

THE SHARDS OF SHOTHIAT



HOME BREW

A Fjallrest adventure

INTRODUCTION

Over two millenia ago, a mystical group bearing powerful ancient magic unlocked the secrets of interplanar travel. Known as the **Worldhoppers**, this group included various dieties, races, and other mysterious entities. The Worldhoppers respective worlds were ravaged by famine, inequality, and blight, but together they saw opportunity.

They dreamed of the future – a new plane guided by prosperity and peace.

The Worldhoppers exerted their magics to build this new home. Their efforts wrought a new demiplane, which they called *Fjallrest* after the towering mountain at its center. To populate this new world they chose the best among them, as well as those who suffered the most at the hands of tyranny. Fjallrest was born as a place for all, and where all were welcome.

For many years, Fjallrest became a haven among worlds, with abundant resources and rule of law guiding its creatures despite their innate differences. Satisfied but ever cautious, the Worldhoppers took measures to hide this plane from the evils they escaped, while helping those in need find a new home beneath the *Fjall*. Time progressed and peace remained; some Worldhoppers chose to pass on, while others took up lives among the people.

However, this peace was not to last. Fiends from the Lower Planes caught wind of Fjallrest and though they could not plot the way, craved its abundance for themselves. 570 years after the creation of Fjallrest, the demon lord **Rhus** and his army of devils ensared the wizards of Faerun to learn its whereabouts, and after deducing the location of Fjallrest, waged war upon it.

Things went poorly. The creatures of Fjallrest had lived for hundreds of years without threat, and were ill-equipped to deal with an incursion of this scale. The remaining Worldhoppers came to the defense where they could – legends revealing themselves for the first time in centuries. The *Fjallresi* ceded territory and many lives, but with the Worldhoppers help managed to reach a shaky stalemate, splitting the continent into east and west.

Fjallrest remained a warzone for several hundred years, becoming the very thing the Worldhoppers escaped from. Their numbers dwindling, a Worldhopper named **Shothiat** proposed a final offensive to rid Fjallrest of its aggressors once and for all. She tapped deep into the ancient magic that lay underneath the demiplane, shattering the *Fjall*. The mountain was rent asunder and the resultant power used to banish Rhul's legions. The shockwave from this destruction cascaded through the Planes, closing all forms of planar travel to and from Fjallrest.

This event later came to be known as **The Shattering**.

Fjallrest was changed for good (well...depending on your point of view). The mountain that was its namesake collapsed into a deep sea, separating east and west geographically. While Rhul was banished, the effects of his occupation created separations of their own that would be felt in the centuries to come.



WELCOME TO FJALLREST!

In 1430 A.S. (After Shattering), Fjallrest is a divided land. The Shattering is ancient history and the Worldhoppers have become legend – stories told to children or deities to offer a prayer to before a long journey. Some believe the Worldhoppers still live among the *Fjallresi*, while others scorn their existence.

The continent is split into two principal states, separated by the Bergetz Dal – the sea that divides the continent. Stillhet, to the west, evolved as a confederation of provinces from the *Fjallresi* defended by the Worldhoppers. Gudom, to the east, rose from the ashes of demonic oppression to form a loose theocracy in which some still claim loyalty to infernal dieties and seek a return to the old ways. A variety of races (and goods and evils) live in both states, with some cities and towns more divided along racial lines than others.

THE UNIVERSITY OF MADOR

Your adventure begins at the University of Mador. Often abbreviated as "Mador", the University is a font of knowledge and wisdom in Fjallrest. It lies on the neutral island of Obunden in the Southern Bergetz Dal – the sea that splits the continent.

The University was created after a series of post-Shattering wars between east and west. Tired of the violence, both sides agreed to the need for a neutral area where they both had an active interest – the University was born.

Creatures from around Fjallrest are welcome to apply to the University, and admission is accepted on an ongoing basis. "University" is a loose term – most go to Mador to become students of a particular competency, but many others simply to start a new life. In some cases, *Fjallresi* are sent to Mador against their will.

It is not uncommon for a "student" to live out the remainder of their life within Mador or elsewhere on Obunden. Towns have cropped up around the University over the years and the island has a mostly self-sustaining economy.

Mador is led by a heptad, comprising of one Chancellor and six Rectors, symbolizing the six Competencies that are taught there: administration, history, magic, medicine, nature, and war. Members of the heptad serve rolling six-year terms and are appointed by Stillhet and Gudom equally. The Chancellor is appointed by agreement from *both* states, and serves for twelve years.

In addition to their duties at the University, the heptad is responsible for administering the island of Obunden itself, and serves as its government. The heptad are generally motivated by the pursuit of knowledge and aligned to the mission of the University. Increasingly, they are motivated by the preservation of Obunden's neutrality. The island is a stable place.

Magic runs in the blood of many *Fjallresi*, and is tied to the land itself. Little is known about ancient magic today, but its vestiges remain with surprisingly rich metal veins, abundant fields for crops and animals, and a chill wind that sweeps across the continent.

Stillhet and Gudom have seen their share of wars and conflicts, but one thing they can agree on is a prohibition on interplanar travel, which is considered taboo due to its history on the continent. This magic is forbidden in both states and its research banned at the University, with knowledge actively suppressed under penalty of death. Related magics such as teleportation are frowned upon for cultural reasons, but are not expressly prohibited.

Unsurprisingly, politics is part of the day-to-day life at Mador, with administrators and faculty manging interests from both Stillhet and Gudom. It's an open secret that both states have spies on Obunden, but they mostly stay out of the University's way and focus on gathering information for their respective governments.

RESEARCH AND KNOWLEDGE

Mador has several schools that are loosely structured based on the six Competencies and their associated Regents. Some Competencies are vast – such as the Competency of Magic with sub-schools in arcane research, economics of magic, artificery, etc. Others, like history, are smaller.

The average *Fjallresi* views Mador with respect and awe. Over the years, inventions and discoveries from the University have improved the lives of everyone on the continent. Its neutrality has proven successful as well, preventing large-scale war between Stillhet and Gudom since its founding.

ANCIENT MAGIC

Fjallrest is rooted in **Ancient Magic**, which is a fancy way of saying "magic few people know much about". Ancient magic has been an area of study at the University for centuries, but these days it's viewed as an idle hobby for crackpot historians, especially by others studying more "serious" disciplines.

Your group of adventures has recently taken an interest in magical artifacts and recently returned from an excursion during which you felt *touched* by a force unfamiliar. It's hard to know what that was, but it's changed you in ways thought impossible. Could it be ancient magic? See the section on Artifacts below for more details.

ARTIFACTS

FLASHBACKS

After your early adventures in item-hunting, a tattoo emanating magical energy appeared on your forearm, above the wrist. This tattoo grants a unique ability to go back in time to change what's happening now.

TATTOO OF SHARD FLASH

Clothing, Very Rare

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: S

Duration: Instantaneous

Touch your tattoo. You reach into the ancient magics of Fjallrest and change the recent past to have prepared for this moment.

Describe the actions you took in the past day to change the outcome in this moment.

The DM will guide your character through the preparation, rolling relevant ability checks as necessary.

At the conclusion of the flashback, spend hit dice to effect this outcome based on the DM's discretion.

This ability may not be used while incapacitated.



BASEBUILDING

During your adventures to uncover the mysteries of Ancient Magic, you are led to strange, cavernous chamber containing a *shroud* imbued with magic, and malleable wall plates. This room adapts to the will of the shroud, and can be expanded and upgraded to provide for your party.

Rooms are powered by *Arcane Residium*, the component magic used to create Fjallrest and which is embedded in all schools of magic on the continent. In certain conditions, *Arcane Residium* (AR) is visible as a twinkling blue dust, and can be manipulated by the shroud.

When discovering the chamber, you also discovered its first room, the **Distillery**. This simple room contains a stone basin which distills magic items into component *Arcane Residium* (AR).

Other rooms can be unlocked and upgraded by spending AR in fixed amounts. You may also upgrade the chamber itself. The shroud is required for this manipulation. As the adventure progresses you may unlock new room types and upgrade options.

SUMMARY OF ROOMS

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	Abilities	Level 1	Level 2	Level 3
Standard rooms				
Distillery	Deconstruct items for AR	0 AR	--	--
Room upgrades				
Common Room	Better rest, inspiration, roll retries	100 AR	300 AR	600 AR
Library of Fjallrest	Learning, +INT, +WIS	200 AR	400 AR	800 AR
Portal Room	Fast travel	200 AR	400 AR	800 AR
Sanctuary of Elements	Magic resistance	200 AR	400 AR	800 AR
Training Grounds	+ Attack	200 AR	600 AR	1000 AR
War Room	+ Initiative, +INT	200 AR	600 AR	1000 AR
Hall of Echoes	Class-specific abilities	250 AR	600 AR	1000 AR
Time-Scarred Vault	Item + gold storage	500 AR	1000 AR	1500 AR
Base upgrades				
Wandering Doorway	Obscure base entrances	400 AR	--	--
Fortress of Solitude	Defensive enhancements	600 AR	--	--
Ethereal Anchor	Transfer shroud's powers	1000 AR	--	--
Base decorations				
Fount of Restoration	Healing magic	500 AR	750 AR	1000 AR
Arcane Amplifier	Discounted future upgrades	600 AR	900 AR	1200 AR

ROOMS

DISTILLERY

Cost: 0 AR

In the heart of your mystical base lies the **Crucible of Transmutation**, a stone basin glowing with an inner light, a remnant of powerful Ancient Magic. This Crucible has the ability to break down magic items, transmuting them into a powerful substance known as *Arcane Residuum* (AR).

You may choose to deconstruct magical items to acquire AR, a fundamental currency of ancient magic, which is used to enhance and expand your base.

The AR gained depends on both the rarity of the magic item and your character level. The rarer the item, the more complex and potent its magic, and therefore the more AR it provides when deconstructed. Your level indicates your understanding and expertise in handling such powerful magic, enabling you to extract more AR from each item as you progress.

The base amount of AR obtained from deconstructing a magic item is determined by its rarity, as follows:

- **Common:** 10 AR
- **Uncommon:** 50 AR
- **Rare:** 100 AR
- **Very Rare:** 500 AR
- **Legendary:** 2500 AR

However, the actual amount of AR you gain is multiplied by a factor based on your character level:

- **Level 1-4:** x1
- **Level 5-10:** x2
- **Level 11-16:** x3
- **Level 17-20:** x4

For example, if a level 6 character deconstructs a rare item, they would gain 100 AR (base for a rare item) x 2 (multiplier for being level 6) = 200 AR.

The Crucible can be used only once per day, requiring a period of rest to recharge its energies.

Remember, once an item is deconstructed, it is permanently lost. The decision to transmute a magical item into AR is significant and should be taken seriously.

COMMON ROOM

LEVEL 1

Cost: 100 AR

The Common Room provides a cozy space for relaxation, planning, and camaraderie, aiding in the restorative powers of a short or long rest.

- Beds and seating are rudimentary but comfortable, accommodating the entire party.
- A dining area with basic provisions for meals is available.
- Short rests taken in the Common Room provide an extra 1d6 hit points when hit dice are spent. This represents the restorative comfort and psychological benefit of having a secure, dedicated place to rest.

LEVEL 2

Cost: 300 AR

The upgraded Common Room offers improved accommodations, further enhancing the benefits of resting and planning.

- Beds and seating are luxurious and personalized to each member of the party, providing a true feeling of "home".
- A well-stocked dining area and bar are available, offering diverse meal options.
- Short rests in the Common Room now provide an extra 1d8 hit points when hit dice are spent.
- Long rests in the Common Room now restore all expended hit dice, not just half.
- Once per long rest, a member of the party can give an inspiring speech during a meal. All who listen to it gain advantage on their next ability check, attack roll, or saving throw.

LEVEL 3

Cost: 600 AR

The Common Room is now a splendid and opulent home base that truly fosters a sense of belonging and camaraderie among the party.

- Beds, seating, and personal areas are exquisitely luxurious and tailored to each party member's desires.
- A grand dining area and fully stocked bar with high-quality food and drink are available.
- Short rests in the Common Room now provide an extra 1d10 hit points when hit dice are spent.
- Long rests in the Common Room not only restore all hit dice, but also provide an additional temporary hit die (of the type normally rolled for hit points at level-up) that can be spent anytime during the next day.
- The inspiring speech during a meal now provides its benefits until the end of the next combat or until the next long rest, whichever comes first. This benefit can be used twice per long rest.
- The Common Room's positive energy now extends to mental restoration. During a long rest, party members may reroll one failed saving throw against effects that would impart madness or other detrimental psychological effects, symbolizing the safety and comfort of the Common Room.

LIBRARY OF FJALLREST

LEVEL 1

Cost: 200 AR

The Library harnesses the wisdom stored in the ancient magic of Fjallrest, aiding in research and understanding. Announce a topic, entity, location, or other subject you wish to study. You must spend 2d4 hours conducting research on that topic.

At the conclusion:

- You gain advantage on Intelligence (History), Intelligence (Arcana), or Wisdom (Insight) checks related to your chosen subject until the next short rest or long rest.
- Make an Intelligence (Investigation) check to determine the depth of your newfound knowledge, as shared by the DM.

The Library can only be used once per long rest.

LEVEL 2

Upgrade cost: 400 AR

The Library's selection of ancient tomes and manuscripts has grown, offering deeper and more diverse knowledge. The process remains the same as Level 1, but with improved results.

At the conclusion of your research:

- You gain advantage on Intelligence (History), Intelligence (Arcana), or Wisdom (Insight) checks related to your chosen subject until your next long rest, instead of the next short rest.
- The Intelligence (Investigation) check is now made with advantage, indicating the increased resources and understanding at your disposal.

The Library can now be used twice per long rest, allowing more party members to benefit from its resources.

LEVEL 3

Upgrade cost: 800 AR

The Library has become a veritable treasure trove of knowledge, with documents and texts from eras long past, all tinged with ancient magic.

At the conclusion of your research:

- You gain advantage on all Intelligence and Wisdom checks related to your chosen subject until your next long rest.
- You gain +1 to all Intelligence and Wisdom ability scores until your next long rest, representing the intellectual growth that extensive study in the Library provides.
- The Intelligence (Investigation) check is now made with double advantage (roll three dice, choose the highest), symbolizing the vast array of knowledge at your fingertips.

The Library can now be used three times per long rest.

Remember, the advantages and bonus from the library do not stack. If the same character uses the Library multiple times in one day, they must choose a new subject to study, and they only get the benefits for the most recent subject studied.

PORTAL ROOM

LEVEL 1

Cost: 200 AR

The Basic Portal Room contains a rudimentary teleportation circle. This circle is capable of transporting the party to a specific location previously visited. Using this method of transportation, however, is generally frowned upon and may attract unwanted attention.

Effect: Once per week, the teleportation circle can be activated to transport the party to a previously visited location.

LEVEL 2

Cost: 400 AR

The Advanced Portal Room includes an upgraded teleportation circle capable of reaching a wider array of previously visited locations. The room is also equipped with a cloak of secrecy, providing a certain level of protection from those who frown upon such transportation methods.

Effect: Twice per week, the teleportation circle can be activated to transport the party to any previously visited location. Additionally, the use of the portal now has a reduced chance of being detected.

LEVEL 3

Cost: 800 AR

The Master Portal Room has a fully realized teleportation circle. Not only does it offer near-instantaneous travel to any previously visited location, but it also has the ability to bypass some of the most stringent magical defenses. An intricate array of runes and glyphs provides a powerful veil of secrecy, masking the use of the portal from all but the most discerning observers.

Effect: Three times per week, the teleportation circle can be activated to transport the party to any previously visited location. The portal's use is extremely unlikely to be detected, and it can now bypass certain barriers or protections that would otherwise prevent teleportation.

SANCTUARY OF ELEMENTS

LEVEL 1: ELEMENTAL TOUCH

Cost: 200 AR

The Sanctuary of Elements, when first activated, creates a deep connection to the raw energy of one element of your choice (earth, air, fire, or water). After spending 1 hour in attunement within this room:

- You gain resistance to the damage type associated with your chosen element until your next long rest (fire for fire, cold for water, bludgeoning for earth, and lightning for air).
- Your spells or attacks associated with this element do an additional 1d4 damage for the rest of the day.

The sanctuary can be used once per day.

LEVEL 2: ELEMENTAL EMBRACE

Cost: 400 AR

The sanctuary further embraces the power of the chosen element, allowing it to enhance your abilities. After spending 1 hour in attunement within this room:

- You gain immunity to the damage type associated with your chosen element until your next long rest.
- Your spells or attacks associated with this element do an additional 1d6 damage for the rest of the day.
- You gain a new ability associated with your chosen element until your next long rest (for example, breathe underwater for water, burrow speed for earth, fly speed for air, or emit light for fire).

The sanctuary can be used once per day.

LEVEL 3: ELEMENTAL HARMONY

Cost: 800 AR

Finally, the sanctuary forms a perfect harmony with the chosen element, merging its power with yours. After spending 1 hour in attunement within this room:

- You gain immunity to the damage type associated with your chosen element and half resistance to another element of your choice until your next long rest.
- Your spells or attacks associated with this element do an additional 1d8 damage for the rest of the day.
- You gain the new ability associated with your chosen element and half effect of another ability of your choice until your next long rest (i.e., half flight speed for air).
- You gain the ability to cast a spell associated with your chosen element without expending a spell slot once per day. The spell's level is up to the number of the room's level (up to 3rd level for a level 3 room). The spell must be on your class's spell list.

The sanctuary can be used twice by two different players, allowing more than one player to use its benefits.

TRAINING GROUNDS

LEVEL 1

Cost: 200 AR

An area dedicated to martial practice, the Basic Training Grounds feature open space equipped with targets for ranged attack drills and practice dummies for close combat. Utilizing the space for a few hours, a character may focus on honing their skills, gaining a temporary boon to their martial prowess.

Effect: After spending 2d4 hours training, you receive a +1 bonus to your next attack roll. This bonus lasts until used or until your next long rest. This room may only be used once per day.

LEVEL 2

Cost: 600 AR

The Advanced Training Grounds evolve to include a range of sophisticated training devices. Moving targets challenge your aim, while magically animated dummies simulate unpredictable foes. The valuable experience gained in this environment offers benefits that extend into actual combat scenarios.

Effect: After spending 2d4 hours training, you receive a +2 bonus to your next attack roll and your next damage roll. These bonuses last until used or until your next long rest. This room may only be used once per day.

LEVEL 3

Cost: 1000 AR

The Master Training Grounds, imbued with powerful magic, provide the most authentic combat experience short of a true battlefield. Here, the line between practice and the real thing blurs, as magical energies conjure almost real threats. Beyond offering unparalleled training, the grounds can even simulate specific combat scenarios extracted from your memories, granting you a considerable advantage against familiar foes.

Effect: After spending 2d4 hours training, you gain a +3 bonus to all attack and damage rolls until the end of your next combat encounter. Furthermore, once per day, you may opt to replay a combat scenario from your memory on the training grounds, granting you advantage on your next attack roll against the type of enemy you practiced fighting.

WAR ROOM

LEVEL 1

Cost: 200 AR

A space dedicated to strategic thinking, the Basic War Room provides a quiet, private area for the party to discuss plans and map out their path. It's stocked with a collection of regional maps, rudimentary intel about common monsters, and general information on various kingdoms.

Effect: After spending 2d4 hours strategizing, you gain a +1 to your next initiative roll. This bonus lasts until used or until your next long rest. This room may only be used once per day.

LEVEL 2

Cost: 600 AR

The Advanced War Room expands upon the basic facilities, offering a more complete repository of information about the realm and its many threats. Detailed maps show terrain types, possible ambush points, and hidden paths. Manuals on tactics and strategy provide deeper insight, and a magic scrying pool can offer real-time visual reconnaissance of a previously visited location.

Effect: After spending 2d4 hours strategizing, you gain a +2 bonus to your next initiative roll and a +1 to your next Intelligence (Investigation) check. These bonuses last until used or until your next long rest. This room may only be used once per day.

LEVEL 3

Cost: 1000 AR

The Master War Room is a testament to military excellence. It not only offers an exhaustive database of regional and creature intel but also enables the use of powerful scrying spells that can penetrate many defenses. The magic imbued in this room offers the party the ability to strategize with the entirety of their known world at their fingertips, giving them an edge in their forthcoming encounters.

Effect: After spending 2d4 hours strategizing, you gain a +3 bonus to all initiative rolls and a +2 bonus to all Intelligence (Investigation) checks until the end of your next combat encounter. Furthermore, once per day, you can use the scrying pool to visualize a location or person you have previously seen, potentially gaining insight about their current situation as determined by the DM.

HALL OF ECHOES

When a character enters, this room shifts to reflect their unique abilities and strengths.

LEVEL 1

Cost: 250 AR

- **Battle Smith Artificer:** The Hall transforms into a divine forge, enhancing your bond with your Steel Defender. After spending 1 hour in the room, your Steel Defender gains +1 to AC until the next long rest.

- **Trickery Domain Cleric:** The room becomes a shadowy sanctuary, enhancing your abilities to deceive and trick. After spending 1 hour in the room, you gain +1 to your next Deception or Stealth check until the next long rest.
- **Artillerist Artificer:** The Hall morphs into a magical artillery range, perfect for testing new Eldritch Cannon designs. After spending 1 hour in the room, your next Eldritch Cannon attack gains +1 to hit until the next long rest.
- **Barbarian:** The room becomes a rugged wilderness, reinforcing your raw might and primal instincts. After spending 1 hour in the room, you gain +1 to your next Strength check or saving throw until the next long rest.

This room may be used once per day.

LEVEL 2

Cost: 600 AR

- **Battle Smith Artificer:** Your Steel Defender's bonus to AC increases to +2. In addition, your Steel Defender now gains temporary hit points equal to your Artificer level.
- **Trickery Domain Cleric:** Your bonus to Deception or Stealth checks increases to +2. In addition, your next spell that involves illusion or misdirection is cast at one level higher, without expending a higher level spell slot.
- **Artillerist Artificer:** Your Eldritch Cannon's bonus to hit increases to +2. In addition, your Eldritch Cannon now deals additional damage equal to your Artificer level.
- **Barbarian:** Your bonus to Strength checks or saving throws increases to +2. In addition, you gain resistance to a damage type of your choice (excluding psychic) until the next long rest.

This room may be used once per day.

LEVEL 3

Cost: 1000 AR

- **Battle Smith Artificer:** Your Steel Defender's bonus to AC increases to +3. The temporary hit points it receives also increase to twice your Artificer level. Moreover, your Steel Defender can now use a bonus action to make a melee attack after you cast a spell.
- **Trickery Domain Cleric:** Your bonus to Deception or Stealth checks increases to +3. You can now choose two spells that involve illusion or misdirection to cast at one level higher, without expending a higher level spell slot.
- **Artillerist Artificer:** Your Eldritch Cannon's bonus to hit increases to +3. The additional damage it deals also increases to twice your Artificer level. Moreover, your Eldritch Cannon can now make two attacks instead of one whenever you take the Attack action.
- **Barbarian:** Your bonus to Strength checks or saving throws increases to +3. The resistance you gain can now apply to two types of damage (excluding psychic). Moreover, when you enter a rage, you can now choose to gain temporary hit points equal to your Barbarian level.

This room may be used twice per day by two different players, allowing more than one player to use its benefits.

TIME-SCARRED VAULT

LEVEL 1

Cost: 500 AR

A cavernous room with a seemingly bottomless pit at its center, the Time-Scarred Vault holds a single stone platform that levitates over the abyss. This platform is said to freeze any item placed upon it in a moment of time, preserving it from decay or dilapidation. Alongside the pit is a small but sturdy chest, glowing faintly with protective wards.

When you place an item on the platform and spend an hour of focused concentration, the item is suspended in time. It cannot be damaged or decayed until it is removed from the platform. Only one item may be stored at a time. The chest can hold up to 1000 gold pieces or up to 5 small magical items, protecting them from thieves and intruders with a powerful warding spell.

LEVEL 2

Cost: 1000 AR

The power of the vault has grown, allowing multiple items to be stored at once. Upon upgrading, the stone platform splits into three, allowing up to three items to be preserved simultaneously. In addition, the room now has the capacity to store larger items, up to the size of a small vehicle or similar-sized object. The chest expands and can now hold up to 5000 gold pieces or up to 10 small magical items.

BASE UPGRADES

WANDERING DOORWAY

Cost: 400 AR

Brimming with Ancient Magic, your base already offers an impressive level of obscurity. However, additional security can never hurt. By spending a significant amount of Arcane Residuum, you can reinforce the concealment magic around the base entrances, making them harder to detect and almost impossible to stumble upon accidentally.

Once activated, your base's entrances become nigh-imperceptible to those you have not specifically attuned to the base. Attempts to discover the entrance by those unaware of its existence suffer a -10 penalty to their Perception or Investigation checks.

FORTRESS OF SOLITUDE

Cost: 600 AR

The defensive potential of your base is robust, yet there is always room for improvement. By spending a considerable amount of Arcane Residuum, you can activate the latent defensive enchantments etched into the stone tablets that line the walls of your base. These enchantments deter intruders and provide a safe haven for its rightful inhabitants.

When you place up to three items on the platforms and spend an hour of focused concentration, the items are suspended in time. They cannot be damaged or decayed until they are removed from the platforms.

LEVEL 3

Cost: 1500 AR

The vault reaches its peak potential. The room expands, creating multiple levitating platforms that can hold a variety of items, large and small. This level allows the Vault to preserve up to six items, even if they are as large as a wagon. The chest transforms into a full-size treasure vault, with space for up to 10,000 gold pieces and up to 20 small magical items.

When you place up to six items on the platforms and spend an hour of focused concentration, the items are suspended in time. They cannot be damaged or decayed until they are removed from the platforms.

Additionally, the room gains a unique ability: it can hold a creature in stasis. You may place a single creature (up to Large size) in stasis, freezing them in their current state. This can halt death saves, pause ongoing spell effects, or simply act as a method of long-term, safe storage. The creature remains in stasis until removed from the platform.

Using the Time-Scarred Vault in this way consumes a significant amount of power. After placing a creature in stasis, the Vault cannot be used again until the next dawn.

Upon activation, the defensive enchantments spring to life. The base gains resistance to damage from spells and magical effects. Additionally, if an unauthorized being attempts to enter the base through magical means such as teleportation or planar travel, they must succeed on a DC 20 Charisma saving throw or be rebuffed, taking 10d10 force damage in the process.

ETHERAL ANCHOR

Cost: 1000 AR

The Shroud of Ancient Magic is an irreplaceable artifact that enables manipulation of Arcane Residuum. With a significant investment of this energy, you can transfer its magic to another item of your choice. This transference imbues the new item with the ability to control the base's magical features, leaving the original Shroud depleted of its power.

Once the process is complete, the chosen object now holds the properties of the Shroud of Ancient Magic. The original Shroud, in turn, becomes a regular, non-magical object. A member of the party can now use the newly imbued object to manipulate Arcane Residuum and activate or alter the magical features of your base.

BASE DECORATIONS

FOUNT OF RESTORATION

LEVEL 1

Cost: 500 AR

Level 1: The Fount of Restoration is a marvel of magic, an ethereal fountain imbued with restorative energies. Drinking from this fount can grant the benefits equivalent to a Potion of Healing once per day. To activate the healing properties, spend an action to drink from the fount. The soothing liquid restores 2d4+2 Hit Points, and the magical effects last for 24 hours before replenishing.

LEVEL 2

Cost: 750 AR

Upon further enhancement, the Fount's mystical waters deepen in their potency. Drinking from this fount now grants the benefits equivalent to a Potion of Greater Healing once per day. To activate the healing properties, spend an action to drink from the fount. The reinvigorating liquid restores 4d4+4 Hit Points, and the magical effects last for 24 hours before replenishing.

LEVEL 3

Cost: 1000 AR

The Fount of Restoration has reached its peak. Its healing waters can now bring one back from the brink of death. Drinking from this fount grants the benefits equivalent to a Potion of Superior Healing once per day. To activate the healing properties, spend an action to drink from the fount. The lifesaving liquid restores 8d4+8 Hit Points, and the magical effects last for 24 hours before replenishing.

ARCANE AMPLIFIER

LEVEL 1

Cost: 600 AR

The Arcane Amplifier is a subtle manipulation of the base's inherent arcane energies, fine-tuning their wavelengths to match the frequency of the shroud of ancient magic. Upon its installation, all future room upgrades will be reduced in cost by 5%.

LEVEL 2

Cost: 900 AR

Further optimization of the Arcane Amplifier has led to greater efficiency. The cost of all future room upgrades is now reduced by 10%.

LEVEL 3:

Cost: 1200 AR

At its peak, the Arcane Amplifier functions with unmatched efficiency. The cost of all future room upgrades is now reduced by 15%.