

AGE 12+

AN IDYLIC KINGDOM

In the capital of the kingdom of Dun Vung strange phenomena is taking place and things are not what they seem

5E COMPATIBLE ADVENTURE

INTRODUCTION	2
Running The Adventure	2
Story Overview	2
Causing Behind the Phenomena	2
The Spirits and Inhabitants	2
Adventure Hooks	2
About Xunder	2
Spells in the Capital	2
PROLOGUE	2
ROYAL AUDIENCE	2
The Mission	3
The Locations	3
The Affliction	3
NPCs	3
The Western Mine	3
Rill's Forge	4
Herbalist's Field	4
Herbalist's House	5
The Fields End	5
APPEASING THE SPIRITS	6
EPILOGUE	6
APPENDIX A	7
APPENDIX B	18

Life in the dwarven kingdom of Dun Vung is peaceful, its inhabitants going about their daily affairs without a care in the world. Strange phenomena have afflicted Dun Vung for days. The king, stressed and focused on outside threats, was displeased that an official could not handle the issue.

INTRODUCTION

Welcome to An Idyllic Kingdom, a 5e compatible one-shot RPG adventure by Cast n Play.

RUNNING THE ADVENTURE

An Idyllic Kingdom is a 5e adventure meant for four to five player 1st level characters. The adventure takes place around Xunder, the capital of Dun Vung.

- Fun is the ultimate goal. Never forget that.
- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.

STORY OVERVIEW

An *Idyllic Kingdom* plot is as follows:

- Xunder is seeing strange phenomena occurring: food tastes bitter or has no flavor at all, magical items are malfunctioning, water tastes too salty, some of the crops have died while others blossomed when neither should be the case.
- The inhabitants have their theories about the cause of the phenomena, but few are comfortable talking about it and much less working with others.
- The party's arrival splits the inhabitants' opinion. Some want help but others don't, causing friction.

CAUSE BEHIND THE PHENOMENA

Xunder's founders concealed the fact that they built the capital over an ancient cemetery. Jaadoog, the herbalist, discovered the presence of these spirits, and asked Diogen for assistance. Both of them prepared a ritual to appease the spirits but it went wrong. Jaadoog's memory was erased, and Diogen went mad. Howbeit, the worst was that it allowed the spirits to act freely, thus causing the phenomena. None of the other villagers know this. The ritual occurred three nights ago.

THE SPIRITS AND INHABITANTS

The spirits aren't evil, they almost have no conscience. The ritual carried out by Diogen and Jaadoog must be concluded to appease the spirits. As for the inhabitants, rumors, personal fears and secrets impede them from working together.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

- Curiosity.** The phenomena intrigues the party.
- Afflicted.** The moment the party entered under, they too will suffer consequences unless they solve the matter.
- Reward.** King Durnar Goldheart himself has called the party and offered them an award.

ABOUT XUNDER

Similar to other settlements in the kingdom, the capital lies nestled between the skirts of the mountains and the river Urahyl. Small, with a population of 4,000, but vibrant; with traders, farmers, and blacksmiths making and selling their products. Unlike other dwarven kingdoms, nature plays an important role in daily life, and many of the inhabitants work the fields or woods.

SPELLS IN THE CAPITAL

Spells like *detect magic* or *detect evil and good* in Xunder reveal only strong magic presence (neither good or evil), and never the origin or location because the whole area is engulfed by the phenomena and the spirits' influence.

PROLOGUE

The reception was cold and indifferent. After an emissary from the king approached you at the tavern and asked you to follow him right away, you rushed to the Iron Manor, a chateau made of bright stone and glowing iron built into the mountain. Once inside, you were led to the king's reception hall and made to remain silent as the ruler finishes chastising one of his commanders.

"What have you been doing all these days at the frontier? Sightseeing? Bura durut dum! (useless idiot) Krug orc troen! (son of an orc) Useless. Go and prepare. We are leaving in a while. Yes! I am going with you as soon as I take care of one last matter. Now, out of my sight and you best be ready ... durut dum.

After the scolding, the king sits back on his throne and signals his emissary to send you in. His face is still deformed by wrath.

ROYAL AUDIENCE

King Durnar Goldheart, "Mountain King Sovereign," starts speaking to you without formalities. His voice and tone are deep and firm. Some anger remains, but it pales in comparison to what you just witnessed.

THE MISSION

The king explains it has come to his attention that some strange phenomena have been occurring in certain parts of the capital for the last couple of days. Busy with other more serious matters, he ordered some guards to investigate, but they proved to be durut dum. He asked for Diogen, the sage, to be sent for but he hasn't been found.

Needing to leave immediately to the frontier, he will ask the party to investigate. They have permission to talk to anyone and so forth, but he reminds them that dwarves are superstitious, so not everyone will be cooperative. The king will rise and throw a pouch with one beautiful silver dagger adorned with ethyx worth over 100 gp. Durnar will finish by saying, "there's a lot more where that came from if you succeed" before leaving without further explanations and not receiving more questions.

THE LOCATIONS

The king gave two locations where to begin: The Western Mine, and Rill's Forge. The party can visit them in any order they wish.

The party can move across freely. Most inhabitants will be carrying out their daily activities, ignoring the party or trying to avoid a conversation. Some will interact, but avoid talking about the phenomena. If any of the PCs insist too much or try to charm an individual, they will attract the ire of the target who will storm away and never talk to them again.

THE AFFLICTION

As soon as the party abandons the Iron Manor to commence their investigation, the phenomena will start to afflict them as well. Only by appeasing the spirits can they be cured. Have each of the PCs roll a d4 once and use the table below to determine the phenomena's effects.

Phenomena Effects

D4	Event
1	Exhausted. The PC feels very tired and has disadvantage on all ability checks.
2	Open wound. A wound appears on the character's body. It takes 1d4 piercing damage.
3	Freak boils. Boils appear all over the body and face. All checks relying on Charisma are done with a -2.
4	Failing item. A weapon or armor becomes soft like rubber, making it useless in combat.

NPCs

Some dwarves in the streets of the capital are willing to talk to the PCs. Use the table below as a guide for some of the interactions.

Information Table

NPC	Event
Jaadoog, Stoneflower Herbalist	Because of the failed ritual, Jaadoog lost his memory and cannot recall the events of the past days. He will wander about the capital, looking for his wife Doona. The wife is not missing, she's away on a trip. He will ask the party if they've seen her or to contact him if they do. His house is almost at the end of the Herbalist's Field.
Glander, Gemtreasure Trader	Charming and eager to please. He will try to sell something to the PCs at all costs. Items from the PHB equipment list will be 25% off. And if the PCs refuse he will even lower it down to 40%, becoming desperate if they are not interested. The reason for this is that the phenomena has turned all his gold into worthless rusty coins.
Miluir, Gatekeeper Sentinel	One of the capital's brave guards. He is standing doing his watch. Miluir will try to finish any conversation quickly. This is because the phenomena has made his armor and weapons much heavier than usual and he can't move. He's afraid someone will report him to the grumpy king if he displays any kind of weakness.
Eiisak, Mapstone Cartographer	Eiisak will pass by the party on many occasions whilst looking at a map. He noticed his maps are continuously changing. Every time he draws one of the city and tries to follow it, he ends up in the opposite place.

THE WESTERN MINE

Dwarves have exploited the mine for centuries, but it still holds deposits to be excavated, but it requires skilled and veteran hands. Most miners have switched to other mines, but a few stubborn ones remain.

As the Iron Manor, the mine is located right on the mountain's skirt. It is situated far from most buildings. The more you approach, the fewer people you see until there's not a single soul, except for one silhouette standing at the mine's mouth.

Development. A single **Deepvein Delver** named Gruvar stands on the mine's threshold. When he notices the party approaching, he will fidget around with his equipment as if preparing to enter the mine. He will make small conversation as to how he's one of the few miners that still explore this old and vast mine. If asked about strange phenomena, he will act unaware of anything. A successful DC 11 Wisdom (Insight) check reveals that he is nervous and not telling the complete truth. If pressed further, he will continue with white lies. Players can get him to open up with a successful Wisdom (Persuasion) or (Intimidation) check. The first has a DC 12 and the second a DC 14. If Intimidation was used, Gruvar will state that there's something strange in the mine's fifth tunnel and that the party shouldn't go in there before storming away resentful of the party's questioning methods. However, if the party uses Persuasion, Gruvar will disclose that he is afraid to enter the mine. For three days he has heard strange voices in the fifth tunnel, whispers in an unknown language, and that some folk in the capital have been acting strange, like Thondrik the explorer beyond the Herbalist's Field or Runesage Diogen who was last seen in that area. He will finish by saying that he's ashamed to be afraid; a miner unwilling to delve in the dark is a laughingstock. Gruvar will not enter but tell the party how to reach the fifth tunnel, which is the one furthest to the right.

Fifth Tunnel. The PCs go down a main shaft that ends in an enormous dome with five tunnel mouths, all numbered. Four of them are closed off with huge boulders. The fifth tunnel is the only operational one and is 200 feet long. Halfway across the tunnel, the party will hear voices whispering in an unknown language around them.

Each player must succeed a DC 13 Wisdom saving throw or become frightened, leaving the tunnel immediately. PCs that succeed notice that the voices are stronger on a spot on the right wall. A successful DC 12 Intelligence (Investigation) check reveals some writing covered by layers of dust on the wall. The words belong to some unknown and ancient language, but a successful DC 13 Intelligence (Religion) check reveals that it has to do with burial rites. If anyone has the comprehend languages spell, they can cast it to discover that the text reads: "... and may the land never forget we were once here, Kelios Vlator..." They also discover that the voices are repeating the same.

Aftermath. After the party has interacted with the writing, the tunnel will start to collapse. PCs must succeed a DC 11 Strength saving throw or take 1d4 -1 bludgeoning damage from the falling debris as they rush out.

RILL'S FORGE

A huge two-storey structure with a wooden sign with the image of a hammer and an anvil.

Underneath the sign are the words: "The Clanking Anvil." The door is ajar, and you hear voices coming from the inside. People are arguing, but it's undecipherable from the outside.

Development. Three **Forgehammer Blacksmiths** surround a forge on a stomp of wood. Rill, Stannor, and Tamak are bent over and watching the fire. Rill is the leader, and the other two are his assistants. When they notice the party, Stannor and Tamak will welcome them and ask them if they desire something while Rill hammers away.

If asked about the phenomena, the two assistants will answer that they've heard rumors, but nothing more. A successful DC 13 Wisdom (Insight) reveals that they are lying. Rill will ignore the party and continue crafting. However, if one of the PCs watches him, a successful DC 12 Wisdom (Perception) check reveals that Rill is not hammering properly, as if purposely avoiding to strike the item and just striking the anvil. If the PC gets closer, he notices that the fire is giving away no heat. If either of these two facts are mentioned, Rill will throw his hammer on the ground. He will confess that for three days no fire they have kindled gives heat. The dwarves have tried magic, but with no result.

They are frustrated. Rill will add that he tried getting Runesage Diogen's help when it started, but saw the first run like mad and disappear into the woods beyond the herbalist's field, and the latter acting stranger and more unhelpful than usual.

The Fire. If any of the PCs get closer to the fire or try to touch it, a successful DC 12 Wisdom (Perception) discloses the sound of whispers emanating from the fire. They are repeating the words as the voices and text found in the mine's fifth tunnel: "... and may the land never forget we were once here, Kelios Vlator..."

After interacting with the voices from the fire. The flames will suddenly turn green and one burst of fire will shoot out in all directions. All PCs must succeed a DC 13 Dexterity saving throw or take 1d4 - 1 fire damage. The flame will then vanish.

Aftermath. After the burst, Rill will say that finding the Runesage beyond the Herbalist's Field is maybe the party's best chance to discover more about the phenomena.

HERBALIST'S FIELD

On the other side of the River Urahyl lie the fields that farmers and herbalists use for their work. The fields are splendid, matching those of larger cities in Eluan. Beyond the fields are the woods that signal the city's end. The field is divided into two areas. The farms and houses of farmers who work the fields on the left. It only covers one tenth of the area. The other nine-tenths is the field, divided into crops and places for the animals to graze.

This area also houses one single structure, Stoneflower Herbalist Jaadoog's house.

The sight is impressive. These dwarves are unlike others of their kin, who have no place for nature in their hearts. However, there's something off. There's nobody working on the field, just a single farmer with her pig and chicken.

Development. Brewcrop Farmer Dubrama is bending over a basket, inspecting its contents as her pig and chicken stand beside her. As the party approaches, a successful DC 12 Wisdom (Animal Handling) hints that the animals are acting nervous and looking in all directions as if they see something. If a PC casts speak with animals, the animals share that there's weird voices and green lights everywhere. Dubrama will greet the players and stop her inspection immediately. Smiling and courteous, she will ask what brought them to Xunder. If asked about the phenomena straight on, she will say she's heard that people all over are acting strange. Some are not even opening their businesses like the forge, or some miners have gone to mines further away. She will say nothing about herself. The players can get her to open up if they flatter her with a successful DC 12 Charisma (Performance) check, after which she'll insist the party don't tell anyone but her cows aren't giving milk or when they do, it's spoiled, and that the vegetables taste bitter or have none. They can also get her to open up if they offer to buy the eggs, which she confesses the yolk is always black. A successful DC 13 Intelligence (Arcana) check discloses that they can be used as a magical component substitute. If the party flattered or bought her eggs, she will finish by saying she heard an explosion coming from the herbalist's house three days ago.

She didn't investigate it, nor has she seen anyone around except Thondrik the explorer heading towards the woods at the end of the field on several occasions.

HERBALIST'S HOUSE

A massive wooden hut located close to the field's end. A bitter smell emanates from inside. The house is empty at the moment, but if the party tries knocking, they'll discover the door is open. The house is divided into the following parts: living room, kitchen, bedroom, and a large laboratory.

Living Room. The walls and ground are made of unpolished wood, giving off a natural look. The chairs and table are simple, sticks, and planks tied together with as little craftsmanship as possible. In the table's centre there's a wooden bowl with fruit on it. If any PC checks the bowl, underneath it they discover a note which reads:

"I'll be back in a month or so, honey. I went to sell some of our herbs to Thamarya. Please be careful and tidy up Jaadoog. Love, Doona".

Kitchen. A stone fireplace lies below the only window. There are some baskets and wooden shelves on the corners. Any inspection of them reveals that the food is off. As for the oven, there are no ashes and it seems it hasn't been used in days.

Bedroom. Located beside the kitchen, the room has a single bed between two wooden night tables. There's nothing of interest in this room.

Laboratory. The smell originates from this room, the largest of the house. The interior is a mess: broken jars with herbs, knocked down chairs and dust on the floor. Some are knocked over, and others broken. On the far end, there's a large desk underneath a broken window. A successful DC 13 Intelligence (Investigation) check exposes burn marks on the surface as if something exploded.

Furthermore, it reveals two different sets of hands were touching the desk when the explosion occurred, implying two different individuals. Finally, etched on the desk, is a triangle surrounded by five small circles and some symbols. A successful DC 13 Intelligence (Arcana) discloses that they are symbols used in necromancy for speaking with the dead.

Parchment. If any of the PCs investigate the floor or desk, they find half of a ripped parchment. Written in dwarven, it reads: "Ir Trakken Horrek, Dur Dalas... Those of you who remain, those of you whose name is lost in time, heed our words now..." A successful DC 14 Intelligence (Arcana) check suggests that the parchment deals in something to do with Necromancy. Whatever it was, the other half is needed.

Treasure. Along the broken bottles there are four healing potions.

THE FIELDS END

The field ends abruptly, giving way to tall pines, spruces, and cedars. The woods seem thick and are ancient. A bank of mist forms from the ground up to the knees, but reaching higher as one enters the woods. This is where the capital ends.

Thondrik. A successful DC 13 Wisdom (Perception) check reveals a panting sound springing from the fog. Soon after, **Stonepath Explorer** Thondrik emerges from the fog and drop to his knees. When he notices the PCs, he will look at his surroundings and start cursing. Thondrik will explain that he is an explorer. His job is to head out and delve into other territories and collect items or specimens. But he hasn't been able to recently, not since the fog appeared three days ago. No matter what route he takes, he always ends up back in the field. He can't tell if he's losing his mind (something that happens to Stonepath Explorers when they reach a certain age, an inability to leave). He will not stop repeating this.

To calm him down, a successful DC 12 Wisdom (Persuasion) is required. When calmed, he will act more relaxed and mention that just after the fog appeared, he saw Runesage Diogen storm towards the woods and disappear. At first he tried to catch up with him and ask him if something was wrong, but lost him in the fog.

The Fog. After Thondrik's revelation, sounds of booming erupt from inside the fog, followed by flashes of green light. The booming is close, and it only takes the party some minutes to reach it. When they arrive at the source, they discover **Runesage Diogen**. He is surrounded by moving spheres of green light that dance around them. He is casting spells to disperse the spheres. A successful DC 12 Intelligence (Arcana) discloses that the lights aren't attacking the dwarf, but rather attracted to him. If the players approach, the dwarf will see them as a threat and attack them. However, he has no further spells. The party can stop him by knocking him out or grappling him (he can't defend himself). After days of wandering the fog, he has no strength to resist. This will cause the madness that had possessed him to disperse, and he'll collapse.

The dwarf is exhausted. His clothes are covered in dirt and leaves. He keeps on repeating the same thing repeatedly: "We missed it ... we missed the name..."

At this moment, as the dwarf is calmer, a silver owl descends from above and perches itself on the dwarf. On its beak, it has the other half of the parchment. Convincing the owl to release it requires a DC 13 Wisdom (Animal Handling) check. This half of the parchment says: "*Forgive us, we didn't know the land was sacred. Our ancestors hid it from us. Be appeased ... Ir Trakken Horrek ...*"

APPEASING THE SPIRITS

Appeasing the spirits is a simple affair if the party has the complete parchment and explored, either the Western Mine or Rill's Forge.

A successful DC 12 Intelligence (Arcana) reveals that the parchment was a necromantic ritual to speak with the dead, and it had failed because it had lacked one word. All that is required is to appease the spirits and end the phenomena, is to read the parchment out loud:

"Ir Trakken Horrek, Dur Dalas... Those of you who remain, those of you whose name is lost in time, heed our words now. Forgive us, we didn't know the land was sacred. Our ancestors hid it from us. Be appeased ... Ir Trakken Horrek Kelios Vlator"

Spheres of green light crawl from the ground. At first five, then ten, then twenty, until there's a hundred now floating around you and the surroundings. A wave of voices emanates from them, a cacophony of past souls who once made the area their home. There's no anger ... only longing. The spheres transform into humanoid silhouettes, their features barely discernible. Without warning, the green shapes begin to glow brighter until they explode in a white flash that engulfs the entire city. When the flash fades, there's no trace of the spirits.

After the spirits are appeased, all the phenomena that affected the capital cease, including the PCs' afflictions. Dwarves will approach the party, including Runesage Diogen, who is now free from his madness.

EPILOGUE

The Runesage, having regained some of his strength, reveals that the capital was built over the cemetery of some forgotten people and that the founders decided to erase any trace of it. Feeling a profound shame, the sage, and herbalist tried to make amends, but their ritual failed. The other dwarves, thankful, guide the party towards a tavern to drink in celebration while they wait for the king's return.

Milestone. All PCs gain one level and are rewarded with +1 magical weapons of their choice.

APPENDIX A: NPCS AND MONSTERS

There is no combat in this adventure since it's a peaceful community. However, here are some stats you can use.

Gatekeeper Sentinel

"Your shield is as a mountain, solid and unmovable."

Gatekeeper Sentinels are the guards of all the towns and settlements in the kingdom.

Every dwarf is expected to serve two years as sentinels, after which they can return to their normal occupation or they can join permanently.

Miluir becoming a sentinel is a source of pride for his family, who are peasants. At first he was unsure if he'd enjoy his military service, but after one month, he discovered it was the "thing" for him.

The contrast between his youth and present is sharp. As a kid, he was undisciplined and a source of constant headaches for his family.

Now, he is diligent and disciplined, carrying out his duties with the elegance of a monarch.

At the break of dawn, just as the rooster's crowing pierces the air, Milui is already carrying out drills with his shield and spear. The drill usually lasts for two hours, and he repeats it every day without fail.

All his training and dedication have already paid off. On more than one occasion, he has defended his community from distinct threats. Including chasing off a dire bear or beating bandits to a pulp. What few know about Miluir is that deep down he fears that some still see him as the son of peasants, and not a mighty Gatekeeper Sentinel.

Gatekeeper Sentinel

Medium humanoid (Dwarf), Lawful good

Armor Class 18 (Sentinel Armor, Shield)
Hit Points 30 (6d8+8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances Poison

Skills Athletics +6, Intimidation +2, Perception +2

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Dwarvish

Challenge 2 (400 XP)

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

ACTIONS

Multiattack. The dwarf makes two melee or one ranged attack.

Sentinel Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1 d6 + 4) piercing damage.



Boar-Steeler Rider

Medium humanoid (Dwarf), Lawful good

Armor Class 17 (Steeler Armor, Shield)

Hit Points 37 (6d8+6)

Speed 25 ft.

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

Damage Resistances Poison

Skills Athletics +4, Intimidation +2, Perception +2

Senses Darkvision 60ft., Passive Perception 13

Languages Common, Dwarvish

Challenge 3 (700 XP)

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

Cavalry Training. When the dwarf hits a target with a melee attack while mounted, the mount can use its reaction to make one melee attack against the same target.

ACTIONS

Multiattack. The dwarf makes two melee or one ranged attack.

Steeler Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 8 (1 d8 + 4) piercing damage.

Giant Boar

Large Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 30 (4d10+13)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses Passive Perception 10

Languages -

Challenge 2 (450 XP)

Relentless (Recharges after a Short or Long Rest). If the Boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Boar-Steeler Rider

“Don’t whistle around it. The boar finds it very irritating, and if you do it, well, you’ll find out how sharp its tusks really are.”

Two centuries ago, the dwarves of the kingdom domesticated the large wild boars of the region, turning them into fierce and dependable mounts, and riding them into battle.

Boar Steeler Rider Inosh is a brave warrior who patrols the outskirts of his community, making sure no bears, goblins, or other dangerous folk are wandering about the valley or woods.

Spending more time riding than standing, Inosh has developed a strong bond with his boar Vildskin, who has the largest tusks of any boar in the community.

Unlike the other boars, Vildskin was not domesticated, but wild. Inosh found him during an expedition. The boar was small, wounded, and fighting off a rock wolf. Inosh saved the boar and then raised him.

Inosh trains with Vildskin daily, making sure the boar understands every single command, and rehearsing mounted combat maneuvers.

The two together make a formidable pair, having repelled foes on various occasions when outnumbered.

When not in the wild, Inosh keeps the boar in his house. This is because the creature is very suspicious of everyone except Inosh, who fears that one day the boar might hurt someone if he’s not around.

Vildskin is massive and strong. A larger creature like a human or orc could ride it easily and the boar wouldn’t notice the difference.

In combat, the boar wears an iron mask to protect its face, as well as the special saddle all Boar Steeler Riders use.



Runesage Diogen

Medium humanoid (Dwarf), Chaotic good

Armor Class 15 (Runesage Armor)

Hit Points 83 (10d8+30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	16 (+3)	10 (+0)	18 (+4)

Saving Throws Wis +4, Cha +7

Damage Resistances Poison

Skills Arcana +6, Intimidation +7

Senses Darkvision 60ft., Passive Perception 11

Languages Common, Dwarvish, Sylvan, Thamaryan

Challenge 5 (1,800 XP)

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

Innate Spellcasting. Diogenes innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *eldritch blast*, *mage hand*

1/day each: *hold person*, *suggestion*

ACTIONS

Multiattack. Diogen casts two *eldritch blast* twice.

Eldritch Blast (Cantrip). Ranged Spell Attack: +7 to hit, range 120 ft., one creature. Hit: 9 (1d10 + 4) force damage.

Hellish Rebuke. When Diogen is damaged by a creature within 60 feet of him that he can see, the creature that damaged him is engulfed in hellish flames and must make a DC 15 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

Runesage Diogen

“There’s not enough time to study all the tomes and even less to write it all down. I do my best, which is why I always carry my tome.”

When it comes to chronicling their people and their knowledge, the Runesages are the primary source for maintaining these dwarves’ legacy, so future generations can consult it.

Diogen is Durnar’s first cousin and shares the same birthday. Although one would think this would make them closer, the two cousins never got along.

Durnar was far too ill tempered for Diogen, while Diogen was too much of a bookworm for his cousin.

Study and research is what’s always on Diogen’s mind, devouring any scrolls or tomes that come across his desk.

Whenever something is important or of interest, Diogen scribbles it down on his tome, which he’s always carrying about him. People claim that the sage has told them that his tome has the ability to produce more pages, no it will never end.

Diogen meets with few people, Jaadoog being amongst them, but it is mainly for consultation.

He doesn’t dislike people, he’s just too busy re-searching.

Pucee is the name of his owl companion, who is perched on a roost that the sage has attached to his clothes. People say the owl and Diogen talk to one another.

The sage wears numerous magical rings that are said to enhance his already vast power. Whether or not this is true, nobody knows for sure since nobody has had the courage to ask the venerable sage.



Gemtreasure Trader Glander

“There’s not enough time to study all the tomes and even less to write it all down. I do my best, which is why I always carry my tome.”

When it comes to chronicling their people and their knowledge, the Runesages are the primary source for maintaining these dwarves’ legacy, so future generations can consult it.

Diogen is Durnar’s first cousin and shares the same birthday. Although one would think this would make them closer, the two cousins never got along.

Durnar was far too ill tempered for Diogen, while Diogen was too much of a bookworm for his cousin.

Study and r “It’s not a successful day unless your coffer is full of coins and gems!”

The merchants of the Kingdom of Vun Dung are called Gemtreasure Traders, individuals who specialize in selling all the wonderful items that the dwarves make.

Glander believes himself the better of all the dwarves in his community. Being the richest and most acute, he spends most of his time in his store, buying items from the blacksmiths, and food from the farmers, to sell them to others at a higher price, thus making a considerable profit.

He not only deals in dwarven merchandise, he also sells items like potions, scrolls, trophies, and many other foreign items and goods. How he gets them is unknown to the others, and might touch on illegality.

Because of the workload, he has assistants to do appraisals, accounting and other chores.

Not stopping at trading, he also acts as the moneylender on the side, hoping to chain all the others to him. “Let no coin or item pass without it passing through me” is one of his mottos.

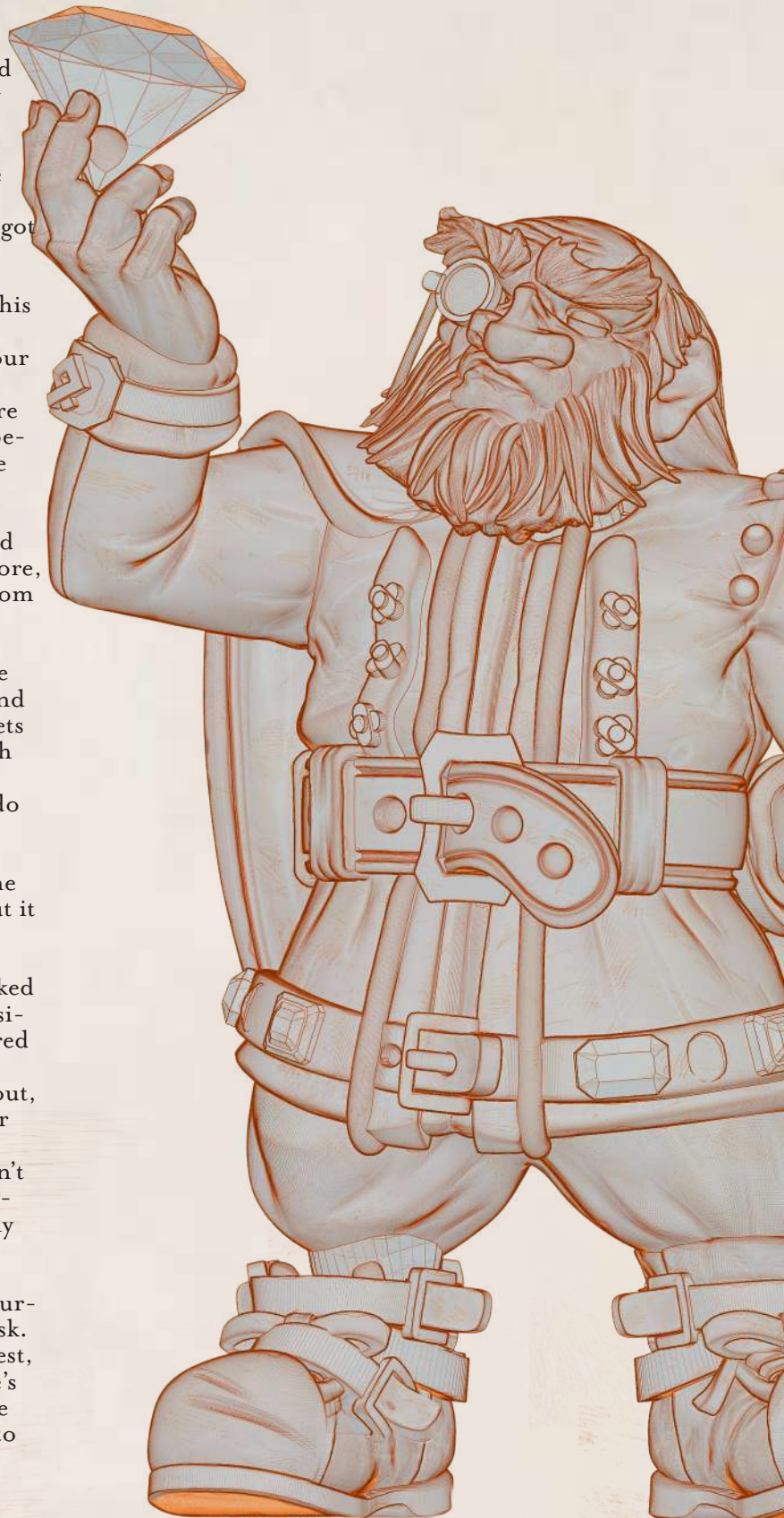
He wears expensive foreign clothes, and loves wearing jewelry. This is part of his strategy, looked refined enough so that customers trust your business acumen, but not so much as to be considered dishonest or a fortune hunter.

When he is not in his store, he is roaming about, talking to others and trying to purchase items or make an investment.

He has more money that he can count, and isn’t thinking of retiring anytime soon. Glander never married, nor was he ever interested. The only thing that matters to him is trading.

He is a smooth talker and a hard negotiator. Research is what’s always on Diogen’s mind, devouring any scrolls or tomes that come across his desk.

Whenever something is important or of interest, Diogen scribbles it down on his tome, which he’s always carrying about him. People claim that the sage has told them that his tome has the ability to produce more pages, no it will never end.



Stonepath Explorer Thondrik

“Every fresh path is a new opportunity.”

For generations, the Stonepath Explorers have wandered into all regions of the kingdom, collecting items along the way and reporting back to their communities of their findings.

The Stonepath Explorers began as scouts, but soon developed into a body that probes all regions close to the kingdom. They are the first to go into a new tunnel or a new valley, making sure there’s something of value or if it will make a fitting place for a settlement. They have now spread far and wide.

Thondrik has been an explorer for over a hundred years, and knows the surrounding landmarks like the back of his hand.

On some trips, Thondrik would disappear for months, returning with so many things that he suffers from hernias.

When heading out for a trip, Thondrik carries as much equipment as a small adventurers party. Being aware that his tools are the difference between life and death when in the wild, he protects his backpack and belongings with a green cloth tied to four wooden poles.

Of quiet demeanor, Thondrik says only what is necessary when surrounded by other people.

Whenever he communicates his findings, he does it through notes where he carefully details every rock or tree he comes across.

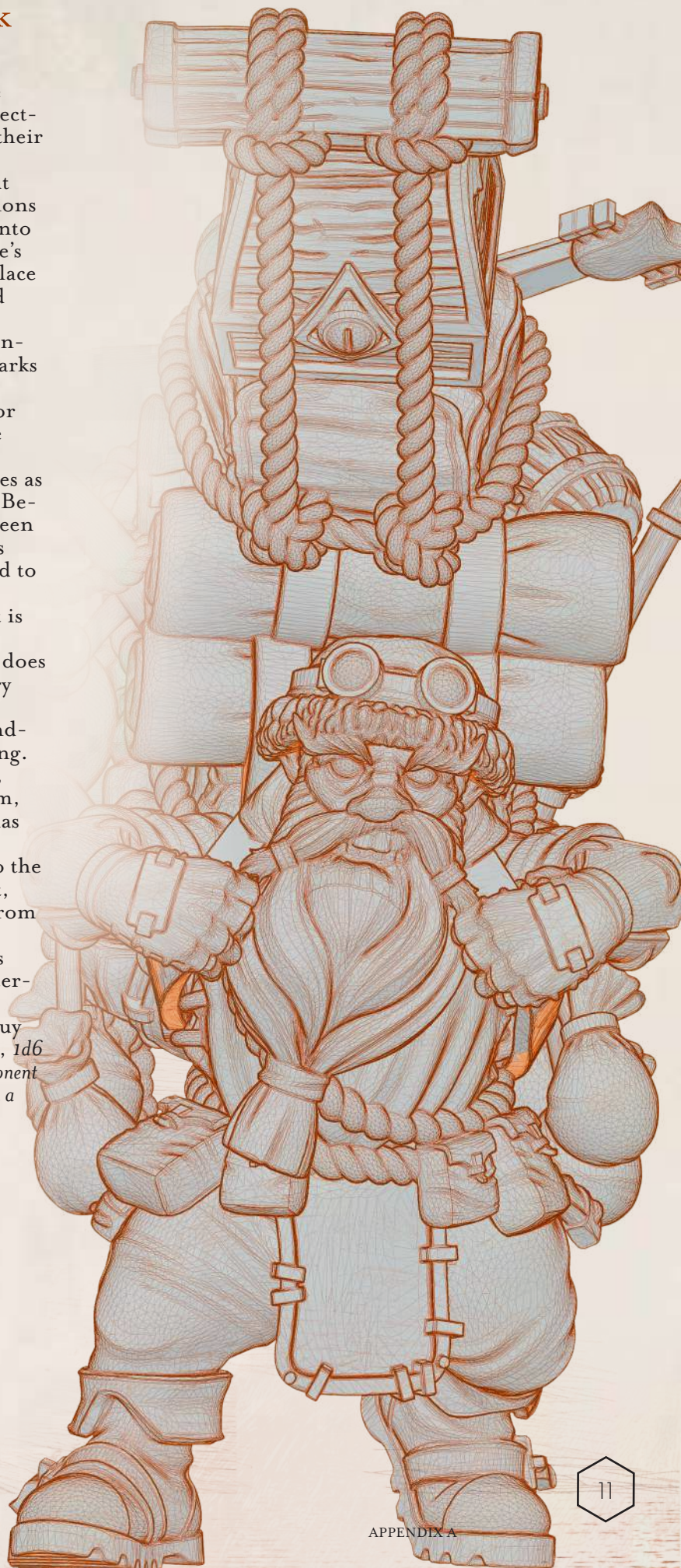
When he returns home to sell some of his findings, he buys new equipment for the next outing.

These stays usually never last over three days, the spirit of wanderlust being too strong in him, causing him to be anxious after the third day has passed.

Always prepared, he is recognizable thanks to the cloth arrangement that protects his equipment, and the helmet with goggles that protect him from the rain and wind during his travels.

He is always in a hurry, the wanderlust drives him to continue his journey and explore new territories.

People looking for equipment can trade or buy from him the following items: *adventurer’s kit, 1d6 healing potions, 1d6 rations, oil, lamp, hunting trap, component pouch, climber’s kit, antitoxin, acid, and mess kit to mention a few.*



Forgehammer Blacksmiths

“A forge is only as good as the team that runs it.” Few occupations are as admired in the kingdom as the Forgehammer Blacksmiths, those crafters of weapons, armor, and more.

Tamak, Stannor, and Rill are amongst the community’s most famous blacksmiths, having been a team for many years.

Rill is the eldest, the most experienced out of the three, and the boss. He is the Master Forgehammer. Rill spends the most time hammering over the anvil, especially when it involves special or delicate items that he believes only he can do.

When working, he stands on top of a stomp of iron wood, a formidable wood that is stronger than steel.

When he works, he is very careful, bearing a scar on his left eye as a reminder of a forge accident many years past.

Stannor is the most experimental of the three, mixing styles or techniques to improve the quality of whatever he is working on. Recognisable because of the goggles he crafted himself, he adores working on swords and other blades. He is the senior assistant.

Finally, there’s Tamak, the gentlest of the three and the one who’s always making sure that the forge has ample water, a stable fire and all the other tools necessary for crafting. He is the junior assistant.

Each of them compliments one another, making them a formidable team whose output can match that of forges operated by larger teams.

Whenever they finish a piece, they always add a tiny rune to prove its authenticity. The rune is made up of the three first letters of their names. A mark that denotes quality.



Stoneflower Herbalist Jaadoog

“You can cure any ailment if you know which plant to use.”

Respected and venerated are the kingdom’s Stoneflower Herbalists, whose knowledge and hands have kept the population healthy for centuries.

Jaadoog is no exception, having spent a better part of his life studying and experimenting with the herbs of the area. When this wasn’t enough, he didn’t hesitate to travel or ask Stonepath Explorers to obtain a specific or rare herb.

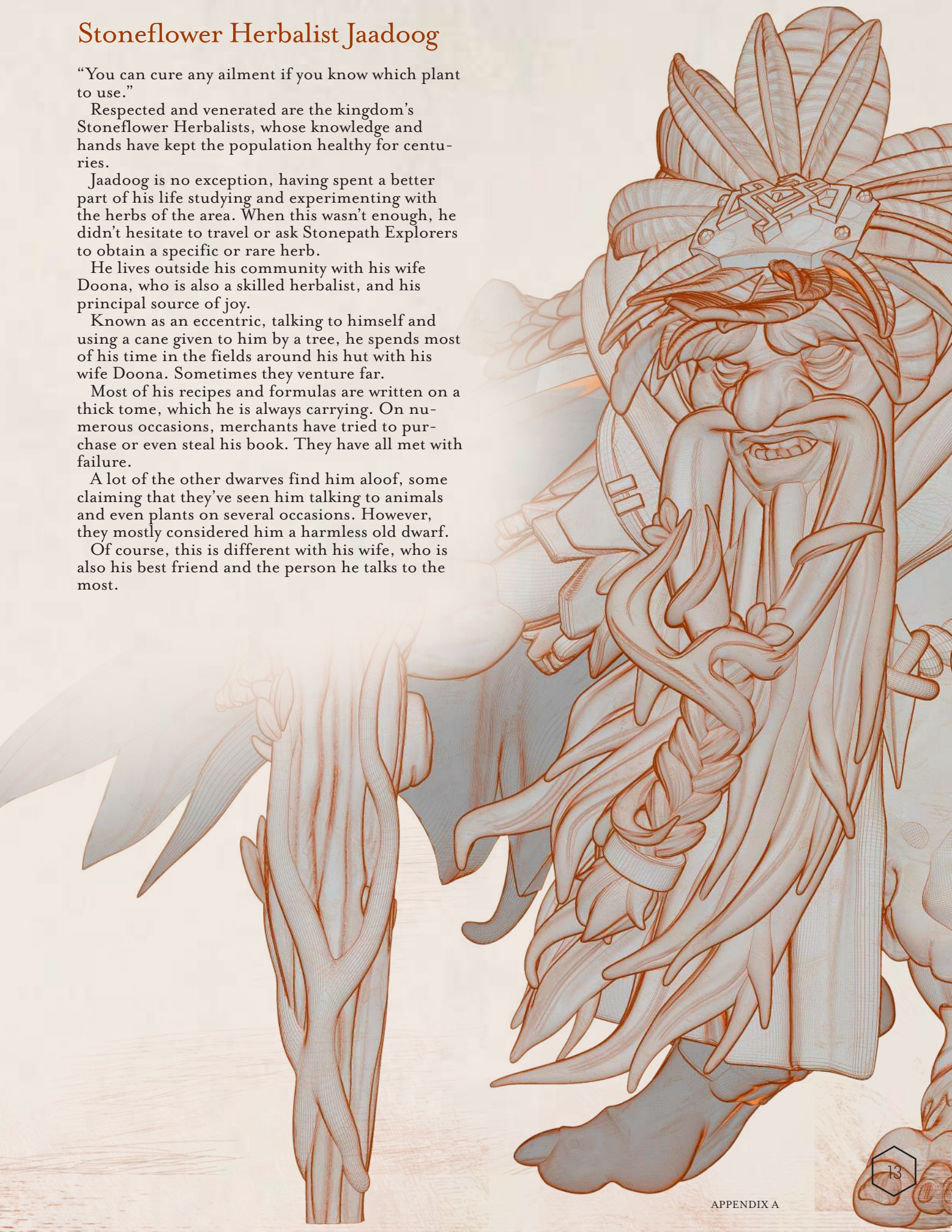
He lives outside his community with his wife Doona, who is also a skilled herbalist, and his principal source of joy.

Known as an eccentric, talking to himself and using a cane given to him by a tree, he spends most of his time in the fields around his hut with his wife Doona. Sometimes they venture far.

Most of his recipes and formulas are written on a thick tome, which he is always carrying. On numerous occasions, merchants have tried to purchase or even steal his book. They have all met with failure.

A lot of the other dwarves find him aloof, some claiming that they’ve seen him talking to animals and even plants on several occasions. However, they mostly considered him a harmless old dwarf.

Of course, this is different with his wife, who is also his best friend and the person he talks to the most.



Brewcrop Farmer Dubrama

“Perception is of the essence. The moment you turn your back on one of the animals, they’ll be all over your crops.”

How could miners and forgers go about their business if they lacked the strength to carry out their duties?

Brewcrop Farmers are the backbone of their kingdom; raising crops and animals that satisfy all of their kin’s dietary needs.

Taking advantage of the fact that the kingdom is located between the skirt of the mountains and the river Urahyl, the farmers work the fertile ground and end up with massive crops.

Dubrama has toiled the land for almost half a century. Thanks to her dedication, she has one of the largest farms and plots in the community.

She is always in motion, never stopping until the end of the day.

Recognizable because of her trademark braids, and her pig companion Krum, who follows her everywhere, she epitomizes these dwarves’ connection to nature and joie de vivre.

Dubrama is an individual who is genuinely happy with her life, something revealed by the radiant smile on her face.

While some dwarves seek the darkness of the mines, or the glitter of gems and treasure, she desires the smell of fresh air, and the chirping of birds as the feel of dirt on her hands as she plucks out vegetables from the ground.

She works the field with her husband Otteren.



Deepvein Miner Gruvar

“Don’t just pick away. You must aim your blows. You can cause an entire tunnel to collapse. Mining isn’t a game, you know!”

The Deepvein Delves are the kingdom’s miners. Although this kingdom has the fewest mines of all the other Dwarven Kingdoms, mining still makes up an important sector in their economy and community.

Masters at navigating in the dark, the delvers can spend entire weeks without returning to the surface.

Gruvar hardly remembers his life before entering the mine. Coming from an extensive family of miners, his knowledge of rocks and gems is formidable.

During his years, he has seen many come and go, and even more perish under the rock.

A coarse communicator, he prefers to teach others by example and doesn’t hesitate to chastise the rookies or reckless when they do something that could cause a tragedy inside the mine.

His pickaxe is his most precious possession, and of his own design. After finding a large gem, he used it to pay Forgemaster Blacksmiths to make his pickaxe.

Gruvar respects the mines, even viewing them as a living entity -like a spirit- that demands respect.

Failure to do so will result in severe consequences for all the delvers.



King Durnar Goldheart

“We aren’t like the other dwarves. We enjoy life. Gems, forges, and metals are important. As are the fields and bountiful food. We must work hard and efficiently.”

The venerable ruler of Dun Vung, the southernmost Dwarven Kingdom.

Ruling from the Iron Manor, Durnar is seen as a strict father figure by his subjects.

He has ruled the kingdom longer than any of his predecessors. Originally, he was not meant to inherit the crown, being the youngest of three siblings, but destiny had other plans for him.

Unlike his brothers, Durnar loved spending time out in the fields, playing with animals and watching the herders and farmers go about their daily business. Those activities, he felt, are what made the dwarves of Dun Vung unique.

When the crown was forced on him, Durnar’s sweet personality vanished and he became the irritable dwarf that he is today.

Durnar governs the kingdom with the familiarity of a tight-knit village community. He spends most of his time traveling around the settlements, making sure that his subjects are carrying out their duties and scolding those that fail in them. Needless to say, he expects everyone to do their best, and mistakes deserve a chastisement.

Despite having passed his fighting years, he remains one of the wisest monarchs in Eluan, especially in matters of politics and combat.

Durnar walks using a cane which has the Kingdom’s Ruby engraved on it. All former rulers have carried the gem about their person in one form or another.

It is believed to be worth a fortune.



Mapstone Cartographer Eisakk

“Where did you say that town was located? Was it east or west of Thamarya? You need to be precise. Any mistake on the map ruins it.”

Unusual amongst other dwarves, the dwarves of this kingdom like to travel and study maps. This is born out of their location. They are the closest to other peoples and interact more with them, awakening a curiosity not found in other dwarves.

Eisakk is a diligent cartographer who adores his occupation. He makes most of his business by selling maps to explorers or dwarves heading out in a trading caravan.

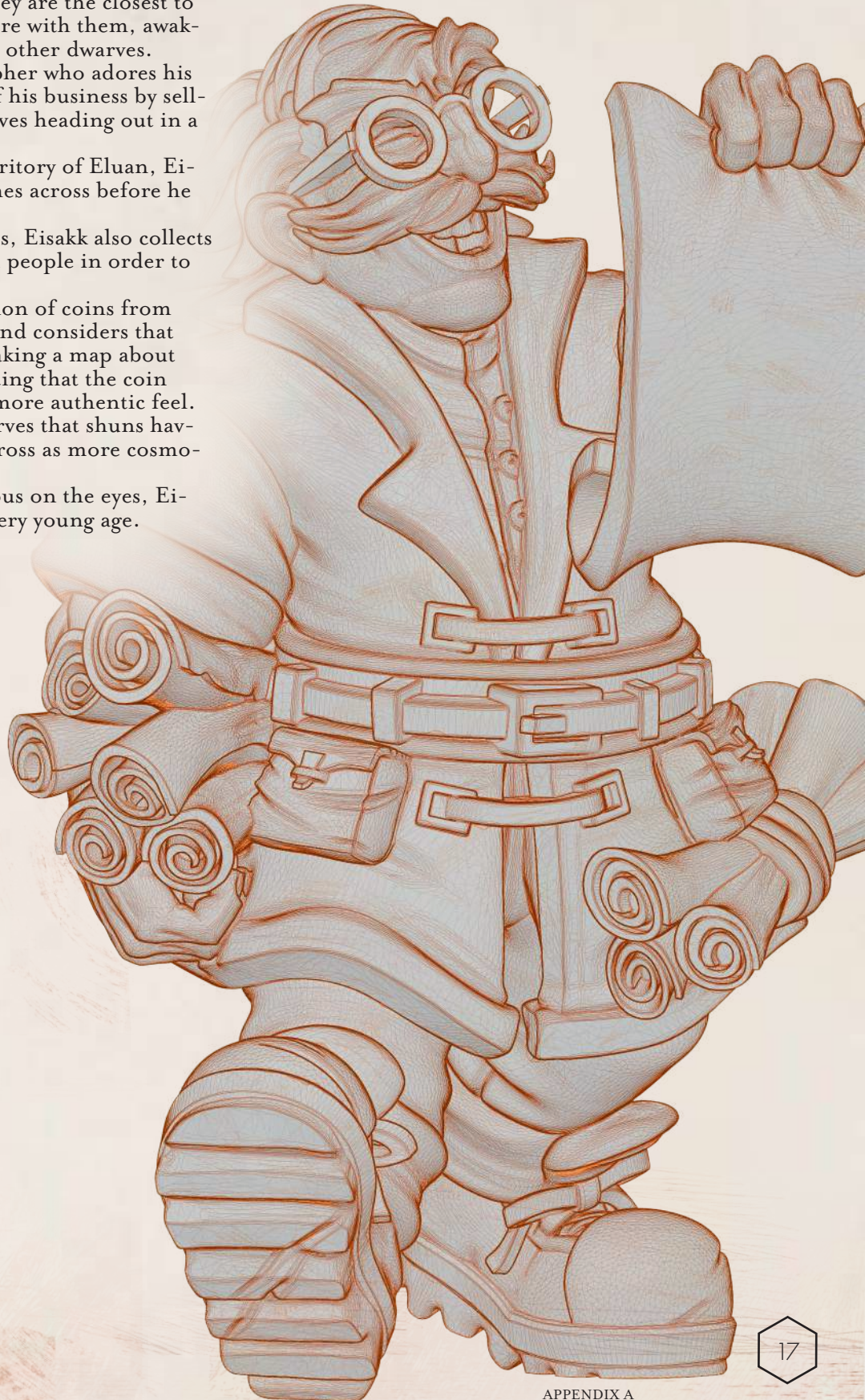
Thorough student of the territory of Eluan, Eisakk buys any map that he comes across before he copies it and improves it.

Always carrying around maps, Eisakk also collects objects from other realms and people in order to add them to his collection.

He has an enormous collection of coins from other kingdoms and epochs, and considers that they inspire him when he’s making a map about that region, imitating any writing that the coin might have, so the map has a more authentic feel.

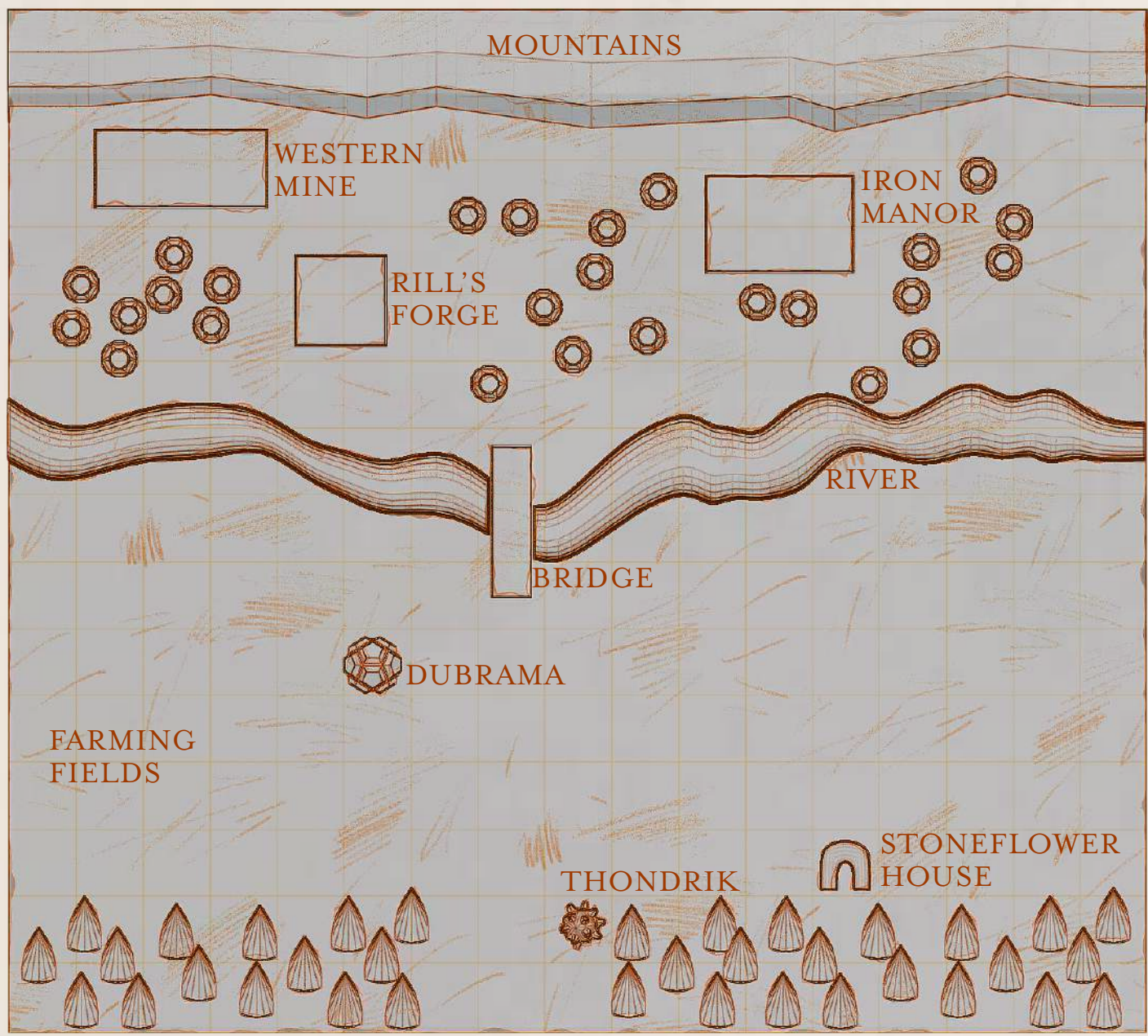
Eisakk is one of the few dwarves that shuns having a beard, trying to come across as more cosmopolitan.

Since map making is laborious on the eyes, Eisakk has worn glasses from a very young age. He is friendly and upbeat.





APPENDIX B: MAP







LEGAL INFORMATION

This product is compliant with the Open Game License and is suitable for use with the 5th Edition Rules System.

Cast n Play and their associated logos are trademarks of AZN CAST N PLAY, S.A. DE C.V.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content is not included in this declaration.)

Open Game Content: The Open content in this product includes all the rules, spells, and abilities.

OGL License

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a. This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that License before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself. The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the Conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of Spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, EverChanging Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tartarian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, Beholder, gauth, Carrion Crawler, tanar'ri, baatezu, Displacer Beast, Githyanki, Githzerai, Mind Flayer, illithid, Umber Hulk, Yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License. The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

An Idyllic Kingdom, 2024, AZN Cast n Play, S.A. DE C.V. All right reserved.