
LEAGUE OF THE BLUE CLOAK CAMPAIGN GUIDE

Rev. Sep. 2017

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Change Log

Rev. 1: September 2017

- Updated all text to reflect Vander Greycastle's new status as Master of the League in Santiem
- **Introduction**
 - Removed references to Season 1 as an experiment.
- **League Rules**
 - **Seasons, Months, and Missions:** Added explicit explanation of season and month divisions and notation.
 - **Scheduling:** Updated scheduling rules to describe the proper use of the Facebook RSVP system to reserve a slot and an alternate slot.
 - **Attendance:** Updated attendance rules to set a firm "fifteen minutes before the game" minimum for attendance.
 - **Open Seats and Minimum Attendance:** Added section to explain updated scheduling rules.
 - **Schedule and Information Document:** Added section to explain the document and when it would be updated.
 - **Hit Dice:** Explicitly addressed character abilities that change healing during Short Rests.
 - **Reputation and Titles:** Added section to introduce new reputation rules.
 - **Trophies:** Section deleted.
- **The Tools of the Trade**
 - **Connecting to the Game:** Passphrase for season one removed. Passphrases now found in each season information packet.
 - **The Broken Lantern Resource Page:** Added section describing resource page
- **Donning the Blue Cloak**
 - **Minimum Levels:** Removed explicit mention of season 1 rules. All information moved to season schedule and information packet.
 - **The Guild Service and Lifestyle Parcel:** Added section to explain the use of this parcel and where to find it.
 - **Promoting Your Character:** Edited for clarity and removed Season 1 specific information.
 - **Maintaining Your Lifestyle:** Edited for clarity and removed Season 1 specific information.
 - **Maintaining Your Lifestyle:** Artisan's Tools, Entertainer Background, Guild Artisan Background, and Sailor Background now grant 50% discount on Lifestyle costs rather than fixed 10 gp.
 - **Selling and Upgrading Equipment:** Added section to address questions about upgrading armor and selling looted items.
 - **The League Vault:** Added section to clarify the League Vault rules
 - **Item Auctions:** Added section to explain item auction rules.
- **Wearing the Cloak**
 - **Minimum and Maximum Levels:** Removed references to season 1 specific information.
 - **Reputation and Titles:** Added the entire section and several subsections to explain basic reputation rules.
- **The Living City**
 - **Your First Glimpse:** Added section to describe the city to newly arrived recruits
 - **The Blackwater Ward and the Broken Lantern Tavern:** Added section to describe the ward and tavern to newly arrived recruits.

Introduction

“So, you want to wear the Cloak, eh? Well, pull up a stool and let’s talk a spell. I’m Vander Greycastle, Master of the League. At least, master of this chapter of the League of the Blue Cloak. And I can tell you what we’re about. And then you can tell me what you’re about. And we can see if it all fits together, eh? But first... well, first mugs, then words as they say. Let me pull us a couple of drinks.”

The League of the Blue Cloak is an online Dungeons & Dragons 5E campaign that provides an opportunity for many players to participate in regular games and enjoy an ongoing story without a heavy time commitment or a set schedule. It’s specifically designed so that each player participating in the game has a good chance of enjoying at least one four-hour one-shot D&D adventure each month. It’s also designed to give players the chance to engage with the game world and to advance their characters even when they aren’t directly engaged in a game session.

This opportunity is being offered, first and foremost, to high level supporters of The Angry GM website on Patreon and secondly to those who have supported The Angry GM in other ways. It’s my way of saying thank you. I am truly grateful to each and every one of you.

Because of the larger than normal player-base and the fact that most of us are strangers who may have different expectations, it’s important to spell out the rules and expectations as clearly as possible so that we’re all on the same page. If the following rules seem harsh, condescending, officious, or overly detailed, please keep that in mind. My goal is to give everyone a fair chance to enjoy the game, to make sure everyone knows what to expect going in, and to ensure the game has every chance to succeed.

I truly hope it succeeds and I hope that each one of you have an enjoyable experience. As time goes on, I will welcome your feedback and your suggestions so that I can improve the experience for everyone.

Once again, let me say thank you for your generous support. I look forward to gaming with you.

Scott “The Angry GM” Rehm

League Rules

Code of Conduct, Table Rules, and Game Rules

“I like to think of us here as kinfolk. If not brothers and sisters in blood, at least in arms. Trouble is, not everyone agrees with my sunny view. There’s no hiding it: we’re mercenaries here. Sure, we try to make sure we’re the good-hearted kind of mercenaries, but we’re still mercenaries. We all have our own reasons for being here. Some of us are here to do the right thing, save the common folk, protect the less fortunate, all that crap. But some of us have greedy guts and we’re here because the pay is a damn sight better than what you’d get hefting a pike or a standard for some lordling’s army. And some of us just behave like the northern end of a south-flying manticore. Add to that the fact that we’re only allowed to do our thing here by the grace of our fair governor, Lisella Brayan, and that she gives us a lot of leeway, and there’s only one way to keep this little ragtag band running smooth: we need rules. We try to keep ‘em simple. We try to keep ‘em short. But we gotta keep ‘em all the same. So, pay attention.”

Code of Conduct

The League of the Blue Cloak is a welcoming environment and everyone should feel comfortable both in the game and in the online community. You are expected to treat all members of the group with respect and common courtesy. Basically, treat everyone the way you’d like to be treated.

However, the League of the Blue Cloak also provides a fun, casual gaming environment for a diverse group of people from various backgrounds and experiences. Accidental offenses and hurt feelings are inevitable. And it is important that everyone be given the benefit of the doubt. Never assume malice when accident is the simpler explanation. Should a conflict arise, an apology should be the end of it.

If someone does or says something to make you feel unwelcome or uncomfortable, please inform me immediately via e-mail or private message inside the Broken Lantern community and I will resolve the matter per my own best judgement and what I think is best for the game. If I am the one that makes you feel unwelcome or uncomfortable, again, please give me the benefit of the doubt and address it with me.

When it comes to uncomfortable topics, including sexual content, swearing, excessive gore or violence, and the like, assume the game carries a loose PG-13 rating. RPGs, by their nature, are violent. And adventurers are, by their nature, swears. But romantic and sexual content has no place at the game given the varying levels of discomfort that can cause.

I don’t think I need to say anything more than this and I don’t expect any problems. Anything that does arise, I will deal with on a case by case basis balancing everyone’s desire to have fun with everyone’s desire to feel welcome.

Patreon and the Game

Except for a very small number of individuals who have supported me in other ways, you have been invited to participate in this game because of your level of support for The Angry GM on Patreon. And that can potentially create some issues. So, it is important to spell out the relationship between your Patreon support and your membership in The League of the Blue Cloak. I realize this might come across as harsh and I’m sorry. But whenever there is money involved, I find it is important to spell things out clearly to avoid potential conflicts.

You are not paying for a seat in the League of the Blue Cloak. You are supporting my work as The Angry GM. And you did so because you thought the work was worth it. This game is not a right or entitlement. I am offering you a

place in this game as a gift to show my gratitude. And that invitation is the only gift. You are still expected to abide by all the rules and codes of conduct for the game. And if you fail to abide by those expectations, you will be asked to leave the game. You may continue to support The Angry GM on Patreon after you have been asked to leave the game. That is your choice. But doing so or not doing so will have no bearing on whether you will be asked to leave.

In addition, should you ever feel the need to use your ongoing support as leverage to get your way or threaten to withdraw your support as part of any discussion or argument, you will be immediately removed from the group and you will be blocked from any further support on Patreon. I sincerely hope it never comes to that with anyone.

Recording and Broadcasting

Game sessions will not be recorded or broadcast. I will not be recording or broadcasting the game sessions and no one will be allowed to watch or listen to the game. No player can record, broadcast, or livestream any portion of these game sessions nor to allow any audience to watch or listen in. Any player caught violating this policy will immediately be removed from the League of the Blue Cloak.

Scheduling and Attendance

To allow between twenty and forty people to participate in an ongoing online game and be as fair to everyone as possible, it's necessary to be systematic about scheduling and attendance.

Seasons, Months, and Missions

The League of the Blue Cloak campaign is divided into multiple seasons, each with an overarching part. Seasons are further divided into three months of gameplay. These months will generally correspond to real life calendar months, though that may occasionally change to accommodate scheduling issues. Each month will also correspond to a month on the game's calendar. The abbreviation S#M# refers to the season number and then the number of the month within that season. S2M1 is the first month of season 2. S4M3 is the third month of Season 4.

During each month of play, several missions will be available. These are the actual game sessions. Each mission has five open slots for players.

Scheduling

Every member of the League of the Blue Cloak is entitled to play in at least one game session in each month. All members will also have the opportunity to participate in more than one game per month if there are seats available.

One week before the start of a new month, generally on a Sunday, the schedule of missions will be posted for the upcoming month. A few days later, generally on the following Wednesday, events will be posted in the Facebook group and players will be able to RSVP for said events.

You have one RSVP per month. Select a mission that appeals to you and one that you can attend and RSVP as a "yes" using the Facebook RSVP system. However, remember that each mission only has five open seats. If there are already five RSVPs – apart from me, the GM – there are no more open slots in that missions. All seats are reserved on a "first come, first served" basis.

If there is a second mission you can attend in a given month and you would like to express interest in claiming an additional slot, you may RSVP as a "maybe." An RSVP of "maybe" should only be used if you are sure you can attend the game and are willing to commit to an alternate seat if one is available. Please do not RSVP as a "maybe" to more than one session each month.

Even if you have not reserved a seat or RSVPed for an alternate seat as a "maybe," you may still be able to play in a game session. Simply log in on Discord fifteen minutes before the start of the session. If there are any open seats, they will be doled out at that time.

Attendance

Game sessions will start and end promptly on time. The Fantasy Grounds Virtual Table Top will be available starting at least a half hour before the scheduled start of any game session. Fifteen minutes before the start of the game session, attendance will be polled. Any open seats will be given out at that time or shortly thereafter. Thus, you must be actively on the Discord server at least fifteen minutes before the start of the game session.

If you leave early from a game session, your character will revert to my control, but your character will become a silent participant. They will continue to participate in battles and use their skills to help the party, but they will have no say in any decisions made by the party. If you stay for at least three out of the four hours in the adventure session, you will receive a full share of all rewards entitled to you. If you leave adventure before two hours have passed, you will not receive any of the rewards from a successful mission.

If you reserve a seat for a session and discover before the session that you are unable to attend, please inform me as soon as is possible so your seat can be opened for someone else.

Emergencies

The scheduling rules exist to ensure everyone has as many opportunities as possible to participate in at least one game session each month. However, this is still only a game and emergencies and sudden changes do happen. If an emergency arises that prevents you from participating in a game or forces you to leave early, please contact me as soon as you can even if you can't get in touch with me until well after the game. In the event of an emergency, I will do my best to make sure you still get to play in a game at least once that month. That said, please keep in mind that there are several people relying on you to keep to your schedule. If you reserve a seat in a game, you should make attendance a priority. And if you develop a pattern of frequent emergencies, I will be less inclined to make allowances for you and may even ask you to leave the game.

Technical Issues

Unfortunately, technical difficulties are a reality in any online game. Unfortunately, these technical difficulties can be extremely disruptive. If a player loses their connection to the game, the game will be stopped for up to five minutes to give them a chance to reconnect. After that, the game will continue and I will take control of the character as if the player left the session early. A player who has lost their connection will be allowed to resume playing if they reconnect within 30 minutes. After that time, it is simply too disruptive to bring the player back into the game. If you lose your connection to the game and are unable to reconnect, you will be treated as if you had to leave early due to an emergency. If you experience three or more losses of connection to the game once the game has started, please stop trying to reconnect to the game. You will be treated as if you had to leave early due to an emergency.

If you experience other technical issues such as echoing or loss of sound quality or loss of virtual table-top functionality and those issues become disruptive to the game, you will be asked to leave the game session and it will be treated as if you had to leave early due to an emergency.

If persistent technical issues prevent you from participating in game sessions repeatedly, you may be asked to leave the League of the Blue Cloak until you can resolve those issues.

Open Seats and Minimum Attendance

Each mission requires at least three players and cannot accommodate more than five players. As noted above, seats can be reserved prior to the game session by using the Facebook RSVP system and selecting either "yes" to indicate you are reserving a seat in that session or "maybe" to indicate you can attend and will claim an open seat if one is available. Remember, you may only RSVP "yes" to one mission and "maybe" to one other mission in a given month.

Between 36 and 24 hours before the start of the mission, the mission will be checked for minimum attendance. At that time, if there are at least three players who have RSVPed as "yes" or "maybe," the mission will go on as

scheduled. Otherwise, the mission will be canceled and rescheduled. If the mission is cancelled, the players who RSVPed for the mission will be contacted.

If there are more players who have RSVPed “maybe” at that time, available seats will be given out at random, though priority will be given to the players who have participated in the fewest number of sessions already that month.

If a session begins and, due to a lack of attendance, there are not at least three players, that session will unfortunately be cancelled. The participants who did attend will be able to sign up for another game session later that month. If it is early enough in the month, I may schedule a replacement game session for the canceled session. If a replacement game session must be scheduled, any attendees who missed out on the cancelled session will be consulted to set a time and date and they will be given priority for open seats.

In the event that a canceled game session cannot be rescheduled, other accommodations will be made for the attendees who missed out.

Attentiveness

During game sessions, you’re expected to be in the game. Even if you are not directly involved a scene, you should be attentive so that you are ready to jump back in the moment the action returns to you and so that information doesn’t need to be recapped for you. All game sessions are being held to a strict time limit, so delays and distractions prevent everyone from getting as much game as they possibly can and may even keep your team from successfully accomplishing their goals.

Closed Sessions

During game sessions, only the players participating in that session may be connected to the Fantasy Grounds Virtual Table Top campaign or the Discord Table Top voice channel. All other players, including those who were waiting on standby and did not get an open seat will be asked to log out.

Character maintenance may not be conducted while game is in session.

Schedule and Information Document

At the start of each season, a schedule and information document will be published. That document will contain the introduction to the season’s storyline, information about lifestyle and training costs for the season, level and XP limits for the season, and the mission schedule for the first month.

At the end of each month, this document will be updated to include information about the results of each mission as well as other rumors and world events and the schedule for the following month. This document will also contain the information about upcoming magic item auctions.

At the end of each season, the document will be updated one final time to close the story for the events of the month. And each season’s schedule and information document will remain available on the resource page for perusal.

Players should get into the habit of reviewing this document at the start and end of each season and the start of each month.

The Rules of the Game

The League of the Blue Cloak is a Dungeons & Dragons, 5th Edition game. All rules from the D&D 5th Edition Players Handbook (PHB), Dungeon Masters Guide (DMG), and Monster Manual (MM) will be in force. Players without access to the PHB can utilize the free D&D 5E Basic Rules PDF. The D&D 5E PHB module has been installed in the Fantasy Grounds Virtual Table Top, so you will have access to all the contents of the Players Handbook while you are connected to the game. All the core D&D 5E rules will be in play with the following exceptions and excepting

any judgment calls or rulings made during play. I reserve the right to modify all game rules, including those on the following list, as I see fit.

Character Generation

You must generate your character in accordance with the rules and instructions found in their own section later in this document.

Death and Resurrection

There are no options in the game that allow mortals to return to the dead. Although there are myths and legends about mortals returning to life under extreme circumstances, there is no known magic that can restore the dead to life in any way, including reincarnation.

Inspiration

The inspiration system will not be in use during the game. Characters will not gain inspiration or spend inspiration points. Players may choose personality traits, bonds, flaws, and ideals for their characters if they so desire, but these carry no mechanical benefit.

Resting

There are no short rests in the game and no benefits to resting during game sessions. Between game sessions, characters recover to full health. As most game sessions are designed to be much shorter than the “adventure day” describes in D&D 5E rules, this should not be an issue.

Hit Dice

Although there is no resting between games, at the end of any encounter or scene, you may spend any amount of Hit Dice you wish to recover hit points, exactly as if you had taken a Short Rest. If there is a character in the party – such as a bard – whose abilities affect the healing derived from hit dice or during a Short Rest, any player spending hit dice enjoys the benefit as if they had taken a Short Rest.

Declaring Actions

Your job, as a player, is to describe what your character wants to accomplish and how they want to accomplish it. You will never “use” a skill. If you want to accomplish something, tell me what you want to accomplish and how. If you’re not sure how you might accomplish something but you think it’s something you should be able to accomplish, tell me what you want to accomplish and we will work out what’s possible.

And no, you can’t “help someone with a skill roll” either. Tell me what you’re doing to help.

Knowledge Skills

Arcana, History, Nature, and Religion are knowledge skills. When a character encounters a situation in which one of those skills would give them additional information, the information will be shared as part of the flavor text or the player will be asked to roll those skills when appropriate. In most cases, merely possessing those skills is enough to warrant additional information. Thus, there is never any point in asking for an Arcana, History, Nature, or Religion roll to “see if you know anything more about something.” Don’t bother.

If additional knowledge is gleaned due to a particular skill, that knowledge will be shared with the group on the assumption that the character quickly abbreviated the relevant information and continues to shout more information as it becomes relevant. There is no benefit in keeping information secret.

Perception and Insight

Occasionally, your Perception and Insight will allow you to notice things without having to take any action. Examples include noticing a monster hiding in a room on entering it or recognizing that someone is attempting to lie to you. In those circumstances, I will either tell you the relevant information or I will make a roll as necessary

secretly. There is no point to ask for a Perception or Insight roll to “see if you notice anything else” or “because you think this guy might be lying.”

If you want to find something you think you missed, tell me you are actively searching for something and give me whatever details you think are relevant. That’s an action.

Investigation and Perception

The D&D rules are very unclear about the difference between Investigation and Perception. When used as part of an active search, Perception is used to locate things that could be directly seen, heard, or otherwise sensed. Investigation is used to recognize things that can only be noticed indirectly or to draw conclusions from available information. Perception would be used to spot a hidden goblin or notice a trip wire stretched across a doorway. A secret door or pressure plate would be a matter for Investigation. I will determine which skill is appropriate based on those criteria and make necessary rolls secretly. Anyone wishing to be an expert at locating traps will find that both skills are relevant at different times, but generally, Investigation will be the more useful skill for most hidden traps.

Magic Items

In the current age, the knowledge of how to create all magic items except for basic potions and spell scrolls has been lost. Magical items are thus rare, powerful, and treasured.

Handling a magical item is generally enough to let you know that something is special about the item. However, determining the properties of magical items is more difficult. Spell scrolls can be identified by a spell caster who has the spell on his class spell list. Otherwise, the scroll is unintelligible. Potions share common properties of color, odor, and appearance so most adventurers can recognize the most commonly known potions by their properties and learn to recognize others during their adventures. However, if the potion isn’t recognizable, the only way to know for sure what the potion does is by imbibing it. Once you drink a potion, you mystically will become fully aware of its effect. You cannot determine the effect of a potion with a “small taste” as some adventurers believe.

Apart from spell scrolls and commonly known potions, a magical item can often be identified with several hours of careful study by an Arcanist, but this will rarely happen during game sessions. An *identify* spell will reliably reveal the properties of magical items. Apart from such a spell, the only way to learn the properties of a magical item is to experiment with it. If you make use of a magical item during the game long enough, I will tell you the mechanical effects.

Apart from *identification* or experimentation, there is no way to identify magical items during game sessions, nor is there any way to attune items requiring attunement.

Division of Treasure

“As I’ve said before, we’re not all saints here and some of us are downright greedy. And that gets tricky because adventurers find a lot of valuable stuff in their adventures. The first rule is simple: any valuables you turn up during your adventure that don’t belong to someone else belong to you and your comrades. Equally. You find gold, split it. Even-like. Gems and other trinkets? Bring ‘em back and let our treasurer exchange them for gold. He’ll get you as close to fair coin as you’ll get. Then split it. Even-like. Don’t horde. Don’t hide your discoveries. Don’t skim off the top. If you get caught – and eventually you will – you’ll regret it. Whatever we do to you, it’ll start with booting you out.”

All treasure is to be split evenly between all participants in an adventure. This is a guild rule, but it’s also a game rule. There’s plenty of treasure to go around. If you steal from the party, somehow, some way, you will get caught. And we’ll skip to the part where the guild kicks you out. First time it happens, you forfeit your character and start over. Second time, you’re out of the game.

If there's some trophy or trinket or whatever that you want to keep, that's fine. I'm all for trophies. In fact, trophies will be part of the upcoming reputation system. However, you will sacrifice a share of the cash treasure from the adventure. Again, this is both a guild rule and a game rule. Just assume you can't get away with it.

Please note that mundane looted weapons and equipment have no value to the guild. Don't bother grabbing every goblin's sword and dirty fur loincloth from every orc.

Magical Treasures and Historical Relics

"Things get tricky when it comes to magical and historical junk. See, the city is ancient and it's built on... well, it's built on itself. There's layers and layers of ruins and we spend a lot of time down there. And no one is quite sure who built the city or when or why it's so temperamental. But everyone from the governor on down wants to figure it out. Now, our deal with the governor requires us to work the Opal Tower. Yeah, the wizards. And the rule is we've got to let them have first pick of anything of historical or magical significance. Rare stuff. Powerful stuff. So, whatever you find, it belongs to the guild first. Bring it back, let us look it over, and keep what we have to. We'll compensate you. And don't worry, we get a lot of the stuff back from the Opal Tower and make sure it finds its way into the hands of people who can use it best."

At the end of the adventure, a representative from the League will examine all the treasure gathered. Magical items will be confiscated and the party will be compensated with a cash reward. Anything deemed to be of historical significance will be similarly confiscated and compensated. Magical items will then be passed along to the Guild Vault. This is both a Guild Rule and a Game Rule and it ensures a fair distribution of magical items.

During the adventure, you may freely use any magical items you discover, even expendable items like potions and spell scrolls. If you are a spellcaster of the appropriate class, you may keep a spell scroll to copy into your spellbook between adventures. Otherwise, any potions and scrolls you discover will also be confiscated and compensated by the guild.

Behavior Unbecoming the Cloak

"Our reputation is everything. If people don't trust us, they won't seek our help. If the lords of the land don't trust us, our chapter houses get shut down. If guilds and merchants don't trust us, they make us pay through the nose for the things we need. Or refuse to do business with us at all. In short, we have to follow the laws of the land, same as everyone. Does that mean we're pure as the driven snow? Ha. We ARE adventurers. Sometimes, we have to resort to shady means for the... ah, for the greater good, as it were. When that happens, we have to make sure we at least appear to follow the law. We can't shelter criminals. And we won't. But sometimes the difference between a criminal and an innocent is getting caught."

Dungeons & Dragons is a social, team game. And when the group is large and made up of lots of strangers with different expectations, tensions can strain the game. For that reason, it's important to manage expectations. Evil alignments are not allowed and excessively selfish behavior is strongly discouraged. Stealing from the group, backstabbing, withholding aid and information, trolling, and grieving will not be tolerated.

In addition, within the game world, the League of the Blue Cloak must maintain its reputation. They will not tolerate criminal behavior like stealing, harming innocents, assault, murder, torture, or treason. While in the city of Santiem, all members of the League are expected to follow the laws of the city. The League will not protect anyone from the reach of the law.

Occasionally, missions may require – or may include – some criminal activities. Occasionally, League members get into fights in the city limits or even resort to threats to extract information. Some missions involve stealing or sneaking into places you shouldn't be. In such cases, you will need to balance the needs of the mission against the reputation of the League. And, in such cases, the League will stand by you.

Long story short: getting into a bar fight or roughing up a thug in an alley, that sometimes happens. But don't pull out a battle axe in a bar fight and don't stab someone in the middle of the market. The line between adventurer and monster isn't that fine a line.

If you attempt to do something that would get you into serious trouble in the world, I will warn you. And if your behavior starts to stray into selfish or evil, I will address it with you. But if you show a blatant disregard for basic morality, your character will be removed from the League and you will have to make a new character. If the problem continues, you will be removed from the game.

Experience and Levels

Your character will gain experience points primarily by participating in – and successfully completing - game sessions, which are called missions. Whenever you successfully complete a mission, all participants who spent more than three of the four hours playing (in case someone leaves early due to an emergency), will receive a predetermined amount of experience points. If you fail to accomplish the mission's goals before the end of the game session, you will still receive experience points. You will just receive less. Some missions will include optional objectives that provide bonus experience points. However, if the mission is not successful, you will not receive any bonus experience points.

The ongoing game will be broken up into seasons, with each season encompassing several experience levels of play. Once you have reached the maximum level for a season, you can continue to gain experience points, but you may not gain another level. At the end of the season, you may carry forward into the next season a number of XP equal to one half of what is needed to gain the next experience level. Additional XP are lost.

At the start of each season, each character that is carried forward from a previous season will be promoted to the minimum level for that season. New characters created during a season will always be created at the minimum level for the season. In either case, characters will have exactly as many XP as are required to reach the minimum level.

Experience totals are maintained per character, not per player. If you create a new character, that character is always created at the minimum level for the season.

Character Wealth

Characters will gain most of their wealth by successfully completing missions. If you participate in a successful mission for at least three out of the four hours, you will receive a cash reward. In addition, you will also receive an equal share of all treasure discovered including the value of any trinkets and gems turned in and compensation for any magic items discovered.

If you fail to complete a mission, there will be no cash reward. However, any treasure you discovered will still be yours to keep.

Fines and Penalties

Be careful! On some missions, you might be warned not to cause too much damage, to safeguard certain items, or otherwise show care. Those missions will include penalties that must be paid to the League. Penalties will reduce the monetary reward from the mission. If the monetary award is not enough to cover the penalty, characters will be expected to forfeit treasure to make up the difference. All participants in a mission share equally in any penalties. Characters never need to pay penalties out of their personal wealth.

Characters who get caught breaking the law within the City of Santiem may have fines levied against them. Fines must be paid by the character(s) committing the crime, first from their portion of the rewards from the mission, then from their share of the treasure, then from their personal wealth. Goods will be confiscated from the character if their personal wealth is not enough to cover the fines. Characters in good standing with the League who commit crimes in the pursuit of a mission may find the League is willing to cover a portion of the fine.

Lifestyle

The League does not provide you with room and board for free. At the end of each month of play, you must pay a certain amount to keep yourself alive, healthy, and fed. This will be detailed below as part of Character Maintenance.

Training

In order to gain levels, characters must spend some time training and this costs money. To gain a level, characters pay the required sum detailed below as part of Character Maintenance.

Reputation and Titles

As a result of your actions during adventures, you may gain a reputation reward. As your reputation increases, you will earn certain benefits. Your reputation also determines your current League title. Reputation will be detailed below as part of Wearing the Blue Cloak.

The Tools of the Trade

Software Tools and Requirements

The League of the Blue Cloak is an online gaming experience. As such, you will need certain tools and software to participate.

Player Responsibilities

You are responsible for obtaining all the necessary hardware and software tools, for ensuring you are familiar with their basic use, and for making sure they work reliably on your system. I am not technically competent enough to provide any technical support more advanced than doing online searches and following directions. And I do not have the time to provide technical support for 20 to 40 people.

You are responsible for your own internet connection and sound quality. If your connection is unstable or your sound quality is creating problems for others – such as excessive feedback, excessive background noise, echoing, or being incomprehensible – you will be asked to leave the game session.

It is strongly advised that you use a headset. Even an inexpensive gaming headset will provide sufficient sound quality to participate. Otherwise, headphones or earbuds are practically a must to prevent echoing and feedback. If excessive background noise is a problem in your play space, you may need to familiarize yourself with push-to-talk options.

Fantasy Grounds Virtual Table Top

You will create and maintain your character and participate in game sessions through the Fantasy Grounds Virtual Table Top. I am an Ultimate License holder and own the core D&D 5E rules. Thus, you only need to download the Free/Demo version of Fantasy Grounds to participate.

The Fantasy Grounds website is found at: <http://fantasygrounds.com>

The Fantasy Grounds Free/Demo version can be downloaded directly using the following link: <http://www.fantasygrounds.com/filelibrary/FGWebInstall.exe>

The Fantasy Grounds User Manual, including a full walkthrough of D&D 5E character generation can be found at: <https://www.fantasygrounds.com/filelibrary/FantasyGroundsUserManual.pdf>

Connecting to the Game

To connect to the game, you will need to start the program and click on Join Game. You will then be asked to provide a User Name and a Host Address.

For your User Name, to aid my record keeping, please always use your real first name and last initial. Examples: Alice B., Bob C, Carol D, Dave E.

For the Host Address, we will be using a passphrase. The passphrase will change each month, though it may be changed more frequently if security requires it. DO NOT give this passphrase to anyone, not even to other members of the game.

The passphrase for the current month can always be found in the Schedule and Information document.

Unless you pay for an ongoing subscription and license, you will not be able to access or maintain your character or access the D&D 5E core rules without connecting to the game. To facilitate character creation and maintenance, the game will be kept online for extended periods between sessions and a complete schedule will be posted.

Please note you may not connect to the game during an adventure session unless you are participating in that session.

I have prepared two tutorial videos for using Fantasy Grounds.

Discord Voice-Over-Internet Client

Voice chat for the game will be handled via Discord, a free voice-over-internet chat server provider. As a supporter of The Angry GM on Patreon, you already have access to The Angry Discord Server via Patreon and you will receive a message via Patreon asking you to join the Discord server. You will automatically be granted Victim level access. Once you've connected to Patreon for the first time, I will add the Bluecloak role.

League members will be allowed to chat in the #brokenlantern chat channel. This channel can be used for whatever chatter you wish and to share information or discuss the game. However, it is not to be used for role-playing or any sort of in-character interaction. Feel free to connect to this channel whenever you'd like and chat with your friends.

League members will also be allowed to connect to the Broken Lantern (Voice) channel. This channel is the voice channel through which all games will be played. Please do not access it unless you are participating in a game session or are otherwise invited.

Facebook Broken Lantern Group

All scheduling, announcements, and administration will be done through the Facebook Broken Lantern Group. You should have already received an invitation to the Facebook group via e-mail. If you have not, please contact me.

The Facebook Group is where all missions will be posted and where you can reserve open seats in game sessions. You can also keep up on information about events in the League and in the Game World.

You are strongly advised to turn on notifications for this Facebook Group so you don't miss anything.

Players are encouraged to share the details of their missions by adding comments to missions so that everyone can see them. Players are also encouraged to discuss plans for upcoming missions or discuss what equipment to bring in the comment thread for a mission.

Participants will not be able to post new threads in Facebook, but they can comment on posts and are encouraged to do so. Please note, however, that the Facebook group is not intended to be a place for active, in-character role-play conversations.

The Broken Lantern Resource Page

All published resources, including this document, all season schedule and information documents, and tutorial videos have been compiled at the Broken Lantern Resource Page located at: <http://theangrygm.com/the-broken-lantern/>. Information will always be kept up to day on that site.

Donning the Blue Cloak

Generating and Maintaining Character

“All right, all right. I’ve yammered on long enough. Now it’s time for you to tell me a little something about yourself. Let me get you registered with the guild.”

To participate, you must have a character registered with the League. That means that the character has been generated in the Fantasy Grounds Virtual Table Top and is saved in the PC library of the League of the Blue Cloak campaign. Each player may have only one character registered at any given time. To register a new character, the previous character must be retired or dead.

Registered characters must be maintained on the League of the Blue Cloak. All equipment, magical items, cash, XP, and reputation must be recorded. If it isn’t on the character sheet, it doesn’t exist.

Character Creation Rules

Characters may be generated only using options listed in the Dungeons & Dragons, 5E Players Handbook. No other materials or supplements may be used. In addition, characters must be generated per the following guidelines wherever they differ from the PHB.

If you do not have another character registered, you may generate a character for the current season at any time after Character Registration is opened for the season. However, you must have a character registered before you can reserve a seat for a mission.

You may only create a character during scheduled Character Maintenance Periods.

Minimum Levels

Whenever a new character is generated, either at the start of a season or to replace a dead or retired PC, that character is generated at the minimum level for the season. The character has exactly as many XP as are needed to obtain that level. Except for level-dependent variables such as hit points, spells, abilities, feats, and the like, the character must be generated per the standard rules for a new character. Higher level characters do not start with increased wealth.

The minimum level for each season can be found in that season’s schedule and information packet.

Choose a Race

You may choose from the following races (and subraces). Races not listed are not available.

- Dwarf (Mountain or Hill)
- Elf (High or Wood)
- Halfling (Stout)
- Human (see below)
- Dragonborn
- Half-Elf
- Half-Orc
- Tiefling

Note that humans may NOT use the Variant Human Traits listed on PHB 31.

Choose a Class

You may choose from the following classes. Classes not listed are not available.

- Barbarian
- Bard
- Cleric (see below)
- Fighter
- Monk
- Paladin (see below)
- Ranger (see below)
- Rogue
- Warlock (see below)
- Wizard (see below)

Clerics, Paladins, and Rangers, as divine spell casters, must choose a patron deity or church. See Appendix A for more details.

Warlocks' patrons will not be an active part of the game. Patrons are distant, mysterious entities who do not directly interfere in their warlocks' lives. In most cases, it can be assumed that the warlock paid a heavy cost for their powers in the past and has moved on. Otherwise, the patron has granted the warlock magical power for some mysterious, distant end that won't have an impact on the game.

Wizards may not specialize in necromancy. Necromancy is, by its nature and the nature of the universe, evil and no good aligned character would ever utilize it. Spells that animate the dead are forbidden or create undead in any form are forbidden.

Choose a Background

All Backgrounds in the PHB are available. Please note that you do not receive the normal Features and Benefits associated with your background. Instead, you receive only the Proficiencies noted by your background. However, Backgrounds do affect other rules in this campaign and will have further effects in future seasons.

Also, note that, because the Inspiration rules are not in use, you do not need to select personality traits, ideals, flaws, and bonds. You may select them if you wish.

Determine Ability Scores

You may not roll for your Ability Scores. You may use the standard array (15, 14, 13, 12, 10, 8) or you may use the Variant Customized Ability Scores method on PHB 13. No character may have an ability score above 18 at the start of the game or below 8. Ability scores may never increase above 20.

Hit Points

You may not roll for your hit points. At first level, you gain the normal hit points for your class. At each level thereafter, you gain the average number of hit points listed in parenthesis under the Hit Points at Higher Levels heading in your class description.

Alignment

You must select an alignment for your character. You may not select an evil alignment. To select an alignment, consider these questions:

Is your character willing to take risks to prevent others from coming to harm on principle? If so, the character is good. Otherwise, if the character is willing to allow loss or harm to come to others to get what they want, the character is evil. Otherwise, your character is neutral.

Is your character willing to forgo their goals to preserve the safety and security of a community? If so, the character is lawful. Otherwise, if the character is willing to pursue their own goals, even when it goes against the rules of a society or community, the character is chaotic. Otherwise, the character is neutral.

In this world, good and evil, law and chaos, are universal spiritual forces. They are not matters of perspective. Your choice of alignment reflects the way your character TRIES to live and makes most of their decisions. No character is perfect and no one will conform to their alignment completely. Your alignment reflects how your character sees themselves or strives to be, but it may not reflect their reality.

If a character becomes evil, based on their actions, they will be removed from play.

Languages

All characters begin play knowing the Common Tongue. In addition, based on your ability scores, race, class, and background, you might know other languages. Consult the list below. See the Appendix for a complete list of Languages and their explanations.

Ability Scores

- **Intelligence 12+.** Literacy

Races

- **Human.** Choose one of Nerathi, Dwarven, or Elfish
- **Elf.** Elfish; Literacy
- **Dwarf.** Dwarven
- **Halfling.** Half-Cant
- **Half-Elf.** Choose either Nerathi, Dwarven, or Elfish
- **Half-Orc.** Choose one of Nerathi, Dwarven, Elfish, or Orcish
- **Dragonborn.** Ark Draconic
- **Tiefling.** Low Infernal and Choose one of Nerathi, Dwarven, or Elfish

Classes

- **Bard.** Choose either Elfish or Nerathi; Literacy
- **Cleric.** Low Celestial; Literacy
- **Paladin.** Low Celestial; Literacy
- **Ranger.** Choose Low Celestial or Trailblazer's Marks
- **Warlock.** Choose one of Sylvan, Low Infernal, or Abolithic based on pact; Literacy
- **Wizard.** Choose Runic Draconic or Elfish; Literacy

Backgrounds

- **Acolyte.** Low Celestial; Literacy
- **Criminal.** Thief's Cant
- **Entertainer.** Choose either Elfish or Nerathi; Literacy
- **Guild Artisan.** Trade Cant; Literacy
- **Noble.** Choose one of Nerathi, Dwarven, Elfish, Low Celestial, or Ark Draconic; Literacy
- **Outlander.** May choose Trailblazer's Marks
- **Sage.** Choose one of Nerathi, Dwarven, Elfish, Low Celestial, Ark Draconic, or Runic Draconic; Literacy
- **Sailor.** Trade Cant

Equipment

You may not begin play with the starting equipment granted by your class or background. Instead, you must purchase all your character's equipment. Note that, due to the short duration of individual adventure sessions, it is not important to purchase rations and you will always be able to purchase equipment between adventures. Therefore, you should focus on buying the essentials and be prepared to equip yourself further between missions.

Characters begin play with 100 gp, with the following modifications based on Class and Background.

Classes

- **Barbarian.** -25 gp
- **Cleric.** +25 gp
- **Fighter.** +25 gp
- **Monk.** -75 gp
- **Paladin.** +25 gp

Backgrounds

- **Charlatan.** +10 gp
- **Criminal.** -10 gp
- **Guild Artisan.** +15 gp
- **Hermit.** -25 gp
- **Noble.** +25 gp
- **Outlander.** -25 gp
- **Urchin.** -50 gp

Note that Fantasy Grounds **does not** track money spent on items. You can add items to your inventory by dragging them from the Items window to your character sheet, but it does not track your money or purchases. **You** must deduct the appropriate money for your purchases.

Physical Description

You must write a physical description of your character that is no more than one sentence long. It should describe your race, gender, and most prominent physical characteristics. You will be asked to provide that description at the start of each session. Example: "I'm a tall, powerfully-built middle-aged human man with a thick, salt-and-pepper beard, dressed in well-worn plate and carrying a sword and shield." If your description is more than two lines of text, it is too long.

Maintaining Your Character

In addition to generating your character at the start of the game, you will also be able to maintain your character. Character maintenance includes promoting your character, purchasing equipment, and maintaining your character's lifestyle. You may connect to the game via Fantasy Grounds any time the game is online unless there is a game session currently in progress.

The Guild Services and Lifestyle Parcel

If you open the Parcels library in Fantasy Grounds, you will find a parcel of items called the Guild Services and Lifestyle Parcel. This parcel contains a list of placeholder items that represent lifestyle costs, training, and so on (see below). Each time you pay your lifestyle costs or purchase training, you must deduct the gold manually and then drag the item into your character's inventory. Leave it there as a record of the purchase. At the end of each month, when I review your character, I will delete the item.

If you click on the item in the parcel list, you will also see a description of the item and the current cost for the season of that item. You can also find these costs in the current season's schedule and information packet.

Promoting Your Character

If you have enough XP, you may promote your character to the next experience level at any time. You must pay the League for training to gain a level. Training Costs can always be found in the current season's schedule and information document as well as within the Guild Services and Lifestyle parcel library.

The training cost is determined by the season and varies depending on whether your character is a single-class or multi-class character. If you are a single-class character, simply pay the required cost when you promote your character and drag the single-class training item onto your inventory to maintain the record.

If you are gaining a level in a new class for the first time, you must purchase the new class training item. If you are gaining a level in a class you have already gained levels in, you must purchase the multiclass training item.

Maintaining Your Lifestyle

Once each month, you must pay for your basic living and maintenance costs. These costs reflect your daily needs for food, shelter, and to repair and maintain your equipment.

Lifestyles are listed as an item available for sale in the Guild Services and Lifestyle group in the Fantasy Grounds Item List. Before the end of each game month, you must purchase one. Failure to maintain an adequate lifestyle can lead to mishaps, while maintaining a high lifestyle can result in boons.

At the end of each month, based on your Lifestyle, you may randomly suffer a Mishap or Windfall. The effects of Mishaps and Windfalls are either instantaneous or else last for the next month of play. Mishaps can include malnutrition, illness, theft of equipment, damage to equipment, injury, lack of adequate healing, and so on. In later seasons, your reputation will also suffer if you maintain a poor Lifestyle. Windfalls on the other hand can include a variety of benefits of good health and social connections, such as discounts on goods or services, bonuses to Saving Throws, and so on.

If you fail to purchase a Lifestyle is the same as maintaining a Squalid lifestyle.

The costs for Lifestyles vary from Season to Season. This is partly because equipment maintenance needs and the cost of maintaining good health increase as the characters become more powerful. But events in the game and in the city will also effect the Lifestyle costs from Season to Season. The current costs can always be found in the current season's schedule and information guide as well as in the Guild Services and Lifestyle parcel library.

A Squalid lifestyle is life on the streets. You live by begging and scavenging. You are 75% likely to suffer a Mishap each month while maintaining a Squalid lifestyle.

A Meager lifestyle means that you live in a flop house or common room and that you eat simple meals. You are 25% likely to suffer a mishap each month while maintaining a Meager lifestyle.

A Comfortable lifestyle means you live in a private room or boarding house. You eat well and can enjoy simple pleasures and socialize occasionally. You will not suffer any Mishaps each month while maintaining a Comfortable lifestyle, but you won't enjoy any Windfalls either.

A Lavish lifestyle means you live in a comfortable rented room or suite, you eat well, socialize frequently, and can indulge your pleasures. You are 25% likely to enjoy a Windfall each month while you maintain this lifestyle.

A Free-Spirited lifestyle means you're engaging in dicey or risky behavior and living as best as you can under the circumstances. You might end up in a common room or private room, scavenging or eating like a prince. There is a 25% chance you will suffer a Mishap each month and a 10% chance you will enjoy a Windfall each month. Otherwise, you live Comfortably that month. Only certain characters may purchase a Free-Spirited Lifestyle.

Your Background and some Proficiencies, however, provide modifications to your Lifestyle options as follows. Please note however that these benefits do not stack. That is, each month, you must select which benefit to use each month if you are entitled to more than one.

Proficiencies

- **Artisans' Tools.** All Lifestyle costs are reduced by 50%.

- **Gaming Set.** Each month, you may purchase a Free-Spirited Lifestyle.

Backgrounds

- **Acolyte.** You may enjoy a Meager lifestyle for free each month.
- **Charlatan.** Each month, you may purchase a Free-Spirited Lifestyle.
- **Criminal.** Each month, you may purchase a Free-Spirited Lifestyle.
- **Entertainer.** All Lifestyle costs are reduced by 50%.
- **Guild Artisan.** All Lifestyle costs are reduced by 50%.
- **Hermit.** The chance of a mishap for a Meager lifestyle is only 10%.
- **Noble.** The chance of a Windfall for a Lavish lifestyle is 35%.
- **Outlander.** You may enjoy a Meager lifestyle for free each month.
- **Sailor.** All Lifestyle costs are reduced by 50%.
- **Soldier.** The chance of a mishap for a Meager lifestyle is only 10%.
- **Urchin.** The chance of a mishap for a Squalid lifestyle is only 25% and the chance of a mishap for a Meager lifestyle is only 10%.

Purchasing Equipment

You may purchase equipment at any time between adventure sessions. In fact, you're strongly encouraged to purchase additional equipment based on the description of your upcoming missions. You may also purchase items from the Guild Vault when they are available. Simply deduct the gold from your character sheet and add the appropriate item.

Selling and Upgrading Equipment

In general, looted and gathered mundane items are worth so little that selling them won't get you anything more than a few coppers. And most League members simply donate their cast-offs to the vault. Thus, if you want to get rid of an item, delete it from your character sheet. You won't get anything for selling it.

However, if you are purchasing a suit of armor to upgrade or replace an existing, undamaged suit of armor, you may deduct the full PHB price of the existing item from the cost of the new item. For example, if you want to replace your scale mail armor (50 gp) with a new suit of breastplate armor (400 gp), you may delete the scale mail armor and pay 350 gp for the upgrade. The League smith will happily accept your old armor to tear apart and melt down for materials.

The League Vault

After you've completed a mission for the League, you are required to turn over any magical items or unusual relics you discover. The League will pay you a fair price for any confiscated items. These items will be examined by the League quartermaster and reliquarians of the Opal Tower. Most items will be deemed uninteresting and will be returned to the League vault.

Of course, other items may appear in the League vault as the result of other events in the game world. At the end of each game month, the League will put magic items in the vault up for auction.

At any time, you may see what items are available in the League Vault in the parcel's library by clicking on the League Vault grouping.

Item Auctions

Magical items available for auction will be listed the current season's schedule and information packet along with a minimum price and an auction deadline.

At any time before the auction deadline, any player may submit a bid on an item up for auction. That bid should represent the maximum price in gold that the player is willing and able to pay. The bid is to be submitted by private message over Discord, directly to me and it must be kept secret.

Once the deadline for the auction arrives, the player with the highest maximum bid for an item MUST purchase that item. However, the cost of the item will be equal to either their own maximum bid or the next highest maximum bid plus five percent, whichever is less. If only one bid has been placed for an item, the player may purchase it at the minimum price.

For example, assume Alice and Bob are bidding for a flaming longsword. Alice's maximum bid is 600 gp. Bob's maximum bid is 400 gp. Alice wins the item and must purchase it for 440 gp, which is the next highest bid (Bob's) plus 5%.

A character must have enough gold on hand at the time of the auction to cover their own maximum bid or they will be disqualified. A player may bid on multiple items provided they have the gold required to cover all of their maximum bids.

Wearing the Cloak

Missions, Seasons, and Special Events

“Yes, yes. We’ve talked about what you can’t do. And we’ve talked about who you are. But what do you do as a member of the League? Well, most of the time you’ll be solving problems. People bring us their problems and we solve them. Then, they pay us and we pay you. Simple, right?”

The League of the Blue Cloak is an ongoing Dungeons & Dragons game experience. Each month, you’re entitled to participate in at least one game session, called a mission, and you might participate in more. Complete your missions successfully to earn gold, XP, and other rewards. By doing so, you’ll gain wealth, power, and prestige in the League. But your actions on each mission will also contribute to a bigger story, the story of the City of Santiem. So, pay careful attention not just to your missions, but the missions of others, and any other tidings you might hear about.

League Missions

Each month, several League Missions will be scheduled as Events in the Broken Lantern Facebook group. If you’re entitled to reserve an open seat, you can RSVP for one of those missions. In addition, you can connect to the Discord server 10 minutes before the start of the mission to wait on standby to see if there is an open seat. Open seats will be randomly assigned at the start of the mission to anyone on standby.

Time Limit

A mission must be completed in 4 hours. If the mission is not completed within that time, it is assumed that the characters have failed and the reason for the failure will be narrated.

Minimums and Maximums

All missions require a minimum of three characters and allow a maximum of five characters. Missions with fewer than three participants will be canceled. For the purposes of the ongoing story, the mission will be treated as a failure because the League simply did not take on the mission. However, participants will not be penalized for canceled missions.

Mission Goals

Each mission includes a stated goal. To successfully complete the mission, the players must accomplish the goal before the end of the 4-hour time limit. Some missions will include optional goals that can be completed for additional rewards. However, rewards for optional goals are only received if the mission is a success. Some missions will also include conditions that must be met or else the mission will be considered a failure. Others will include the possibility of penalties.

Mission Description

The mission description will tell you where the mission will take place and provide any background information about the location, potential hazards, interested parties, and world details that the Guild is aware of or that would be considered common knowledge in the world.

Mission Rewards

All missions include rewards. These rewards generally include a monetary reward and an XP reward. Upon successful completion of the mission, each character who participated in the mission for at least three out of the four hours, will receive the listed reward. Optional rewards may also be included for the completion of optional goals. These are also awarded to each participant if the mission is successful. All missions also include a smaller XP reward that the characters will earn if the mission is a failure.

Seasons

The League of the Blue Cloak experience will be played out in seasons. Each season, except for the first, will be three months long. The first will be two months. Each season will have a minimum and maximum level. In addition, each season will feature an ongoing story that will be gradually revealed through play, special events, and in the Broken Lantern Facebook Group.

Minimum and Maximum Levels

Every season has a minimum and maximum character level. New characters must be created at the minimum level for the season. Once characters have received the maximum level for the season, they cannot be promoted to another level. However, they can continue earning XP to get a hard start on the following season's advancement up to a maximum amount equal to half the XP required to reach the next level. These minimums and maximums can always be found the current season's schedule and information document.

Characters and Seasons

At the start of a season, all characters from the previous season may be carried forward. Any character that is not at the minimum level is promoted to the minimum level with an XP total exactly equal to that required to be at the minimum level. Characters already at the minimum level may carry forward their XP from the previous season, provided their XP is not above the Maximum Total XP for the previous season. Characters carried forward from the previous season retain their wealth and equipment.

Reputation and Titles

"The cloak is our name, but it is also our symbol. When you act on behalf of the League, wear your cloak with pride. And let all see it. Unless, of course, you must conceal it. Sometimes our business requires us to act with discretion. But beyond those times, wear the cloak. And remember that the cloak is wearing you too. It lends you its honor, and you give it yours."

Reputation is very important both inside and outside of the League. Vander Greycastle and the founding members of the Santiem Chapter of the League, as well as the first batch of new recruits have all worked very hard to earn the League an honorable reputation.

The Blue Cloak

Every member of the League of the Blue Cloak is given one of the League's signature cloaks. The cloak is durable canvas, hooded, and reasonably weatherproof. League members are expected to wear their cloaks whenever they are working on League business except when they are working secretly or engaged in subterfuge. To that end, the inner lining of the cloak is dark grey and, when the cloak is turned inside out, it appears to be an unremarkable, but good quality traveling cloak.

During missions, unless you specify otherwise, it is assumed you are displaying the League colors by wearing your cloak. As the League continues to build its reputation, more and more people will recognize it for what it is.

Titles and Honorifics

Every member of the League has a title that reflects their level of seniority, experience, and rank within the League. The League is not a military organization and there is no direct chain of command beyond the fact that the Master of the League is in charge. Thus, League titles generally denote a general level of respect rather than any real authority. That said, insolent members have a tendency to find themselves alone in the field just when they need help the most. Or they simply don't return from the field. Accidents happen, after all.

The following is the list of basic titles that League members might hold.

Recruits are the newest members and the lowest of the low. Technically, recruits are not considered true members of the League. Once a recruit has completed a few missions and earned a bit of respect, they are promoted.

Journeyman are full members of the League of the Blue Cloak. They are the rank and file. The people who get things most. Most members of the League are journeymen and most journeymen stay journeymen for a long time.

Veterans are members of the League of the Blue Cloak who have served with distinction for many years. They are well respected, trusted, and usually well-liked.

Masters are the leaders of League chapter-houses. Their title grants them supreme authority over their chapter house and their word is law within their own chapters. Masters of the League serve the League at the grace of the League's Grand Masters.

Vander Greycastle is a Master of the League and leads the Santiem chapter house.

While traditions vary from chapterhouse to chapterhouse, most League chapters also award various honorifics and distinctions on their members. One common practice is to award experts in certain professions or fields with a unique honorific to reflect the fact that, in that chapterhouse, their expertise is respected above all others. These titles may also include certain key responsibilities. For example, Astheran Vomaldi, Veteran of the League, has been granted the title of Naturalist of the League to recognize his expert understanding of the natural world and every natural beast and plant that lives within it. Thus, whenever any League member has a question about some plant or animal, they seek out Vomaldi first. Kathra Ironsoul is an Honored Veteran of the League, because she has served with distinction for many years and she also serves as the chapter's Master of Coin and Trade because of her shrewd management skills and bargaining talents.

Any character who has earned a title or honorific should change the name on their character sheet to reflect that. As a recruit, Alice's character might simply be named Lyssa Hightower. But on achieving the rank of the Journeyman, she should change her name to Lyssa Hightower, Journeyman of the League.

Reputation

Reputation is a numerical score maintained for each and every member of the League of Journeyman rank or higher. It represents how well the character is known and respected within the League and also reflects the likelihood that the character is known outside of the League. A Recruit has 0 reputation and generally cannot gain any reputation until they become a Journeyman – which is generally after successfully completing one to three missions. A Journeyman begins with 0 reputation. When they gain 50 reputation, they are promoted to Veteran.

Reputation can be positive or negative. But if your reputation every drops to -20, you will be ejected from the League.

For every ten points of reputation you gain, you will earn a reputation benefit. At lower levels of reputations, these benefits might entitle you to discounts or favors from the League. At higher levels, these benefits will include honorifics, special rewards, and bonuses on social interaction checks as people come to know. Characters with especially high reputations may find themselves rubbing shoulders with the higher-ups in the League and their choices may determine the course of future plotlines.

Of course, reputation is a double-edged sword. With a high reputation, you become more recognizable and that could make some missions difficult. Moreover, characters with high reputations who take disreputable actions tend to be judged more harshly than others because more is expected of them. A high reputation is not for everyone.

Reputation can be gained or lost in a number of ways. First, every member of a party that successfully completes a League mission will earn 1 reputation point. Missions that are completed in particularly heroic or exceptional

ways may earn their participants 2 reputation points. However, failed missions will cost their members 1 reputation point and disastrous failures may cost 2 reputation points.

Beyond that, during adventures, exceptionally heroic or disreputable may earn individual characters 1 or 2 reputation points or cost 1 or 2 reputation points.

In addition, a player can earn 1 bonus reputation point per month by positing a summary of recap of a mission they participated in during that month. That's both to reward players who help keep the ongoing plot going and to recognize that characters who make sure that people hear about their adventures tend to gain more fame.

Your reputation score will be updated on a monthly basis, at the same time that lifestyle issues and other bookkeeping details are handled.

The Living City

A Bit of Setting Information

“All right, let me tell you just about the city you’re calling home. It’s a strange place. Hard at times. But I can’t imagine living anywhere else.”

Fifty years ago, Duke Rowan Santiem, sworn to serve the King of Bandery, chased a hobgoblin army north into the rough hills and barren plains known as the Lands of the Forgotten Kings. After routing the enemy, he and his soldiers discovered the ruins of an ancient city straddling a wide, slow-moving river. The city consisted numerous plazas and large stone ziggurats and tiered structures, with numerous foundations and fallen structures. The remains of thick walls surrounded the city and divided it up into roughly a half-dozen wards. There were few statues, reliefs, or other bits of permanent art to suggest who had constructed the city and few artifacts or riches remained. And the city was overrun by vermin and beasts that made exploration impossible.

After Santiem became obsessed with rebuilding the city, the King of Bandery granted the Duke leave to lead a force to reclaim the city. The initial effort to drive out most of the monsters, clear the rubble, and make the city remotely habitable took almost ten years. And still, a large section of the city remained overrun and ruined. During the initial reconstruction efforts, many chambers and vaults were discovered beneath the city. The city was built upon layers of ruins. But the discovery of ancient treasure began to attract more explorers, as did the lesser ruins of ancient civilizations dotting the Lands of the Forgotten Kings. Santiem secured trade routes with previously isolated dwarven kingdoms to the north and the trappers and horsemen to the east and river traffic allowed trade with Bandery. People began to flock to the city, building homes and shops in the shadows of the ancient step-pyramids and mysterious structures. Many of the ancient structures themselves were repurposed.

Despite the boom, the city had its problems. The area known as the Southern Ruins remained resistant to any rebuilding effort. Dangerous beasts, natural and otherwise, laired amongst the fallen buildings and they would not be driven out. Even when toe-holds were gained, strange accidents – fires, collapses, sinkholes – would prevent any sort of rebuilding. The rest of the city, too, had its problems. The vaults and catacombs beneath the city were infested with all manner of dangerous creature and they would sometimes come up to the surface or be freed by careless treasure hunters. And the city itself had more than its share of strange accidents, for good and ill. Some parts of the city seemed to welcome habitation. People swear the rubble and debris sometimes disappears on its own as quickly as it was being removed. Once, a fire broke out and the wooden building collapsed on itself so neatly that the fire was extinguished before it could spread. Another time, a rampaging manticore got free of the Southern Ruins, only to be killed by an errant piece of masonry falling from an ancient tower. Occasionally, people swear that the ruins themselves shift and reshape themselves around the new structures. Just slightly, you know. But seemingly overnight. And thus, some parts of the city seem to be thriving. But other parts seem to resist any sort of rebuilding. Apart from ramshackle structures and shanties, nothing seems to stand. Mud sucks at foundations, undermining structures, or accidents claim the lives of laborers.

The Duke himself had little interest in governing the city and he became an increasingly private person. Rumors spoke of long hours and days spent wandering the ruins beneath the city. In his absence, the governance of the city was left up to trade guilds, a few appointed magistrates, and, increasingly, vigilantes and criminals.

And then, eighteen years ago, a massive quake struck the city. Goodly portions of the rebuilt city were miraculously unharmed, but others were reduced almost to rubble. The vermin and beasts from down below, including terrible abominations and undead, broken lose and many were killed. The Duke vanished that day.

Lisella Brayan, a distant cousin to the Duke and the leader of a mercenary company, came to the city. Presenting a letter from the Duke himself appointing her the Governor, she began to reign in the city under the rule of law. Her

mercenaries became the foundation for a standing City Watch. She formally appointed the Guild Council to help govern the city. The City Watch drove back the worst monsters and she had the Undercity and the Southern Ruins closed off. None could enter without her express permission. She invited members of the Opal Tower to build a college in her city and extended invitations to several orders, including the League of the Blue Cloak, to establish chapters. And under her rule, the city has been flourishing as Free City.

But still, the city behaves in mysterious ways. There are parts that still resist rebuilding. There are the monsters. And there is the strange sense that the city itself has some plan, some will of its own, and it makes it felt in a thousand strange ways. And then there are the folks who just don't remember. Over the past decade, the city has become a destination for refugees and exiles wishing to start a new life. No one is turned away, provided they follow the laws. But some of the folks living in the city, they seem to just turn up one night. And some seem to have forgotten where they came from. If they came from anywhere. And because of the refugees, exiles, and criminals promised a new life, and because of the strange amnesia that seems to occasionally pop up, it's a very impolite question to ask about someone's past in Santiem.

You'd think it would be crazy to live in such a place as Santiem, in the shadows of ancient palaces and temples, knowing that a strange will pervades everything and monsters prowl just below your feet. And it would be. But the people who live there, to a person, they all say they know it's crazy. But they can't imagine living anywhere else. And really, they love it. That's what they, say anyway.

Your First Glimpse

Santiem is a broad, low city of dark stone that squats on either side of a wide, slow, meandering river in the middle of flat but rocky grassland. The landscape isn't exactly teeming with life as you make your way to the city as soon as the spring thaw will allow. Gray-green and yellow-brown grasses and shrubs cover most of the earth, except where brown soil or pale bedrock show through. Squat, scraggly trees grow here and there in small copses, their limbs dotted with white and green buds. The air is clammy and there's an almost perpetual wind. One that drives the all-too-frequent cold rain.

The city itself suits the landscape. It's squat, low, and dark. From a distance, all you can see are the outer walls. Tapered stone, made of massive blocks, and almost wider on the bottom than the wall is tall. And there is no city outside the walls. No foregates. Just a spiderweb of dirt roads winding between miles and miles of farms, all bare and barren, waiting for the spring planting. The homesteads are all clay or brick or stacked rock with tiled roofs. The farmers live well enough.

The city gate is a long tunnel through the wall. No gates are visible, but you do see arrow slits and murderholes looking into the tunnel from either side and above. And on the other side, the city proper.

It's more bustling than you expected, but still less crowded than it should be for its size. Here, just inside the gate, there's a broad plaza of pale brick. During the summer, it's probably a bustling market. Right now, only a few merchants are hawking their wares under the watchful eye of soldiers in the crimson and black livery of the City Watch. Short brick and clay buildings stand together, no alleys between them. And they are built on more impressive foundations of heavy stone blocks. Clearly, new buildings built on old foundations, following the old pattern of the ancient city. Whoever built it liked straight lines and sharp angles.

In the distance, you see a low, flat-topped pyramid-like building. One of the ancient structures that survived whatever cataclysm befell this city ages ago. And you spy a few others, all of the same style. Tapering, angled, and flat-topped. The stone is badly weathered. If the buildings were adorned or decorated once, they aren't anymore. All show signs of being used by the city's new inhabitants. Many of the main roads are paved with flat brick, edged, and guttered. And wherever there is space, people have thrown up buildings of their own. Some are built of clay or brick, usually atop an old foundation. Others are half-old and half-new, patched with mortar and plaster or bricked over. And here and there, haphazardly scattered about, are mud huts and other ramshackle

constructions. It looks like people just settled wherever they could amongst the ruins and built whatever their means allowed them.

Your journey through the city takes you across several canals and near the river, both of which are bulwarked with ancient retaining walls, still holding strong. This city must have been a masterwork of construction once. Now, it's just a foundation for a thousand squatters in the middle of a barren nowhere. Inner walls snake through the city, dividing it into numerous wards. And you pick your way to Blackwater Ward.

Blackwater Ward and the Broken Lantern Tavern

Blackwater Ward was one of the hardest hit areas of the city in the Great Earthquake. One of the canal's retaining walls collapsed, choking the canal and causing it to flood. The canal ended up dammed up in several places. When the water finally receded, it left a debris-choked pond and several pools of standing water. Attempts to clear the debris and let the ponds drain out ultimately failed. So, the inhabitants of the city did what they did best: they just ignored the problem and built around it. The center of the ward is now a muddy, disgusting stand of bug-infested water surrounded by cobblestone roads and clay buildings made of the thick, black mud.

The Broken Lantern Tavern thankfully stands away from the Blackwater Pond. It's a flattish building of pale clay bricks on an ancient foundation. Sitting on a small block of limestone beside the door is a rusted lantern. It looks as if someone just discarded the thing there and the landlord decided it was easier to just name the tavern after it than pick up the trash. Inside, the common room is low and close, lit by smoky bowls hung by ropes from the ceiling. It reeks of tar and sweat. The furniture is a haphazard collection of discarded junk and debris. Misshapen wooden boards set across barrels, blocks of stone that clearly came from the ruin that once occupied this lot, a broken wheelbarrow propped up and chocked. One impressive table, the room's centerpiece, is clearly a sarcophagus looted from some ancient tomb, surrounded by mismatched chairs and stools.

Prominently displayed amongst the squalid junk furniture is – well, more junk. Charitably, you might call it the loot from a dozen meager adventures. More like the cast-offs after the valuable loot was sold. Rusted swords, torn bits of banner, half-broken stone icons, and damaged armor. Amongst them are a few trophies of slain beasts. A fire beetle squats on a shelf above one table with candle stubs where it's glowing antenna would have been in life. A dire wolf head is the most impressive. Least impressive are the dozen or so stuffed giant rats mouldering about the place. Each has a tiny linen cap bandanna lazily dropped on its head.

Eventually, after a few meetings, you are allowed to go “below.” Beneath the tavern is a maze of narrow tunnels and chambers, all of the same brick-and-mortar of the ancient city. These chambers are old. In this little private labyrinth, the League maintains its offices and storerooms and training halls. Here, the League displays its real trophies. And here, it hides its real treasures. You're warned pointedly not to go wandering. The League knows how to defend itself against the prying eyes and sticky fingers of overly curious adventurers.

Appendix A: The Powers that Be

Deities, Churches, and Divine Spellcasters

The League of the Blue Cloak campaign takes place in a homebrewed campaign world known as the World Between, based heavily on the Dungeons & Dragons 4th Edition, Points of Light default setting.

The World Between formed between the Elemental Chaos and the Astral Sea and was first conquered by the chaotic elemental beasts known as the Primordials. When life appeared in the form of plants and animals and their Natural Spirits, the Gods of the Astral Sea took notice. The chaotic Primordials were destructive by their nature and the chaos they wrought was anathema to the Natural Spirits. During the Dawn War, the Gods and the Natural Spirits together drove the Primordials from the World Between. The Gods created their own children, the sentient races, and established the natural cycles and forces to bring the world into orderly balance. The Gods then agreed to withdraw from direct influence over the world if the Natural Spirits would share the world with the Children of the Gods. However, the Gods still hear the prayers of their children and influence the world on their behalf. The Gods also provide guidance to mortals as to how to care for their souls, a Divine Spark contained in every sentient being. And the Gods ignite the Divine Spark in certain faithful individuals, allowing them bring about miracles.

No sane individual discounts the existence of the Gods or their power over the world and none doubt that they share the world with capricious, ancient Natural Spirits that the Gods have no sway over. Mortals acknowledge all of the Gods and call upon them in their need, but some mortals are drawn to certain Gods over others. Many individuals keep private shrines to patron Gods in their homes or places of business.

The Deities of the World

Each deity has an alignment, an ethos, and holds sway over certain natural and spiritual forces. This is a list of the known gods of the World Between.

Asmodeus (LE)

Asmodeus is the archdevil, the lawful-evil deity of tyranny and domination. He rules the Nine Hells, where he is also imprisoned. His ethos is:

- Seek power over others so that you can rule with strength.
- Exploit kindness and weakness for your own gain.
- Show no pity, mercy, or compassion.

Avandra (CG)

Avandra is the chaotic good deity of change, freedom, trade, travel, and adventure. She is the patron deity of halflings. Her ethos is:

- Luck favors the bold. Take your fate into your own hands and Avandra smiles on you.
- Strike back against those who would rob you of your freedom and lead others to fight for their freedom.
- Change is inevitable, but it takes the work of the good-hearted to ensure change is for the better.

Bahamut (LG)

Bahamut is the lawful-good deity of justice, protection, nobility, and honor. Many paladins swear fealty to Bahamut and metallic dragons and many dragonborn also revere him. He dwells in The Radiant Mountain of Celestia along with Moradin and Kord.

- Uphold the highest ideals of honor and justice.
- Be constantly vigilant against evil and oppose it on all fronts.

- Protect the weak and defend just order.

Bane (LE)

Bane is the lawful-evil deity of war and conquest. Goblins, hobgoblins, and many soldiers revere him. He fights endlessly for control of The Rusted Plane of Chernoggar from his Iron Fortress. He commands his followers to:

- Never allow your fear to gain mastery over you, but drive it into the hearts of your foes.
- Punish insubordination and disorder.
- Hone your combat skills to perfection.

Corellon (N)

Corellon is the neutral deity of spring, beauty, the arts, and arcane magic. Most fey worship him as do most artists and many arcane spellcasters. He is the patron of the High Elves and many Wood Elves also revere him. Corellon has a manor on the Verdant Isles of Arvandor. He espouses the following:

- Cultivate beauty in all that you do, whether it is strumming a lute, casting a spell, or practicing swordcraft.
- Do not allow a thing of art, beauty, or magical power to be lost or destroyed.
- Thwart the followers of Lolth at every turn.

Erathis (LN)

Erathis is the lawful-neutral deity of civilization, cities, laws, and invention. Many rulers, bureaucrats, judges, and generals revere her and she is popular amongst humans. She rules The Bright City of Hestavar alongside Pelor and Ioun. Her ethos is as follows:

- Work with others to achieve your goals; a community is stronger than the disjointed efforts of lone individuals.
- Tame the wilderness and defend the light of civilization against encroaching darkness.
- Seek out new ideas, new inventions, and new lands to inhabit.

Gruumsh (CE)

Gruumsh is the chaotic-evil deity of destruction and savagery. He exhorts pillage and slaughter. The one-eyed deity is the patron of orcs and many barbarian hordes. He battles for dominance over the Rusted Plane of Chernoggar from his Stone Spire of Nishrek. His ethos is as follows:

- Conquer and destroy.
- Let your strength crush the weak.
- Do as you will; let no one stop you.

Ioun (N)

Ioun is the neutral deity of knowledge, skill, and prophecy. Scholars, sages, seers, and tacticians revere her, as do the more scholar wizards who are more interested in study than craft. She dwells in the Bright City of Hestavar along with Erathis and Pelor. She teaches the following:

- Bring reason, perception, and emotion into balance to hone your mind to perfection.
- Accumulate, preserve, and distribute knowledge and never let knowledge be lost.
- Be watchful always for the machinations of Vecna and stand firm against him.

Kord (CN)

Kord is the chaotic-neutral deity of storms, strength, and battle. He revels in strength and battlefield prowess and many warriors revere him. Farmers and sailors alike make him offerings lest he send storms. He is also the patron of brewers and drunkards. Kord dwells in the Radiant Mountain of Celestia with Moradin and Bahamut. He commands his followers to:

- Be strong, but don't give in to wanton destruction.
- Be brave and scorn cowardice.
- Prove your might in battle to win glory and renown.

Lolth (CE)

Lolth is the chaotic-evil deity of shadows, lies, schemes, and treachery. She is the evil queen of spiders and of the dark elves. She demands:

- Do whatever you must to claim power and to keep it.
- Rely on stealth and slander over confrontation.
- Enslave the high elves and the wood elves. Or slay them.

Melora (N)

Melora rules the wilderness and the sea and she rules the hunter and the hunted alike. She protects the Natural Spirits and enforces the ancient Pact between the deities and the spirits. Rangers and many wood elves revere Melora above all other deities. Her strictures are as follows:

- Protect the wild places of the world from destruction and overuse. Oppose the rampant spread of cities and empires.
- Hunt aberrant monsters, undead, and other vile abominations of nature.
- Live in harmony with the wild; do not fear or condemn the savagery of nature.

Moradin (LG)

Moradin is the lawful-good deity of creation and craftwork and the patron of hearth and family. He created the dwarves and is revered by most craftsmen and miners. He dwells in the Radiant Mountain of Celestia with Bahamut and Kord. He demands the following:

- Meet adversity with stoicism and tenacity.
- Demonstrate loyalty to your family, your clan, your leaders, and your people.
- Strive to make a mark on the world. Leave a lasting legacy.

Pelor (NG)

Pelor is the neutral-good deity of the sun, the summer, agriculture, and the keeper of time. He opposes all that is evil, wicked, and dark. Farmers revere him, as do most healers, and he has more priests, clerics, and paladins than most other deities. He rules in the Bright City of Hestavar along with Erathis and Ioun. His ethos is as follows:

- Alleviate suffering wherever you find it.
- Let kindness, mercy, and compassion be the light you hold up against darkness.
- Be watchful against evil.

The Raven Queen (N)

The Raven Queen is the neutral deity of death, winter, and fate. She marks the end of all mortal life, protects the soul as it passes from the world, and stands against undead in all forms. She rules the Shadowfell. Her commandments are as follows:

- Death is the natural end of life; hold no pity for those who die and do not suffer those who seek to cheat death.
- Bring down the proud who try to cheat their fate and punish hubris wherever you find it.
- Stand firm against the undead and stamp them out, especially those under Orcus' command.

Shenanine (CN)

Shenanine is the chaotic-neutral goddess of trickery and illusions, the moon, autumn, love, and passion. Wood elves respect her but many have turned to Melora. Scouts and thieves seek her blessing, as do illicit lovers who ask her to help hide their affairs. She dwells in the Verdant Isles of Arvandor but often wanders. She teaches the following:

- Follow your goals and seek your own destiny.
- Keep to the shadows, avoiding the blazing light of zealous good and the utter darkness of evil.
- Seek new experiences and new horizons and let nothing tie you down.

Tiamat (NE)

Tiamat is the evil deity of wealth, greed, and envy. She is the patron of the colored dragons, kobolds, and some dragonborn revere her. Thieves and anyone who lusts for wealth often call upon her as well. Her horde is somewhere in the Endless Night of Tytherion. Her commandments are:

- Hoard wealth, acquiring much and spending little. Wealth is its own reward.
- Forgive no slight and leave no wrong unpunished.
- Take what you desire. You own what you can take and what you can keep from others.

Torog (CE)

Torog is the deity of darkness, suffering, imprisonment, and the Underdark. In fact, it is said he burrows deep underground and will drag down anyone who invokes his name for an eternity of torture. Sadists, jailers, and many evil creatures revere him. He teaches his worshippers the following:

- Delight in giving pain and consider pain you receive homage to Torog.
- Bind tightly what is in your charge; restrain those who wander free.
- Seek the deep, dark places of the world and revere those places.

Vecna (CE)

Vecna was once a mortal wizard who turned himself immortal by becoming a lich and then attained enough power to ascend as a deity. He is the lawful-evil deity of secrets, and of undead, necromancy, and evil magic. No one knows where his secret tomb is. Spies and evil spellcasters often revere Vecna. Vecna demands the following:

- Never reveal all you know.
- Secrets are power. Discover secrets about others and exploit them to your advantage. Keep your own secrets hidden deep.
- Oppose the followers of all other deities, especially Ioun, so that Vecna alone can rule.

Zehir (NE)

Zehir is the neutral evil deity of darkness, assassins, snakes, murder, and poison. The yuan-ti revere him, as do most assassins. He has a secret monastery somewhere within the Endless Night of Tytherion. He urges his followers to:

- Hide under the cloak of night and keep your deeds secret.
- Kill in Zehir's name and offer each murder as a sacrifice.
- Revere the snake, do not allow a snake to come to harm.

Divine Spellcasters and the Gods

Clerics, paladins, and rangers are divine spellcasters. As such, they must have a patron deity. All deities have an alignment and a set of commandments or beliefs. A divine spellcaster who violates the edicts of their faith will face excommunication and retribution from members of their order or from the deities of their servants. Such offenses are never taken lightly.

Clerics may choose any good or neutral deity as their patron. The choice of patron will determine their Divine Domain as follows:

- Avandra (CG): Life, Trickery
- Bahamut (LG): Light, War
- Correlon (N): Knowledge, Light
- Erathis (LN): Life, War
- Ioun (N): Knowledge
- Kord (CN): Tempest, War
- Melora (N): Nature, Tempest
- Moradin (LG): Life, War
- Pelor (NG): Life, Light, Nature
- The Raven Queen (N): Life
- Sehanine (CN): Trickery

Paladins who swear the Oath of Devotion revere Bahamut and are lawful-good. Paladins who swear the Oath of the Ancients revere Melora and are neutral-good. Paladins who swear the Oath of Vengeance are lawful-neutral and revere Erathis or they are neutral and revere The Raven Queen.

Rangers revere either Melora or Pelor and are generally neutral-good or chaotic-good.

Appendix B: Speaking in Tongues

Common Languages of the Civilized Races

The World Between uses a modified list of languages. Descriptions of the languages are found below.

Literacy is far from common in the world, though many adventurers can read and write. If you have Literacy as a language, you may read or write any language that you can already speak provided it has a written form.

Common

According to legend, Erathis created the Common Tongue so that the civilized races could speak to each other. The Common Tongue is spoken in almost every civilized quarter of the world and most humans use it as their primary language. Other races, however, only use it to communicate with outsiders and speak their own languages amongst themselves.

Abolithic

Abolithic is the mysterious language of certain aberrant races that dwell in the Far Realm. Ancient relics indicate that, at one time, the aberrants enslaved several civilized kingdoms. Now, the language is only used by warlocks to commune with their aberrant masters.

Celestial, Low

Celestial is a supernatural language spoken only by divine entities. By its nature, it can be understood by any sentient creature, though only divine beings can speak it. However, mortals have recorded scriptures, prayers, and revelations in an imitation called Low Celestial. It is the language of scriptures, prayers, and divine magic.

Dwarven

Dwarven is a spoken and runic language created by Moradin and taught to the dwarves.

Draconic, Ark

Because of their different physiologies, humanoid cannot speak the language of dragons. However, the Dragonborn of ancient Arkhosia developed their own form of written and spoken Draconic called Ark Draconic. Today, most Dragonborn are taught how to speak it.

Draconic, Runic

Because of their different physiologies, humanoid cannot speak the language of dragons. However, wizards and sages have long studied the magic of dragons and have developed a written and spoken form of Draconic specifically for use in Arcane Magic. Runic Draconic cannot be used for normal conversation, but practitioners of certain traditions of arcane magic, especially those leaning toward conjuration, evocation, and transmutation, use Runic Draconic to record magical formulae, maintain notes, and as the arcane components for their spells.

Elfish

Elfish is a lyrical spoken and written language first invented by Correlon and taught to his elven children. All elves speak and read Elfish as a point of pride. Classical artists, poets, and musicians also study Elfish so as to enjoy elven art and music. Because elves were among the first to master magic (after the dragons) thanks to Corellon's influence, practitioners of certain traditions of arcane magic, especially those leaning toward enchantment, illusion, and divination, use Elfish to record magical formulae, maintain notes, and as the arcane components for their spells.

Half-Cant

Halflings are quite happy to speak Common as it allows them to communicate with everyone. While halflings do not have a true language of their own, they do have a slang language of idioms, nonsense words, and hand gestures

that allow them to communicate without being understood by the “big folk.” Half-Cant does not have a written form.

Infernal, Low

When the angel Asmodeus cast down a Nameless God, claimed his throne, and was imprisoned in the Nine Hells with his followers, they were twisted into devils, mockeries of the divine. Even their speech changed. Infernal is a degraded form of Celestial, though it retained the supernatural property of being understood by all mortal beings. Mortals cannot speak Infernal any more than they can speak Celestial, however, mortals who consort with devils and the human nobles of Bael Turath eventually developed an imitation called Low Infernal. Because of the curse of Asmodeus, all Tieflings – the cursed descendants of Bael Turath – can speak and understand Low Infernal. Warlocks also use Low Infernal as a means of communicating with their patrons.

Nerathi

While many humans now use Common as their only language, there are still some who speak the language of the great human Empire of Nerath. As one of the largest and greatest of all of the empires in recent memory, many corners of the world have historical ties to Nerath and many humans, especially nobles, sages, and scholars, see Nerath as the true human tongue.

Orcish

This is the base, guttural language of orcs. It lacks a written form. Some half-orcs, those who were raised by their orcish parents, learn to speak Orcish.

Sylvan

Sylvan is the language of the Faerie Folk of the Feywild. Warlocks use Sylvan to commune with their Fae patrons.

Thief’s Cant

Guild thieves and organized criminals have developed a slang language that includes slang terms, nonsense words, hand gestures, and special marks to communicate information of specialized interest to their ilk. Thief’s Cant doesn’t have a written form. Those who know the Cant can recognize its specialized symbols and marks even if they are illiterate. Thief’s Cant can’t be used effectively for general conversation.

Trade Cant

Traders and merchants have developed a special slang language that includes slang terms, nonsense words, hand gestures, and special marks to communicate information of specialized interest to their ilk and to expedite and facilitate barter. Trade Cant doesn’t have a written form. Those who know the Cant can recognize its specialized symbols and marks even if they are illiterate. Trade Cant can’t be used effectively for general conversation.

Trailblazer’s Marks

Rangers, hunters, and other wanderers of the wilderness have been passing down a secret code for generations. The code has no spoken form and consists of special marks and a few hand gestures. The marks and gestures can be used to communicate warnings and pass information between those in the know. The marks are not a written language. Those who know how to read the Marks can recognize its specialized symbols even if they are illiterate. Trailblazer’s Marks can’t be used effectively for general conversation.