



VISTALEM

A Living World DnD Campaign

Basic Rules , Character Creation Guide, and Region Introduction

A Living Campaign

The world of Vistalem will be where this living campaign takes place. A living campaign is one where time advances even when you are not playing. As time passes in the real world so will it in game. Another difference is that this campaign has no set parties and features a large number of players and characters. So how does that work? A lot of the structure has been pulled from a west marches style game so I will put what sets this style of game apart, here!

- 1) There is no regular time: every session will be scheduled with players as there is DM availability.
- 2) There was no regular party the last campaign we had up to 15 players over the span and 25-30 characters.
- 3) There is no one over arching plot: The players decide where to go and what to do. Stories will emerge for your character as you play them and the world will have threads you can follow. Explore and do quests that interest your character! Each session is made to be self contained and you will be back at the safety of a town at the end of one. (There may be some exceptions to this but more on that later)

The Setting

Vistalem is a varied land broken into six distinct regions. While distinct in geography, the people those in control and those not are truly what sets each apart. In some places; the old ways still reign supreme in others strange new machinations have begun to appear! Turmoil, opportunity, and adventure await in this land. The lore of the primal lines says that the very land is but the corpse of a long dead titan, but only the gods truly know. In this document you can learn a little bit about the six different regions and where you might like to begin your adventure. As you play you will be able to travel and adventure in all the regions if you wish.

The world will very much encourage living off of it and exploration, so buying magic items and a large stream of gold will not come easy. However there will be a harvesting and crafting system in place to create magical items that you desire or suit your character. And of course there is definitely wondrous things to find out in the world.

Scheduling

Will be handled through the discord server for now though may later move to our website. If you are not on the discord server let a GM know and we will get you added! A GM will post availability of when they can run a session. A player can then get a group together to claim that spot. This will be first come first serve at least in the beginning and will change if need be. Sessions by default will be online utilizing Roll20 and Discord for voice and video. If you would like to do a session in person that can be discussed with the GM when scheduling.

Homebrew Rules

Weight and Encumbrance: Weight of items is not tracked, and therefore doesn't contribute to encumbrance. Encumbrance does come into play for armor strength requirements, and for situations a GM deems it makes sense. For example if a player wanted to carry a statue made of gold as big as them you would most likely be heavily encumbered.

Death Toll: Every character will start with a resurrection DC of 1. Everytime you die this DC goes up by 1. Any time you are brought back from death by a spell that is not Revivify or Wish, the player will make a Constitution saving throw and must meet or exceed the resurrection DC. If they do not then the soul and bodies link has waned to much to join them together again.

Character Creation

Character creation can be done on paper, pdf, DnD Beyond. If you would like to make your character in Roll20 a GM can make a character sheet for you, which can then move between game via the character vault. If you have never made a character before please reach out to another player or GM and they would love to help you out!

Generating Statistics - For this campaign you can use a standard array or the point buy method to make a new first level character.

Feats - We will be using Feats in this campaign, so you may use the Variant Human Race, as well as choose a feat instead of an Ability Score Increase at the indicated class levels.

Backgrounds & Backstory

Backgrounds: When choosing a background for your character note the features listed may not work exactly as described in the book, but GMs will try to let you utilize them when relevant. The skills, tools, and language proficiencies will work form them as is.

Backstory: Do go ahead an make some sort of history for your character, but leave room to further immerse your character in the worlds setting. Also please no evil characters/ or those that will be constantly adversarial to the party. Nothing against them but for the no set party structure it could ruin some peoples time playing the game as typically those types of character need buy in from everyone. Mainly make someone you want to play but your character will need motivation to work with the party it wont be provided to you all the time.

Sourcebooks

All the following official sourcebooks may be used in creating and leveling up your character.

Players Handbook
Xanathar's Guide to Everything
Tasha's Cauldron of Everything
Volo's Guide to Monsters
Mordenkainen's Tome of Foes
The Turtle Package

Exceptions: In addition to sources above; each region has special races, classes, and subclasses that you can also use in making your character. If you use one of the region special inclusions, that is the region your character should play in first. However once you are able to travel to another region you may play in any region as you wish.





Life is the First Trial

Towering, gold-encrusted monuments break the unending monotony of a horizon formed of sun-blasted sand. Avatars of the gods walk among the people, offering them care and protection from the horrors of the desert. A wide, life-giving river offers its abundant bounty, providing for every physical need.

A devout people, offer sacrifices in grand temples dedicated to their benevolent gods, addressing hoping their prayers are answered. For they know that this life, as wonderful as it might be, is just the beginning—a prelude to the perfection that awaits them in the afterlife, promised to them by their Pharaoh.

Beyond the lush river valley spreads endless scorching desert. Accursed, desiccated mummies roam that desert, while carefully embalmed mummies attend to the needs of the living in glorious cities. The people have everything they need. The people spend their lives in focused training, honing body and mind to perfection. Yet they eagerly anticipate the time when they will be permitted to die in combat and leave this world behind.

On the surface, it is a marvelous place to live, if you can survive the trials the the gods place before you. Those who do not see the enlightened path must make due in the cursed sands in the desert, with those who seek glory, riches, and to rise above their station. But be warned, for those that wander too far, reach too high; they will find themselves wandering for an eternity long after death.

Special Races and Classes

Race: Khenra - (https://media.wizards.com/2017/downloads/magic/plane-shift_amonkhet.pdf) : Tall and lean, with graceful bodies and heads that strongly resemble jackals. Their bodies are covered in dark, sleek hair that ranges from the brown of the desert sands to ebony black.

Cleric: Solidarity - (https://media.wizards.com/2017/downloads/magic/plane-shift_amonkhet.pdf) Mortals greatest ability is to unite in a single action in pursuit of a purpose.

Cleric: Strength - (https://media.wizards.com/2017/downloads/magic/plane-shift_amonkhet.pdf) : Strength can't be taught. It must be built through practice and training.

Cleric: Zeal - (https://media.wizards.com/2017/downloads/magic/plane-shift_amonkhet.pdf): One should be a servant of the gods with zeal and the best way to teach zeal is by demonstrating it.



A Horrible Night for a Curse

Once the seat of power of a mighty dwarven empire, the isles of Dol Gorra are now no more than desolate rocks inhabited by stubborn men and cursed creatures. The deep harbors and rich resources of the main isle made the perfect location for the sprawling dwarven capital and its mighty citadel, but a dark curse fell upon the land, causing the empire to eventually topple and much of the underground city to be lost to the bloodsucking invaders.

These creatures of the night still lurk in the subterranean halls to this day, but so do the riches that once made these isles the envy of nations. The Cursed are so numerous that they are akin to a nation of their own, but they have no interest in having peaceful relationships with their neighbors. During the dark months of winter the vampire clans prowl the waters and raid the coasts of the islands, not for riches or plunder, but to keep their ship crews and larders full. A clan of Dwarves, descendants of the ancient royal line, still hold the citadel itself, trading what treasures they can recover safely from the crumbling mines and ruined city streets to those merchants bold enough to brave the dark, icy waters. The smaller isles farther to the south hold the bulk of the local population, hardened folk who came in search of fame and riches and are too stubborn to leave and too tough to die.

The islands remain mostly wild and hostile, tribes of orcs and goliath war over territory, giants old enough to remember ancient wars with the dwarves dwell in the mountains, and of course the ever-present threat of the vampire scourge, keep the weak-willed and timid far from these icy shores. But for those worth their stone and salt, there is fortune to be found on Dol Gorra.

Special Races and Classes

Class: Blood Hunter— (<https://www.dndbeyond.com/classes/blood-hunter>) Through study and practice, blood hunters have honed the rites of hemocraft into their combat.

Race: Dhamphir— (<https://i.redd.it/oajkclobnb431.png>) Though not truly undead and die just like any living creature. they share an unnatural fortitude with their vampire progenitors.



The Waning Soul

The kingdom of Eltarion has long been a beacon of virtue and honor in the heart of Vistalem. The Knights of the Oversoul and their king, Athryn Vordragen, protected the people and defended the land. King Vordragen even brokered a peace with the Fir Wardens of the North, and that's when things began to unravel. The Knights and the Wardens went on a campaign beyond The Shoulder to put a halt to the Wither Weald, but instead disaster struck. The king was cursed into a seeming eternal sleep stuck between life and death. No one is sure what happened but the Wardens broke ties, as the Knights of the Oversoul began to quest for a cure. None was found and eventually the order began to fracture, as new threats arose.

The Wardens seemingly no longer contain the wilds of their home; feral and fey dangers harry the north. In the East the Red Legion have taken the opportunity to invade and have carved out a foothold. The rise of invention in Western Vistalem has affected the order of things; and now beasts, men, and machine are lashing out. The Maw in the south, as ever, serves as a constant stream of threats to the realm, and the witch Moirayn continues to plot and scheme spreading the influence of her dark domain.

Many of the knights do what they can to protect Eltarion, some still seek a cure for their king, and some seem to have just disappeared. What will come of Eltarion? Will darkness and war take over or will the soul of Vistalem be restored?

Special Races and Classes

Race: Satyr - (Mythic Odysseys of Theros) : Denizens of Altair, the verdant lands to the North of the kingdom, have been known to acquire a wanderlust and go off searching for adventure.

Fighter: Dragoon - (<https://imgur.com/a/YJ0VA>) : Wielders of a heavy lance, they leap into the sky and crash down delivering devastation upon their opponents.

Paladin: Oath of Glory - (Mythic Odysseys of Theros) : Through great feats of strength and bravery, these paladins will make sure their names are remembered or die trying.

Paladin: Oath of the Dragon Knight - (<https://drive.google.com/file/d/0B6CMCqSt4HZXYmFMdENwRFNjV1U/view>) : Whether bound to a dragon lord or diety, the might of a dragon will grow within you.



Gunpowder, Secrets, and Plot

Fenmor, the western frontier of Vistalem, is a vast and diverse collection of opportunity, intrigue, and no shortage of things that will try and kill you. The lands of Fenmor were settled long ago by Orcs and Minotaur, though Dwarves have most recently laid claim to the areas. The discovery of gunpowder and manufacturing of sentient constructs (warforged) has resulted in an economic explosion that spurs a great migration west. Farmers, ranchers, prospectors, scholars, killers, and thieves all descend upon Fenmor to seek their fortune.

Harbor is a favored deity among the races of Fenmor, so most of the major towns are welcoming and hospitable. While some of the more nomadic races appear drawn to March, due to their affinity to roam and a deep-rooted reverence for the wilds.

There are several port towns along the western coast who report that sometimes boats which are scheduled to arrive never make landfall. With all the focus on the economic boom, many people have started to forget how hard it was to settle the frontier and learn how to work the land that threats long forgotten have begun to stir.

Will the races and peoples of Fenmor band together to fight the gathering darkness, or will they scatter, forsaking each other to fend for themselves? Will they be able to preserve the way of life they've established or will the land itself rise up against them?

Special Races and Classes

Fighter: Gunslinger— (<https://www.dndbeyond.com/subclasses/gunslinger>) With the discovery of gunpowder, and it's many applications. there has been exciting development in the area of ranged weapon options.

Race: Warforged— (Ebberon: Rising From the Last War) Seemingly of arcane origin, the Warforged trade has become a lucrative market

Race: Orc— (Volos Guide To Monsters) Rugged outlanders, the Orcish clans of Fenmor are scattered across the different regions.

Race: Minotaur— (Mythic Odysseys of Theros) A nomadic people, the Minotaur roam the prairielands of Fenmor



ONYX PLAINS

Duty, Honor, and Pride

Leonin primarily populate The Onyx Plains. The story of their creation started in the beginning of time. The tale states that Lyrena wandered into the plains, and when she looked around she saw lions. Several followed her due to her light. Several undead tried to attack her, and the lions ran to her side. She blessed them with the gift of a sentient life.

Approximately five hundred years ago, a portal opened and a demon by the name of Gamondegramondryx stepped through with his army wanting to claim Lyrena artifacts for his own. Monks of the Tranquil Mind deployed representatives. Soon they came across the demon with his troops and attempted diplomacy at first, but when that failed the monks beat the demon army in combat soundly. Afterward, the monks gave the demons a chance to surrender and join their order. Many of them took up on the offer. They lived and trained at the monastery with the monks learning their ways. Legend states that Auriel herself blessed Gamondegramondryx and took personal interest in a former demon seeking redemption. She helped him in particular quiet his mind and purge the evil energy within him by meditation. It worked. The black onyx that litters the ground is said to have come from him.

One hundred years after Gamondegramondryx joined the order, a necromancer by the name of Olegast raised an undead army. They began to march on Vrosa. The Monks of the Tranquil Mind deployed with Gamondegramondryx, the legend states that the monks depleted the undead army. The leonin army kept in the capital city easily vanquished the remaining undead forces. Gamondegramondryx and the Monks of the Tranquil Mind died on the battlefield. Necromantic energy locked in the soil desecrating the land. This tale is where the town of Gamon came to be as it honored the monks and the redeemed demon.

Special Races and Classes

Race: Leonin — (Mythic Odysseys of Theros) Leonin hold loyalty above all virtues. When you befriend a leonin, you befriend them for life.

Race: Leopin — (<https://drive.google.com/file/d/1FGmLSrQ6FTuKHGdNn-2TowFq-g5OQcuh/view?usp=sharing>) While not as large as leonin, leopin proudly serve their chosen deity in their own way. They tend on quieter and utilize more subtle tactics to achieve their god's mission.

Race: Loxodon — (Guild Master's Guide to Ravnica) Their serene wisdom, fierce loyalty, and unwavering conviction are tremendous assets. If provoked to action, loxodons are true terrors- bellowing with rage, trumpeting and flapping their ears.



TENEBRORIUM

Gods Oversee the World

The paranormal is heavily involved in Tenebrium, and this includes the gods as well as demons and devils. The church is the holiest and highest of orders, and the entire region is governed by a religious oligarchy of clerics, bureaucrats, paladins, and inquisitors. There is a limited pantheon of seven deities that are sanctioned by the church-state. Anything that does not worship that which is considered to be Holy Doctrine and Dogma is considered heretical, hunted down, and destroyed.

The Empire of Tenebrium was glorious. Once a vast metropolitan complex, much of the region was the apex of civilization and technology. The region held thousands - or even millions - of inhabitants. The sprawling cities and towering Gothic facades now tower high above the treetops in a splendor reticent of better days. There are a few aquifers and rivers, but much has been absorbed into its vast, complex, hive of people.

Little has survived of the forerunning ancestors of Tenebrium, who had the power to shape mountains and craft stoneworks. The ancient structures are becoming shaded, neglected structures. Natural features still cut across the land but are overlaid with a dizzying interlock of city blocks and streets. It is said that vast complexes of ancient cities are built beneath the foundations of the modern metropolitan areas, but these remain largely abandoned, unexplored, or lost. Only a select few are willing to venture into these caverns.

What now remains is the cornerstone of society: The most Holy Doctrines of the church-state, who has been in power for several centuries. Tenebrium is a land of devout people, but now there are new ideas and concepts being spread across the land as a pestilence. Squabbles and petty conflicts have arisen, and some have turned violent as the shouting factions, heretics, madmen and theologians try to ensure their own orthodoxy holds sway over the people.

Restricted Races and Classes

Tenebrium's Empire is in a constant state of war and holds to a strict hierarchical society. Playing one of the following races could be challenging particularly in the beginning of a characters' journey, as they would not be members of the Holy Ecclesiarchy:

- **Kill on Sight:** Dragonborn , Elves, Half-Orcs, Tieflings
- **Prejudice:** Dwarves, Gnomes, Half-Elves, Halflings

Magic is Prohibited: Anything beyond divine magic is prohibited, including natural (druidic) and arcane magics. Any sort of power that is not explicitly drawn from godly influence (specifically, the seven), is regarded with suspicion at best, and deemed heretical and anathema at worst. Any questions about unlisted races, or clarifications on the classes please ask!