when you hit it with a weapon or improvised weapon.



SEADOG FIGHTING

At 6th level you gain the ability to fight like a seadog. When an opponent targets you with a direct attack, you can use your reaction to grab another creature within 5 feet of you and swap places with them. The other creature may be a friend or foe; however, if they are unwilling to swap places with you, you have to roll a Strength check (Athletics) against the creature's Strength (Athletics) or Dexterity (Acrobatics) check. The creature chooses which ability to use.

On a successful roll, you change places with the other creature, who will take all damage instead of you. On a failed roll, you fail to swap places with the creature and you take all damage.

You must be able to see the creature that is targeting you. Also, the creature that you are trying to swap places with cannot be a larger size than you, and you must be able to lift its weight. Area spells or similar attacks have no effect when you use this feature unless you leave the area of the spell or attack when you swap places with another creature.

In addition, seadog fighting has taught you to fight on a moving ship, and you get advantage on balance checks on ships or any other type of unstable or moving surface.

TURN OF THE TIDE

Starting at 10th level, you gain increased resistance to magic and poison when you rage. When you reach half of your maximal hit points (excluding temporary hit points), your primal survival instinct makes you fight harder and shake off damage. You have increased resistance to magic and poison and roll on advantage against spells and poisons that require saving throws.

In addition, you gain proficiency with navigator's tools and always know the direction of north. (If you already have proficiency with navigation tools, choose any other tools or language.)

RAGE OF THE SEA

Beginning at level 14, your rage is so powerful you can create a storm or call down lightning to strike down your foe. Once per day you can cast the 6th level spell chain lightning, or you can choose to cast one of the 3rd level spells three times: *Call lightning*, *Sleet storm*, and *Lightning bolt*. You cannot use this feature in combination with the effects from *Fury of Thunder*, and when you have used this feature, you can't use it again until you have finished a long rest.

Furthermore, you can cast water breathing at will as a special ability. You don't need to use any verbal, somatic, or spell components to do so.

WOLF CHILD

AN EXPANSION FOR THE OUTLANDER BACKGROUND

You were raised by wolves in the wild from a young age. As a result, you spent your childhood and formative years around wolves and far away from people and the comfort of civilisation. This has left you with keen survival instincts. You have survived vicious attacks from wilderness beasts, bitterly cold winter nights, and scarcity of food when hunting has been unsuccessful.

Your upbringing has left you with an affinity for nature and animals, but poor social skills. The wilderness is your home and where you are more comfortable than you could ever be in a village or city.

Skill Proficiencies: Survival, Animal handling

Tools: Healer's kit

Language: One of your choice

Special: If the DM permits, you can speak with wolves and other canine animals as if using the spell *Speak with animals*.

Equipment: Crude spear, sharp piece of flintstone (knife), 30 ft of handmade sisal rope, healer's kit with wild herbs, a small token from your previous life, thick fur cloak, a set of traveller's clothes, a tied piece of leather containing various teeth and 5 gp.

RAISED BY WOLVES

Consider why you were raised by wolves instead of with your family. What happened to your parents? At which age did you start to live in the wild and for how long? Was it just during a winter, or did you spend your entire childhood in the company of wolves?

You can roll a d10 on the table below to determine your background history, or choose one that best fits your character.



D10 BACKGROUND HISTORY

1. My parents and everyone else in my village died in a goblin attack, but I survived and the wolves found me.
2. I was abandoned in the woods as a baby, but I don't know why.
3. As a young child, I got lost in the woods.
4. I ran away from home.
5. The only thing I can remember is fleeing something horrible and running into the darkness of a winter's night.
6. My parents were traveling people, and by accident I fell off a cart when I was four years old. They searched for months afterwards, but they never found me.
7. I was left as a sacrifice by my relatives who were members of an evil cult.
8. By accident, I drank a teleportation potion and ended up in the forest far from human civilisation where a pack of wolves found me and decided to adopt me.
9. When I was seven years old, I wandered into the deep forest, following the call of the wild and my destiny. I have magical abilities that no one understands.
10. I was born with a specific birthmark and therefore deemed as cursed by my village. I spent more and more time in the wilderness and the wolves became my friends.

FEATURE: LIFE IN THE WILD

I'm used to surviving in nature and can easily find water and food by hunting, setting traps, and gathering berries and mushrooms (unless the area is desolate or completely barren). After my years of living in the wild, I instinctively always know the direction of north, and I cannot get lost in the wilderness (except by magical means).

SUGGESTED CHARACTERISTICS

Wolf children are very rare and their unusual childhood has shaped them for life. They are often uncomfortable around other people, trusting animals more than people. Their trust has to be earned, but once a wolf child has accepted someone as a member of 'their pack', they're fiercely loyal.

D8 PERSONALITY TRAIT

1. I value freedom above all.
2. My time with wolves has resulted in my eating a lot of meat, preferably uncooked.
3. I prefer sleeping outdoors and find beds too soft and comfortable, often making a small lair under the bed instead.
4. I am acutely shy around groups of more than three people and hate crowds.
5. 'Me food now?' My speech is limited, and I prefer using simple and short sentences.
6. I find mirrors and magic deeply unsettling.
7. Sometimes I unconsciously growl, bare my teeth, or pant with my tongue out. (I also whine and bark in my sleep.)
8. I have no patience with law and order.

D6 IDEAL

1. **Harmony.** Nature is always in balance. (Neutral)
2. **Generosity.** Sharing is caring. Survival means sharing resources regardless of how little you have. (Good)
3. **Balance.** There is a natural order in nature. (Lawful)
4. **Freedom.** Like the wolves I grew up with, my spirit is free, and I detest law and order. (Chaotic)
5. **Survival.** Survival at all costs – there is no place for weak members in a group. (Evil)
6. **Pack.** Anyone who has earned my trust, has my protection, and I would die defending them. (Any)



MINER

CHARACTER BACKGROUND

You have spent several years of your life working in mines, either as a miner searching for rich ores or an underground explorer looking for buried treasures.

You have faced countless monsters in the dark, explored hidden ruins, and marvelled at vast caves and underground lakes that no one has seen before. Your life as a miner has given you a thorough knowledge of history regarding mining and underground information, as well as a keen eye for details.

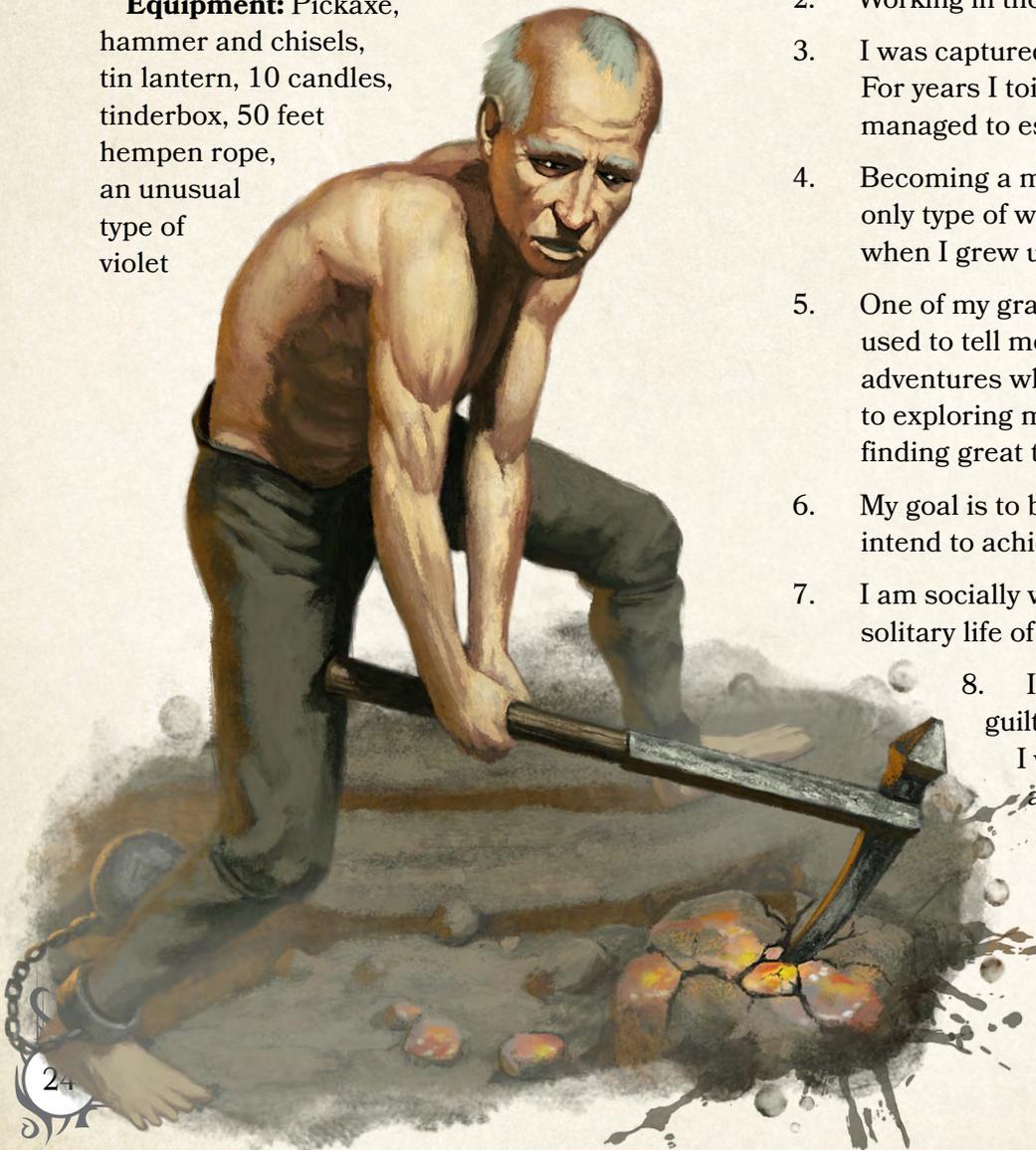
Skills Proficiencies: History, Perception

Tools: Mason's tools or Miner's tools (see the core rulebooks for further details)

Language: One of your choice

Optional: If the DM permits, you can once per day cast the cantrip *light*, even if you aren't a spellcaster, or the dwarven ability Stonecunning

Equipment: Pickaxe, hammer and chisels, tin lantern, 10 candles, tinderbox, 50 feet hempen rope, an unusual type of violet



mineral that you haven't managed to classify yet, a set of grey and brown traveller's clothes, a worn leather pouch containing 10 gp

LIFE IN THE DARK

Why did you become a miner, and which types of mines did you work in? Consider the reasons why you decided to become a miner. You can roll a d10 on the table below to determine your background history, or choose one that best fits your character.

D10 BACKGROUND HISTORY

1. I come from a proud tradition of miners, and my family have been working in the mines for generations.
2. Working in the mines is hard, but it pays well.
3. I was captured and enslaved by dark elves. For years I toiled day and night before I managed to escape.
4. Becoming a miner wasn't a choice, it was the only type of work that was available for me when I grew up.
5. One of my grandparents was a miner and used to tell me wonderful stories filled with adventures when I was young. I was drawn to exploring mines and the allurements of finding great treasures.
6. My goal is to become rich, and I intend to achieve it.
7. I am socially withdrawn and prefer the solitary life of mining.
8. I have been tried and found guilty of a crime. As a punishment, I was sentenced to hard labour and worked for several years in the mines.
9. Due to my draconic ancestry, I have an affinity for finding rich veins of ore. (Choose one type of metallic dragon that is your

distant relative: Gold, silver, bronze, brass, or copper.)

10. I work deep in the mines, far from civilisation, because I am hiding from someone who wants to see me dead.

FEATURE: BURIED TREASURE

You have found something extraordinary during your time as a miner. It might be a unique item or secret knowledge of great importance. For example, you might have stumbled upon a legendary item from another dimension, the previously unknown location of long-forgotten underground ruins, or a strange stone portal covered with arcane runes.

Work with your DM to decide what type of item or secret you have discovered and how it will impact their world and campaign.

SUGGESTED CHARACTERISTICS

Some people are well suited to working for long hours in dimly lit, narrow mines, while others aren't. Decide how years of hard labour and toiling in the mines have affected you. You can roll 1d8 on the table below to determine your background history, or choose one that best fits your character.

D8 PERSONALITY TRAIT

1. I walk with slumped shoulders after years of avoiding low ceilings in the mines.
2. Years of working underground have left me with mild agoraphobia, and I don't like open spaces or bright light.
3. I know hundreds of old histories about mines that I tell people all the time (whether they want to hear it or not).
4. I am so stubborn I've more patience than a rock.
5. All of my metaphors and descriptions are related to mines, rocks, and minerals.
6. I work hard, but once I am finished, I deserve to rest and drink ale.
7. A mining accident has rendered me slightly deaf in one ear.

8. I have got an excellent memory for underground passages and rarely get lost.

D6 IDEAL

1. **Opportunity.** Anyone has the same chance to find something. (Neutral)
2. **Exploring.** Knowledge is the greatest treasure, regardless of whether it is finding useful ore, buried treasure, or forgotten knowledge. (Good)
3. **Tradition.** Civilisation was built on the advancement of steel. (Lawful)
4. **Curiosity.** The freedom to follow once curiosity belongs to anyone. (Chaotic)
5. **Greed.** I will do anything to become rich, even if it's morally questionable. (Evil)
6. **Aspiration.** One day I will find the greatest buried treasure of them all. (Any)

D6 BOND

1. I am loyal to other members whom I work with.
2. My bond is to the mining community and the region where I used to work in the mines.



3. If the wrong person finds out what I have discovered, it could cause the end of the world.
4. Someone I know saved my life in the mine, and I owe that person a debt.
5. I hope to get rich so I can marry someone that I love.
6. I will become known throughout history as the person who found the greatest treasure.

D6 FLAW

1. I am ruthless and will do anything to become rich.
2. I prefer my own company and loathe being around other people.
3. I am obsessed with finding a great treasure.
4. If I can get away with doing my part of the job, I am fine with that.
5. I am suspicious of strangers.
6. I would risk anything – and anyone – to find a great treasure.

MINER'S TOOLS

Activity	DC
Find the entrance to a hidden cave	10
Classify a mineral or rock	15
Recall the history of an underground structure	20

Miner's tools can be used for mining ore or exploring underground structures and natural caves.

Components. Miner's tools include a pickaxe, a small and large hammer, a chisel, and a tin lantern with 5 extra candles. (A yellow canary bird in a cage is optional.)

History. Your expertise allows you to recall knowledge and lore of mines and other types of man-made underground constructs, such as ancient ruins, dwarven buildings, and drow fortresses.

Investigation, Perception. When you inspect an underground structure, your expertise aids you to grant additional insights and helps you find hidden traps and secret doors.

Nature and Survival. When you travel underground, your skills in mining make it easier for you to identify tracks of underground beasts and monsters, as well as identifying mushrooms and underground plants.

Identifying Rocks and Minerals. With a quick glance, you can identify most rocks and minerals and know their geological history and background.

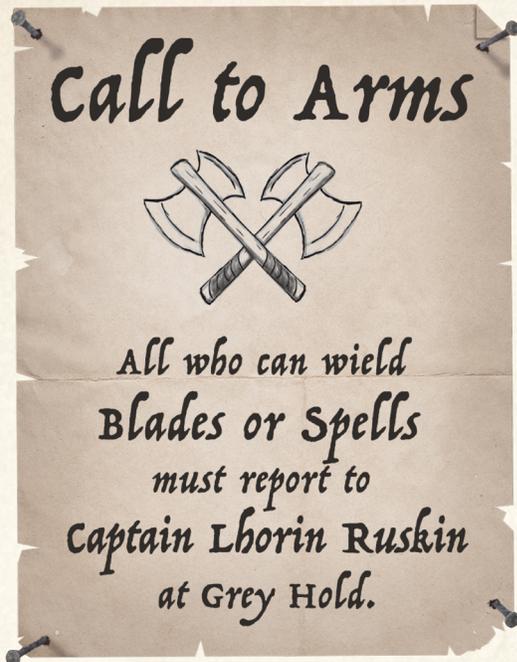
**VARIANT FEATURE:
UNDERGROUND EXPLORER**

Instead of working in a mine, you might have been an underground explorer. Perhaps you led archaeologist groups, worked as an underground guide, or maybe you have been an infamous smuggler, known for digging tunnels to avoid the law.

Discuss with your DM to determine which type of underground explorer you have been so that it will work with their campaign and world.



ADVENTURE NOTICEBOARD



CALL TO ARMS

Quest: Anyone strong enough to wield blades or spells must report immediately to Captain Lhorin Ruskin at Grey Hold, a fortress on the edge of a vast mountainous region. Grey Hold is situated two days' march from the dwarven town Hammersong.

Just north of the fortress runs a long, deep gorge known as the Grungur Depths. The gorge is considered treacherous as the area is unstable and few go near it. Some say it is bottomless, but no one has ever ventured deep enough to find out if this is true.

One week ago, hundreds of zombies climbed over the ledge and attacked Grey Hold. A few nights later, a new wave of zombies emerged from the gorge to attack the fortress, this time almost breaching its defences.

What the characters do not know: At the bottom of Grungur Depths, some 1000 feet down, its shadowy domain has become the lair of a powerful vampire which is summoning large numbers of undead minions. With the aid of an enslaved earth elemental, the vampire has built an extended dungeon, in which it makes its home.

The zombies sent by the vampire to attack the fortress is only a small part of the vampire's forces. The vampire hopes that the attacks will prompt the fortress to counterattack, so that adventurers carrying plenty of valuables will make the dire mistake of entering the dungeons that the vampire has built around its lair, where undead horrors and lethal traps await them.

Encounters: One **vampire**, two **vampire spawn**, nine **zombies**, one **shadow**, one **earth elemental**.

CR: 13-24, depending on if the characters fight the creatures in smaller groups or all at once.

Reward: 1,109 gp, 5,028 sp, 467 cp, one citrine (50 gp), one jasper (30 gp), five moonstones (150 gp/each), thirteen onyx stones (25 gp/each), one *Potion of Diminution*, one *Scroll of Phantasmal Killer*, and one *Ring of Earth Elemental Command*.



BRAVE ADVENTURERS NEEDED TO PROTECT LOWER WOLVERTON

Quest: A wizard has claimed an old crumbling tower near the coastal town of Lower Wolverton as her home. Anyone who has approached the tower since then has been chased away by fiery spells, and signs have sprung up around the tower

that warn all intruders to stay away – or else. There are also reports of peculiar night-time lights in the woods of Greenmist Haven near the tower.

No one has been injured yet, but the townsfolk in Lower Wolverton are nervous, so the mayor is offering a reward to those willing to investigate what is going on in the tower.

What the characters do not know: The wizard is a female halfling conjurer by the name of Sybil Sevenhills, but her plans are less sinister than the mayor believes. One week ago, her mentor fell under the sway of an evil entity and unleashed a pair of fiendish hounds in the forest of Greenmist Haven before running off from the wizard academy.

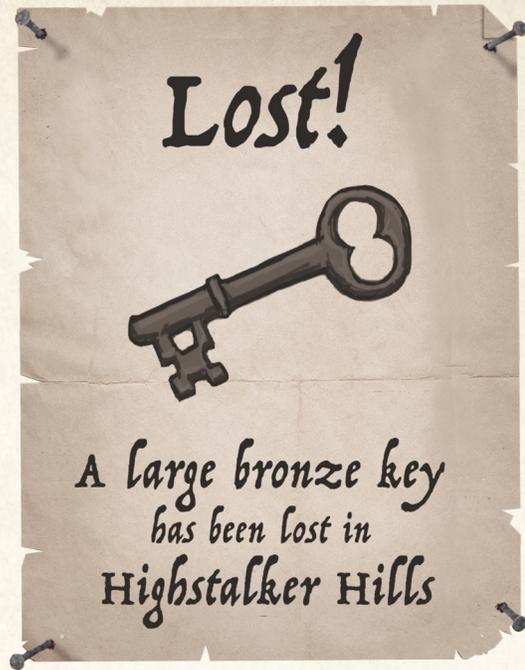
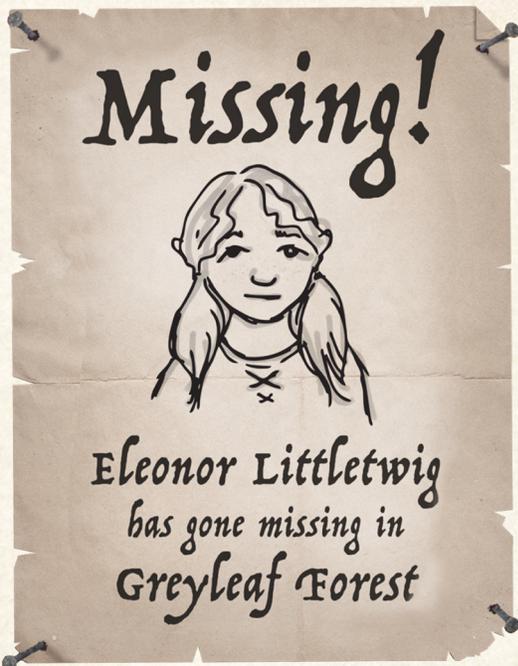
Sybil and her fellow pupils are currently trying to contain the monsters before they cause harm to anyone. Unfortunately, this can only be done through a lengthy ritual that demands all of Sybil's concentration, so she can't allow any interruptions.

Encounters: 2 hell hounds.

Friendly encounter: Sybil Sevenhills (a **mage**).

CR: 5-11, depending on if the characters fight the creatures in smaller groups or both at once.

Reward: The mayor's reward (170 gp). If the characters speak with Sybil and help her hunt down the hellhounds, she gives them a pair of *Boots of Levitation* and a large slice of Sevenhill Special Cheese (ten servings), which provides a +1 bonus on Constitution saving throws for 24 hours.



ELEONOR LITTLETWIG HAS GONE MISSING IN GREYLEAF FOREST

Quest: Three days ago, Eleonor Littletwig, a half-elven girl of eight years, left the village of Ruttertoft to bring supplies to her relative who lives alone deep in Greyleaf Forest. She never arrived at her relative, and no trace of her has been found. Mya Brittlestaff, the village elder, offers anyone willing to search for Eleonor a reward of 25 silver and a keg of the village's finest mead.

What the characters do not know: Unbeknownst to the villagers, two groups of orcs are skulking through the woods and killing unscrupulously as they come closer to Ruttertoft. Eleonor, who has an affinity with wolves, was chased by one of the groups, but found refuge with a pack of wolves in a cave near Bluesong Lake.

Encounters: Fourteen **wolves**, and two groups of five **orcs**.

Friendly encounter: Eleonor (a **commoner**).

Other encounters: Fourteen **wolves** and two groups of five **orcs**.

CR: 4-7, depending on if the characters fight the creatures in smaller groups or all at once.

Reward: The orcs carry 144 cp, 292 sp, 63 gp, a yellow gem worth 24 gp, a faintly magical rabbit's foot (which provides the wearer with a +1 bonus on Wisdom (Nature) checks), and a cotton handkerchief embroidered with the initials A.R.

LARGE BRONZE KEY LOST IN HIGHSTALKER HILLS

Quest: On his way back from an expedition, the somewhat absent-minded wizard Ibatraz Wyvernspur lost one of the items he discovered in the dungeon: a large, heavy and complex key in the shape of a tower. Having found quite a lot of loot during his travels, and eager to research some of the books he had come across, Ibatraz did not pause to search for the key but simply assumed he had dropped it. Well back in his study, Ibatraz realized that the key may be quite priceless, so he quickly announced that he would greatly reward those who could return the key to him.

What the characters do not know: The key is both magical and valuable, but it was stolen rather than dropped: one night, an intrepid gnoll crept up to the wizard's campsite and pilfered the key from his bags.

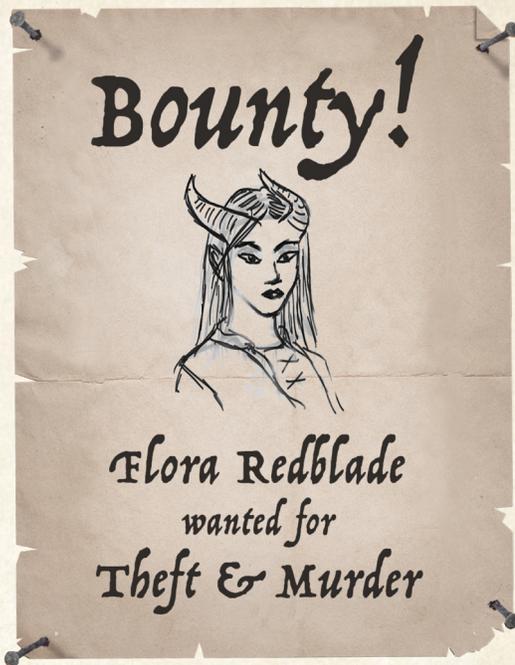
However, the gnoll met its end only hours later when it sought shelter from a thunderstorm in a cave that also housed a dragon, which made a quick snack out of both the intruder and the key. The key's magic is now filling the dragon's mind with wild visions, causing it to fly around erratically and attacking objects and creatures at random.

Encounter: An **adult blue dragon**.

Friendly encounter: Ibatraz (a friendly **archmage**)

CR: 16

Reward: 400 gp from the quest giver Ibatraz. The dragon's hoard also contains 1,042 gp, 1,798 sp, 3,182 cp, a wooden talisman fitted with a starshard gem (worth 200 gp), a carved wooden rod with silver inlays (worth 25 gp), a *Potion of Clairvoyance*, and a mithral chain shirt. The key opens the entrance to the long-lost Tomb of the Everlasting, a legendary dungeon in which a mad necromancer was buried some three thousand years ago.



FLORA REDBLADE IS WANTED FOR THEFT & MURDER

Quest: The notorious bandit Flora Redblade has stolen a crown made for the king-in-waiting two weeks before the coronation. The theft took place while the crown was being transported to the capital. A large group of guards accompanied the caravan, but they were fooled by several decoys that enabled Flora to sneak off with the box that held the crown. The king-in-waiting is furious and has issued a hefty reward for Flora's head and his crown.

What the characters don't know: Flora plans to sell the crown to purchase medicine for the people in her hometown, which has been struck by a strange plague.

Encounters: Flora Redblade (a **bandit captain**), Flora's tame **mastiff** Bork, her five fellow **bandits**.

Challenge rating: 2-5, depending on if the characters deal with the encounter separately, in smaller groups, or all at once.

Reward: 150 gp and a Letter of Recommendation from the king-in-waiting.

WELCOME TO EASTERN FARRAWAY

Eastern Farraway encompasses several different areas and larger towns. In its heart is the North Star Region and the towns Northwind Gate and Whiteport. If you travel south from the North Star Region, you will reach Buckwild and the town Winterhold together with the Silver Woodlands Region, home to many elves. To the east are Craigholm and the town Coppertown, while out west are Western Hammersong and the largest town in Eastern Farraway: Hammersong. The North Star Region also borders on the untamed, frozen Hintherdale and its numerous barbarian tribes.

GEOGRAPHY

Eastern Farraway features remarkably varied terrain. There are steep mountain ranges and lush dales, as well as deep forests and a long, rugged coastline. Its northern parts are dominated by huge mountains, especially around the semi-active volcano Ilde. The majestic peaks are snow-capped all year round, but the lower areas are dotted with sprawling dales and forests that consist mainly of pine, spruce, and fir trees.

Farther south, vast forests dominate the landscape and make for good hunting and agriculture. This land isn't as fertile as in other parts of Farraway, but the stony ground can still be used for growing potatoes, apples, and more. The most common livestock found here are sheep and goats, but other farm animals are kept as well.

The southernmost parts of Eastern Farraway are predominated by old and more mixed types of forests, with plenty of birch, ash, and silver-leaved oaks.

CLIMATE

Eastern Farraway has a temperate climate. It is classified as Climate Type 5b³ according to Professor Nickleberry's Extraordinarily Correct Climate System Classification (also known as ECCS Classification). The climate can also be described as "cold in winter and balmy during summer" in less academic circles.

There are four distinctly different seasons, but winter in the northern parts of Eastern Farraway tends to be much harsher than farther south. In general, the winter months are long, dark, and bring temperatures that may dip far below the freezing point.

A BRIEF HISTORY OF EASTERN FARRAWAY

Long ago, Eastern Farraway was once part of the Farraway Kingdom along with Laransin and Sonnemark. (According to some pompous historians, the Farraway Kingdom was also known as the Farraway Empire.)

After the First Winter War, the Farraway Kingdom was divided into smaller kingdoms, and Farraway was split into five areas: Northern Farraway, Southern Farraway, Eastern Farraway, Western Farraway, and the Outer Islands. Since that time, Eastern Farraway has seen both wars and natural disasters, but it has also enjoyed long years of prosperity and peace.

NOTABLE EVENTS

Some of the most important events in Eastern Farraway include:

- The First Winter War
- Battle of the Triad
- The Second Winter War
- The Grey Pestilence Years
- The Fall of Goiran the Usurper
- The Ironshield Clan's invasion
- Battle of the Drow
- The burning of the Silver Woodlands
- The Great Fire of Hammersong
- The volcano Ilde erupts
- Night of the Dying Flames
- Hillsby uprising

GOVERNMENT

Each larger town has its own governmental system. These range from elected mayors and their advisory group of traders in Whiteport to royal successors in Hammersong. Villages, outposts, and hamlets are often guided by informal and traditional ways, and their leaders are often village elders or people with a specific standing in the communities, for example, the best hunters, innkeepers, midwives, or blacksmiths.

Some other areas have incredibly sophisticated modes of leadership. For example, few outsiders can understand the complex system used to select the leaders among the Snow Bear Tribe, an intricate process that is matched only by the strange voting arrangement among sea elves in the Outer Islands.

ECONOMY

Trade is an important part of Eastern Faraway and knits its different areas together. The seaside town of Whiteport brings fish and imported goods from far and wide.

Meanwhile, Hammersong has the best mines in the region and sells all kinds of metals to Winterhold, which in turn sells tools and goods from many other regions. Examples of such goods include grain, tanned skins, and smoked meat from Buckwild, as well as the best firewood and handicrafts that come from the Silver Woodlands Region.

LARGER TOWNS

Here follows short descriptions of the largest towns in Eastern Faraway:

HAMMERSONG

Hammersong is located near its eastern border and is the largest town in Eastern Faraway. It is built around a huge open pit mine, and the steady ring of hammers and pickaxes from dawn to dusk is what has earned the town its name. Hammersong was originally a fortified dwarven stronghold, but while most of its inhabitants are still dwarves, humans, and gnomes, over the centuries trade and expansion have attracted a more mixed population.

The town's prosperous trade and mining generates great wealth, which is reflected in the general architecture. The young queen and her royal subjects live at the grand Veðurfr Castle, surrounded by dozens of lavish manors and many elegant townhouses.

Population: 5,000 (Approximately)

Location: Mountainous region

People: The majority of people are dwarves, humans, and gnomes, but many other races are present as well.

Leadership: Queen Åsa Frostdottri III.

However, as the queen is yet to come of age, she governs together with her advisory group and the Steward of Hammersong.

Motto: *Dig Deeper and You Shall Be Rewarded*

Points of interest: The Royal Veðurfr Castle, The Golden Statue of Brokk and Sindri, Thalanta's Haven, and The White Lady's Cathedral.

WINTERHOLD

Winterhold is a trading town that is strategically located between Hammersong, Northwind Gate, and the Buckwild. The town is partly built inside the mouth of a large cave.

Initially, the town was established around a dwarven mine that operated deep beneath the mountain. After the mine was depleted, many of its inhabitants remained and turned to trading and crafting. The town's dwarven legacy is clearly visible in its architecture and decorations, especially in the older areas located in the innermost districts.

Winterhold has a long tradition of skilled blacksmithing. The smiths buy metal from Hammersong to produce various tools and other practical items that are needed farther south, such as ploughs, hunting equipment, barrel bands, horseshoes, and other goods.

Population: 3,000 (Approximately)

Location: Mountainous highlands

People: The majority of people are dwarves, humans, and elves, but other races such as gnomes and halflings are also common.

Leadership: The town is governed by a group of five members, known as the Five. This circle of leaders usually consists of senior scholars, commanders of the town guard, experienced

diplomats, or influential merchants. Every ten years, the members of the Five change according to the results of an election.

Motto: *Work and Prosper*

Points of interest: Winterhold Town's Bell, Octavia Dragonborn's Tower, Halls of Lore, Captain Rigmar Bronzhammer's memorial, and The Old Mines (closed to visitors).

NORTHWIND GATE

Northwind Gate is famous throughout Eastern Faraway for its extensive library, the Seven Keys Library, which contains the region's largest collection of books, tomes, and scrolls.

The town is a well-known centre for education and learning, and its immense library attracts a great many scholars and mages, as well as a large number of students.

Three centres of learning have been established in the town: The Academy of Alchemy, the Department for Higher Education, and the School of Wizardry. There are often public lectures (and heated debates) on arcane and obscure topics.

Through the town meanders the river Riversnake, which originates at a famous nearby hot spring. The hot spring generates a local balmy climate, and the many thermal baths along the river are said to have healing and rejuvenating properties.

Population: 4,000 (Approximately)

Location: Dale area

People: The majority of people are humans, elves, gnomes, half-elves, and dragonborn.

Leadership: Northwind Gate is traditionally governed by Lord and Lady Warblington together with the head librarian at the Seven Keys Library, the dean of the Academy of Alchemy, the highest-ranking professor emeritus at the Department for Higher Education, and the archchancellor at the School of Wizardry. This group rarely agree on anything, but the town tends to take care of itself without much involvement of its de facto leaders.

Motto: *Reading is Knowledge*

Points of interest: The Seven Keys Library, Riversnake Thermal Baths (there are several to choose from), Warblington's Pleasure Garden, The Museum of Extraordinary Items from the Past, and The Oak of Silvanus.

COPPERTOWN

Coppertown is a traditional market town. Its spring and autumn markets are the largest farm markets in Eastern Faraway, with a tremendous number of bulls, horses, goats, hens, and sacks of grain and seeds changing owners over the course of three days. In addition, there are plenty of shops and stalls that are open all year round.

Coppertown is surrounded by many small copper and tin mines, which have given the town its name. The surrounding area has also long been the home to both gnome burrows and halfling villages, which is mirrored in Coppertown's population and has affected the town's reputation for extraordinary inventions and many curiosa shops, workshops, and famous pottery studios.

Population: 2,500 (Approximately)

Location: Lowlands

People: The majority of people are gnomes, halflings, humans, and dwarves.

Leadership: The person who has lived the longest within Coppertown's borough is traditionally appointed as the town's leader. However, this appointment is more of an honorary title than an official position, and the town is unofficially governed by the best tradespeople, mining entrepreneurs, and influential merchants.

Motto: *Nothing is Impossible*

Points of interest: Coppertown's Market, Zelibia Buttercup's Workshop (a museum in the making), The Great Clock Tower, and the Hot-Air Balloon Tours.

WHITEPORT

The largest coastal town in Eastern Faraway is Whiteport. It is a crowded port town, where large fleets of fishing vessels and merchant ships frequently dock. Whiteport is known as "the town that never sleeps", and it is well known for its busy trading and crowded taverns.

Whiteport has a slightly tarnished reputation when it comes to law and order, but there is also a rich and lively music and cultural scene. For this reason, the town attracts many bards and aspiring actors, and its social life is usually very active.

Of all the towns in Eastern Faraway, Whiteport is the most diverse with plenty of different people. No one here lifts an eyebrow at the sight of a dragonborn, tiefling, or half-orc, and few care about your background or class.

Population: 2,500 (Approximately)

Location: Coastal area

People: Varied (members of all races in Eastern Faraway can be found here).

Leadership: Whiteport is governed by a mayor who is advised by the local Trader's Guild. This guild consists of twenty members from wealthy merchants' families. The only way to become a member is through owning one of the twenty great warehouses by the docks.

Motto: *May Your Journey Always Continue*

Points of interest: The White Watchers, the Seafarer's Church, the gambling hall Lady Fortuna, and the harbour.

REDBRIDGE

The elven town Redbridge (or Selemÿntha, meaning "Blessed by the stars" in Elvish) is the largest elvish community in Eastern Faraway. It is located in the immense forest known as the Silver Woodlands Region and can only be accessed by crossing its famous red bridge, after which the town has been named. This is a long, slender hanging bridge created by uncountable interwoven branches and flowers. During autumn, when the leaves change colour, the entire bridge turns dazzlingly red.

A TRADITIONAL
CONVERTED SHIPHOUSE
IN WHITEPORT

Redbridge is mainly populated by high and wood elves, but other people are welcome too, and the town has long been home to small groups of humans and half-elves. The town is situated near Åsk's Tears, a magnificent cascading waterfall that is considered to be one of the eleven greatest wonders in Eastern Faraway.

Population: 2,000 (Approximately)

Location: Forest region

People: The majority of people are elves, but there is also a minority of humans and half-elves as well as a few other races.

Leadership: Redbridge doesn't have an official mayor or government, but all important matters are decided by a druidic circle dedicated to the deity Silvanus.

Motto: *The Stars Protect Us*

Points of interest: The hanging bridge, Flidais' Golden Bow, the Temple of Silvanus, and Åsk's Tears waterfall.



FANTASY NAMES

FOR CHARACTERS AND NPCs

GENERAL NAMES

FEMALE NAMES

1. Akasma*
2. Cynthia
3. Delma
4. Desdemona
5. Hazel
6. Hedia
7. Isidora
8. Jonna
9. Kithian*
10. Lea

FEMALE NAMES

11. Lucella
12. Marnick*
13. Patience
14. Raahsheda*
15. Ramonda
16. Rhonna
17. Sylvis*
18. Wilda
19. Ylissa
20. Zelma

MALE NAMES

1. Aldin
2. Balfour
3. Bram
4. Brin*
5. Cael
6. Constance*
7. Dale
8. Doran
9. Earnest
10. Enok
11. Esmal
12. Kito
13. Loris*
14. Olwin
15. Pallin
16. Phaendar
17. Quenin
18. Refu
19. Silas
20. Zillow*

* Unisex name



NICKNAMES

1. Ariel
2. Badluck
3. Bolter
4. Cat
5. Clover
6. Dawn
7. Destroyer
8. Ivory
9. Lizzie (short for Lizard)
10. Lucky

NICKNAMES

11. Never
12. Nimrim
13. Nix
14. Quickfire
15. Seven
16. Swift
17. Tick-tock
18. Trueheart
19. White
20. Zonk

FAMILY NAMES

1. Anderick
2. Azizel
3. Balderson
4. Blackheart tribe
5. Bowman
6. Brimstone
7. Callium (Doveking)
8. Connar
9. Crookfang
10. Cursebearer
11. Daisybottle
12. Ekemexius
13. Farris
14. Femmirion
15. Fengoriam (Meadowglade)
16. Fury
17. Gabbro
18. Goodberry
19. Heathencliff
20. Jaergen

FAMILY NAMES

21. Kargian
22. Knudor
23. Lamian
24. Lancell
25. Lethillen (Gemstar)
26. Lonoris (Ivybranch)
27. Moriosa (Darkrain)
28. Nickel
29. November
30. Nyxhallia (Nightshade)
31. Ogerclan
32. Quickfoot
33. Shaw
34. Solmundsten
35. Steel
36. Storm
37. Sylvania (Forestborn)
38. Thalusarum (Willowwind)
39. von Silverborn
40. Xaros

DWARVEN NAMES

FEMALE NAMES

1. Aryn
2. Delma
3. Edna
4. Glenhild
5. Helgae
6. Imogen
7. Malvina
8. Orlynn
9. Rhonna
10. Thorun*

MALE NAMES

1. Balfour
2. Cael
3. Engirm
4. Lorkan
5. Maerick
6. Osir
7. Rhonin*
8. Thaegan
9. Stenur
10. Ulfrik

CLAN NAMES

1. Bergur
2. Broadshield
3. Edda
4. Flinthelm
5. Forgeborn
6. Frejdur
7. Gabbro
8. Heida
9. Hellmund
10. Helm
11. Hildurunn
12. Ironhammer
13. Jormund
14. Obsidianborn
15. Osk
16. Sigrunn
17. Solmundsten
18. Steel
19. Twoaxe
20. Whitebeard

* Unisex name



ELVEN NAMES

FEMALE NAMES

1. Estranna*
2. Fhaenira
3. Galeica
4. Ilyrian
5. Meira
6. Nimbra
7. Seldanna
8. Stellia
9. Ylissa
10. Alaenis

MALE NAMES

1. Amaryn*
2. Erendril
3. Fallenth
4. Iolas
5. Loris
6. Mithillan
7. Nhamas
8. Shanerill
9. Quenin
10. Thanis

FAMILY NAMES (TRANSLATED TO COMMON)

1. Amrunis (Frostmorning)
2. Anorian (Dawnborn)
3. Celebrinoma (Silveroak)
4. Dianiarosa (Silentrain)
5. Elenenlokta (Starblossom)
6. Isiannios (Winterheart)
7. Ithilien (Moonstar)
8. Lairiawestos (Summerbreeze)
9. Leuthillen (Gemstar)
10. Leuthinlokae (Amethystblossom)
11. Maliopheus (Goldenpetal)
12. Melatruian (Truelove)
13. Molothian (Duskflower)
14. Moriosa (Darkrain)
15. Namillian (Diamondheart)
16. Nyxhallia (Nightshade)
17. Sarienlassie (Springleaf)
18. Thaluserum (Willowwind)
19. Unilassu (Twilightwhisper)
20. Yaviannia (Autumnsky)

* Unisex name



TIEFLING NAMES

FEMALE NAMES

1. Aurora
2. Callisto
3. Desdemona
4. Eudora
5. Hermia
6. Isidora
7. Kaillias*
8. Lenore
9. Nyx*
10. Tiana

MALE NAMES

1. Arion
2. Charos
3. Doran
4. Ferallas
5. Illian*
6. Kai*
7. Lucian
8. Panos
9. Theberon
10. Vander

FAMILY NAMES

1. Asmodeus
2. Azizel
3. Batimabos
4. Blaze
5. Brander
6. Brimstone
7. Cursebearer
8. Darknight
9. Diablopawn
10. Duskcloak
11. Fellborn
12. Firestorm
13. Flameborne
14. Hellshadow
15. Lamian
16. Lezaabel
17. Quarinah
18. Seth
19. Xaros
20. Zagan



* Unisex name

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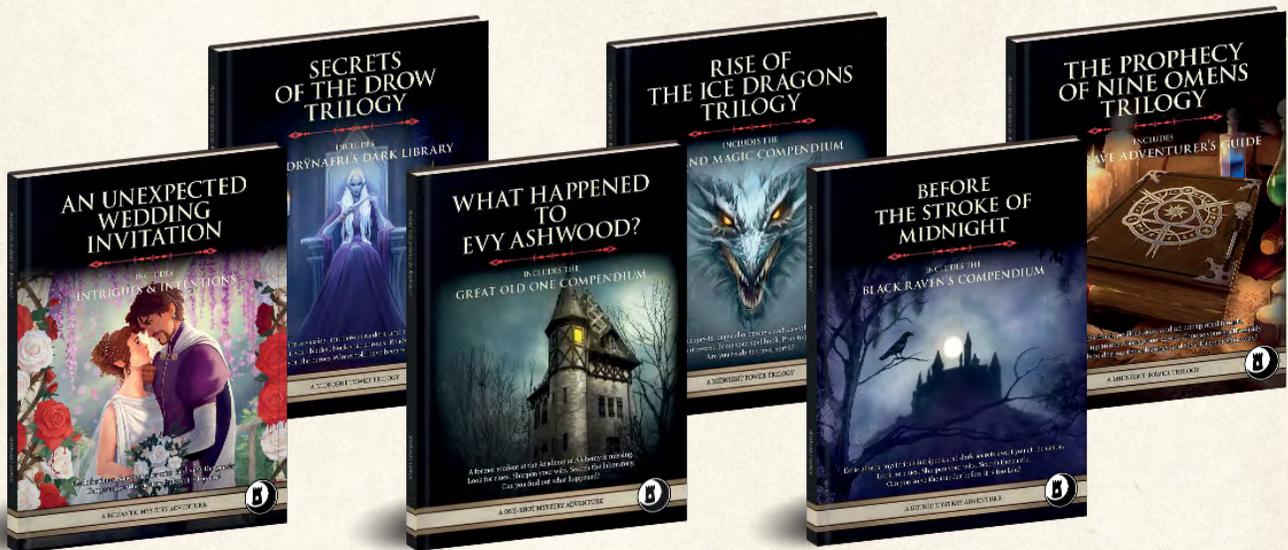


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