

Government Agencies and Offices

THE CHAIN OF AUTHORITY IN THRESHOLD

*Guildmaster Ludo Selfinger
(in Arushi), Leader of the
Merchant Guilds and ruler of the
Southern Nations*



*King Felix III
(in Arushi),
figurehead king
of Taevara*

*Archbishop
Lazzero
Mudazzo
(in Crownspoint)
actual ruler of
Taevara*



*Radiance Migliore Accottano
High Priest of Bahamut and
Governor of Threshold*



*Lady Veroni
Marchessa,
figurehead
Matriarch of
Threshold*

*Captain Veccio
Marccini, the
Captain of the
Guard*



*Lady Veroni Marchessa,
Matriarch of Threshold*

POLITICS OF TAEVARA

The six islands that make up the Southern Nations are individual states, each with their own laws and customs, but all of them united under the rule of Guildmaster Ludo Selfinger in Arushi. The Merchant Guilds enjoy a great deal of wealth, influence, and control over this section of the island chain—and by controlling most of the trade routes, their laws, taxes, and trade sanctions are felt all over the world.

However, Taevara is the only island-state in the Southern Nations that isn't controlled by the powerful Merchant Guilds. Thanks to the botched handling of the Lycanthropic Plague some 30 years ago, the Order of Dawn was able to garner enough public support to overthrow the local Guildmaster. In the years since, they have set up a functional theocracy and have so far managed to keep a peaceful (but tense) rule.

Taevara is currently ruled by Archbishop Lazzero Mudazzo, High Priest of Pelor. He and his court of bishops and priests rule from the Temple of Dawn in Crownspoint, and through the system of new temples that have been constructed in all major ports, cities, and towns across the island. These "temples" might look like churches, but they are functionally fortresses with siege engines, hospitals, and a standing army of thousands of soldiers. If tensions break and civil war erupts, the Merchant Guilds will have to deal with a very immediate, very serious threat on their very doorstep...and the Order of Dawn will have to deal with a very long and protracted siege all around them. Thus the two factions coexist in an uneasy stalemate.

THRESHOLD GOVERNMENT

While the Temple of Dawn and the Merchant Guilds quarrel with each other for control of Taevara, The Marchessa family has been the ruling family in Threshold for generations. Prior to the Lycanthropic Plague they served as a figurehead government under the employ of the Merchant Guild...and after the Plague, they now serve as a figurehead government under the employ of the Temple of Dawn. The changing national politics amount to little more than a change of management, as far as the Marchessa family is concerned.

LADY MARCHESSA

The current monarch is Lady Veroni Marchessa, the sister-in-law of King Felix III in Arushi. She is responsible for laws, judgments, and decrees that affect the people of Threshold directly. However, her laws, judgments, and decrees are all subject to review and approval by Radiance Migliore Accottano, the High Priest of Bahamut.

Lady Veroni Marchessa lives in Highstone Keep, a white castle set upon a hill in the Crown District. She is a widow, about 45 years of age, who lost her husband in the Pirate Wars. She never remarried, and her grown children (Tuccio the elder, and Maria her youngest) now live with their uncle in Crownspoint.

Lady Marchessa is rarely seen in town. When she does venture out, she travels in a bright red coach emblazoned with the Royal Crest of King Felix III, and always with an entourage of bodyguards and other nobles. She is fond of the food at The Nutmeg Tavern, but otherwise has little interest in mingling with the townsfolk.



*Radiance Migliore Accottano,
High Priest of Bahamut*



*Captain Veccio Marccini,
Captain of the Guard*



*Master Jaquin Boissonade,
Guildmaster of Threshold*

RADIANCE MIGLIORE ACCOTTANO, HIGH PRIEST OF BAHAMUT

The true ruler of Threshold is Radiance Migliore Accottano, the High Priest of Bahamut. Migliore was born and raised here in Threshold, and grew up serving in the Temple of Dawn...starting out as a candle-bearer for the Temple, and advancing through the ranks to High Priest in the years since. He has a reputation for being stern but fair, and is an accomplished veteran of both the Pirate Wars and the Lycanthropic Plague.

He was appointed to this position by Archbishop Lazzero Mudazo himself, who felt that someone local, someone well-known and well-liked, would be the best choice for a change in government. It would seem that he was right: the Guilds are the only people in town who seem to dislike the change.

Migliore Accottano lives in a parsonage at the Temple of Dawn, the fortified church in the center of the Market District. He does not hold court, but an audience with His Radiance can be requested and granted by appealing to the Captain of the Guard, or by arrangement at the Temple of Dawn (where he still performs the ceremonies and duties of a priest of his station.) When he is out and about town, he travels with a lone bodyguard and a handful of faithful worshippers (or fans).

CAPTAIN VECCIO MARCCINI, CAPTAIN OF THE GUARD

The local law enforcement in Threshold is the Town Guard, a collection of fighters, paladins, army veterans, warriors, and monks. There is a guardhouse in every district, but the largest and most fortified is located in the Crown District. When the alarm is raised, Threshold can muster a fighting force of 250 men and women, and conscript another 250 in just a few weeks. The Guardhouse is also home to the local Fighter's Guild.

The current Captain of the Guard is a tall, muscle-bound human named Veccino Marccini. He is an accomplished veteran of both the Pirate Wars and the Lycanthropic Plague, and is a childhood friend of Radiance Accottano. A popular urban legend has it that when it was announced that Migliore would become High Priest, Veccio simply declared "Then I will be the Captain of his guard" and none dared challenge him.

Captain Marccini lives in a large apartment in the Crown District, above the Guardhouse. He is usually unreachable during working hours, since his duties as Captain send him all over Threshold and the surrounding areas. An audience with him can be arranged at any of the Guardhouses in Threshold, with a few days' notice.

MASTER JAQUIN BOISSONADE, GUILDMASTER

While the Merchant Guild is no longer advising the governance of Threshold, they remain a very powerful presence in the town. All trade and finance, whether it be from goods, services, payroll, or taxes, are still handled through the coffers of the Guilds. Without the Merchant Guild to control and facilitate commerce and fend off pirates and rival nations, the Town of Threshold would cease to be a town at all...an uncomfortable truth that the Temple of Dawn would prefer to ignore.

The current Guildmaster in Threshold is a half-elf gentleman named Master Jaquin Boissonade. Formerly from Arushi, he was appointed to this position almost 30 years ago, when the previous Guild Master was removed from position in the scandal following the Lycanthropic Plague. He is generally liked by the townsfolk and the merchants of Threshold, but is still seen as a bit of an outsider (mostly due to his Arushian accent and style of dress.)



Cosimo Greenhill, Dockmaster of Threshold.

Master Boissonade controls, organizes, and manages the shipping lanes in and out of Threshold, and levies the taxes on all goods that move in and out of the docks. He stubbornly reports smugglers and other illegal activities to Lady Marchessa or to the Town Guard instead of to the Temple of Dawn, because even after 20 years he cannot get used to the idea of a church being mixed up with a government.

Master Boissonade lives in a large manor house in the Crown District, and drives his black carriage to his office in the Docks every morning for work. He can be reached during business hours at his office, but he is extremely busy...he is likely to be very short with you unless you have made prior arrangements with his receptionist a day or two in advance.

MASTER COSIMO GREENHILL, DOCKMASTER

Master Cosimo is one of the smallest workers in the Docks District, but he has one of the largest personalities. He is the town Dockmaster, so it is his job to enforce the town's import and export laws, levy the town's taxes, collect all required harbor fees, and track every person, cargo, and vessel that enters and exits the town. It's a hard and tedious job, but he makes it look easy. You are bound to cross paths with Cosimo eventually; just look for the blonde, well-dressed halfling with a stack of logbooks.

Cosimo is a Master of the Merchant's Guild, a position that has made him very wealthy and influential in Threshold. He is also a devout member of the Temple of Dawn, where he serves as a deacon and attends the regular services. These two alliances make him a peacekeeper of sorts: he is one of the few people in town who can speak freely to both the Temple of Dawn and the Merchant's Guild, understand the goals and needs of both, and help diffuse tensions between the Temple of Dawn and the Merchant Guilds before they can escalate.

People and Places of Interest

Use Player Map 3 for a key of these locations and descriptions.

Threshold is divided into six districts. The **Docks District** is usually the first place people visit when they arrive in town; here there are numerous ships docked along the wharf, and a cluster of shops and modest homes. The **Market District** is just up the hill; with everything from an open-air bazaar, to portable carts and stalls, to brick-and-mortar guild halls and shops. The **Crown District**, to the west, is where you will find the Guard Barracks, the town jail, and other legal offices, all of them beneath the watch of Highstone Keep. And to the south is the **House District**, where most of the town's populace live together in cozy wood, stone, and brick bungalows and apartments clustered around the Temple of Dawn. The **River District** is the oldest district, where the town's founders built the first homes, and the **East District** is the newest, where invention and industry are driving new development.

Threshold is a bustling town along a major trade route, which means there are no shortages of food or supplies. Of the dozens of shops and stores in town, the ones that might be of the most interest to adventurers like yourself are described here. Weapons and armor can be purchased from the Town Guard, or as described below. Adventuring supplies, alchemical items, and spell components are also available for purchase at a couple of locations as well.

There are no wholesale "magic shops" where you can choose from a rotating stock. Magic items in this campaign are relics of the Ancients, and even an empty potion vial can be a priceless antique. So think about magic items as if they were real-world historical and archaeological relics: you wouldn't expect to buy an authentic Viking sword at Costco, or a 3500-year old Egyptian scroll at Powell's (and if you did, it would certainly be a fake.)

1. HIGHSTONE KEEP (Crown District)

This is the home of Lady Marchessa and her court. Her court is closed to the public, but an audience with Her Grace may be requested and granted by appealing to either the Captain of the Guard, or the High Priest of the Temple of Dawn.

2. TOWN GUARD BARRACKS AND GARRISONS (All Districts)

These locations are the different garrisons and precincts for the Town Guard. Each garrison has its own jail, and is staffed by dozens of guards at all hours. Each garrison is commanded by a Lieutenant, who reports directly to Captain Veccio Marccini.

3. DOCKMASTER (Docks District)

The location of the Threshold Dockmaster's Office is shown here. Master Cosimo Greenhill can be found here during work hours.

4. ANTIQUES ("Ovalia's Oddities," Market District)

This shop specializes in very old, very rare, and very mysterious antiques--especially those that predate the Cataclysm. If you have found one and wish to have it identified, appraised, or sold, this is the shop for you. Ovalia and her team of researchers have identified, categorized, researched, and published numerous journals on the Ancients and their artifacts. She and her colleagues are always looking for new research material too, and have been known to make generous offers for any fragment of the Ancients.

There are many priceless artifacts on display here, but even the few that are available for purchase are well out of reach for even the very wealthy. Ovalia treats each artifact as if it were a cherished member of her own family, and she will not simply hand one over to any fool with a bag of gold. However, she has been known to make offers for trade. If you have at



Ovalia Cogliano, Loremaster and owner of "Ovalia's Oddities." One of the realm's foremost experts on the Ancients and

their artifacts. She is easily the smartest person in town.



If you need rare herbs, minerals, and other ingredients, The Spice Rack probably has what you are looking for.



least 1 Renown with The Taevaran Archaeological Society, you gain access to the goods and services shown in the table below.

Ovalia's Services

Item or Service	Cost (gp)
Identify a magic item	100gp
Sell a magic item	Ovalia can use her vast connections and knowledge to sell a magic item for you. She will automatically get you the best price, but she charges a 25% finder's fee on all transactions.
Professional services	10gp/hour.

5. APOTHECARY ("The Spice Rack," Market District)

Branded as a cooking and home-brewing supply store, The Spice Rack sells rare spices, herbs, oils, and seasonings that are also useful to brewers, vintners, chefs, alchemists, and spellcasters. Rare spell components can be purchased here for all schools and disciplines of magic. The shop also carries a variety of folk remedies, alchemy supplies, herbalist kits, and even a few healing potions on rare occasions. If you have at least 1 Renown with the Enclave of the Old Faith faction, you have access to the goods and services in the table below.

The shop is run by a tall, handsome half-elf named Aspen Silverglade, one of the town's most eligible bachelors. He is an accomplished healer and alchemist, and will make custom potions and similar items with three days' notice (at a considerable price markup.)

"The Spice Rack" Shop Inventory

Item or Service	Cost (gp)
Alchemical items	Per the Player's Handbook
Professional services	10gp/hour
Spellcasting services, cantrip	25gp*
Spellcasting services, 1st level	50gp*
Spellcasting services, 2nd level	200gp*
Spellcasting services, 3rd level	450gp*
Spellcasting services, 4th level	800gp*
Spellcasting services, 5th level	1,250gp*

*Druid spells only, 24 hours advance notice required. Component costs are not included.

6. BLACKSMITH ("The Iron Anvil," Docks District)

The blacksmith in town is a burly, quiet dwarf named Bannon Iron-Anvil. He spends most of his time making and repairing tools for the miners and lumber camps, and weapons and armor for the Town Guard. His surplus items are for sale to the general public as well. At the Iron Anvil, you can purchase most metallic items in the Player's Handbook.

He is also one of the few people in the realm with the skill, knowledge, and equipment to smelt and forge rare metals such as adamantine and mithril. If you have at least 1 Renown with the Threshold Blacksmithing Guild, and if you bring him enough of these materials, he can fashion them into something useful.

Bannon Iron-Anvil, master blacksmith of Threshold

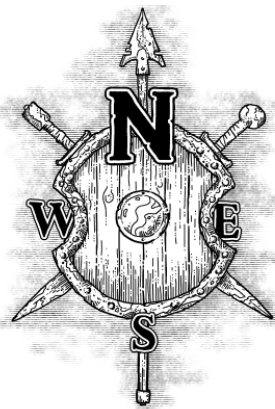


Nuggets of mithril (top) and adamantine (bottom) ores. Weapons and armor fashioned from these metals have exceptional properties.

This is my answer to the “how can my character learn to craft magic items” question.

Short answer: you can’t, but your friends might be able to.

ElseWhere



Courier & Charter

Bannon’s Services at “The Iron Anvil”

Item or Service	Cost (gp)*
Armor, shields, tools, and weapons	Per the Player’s Handbook
Smelt a Mithril ingot	50gp and 5 nuggets of mithril ore*
Smelt an Adamantine ingot	200gp and 5 nuggets of adamantine ore*
Craft a Mithril Item	2,000gp + 1 or more mithril ingots
Craft an Adamantine Item	10,000gp + 1 or more adamantine ingots
Reduce an item to ingots	200gp per ingot**
Silver a non-magical weapon	Per the Player’s Handbook
Repair a damaged item	50% of the base cost

*Nuggets of these rare metals aren’t for sale, but you will find plenty of them as you explore the world. Save them up and have Bannon smelt them into useful items!

**If you are lucky enough to find a mithril or adamantine item, Bannon can smelt it down into ingots for you for a price. This is helpful for shaping obsolete and broken items into larger, more useful items.

7. CHARTER (“Elsewhere,” Docks District)

If you wish to leave the island but aren’t wealthy enough to afford your own vessel, or if you need a package delivered but don’t have the time to carry it there yourself, look no further than Elsewhere. This travel agency, charter, and shipping company is run by a cheerful, dark-haired half-elf named Elena, and she manages passage and cargo on dozens of ships: rest assured, she can get you and your parcels wherever they need to be. Here, you can rent a ship for your next fishing trip, book passage on someone else’s ship, hire a crew (or be hired on as a crewman), or even purchase a boat of your own.

Goods and Services at “Elsewhere”

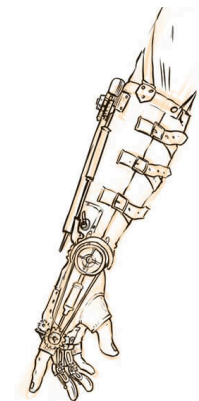
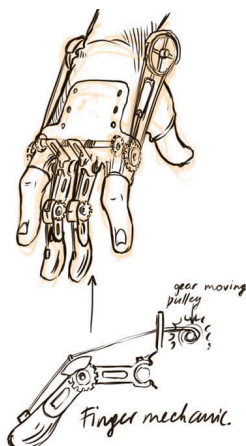
Item or Service	Cost (gp)
Postage, 1lb or less	1gp per mile +5% stamp tax
Postage, over 1 lb.	1gp per mile per pound, +5% stamp tax
Boat Rental	100gp/day and up
Message or Sending spell	50gp and up
Map of Sunder*	50gp and up
Map of the Southern Isles*	100gp and up
Map of Taevara*	200gp and up
Mapping Tools	10gp
Navigation Tools	25gp
Spyglass	1,000gp
Ship, Brigandine	25,000gp
Ship, Galley	50,000gp
Ship, Keelboat	10,000gp
Ship, Longship	12,000gp
Passage within the Southern Isles	2gp per person per mile
Passage outside the Southern Isles	2gp per person per mile +8% travel tax

*Maps: Elsewhere will occasionally buy and resell maps from adventurers, travelers, and merchants. Each map is unique—not every map shows the same locations, and not all maps are reliable.

**Ship prices and availability can vary wildly, and delivery can take months. There isn’t a shipyard here in Threshold with a docking lot full of ready-to-purchase boats.



Whatever you need, you can probably find it at Garrett's Imports, in the Market District



Early schematic drawings of Klekymast's prosthetic arm

8. GENERAL STORE ("Garrett's Imports," Market District)

For shoppers who favor convenience over quality and price, Garrett's has it all. It is the largest import store in town, selling everything from everyday groceries and cleaning supplies, to military-grade weapons and armor.

At Garrett's, you can find anything in the Player's Handbook and in Chapter 3 of this document--weapons, armor, shields, adventuring gear, food, clothing, potions, even firearms and ammunition--but at a considerable markup, thanks to import taxes and fees (usually 10-20%, depending on the item).

Tax Rates at "Garrett's Imports"

Type of Item	Cost (gp)
Armor, Weapons, Shields	Price listed in the PHB + 20% security tax
Firearms and Ammunition	Price listed in Chapter 3 + 20% security tax
All other items	Price listed in the PHB + 10% sales tax

9. HARDWARE STORE ("Threshold Hardware," House District)

The people of Threshold are proud, industrious, and capable folk. Everyone does their own home repairs, manages their own gardens, and for the most part, cooks and brews their own food and drink. Such tasks require tools and raw materials, and therefore, a hardware store. At this unassuming brick store, you can purchase any of the tools listed in the Player's Handbook, along with any lumber, stone, ingots, and other raw materials that you might need for your projects.

This shop is run by a gnome named Klekymast ("KLEK-e-mast"), a former tunnel engineer who lost his right arm below the elbow in a mining accident. He has since changed careers to dabble in mechanics and technology, and now he wears an impressive prosthetic arm with a variety of attachments. If you ever need a clockwork device built or repaired, start with him.

When you first visit this shop, you will find only the Tools and Adventuring Gear shown in the Player's Handbook available for purchase. Once you have gained sufficient Renown with the Taevara Mining Guild, or otherwise proven yourself trustworthy and reliable, you will find that Klekymast offers numerous inventions and gadgets of his own design for sale...for "field testing purposes only," of course. See Chapter 4, "Equipment," for more information. If you are an Artificer, or if you have the Alchemist or Guild Artisan background, you may already be friends with Klekymast.

Current Stock and Inventory at "Threshold Hardware"

Type of Item	Cost (gp)
Tools and Adventuring Gear	Price listed in the PHB + 20% security tax
Firearms and Ammunition	Price listed in Chapter 3 + 20% security tax
All other items	Price listed in the PHB + 10% sales tax

10. HEALER ("The Temple of Dawn," House District)

Every town on Taevara has a Temple of the Dawn. These white stone buildings have high walls with stained glass windows to let in plenty of light, and large oak doors to shelter those in danger. The one in Threshold serves the community in many ways: as a town hall and public forum, as a public school and library, as a community center, as a hospital, and as a fortress for the townsfolk in times of severe weather or enemy attack.



Healing potions are for sale to the general public at the Temple of Dawn...but they are much more affordable for members.



Jennily Fairbough, owner of The Weathervane. She is the newest proprietor of the oldest and best-known public house in Threshold.



Nadia Lumetta, brewmaster and proprietor of "Chaos," in the House District. Her ales have won the Threshold Ale Festival's blue ribbon for 8 years running.

"The Temple of Dawn" Goods and Services

Item or Service	Cost (gp)
Alchemical items	Per the Player's Handbook
Professional services	10gp/hour
Spellcasting services, cantrip	25gp*
Spellcasting services, 1st level	50gp*
Spellcasting services, 2nd level	200gp*
Spellcasting services, 3rd level	450gp*
Spellcasting services, 4th level	800gp*
Spellcasting services, 5th level	1,250gp*

*Cleric and Paladin spells only, 24 hours advance notice required. Component costs are not included.

The Temple of Dawn is devoted to the deities that make up the "Order of Dawn" pantheon (see Chapter 5 for more information). If you have at least 1 point of Renown with the Temple of Dawn faction, you may purchase healing potions here for 75gp each (see the House Rules section for more information).

11. TAVERN ("The Weathervane," Docks District)

This crusty old wood and shingle building is decorated with old fishing nets, buoys, harpoons, boat oars, and fish bones. The tables are made from old barrels, and most of the "chairs" are just repurposed shipping crates, giving a well-worn nautical feel to the tavern. Despite the sketchy appearance, the establishment is clean, orderly, and well-managed. After being closed for several months following the disappearance of its former owner, it has recently reopened under the management of its former barmaid Jennily. Meals here are simple and inexpensive, and usually seafood. (The house special has been the same for as long as anybody can remember: a plate of smoked fish and fried potatoes, with a mug of bitter ale.)

There are four rooms upstairs for rent, but about 1d4 of them are rented out on any given day. The Weathervane doesn't have a stable, but Jennily has a business partnership with the Dockmaster for those who need to dock a vessel for a while.

"The Weathervane"

Item or Service	Cost (gp)
Room and board	5gp per person per night
Vessel Docking	1gp per foot of length, per night
Typical Meal*	1-2 gp

* I hope you like fish.

12. TAVERN ("Chaos," House District)

Chaos is cleaner than The Weathervane, and a little more down-to-earth and affordable than The Nutmeg. This restaurant and public house serves comfort food in large portions, and caters to the "common folk" who work in the mines and lumber camps outside of town. It is run by a cheerful woman named Nadia (who does most of the cooking and brewing), and her husband Marciano (who handles the business affairs and manages the rooms.)

In addition to food and drink, Chaos has six rooms upstairs for rent...but they are almost always booked (on any given day, 1d4+2 of the rooms are booked up).. Rooms are rented by the night or by the week, and a stable service is available for guests with horses who need to stay a night or three.



Geneva Erdove, owner and head chef of "The Nutmeg Tavern," in the Market District. Her shepherd's pie is legendary.

"Chaos"

Item or Service	Cost (gp)
Room and board	10gp per person per night
Stable Fee	3gp per night, includes feed and brushing
Typical Meal*	3-5 gp

* Word around town is that Chaos has the best beer, but The Nutmeg has the best food.

13. TAVERN ("The Nutmeg Tavern," Market District)

They might have the word "tavern" on the signpost, but this establishment is far cleaner and more ornate than your average bar. When people in Threshold celebrate special occasions, or if they feel like treating themselves to something fancy for dinner, the only place to go is The Nutmeg Tavern. This posh restaurant and bar is decorated with tapestries, potted plants, and exotic furnishings from all over the world, and the air is perfumed with rich spices and baked goods. The food and drink is nothing short of perfection--and all priced accordingly.

There are up to eight rooms upstairs for rent, and a detached three-room bungalow for those who need extra room (or privacy.) They are priced at a premium, and are usually only affordable by wealthy merchants and nobles from out of town. But if you need a place to stay and the other taverns are booked, it's certainly better than sleeping under the dock.

"The Nutmeg Tavern"

Item or Service	Cost (gp)
Room and board	25gp per person per night
Private Bungalow	100gp per person per night
Stable Fee	10gp per night, includes feed and grooming
Typical Meal*	25 gp and up

* Apparently it's worth every penny.

The owner and head cook of The Nutmeg Tavern is a white-haired elf named Geneva Erdove. She is rarely seen during business hours, however, preferring to spend her time in the kitchen with the ovens and pastries. She leaves the management and operation of the restaurant to her two spouses, Alasella (who runs the house and tends the bar) and Taneiro (who keeps the books straight and the rooms clean).

WHAT'S ON THE MENU?

On the island of Taevava, meals are usually served and eaten in a single course. A simple meal might be mutton stew with some fresh bread and ale, or a platter of cheese and cold meats with bread and pickles. An upscale meal might be roasted chicken, fish, or lamb, with pasta and a variety of sauces. An extravagant meal might be a whole roasted turkey with a half-dozen dishes of spicy and savory foods, served with wine and brandy, and finished with cakes, pastries, and coffee.

Ale and wine are the most popular pub drinks on Taevava. Mead and cider are imported from the north; rum, tea, and coffee are imported from the Colonies.

Snacks and sweets are common here as well. Wine gums, candied peel, licorice, suckets, and butter mints are the most popular candies on the island. Spiced cakes and fruit pies are rather new, and very popular.





A student of Azriel's Academy, wearing the red and brown robes of a first-year student.

MAGE'S GUILD ("Azriel's Arcane Academy", not shown on map)

This large spire between Threshold and Crownspoint is visible for miles. It is the home to dozens of professors and their staff, and hundreds of students from all over Taevara.

Becoming a student at Azriel's Academy isn't easy. Only those who can demonstrate magical ability, pass a written exam, and pay the considerable fees are even allowed to apply, and of the hundreds of applications received every year, only 12 are admitted. Most students spend the next ten years of their lives here, honing their talents and completing their research, but some particularly gifted students might graduate a year or two early.

Once you have had a chance to establish your connections here, you will be able to purchase scrolls, potions, spellcasting services, and special equipment of an arcane nature (such as spell components, alchemy tools, parchments and books, robes, and the like.) These items are shown in the table below. If your character has the Sage background, or if you are a Sorcerer, Wizard, or Warlock, you might already be a member of Azriel's Arcane Academy...saving yourself considerable time and money.

"Azriel's Arcane Academy" Goods and Services

<i>Item or Service</i>	<i>Cost (gp)</i>
Alchemical items	Per the Player's Handbook
Scrolls*	Varies by spell level and component cost
Professional services	10gp/hour
Spellcasting services, cantrip	25gp*
Spellcasting services, 1st level	50gp*
Spellcasting services, 2nd level	200gp*
Spellcasting services, 3rd level	450gp*
Spellcasting services, 4th level	800gp*
Spellcasting services, 5th level	1,250gp*

*Artificer and Wizard spells only, 24 hours advance notice required. Component costs are not included.

TRADING POST ("The Huntsman's Guild," not shown on map)

This large inn is located on the main highway between Westra and Threshold, about an hour's hike through the woods southwest of Threshold. It serves the outlying community as a general store, grocer, ferrier, and even a veterinarian, helping the local farmers and ranchers keep their animals healthy. The main two-story log structure is surrounded by a handful of log cabins for rent as well, but the accommodations are more like camping than staying at a hotel.

The Huntsman's Guild is operated by Master Nigel "Big Nige" Abani, an immense man with a broad smile and a huge mane of black hair. He is the leader of the Huntsman's Guild, which oversees the management of hunting grounds, the sale of meat and hides, and the sale of hunting weapons and tools.

"The Huntsman's Guild"

<i>Item or Service</i>	<i>Cost (gp)</i>
Room and board	15gp per person per night
Equipment and goods	As listed in the PHB, +20% markup for non-members
Typical Meal*	2-5 gp

* A typical meal here is a simple stew of venison, served with bread and mead.

Guilds and Factions

Your character isn't alone in the world. Chances are, you will start this campaign as a member of a Guild: sort of a combination of employer, school, labor union, and social club. Fighters, wizards, rogues, hunters, everyday craftsmen, and even thugs and criminals have their own Guilds. And to track your level of involvement with a Faction, this campaign uses the optional rules for Renown, described in full on page 22 of the Dungeon Master's Guide. By gaining Renown with certain factions, you will "unlock" information, services, and quests.

The list below shows only the most publicly-visible Factions here on Taevara...there are certainly others, many of which prefer to stay invisible and unknown. Your character might already have some Renown with a Faction depending on the choices you made.

AZRIEL'S ARCANES ACADEMY

Leader: Headmaster Azriel Ezora

Who They Are: Arcane students and spellcasters of all kinds: artificers, bards, sorcerers, warlocks, wizards, eldritch knights...

Why Join Them: Join this faction if you want access to arcane scrolls, wands, spell components, and research materials.

Members of the guild are able to purchase scrolls, potions, spellcasting services, and special equipment of an arcane nature (such as spell components, alchemy tools, parchments and books, robes, and the like.) You likely have a dormitory of your own, where you can maintain a strict but comfortable lifestyle. If your character has the Sage background, or if you are a Sorcerer, Wizard, or Warlock, you might already be a member of Azriel's Arcane Academy.

THE CROWN

Leader: Lady Veroni Marchessa in Threshold, or King Felix III in Arushi

Who They Are: Nobles, knights, counts, barons, and folks who are still loyal to the monarchy before the Merchant Guilds and the Temple came to power

Why Join Them: Join this faction if you want to own your own castle, marry a prince (or princess), command your own army, and be a literal knight in shining armor.

The ruling class of Threshold might not have much authority when it comes to laws and government, but The Crown still controls all of the land, property, and title on Taevara. So if you would like to someday have a castle of your own, maybe start your own town, you will need to be in tight with the matriarch.

You might already be associated with The Crown if you chose certain Backgrounds.

Otherwise, you join this faction by doing favors for the royal family. As your Renown grows in this faction, your station will improve from humble Squire to eventually Baron or Lord.

THE ENCLAVE OF THE OLD FAITH

Leader: Selwyn Bascio, High Druid of the First Circle, in Westra

Who They Are: Clerics, Druids, Paladins, Theologians, and Healers

Why Join Them? Join this faction if you hate the undead, or if you would just like to have access to potions, scrolls, and other stuff for druids, clerics, and "nature-based" characters.

The Old Faith adheres to the religious practices that predate the arrival of the Temple of Dawn (and some of its members would say it predates even the Cataclysm). Members of the Enclave worship life, death, and the natural order of all things, and seek to destroy all that is unnatural—particularly undead and aberrations.

If you are a druid, ranger, or paladin, or if you have the Outlander background, you might already be affiliated with the Enclave of the Old Faith. As your Renown increases with this faction, you will gain access to better potions, wands, staffs, scrolls, and such.

THE GUILD OF VERACIAN MERCHANTS

Leader: Guildmaster Oran Meditor, in Arushi

Who They Are: Business owners, traders, craftsmen, sailors, merchants, pretty much anyone who makes and sells anything of value.

Why Join Them? The Merchant Guild is the safest and fastest path to riches in The Southern Nations. Join them if you want to make lots of money quickly, run your own business, or make powerful deals with powerful people.

The Guild of Veracian Merchants is one of the largest and most influential Guilds in the entire Southern Nations. Nearly every type of merchandise, service, or material is strictly managed and controlled by the Merchant Guilds, making them very powerful (and very wealthy). From the lawmakers and courts, to the noble houses, to the bishops and clergy of the temple, the merchants control nearly every aspect of life here in the Southern Nations.

If your character has the Guild Artisan, Guild Merchant, or Sailor background, you might already be a member of the Merchant Guild. Gaining Renown with this faction pays dividends, literally: you will earn wages and high amounts of gold as you complete missions and favors for the most wealthy faction in the world.

HIGH SOCIETY

Leader: There is no "leader" per se; just the wealthy aristocracy of Taevara at large.

Who They Are: The very wealthy "old money" of Threshold. Aristocrats, nobles, retirees, bourgeois who married money, that sort of thing.

Why Join Them? Powerful friends, eligible bachelors and bachelorettes, fame and fortune...all of the usual perks of having wealthy friends. Join them if you want access to the latest fashions, invitations to the finest parties, and friendship with the most powerful people.

Members of High Society can bypass most of the petty rules and regulations with a stern look and a sharply-worded "Do you know who I am?" A well-tailored outfit and a properly-worded letter of recommendation can open just about any door in town. You can make someone feel two inches tall just by saying "Good morning" to them, and you can say "I love that gown you are wearing" and make it feel like a slap in the face. Gaining Renown in this faction involves keeping up appearances, attending parties, and doing small favors for your friends.

THE HUNTSMAN'S GUILD

Leader: Nigel "Big Nige" Abani

Who They Are: Hunters, trappers, fishermen, rangers, druids, foresters, and outlanders.

Why Join Them? Join this faction if you want access to hunting equipment and supplies, and if you want to trade pelts and other animal products for profit.

Just outside of Threshold is a large wooden hotel, built near the main road to Crownspoint. It is a trade house for the Hunter's Guild, merchants who buy and sell meat, fur, ivory, and leather. If your character has the Outlander background, or if you are a barbarian, ranger, or druid, you likely start the game as a member of this Guild.

As with all guilds, membership has other benefits as well. Their skills in hunting and tracking mean they are often called upon to track down dangerous beasts and escaped criminals, when all other options fail. These contracts pay more than just coin; they allow you to build a reputation and curry favor with powerful people.

THE TAEVARAN ARCHAEOLOGICAL SOCIETY

Leader: Ovalia Cogliano, owner of “Ovalia’s Oddities” in Threshold

Who They Are: Archaeologists, Historians, and Sages

Why Join Them? Join this faction if you want to hunt treasure, raid tombs, and solve the mysteries of the Ancients.

Headquartered out of Ovalia’s Oddities, and led by Ovalia Cogliano, this organization specializes in the artifacts of The Ancients: finding them, recovering them, and bringing them back to Threshold to be studied. As your Renown with this faction grows, you will gain access to research materials, maps, journals, magic item identification, and similar services. With enough Renown, you might be hired to find ancient artifacts, delve into ancient tombs, or to map uncharted islands.

THE TEMPLE OF DAWN

Leader: Radiance Migliore Accottano, High Priest of Bahamut

Who They Are: Clerics, Druids, Paladins, Theologians, and Healers

Why Join Them? Join this faction if you would like access to potions, scrolls, and other goods and services of use to religious characters.

The Temple of Dawn represents the orderly, organized variety of religion that is coming into fashion these days. They believe in the purifying power of light, and the absolute destruction of darkness and evil. While they serve all deities of the Order of Dawn, the Threshold temple is particularly devoted to Bahamut, the Platinum Dragon.

If you are a cleric or paladin, or if you have the Acolyte background, you might already be associated with this particular Faction. As your Renown increases within the Temple of Dawn, you will “unlock” the ability to purchase potions, wands, scrolls, and other magic items at the local temple, and at discounted prices.

THE TOWN GUARD

Leader: Captain Veccio Marccini, Captain of the Guard in Threshold

Who They Are: Town Guards, Law Enforcement

Why Join Them? Join this faction if you want to be able to carry weapons and wear armor everywhere, or if you want cheap access to weapons and equipment.

In Threshold, the main Fighter’s Guild presence is the Town Guard. This guild operates out of several barracks across town (one in each district), with their main headquarters in the Crown District. Many business owners and shopkeepers enjoy having the guard around, so they offer little favors and discounts for uniformed guards.

If your character has the Soldier background, or if you are a fighter, monk, or rogue, you might already be a member of this Guild. Members call themselves “The Green and Gold,” and they are generally well-respected and trusted by the public. As your Renown with this faction grows, you will earn more respect and privilege from the townsfolk, you will gain access to better weapons and equipment, and you will get the first pick of any bounty hunts and contracts that come through the Fighter’s Guild.

Everyday Life in Threshold

DOLLAR EQUIVALENTS

One Copper is about twenty-five cents in today's money. You can't buy much with it, but most folks would stop to pick one up.

One Crown is about \$2. You can buy a sandwich or a pint of ale with one.

One Sovereign is about \$20. You can buy a nice meal, a new shirt, or some pipe tobacco with one of these coins.

One Guilder is about \$200 in cash...a lot of money! You can buy nearly anything you could want with just one of these coins: a night out on the town, a fancy room at the Nutmeg Tavern, a new sword...

THE TAEVARA MINING CO.

Characters with the Guild Merchant or Guild Artisan background, or characters that are proficient with Tinker's Tools or Metalworking Tools, might already be members of this powerful Guild.

THRESHOLD TIMBER

Characters with the Guild Merchant or Guild Artisan background, or characters that are proficient with Carpenter's Tools or Woodworking Tools, might start the game as members of this Guild.

CURRENCY

You might find yourself asking "how much money is one gold-piece, exactly?" Well, in this game world, a gold-piece is the standard pay for an unskilled laborer, for one day's work. Gold-pieces are called "Sovereigns," because they have the face of King Felix III on one side. It is the currency of nobles and the upper class.

Copper pieces are called "Coppers," and they are the currency of the lower class and the working poor. There are one hundred coppers to every Sovereign.

Silver pieces are called "Crowns," because they are minted with the image of a crown on one side. It is the currency of the middle class, and 10 crowns make a Sovereign.

Platinum pieces are called "Guilders," and are very rare outside of the merchant guilds. It is the currency of the Guilds, the banks, and the ruling class. A guilder is worth ten Sovereigns.

ECONOMICS

The largest and most valuable export in Threshold is silver. Roughly 15 years ago, a rich silver ore vein was discovered in the central mountains of Taevvara. In the years since, smelters and refineries have been popping up on the outskirts of town near the Docks District, with new workers arriving nearly every week to work the forges and smelters on the east side of town, or to dig the ore in the mines far to the south. These new buildings, factories, and houses have come to be called the East District.

Several large brick buildings are currently under construction, with great towering smokestacks and metal roofs. New houses are popping up as well, to meet the demand of new workers. These buildings are part of the new expansion of the North Taevvara Mining Company. Each smelter and refinery might be owned and operated by a different family, but they all are in the pockets of the Mining Guild.

The second-largest employer in Threshold is the timber mill, located in the middle of the River District. Logs from the lumber camps in the south are lashed together into rafts, and are floated down the river to this sawmill by skilled laborers known as "logbucks." The log rafts are disassembled, hauled up giant ramps, stripped of bark, and cut into planks and boards by an immense water-powered saw. The bark, sawdust, and offcuts are used to fuel the forges and smelters in the East District; the timber is used locally or exported.

NAMES

This chapter is approaching 20 pages and I need to get on with writing other things.

When it comes to names in The Southern Nations, [FantasyNameGenerators.Com](https://fantasynamegenerators.com) is your friend. Just follow the link, and navigate to Real Names → Renaissance Names → Italian, and you've got yourself a list of typical names here in Taevvara.

If you want your character to be from a different island in the Southern Nations, your name likely reflects your origin. Arushian names are loosely-based on French, for example, and Xolen names tend to be more German-sounding. See the sidebar for some convenient tips.

You can use this to your advantage in other aspects of the game. You can tell a lot about a stranger that you have just met, simply by considering their name and their style of dress. This is not an accident; this is a deliberate call-back to a very old custom from our real-world Renaissance period.



CUSTOMS

It is not proper to quiz Taevarans about guild politics or problems. People here do not discuss these matters with outsiders, and take offense at these questions.

It is customary to boast about a guild's good points while giving a sales pitch, and a buyer hears this if he asks about a product or service. A sale concluded after a lengthy bargaining session is toasted with a drink of imported brandy, kept by the shopkeeper for just such occasions. Customers who buy expensive items might be invited to dinner by the merchant.

Ships come and go in Threshold all the time. The more important arrivals and departures are observed with a "docking party," sponsored by a guild or ship captain. Docking parties are held in the factor's offices, a nearby warehouse, or at one of the taverns in town—well away from the vessel and the busy dock. Most of the crew attends these raucous events, which sweep up passersby and sometimes migrate into the streets. Similar celebrations are held for the launching of new ships and the arrival of foreign dignitaries.

The working people of Threshold pride themselves on the quality of their work as well as the quality of their recreation. They take any excuse to have a good time, so long as essential work has been done or is caught up. Numerous religious and national holidays fill the calendar, and it is common practice to receive time off of work on the day or afternoon that is holy in an individual's belief.

ADVICE FROM THE LOCALS

Advice from the tailor to Lady Marchessa's Court:

"Heading to Crownspport? Take along a new-style belt buckle or a robe of a new cut and you'll have a great bargaining tool. You could give it away as a gift—and very flattered the recipient will be—or trade it for what you want to buy. Whatever you take will have terrific value because it'll be so novel. But the item better be something that's only just come out, or it will already be in Crownspport!"

Advice from a porter at the docks:

"Be careful. The merchants of Taevara might have been given a black eye by the Temple, but they can afford to bide their time and wait for this whole thing to blow over. They can afford all the eyes and ears they need to keep watch, cover their tracks, and sway the right people. They can afford anything."

Advice from a very drunk young woman:

"If you're gonna compete in the Threshold Ale Festival, you best get started now with yer recipe. Miss Nadia hasn't lost in eight years straight. Just watch out for her Keelhaul Stout. Two pints are more than enough."

Advice from a halfling merchant from Crownspport:

"If you don't have the patience for bargaining, you'll pay full price for everything, and that can be pretty expensive in the Islands. Of course, retail prices are fixed for things like passage or lodging, which is set by the Guild, but the prices in the shops are very negotiable: with the right connections, you can generally get you a discount. Bargaining's a fine art with Guildsmen...they're disappointed if you don't dicker."





Advice from a retired knight of Lady Marchessa's court:

"Don't bother to pick a fight with a Guilder. They'll laugh in your face and say they'll see you in court of law. Or they'll arrange to duel you in the town square, and then have you shot. Even the wealthiest merchant-prince lacks the honor to defend himself properly, always hiding behind his money. Cowards, the lot of them!"

Advice from a wealthy shopkeeper:

"Never refuse a social invitation! That's where the real business is done: at dinner parties, on holiday get-togethers, or after work in the taverns. If you're looking for work, or if you want to buy or sell something, that's the time to make the best connections. And the best way to get invited is to make an expensive purchase. If it's the merchant's biggest sale of the day, five Crowns says the merchant will take you out for a drink or dinner. And then you can really get down to business."

Advice from a tobacco merchant from The Colonies:

"You want to trade on Taevara, you want to trade with the Merchant's Guild. There's no way around it. They have the wealth to back up every trade decision, and they're left unbothered by the pirates at sea because of that strange magic they know. A bargain with anyone else is a fool's bargain."

Advice from a lady of negotiable virtue:

"Ha ha! Oh honey, you're adorable, but you can't afford me. Or rather, I am the one who can't afford you, if you catch my meaning. Oh don't pout, you poor thing! Tell you what, since you've been such a darling: I'll put in a word with some of my sisters over in the Docks. I'm sure that one of them will cater to a fine gentleman of your status."

Advice from a fisherman in Threshold:

"Those Crownspport ships are bewitched! Strange things happen around them, odd winds ablow, schools of monstrous fishes following alongside, ships that vanish. Well, no one believes it until they see it for themselves, and then it's too late. Even pirates leave them alone, that's for certain. A single merchant-prince is a match for a pirate vessel all by himself. They're not normal people, everybody knows that. I'd steer clear of them if I was you."

Advice from a halfling Guildmaster out of Crownspport:

"There were once a time when halflings were enslaved by the tall folk. Big labor for small diggers, that were—but we don't ponder that no more. Malf Quickhand freed us, and off we took to the Southern Islands. Now we be as heavy-pursed as any other family in the guilds. Business be good, trade be good, and the tall folk never so powerful since the Silver Purge. The Purge? Oh, that were long back a killing time for humans, cursed as they were with the were-way. But it be false, what the temple clerics say! The were-folk be long gone from our islands. The Temple harps on about it to keep folks scared, which keeps them in power."

Advice from a child at the candy stall with a mouthful of taffy:

"They say th' best candy's made in Arushi cuz it's the place what first gets th' best sugar from Th' Colonies, ya? Sure they send sugar all over th' place but it gets to Arushi first, my da says, cuz the guilds don't like Crownspport as much so they sends the poor grade stuffs here. My da says its a grudge or somethin,' ya? But that's jus' fine by me, cuz I think th' brown sugar tastes th' best and makes th' best taffy. Da says it makes better rum too, but I don' like rum, ya. Have you had th' taffy yet? Th' caramel taffy's th' best, trust me."