THE ATLAS OF RONG'LU

Fertile Dome I

BY COSMIC STEW RPG

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The Fertile Dome

The Fertile Dome is the most populous region in Lurzia with nearly 3,000,000 residents (70% human, 20% orc, 5% dragonborn, 3% Elven 1% Dwarven, and 1% Other races). It is home to the continent's two largest cities, Terrian (225,000) and Mith (120,000), with Terrian serving as the seat of the Lurzian crown and capital of its territories. In addition to its robust infrastructure, the Fertile Dome commands the unrivaled Lurzian Navy, which docks in Brandensport on Lurzia's southeastern coast. Other than producing food for the rest of Lurzia, preserving naval dominance over the Jeronian Sea is the Fertile Dome's highest priority.

Generally, the Fertile Dome is an interwoven web of rural farmland and dense urban areas. Each jurisdiction is governed by a duke or duchess who swears fealty to King Silvanus Rune III in Terrian, who grants them protection and access to rich trading networks circulating throughout the continent. The vast majority of the Lurzian nobility hail from families with rich, magical blood. Those in power, however, owe their seats to the region's bountiful harvests, which facilitate their wealth and the thriving urban centers under their command.

The Gaunican Rebellion

Although slums dot the major cities, the poorest peasants can often afford to sleep with full bellies (but the integrity of one's roof might be in question). While the Fertile Dome is revered as a sanctuary for many, its age of prosperity is a relatively recent development.

Before the Gaunican Rebellion, The Fertile Dome was split into dozens of independent counties that primarily practiced subsistence agriculture, squandering the true potential of the land. It wasn't until after the rebellion, with the immigration of the Vangla Mountain Tinkerers, that The Fertile Dome grew into what it is today. Unfortunately for the Tinkerers, the region betrayed them soon after, showing little thanks for their revolutionary intervention. Be that as it may, The Fertile Dome stands strong today, a major player in the known world.

At the turn of the 23rd century, horselords from the Gaunican Plain began pillaging the settlements surrounding Dain on the east bank of the River Ivan. Although they never threatened Terrian, its economists recognized the potential financial threat that the horselords could pose as they restricted trade and pillaged valuable farmland. In the year 2210, as a reactionary measure, Lord Eounymous Rune of Terrian offered security to the independent nobles of the surrounding regions in exchange for unified assimilation. Most agreed immediately, having a dependence on the market in the bustling metropolis.

With a united nation, the Dukes of the Fertile Dome set their sights on imperialism, looking to expand their young empire, westward beyond the Gaunican Plain, and crush the invading horse tribes in the process. As the Fertile Dome swelled, the nomadic Gaunican horselords grew weary of the infringing elite and fought back with a resilience and grit to rival the mythical Aurochon's. Rune and his counsel anticipated a swift and decisive victory over the unorganized Gaunican nomads, but what followed was a bloody and costly affair that lasted 25 years and left the Fertile Dome utterly ravaged. The vicious stalemate finally turned when imperial generals realized the advantage their enemy's nomadic cavalry had in open-field battle, and cleverly resorted to espionage, destroying the rebellion from the inside. Eventually, the Gaunicans fell, divided, and the imperials established forts throughout the Plain to preserve their rule. With no strong resistance beyond the Gaunican Plain, the rest of Lurzia quickly bent the knee to the powerhouses in the Fertile Dome. Euonymous Rune became the first king of Lurzia, uniting the continent under a single house for the first time in recorded history.

🌾 Fertile Dome Encounter Table 🌾

1d6	Encounter
1	A whistling farmer riding a horse pulls a cart of fresh crops down the road.
2	A Swarm of (4) Dire Roaches scuttles out of the brush to attack the players. (Statblock p. 17)
3	Coming around a bend, the players spot a cozy looking homestead with smoke rising from the chimney.
4	The party encounters the remains of an abandoned campsite. It looks like a struggle took place here.
5	A Gaunican Wild Boar lumbers near, sizes down the players, and prepares to charge. (Statblock p. 17)
6	An Aurochon crosses the players' path with a small herd of mule deer in tow.

The Tinkerers

Tinkerers are a creed of highly intelligent Dwelvo-Goblonoids hailing from the Vangla Mountains north of the Fertile Dome. Tinkerers are thought to have retained the best qualities of their Dwarven, Elven, and Goblin ancestors, with few of the philosophical setbacks. They are brilliant craftsmen, engineers, architects, and mathematicians. Before the Gaunican Rebellion, Tinkerers lived peacefully alongside the Dwelves and Goblins that came before them.

After the Gaunican Rebellion in the early 23rd century, much of The Fertile Dome was left ravaged by Gaunican raids. Most of the farmland that existed prior to the Rebellion had been burned, its farmers killed by the thousands. With their stockpiles pillaged and their greenthumbs massacred, the people of the Dome were hopeless, bearing scarcely the strength to rethatch their roofs let alone restore the region to its former glory. Had it not been for the great Tinkerer exodus from the Vangla River Valley, the Fertile Dome would likely have never recovered to feed the newly unified continent.

The incoming Tinkerers quickly turned the fortunes of the Fertile Dome, developing advanced infrastructure and innovative farming equipment within months. They took every measure to appeal to the region's natural affinities, devising clever irrigation tactics and optimizing the placement of staple crops like wheat, maize, and barley. However, even in the early days, their presence made the locals uneasy. The benevolent technicians were feared for their limitless proficiencies and their unfamiliar appearance. Rumors quickly began to materialize surrounding the Tinkerer's motives, many claiming that their arrival in the Fertile Dome was an attempt on the Lurzian crown. This budding prejudice would lead to one of the most heinous public acts committed in Lurzian history.

When the War of Silver Brittle began in 2672 (a devastating conflict fought between the Dwarves and the Elves of Moltania, northeast of Lurzia) the Lurzian elite embarked on a cultural revolution they called "The Great Divergence" wherein they fully embraced the use of magic as the means to all ends. Several important clauses were written into Lurzian law permitting the use of pre existing technology, but prohibiting the development of more. All Tinkerer values and practices were outright banned on penalty of imprisonment or death. Furthermore, when it was decided that they too inherently embodied what was forbidden, the Tinkerers were betrayed by the people of Lurzia, who began viscously persecuting them. Hopelessly outnumbered, the Tinkerers were systematically eradicated, their innovations directly benefiting their oppressors.

Today the Tinkerer outlook in Lurzia is bleak. The capital's best informants estimate that The Fertile Dome is still home to 1,000 Tinkerers either in hiding or actively taking an extreme by attempting to flee the continent. Those that are discovered are promptly killed or enslaved without consideration for their humanity. To boot, the Lurzian military led a campaign to decimate the Tinkerer homeland in the Vangla River Valley. All in all, the global population of Tinkerers which numbered 50,000 before the Gaunican Rebellion has been slashed by 90%. The lucky ones have fled to Yunka where they have begun to thrive in places like Jeronia's Crown, looking to start anew in a more accepting part of the world.

Sowlack

The township of Sowlack is the fifth largest metropolitan area in the Fertile Dome during winter, housing 20,000 permanent residents (70% Human, 15% Orc, 5% Dragonborn, 5% Dwarven, 5% Other races). For the rest of the year its population is surpassed only by Terrian and Mith. The charming township is the Dome's leading producer in wheat, maize, and barley, and it oversees the Central Spire, a network of farms which is considered to be the most important agricultural hub on the continent. It is because of Sowlack that megacities like Terrian and Mith are able to exist and its trade routes are essential for the well being of all major urban areas in the Dome.

Sowlack's metropolitan area employs over 250,000 farmhands during the sowing and harvest seasons. Traders and couriers carry postcards and fliers that advertize. the opportunity to citizens across the continent. Because of its agricultural eminence, Sowlack's name was eventually adapted into a number of slogans that articulate its constant supply of high-paying jobs. The poster child for the adverts is none other than Castle Sowlack, a lavish landmark overlooking a vastness of developed fields in all directions.

CASTLE SOWLACK VINEYARD AND WINERY

Come for the work . . .

. . . stay for the rest.

0003 West Water Way, Sowlack, Généreux Provice

Castle Sowlack

Perched atop a mighty hill, Castle Sowlack embraces every aspect of affluence. Though it stands now as a gleaming symbol of the thriving Fertile Dome, the fortified structure is older than the Gaunican Rebellion and was the only building in Sowlack to survive the conflict fully intact. The castle was originally built as an opulent manor for a rich farmer named Lillith, who wanted to create a meeting point for the nearby hubmayors.

Lillith, who had a modest upbringing, spent most of her life fostering the surrounding plains, developing the land to feed the adjacent towns. Her practices were so advanced and her plots so fertile that young farmers flocked to her land, offering their service toward upholding what she'd started. Eventually, Lillith's humble acreage expanded into a sophisticated network of farms boasting technology and infrastructure centuries ahead of its time. While the expanse of farms was largely destroyed during the Gaunican rebellion, the Tinkerers utilized Lillith's blueprint to launch Sowlack into agricultural superstardom - hence why Sowlack remains one of the continent's most important cities, and purports a motto of professionalism, fairness, and integrity in one's work.

Although Lillith was a farmer by trade, she was also a cultural aficionado, and her influence graces Castle Sowlack to this day. She was known for hosting great galas at her manor, making a point to invite neighbors of every race, from every walk of life. Lillith loved to hear and tell stories and advocated for a melting pot way of life within the Dome. The castle's design carries on her legacy. Today, Sowlack is run

by Nillia, a young and highly competent human with a desire to carry on Sowlack's good name. It is well-known that Nillia disapproves of the way Tinkerers and other minority races are discriminated against within the Fertile Dome, and their relationship with King Silvanus Rune is fragile at best.

Roleplaying Castle Sowlack

Nillia - Chaotic Good Human. Sitting Duke. Charming, Tactful, Androgynous and Mysterious.

Personality Trait: "Power in kindness comes readily, but power in harm is a last resort."
Ideal: "To truly represent my people, I must work the land for at least part of my day."
Bond: "I am bound to outsiders and have a soft spot for those who do not fit in."
Flaw: "I do not respond well to orders and commands and prefer to get things done my own way."

Yorin - Lawful Good Dwarf. Guard Captain. Acts with rigorous deliberation.

Personality Trait: "When suspicion runs as high as it does, it's important to have a network you trust - especially when you happen to look a little different."
Ideal: "If one follows Hjela's Truth, they know preparedness can never go too far."
Bond: "My life serves those who trust in me for protection - the people of Sowlack."
Flaw: "I will do anything to guard a resident of my jurisdiction, even if it means I see no future to defend against a greater danger."

Glimling - Neutral Good Dragonborn. Director of Cultural Affairs. Reveres the idea of Lillith and tries to emulate her culture and grace to the best of her ability.

Personality Trait: "What's the point of decadence if you have no one to share it with?"

Ideal: "The preservation of culture, past, present, and future, is the only way to push progress in society!"

Bond: "To those who have taught me, those who have sacrificed time make me better, I owe you my excellence."

Flaw: "If it means I learn something new, I have a hard time keeping secrets."

Grovon - Lawful Neutral Orc. Agricultural Executive & Head Farmer. Obsessed with producing a quality product for the people of the Fertile Dome.

Personality Trait: "Gluttony is ravagin' the world. With as much surplus as we have, everyone should have enough and none should have too much."

Bond: "I am bound to the people of Lurzia."

Ideal: "With so many lives depending on our work, eliminating risk is the highest priority."

Flaw: "I often work myself to exhaustion."

Adventures in Sowlack

Yorin is always looking to up his arsenal in preparation for the next doomsday. He has 2,000 gold that refreshes weekly and will pay good money for any sophisticated weapons or munitions gathered from the nearby town or anywhere else the players can manage to haul it from.

Grimling is on the lookout for fresh acts for upcoming functions. Performers have free lodging and rations within the castle and Grlmling insists that the visiting patrons are very generous with tips.

Nillia wants Tinkerers brought to her alive. She will teach one of the following spells to an adventurer who can cast it: 1. Alarm, 2. Suggestion, 3. See Invisibility, or 4. Nondetection.

River Crossing

Though they possessed a vast wealth of knowledge and an affinity for innovation, the Tinkerers were never able to thwart the changing of the seasons. To this day, a short winter befalls the Fertile Dome each year, withering crops and sending a reverberating chill throughout the oft golden region. Before the Tinkerer Immigration, winter was a time of great strife. It was common for families to starve or even freeze in their homes with no fuel to burn and no centralized network of distribution. Nowadays, however, the region's surplus is so great that winter is viewed as a bit of respite for the Dome's hard working farmers, many of whom retreat to the warm coasts of the Yunka on holiday.

It is common for native fauna to reign supreme during this time, wandering amongst the withered fields of seasonal neglect. Deer are particularly abundant, migrating out of the Runewood to feed on the remains of f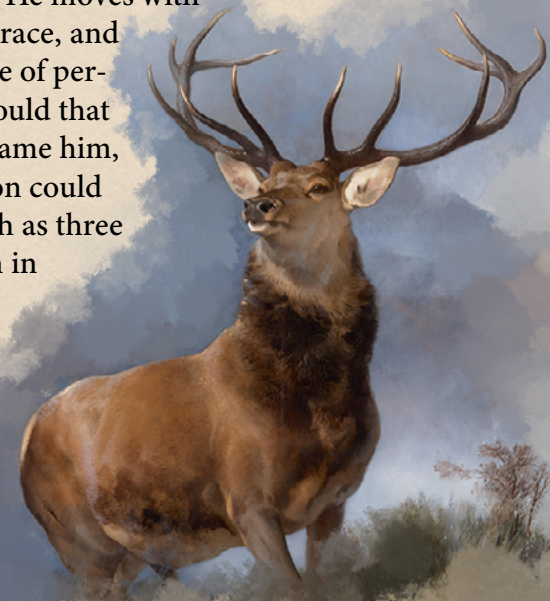all harvests. Some clever farmers have learned to leave stalks of maize or bundles of hay for the deer to enjoy, hoping the grazers will clear their plots for the next sowing season.
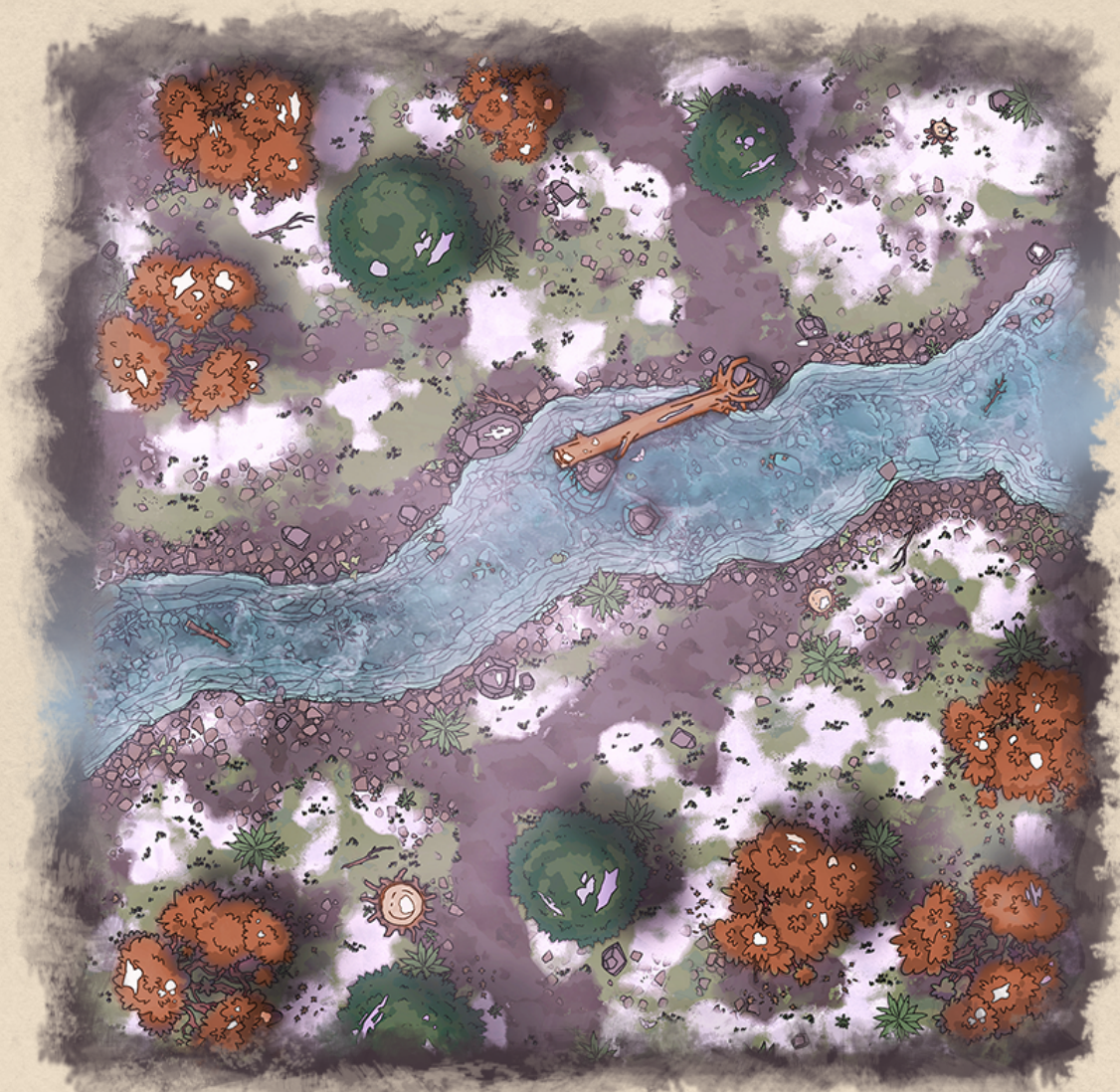
However symbiotic the relationship may seem, Dome farmers tolerate these herds of deer out of necessity, as the alternative would most certainly lead to their quick and absolute demise. The mule deer of the Dome may be the only cervidae in the known world with no natural predators thanks to the antlered giants that escort them.

The Aurochon

Hailing from the heart of the Runewood comes a creature resembling a giant elk. Aurochon are the patriarchal shepherds of the region's mule deer and have been known to fight with a vengeful ferocity when protecting their herds. The great beasts have remained particularly hard to kill, even as the Fertile Dome has grown into a global superpower.

The hulking Aurochon stands 7-feet at the shoulder, with antlers broad as cartwheels. He moves with diligence, grace, and a keen sense of perception. Would that one could tame him, an Aurochon could tow as much as three strong oxen in heat.

leading a small herd of 1d4+2 deer along the river some 100 feet away. If the beast sees the characters, it will start swiping its hooves and lower its head to warn an attack. If the players get closer than 50 feet to the Aurochon or any members of its herd, it will charge, initiating combat. Its herd will flee in the direction opposite the players as they fight the Aurochon. (Statblock p. 16)

Aftermath

An Aurochon bust is the ultimate trophy for Yunkan game hunters who will pay exorbitant amounts on the black market to claim the kill for themselves. However, killing one is considered treason under Lurzian law because of their perceived economic value. It is not illegal to hunt mule deer, although succeeding without encountering an Aurochon is often more trouble than it's worth. As a result, Venison is an expensive delicacy in the region and is usually only served in the most formal of settings.

Ambitious farmers tried to domesticate these beasts and were subsequently annihilated. To this day, few have seen an Aurochon and lived to tell the tale. Legend suggests they are responsible for the region's fertility, as their presence is always linked to abundant rainfall. For this reason, Aurochon are considered sacred under Lurzian law and should not be harmed.

Herd Encounter

The players come to a river 15 feet wide and 5 feet deep at its deepest point. As they attempt to cross, or if they begin to walk along it, it will start to rain. If they choose to press on, the players may make a DC 14 Wisdom (Perception) check in order to spot an Aurochon

Hjeluh's Beacon

As it shines from the center of The Tweeling Isles, Hjeluh's Beacon illuminates the rocky northern waters of Staghorn Sound and guides sailors as they cycle through Mith. The beacon, dedicated to the Goddess of Truth and Light, dots the southeastern horn of Deerfhoof Point, a private shorefront owned by the agrobusiness kingpin and Duke of Mith, Kalhan Jorma Yolk. While Hjeluh's Beacon is an undeniable boon to the region, its history is complex and controversial.

Valeria's Oath

In 2660, and in response to her husband's tragic death in the dark waters northwest of Mith, the half-orc widow Valeria Stronghand sold her estate to finance the construction of Hjeluh's Beacon at Deerhoof Point, so called for its distinctive shoreline. In the time of the lighthouse's establishment, metal was still a legal building material and the beacon was composed using a combination of steel and stone. The first lantern was an efficient bi-directional spotlight, easy to operate, inexpensive to maintain, and brighter than other available options. The project decimated Valeria's small fortune, but all she cared for was to prevent the untimely deaths of sailors in Staghorn Sound. Once complete, Valeria made the beacon her home and settled into her life watching over the water.

However, when The Great Divergence of 2676 banned the use of metallic technologies by private citizens, Lurzia's Royal League of Commerce used Hjeluh's Beacon as a public display

of the law. Aware of the beacon's fame throughout the region, the league seized Deerhoof Point, jailed Valeria in her protest, and stripped the lighthouse of its lantern. Recognizing the lighthouse's importance to trade in Mith, the league installed Keit De Martin, the wizard son

of a Duke, to power the beacon, though the light was ultimately dimmed by the resource intensive magic. Three years after her imprisonment, Valeria escaped, assassinated De Martin, and attempted to flee to Yunka before her makeshift vessel was obliterated by the Lurzian Navy.
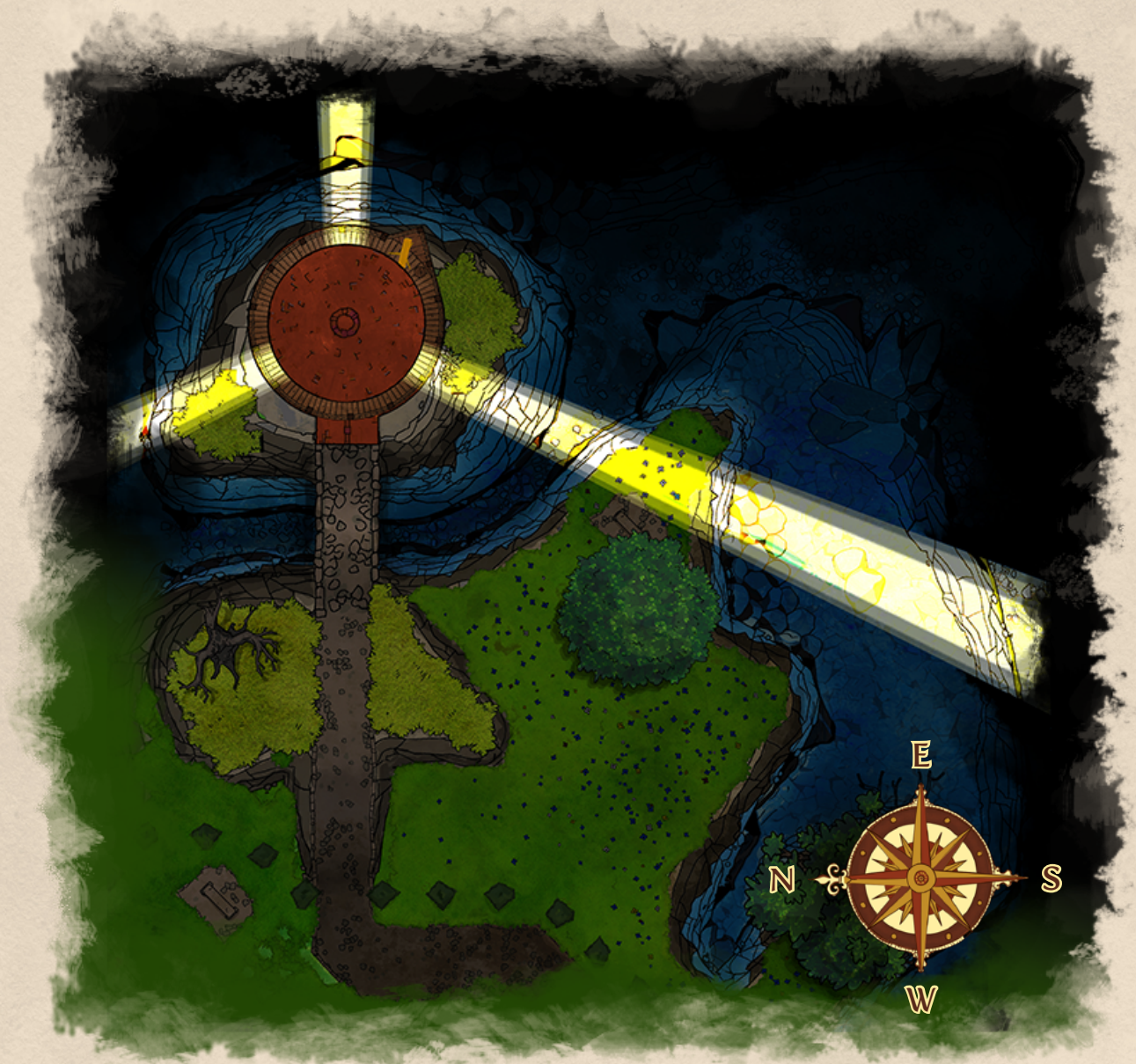
Hjeluh's Beacon Today

Most recently, in 2920, Kalhan Jorma Yolk purchased Deerhoof Point from the Royal League of Commerce under the condition that he maintain Hjeluh's Beacon, no matter the cost. Reports indicate that Yolk grew tired of paying for the attending wizard's spell components, so he had Hjeluh's Beacon retrofitted with a technologically advanced, and therefore highly illegal, triform magnifying lens which combines magic and science for peak efficiency. While attempts have been made by rival nobility to sanction Yolk for his possession of technology, he has evaded any serious punishment by citing a vague provision in the 2676, "Decree of Arcane Eminence," wherein certain technologies, such as those of crippling economic import, can be grandfathered into legality. It is also assumed that Yolk has bribed key officials to act ignorant of the matter, but there is no concrete evidence for such claims.

Triform Death Ray (Quest)

Challenge Rating: 1
Summary: For the last 24 hours, Hjeluh's Beacon has been disintegrating ships who sail too close to shore. The lighthouse's owner, Duke Jorma Yolk, is unable to make contact with the tower's keeper, and he needs the matter resolved immediately. He is willing to pay 800 gold or gift a four-person boat to any adventurers who can correct the issue.

Ideally, the quest will play out as follows: The party arrives at the lighthouse and gains access. In the bedroom they find a letter

from someone named Micha explaining how to fix the lighthouse's rune, but they need to find the rune schematics and runic pen. The schematics, which the substitute lighthouse keeper named Tawny thought he lost, are sitting on the chair by the telescope outside the third floor. The runic pen is buried Tawny's ashes, who was disintegrated on the top floor when we went to inspect the lighthouse lens. Once all the required items are collected, the party can dispel the malfunctioning rune and a spellcaster can use the runic pen and a level one spell slot to apply the proper symbol, thus restoring the beacon.

Integration: The Duke wants this affair to stay under wraps. Use a well-connected NPC such as a friendly noble or attentive tavern keeper to act as the quest giver. Should the party succeed, use the same NPC to grant the reward. If you are integrating this quest into your world, feel free to replace the name "Hjeluh" with a known god or goddess of light, and place the beacon at the closest sea or ocean shore. Otherwise use the regional map (p. 1) to judge the distance and subsequent number of encounter rolls.

Running this Quest: When the party arrives at the beacon, read the following:

"As you approach the guiding tower, cinder dances through the air. Turning to your left, you see a charred hillside torched by the malfunctioning light. Searching past the tower and out to sea, you notice wreckage smoldering as the beacon strobes over its remains. When you finally look to the lighthouse entrance, you see torchlight flailing through backlit metal bars, almost as if it's inviting you to explore inside."

When the party goes to enter the lighthouse, they will find its gate is locked. If they knock, no one will answer. A DC 10 Dexterity (Sleight of Hand) check using Thieves Tools will open the lock, otherwise a DC 12 Strength check will break it. Through the gate, the party enters into [1] a room with a table displaying ale and a week's worth of rations. Through the eastern doors the party enters into [2] where they easily spot a chest resting on a table across from a worn bed. The chest is unlocked and inside the party will find two scrolls of Dispel Magic and letter written in common which reads as follows:

"Dear brother, thank you for watching the beacon in my stead. The most important thing to attend to is the rune that powers the light. When done properly it will both light the lamp and power its rotation. I have left you a clay tablet etched with the rune schematics, as well as a runic pen and some scrolls of Dispel Magic. The rune needs reapplied every other week, otherwise it will begin to dim. Use the scrolls to dispel the rune, then draw a fresh rune in the air while channeling your magic through the pen, which should have enough charges to last until I return. Whatever you do, make sure the center symbol is right-side-up. Anything else will be too unruly. With love, Micha."

Behind the bed players can spot another chest, but only if they search that area with a DC 13 Wisdom (Perception) check. This chest is also unlocked and contains a silver dagger and gems worth 75 gp. Leaving [2] and moving through the northern doors, players enter into [3] where they see 50 ft. of rope lying on the floor and stairs going up. The stairs lead to [4]

the second floor storage area which contains another week's worth of rations and more stairs which lead to [5] the third floor. At this point the players can hear the grinding of gears.

When they rise to [5], the players notice a mechanical room to their right, and in the center an orange glowing rune, hovering and turning in sync with brass gears. To their left is a set of doors that leads to the walkway. As the player step out onto the walkway, the glint of brass catches their eye, and they see a telescope to their right. A passive Perception of 12 or DC 12 Wisdom (Perception) check will spot a clay tablet blending into the chair besides the telescope. On the tablet are carved the precise schematics for the beacon's rune.

If the players circle the catwalk they will arrive at two ladders (which they may have seen when they initially approached the tower) that lead to [6] the lens room. As a player begins to ascend to [6], they can feel the rhythmic heat of the rotating beacon. When they peer over the floor of [6], they can see a pile of ash at the opposite end of the room. A DC 9 Wisdom (Perception) check can spot an orange glowing rod,

the runic pen, sticking out from the ash. The most direct approach to obtain the pen is to run for it while braving the beam, which cannot be ducked under or jumped over - that is to say, the unstable beam fills the room from floor to ceiling.

When a player steps onto [6], treat the time as you would combat. The player can make a DC 15 Intelligence check to time the rhythm of the beam before they move. If they do, they take their turn before the beam, otherwise the beam goes first and passes over the player twice each turn. When the beam passes over a player, they must succeed on a DC 16 Constitution saving throw or take 2d8 fire damage and be blinded. If the player for any reason touches the red hot metal supporting the room's outer glass, they must make the same saving throw. The player should need to spend an action to dig the pen from Tawny's ashes.

Once all the required items have been collected, the players can reset the lighthouse rune. Only a spellcaster can use the runic pen, a fact that a DC 9 Intelligence (Arcana) or Wisdom (Insight) will reveal. If a player attempts to use the pen without channeling a level one spell slot through it, nothing will happen. Another Arcana or Insight check can reveal this information. If the party acquires the pen, but not the schematics, a DC 18 Intelligence (Arcana) or DC 16 Wisdom (Insight) check will allow the player to estimate that the destructive rune was mistakenly applied upside down, and simply needs to be reversed. After the players have corrected the rune, the pen will run out of charges, Hjeluh's Beacon will calm to its functional state, and the party can return to the quest giver for their reward.

Fox Hollow, Lakeside

The town of Fox Hollow was a tiny and forgettable lakeside village until the Gaunican Rebellion, when 16 year-old Albion Moulier served as a spy in the Lurzian Army. Albion was known around Fox Hollow as a timid and unassuming young man, a status which he used to his advantage behind enemy lines. During the most crucial stretch of the conflict, young Moulier was tasked with pinpointing the exact locations of rebel Gaunican camps, making way for their ambush and utter destruction. The boy was responsible for the deaths of thousands of innocent civilians and yet he stands, immortalized in stone, overlooking Fox Hollow's northern shore. The vast blue lake beyond bears his namesake, a reward for his obedience over morality... Today Fox Hollow exists primarily as a tourist town. The most notable events are the bi-monthly boat races which attract athletes and spectators from around the Fertile Dome.

Roleplaying the Lakeside

Dieter Dungo - Lawful Neutral human. The town's champion boat racer. He is arrogant, smug, and generally insufferable, but his proficiency with oars has crowned him the most eligible bachelor in the town of Fox Hollow.

   Personality Trait: "Don't worry maiden, 'tis not a python devouring, but fine silk stretched by my oaken arm"
   Ideal: "In glory, honor, and in honor, well... I don't know... but at least I'll look good."
   Bond: "I want to thank my parents for having
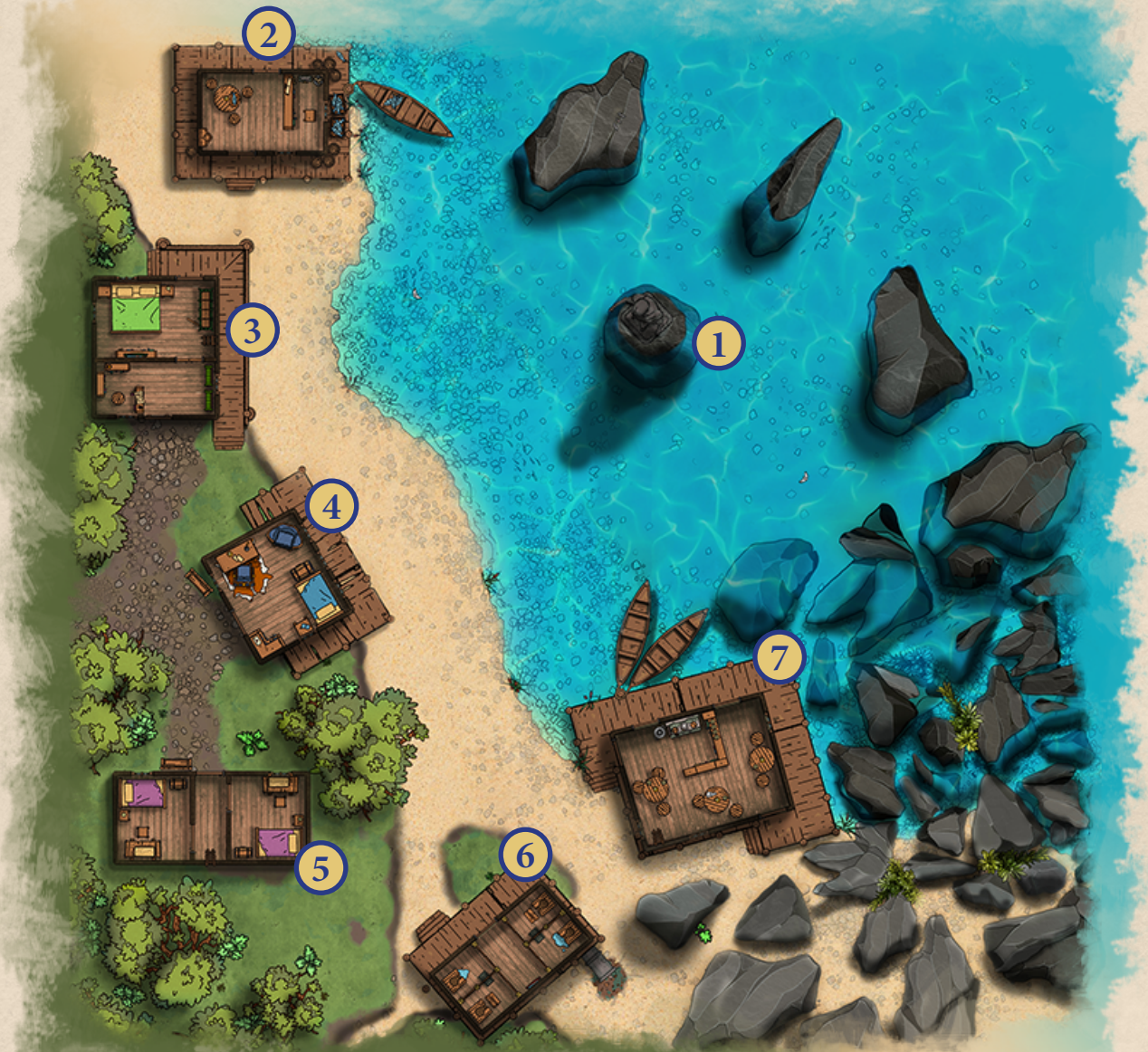
FOX HOLLOW DIRECTORY

1. Albion Moulier's Statue
2. Fisherman's Warf
3. Boben's House
4. Dieter's House
5. Apartments
6. Privy
7. Lakeside Inn

such an amazing son to be here entertaining you all."

Flaw: "H... how could I false start... I'm worthless. Rubbage. Death can take me, my strength is nothing to my own stupidity."

Boben Moulier - Lawful Good human. Boben is a living descendent of Albion Moulier, the hero of Fox Hollow who helped bring an end to the Gaunican Rebellion. Boben acts as the lord and steward of Fox Hollow and manages many of the community's affairs.

Personality Trait: "My life may not be as exciting as my forebears, but at least the people are happy."
Ideal: "Our heros changed the world at half my age. As such it is to the youth that I shall look for guidance.
Bond: "The families of Fox Hollow must thrive, for their children shall carry our legacy."
Flaw: "With so many suggestions, I'm not sure which way to go... I suppose I can decide tomorrow."

Sheila Yates - True Neutral human. Sheila is the resident custodian. Given the state of disrepair the town finds itself in during peak weekends, Sheila is as well informed as any innkeeper throughout the Fertile Dome. Sheila loves gathering incriminating information on the town's patrons and using it to leverage favors.

Personality Trait: "Today's happy-hour deal? Tell me something I don't know for half-off your first drink."
Ideal: "It's never enough to know it all if you don't know when and how to use it."

Bond: "That my help is paid and friends are housed, that's what matters to me."
Flaw: "I know, I know. Sometimes the way I use information can hurt people, but I swear I have good reason. Beside... it wasn't "illegal"."

Hyrielle - Neutral Evil human. The town's most lauded angler. She knows all the lake's native species and their uses. Hyrielle is known to sell her catches for prices far exceeding their practical value.

Personality Trait: "Well maybe if you weren't such a simpleton you'd know how useful these scales are for medicine. Have fun with your infection, dear."
Ideal: "There's always a bigger fish, and why should one feel guilty when they come out on top?"
Bond: "The only thing I truly care for is the health of this lake, and if you threaten that, I'll kill you."

Flaw: "If I lose a bet I can't help but double down."

Adventures in Fox Hollow

If the players stay long, Dieter will publicly challenge them to a boat race in a particularly arrogant manner. If victorious, the players will receive 1d6 x 100 gold and bragging rights over Dieter.

Shiela will mention a swarm of Dire Roaches upshore that keep digging in the town's trash. She offers to reward the players for dealing with the pests.

Hyrielle will readily challenge a player to a fishing contest. Have your player(s) make sleight-of-hand checks when attempting to fish. Hyrielle has a +8 to all sleight-of-hand checks. If the player wins, Hyrielle will hand over her rod which grants +3 to all sleight-of-hand checks made when used.

Fishing in Lake Moulier?

Nature Check	Fish	Description
1 - 5	Berry Pirch	This fish lets loose a piercing shriek when it's reeled out of water. When it does so, all non-native creatures must make a DC 12 Intelligence saving throw or sustain 5 (2d4) psychic damage.
6 - 11	Benthos Beetle	An armored beetle with little meat in its undercarriage. Some of the locals may know how to fashion armor from its thick carapice.
12 - 17	Bowled Trout	A respectable catch, fit for a hearty meal. A sizable salmon is worth at least two rations.
18+	Freshwater Felicity Flounder	Catching this fish is considered an omen for an impeccable harvest. The angler who reels it in on their first cast of the day gains Inspiration.

Van Der Boor Croft

While large agricultural estates surround the road from Sowlack to Gillybone, smaller subsistence operations hide among their ambitious neighbors. One peculiar stead, known to locals as Van Der Boor Croft, falls somewhere in the middle. On less than half an acre the farm's human owner, Yan Van Der Boor, grows a small array of produce such as cabbage and broccoli. The majority of the tilled plot, however, is dedicated to a patch of naval gooseberries whose rarity in the area yields enough surplus to pay for maintenance and an annual vacation to Burgos.

Yan's life partner, a half-elf named Tory, tends to the livestock they use to work the land. Each summer he sees to the farm's animal rearing so that, come spring, calves and piglets galavant through their miniature pasture. Before they're born though, and not one to waste an opportunity, Tory takes advantage of the milk supplies induced by their livestocks' gestation. While the Van Der Boor's responsibilities may seem trivial to other steads, their croft houses two illustrious animals that are sourced

from the Guanican Plain and require unique attention.

First, the enduring Gaunican River Bull, known to caravan along waterways and often following mule deer herds who ignore the reeds which compose the River Bulls' diets. Every day, Yan and Tory must travel ten miles to a nearby river and harvest reeds which they then dry and save for their bull. Though the effort is tiring it is also worthwhile, as River Bulls till faster than native species and their calves sell for more than ten times that of their standard counterparts.

Second, the ever-waxing Guanican Sow, who ages half as fast and lactates thrice as long as pigs native to the Fertile Dome. The benefits have their cost of course - the sow's diet must be extremely high in sugar and fiber, something Tory addresses with the naval gooseberries. While this practice eats into the farm's produce gains, the Guanican Swine Milk they procure is so abundant and sought after that they make their losses back twice-over. With such an efficient holding and apparently little defense, it seems likely that Van Der Boor Croft would become a target for thieves or bandits alike, but no reports have been made to local authorities about any such events.

In Plain Sight (Quest)

Challenge Rating: 8

Summary: The party encounters a hooded figure, a Tinkerer assassin who goes simply by "Z". Z asks for the party's help - she's been tracking two extremely dangerous targets, waiting for them to split up to make her move. Z has observed that one target is leaving to travel for business and wants the players help subduing the other one. The players must apprehend their target alive and deliver them to Z the same night. If successful they will receive one vial of Oil of Sharpness (p.232 SRD) and two Potions of Climbing (p.233 SRD).

Ideally the quest will play out as follows: The party infiltrates the farmhouse where their target, an assassin, resides. They capture the target, conscious or otherwise, and deliver them to the drop point to claim their rewards.

Integration: Have Z flag the players down while alone and on the road. She tells the players she's seen their abilities and proposes her offer. It's preferred that Z encounters the players in a rural area where you can place their target (who lives at Van Der Boor Croft) nearby, probably not even an encounter roll away. If you do not have Tinkerers in your world, make Z a halfling or goblin instead.

Running this Quest: The quest begins when the players accept Z's offer and she's comfortable enough to give them a more detailed brief of the targets. Z explains that the two targets are powerful individuals. Her target, Yan Van Der Boor, is a retired arch mage who used to be a member of the Lurzian Arcana Corps. The

party's target, Tory, was originally a spy sent by Jeronia's Crown to siphon critical information from Yan. From what Z can ascertain, Tory seems to have formed a bond with Yan that eventually led to his defecting from the Jeronian government. She's been apprehensive to take both targets on at the same time, but they're finally apart and Z intends to complete her mission. She tells the party that she'll handle Yan as long as they can subdue Tory. She needs him alive, as the information he may have is too valuable to lose. If he dies, no reward. Z tells the players how to find Van Der Boor Croft, which is about half an hour away, and to meet her back in this exact spot at 03:33 in the morning.

If the players arrive before 10:00 pm, they'll notice light coming from the Croft's windows, but after 10:00 the house goes dark. If the players do not attempt to stealth before approaching the farmhouse, Tory will know they're there, and will hide in wait. Due to the rural nature of the house, the doors remain unlocked. However, Tory is an **assassin*** who knows common and elven, and he will not go without a fight. When he fights, he intends to kill and does not fear death.

If the players manage to capture Tory and return the rendezvous point on time, Z will approach, obviously disheveled from a hard fought battle. If Tory is awake, at the sight of Z, he will burst into tears and drop to the ground, mourning what he knows in the loss of his love. Z will ask to initiate their trade, and she will hand over the rewards in exchange for Tory. If the players return without Tory, Z will abandon them.

Bestiary

Assassin*

Medium humanoid, any alignment

Armor Class 15 (natural leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4
Skills Acrobatics +16, Deception +3, Perception +3, Stealth +9
Senses passive Perception 20
Languages Thieves' cant plus any other two.
Challenge 8 (3,900 XP)

Traits

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Aurochon

Large beast, unaligned

Armor Class 15 (natural leather)
Hit Points 120
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	8 (-1)	18 (+4)	13 (+1)

Skills Perception +10, Athletic +8
Senses passive Perception 20
Languages -
Challenge 7 (2,900 XP)

Traits

Reckless Attack. If one of the Aurochon's herd is killed, it will attack recklessly. A Reckless Attack grants advantage, but attacks made against the Aurochon have advantage until the beginning of its next turn.

Shifty. This creature can Disengage as a bonus action.

Actions

Trample. If the Aurochon moves at least 20 feet straight towards a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone and trampled. A creature that is trampled sustains an additional 13 (3d8) bludgeoning damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

Call Lightning. Clouds swarm as the Aurochon is damaged. When the Aurochon falls to half-health, a storm cloud 60-feet in radius has formed above it. The Aurochon can use its action to summon a bolt of lightning down from the cloud to a point that it can see within 120 feet. Each creature within 5 feet of that point must make a DC 15 Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much on a successful one.

Dire Roach Swarm

Medium monstrosity, unaligned
Armor Class 11 (natural leather)
Hit Points 20 (per roach)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	22 (+6)	5 (-3)	3 (-4)	10 (+0)	2 (-4)

Skills Stealth +12
Damage Resistances necrotic
Condition Immunities frightened, grappled, incapacitated, restrained, prone, unconscious
Senses tremorsense 30 ft., passive Perception 10
Languages -
Challenge X (variable XP)
Traits

Collaborative Action. A Dire Roach Swarm gains 20 hit points for each roach in its ranks. Dire Roaches attack and defend as one. For every 20 damage inflicted to the Dire Roach Swarm, one roach is killed.

Elusive. This Dire Roach Swarm can attempt to Hide as a bonus action.

Actions

Multiattack. The Dire Roach Swarm can make one additional Pincer attack for every 5 roaches in its ranks.

Pincer. *Melee Weapon Attack:* +X to hit, reach 5 ft., one target. *Hit:* (Xd6 + 6) piercing damage, where X is the number of roaches in the swarm.

Spray. *Ranged Weapon Attack:* +X to hit, range 15 ft. cone. All creatures within the affected area must make a DC 12 Constitution saving throw or take Xd1 0 necrotic damage or half as much on success.

Summon. When the Dire Roach Swarm is hidden, it can use an action to gain (1d4 - 1) roaches.

Reactions

Flee. If one or more roaches is killed, the Dire Roach Swarm can use its reaction to Disengage and Hide.
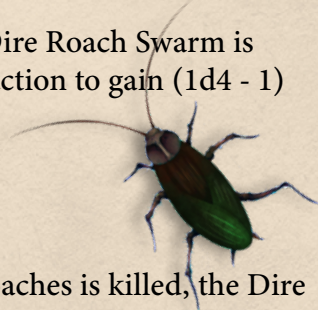
Gaunican Boar

Large beast, unaligned
Armor Class 14 (natural leather)
Hit Points 92
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	2 (-4)	9 (-1)	6 (-2)

Saving Throws Str +7, Con +6
Skills Athletics +7
Damage Resistances piercing
Senses tpassive Perception 0
Languages Common
Challenge 5 (1,800 XP)

Traits

Relentless. If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Multiattack. The boar makes one tusk attack followed by one stampede attack if possible.

Tusk. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Stampede. The boar follows through with a stampede attack if it successfully knocked its target prone. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

License

to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.