

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.

The Fallen Monolith

Starter Adventure

A campaign setting for the fifth edition of the world's most popular tabletop role-playing game.

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PART I — HOW TO PLAY CEIKEINU

What is Ceikeinu

Ceikeinu is a world shaped by the collapse of a once-perfect system.

In the Age of Titans, power was structured, controlled, and absolute.

In the Broken Age, that control has failed. This is where the module is placed, within the Broken Age. Players take the role of individuals navigating what remains, exploring ruins, interacting with fractured systems, and surviving instability.

Play focuses on observation, decision-making under pressure, adapting to a world that does not behave as expected, and in combat.

Resolution

When a character attempts an action with meaningful risk or uncertainty:

Roll a d20 and add the relevant modifier.

The Game Master (GM) assigns a Difficulty Threshold based on conditions.

10 — Controlled

15 — Uncertain

20 — Unstable

If the result meets or exceeds the threshold, the action succeeds.

Modifiers

Modifiers reflect capability within the situation.

They may come from, attributes, training or specialization, equipment or positioning.

The GM determines what applies based on context.

Advantage and Disadvantage

Some conditions affect reliability.

Advantage → roll two d20, take the higher result

Disadvantage → roll two d20, take the lower result

Only one applies at a time.

Action Structure

Outside of conflict, actions are flexible.

A character may move through the environment, observe or assess, interact with objects or systems, or apply tools, abilities, or knowledge.

The GM determines when a roll is required.

Conflict

Conflict occurs when opposition cannot be avoided.

This includes direct confrontation, environmental threats, and system instability

Turn Order

Each participant rolls for initiative.

The GM establishes the order of turns.

On Your Turn, a character may move within the environment, take one primary action, and potentially take a minor or situational action if appropriate

Common Actions

Strike → attempt to harm a target

Defend → reduce exposure or reposition

Interact → manipulate the environment or a system

Activate → engage a glyph, relic, or construct

Strike Resolution

To strike a target:

Roll a d20 + your strike modifier

If the result meets or exceeds the target's defense, the strike succeeds.

Damage and Integrity

Successful strikes reduce a target's Integrity.

When Integrity reaches zero:

- the target is removed from the conflict

- the GM determines the outcome

Conflict is not constant.

Positioning and survival take priority.

Skills and Application

Skills represent applied knowledge or refined capability.

Use them when:

- precision matters

- information is incomplete

- conditions are unstable

The GM sets the Difficulty Threshold.

Cooperation

Characters may act together.

When coordinated one character leads, others provide support

The GM may grant Advantage if appropriate.

Exploration

Ceikeinu is not static.

Players are expected to observe before acting, question what is present, use the environment as part of their approach

Most challenges are not solved through force.

Glyphs and Constructs (Starter Use)

Glyphs are not spells.

They are remnants of structured systems from the Age of Titans.

They require interaction, not casting, respond to input or condition, and may fail or behave unpredictably

The GM determines their behavior during play.

Instability

The Broken Age is defined by instability.

Systems that once functioned now degrade, misfire, collapse under pressure

Instability in turn may alter environments, introduce hazards, and change outcomes unexpectedly

The GM applies instability as pressure within the scene.

Failure and Consequence

Failure does not stop progress.

It introduces complication, escalation, exposure, and different opportunities.

The world responds to action.

Players must adapt.

Running the First Session

Begin in Vornreach.

Allow players to interact before directing them forward.

Establish presence before introducing pressure.

Guide movement toward the Monolith.

Do not explain systems in advance.

Let interaction reveal how the world functions.

Pacing should move from controlled -> to uncertain -> to unstable

The objective is not resolution.

The objective is survival and learn.



PART II: CHARACTERS

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

KAEL — Defender

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.

Role: Frontline control / durability

Playstyle Summary

Hold position. Protect others. End threats directly.

At the Table

Move toward danger first

Stay between allies and enemies

Do not overextend

In Combat

Engage the nearest threat

Use Action Surge when pressure spikes

Stabilize the line, don't chase kills

Decision Priority

Protect allies

Control space

Eliminate immediate threats

Behavior

Direct, minimal speech

Focused on outcome, not discussion

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.*

Spell to Hit

+5

Save DC

13

Caster Level

3rd

Cantrips

Firebolt, Ray of Frost, Shocking Grasp

Features

Spellcasting (INT)

Arcane Recovery (1/day)

Spells Known:

1st Level Available:

Mage Armor Magic Missile, Detect Magic, Shield, Burning Hands

2nd Level Available:

Mirror Image, Misty Step

Equipment

Spellbook, component pouch, quarterstaff, travel gear



Teren

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.

TEREN — Control

Role: Battlefield control / system
interaction

Playstyle Summary

Shape the fight. Manage space. Use
knowledge.

At the Table

Observe before acting

Ask questions about the environment

Look for patterns or anomalies

In Combat

Use spells to control positioning

Avoid direct engagement

React to changing conditions

Decision Priority

Control the environment

Disrupt enemies

Preserve resources

Behavior

Analytical, measured

Speaks when necessary

Focused on understanding what is
happening

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

LYRA — Striker

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.

Role: Precision damage / mobility

Playstyle Summary

Move fast. Strike where it matters. Avoid being hit.

At the Table

Scout ahead when possible

Watch for danger others miss

Avoid direct confrontation until needed

In Combat

Target vulnerable enemies

Use positioning for advantage

Avoid staying in one place

Decision Priority

Stay mobile

Strike exposed targets

Avoid retaliation

Behavior

Quiet, observant

Speaks selectively

Reacts quickly, rarely hesitates

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.*

Spell to Hit

+5

Save DC

13

Caster Level

3rd

Cantrips

Guidance, Sacred Flame, Spare the Dying

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

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

HALE — Support

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.

Role: Sustain / stabilization

Playstyle Summary

Keep others standing. Maintain control under pressure.

At the Table

Watch the group, not just the environment

Anticipate damage before it happens

Stay central to the party

In Combat

Heal when needed, not preemptively

Maintain positioning for support

Use abilities to stabilize the group

Decision Priority

Keep allies alive

Maintain group cohesion

Act only when necessary

Behavior

Calm, grounded

Speaks with purpose

Focused on continuity, not conflict

PART III: THE FALLEN MONOLITH

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.



Ray Young

Founder

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

PLAYER-FACING INTRO (READ OR PARAPHRASE)

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."

Trade & Services

"We trade what we have. Tools, food, basic gear."

"If you need something worked, depends if it can be fixed."

"No coin matters if it doesn't hold up out here."

Repairs & Craft

"If it's broken, we'll look at it."

"If it needs parts we don't have, it stays broken."

"We don't make much new. We keep things working."

Food & Lodging

"We've got space if you need to stay."

"Food's simple. You eat what we have."

"Don't expect comfort. You'll get rest."

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 Description

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 Description

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 Description

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 disadvantage 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) bludgeoning damage.*

Fracture Pulse (Recharge 5-6). *The manifestation causes a shockwave. Creatures within 10 ft. must make a DC 13 Dex save or take 9 (2d8) bludgeoning 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.



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)

The 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

PART IV — SYSTEMS REFERENCE

GLYPH STARTER RULES

Glyph Contact

Glyphs respond to intentional physical contact.

When a character deliberately touches the marked glyph surface, the system engages.

Assimilation Check

The glyph attempts to impose its structure onto the character.

The character must make a DC 14 Constitution saving throw.

Outcome

Failure — Assimilation Occurs

The character unknowingly aligns with the glyph.

The character gains the ability to comprehend spoken languages.

This effect is permanent, it requires no activation, it functions passively

The character may or may not be aware that the change has occurred.

The GM should inform the player out of character.

Success — No Assimilation

The character resists the glyph's structure. No effect occurs, the glyph does not respond to that character again, as the system does not repeat.

At the Table

If assimilated, the glyph will adhere to the the character's left upper forearm.

When spoken language becomes relevant:

the affected character understands it naturally

Design Note (GM Only)

This interaction demonstrates that systems act once and resolve beneficial outcomes may result from failed resistance.

The result should feel subtle and controlled.

ADVANCEMENT (RXP)

Ceikeinu uses Role-Playing Experience (RXP) to reward meaningful engagement with the world. RXP supplements base advancement without altering overall progression.

RXP is awarded for:

- character-driven decisions
- meaningful roleplay
- creative problem-solving
- interaction with systems (glyphs, instability, environment)

Base Advancement

This adventure provides total Base Experience Points (XP): 1,100

This includes:

- encounters
- environmental hazards
- exploration
- objective completion

This value represents standard progression for completing the Monolith.

Role-Playing Experience (RXP)

RXP is awarded in addition to Base XP.

Maximum RXP: 220 XP (20% of Base XP)

RXP cannot exceed this value.

Fast Session Rating (Ceikeinu Standard)

Rating	% of Pool	XP Award
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 RPXP pool.

Distribution Methods

Weighted Distribution

Allocate more RPXP to specific players based on standout contributions.

Guideline

Do not allocate more than 50% of total RPXP to a single character

Partial Award (Controlled Allocation)

The DM may choose to award only a portion of the total RPXP.

This allows finer control without changing the session rating.

Example

Session rated Strong (165 XP available)

GM awards 60 XP to one player, and distributes the remaining RPXP among others based on contribution RPXP should reflect specific, meaningful contributions, not routine interaction.

Award RPXP for:

- portraying ideals, bonds, or motivations
- flaws creating tension or complications
- creative use of abilities, tools, or environment
- decisions that alter the direction of the narrative

Practical Breakdown (Optional Use)

If distributing selectively, think in units of impact:

Minor moment → small share

Moderate contribution → standard share

Defining moment → larger share

You are not tracking points, the DM is assigning value to impact.

Design Intent

Base **Experience Points (XP)** drives progression, **Role-Playing Experience (RP XP)** reinforces meaningful play. Distribution remains flexible without breaking balance and rewards players for their contributions to the story.

Do not award RPXP for routine actions or expected play.

PART V: MAPS

Map Use in Ceikeinu

The maps in this Starter Kit are tools for orientation and positioning, not exact representations of every detail.

They provide spatial awareness, movement reference, and encounter structure. The environment itself remains dynamic and unstable.

Player Maps

Player maps are simplified, unlabeled, free of hidden information.

Use them to show general layout, track movement and positioning, support exploration.

They do not reveal hidden areas or explain system elements in advance. They let players discover the space through interaction.

DM Maps

DM maps include labeled areas, encounter locations, and system interaction points.

Use them to guide scene flow, track enemy placement, and apply environmental effects.

These maps are for reference only.

They do not limit how the space behaves.

Running the Space

The Monolith is not a static dungeon. Conditions may shift, structures may (will) fail, and paths may become unstable.

Use the map as a baseline, then adjust based on player actions, instability, and narrative pressure.

Movement and Positioning

Distances and scale are approximate.

Use the map to determine:

- relative positioning
- line of movement
- proximity to hazards

Avoid strict measurement unless needed.

Design Intent

The maps exist to support play—not define it.

They should:

- clarify space
- reduce confusion
- maintain pacing

They should not:

- restrict improvisation
- replace description
- remove uncertainty

The Monolith

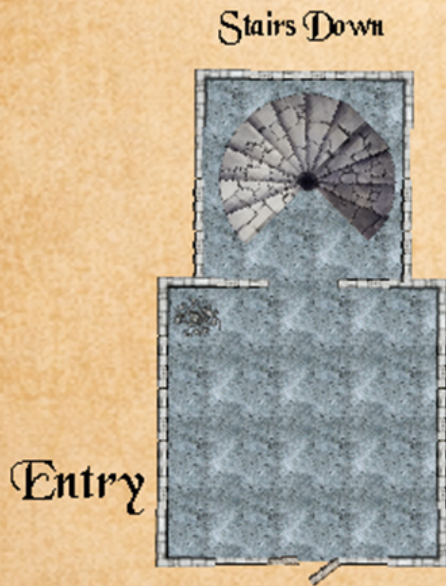
North



Legend

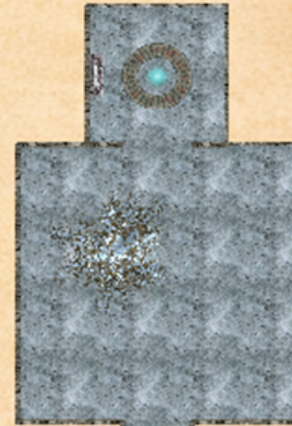
-  = 5ft
-  = Ruined Pillar
-  Shadow Effect
-  Weighted Air

DM MAP



Ground Floor

Glyph Chamber

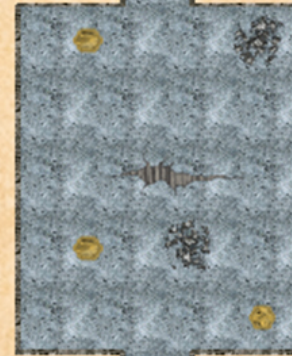


Distorted Chamber

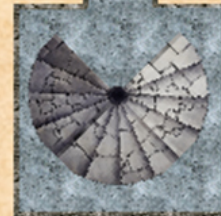
Collapse Corridor



Elemental Chamber



Stairs up



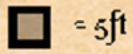
Underground Level 1

The Monolith

North



Legend



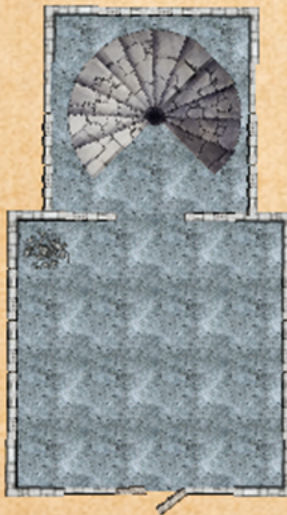
= 5ft



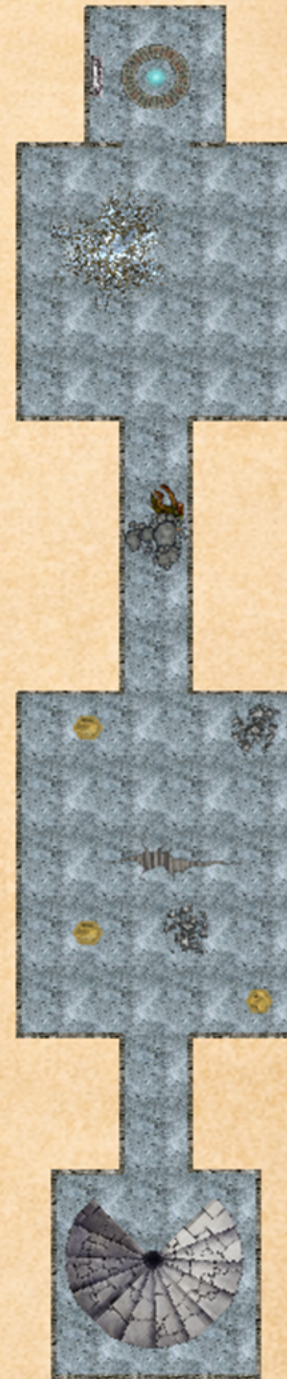
= Ruined
Pillar

Player MAP

Stairs Down



Ground Floor



Stairs up

Underground Level 1

Part VI: QUICK REFERENCE SHEETS

CORE RESOLUTION — WHEN TO ROLL

Call for a Roll When:

- the outcome is uncertain
- failure would change the situation
- the environment is unstable or pressured

Do NOT Roll When:

- the action is routine
- success is guaranteed
- failure adds nothing to the scene

Make a Check

Roll d20 + modifier

Compare to a Difficulty Threshold:

- 10 — Controlled (stable, low risk)
- 15 — Uncertain (pressure, resistance)
- 20 — Unstable (danger, system failure)

Result

- Meet or exceed → success
- Below → consequence or escalation

Advantage / Disadvantage

Apply when conditions clearly help or hinder:

Advantage → roll 2d20, take higher

Disadvantage → roll 2d20, take lower

CONFLICT & ACTIONS — WHAT YOU DO ON YOUR TURN

Turn Structure

On your turn:

Move

Take 1 Primary Action

Take 1 Minor Action (if appropriate)

Primary Actions

Strike → attack a target

Defend → reduce exposure or reposition

Interact → use environment or object

Activate → engage glyph or system

Strike

Roll d20 + strike modifier

Meets target defense → hit

Roll damage → reduce Integrity

Defend

take cover

reposition

reduce incoming risk

Interact

open, move, manipulate

use tools

trigger environmental change

Activate

attempt system interaction

When in doubt ask

Is this risking something? → roll

Is this positioning or setup? → allow

Is this creative? → reward with advantage

GLYPH INTERACTION — HOW IT WORKS

Glyphs Are Systems

not spells

not controlled by intent

respond to contact and condition

Trigger

character intentionally touches glyph

Check

Constitution Save (DC 14) ONLY one attempt per character

Outcome

Failure → glyph assimilates → effect applies

Success → no effect → cannot retry

Current Glyph Effect

comprehend spoken languages

permanent

passive

character is aware if another language is spoken that they do not know

otherwise the character will be unaware and DM will let the player know of the effect.

INSTABILITY — APPLYING PRESSURE

Use Instability When:

- systems are damaged
- players interfere with structures
- tension needs escalation

What It Does

- alters environment
- creates hazards
- changes expected outcomes

Quick Effects

- structure shifts or collapses
- sudden environmental hazard
- sensory distortion
- system misfire

How to Apply

- introduce change after an action
- increase pressure gradually
- avoid randomness without context

Tone

Instability is:

- controlled
- impersonal
- systemic

Not chaotic or explosive.

RPXP — SESSION END ONLY

Max RPXP

20% of total session XP

Rate the Session

Rating	XP
Minimal	0
Light	55
Moderate	110
Strong	165
Exceptional	220

Award For:

meaningful decisions
strong roleplay
creative problem-solving
narrative impact

Distribute evenly (all players get same amount) or weighted

Do not exceed 50% of pool to one player if weighted.

Rule

Do not reward routine play.

PART VII: PACING & DIFFICULTY

This section provides guidance for managing tension, encounter pressure, and player progression during the Monolith sequence. The Monolith is not a static dungeon. It is a reactive system, and pacing should reflect that.

Core Principle

The encounter should escalate through interaction, not proximity.

Players are not attacked immediately. Pressure builds as they investigate, interfere, or attempt to control the system

The Dungeon Master controls pacing by regulating:

when creatures engage

how aggressively they behave

when the system escalates

Phase-Based Pacing

Phase 1 — Approach (Low Pressure)

Zone: Exterior

Active Element

Weave-Touched Avian

Pacing Goal

Establish unease without threat

Guidance

Do not initiate combat

Allow players to observe and interpret behavior

Reinforce that magic and movement are being noticed

Adjustments

If players are overly cautious, increase avian activity

If players are aggressive, the avian withdraws rather than fights

Phase 2 — Entry (Controlled Interference)

Zone: Entry Chamber

Active Element

Thread Ant Swarm

Pacing Goal

Introduce disruption without lethal threat

Guidance

Ants activate through movement or environmental interaction

They interfere with positioning and movement rather than dealing heavy damage

Present them as part of the environment first, enemies second

Difficulty Control

Use 1 swarm for a lighter experience

Use 2 swarms for increased pressure and spatial control

Adjustment Lever

Reduce swarm cohesion if players are overwhelmed

Increase movement interference if players are ignoring them

Phase 3 – Glyph Room (Tension Hold)

Zone: Glyph Chamber

Active Elements

None initially

Pacing Goal

Pause escalation and create decision pressure

Guidance

Allow time for investigation

Reinforce that this space is different from the rest of the ruin

Do not introduce threats prematurely

Critical Rule

The system does not escalate until players act

Phase 4 – System Trigger (Escalation Point)

Trigger Conditions

Interaction with the console

Failed stabilization attempts

Repeated disruption of the system

Active Element

Fractured Observer manifests

Pacing Goal

Shift from exploration to system pressure

Reactive Phase (Active System)

Once triggered, the encounter becomes a pressure loop rather than a standard fight.

System Pressure Components

1. Fractured Observer

Controls awareness and targeting

Focuses on players attempting to solve or control the system

Remains mobile and avoids direct engagement

2. Thread Ants (if present)

Continue interference

Disrupt movement and positioning

Do not coordinate with the Observer

3. Monolith Pulses (Optional)

Occur once per round or every other round

Apply environmental pressure

Monolith Pulse Effects

Each round, apply one of the following:

Force Pulse: DC 13 Constitution saving throw or take 1d6 force damage

Terrain Distortion:

Areas become difficult terrain until the next round

Positional Shift:

Creatures move up to 5 feet in a random or system-driven direction

Visual Interference:

Disadvantage on the next Perception check or attack roll

Difficulty Adjustment

This encounter is adjustable without altering structure.

To Reduce Difficulty

Limit Thread Ants to one swarm

Delay Observer manifestation by one additional interaction

Reduce pulse frequency (every other round instead of every round)

To Increase Difficulty

Use two Thread Ant swarms

Increase Observer focus on spellcasters or isolated targets

Combine terrain distortion with positional shifts

Player Success Conditions

Players are not required to defeat all creatures.

Success can be achieved through:

Stabilizing the Monolith (removing the active glyph and defeat of the entity)

Interrupting the system cycle

Withdrawing safely after partial understanding

Failure States

Failure is not binary. Use outcomes to shape the world.

Partial Failure

Observer dissipates after instability peak

Ants remain active

Monolith becomes intermittently unstable

Full Failure

Ant presence increases over time

Area becomes a recurring hazard

Dungeon Master Guidance

Do not rush escalation

Allow players to create their own pressure through interaction

Avoid running creatures as standard combatants

Maintain the feeling that the environment itself is responding

If run correctly, the encounter should feel like a system reacting to intrusion, not rooms filled with enemies

Weave-Touched Avian (Signal Layer)

Description

A sleek bird whose feathers shimmer with faint, unstable color along their edges. Its movements are too precise, turning sharply in ways that feel slightly unnatural. It reacts instantly to magical activity, often before anyone else notices it.

Small beast, unaligned

AC 14 | HP 27

Speed 10 ft., fly 60 ft.

STR 6 (-2) | DEX 18 (+4) | CON 12 (+1)

INT 4 (-3) | WIS 14 (+2) | CHA 8 (-1)

Traits

Sharp Arc Flight: Opportunity attacks against the avian are made with disadvantage while it is flying

Instability Cry: Creatures within 30 ft. have disadvantage on their next concentration check

Actions

Beak: +6 to hit, 1d6 + 4 piercing

Dive Pass: If it moves at least 20 ft. straight before hitting, +1d6 force damage

Behavior

Circles and observes rather than engages

Reacts strongly to spellcasting

Withdraws quickly if attacked

Thread Ant Swarm (Interference Layer)

Description

A mass of pale, segmented insects stitched together by faint strands of glowing force. They move in rigid, linear patterns, crawling along cracks, seams, and broken surfaces as if attempting to “repair” them according to rules that no longer make sense.

Medium swarm of Tiny aberrations, unaligned

AC 12 | HP 22

Speed 25 ft., climb 20 ft.

STR 6 (-2) | DEX 14 (+2) | CON 10 (+0)

INT 2 (-4) | WIS 10 (+0) | CHA 2 (-4)

Resistances

Bludgeoning, Piercing, Slashing (nonmagical)

Traits

Swarm: The swarm can occupy another creature’s space

Repair Logic: A creature that begins its turn in the swarm must succeed on a DC 12 DEX save or have its speed reduced by 10 ft. until the end of its turn

Actions

Bites and Threads: +4 to hit

2d6 piercing damage (1d6 if below half HP)

Behavior

Moves through terrain, walls, and debris

Focuses on interference and obstruction

Does not pursue targets beyond its area

Fractured Observer (System Response Layer)

Description

A hovering cluster of mismatched, floating eyes surrounding an incomplete, shifting form. Some eyes blink independently while others remain fixed and unblinking. Its shape never fully stabilizes, and its presence creates a subtle pressure, as if being watched too closely from too many angles.

Medium aberration, unaligned

AC 14 | HP 120

Speed 0 ft., fly 30 ft. (hover)

STR 8 (-1) | DEX 14 (+2) | CON 16 (+3)

INT 16 (+3) | WIS 16 (+3) | CHA 12 (+1)

Resistances

Bludgeoning, Piercing, Slashing (nonmagical), Psychic

Immunities

Grappled, Restrained, Prone

Senses

Truesight 60 ft., passive Perception 19

Traits

Split Sight: The observer cannot be surprised

Watching Pressure: Creatures within 15 ft. have disadvantage on Wisdom (Perception) checks not related to the observer

Actions

Gaze Pulse: One target within 60 ft., DC 15 WIS save

Failure: 3d8 psychic damage and disadvantage on next attack Success: Half damage

Many Eyes (Recharge 5–6): Up to 3 creatures within 30 ft., DC 15 WIS save

Failure: 2d8 psychic damage and cannot benefit from being hidden until next turn

Success: Half damage

Behavior

Remains at range and observes constantly

Targets aware or strategic characters first

Does not pursue fleeing targets

Disappears completely when destroyed

PART VIII: VORNREACH EXPANDED

Vornreach

Region: Vorn Expanse (Eastern Keinor)

Era: Broken Era

ENVIRONMENT

Climate: Temperate, damp. Cool winds from the north (Lake Veyrhal influence).

Terrain: Mixed forest clearings, road-cross settlement, freshwater access via lake-fed stream.

Environmental Hazards

Road congestion and choke points

Forest ambush zones

Seasonal flooding from lake runoff

Structural instability in older stonework

POPULATION & SOCIETY

Population Level

Village / Trade Node

Estimated Population

~450–600 permanent residents and various transient travelers

Racial Composition

80% Human

10% Gensai

10% Lupinari

Cultural Identity

Transit settlement. Practical, guarded, cooperative under pressure.

Technology Level:

Reclaimed / Low

(Simple tools, reinforced wood/stone, minimal arcane support)

Government Structure

Informal council of road captains, traders, and local landholders. No formal authority.

Social Alignment (Tone)

Tense but functional

ECONOMY & SURVIVAL

Subsistence System

Trade waypoint

Fishing from Lake Veyrhal

Limited agriculture

Caravan resupply

Primary Resources

Freshwater (critical)

Fish

Timber

Pack animal support

Trade Routes

West → Monolith → Xyr

East → Vorn

South → Shaed

Economic Pressure Points

Control of road movement

Access to freshwater

Caravan taxation attempts

Supply shortages during travel surges

VORTREACH

Aeshryn Grove

Korven Wood

The Split Road Rest

House Vareln

Ivrouse Kayrenn

TO MONOLITH & XYR

TO VORN

Shrine



Open Hand Supply
Healers

Open Hand Supply

Draemor Wood

Velthara Wood

TO SHAELD

Crosswater
STABLES



VORRREACH