

Not Another D&D Podcast: Eldermourne



In the beginning, the Creator made the Elder in order to watch over the realm of Eldermourne, and welcome them into Reverie when they die. Then, he created the Reaper, in order to judge the souls of the dead and see who was actually worthy. But, this made things too grim for his liking, so finally he created the Trickster, to bring magic and whimsy into the world.

Unfortunately, the Reaper and the Trickster have always been at odds, with the former creating Horrors to harass the living, and the latter creating fairies in order to help and sometimes trick the living. You arrive in this world during the Reaping Season, where Horrors roam unbound.

The Blades, Horror hunters, are nowhere to be found, and the Hexbloods are too few and too old to save the world again. The world could use a few heroes, are you up to the task? You'll need these if you want a chance to survive the next ten years here.

+1000 CP

LOCATIONS

Roll 1d6 for starting location, or pay 50 CP to choose.

1. Thornkirk: A small town on the outskirts of the Undermountain Empire. The local baron is a bit of a nutjob, but not in a malicious way.
2. Harrenford: The snowy capital of Outerborough, ruled by a Petty King and home of the Hexbloods. The king doesn't have much time left in this world, though.
3. The Crux: One of the seediest Deepfolk settlements, deep below the Scaletip Mountains. You can get anywhere underground starting from here.
4. Sirenloch: Capital of West Precinct, built around Siren Lake. Some of the wealthiest families in the Undermountain Empire live here.
5. Endoterra: Formerly the city of Old Zeldar, this city has been shunted into a demiplane, and is currently full of sentient undead.
6. Free Choice

BACKGROUNDS

Starting age for Sailor is 40+1d6, Alchemist and Witch is 20+1d6, Drop-Ins are the same as the previous jump. Those who take the Hex Blooded perk may choose to have a starting age of 150+1d6x10. Gender is the same as the previous jump. Pay 50 CP to choose both.

Drop-In: You arrive in this world with no new memories, friends, or background. Be careful, this isn't a place where you want to be alone at night.

Sailor: You plied your trade as a sailor, whether along the coasts or on a river barge. Sailors are a superstitious lot and you may find yourself the subject of some rumors. Your wife divorced you, and you're stuck living at her third cousin's house.

Alchemist: The latest in a long line of potion sellers, you find yourself with the knowledge and tools to make all sorts of alchemical concoctions. Who knows, you may actually want to make some real medicine, instead of selling snake oil to people like you used to do.

Witch: A hedge witch that lives in the outskirts of town, you've been left a small train car that you live in by your mentor, who has mysteriously disappeared. You have a reputation among the local monster folk for being a person they can go to for help.

PERKS

Classes and Levels (Free): This world runs on the 5th Edition Dungeons & Dragons ruleset. This means that everyone gets a starting class, and the ability to level up. Starting classes (and subclasses) can be freely chosen from published D&D sources, and you're free to multiclass as well. Leveling up can be achieved by personal growth, defeating powerful (to you) foes, and by

completing important tasks. Some of the greatest heroes in the world are only level 14, so if you can push yourself to level 20, you might be the strongest person in the setting.

Race (Free): The world of Eldermourne is one where there's been so much mixing of the different humanoid species that it's near impossible to tell what any given person's ancestry is. One might appear to be a full blooded human save for a pair of orc tusks, or a dwarf with elf ears. Mechanically, this means you can get the stats of any humanoid race, but your appearance is up to you. Alternatively, you may wish to be one of the residents of Endoterra, the 'living' undead. This lets you play as a sapient and for all purposes 'alive' skeleton or zombie, though be warned that outside of Endoterra you'll likely be considered a horror and attacked on sight.

Blade (100 CP, Free Drop-In): The Blades are horror hunters who protect the world from the monsters that plague it. This perk gives you the knowledge of most monster's abilities, weaknesses, and resistances, so that you can better fight them. After all, knowing whether to use a silvered sword, or true love's kiss, can be the difference between life and death.

Smith (200 CP, Discount Drop-In): The Blades hunt the horrors, but the Smiths supply the Blades. You've got expertise in smith's tools, and can make weapons and armor with the best of them. You've also got the ability to enchant weapons and armor, assuming that you have the time and materials, with simple enchants obviously costing less money and taking less time.

Hex Blooded (400 CP, Discount Drop-In): You are the product of arcane experimentation made to produce super soldiers. In your case, it actually worked, giving you a slew of benefits. Firstly, you are able to see in near total darkness as if it was day. You are also able to cast the spell Hex once a day for free. In addition, your physical abilities are greatly enhanced, meaning you are stronger and faster than the average person, and require less sleep and rest. This has greatly extended your lifespan, meaning you can easily live a few hundred years, though after a couple centuries age will show its effect on your appearance, but not your abilities.

Child of the Trickster (600 CP, Discount Drop-In): You are the reincarnated form of one of the Trickster's children, and as such are infused with their magic. Spellcasting comes naturally to you, requiring no studying and very little training to actually use. And, you have a special talent for animating objects, giving them some semblance of life and personality, in some cases even being able to make a full fledged familiar. You don't have knowledge of your past lives automatically, but with something like the Trickster's Crown you could access all of your lost memories. Careful, you might not like what you find.

Third Mate (100 CP, Free Sailor): You can't be a Sailor without actually knowing how to sail, now can you? You know the ins and outs of operating any water vessel, from tying knots to steering the wheel. You're skilled enough to instruct others as well, so under your guidance a ship can sail true even with a crew of land lubbers.

Bone Claws (200 CP, Discount Sailor): Due to some extended alchemical augmentation, you've got the ability to extend bone claws from between your fingers, like a certain mutant. You're automatically proficient in the use of these natural weapons, and they do about as much damage as a greatsword, making them a potent tool against your enemies.

Shadow Self (400 CP, Discount Sailor): Due to some quirk of fate, your shadow has become separated from your body, and can manifest as its own person. The shadow can attack, scout, deflect blows, swap places with you, and more. If your shadow is defeated you'll need to wait a while before summoning it again. Your shadow is actually quite chatty, and has a personality similar to your own. They enjoy eating the shadows of food, so keep some potato skins and a torch handy.

Do Better (600 CP, Discount Sailor): If you had just one more chance, could you do better? What if that second chance persisted even after death? With this perk, should you die, you get another chance to try and do better, in the form of a resurrection. Fortunately for you, you don't have to wait to be reincarnated, you simply come back to life as you were, fully restored. Do try to avoid making the same mistakes that got you killed in the first place. Functions once per jump or every 10 years, whichever is sooner.

Alchemy Knowledge (100 CP, Free Alchemist): You know basic and advanced alchemy, giving you expertise with alchemist's tools. You can brew simple potions like potions of healing quite easily, and you can create other minor effects, such as itching powder or laxatives.

Sales Pitch (200 CP, Discount Alchemist): It doesn't matter how good your product is if you can't convince anyone to actually buy it. You know the art of working a crowd, preying on their insecurities and fears in order to convince them to buy whatever it is that you're selling, even if you don't believe in the product yourself.

Infused Item (400 CP, Discount Alchemist): You know the art of infusing your magic into items temporarily, imbuing them with wondrous effects. Alchemy jugs, bags of holding, belts of giant strength, all these and more can be infused into various appropriate items. You can infuse one item at the end of a long rest, and can have 2 items infused at a time to begin with. With time and practice, you can increase the number of infused items that you can have active at a time.

The All-Cure Elixir (600 CP, Discount Alchemist): The ultimate expression of the alchemist's art, the All-Cure Elixir is able to heal that most severe of ailments, death. You have the knowledge and ability to magically create the All-Cure Elixir once per day. As long as the Elixir is applied within one minute of death, the recipient will come back to life, though still heavily wounded. It should be noted that there is no other resurrection magic in this setting, so this would be considered a very big deal if word got out.

Healing Knowledge (100 CP, Free Witch): You receive the knowledge of the healing arts, giving you expertise in the herbalist's kit. You know which plants can be used to treat various ailments, can function as a midwife, and know which can be ground up into a simple healing potion.

Exceptional Speed (200 CP, Discount Witch): Something about you is just unusually fast. When you run, you immediately break into a sprint with no wind up time. If you need to dig a hole, you immediately full force can start digging with your bare hands until the job is done. Other people would have a hard time keeping up with you, since you're full force all the time.

Chronal Shift (400 CP, Discount Witch): You have the power to rewrite time close to you. If something happens within thirty feet of you that you don't like, such as your allies missing an important attack or maybe you fail to sneak past some guards, you can expend some chronal energy to change the outcome, rerolling the dice of fate as it were. This is not a guarantee that the new timeline will be better, but it gives you another chance essentially. This power can be used twice a day.

Blessing of the Time Devil (600 CP, Discount Witch): Some people might say you have the devil's own luck, and in this case they'd be right. The Time Devil is an enigmatic figure of questionable reality, but in this case he is quite effective for you. This boosts your luck to a noticeable degree, giving you clutch moments where you seem to snatch victory from the jaws of defeat. You cannot willingly call upon the Time Devil's help, but when your life is in danger, you can expect things to start going better for you than otherwise.

ITEMS

Bag of Gold (50 CP): Pretty simple, this is a bag of 1,000 gold pieces, more than enough to live comfortably for a few years. You can take this item more than once, each time getting another bag.

Shrimp Scampi (100 CP, Free Drop-In): A never ending pot of shrimp scampi, quite tasty all in all. If you'd like, you can change the makeup of the scampi such that only the tails of the shrimp are in there, without any of the disgusting meat.

Prophet's Bell (200 CP, Discount Drop-In): This bell is full of the Reaper's magic, allowing you to create minor Horrors with ease. The ringing of the bell animates nearby corpses into zombies, turns thorn bushes into needle blights, and more, depending on what's around when you ring the bell. This doesn't give you any special control over the Horrors, so be careful.

Fairy Glade (400 CP, Discount Drop-In): One of the Trickster's secret little hideaways now belongs to you. This enchanted glade is much larger on the inside than it might otherwise appear, and time passes much more quickly here, about 4 times as fast as the outside world. And, if you're worried about interlopers, you should know that only people who have been invited into the Glade are able to reach it, all others find themselves walking in circles looking for the Glade. This can be attached to your Warehouse or placed down somewhere in-jump.

Trickster's Crown (600 CP, Discount Drop-In): This crown is perfectly made for you to unlock your full potential. What this means is different for everyone, but for Cerenysus, the daughter of the Trickster, it was able to greatly amplify her magic, allowing her to bring her spells to life and create demiplanes at will. If you're a warrior, this could allow you to hit harder, take more damage, and generally be stronger. Rogues might find themselves melding into shadows, etc.

Hot Plates (100 CP, Free Sailor): This is a set of 6 fine hot plates, magically enchanted to never need charging. You can make some tasty meals on these hot plates. And hey, if you lose one, you'll still have 5 left. If you somehow use up all 6 hot plates, you'll receive another set the next morning.

Winged Boots (200 CP, Discount Sailor): These comfortable leather boots have tiny wings coming out of the heels. With them, you can fly up to 4 hours, in 1 minute increments. You can fly as fast as the average person can walk, and if the boots run out while you're in midair you'll fall slowly with no damage. Every 12 hours without flying restores 2 hours of flying capability to the boots.

S.S. Scampi (400 CP, Discount Sailor): This is a fine wooden sailing ship, more of a pleasure yacht than anything else. There's plenty of room for cargo and leisure, but it's small enough that you can sail it with a crew of only three people.

Cursed Guisearm (600 CP, Discount Sailor): This magic polearm has some added shadow magic that allows its owner to hide and hinder your enemies. 3 times a day, the wearer can cast Pass Without Trace, greatly enhancing the stealth of a small group of people. And, whenever you or an ally is attacked by someone within range of the guisarme, you can use your reaction to attempt to block with the guisarme, making them less likely to hit.

Alchemist's Kit (100 CP, Free Alchemist): A set of alchemist's tools, including beakers, alembics, mortar and pestle, etc. The set can also be used as a spellcasting focus, if you are so inclined.

Hat of Vermin (200 CP, Discount Alchemist): This magical hat has 3 charges, which it regains daily at dawn. One charge can be used to pull out a bat, rat, or frog from inside the hat, which behaves as a normal animal of its kind, and lasts for 1 hour or until it is killed. You have no special control over the animal, but Animal Handling and Druid spells work on them as normal.

Crate of Potions (400 CP, Discount Alchemist): This box of potions contains several assorted potions, ranging from simple healing potions, to more exotic fare like Potions of Giant Strength and Potions of Speed. Potions used are replaced daily, but each time it's random what sort of potion that you're going to get. Fortunately, the potion bottles are labeled, so there's no guesswork involved.

Quick-Draw Yee-Haw (600 CP, Discount Alchemist): A rarity in this world, this is a functioning magical pistol with a few extra abilities. The first attack you make in any combat does extra cold or fire damage, your choice. But the ability it's named for is much more powerful. Once a day, you can unleash a full volley of shots against your foes, making up to 10 attacks in one turn. How it works is you keep making attacks, with a stacking accuracy penalty, until you either make 10 attacks, or miss a single attack.

Cigars (100 CP, Free Witch): A box of fine cigars, perfect for relaxing after a long day. Comes with a stylish lighter with an engraving of your choice. The cigars are replaced every morning if used.

Abjuration Tattoos (200 CP, Discount Witch): These arcane tattoos give you the same protection as chainmail armor when activated, protecting you with arcane defense. Unfortunately, the glow of the tattoos makes sneaking difficult, giving you disadvantage on your Stealth checks.

Talking Books (400 CP, Discount Witch): A set of three magical books that are bound to you, including a leather belt to hold them in. The first is a bestial bestiary, which can tell you the weaknesses of any monster you encounter, but maybe try to bite you in the process. The second is a standoffish spellbook containing many powerful spells, but which doesn't respect you and so won't give you its spells just yet. The last is a skittish familiar, acting as a spellbook for you and working in your best interests, including making pizza.

Chronal Blade (600 CP, Discount Witch): This magical blade provides a few helpful abilities that any Horror Hunter would find useful. The first is simply doing more damage to Horrors, including undead, aberrations, and the like. Its next ability is that once a day you can create illusory copies of yourself a la Mirror Image, but these copies are able to each make one strike of their own, doing damage as if you had used your Chronal Blade yourself.

COMPANIONS

The Third Mates (200/400 CP): What's an adventurer without friends to back them up? A sad adventurer, that's what. With this, you can import or create 4 companions, giving them a background and 600 CP to spend on perks and items, with discounts as normal. You can also choose to take on companions from within the world, but they don't receive any extra CP to spend. For 400 CP, you can instead import, create, or take on 8 companions.

Tiny Servant (50 CP): This is a tiny item such as a spoon that has permanently been enchanted with the spell Tiny Servant, allowing it to sprout tiny arms and legs and move around on its own. The servant can't do anything without being instructed to, but it does have decent armor and blindsense. You can take this option more than once, and may choose different items each time, so you could get a full cutlery set.

Sprite (50 CP): This tiny fairy-like creature looks like a ball of light a few inches in diameter. The creature can fly, but enjoys resting in your pockets. There's limited communication with the sprite, but it can change colors and flash to get its general mood across. The real value here is in the ability for it to oversee pacts, magically enforcing them such that anyone who breaks it will be harassed by a more powerful fairy until the pact is fulfilled.

DRAWBACKS

Bad Back (+100 CP): You've got some back problems that you really should go see a chiropractor about at some point. Your back causes frequent but not debilitating pain, and you can expect to throw your back out every now and then, making it hard to do anything until you get some rest.

Medium Man (+100 CP): Nothing about you really stands out. You're of average height, average build, average shoe size, everything about you is just forgettable. For someone looking to just blend in and not make waves, this might be a boon.

Cowardice (+200 CP): Where others bravely charge headfirst into danger, you find yourself at the back, wondering why you didn't just stay home that day. You're a coward, through and through. You may be able to power through this and fight if your life is in danger, but you'll be terrified the entire time. Hopefully you don't have anyone you need to protect.

Ill-Luck (+200 CP, Incompatible with Blessed by the Time Devil): Becalmed at sea for 31 days, our sails hang limp and our winds don't blow~ There's just something about you that causes bad luck wherever you go. This especially applies if you should find yourself at sea, where anything that can go wrong will go wrong. The bad luck isn't enough to get you killed, but it is noticeably worse than the average person.

I'm nobody's daughter (+200 CP, No Drop-In): You've got some serious issues with your parents. Maybe your mother is a con artist that's swindled hundreds of people, or maybe your father tried to have you publicly executed as a child. Whatever the case, you've got some trauma from your past that comes up at the worst times. And as an added twist, fate will align such that you do meet up with your parent(s) again, and have to confront your childhood issues head on. Maybe you can even forgive them.

Starting at Level 1 (+300 CP): The Eldest has seen your entry into Eldermourne, and has decided that you should start off just like everyone else. That means the only things you have for this jump are the things that you purchased in the jump; no out of jump powers or items.

Sprite Pact (+300 CP): You've made a pact, overseen by a sprite, to kill the Sorceress Heradecia before your 10 years are up in this world. If you can't or won't at least attempt to defeat Heradecia, you'll be hounded by powerful fairies, up to and including Great Fairies, who will curse you and possibly outright attack you, depending on the type of fairy.

ENDINGS

No matter which ending you take, all drawbacks are removed once your ten years are up.

Stay: I am a sailor of the river's flow, where the current goes I go. You know, maybe Eldermourne isn't so bad after all. If the plot goes off without a hitch, you'll even see an end to the horrors plaguing the world. So, you decide to stay, living out the rest of your days with your friends here, and heading to Reverie should you die.

Go Home: The river knows my sorrows and it flows to safer shores. You return home with all your powers, companions, and items, your journey finally over.

Next Jump: So let the river flow, fast as it can go, oarsmen row the boat, I'm not going home. You continue on to the next jump, taking all of your powers, items, and companions with you.

NOTES

By GW2Anon !3ZmXiJrYAI

Version 1.0: Full Release

Version 1.1: Remembered to actually give CP in the intro

Taking Child of the Trickster and Trickster's Crown would give you the full powers of Cerenysus at her peak, including bringing spells to life and creating demiplanes of illusions to trap people in.