

THE TYRANT'S DOMAIN PREVIEW

THIS CONTAINS THE FIRST TWO CHAPTERS OF THE FINISHED PRODUCT AS WELL AS A FEW ASSETS TO SHOW THE KIND OF DESIGNS AND GAME PIECES YOU CAN EXPECT TO SEE IN THE FINAL PRODUCT. ALL DESIGNS AND IDEAS ARE SUBJECT TO CHANGE BEFORE FULL RELEASE. ALL RIGHTS ARE WITHHELD.

- *GWD*

CHAPTER I: INTRODUCTION

So it is, as it was, that mortals break the world...
So it is, as it will be, that mortals shall mend it...

WHAT AM I READING?

The *Tyrant's Domain* is an *Adventure Module* based in, and *Setting Guide* for, the world of *Sphinxaria*. It is built for *5E Dungeons and Dragons* (Not My Property, FYI), but contains many things that are "homebrewed." That means that there is a great deal of things one can, and can't infer about *Sphinxaria* based on knowledge and experiences from alternative settings, cosmologies, and mechanics. If you are a prospective **player** who seeks to enjoy the module's story unspoiled, be advised to not read further than Chapter 2. Chapter 3 is the beginning of the GM ONLY Section, and contains many spoilers to the events of the module. Alternatively, if you are a **Game-Master** seeking to host the module for your playgroup, or a reader simply seeking what *Sphinxaria* has to offer, then feel free to peruse the whole book, wherever you wish.

An important thing to remember as you continue reading, is that the module presented takes place at a dangerous, pivotal, and early time in *Sphinxaria*'s history. As such, it contains themes and ideas that may prove to be unwelcome, or distasteful to certain audiences. It would behoove any GMs seeking to run this module to first consult their playgroup about whether they are comfortable with the elements present in the story:

CONTENT WARNINGS TO BE AWARE OF:

Themes of life, death, and everything in-between.
Graphic Violence and Cannibalism.
Immorality and Cruelty
Slavery and Ownership
Apocalyptic Conditions, the End of the World
Themes of Suicide, Hopelessness, and Grief
Themes of Betrayal, Oppression, and Tyranny

**ALWAYS TALK TO YOUR
PLAYGROUP ABOUT THE
ADULT NATURE OF THESE
TOPICS BEFORE PLAYING!**

WHAT'S HAPPENING?

The world of *Sphinxaria* was green, lush, and full of vigor, but ruin came to it in the form of famine, inclement weather, a plague of monsters, and the Tyrant's clawed grip. The Tyrant sought to harvest the world, and planted the seeds of its downfall well before then. His paladins and monsters fought side-by-side, cutting swathes through the land's finest warriors, tacticians, and mages. All the while he sprayed the land with his poisonous breath, bringing pain and misery to all who dared to stand against, or worse, flee.

The many peoples fought in their own way, desperately, but it would not avail many. Notably, there were three major warfronts, each being spearheaded by three major governmental and military powers. The Elven Lords of Surmarsh, The Dwarves of Gillmound, and the joint efforts of the Leonhild Empire's military, and the Moritani Coast Family's resources.

It wasn't enough. As time went on, monsters were pandemically cropping up in the world, and survival was a constant effort, no matter the size of the community. As the world became drained of life, the number of peoples dwindled and sputtered, becoming disparate, nomadic, and untrusting. Resources were the common language, and when you couldn't pull in resources, you were left behind.

Continue this for a couple hundred years, and the number of living peoples dwindled to less than two-thousand world-wide. Continue for a couple thousand, and then you arrive at today; it is the **Year 4018, of the Third Harvest**, and there are only a handful of groups still alive, and striving. The land has become an inhospitable waste, covered in the rusting, dilapidated remains of the old civilisations.

There is only one place that isn't dead, and it lies in the Tyrant's Domain. The first tree, Shaoghal Baetha, and its surroundings serve as the Tyrant's (and many other creature's) Lair. There is also a hidden refuge near there, where the nomadic caravans make port, and stay for a couple of weeks in safety, each caravan taking shifts so as to make sure it remains hidden.

It is in this year, that the events of the module begin, and when a set of champions are hand-selected to defeat the Tyrant, once, and for all.

CHAPTER II: PLAYER AND CHARACTER INFO

THE WORLD BEFORE THE AGE OF SLAUGHTER

The world of *Sphinxaria* has moved with time, with tectonic plates shifting, and settling into its current form: There are 3 known continents. They are named *Urb* [HERB], *Ilum* [EYE-LUMM], and *Vek* [VEH-K]. The **Leonhild Empire** spanned the upper continents of Urb and Vek, with the **Moritani Coast Families** owning the whole of the east coast of Vek. The **Elven Lords of Surmarsh** dominated the lower continent of Ilum. Beneath them all there were the various underground **Dwarven Territories**. These nations at the time were experiencing what could be called a "cold war" at the time when the Age of Slaughter began.

FOREWORD ABOUT THE WORLD

Even though the world of *Sphinxaria* may have looked like this before the age of slaughter, there are many things that remain vague, and this is *intentional*. Time is unkind to history, and things that may have been important may be forgotten. (For more specific information, there is additional text in Chapter IV.)

With this blurring of the truth, it allows players to have more creative freedom as to who their characters were before the Age of Slaughter, and it allows the GM in kind to focus on what about the past **matters** to the story at hand, and what can be changed to better support the story they want to tell.

If the party comes from the seedy underbelly of the Moritani Coast, then what does it matter to the story at hand what went on with the Dwarven Territories? If most of the characters hailed from Surmarsh, then what good does information about the Leonhild Empire do?

Whatever the case, GMs should use their best judgement to maintain internal consistency, and ensure the player characters' stories can be executed faithfully to their concept.

The most notable, and most remembered being the **Dwarves of Gillmound**, first to respond to the threat of the Tyrant. They did this by undertaking a rapid strip-mining operation toward the Tyrant's Domain, and planting their fortress underneath Shaoghal Baetha. From their foothold they advanced to the surface, seeking to crush the Tyrant decisively.

The ground beneath their fortress erupted, and dashed their hopes against the rocks. Something long buried was pulled to the surface, and with it came fire, destruction, and madness. The other territories could not effectively stage an attack before the underground became flooded with subterranean monsters, evicting many of the dwarves to an alien, above-ground world in turmoil. Whoever made it had some choices to make; run, fight, die, or preserve.

Archeologists later discovered that there are still some Dwarven Territories from this time period that have been sealed off, both to protect what is inside, as well as to prevent some things from getting out.

THE LEONHILD EMPIRE...

... spanned many miles of various biomes. Its main demographics span the *PHB* races, and most others are racial minorities in the empire. It was led by one Emperor Leonhild and 30+ minor lords. Has a long history of infighting, but was nevertheless capable of keeping the land they call their own.

Its Emperor was said to be a terror on the battlefield, capable of fighting a legion by himself, no matter how old he had grown. This legend has sparked debate as to whether he was ever human in the first place. Yet others hypothesise if there had been a passing of the title to another person but keeping the identity of the Emperor. Whatever the case is, he was known to have died in a pitched battle with the forces of the Tyrant.

Each lord was allowed to rule over their territory how they wished, but all knelt in fealty to the emperor, and their lives were his to command to whatever end. On crumbling lands, the empire died in slow motion. Fight as they might for their land, what use is it if that land should shrivel beneath you? So instead of waiting for the ruin that would come to them, they flung themselves upon the enemy.

THE DWARVEN TERRITORIES...

... are exclusively underground, spanning all three continents. It is 90% dwarves, and the other races make up the rest of that 10%. They are industrious delvers who have managed to create a sprawling underground web of 7 territories. Some are lesser, some are major, but each is every bit as stubborn as the earth itself.

Even though they seemingly failed, many people were bought time by their efforts, and though the many legions of soldiers are forgotten by time, the people they saved still hold ancient records. Oral histories and murals still depict many notable figures, such as the Emperor, as heroes and slayers of great monsters. Later, historians would label many of these things as myth, but there are still many nobles who can draw their lineage back to the Emperor.

THE MORITANI COAST FAMILIES...

... are in constant flux as they are in motion about the coasts of the various continents and islands. There are 40+ families, and they range from major political players, to mere merchants. Many are accused of being nothing more than pirates and thieves, but no one can afford their disappearance from trade.

The families trade in all kinds of goods, legal or not, and they make sure to look after their own. In all of their history, not one has ever sold another family out, or interfered with another family's business to the point of failure. How this was done is up to historians to debate, but there have always been rumors abound as to what happens at sea, many of them egged on by the sailors themselves. It was however common practice that should a family not keep their ship afloat, they would be left alone, to fend for themselves, as it was a commonly held value among the families that the ocean is the fairest judge, by far.

Was their intense camaraderie a result of common interests? This, to historians, seems the most likely answer, but there has also been evidence uncovered to show that they may have had dealings with powerful, otherly patrons. As with much from the time period, the answer is lost to the sands in the hourglass, as their way of life was upended when weather became erratic, and the seas became inhabited by dark forces, before the seas dried up entirely. Many of the families used what resources they had to go inland, into the Leonhild Empire, while others chose to never abandon the sea, no matter how dangerous it became.

Archeological discoveries point to the existence of a place called "Trove" in old histories. This tale has lit a flame in the heart of many-an-adventurer, to find an ancient trove of riches, yet the place is not said to contain anything of the sort. In fact, it isn't mentioned at all what resides within it, or why they abandoned it. The only piece of text that comes close regards it as a hazardous prison, yet the name alone is enough for many to risk it all.

THE ELVEN LORDS OF SURMARSH...

... are from five elven families.

1. Andrzej
2. Parmacetto
3. Alkung
4. Ivansci
5. Pacluith

The nation's name is often shortened to Surmarsh. All five houses act as political representatives for the interests of their bannermen. Some houses have more sway than others, and some have more soldiers, but no matter the extremes, the elven lords always find a way to establish peace and harmony. Despite elves being only 20% of the populace, they are still a dominant demographic, with goblinoids alongside them at 20%, and a smattering of many more. They claim dominion over the continent of *Ilum*, by far the most untamed of the three.

Something of note is that Goblinoids, oft shunned by those in the Empire, saw a great degree of standing and dignity as a large bulk of Surmarsh's armed forces. They were, at the time, seen as the passionate and mischievous counterpart to the Elven diligence and diplomacy. The Goblinoid hierarchy from common *DnD* fair remains, although their methods for promotion and demotion are far more domestic.

When the Tyrant made his assault, the nation was split between those who wished to fight, and those who wished to outlast. The nation was an effective warmachine, but when fighting was proving futile, efforts turned to preserving what they could. This ultimately led them to the idea of creating sanctuaries. Small gardens hidden in various sub-terranean pockets across the world (not only in Surmarsh) where many took haven. This, unfortunately, played directly into the hands of the Tyrant. His servant, Yupa Que released poison, lying in wait in the sanctuaries, and few, if any left the sanctuaries alive.

Whoever was left decided to rally together for one assault upon the Tyrant's Domain. They were incapable of completing their mission.

WHO SURVIVED THE AGE OF SLAUGHTER?

Though numbers dwindled, people in small groups, who came to be known as caravans, bands, or families, found success in particular survival strategies. They survive to the time of the module owing to several factors, the largest among them being the safe haven known as the Diamondstone Refuge. The

Diamondstone Refuge became a caravan safe haven, kept hidden by its permanent occupants. Its guardians only extended the offer of safety to certain groups, and the selection criteria are inscrutable as far as all concerned can tell. It is the only reliable source of potable water and safe food, and though they remain mobile for long stretches of time, they are permitted a month of rest at the Refuge. Each band does so in a rotation, resting, before moving on, restocked. This rule is in place to ensure that the Refuge remains hidden.

The caravans seldom interact with one another, but sometimes members switch groups for one reason or another. Oftentimes people who are unwanted, particularly daring, or otherwise become problematic in their original caravans can get left at the Refuge, to await the next group. The keeper of the Diamondstone Refuge never lets people stay for long, as it is necessary not to keep too many people in the refuge. This rarely happens, but it's most commonly from the Four-Pillared, Burnside's, and Delters caravans.

This table shows the rotation of groups passing through the Refuge, serving doubly as a list of them, and immediately after, a description of each:

CARAVAN ROTATION

Place Caravan

1st	The Sage's Caravan (LN)
2nd	The Four Pillared Caravan (NG)
3rd	The Coalense Sky-Band (LG)
4th	Ralaccyx's Carriage (TN)
5th	The Ashen Cortège (CN)
6th	Burnside's War-Band (NE)
7th	The Delters (CG)

1ST THE SAGE'S CARAVAN

~6-13 in number, three wagons

Led by the Grand Seer, Drasta, this group survives by two leading principles: be swift, and need little. They are a monastery on wheels, with only three wagons: a palanquin, a supply wagon, and a cargo wagon. They train their bodies to require little in the way of sustenance, their minds to be acutely focused when needed, and their souls to be attuned to their pursuit of breaking free from the cycle of slaughter they live through.

They scour the broken land for bodies, interring them in the cargo wagon, where they are later taken to the Diamondstone Refuge, and laid to rest in the crypt. This act is done with the utmost care and respect, and punctuated with the snapping of a metal loop, in hopes that the deceased have broken the cycle, for themselves at least. Many approaches to their path are taken, and many different disciplines can be taught by Grand Seer Drasta, as he holds the accumulated knowledge of the previous Grand Seer before him, and the one before them, and so on.

2ND THE FOUR-PILLARED CARAVAN

~20-30 in number, eight wagons

The Four Pillars are the four elements, are the four families of genasi, and otherwise. They often travel as two caravans, one ahead, and one behind. Always four wagons to a caravan, but not always the same families in each wagon. The Water Pillar ensure that they have water and medicine to make their trip. The Earth Pillar ensure that they have food and materials to make their trip. The Fire Pillar ensure that they have safety and warmth to make their trip. The Wind Pillar ensures that communication and navigation between the groups does not get severed.

The Four-Pillared Caravan is one of the largest groups roaming the sands and crags, and they make best use of it, being remarkably pragmatic, tightly-knit, and laden with elemental power. That being said, they do suffer for this for consistently having a high death toll upon returning to the refuge, but this hasn't stopped them. For what can stop the elements themselves?

3RD THE COALENSE SKY-BAND

~13-16 in number, one skyship

The Coalense Sky-Band are some of the most magically inclined of the caravans, with the highest concentration of wizards, artificers, and (though markedly less than the Ashen Cortège) warlocks. Their survival hinges entirely on their skyship, "Doretta", that they do constant repairs and adjustments on. Keeping away from the ground eliminates many threats, and with such a magically capable cast, they can handle many airborne threats with little worry. Their capabilities for magical artifacts and their creation makes them a powerhouse, but it also makes every loss of personnel a real blow to their survival.

The skyship, however, has limited capacity for cargo, people, and other material, so the Sky-Band has tried their best to optimize the space, with the gnomes in the cargo, the aarakocra amidst the rigging, and most everyone else taking the usual cabins. Because of the limited space, and constant need for repairs, the Sky-Band has become exceptionally close-knit and cooperative, even if combative when it comes to debates regarding the nature of magic. They often come to the Refuge with little to no casualties because of their many preparations and magical prowesses, but when they do, it is a sore, sad, often distressing event (more than usual among the caravans that is) as they try their best to preserve and assimilate the fallen's lost arcane knowledge.

4TH RALACCYX'S CARRIAGE

1 occupant, one carriage

It is difficult to classify it as a caravan, but it occupies a slot in the rotation, and roams the broken lands the same as any other. The Carriage is pulled by illusions of horses, seemingly propelled by another source. As for the occupant, Ralaccyx, suffice to say, he doesn't get out very much at all. All a player must know about this, is that only those with an **aberrational** inclination should seek knowledge of **him**.

5TH THE ASHEN CORTEGE

~5-10 in number, two wagons

The Ashen Cortege are a family of warlocks, all of which have eccentricities that are too elaborate to elaborate on. Suffice to say that they hinge their survival on two things, their overwhelming magical potential per individual, and their few numbers. Having less members means they can be more maneuverable, leaving less of a trace than other caravans typically do. Having incredible magical potential per individual that can be quickly recovered, means that they are never wanting for "deterrence" measures.

The most notable things to know about them is that they carry the most number of bodies back to the Refuge per trip, and that most, if not all, of their rituals or functions require "blessed" ashes. The nature of the ashes, blessings, and how they acquire that most valuable and necessary *Ætherstone* is yet unknown to all others. Additionally, because of their large assortment of warlocks, they have the largest proportion of Tieflings, Aasimar, and other odd twists of their bloodline, despite them being an entirely human family to begin with.

6TH BURNSIDE'S WAR-BAND

~25-35 in number, eight wagons

Burnside's War-Band, named after a far earlier member of such, is the largest roaming the dunes, and not to be trifled with lightly. They are (nearly) all goblinoids, ranging from goblins to bugbears, with a particularly gutsy survival strategy. They actually *try* to attract predators to attack, usually losing some members as unwitting bait, before quickly turning the tide with their attack strategy of giving the hobgoblins, orcs, and bugbears big weapons while giving the goblins little "torches". These "torches" are, in reality, rods with limited uses of *Burning Hands*. Using this combination of numbers, fire, and a willingness to sacrifice, they often have a stable influx and loss of bodies.

With so many mouths to feed, and so much water necessary, it has become normal for two things to be true: the women and children get food and water before anybody else, and the women live to become war-leaders for much longer than any others. While there are some magic-users, their growth into the arcane arts are dependent on their time spent at the Diamondstone Refuge, as they can't get arcane knowledge hardly anywhere else. Most often they are artificers, capable of making more "torches", and other things of import to the war-band.

7TH THE DELVERS

~12-15 in number, three wagons

When many dwarves, duergar, deep gnomes, drow, and kobolds were shunted from the subterranean Dwarven Territories, they had to make a new life for themselves. As such, they had to use their strengths to cover for each others' weaknesses, and so they have adopted a survival strategy that wouldn't otherwise seem feasible. To survive, they drag their caravan to one of the many crags and crevices in the broken lands, delving below to hunt the monsters that lie beneath. If they are lucky, they sometimes find sub-terranean wellsprings of clean water.

While the hunters delve, the survivalists hide the caravan from detection. It helps that many of them are proficient with many types of tools, meaning that, even when one dies, the caravan still has at least two people capable of doing their work. Indeed, much of their survival rests upon their gadgets, well-forged arms and armor, and their stubbornness. As a consequence many are artificers, rangers, and specifically, a single cleric of the forge. It isn't often that they come back with casualties, despite the daring lifestyle.

CHARACTER OPTIONS

These options are meant to be new things that players can use if they wish, but they are by no means the only options available. In fact, many of the same races, backgrounds, and subclasses from the official *Dungeons and Dragons* sourcebooks are still usable, but remember to consult your DM about your character, as many things are different in *Sphinxaria*, or are absent, for reasons left to the DM.

RACES:

PLANTFOLK

The tree-like beings can trace their connection to the world directly to Shaoghal Baetha, being a cloistered, patient sort for millenia. Alternatively, you can be a small, dangerous Splinterling.

PLANTFOLK TRAITS

Your Plantfolk character has the following traits.

Ability Score Increase. Your Constitution score increases by 2.

Plant-Bodied. Your physiology is made of plant matter.

Fire Vulnerability. You have disadvantage on saving throws against fire, and you have vulnerability to fire damage.

Botanical Fortitude. You have resistance to bludgeoning and piercing damage.

Speech of Leaf. You can communicate with other plant-life, being both understood, and understanding.

Language. You can read and write Common and Sylvan.

LONGSTALKS

Ability Score Increase. Your Wisdom score increases by 1.

Age. Longstalks are saplings until the age of 25, when they are considered matured, and capable of cultivation. They can live for up to 4000 years or so, as long as they are capable of receiving sunlight, air, and water on a regular basis.

Alignment. Being creatures that develop slowly, they tend to grow stubbornly in their own ways. That isn't to say they are incapable of changing their minds, but that whatever alignment they are, they've had a very long time to establish their way of thinking. They tend toward lawful alignments.

Size. Your size is Medium. Longstalks range in size, being anything from thick and trunk-like, to thin and willowy. They average heights of 5'4" to 6'10".

Speed. Your base walking speed is 30 feet.

Natural Spellcasting. You know the druidcraft cantrip. When you reach 3rd level, you can cast the Goodberry spell once with this trait; you regain the ability to cast it when you finish a long rest. When you reach 5th level, you can also cast the Locate Animals or Plants spell once per day with this trait; you regain the ability to cast it when you finish a long rest. Wisdom is your spellcasting ability for these spells. When you cast any of the above spells using this trait, they require no verbal, somatic, or material components.

SPLINTERLINGS

Ability Score Increase. Your Dexterity score increases by 1.

Age. Splinterlings are saplings until the age of 6 months, when they are considered matured, and capable of cultivation. They can live up to around 70-90 years so long as they are capable of receiving sunlight, air, and water on a regular basis.

Alignment. They grow quickly, and so, do not often get the chance to develop rigid ways of thinking like Longstalks. They tend toward chaotic alignments.

Size. Your size is Small. Splinterlings average heights of 3 to 4 feet.

Speed. Your base walking speed is 25 feet.

Splinter. You are capable of throwing splinter-like thorns from your hands. Your splinters are natural weapons, which you can use to make unarmed strikes that you are proficient with. You use Dexterity instead of Strength for these attacks. Each splinter deals 1d6 + DEX piercing damage. The splinter's damage increases by 1d6 when you reach 5th level (2d6), and 11th level (3d6).

WYVERNBN

The Wyvernborn are the result of many years of adaptation to strife, and a bloodthirsty environment. Their incubation times, and growth speed are evidence of this. They have two fingers and a thumb in a bat-like fashion on each hand/wing, and their leathery wings extend from each side of their torso 5 feet out when flying. Their tail is about 5 feet long. They are sapient, though they still fly in groups *with* wyverns as a symbiotic survival pattern. Some have had keener minds than others, and have built themselves a semblance of a home in the canopy section of Shaoghal Baetha. They will descend alongside wyverns for days at a time, bringing back enough game to feed as many as possible. If game is scarce, then some become the game, as they are exclusively carnivorous.

WYVERNBN TRAITS

Your Wyvernborn character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score increases by 1.

Age. Young wyvernborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 1, and reach adulthood by 3. They live to be around 30. That is, if something doesn't eat them first.

Alignment. Wyvernborn have basically only ever known chaos, if it was easy to survive nowadays we'd all be doing it. This forces on them the necessity toward individualism. As such, many tend toward chaotic alignments, who vary widely on the good-evil spectrum.

Size. Your size is Medium. Wyvernborn are taller than humans, standing well over 6 feet tall and averaging almost 200 pounds.

Speed. Your base walking speed is 15 feet.

Flight. You have a flying speed of 50 feet. To use this movement, you can't be wearing medium or heavy armor, and you must have room to flap your wings (5 feet to your left and right).

Poison Resistance. You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

Poisoned Tail and Bite. Your tail has a poisoned spike at its end, it is a natural weapon, which you can use to make unarmed strikes. It has finesse. On a hit, you deal piercing damage equal to 1d6 + DEX or STR modifier, and the damaged creature must make a Constitution saving throw DC equal to 8+(Con modifier)+(Proficiency bonus). On a failed save they take 2d4 poison damage. Save halves. This same poison damage and saving throw is applied if you were to bite someone.

Language. You can speak, read, and write Common and Draconic.

BACKGROUNDS:

CARAVANNER

The Caravanner background is meant for characters that have been a member of one of the groups perusing the broken lands to scratch out a meager living. It's recommended for you to have been a part of whatever caravan of your choosing for at least one year to consider this for your background. Although it's possible to also be from one of the sedentary groups, only to then join one of the caravans, it isn't a route for the faint of heart. You have known the lifeless wastes and its unfriendly denizens, and have been a member of one of the groups that travel the broken lands. No matter which caravan you were born to, or joined later in life, life has been difficult, but making the most of your strengths and making the most of what little you have has been the objective of your people.

Skill Proficiencies: Survival; choose 1 of Arcana, Athletics, Animal Handling, or Perception

Tool Proficiency: Healer's Kit or Tinkerer's Tools

Equipment: Worn clothes, 25 feet of silken rope, one set of tools that you are proficient with, a full Stopper-Skin of water, and a trinket from another member of your caravan.

FEATURE: CARAVAN CONNECTIONS

As a member of one of the many caravans, you are treated as family, and will always have a welcome place of rest with your caravan. Food, water, transportation, and whatever other provisions you may ask for will always be provided within reason and ability. Depending on what caravan you are a part of, you might even have some caravan members willing to travel with you on your adventure, depending on your connection with them personally. Your caravan can even provide other, rarer items and materials, depending on your particular caravan and the DM's permission.

SUGGESTED CHARACTERISTICS

Among the caravans there are many motivating forces, and usually they revolve around family, position, and necessity. Consider heavily the nature of your caravan when choosing characteristics.

PERSONALITY TRAITS

d8

Personality Trait

- 1 The wagon is my home, and I am very protective of it.
- 2 I've never let the wastes eat at my optimism.
- 3 History is mine to expand and discover.
- 4 I'll protect my people with my life, no questions asked.
- 5 I dream of slaying monsters with my people forever.
- 6 I wish to lead my caravan for the rest of my years.
- 7 I wish to find a way to leave my caravan.
- 8 No matter what, I make sure we ALL survive.

IDEALS

d6

Ideal

- 1 **One for all.** I'll do whatever is best for everyone, no matter how much it costs me. (Good)
- 2 **The wheels spin on.** One day it'll be my day to be left behind on that trail, I won't expect anything different for the rest of us. (Evil)
- 3 **Always a way.** We've struggled for too long to let anything short of extinction stop us. (Chaotic)
- 4 **Tradition.** We do what we've always done, as that kept our ancestors survive. All else is unnecessary risk. (Lawful)
- 5 **By fireside.** The journey is long, but nobody should have to take it alone. (Good)
- 6 **Unforgiving.** The wastes don't accept mistakes, and they don't give second chances. Neither should we. (Evil)

BONDS

d6

Bond

- 1 I have family in the caravan. They're my world.
- 2 Me and another member of the caravan are looking to overthrow the leader of our caravan.
- 3 My caravan did something for me at great risk of their own. I owe one of them a debt that they hold over me to this day.
- 4 My caravan found me clutching a device that I have no memory of. I wish to unravel its mysteries.
- 5 I have a member of the caravan that I'm incredibly close with, and we won't leave each other's side.
- 6 A member of the caravan says that I'm destined for something big, and they keep giving me whatever trinkets they find in the sands "for luck".

FLAWS

d6

Flaw

- 1 A bad habit for...
- 2 I have a weakness for creature comforts.
- 3 My ego is easily stroked or bruised.
- 4 I'm quick to frustration, or alternatively despair.
- 5 I'm risky, sometimes stupidly so.
- 6 I'm very trusting.

THE TYRANT'S DOMAIN BY GWD



his is just a preview, and there's far more to be seen. But before ending this preview, I want to briefly show a few more assets that I have designed. Thank you for checking out what I have to offer, and stay tuned for the finished product!

GIANT HAMMERHEAD BAT

Large beast, Chaotic neutral

Armor Class 14

Hit Points 50 (6d6 + 4)

Speed 10ft. walking, 60 ft. flying

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	1 (-5)	12 (+1)	4 (-3)

Senses blindsight 120 ft., passive Perception 14

Languages None

Challenge ? (XP)

Sunlight Sensitivity. While attempting to perceive something in direct sunlight, the bat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The bat makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 14 (1d8 + 4)

THE MOSS SHROUD - MAGIC ITEM

When the wearer comes into contact with harmful mists, fogs, or gasses, the Moss Shroud will absorb up to 30 ft. of the vapor's area, up to a maximum of once a day. However, if the shroud comes into contact with a similar gas or vapor, the player character this is equipped to may choose to absorb it again, but that character instead absorbs the poison directly, failing saving throws to resist automatically. Doing this multiple times creates 1d6 Mosslings each additional time beyond the first.

CUDO, THE FATE-BOUND CHAMPION

Large Humanoid (Minotaur), chaotic evil

Armor Class 15

Hit Points 230()

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	2 (-4)	2 (-4)	2 (-4)

Condition Immunities charmed, paralyzed, blinded, deafened

Senses Darkvision 60 ft., passive perception 8

Languages Primordial, Common

Challenge ? (XP)

Tyrant's Gift. If the champion would die of natural causes, be damaged by a necrotic, or radiant source, or be put to sleep for any reason, the champion instead snaps to attention with a racing heartbeat. The champion gains temporary hit points equal to their Constitution score (not modifier).

Cudo's Perpetual Rage. Advantage on melee weapon attacks, and grapple checks. If Cudo is ever disarmed of the axe, Cudo's Perpetual Rage's effects end.

Actions

Binding Axe. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit* (8d6 + 6) Whosoever wields this weapon is bound to die in combat, and is immune to the unconscious condition.

Legendary Actions

The minotaur can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The minotaur regains spent legendary actions at the start of its turn.

Chop (Costs 1 Action). The minotaur makes an attack with the Binding Axe.

Thundering Bellow (Costs 2 Actions). The minotaur makes a loud bellow. Each creature within 10 feet must make a Strength Saving Throw (DC 15) or be pushed away 10 feet. Deals 4d6 thunder damage, or half as much on a successful save.