The Fallen Monolith
Starter Adventure for the Ceikeinu Setting

This module is designed as an introduction to Ceikeinu.
It focused on exploration, environmental tension, and controlled encounters.

Built for a party of 3–5 characters at 3rd level,

The Fallen Monolith is a complete one-shot experience.
It is intended for a single session.

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The Fallen Monolith

Starter Adventure for the Ceikeinu Setting

This module is designed as an introduction to Ceikeinu.

It presents a contained environment where players explore a fractured site, observe changes within the space, and respond to what they encounter. The focus is not on scale, but on experience—how the world behaves, and how players choose to engage with it.

The Fallen Monolith is built for a party of 3–5 characters at 3rd level and is intended to be completed in a single session.

This is not a traditional dungeon. Progress is not defined by clearing rooms, but by understanding what has changed, what remains, and what must be dealt with before leaving.

Dungeon Masters should run this module with restraint. Allow the environment to carry tension. Avoid over-explaining anomalies. Let players observe, question, and react.

The goal is not just to complete the site—but to experience it.

Enter the ruin. Understand what changed. Leave with what remains.

Rae Yun

Running the Module

This section provides guidance for running The Fallen Monolith as intended. DMs should read the module in its entirety. Player information and descriptions are followed by DM information

This module is built around controlled pacing, environmental tension, and player observation. It is not designed as a traditional dungeon crawl. Progress is driven by how players interact with the space, not by clearing rooms or maximizing combat.

Dungeon Masters should present the environment clearly and allow players to interpret what they encounter. Avoid explaining anomalies in advance. Let players observe, question, and react.

The structure of the site is linear. Each space leads directly to the next, with no branching paths. This allows the session to maintain pacing while focusing attention on environmental changes and escalation.

Encounters are limited and intentional. Combat should feel like a consequence of instability, not the purpose of the location.

Run each room as its own contained moment. Describe what is immediately visible, then allow players to act. Do not front-load information or summarize entire areas before players engage with them.

The goal of the session is not just to reach the final chamber, but to understand what has changed within the Monolith and to resolve the instability at its source.

This module introduces not only the Broken Age of Ceikeinu, but also includes Glyphs and Role Playing Experience (RP XP), a few of the optional and Ceikeinu specifics that are intentional crafted to immerse the players and the DM into this new setting.

Tone and Presentation

The Fallen Monolith should be presented with restraint.

This site has not functioned in thousands of years. It is not active, maintained, or understood. What remains is partial, damaged, and unstable. Focus on what the players can immediately perceive—stone, fractures, air, light, and silence. Avoid dramatic language or excessive detail. Let the environment carry weight through what is missing as much as what is present.

The tone should remain consistent throughout:

- quiet

- heavy

- uncertain

Anomalies should not be explained. Present them as observed behavior only. If shadows move incorrectly, describe what the players see. Do not describe why. If the air becomes heavier, describe the resistance. Do not define the cause.

Allow players to test and interpret. The environment should invite interaction without instruction.

Pacing of description matters. Give initial detail, then stop. Let players ask questions or take action before providing more information. Avoid continuous narration.

When tension increases, reduce description rather than increase it. Short, direct statements maintain control of the moment.

Combat should feel like a disruption of the environment, not the purpose of it. When encounters occur, describe how the space reacts, not just the creature itself.

At resolution, the change should be noticeable but subtle. The space does not become restored. It becomes stable.

The goal is consistency. The Monolith should feel the same from entry to exit, even as conditions change.

Pacing

Pacing should remain controlled and deliberate. This module relies on tension built through observation and change, not speed or volume of encounters.

Each room should be treated as a contained moment. Begin with a clear description of what is immediately visible, then allow players to act. Do not move forward until players have had the opportunity to engage with the space.

If players hesitate, allow silence. Do not rush to fill it. The environment is intended to create uncertainty, and that uncertainty is part of the experience.

If players begin to stall without meaningful interaction, reinforce the environment with small details—sound, movement, or subtle change—but avoid introducing new mechanics or forcing action.

Movement through corridors should be steady and uneventful unless an anomaly is present. Do not overextend transitions between rooms.

As the party progresses deeper, reduce descriptive length and increase clarity. Shorter descriptions create a stronger sense of pressure and forward movement.

The distortion encounter is the peak of tension. Do not rush it. Allow players to recognize that something is wrong before the encounter fully manifests.

After the distortion is resolved, pacing should shift. Movement becomes easier, the environment stabilizes, and progression to the final chamber should feel controlled and direct.

The return to Vornreach should be brief. The tone remains reserved. This is not a celebratory conclusion, but a completed task.

If the session is running long, reduce time spent on repeated investigation and move players forward once they have meaningfully interacted with a space.

If the session is running short, allow players more time to explore environmental details and test anomalies.

Vornreach — Starting Point

The road ends before it reaches the village.

What remains of it breaks into uneven stone, scattered and worn, leading into a small cluster of structures built from wood and ruin alike. Some walls are older than anything around them. Others look recently raised, but not well.

The people here watch you arrive, but say little.

Beyond the village, rising from the broken land, stands what remains of the Monolith. Its surface is fractured, its form incomplete. It does not look abandoned so much as left behind.

Something about it feels wrong.

No one here is willing to go near it.

DM Information

Vornreach sits at the edge of the Vorn Expanse, where the remnants of an imperial road break into scattered stone and dust.

The village is small and built from what remains. Broken structures from an earlier age stand alongside newer wooden frames. Nothing is uniform. Nothing is finished.

There are no walls, no formal layout—only a loose collection of dwellings arranged around what was once part of the road.

The people here are reserved. They do not ask questions they do not need answered. They trade, they repair, and they endure.

The Monolith lies beyond the village, partially collapsed and long abandoned. No one from Vornreach has entered it in years.

Recently, something has changed.

Travelers report movement within the structure. Light where there should be none. A presence that was not there before.

The villagers will not investigate it themselves, but they will offer what they can in return for someone else doing so.

Food, water, and basic supplies are available. Nothing of significant value is kept here.

The villagers will:	- confirm recent disturbances
	- describe faint light or movement
	- avoid speculation or theory
They will not:	- provide lore about the Monolith
	- explain what it was used for
	- exaggerate what they have seen

If pressed, responses become shorter, not more detailed.

The expectation is clear: investigate the Monolith and deal with whatever is inside.

Players may obtain:

- basic rations

- water

- simple repair materials

The Monolith is visible from the village.

There is no delay once the party chooses to move. The path is direct.

Sample Rumors and Conversations

USAGE NOTES

Use one or two lines at a time, not full blocks

Initial Contact

"You're not from here."

"If you're looking for trade, we don't have much."

"If you're looking at the Monolith, then you already know why you're here."

On the Monolith

"It's been quiet for years. Too quiet."

"Nothing moved in there before. Now it does."

"Light, sometimes. Not steady. Just there, then gone."

"No one here is going back inside."

On the Village

"We build with what's left."

"If something breaks, we fix it. If we can't, we leave it."

"Nothing out here is permanent."

"We don't go looking for trouble."

Initial Contact

"You're not from here."

"If you're looking for trade, we don't have much."

"If you're looking at the Monolith, then you already know why you're here."

On the Monolith

"It's been quiet for years. Too quiet."

"Nothing moved in there before. Now it does."

"Light, sometimes. Not steady. Just there, then gone."

"No one here is going back inside."

On the Village

"We build with what's left."

"If something breaks, we fix it. If we can't, we leave it."

"Nothing out here is permanent."

Recent Events (Monolith)

"Happened a few nights ago. No sound. Just… wrong."

"The air shifted. Could feel it from here."

"Animals won't go near it anymore."

"It's not louder. It's the opposite."

Reward/Expectations

"We don't have coin for this."

"You'll get food. Water. What we can spare."

"If it stops whatever's started, that's enough."

Exit Lines

"If you're going, go now."

"No reason to wait."

Approach to the Monolith
PLAYER-FACING INTRO (READ OR PARAPHRASE)

The road gives out as you leave the village behind.

Stone breaks into scattered pieces underfoot, the path no longer whole. Ruins sit low against the land—walls without roofs, structures without purpose.

Ahead, the Monolith stands.

It is not whole. Sections of it have collapsed or fallen inward, leaving an uneven, fractured shape against the horizon.

As you draw closer, the air changes.

Not colder. Not heavier.

Just quieter.

The entrance is open.

DM Descrption

The path from Vornreach follows what remains of an imperial road.

The stone is broken and uneven, sections missing or shifted out of place. In some areas, only fragments remain, scattered across packed earth.

Ruins line the approach. Low walls, partial structures, and collapsed stone mark where buildings once stood. Nothing here is intact.

The Monolith rises ahead, partially collapsed and fractured. Its surface is uneven, sections broken away or sunken inward. It does not resemble a complete structure.

There is no movement around it. No sound beyond the wind.

As the party approaches, the space becomes quieter. Not silent, but diminished. Natural sounds fade slightly, as if dampened.

The ground near the Monolith shows signs of age, not recent disturbance. No clear tracks lead in or out.

The entrance is visible—an opening where the outer structure has broken away.

DM Information

Observation Details

No wildlife near the Monolith

Wind is present, but sound is reduced

No visible light sources from within

No recent tracks or signs of activity outside

Interaction Notes

Players may:

- circle the structure (no alternate entrances found)

- examine the exterior (no readable markings or active glyphs)

- test the environment (no mechanical effects at this stage)

Do not introduce:

- mechanical penalties

- active anomalies

- visible magic effects

This section is purely atmospheric.

Transition to Entry

The entrance leads directly into the Monolith interior.

There is no barrier or obstruction.

Once the party enters, transition to the Entry Chamber.

Entry Chamber

PLAYER-FACING INTRO (READ OR PARAPHRASE)

The interior opens into a wide stone chamber.

The floor beneath your feet is cracked but solid. The walls are worn down, whatever detail they once held long since lost to time.

The air is still.

There is no visible light source, yet the space is dim enough to see.

Nothing shifts. Nothing reacts.

Ahead, a doorway leads deeper into the structure.

DM Descrption

Size: 40 ft × 40 ft (square), Ceiling: Intact, ~15 ft high

Entry: South wall — broken opening, ~10 ft wide

Exit: North wall — intact doorway, 10 ft wide

Lighting: Dim (no visible source)

Floor: Stone, cracked but stable

Walls: Worn, fractured, sections missing surface detail

If players linger:

The stillness becomes more noticeable, sound does not carry far the space feels contained, but not active

The only exit is the doorway on the north wall.

It leads to a circular chamber and a descent below.

Staircase

PLAYER-FACING INTRO (READ OR PARAPHRASE)

The chamber ahead opens into a circular space.

The floor drops away into a shaft below, with a stone stair wrapping along the outer wall as it descends.

The steps are worn, but intact.

The light does not change as it goes down, but it does not improve either.

At the bottom, a small landing leads further in.

DM Descrption

Shape: Circular shaft chamber

Diameter: 30 ft

Depth: ~40 ft

Staircase: Spiral, descending clockwise along outer wall

Width: ~5 ft

Landing (bottom): 20 ft × 20 ft

Exit: North wall (from landing)

Lighting: Dim (no visible source)

DM Information

Players may:

- descend cautiously or quickly (no mechanical impact)

- test the structure (stable)

- observe walls (no markings, no glyphs)

There are no hazards or anomalies in this chamber.

This is the first transition away from surface-level stability.

If emphasized:

- sound feels slightly contained

- distance is harder to judge

- the space feels deeper than it should

Keep this subtle. No mechanics.

At the base of the staircase, a short corridor leads north.

This marks the beginning of the lower level.

Elemental Chamber

PLAYER-FACING INTRO (READ OR PARAPHRASE)

The stair ends in a narrow passage.

The walls close in, and the ceiling lowers slightly. The stone here is more worn, edges less defined.

Your movement echoes less than it did above.

The corridor continues forward, opening into a larger space ahead.

The passage opens into a larger room.

The floor is split across the center, a wide break running from one side to the other.

The edges are uneven, broken rather than cut.

Stone fragments are scattered across the ground.

A few pillars still stand, though none are whole.

Something about the space feels off.

Not enough to stop you—but enough to notice.

DM Information

Size: 40 ft (east-west) × 50 ft (south-north), Ceiling: ~15 ft high

Entry: South wall (centered)

Exit: North wall (centered, 10 ft wide)

Lighting: Dim (no visible source)

Floor: Fractured stone with central break

Central Fracture:

Runs east-west across chamber - ~15 ft wide, - uneven depth, jagged edges

Pillars: - 3–4 total, - irregular placement

Rubble: - scattered across chamber, - small to medium debris fields

Trigger

- Occurs when players move into the chamber beyond the fracture line

- or interact directly with the fractured area

The manifestation forms from the fractured stone itself.

Do not describe it as appearing suddenly. It emerges from movement within the break—stone shifting, pulling together, rising into form. The break in the floor shifts.

Player Reveal (Read or Paraphrase)

Stone grinds against stone as fragments begin to pull together.

Each lifting from the fractured edge.

The movement spreads, pieces rising and locking into place.

What was part of the floor begins to take shape. It pulls free.

And stands.

EARTH MANIFESTATION

Medium Elemental, Unaligned

Armor Class 13 (Natural Stone)
Hit Points: 60 (8b8 + 24)
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	16 (+3)	3 (−4)	10 (+0)	5 (−3)

Damage Resistances. *Bludgeoning, Piercing, and Slashing from Nonmagical Attacks*
Damage Vulnerabilities *Thunder*
Condition Immunities. *Poisoned, Exhaustion*
Senses: Tremorsense 30 ft., Passive Perception 10
Challenge. 2 (450 XP)

Fractured Form. *The first time it takes 10 or more damage from a single attack, its speed is reduced by 10 ft., and has disabantage on its next attack.*

Groundbound. *Cannot leave contact with stone surfaces. Falls prone if moved into open air.*

Unstable Assembly. *Cannot be knocked prone, but speed is reduced to 0 if subjected to an effect that would knock it prone.*

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

Fracture Pulse (Recharge 5–6), The manifestion causes a shockwave. Creatures within 10 ft. must make a DC 13 Dex save or take 9 (2d8) bluedgoning damage and be knocked prone.
(Half damage and no prone on success.)

COMBAT BEHAVIOR

Does not pursue targets beyond the chamber

Prioritizes nearest creature

Does not reposition tactically unless forced

Movement is: direct

                   minimal

                   grounded

ENCOUNTER ROLE

This creature is: the first sign of instability becoming active

                         an extension of the environment, not an invader

                         It should feel like: the chamber reacting

Failing Corridor

PLAYER-FACING INTRO (READ OR PARAPHRASE)

The passage narrows slightly.

The ceiling above you is uneven, sections of it sunken lower than the rest. Cracks run along the stone, some wide enough to catch your eye immediately.

Loose debris covers parts of the floor.

As you move, small fragments fall from above, striking the ground and breaking apart.

It doesn't collapse.

But it feels like it could.

DM Description

Size: 10 ft wide × 40 ft long , Ceiling: ~10 ft high, visibly unstable

Entry: South

Exit: North

Lighting: Dim (no visible source)

Floor: Stone, cracked and uneven

Walls: Fractured, sections shifted inward

Debris: Scattered throughout, heavier toward center

The corridor ahead is damaged.

The ceiling sags in multiple places, sections of stone shifted downward but not yet fallen. Cracks run along the length of the passage, some deep enough to break the surface entirely.

Loose fragments rest across the floor. The structure is holding, but not fully.

DM Information

Trigger

- When the majority of the party reaches the midpoint of the corridor or if players move quickly or group tightly a section of the ceiling gives way.

Each creature in the affected area must make a DC 13 Dexterity saving throw.

Failure: 7 (2d6) bludgeoning damage and knocked prone

Success: half damage, not knocked prone

During the collapse: Dust briefly fills the corridor

                                            visibility is momentarily reduced

This does not impose mechanical penalties beyond the collapse itself.

After the collapse: The affected section becomes difficult terrain

                                  Loose stone and debris cover the ground

                                  Movement through the area is slowed

Players may: move cautiously (no mechanical bonus, but reduces likelihood of triggering early)

                                space themselves out (limits number affected)

                                assist fallen allies (no additional hazard triggered)

No skill checks are required to navigate safely after collapse.

Reversing Shadows

As the dust settles and movement resumes, something feels slightly off.

Shadows along the corridor do not fall naturally. They angle forward—subtly drawn in the direction of the passage ahead.

Even when you shift position, they correct themselves slowly, as if aligning to something beyond the corridor.

There is no visible source of light to account for it.

Proceed to Reclaimer Corpse or next chamber based on time/flow of the session.

Reclaimer Corpse (Collapsed Corridor)

Half-buried beneath a collapsed section of stonework along the broken corridor. One arm and upper torso are visible; the lower body is crushed beneath debris from the ceiling collapse.

State of the Body

Desiccated but not skeletal (death within recent decades, not ancient)

Armor: Partial leather with reinforced plates (Reclaimer field gear), Cloak torn and pinned under stone, One gauntleted hand exposed, fingers curled inward as if grasping something before death. Faint discoloration around exposed skin consistent with arcane exposure, not rot

Immediate Observations (No Check Required)

The collapse was sudden; not a prolonged death

The individual was attempting to move forward through the corridor when the ceiling failed. No signs of struggle against another creature

Investigation / Interaction

Search the Body (no check):

Basic Reclaimer kit (ruined), broken lantern (nonfunctional), empty satchel with hardened residue (previously carried artifacts)

DC 10 Investigation:

A glyph-marked fragment partially concealed beneath the torso

The corpse's hand is positioned toward it—intentional reach

DC 12 Perception:

Subtle scoring on the stone consistent with arcane discharge, not structural failure alone

Residual energy is dormant but present (no immediate hazard)

Key Object

Fractured Glyph Fragment (Dormant)

Entity Chamber

PLAYER-FACING INTRO (READ OR PARAPHRASE)

Before the chamber opens fully, the shift becomes more pronounced with your shadows.

Your shadows stretch ahead of you, longer than they should be, pulled toward the space beyond the corridor.

They do not match your movement exactly.

Then the chamber lies before you

The chamber ahead is intact.

The floor is smooth compared to what you've seen before. The walls are whole, the ceiling unbroken.

For a moment, it feels stable.

Then something shifts.

Not the room—but how it sits.

Shadows move slightly where they shouldn't. Edges don't quite hold their shape when you're not looking directly at them.

Nothing is moving.

But something is wrong..

DM Information

Distortion Effect

The chamber is affected by localized distortion.

Effect:

- Movement feels slightly resisted

- Distances are harder to judge

Mechanical Impact:

All PC and allied movement is reduced by 5 feet/round

Trigger

- When the party reaches the center of the chamber or spends more than a brief moment observing the effects of the distortion, the entity will appear.

The entity does not appear immediately.

It becomes visible through misalignment—space folding incorrectly, edges separating, then resolving into form.

DM Prompt for Encounter

The distortion tightens.

The inconsistencies in the room begin to focus toward a single point. Lines shift inward, shadows pull together, and the space itself seems to compress.

For a moment, nothing is there.

Then something occupies the space.

Not stepping into it—forming within it.

The shape does not settle cleanly. It flickers at the edges, present and not fully aligned at the same time.

It holds position.

Then it moves.

Roll Initiative.

Entity Distortion

Medium Humanoid (Distorted), Unaligned

Armor Class 13
Hit Points 45 (6d8 + 18)
Speed 30 ft. (ignores −5 ft penalty)

STR	DEX	CON	INT	WIS
10 (+0)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Con +5
Damage Resistances Psychic, Necrotic
Condition Immunities Charmed, Frightened
Senses Passive Perception 11

Challenge 1 (200 XP)

Traits

Phase Desync: At the start of each turn, roll 1d6:
1–2: Movement halved.
3–4: Advantage on attacks.
5–6: Attacks against it have disadvantage.

Misaligned Presence: The first attack against it each round has **disadvantage.**

Anchor State: Weighted Air effect persists (−5 ft movement to all others).

Actions

Distorted Strike: Melee Weapon Attack: +4 to hit, reach 5 ft.,
Hit: 7 (1d8 + 2) damage plus 1d4 psychic damage.

Phase Flicker (Recharge 4–6)
Teleport up to 15 ft.
Creatures within 5 ft. must make DC **12** Wis save or have disadvantage on next attack.

DM Information

When the entity is defeated: The distortion collapses inward

Shadows return to normal alignment

Movement resistance ends

The room stabilizes.

The change is immediate and noticeable.

The sealed northern door is no longer relevant.

A newly visible passage opens along the far wall.

It was always there. It can now be perceived clearly.

Proceed forward.

Glyph Chamber

PLAYER-FACING INTRO (READ OR PARAPHRASE)

The chamber ahead is whole.

A large circular pattern is carved into the floor at its center. The lines are clean, deliberate, and far more precise than anything you've seen so far.

To one side, a stone structure—like a control station—has partially collapsed. Broken sections lie across the ground nearby.

The space feels… held together.

More than the rest.

DM Information

Size: 50 ft × 50 ft (square), Ceiling: ~15 ft high

Entry: South wall (centered) , no other exit.

Lighting: Dim, slightly brighter at center (no visible source)

Floor: Intact stone with central glyph array

Walls: Structurally sound, minimal fracturing

Central Feature: Circular glyph array, 20 ft diameter

Control Console: West side of chamber, - Partially destroyed

Debris: Scattered around console area only

DM Information

Control Console

Location: West wall

Condition:

- Partially destroyed

- Functional components exposed but incomplete

Interaction

DC 12 Investigation:

Identifies it as a control interface for the glyph array

DC 13 Arcana:

Determines the system was used to regulate or stabilize the array

DC 15 Investigation or Arcana:

Confirms the console cannot be restored to full function

Partial activation through the array is still possible without it, but beyond their skills.

Glyph Array

The circular pattern carved into the floor is dark.

Most of the lines show no light at all, just etched stone.

But one section stands out.

A single glyph glows faintly blue—steady, quiet, and unchanged.

Everything else remains unlit.

Interaction

If any character touches the rune, follow the Glyph rules provided in the Appendix.

Return to Vornreach

PLAYER-FACING INTRO (READ OR PARAPHRASE)

TThe return is easier.

The pressure you felt below is gone. The space behind you no longer feels unstable.

When you emerge, the light outside feels different—flat, quiet.

The village stands ahead, unchanged.

The villagers notice your return.

There is no rush toward you, no celebration.

A few people step out from their work.

Others watch from a distance.

They see that you made it back.

That is enough.

DM Information

Village Response

You are offered: simple food

                  water or weak ale

                  a place to sit, not to stay

There are no questions at first.

Only after some time, one of them asks:

"Is it quiet now?"

If the players confirm the site is stable

- Subtle relief among the villagers

- No outward display, but tension eases

If uncertain or negative:

- The response is reserved

- They accept the answer without challenge

The village does not offer wealth.

What they provide is: acknowledgment

                       quiet respect

                       future openness to the party

This establishes Vornreach as:

- a stable return point

- not a resource hub

Appendix A : Pregen Characters / NPCs

The following characters are provided as pre-generated player characters for use in this starter module. Each has been built to integrate directly into the setting, allowing play to begin immediately without additional preparation.

These characters may be selected by players at the start of the adventure or assigned by the Dungeon Master as needed.

Alternatively, the Dungeon Master may use these characters as non-player characters (NPCs). In this role, they can serve as allies, rivals, guides, or opposition, depending on the needs of the encounter and the direction of the narrative.

Each character is designed with a purpose within the world of Ceikeinu—consider not only their abilities, but why they are present, what they seek, and how they interact with the unfolding events.

Players should be allowed to review these character sheets as needed in order to determine which character they wish to play.

For the purposes of this module, a standard 3rd-level character may be used at the Dungeon Master's discretion if preferred.

Any characters used from outside this module—particularly in future Ceikeinu content— may be considered Outsiders, depending on their class and/or background.

Use these characters as written, modify them as needed, or introduce them gradually to support the flow of the module.

Kael

Class(es):   Fighter   Level: 3

Medium, Human, Mercenary, Lawful Neutral

Armor Class: 16   Proficiency Bonus: +2

Maximum HP: 28   Current HP:

Speed: 30 ft.   Initiative: +1

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+0	+0	+0
16	12	14	10	11	10

Trained Skills: Athletics +5

                     Perception +2

                     Intimidation +2

Actions

Longsword. *Melee Weapon Attack: +5 to hit, reach 5 ft.,
one target. Hit: 7 (1d8 + 3) slashing damage.*

Light Crossbow. *Ranged Weapon Attack: +3 to hit, range
80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.*

Features

Fighting Style — Defense +1 AC while wearing armor

Second Wind (1/rest)   Regain 1d10 + 3 HP

Action Surge (1/rest)   Take one additional action

Equipment

Chain shirt, shield, longsword, crossbow, bolts
(20), pack, travel gear, dagger

Kael

Background

Kael has spent most of his life moving from contract to contract, never staying long enough for a place to matter.

He learned early that structure—military, mercenary, or otherwise—only holds as long as it is paid for. When it breaks, what remains is the individual. That is what he relies on.

He has fought in small border conflicts, guarded caravans through unstable regions, and stood watch in places where no one expected to be attacked until they were.

He does not chase reputation. Work is work. Survival is success.

The Monolith is not his first ruin, but it is the first one that has drawn attention without clear reason. That is enough for him to take the job.

He has not been here before. He has no history with this place.

Which, to him, makes it simpler.

Notes

Teren

Class(es): Wizard (Evoker)   Level: 3

Medium, Human, Neutral, Scholar

Armor Class: 12   Proficiency Bonus: +2

Maximum HP: 18   Current HP:

Speed: 30ft.   Initiative: +2

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+3	+1	+0
8	14	12	16	12	11

Trained Skills: Arcana +5

Investigation +5

History +5

Actions

Quarterstaff. *Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 − 1) bludgeoning damage.*

Features

Spellcasting (INT)

Arcane Recovery (1/day)

Equipment

Spellbook, component pouch, quarterstaff, travel gear

Spell to Hit	Save DC	Caster Level
+5	13	3rd

Cantrips

Firebolt, Ray of Frost, Shocking Grasp

Spells Known:

1st Level   Available: O O O O

Mage Armor Magic Missile, Detect Magic, Shield Burning Hands

2nd Level   Available: O O

Mirror Image, Misty Step

Teren

Notes

Background

Teren studies what remains.

Not to restore it. Not to replicate it. Only to understand what it was, and why it failed.

He has spent years gathering fragments of knowledge—records incomplete, references inconsistent, patterns that no longer hold.

Most ruins tell the same story in different ways: something built, something broken, something abandoned.

The Monolith does not fit that pattern.

It has endured too cleanly in some places, and failed too completely in others.

That contradiction is enough to draw him here.

He has never seen this place before.

And he does not expect it to behave as it should.

Lyra

Class(es):   Rogue (Scout)   Level: 3

Medium, Human, Chaotic Neutral Wanderer

Armor Class: 14   Proficiency Bonus: +2

Maximum HP: 22   Current HP:

Speed: 30ft.   Initiative: +3

STR	DEX	CON	INT	WIS	CHA
+0	+3	+1	+1	+1	+2
10	16	12	13	12	14

Trained Skills:

Stealth +7   Perception +3

Investigation +3   Acrobatics +5

Actions

Shortsword. *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.*

Shortbow. *Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.*

Features

Sneak Attack (2d6)

Cunning Action

Dash, Disengage, or Hide as bonus action

Equipment

Leather armor, shortsword, shortbow, arrows (20), thieves' tools, travel gear

Lyra

Background

Lyra does not stay in one place long enough to be remembered.

She has crossed roads that no longer appear on maps, followed trails that end without warning, and learned to rely on instinct when structure fails.

She listens more than she speaks, watches more than she engages, and leaves before questions become expectations.

Ruins are familiar to her—not as mysteries to solve, but as places where things ended. She has learned to read that ending in what remains: broken paths, abandoned tools, the absence of return.

The Monolith is different. Not because of what it is, but because of the attention it has begun to draw.

Something has changed there. Enough for others to notice. Enough for her to take interest.

She has never been here before.

That matters.

Hale

Class(es):   Cleric   Level: 3

Medium, Earth Gensai, Life

Armor Class: 18   Proficiency Bonus: +2

Maximum HP: 27   Current HP:

Speed: 30 ft.   Initiative: +0

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+3	+1
14	10	14	10	16	12

Trained Skills: Medicine +5

Insight +5

Religion +2

Actions

Mace. *Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.*

Features

Spellcasting (WIS)

Channel Divinity (1/rest)   Disciple of Life

Earth Walk: Move across difficult terrain made of earth or stone without extra movement cost

Merge with Stone (1/day)

Equipment

Chain mail, shield, holy symbol, mace, healer's kit, travel gear

Spell to Hit	Save DC	Caster Level
+5	13	3rd

Cantrips

Guidance, Sacred Flame, Spare the Dying

1st Level Spells   Available: OOOO

Bless, Cure Wounds, Lesser Restoration, Spiritual Weapon,Healing Word, Shield of Faith, Guiding Bolt, Sanctuary

2nd Level Spells   Available: OO

Aid, Prayer of Healing

Hale

Background

Hale was not raised among stone—but he understands it better than most.

Where others see ruin, he sees what remains. Where others see collapse, he sees what held before it failed.

His path is not tied to a temple or a place of worship. It is tied to continuity—what endures, what breaks, and what should be preserved when possible.

The Monolith is not sacred. It is not desecrated.

It is something that has lasted beyond its time.

That alone makes it worth seeing.

He has not walked this place before.

But he recognizes what it is becoming.

Appendix B: Glyph Rules

DMG — Age of Titans System (Foundation of Ceikeinu excerpt)

Glyphs are engineered arcane augmentations developed during the Age of Titans. They are not spells, magical items, or innate abilities. Instead, they are inscribed modifications to an individual's resonance, permanently embedding a controlled effect within the bearer.

This system is optional and should be used only if the DM intends to incorporate structured, non-combat augmentation into the setting.

Nature of Glyphs

Glyphs are created through advanced inscription techniques combining:

Arcane manipulation of the Weaves

Resonance stabilization through the Matrix

Precision engineering derived from Titan-era knowledge

Once applied, a glyph becomes part of the bearer's resonant structure.

Embedded Functionality

Glyphs do not function as active spells. Their effects are embedded and stabilized within the bearer.

Attunement and Binding

To receive a glyph, a creature must undergo a controlled inscription process.

Requirements:

Direct physical contact with the glyph matrix

A stable environment (AoT inscription site) or active glyph relic (Broken Age)

Willing acceptance by the recipient

Broken Age (Keinor)

Glyphs are only discovered, and are in one of two states. Active or Dormant.

Active relics ready for binding (Only a physical touch of an intelligent beings is required)

Dormant inscriptions that cannot be activated

Appendix C: Role Playing Experience (RP XP)

Role-Playing Experience (RP XP) allows the Dungeon Master to reward character portrayal, creativity, and narrative engagement with additional experience points.

RP XP supplements normal experience from encounters, exploration, and objectives without significantly altering advancement pace.

RP XP should reinforce meaningful character portrayal, flaws influencing events, and creative problem-solving.

Maximum RP XP

RP XP cannot exceed 20% of total session XP.

Standard Method — Fast Session Rating

This method is used for Ceikeinu play.

It allows the DM to award RP XP at the end of a session without tracking events during play.

Step 1 — Determine RP XP Pool

RP XP Pool = 20% of session XP

Step 2 — Rate the Session

Assign one rating:

Minimal — 0%   Light — 25%

Moderate — 50%   Strong — 75%

Exceptional — 100%

Apply the percentage to the RP XP pool.

Step 3 — Distribute XP

Divide RP XP among the party:

Evenly, or Weighted toward standout role-play

Guidance

Reward meaningful, character-driven moments—not routine interaction. Examples:

Portraying ideals, bonds, or motivations   Flaws creating tension or complications

Creative use of abilities or tools   Role-play that advances the narrative

Appendix D: XP and Engagement

This system defines experience awards for the adventure, combining encounter resolution, exploration, and role-playing engagement to maintain consistent progression.

I. Base Adventure XP

Total Base XP: 1,100

This total includes:
- Combat encounters
- Environmental hazards
- Exploration progress
- Objective completion

This value represents the core advancement for completing the adventure.

II. Role-Playing Experience (RP XP)

RP XP is awarded in addition to Base XP.

Maximum RP XP

RP XP Pool: 20% of 1,100 = 220 XP

III. RP XP Method — Fast Session Rating

At the end of the session, the Dungeon Master assigns a rating:

Minimal — 0%	(0 XP)	Light — 25%	(55 XP)
Moderate — 50%	(110 XP)	Strong — 75%	(165 XP)
Exceptional — 100%	(220 XP)		

Apply the percentage to the RP XP pool. Thia is only one method chosen for this module.

VI. Design Intent

Base XP drives progression

RP XP enhances engagement without disrupting balance

Advancement remains predictable across sessions

The Monolith

North

Glyph Chamber

Legend

☐ = 5ft

● = Ruined Pillar

▬ Shadow Effect

▬ Weighted Air

Distorted Chamber

Collapse Corridor

Stairs Down

Elemental Chamber

Entry

Stairs up

Ground Floor

Underground Level 1