**Player Guide**

**At-a-glance**

* Most races are allowed except those indicated in the *Race Options* section.
* Do not roll for ability scores. Use point-buy or standard layout.
* Do not use Tasha’s alternate rules for ability scores without explicit DM approval.
* The optional Flanking rule is NOT in use
* You will have (although not simultaneously) 2 characters. They will not interact with each in combat ever, and generally not out of combat either.
* The party will collectively have a home base / country / stronghold
* Encounter difficulty is increased, as is XP

**Introduction**

For a thousand years, the island nation of Scélan was prosperous and its people content. Its rolling rocky hills were dotted with caves full of iron and gold; the rugged land lined with strong, tall trees. The rocky terrain wasn’t suited well for farming, but this kept the population in check and well fed by fish, sheep and hardy tubular roots in place of grains more suited for plains.

Its wealth and cultural impact were the envy of neighboring nations, yet it remained unconquerable. The island could not be waded to, and its shores were surrounded by rocky shoals and reefs only the local sailors were skilled enough to avoid.

Then, after a thousand years of peace, an unnotable noble and merchant named Lord Edwin Talberian abruptly rose to power through murder, bribes and sheer cult of personality. Within a year, Talberian was named duke and controlled half of Scélan. Within two years, he was elevated to king. Talberian’s first act was to claim the title of Emperor of Scélan and declared war on the neighboring cities on the mainland.

Within 20 years, Talberian conquered some 150 miles of territory and moved the capital of Scélan to the mainland, albeit kept the name Scélan Empire.

His great ambitions could not be completed in his life time, but subsequent emperors just 50 years later forged an empire spanning some 340 miles - from the western Birchwood Plateau to the eastern Blackrock mountains.

Over three hundred years after the founding of the empire and seemingly unending victories in war and conquest, the first calamity struck. The empire was splintered. It continued on in the east, but in the west, it utterly collapsed and fell into a dozen independent countries and nation states.

Shortly after this moment is where the campaign begins. The exact nature of the collapse of the west is up to the players.

**Timeline**

|  |  |
| --- | --- |
| Date | Event |
| 0 CE – 1020 CE | The island of Scélan exists in relative peace as an independent nation, prospering while the countries of the nearby mainland are rife with wars, plagues, and hardship. |
| 1017 CE | Lord Edwin Talberian is born to Lady Cassia and Lord Julian Talberian. |
| 1043 CE | Talberian is elevated to Duke and gains control of half of Scélan. |
| 1044 CE | Talberian is chosen to rule as king of Scélan and declares himself emperor days after. |
| 1044 CE | The Scélanian Empire is officially formed and declares war on a number of nearby city states. |
| 1062 CE | Under the leadership of Talberian I, the Scélanian Empire conquers dozens of small nations and neighboring cities. The empire covers an area about 150 miles north-south and east to west. Talberian I dies in 1062 at the age of 45, of complications from a flu-like disease. Before he dies, he personally names a successor. |
| 1062 – 1085 CE | The rule of Emperor Ororia Magnus lasts 23 years and sees all the lands west up to and including the Birchwood Plateau conquered and drawn into the empire. |
| 1085 – 1112 CE | The rule of Emperor Vivic Lucius lasts 27 years and see the empire grow to its greatest extent – approximately 350 miles east-to-west and 220 miles north-to-south. |
| 1113 – 1202 CE | 90 Years of peace and prosperity are overseen by 4 emperors: Talerian II, Vestilia, Cassius, and Graven Marius. Each serve 15 to 30 years. |
| 1202 CE | A few months before his death, emperor Graven Marius orders the construction of the “Magna Bibliothan” in the Grimwood Heights, in the eastern half of the empire. It is the world’s largest library and one of the most impressive buildings ever devised. |
| 1203 – 1405 CE | For two hundred years, the empire carries on in stability and general peace. It is ruled over by 12 emperors in this period, each serving 10 to 25 years. They are sometimes known as the “Stabulum Decem II” (or, stable 10 and 2). |
| 1406 CE | Emperor Marcus Vestilia II, the 20th Scélanian emperor ascends to the throne. |
| 1407 CE | Reports of an attack on the imperial palace spread across the empire. The emperor survives, but his entire retinue of personal guards are killed. A month later, the emperor decrees that he is equal among gods and one himself.  Soon after he makes the decree known to the public, there is overwhelming backlash, especially in the west. At the same time, a series of earthquakes strike the west, followed by drought which causes crops to fail. The entire west rises in revolt.   Unable to maintain control with the entire population in revolt and food in extreme short supply, the western army is forced to withdraw from the west, across the straight, and fall back to the east, which was not suffering the same problems.  The empire splits in two, with the west falling apart into small duchies and nation-states. |
| 1410 CE | Present day |

**Race Options**

From among races, players can choose from anything in the Player’s Handbook (PHB), Volo’s Guide (except Yaun-ti Pureblood) (VGtM), Sword Coast Adventurer’s Guide (SCAG), and Eberron (except Changeling and Warforged) (ERftLW). UA options, Critical Roll/Acquisitions, and races not listed in the above books are not permitted. You may only use Tasha’s optional rule for stats with the DM’s approval, but all other rules from Tasha’s guide are allowed.

**Religion in Scélanian Empire**

Throughout most of the empire’s history, the populace worshipped any number of 27 gods collectively in a pantheon. Nine higher gods represent one alignment and a force of nature or aspect of life. Beneath each of those are two lower gods, representing some aspect of the force of nature. They are considered divine supernatural beings, but not as powerful as the higher gods. Different regions define these gods in different ways; but they can be thought of as demigods.

In some religious orthodoxies, it is believed the higher gods cannot enter the physical realm of mortals. The demigods, being part mortal, are not restricted in this way and do sometimes walk among and talk to mortals.

A person might follow one god in particular – strive to be like them, fear them, worship them and/or pray to them – or a person might honor all the gods equally – or somewhere in-between.

Unlike modern sensibilities in which a god is worshipped, loved, prayed to and generally considered a sort of creator and savior of humanity, the pantheon of the Scélanian Empire are seen as cosmic beings who have no given agenda either to aid or hinder mortalkind. Instead, the gods are like mortals themselves; they have their own faults, ambitions, goals, desires, and sense of humor or lack thereof. Praying or honoring a god is not necessarily done out of love for that god. Although it could be love but could just as likely be fear, respect, humility or any other reason one might want the god’s favor.

About 15 years before the empire’s half-collapse (roughly 18 years ago) a new religion emerged. It rejected the notion that gods exist at all and follows a sort of humanist (or mortalist) belief system – through work, dedication, meditation and confidence in oneself and each other, mortalkind can achieve anything. Although the system has many features such as churches, services, books outlining their belief systems, and a social hierarchy, followers of the church do not believe in any force outside their own world. The organization is called the Church of the Fellow Sun.

Its detractors point to supernatural beings – especially angels – as proof the Church is wrong. Still, its practitioners argue angels and creatures like them are not divine and if the gods were real, they would have shown themselves long ago.

The chart below shows the Church of the Fellow Sun, and the classical pantheon composed of the 9 major gods and the 18 demigods.

|  |  |  |
| --- | --- | --- |
| God / Religion | Alignment | Suggested Domain |
| Church of the Fellow Sun | Any | Any |
| Adorjan, God of the Sun   * *Jundali, God of the Stars* * *Akalina, Goddess of the Wind* | Lawful Good | Knowledge, Light Light, Life Tempest, Light |
| Tadashi, Goddess of the Harvest   * *Seges, God of the Crops* * *Laboriosi, God of Labor* | Lawful Neutral | Nature, Life Peace, Nature Order |
| Bonifaas, God of War   * *Justinian, God of Justice & Law* * *Victriv, God of the Charge* | Lawful Evil | Tempest, War Order, Knowledge War, Forge |
| Candida, Goddess of the Forest   * *Sciurus, God of Animalkind* * *Quercus, God of Trees* | Neutral Good | Life, Light, Nature Nature, Life Nature, Life |
| Soren, Goddess of Life and Death   * *Pormortis, God of Passing* * *Nativitas, Goddess of Birth* | Neutral | Life, War Grave, Twilight Life, Peace |
| Faustlus, God of Greed   * *Follis, God of Blacksmiths* * *Nummien, Goddess of Wealth* | Neutral Evil | Knowledge, Trickery Forge, Arcana Trickery |
| Marcellian, God of Change   * *Benedictus, God of Luck* * *Tumultus, God of Upheaval* | Chaotic Good | Tempest Trickery, Light Tempest, War |
| Hadrian, God of Lust   * *Perdita, Goddess of Madness* * *Exualis, God of Sex* | Chaotic Neutral | Trickery  Trickery, Arcana Nature, Life |
| Rosalia, Goddess of the Hunt   * *Convivium, God of the Feast* * *Esurien, God of Hunger* | Chaotic Evil | Nature, War Tempest, Nature Twilight, War |

**The Church of the Fellow Sun - Orthodoxy**

Followers of the Church of the Fellow Sun are humanists – they believe in the power of mortalkind. They follow a triadic principle called The Three Points of Sublimity. Applying each aspect of the principle equally is said to bring one closer to purity of self and ultimate enlightenment. Many strive their entire lives to live in harmony with each aspect, putting no aspect above the other. Those who achieve perfect harmony are said to be *Concordthan,* a kind of state of emotionless or emotional (depending on the individual) bliss in which their immortal soul becomes separated from their mortal soul, allowing the two to converse.

The three aspects of the principle of The Three Points of Sublimity are:

* *Strive for Cohesion.* According to their tenants, this is simply their way of expressing how the people of the empire should all cooperate and work together.
* *Believe in Your Neighbor.* The church suggests people are all the same and the world is, generally speaking, a supportive, nurturing place. The trust people place in each other is like the pinions that hold society together.
* *Reward Follows Self-worth.* Followers of the church believe we each seek something we desire from life and we must be worthy before we can obtain what we seek.

**Church Hierarchy**

Like modern organized religions, the Church of the Fellow Sun is structured in a well-defined hierarchy.

Prelate Supreme  
At the top of the ladder is the Prelate Supreme, who as of 1410, is Manoff Herclatian. In addressing the Prelate Supreme, it is customary to refer to him as Eminence. (eg, ‘your eminence’ [for low ranking members] or ‘my eminence’ [for those immediately udder the Prelate Supreme]).

Prelate  
Next on the rung are the Prelates. The Prelates oversee the finances, recruitment, political arm, and management of teaching. There are 8 in total, who, with the Prelate Supreme, serve as a sort of board of directors for the entire religion.

Vicar, Branch Leader  
Next on the rung are the Vicars and Branch Leaders, who are equal in rank. The vicars operate largely independently, but may have a small staff. They are primarily engaged in outreach and missions to locations where the Church has not been established. Branch Leaders are the managers of individual churches. They typically have three or four – or more at a particularly large branch – staff serving them with the day-to-day operations of their church.

Rector  
Just above regular members are rectors. The church’s rectors serve a variety of roles – from accountants to meditation guides to secretaries to chefs, even to translators for a particularly remote Vicar. Rectors will always report up to and work with either a Vicar or Branch Leader. All Rectors must have surpassed rank 3 in the Three Points of Sublimity before being elevated above regular member.

Member  
A member is simply someone who has officially joined the church, regularly attends service, and practices the principle of Three Points of Sublimity. Vicars and Branch Leaders can judge the progress in the Three Points the member makes and elevate them to Rank 1, 2, and 3. Surpassing rank 3 is required to join the church as more than a member (eg, joining the staff and organization). Reaching Rank 1 requires testing and passing a review of all the concepts and principles of the church. To surpass Rank 3 is said to be more challenging – those reviewed are watched and must demonstrate some evidence of achieving some degree of *Concordthan.*

**The World**

**In the West**

**Scélan**

For a thousand years, the island nation of Scélan was prosperous and its people content. Its rolling rocky hills were dotted with caves full of iron and gold; the rugged land lined with strong, tall trees. The rocky terrain wasn’t suited well for farming, but this kept the population in check and well fed by fish, sheep and hardy tubular roots in place of grains more suited for plains.

Its wealth and cultural impact were the envy of neighboring nations, yet it remained unconquerable. The island could not be waded to, was too far to swim to, and its shores were surrounded by rocky shoals and reefs only the local sailors were skilled enough to avoid.

Perhaps the only trouble Scélan faces is occasional flooding when a particularly bad ocean storm rolls over. While it is rocky and has a number of high elevation hills, it has deep crags far below the sea level and a sandy foundation that happily absorbs water.

With the empire’s long since away from Scélan, the island has largely returned to its pre-imperial peaceful life. It is ruled by a former imperial decurion, but she and other island leaders have announced they island will have no involvement in any war, nor did Scélan participate in the west’s uprising.

Scélan has two cities of note: Relena to the north, and Minlal to the south. The northern city is known for its fishing and the south for olive orchards.

**Olwond Mountains**

Stretch about 95 miles from north to south, the Olwond mountains are said to be a butchering of the term “Old Wound”. Habitually suffering from large wild fires once or twice a decade, the bluffs, cliffs and crags of the mountains are charred black.

While not particularly tall mountains, they are steep and criss-crossed with deep crevices and canyons. Travelers forced to hike through the mountains describe them as maze-like. East-to-west they’re only 20 miles at their widest point, but still, crossing them takes days. In the rain or winter when the rocks are slick, they can be far more treacherous than even the tallest mountains.

The few animals that call these mountains home include mountain lions, boars, and rocs.

**Birch Wood Plateau**

**Broken Pommel Mountains**

The Broken Pommel mountains stretch from the western-most part of the Scélan empire’s former lands all the way to just north of Constasius. Most of the mountains are stubby and relatively easy to cross, while in the far western part of the range the peaks reach six to eight thousand feet. The mountains form wide, shallow valleys which are overgrown with white pine and oak. Most of these valleys are actually calderas.

The tallest peaks throughout the range are dormant volcanoes and the mountains got their namesake from the odd rock formations found within. These formations are roughly spherical and made of black stone. Those few people who study rocks and volcanoes believe they’re hardened lava, but no one is quite sure how they got their shape. As the name implies, many have split in half as the rock is quite porous and brittle, often a tree can be found growing right through one.

**Mare Nostrum (player’s home city)**

Mare Nostrum is a small city located ideally by the coast with Scélan island visible on clear days. The nearby woods and mountain range provide good protections against invasions. Mare Nostrum is best known for its winery called Vinum Bel and the trading company, Ichthys.

The city has a population of about 3,000 inhabitants with a few dozen farms dotted around its outskirts. It has no walls, though the highlight of the city – Ichthys’ company campus – is situated on a 30’ hill, allowing a fair view of the surrounding area.

During the height of the empire, Mare Nostrum’s chief export was wine. Vast fields of strawberries and grape vines stretched to the south for several miles. At the time there were 5 different wineries, but only one remains in operation.

Mare Nostrum is ostensibly ruled by a former imperial decurion called Jandar Lackman, but the Ichthys Trading Company has a stronger influence on town decisions. Jandar almost always defers to them.

Ichthys is a well-known regional company, providing any number of provisions they receive at the town’s port to neighboring cities, towns and villages – especially those inland. They also provide exports to the empire across the sea, including those produced by the remaining winery. This policy of trading with indifference to the political situation has earned the ire of hardline neighbors.

**Tumulta (player company’s rival)**

Tumulta is a nation whose capital is to the northwest of Mare Nostrum in the foothills of the Broken Pommel mountains. Tumulta has remained adamantly anti-imperial. Under imperial rule it was the most remote city and had infrequent visit and support from imperial officials except when taxes were due.

Attacks by roving bands of orcs and goblins were frequent during imperial rule and they had very little support. Once the western half of the empire collapsed, they were among the first to declare independence and quickly moved to gain control of the river valley and surrounding wildlands extending from their city all the way to the coast.

In the three years since the empire fell, they’ve grown increasingly militaristic and hostile to those showing any kind of loyalty to the empire.

Under imperial rule, they were best known as a source of iron and copper ore. Today they remain so, but engage in little trade. They are ruled by a triumvirate of retired adventurers, and are the only nation in the former western half of the empire not ruled by an ex-imperial official.

**Vespaspian (player’s nearest neighbor to south)**

Short version – Vespaspian was hit particularly hard during the upheaval three years ago that led to the empire’s splintering. Vespaspian was best know for its production of fine cheese and other cattle-derived products (dried beef, milk, and even ice cream in the right time of year).

When the devastating natural disasters struck, a bay opened up near Vespaspian that was not there before. The land where the nearby river met the ocean sunk, allowing sea water to flood inland for mile further than it had before. When this happened, thousands of the city’s livestock perished.

Vespaspian has struggled to recover since then, and as a result has become a fast friend and ally to their nearest neighbor, Mare Nostrum, to the north.

Despite the destruction wrought upon the town, it is still a place of beauty, with numerous gardens, hedge mazes and public baths all constructed of marble and sandstone.

**Constasius (large city across bay, to northeast)**

Before the completion of the greater work of *Magna Bibliothan* in the east, Constasius was the capital of the Scélanian empire. That was roughly 200 years ago. Since then, the glory of the city has faded considerably. The population fell from over three hundred thousand, to around 10 thousand. The local population prides itself on maintaining the great works of the city however – from aqueducts to baths to paver roads to complex piping systems which take sewage out of the city.

Constasius is now an independent city-state ruled by the former governor of the entire western province, along with a handful of council members. The local population is skeptical of their rule because of their amiable attitude toward the east. The city leadership believes in reunification, but concedes that the empire must make changes before that can happen.

While the city is still able to maintain the vast architecture and public works, its coffers are slowly draining and there is a growing labor shortage. To an outsider, the city is a marvel. To the locals, just beneath the veneer is a city with a myriad of problems, hunger issues, labor shortages, inflation and income disparity.

**Traman (to northeast of Constasius, along coast)**

**Vetchan (to northwest of Traman, along coast)**

**Mycilia (to northwest of Vetchan, along coast, near river)**

**Germulus (northern-most city in western nations)**

Far to the north, away from the heartland of the former empire is the city of Germulus. Germulus’s claim to fame is its shipyards. With both tall, white pines available from deep woods nearby as well as ore-bearing hills, Germulus developed three distinct shipyards where the empire’s navy was constructed.

In the upheaval after the Emperor’s decree, Germulus was struck less severely. The famine that plagued the rest of the land due to failing crops hit them less, as most of their food supplies were imported from the eastern lands or from distant trading partners. The earthquakes as well, were centered more to the distant south.

Still, when the town leadership heard what was happening in the rest of the western lands, they shut their gates to the imperial armies and refused to let them garrison in the town. And Germulus too, joined in the revolt.

The city itself is boxed in with 16 foot stone and timber walls and towers. The population, living almost entirely within the walls, is nearly 100,000 and composed of humans, goblins, and dwarves. With especially harsh winters that often kill dozens, Germulus’s people are hardy with little patience for flair or luxury. Nevertheless, they’ve almost universally developed a love of a spirit called Zirbenz, which outsiders describe as liquid pine needles, it is indeed brewed from pine cones and sap.

In lieu of building ships, Germulus has constructed its own fleet and even minted its own coins bearing the city crest – a crescent moon behind a pine. Many of the allies in the west have developed a resentment of the city’s success, but it continues to support them, providing supplies and even ships.

**In the East**

**Great Northern Woods**

**Forked Gorge**

**Lowroll Mountains**

**Vastwood Jungle**

**Rolling Plains**

**Grimwood Heights**

**Baysid Desert**

**Blackrock Mountains**

**Scintelia (city)**

**Wyntella (city)**

**Midgard (city)**

**Hadrianopolis (city)**

**Kalintople (city, capital)**

After the great work of *Magna Bibliothan* was completed in the *Grimwood Heights*, the capital of the empire was moved from *Constasius* to *Kalintople* to be nearer in order to defend it more rapidly.

Once that happened, military commanders established bases in the city, as did the Church of the Fellow Sun, other religions, trade merchants and more. Soon the population exploded and at present day, is estimated to be 400,000 or more.

Kalintople is surrounded by stone walls thirty feet high and 12 feet thick. Inside are marvels far beyond those of Constasius. Running, clean water flows in lead pipes from a tall water tower at the center of the city. Baths dot every other street corner. Other public works include the enormous 200-foot-tall statue of Adorjan; a massive coliseum for gladiator fights and jousting; the garden of the Fellow Sun – a 100 acre botanical garden with fountains, gazebos and benches; and the 27th Inn, a huge 5-story tavern and hotel, with 27 different rooms each themed around the 27 gods.

On top of the works for public health and sanitation, druids and wizards tirelessly control the weather with precision, allowing the residents to know exactly when it’ll rain, for how long and for how much. Crops in and outside the city receive the nominal amount of water and sunlight, resulting in astronomical food production.

**Magna Bibliothan**

Completed in 1204 after its ground-breaking in 1202 by emperor Graven Marius, *Magna Biblothan* is a library on the top of the *Grimwood Heights*. Constructed of granite blocks over 2 feet thick, it soars to a staggering 350 feet. Its base is square, while the middle section is octagonal. At its peak is an observation roof lined with crenelations.

Inside is housed the greatest collection of books known to mortal-kind. There is said to be 100 thousand different volumes and each floor has a dulcet whose job is to know each book on that floor – not only its location, but also its contents.

The library’s construction was not without controversy. Many of the books were stolen or taken by force – some are original copies. Many have also claimed its construction angered the gods; others fear the library is an elaborate front for occult activities.

Whether merely a very large library or not, its obvious value means the empire must quarter an entire legion at the wonder at all times.

**Upgrading the Company / City / Organization**

In session 0, the players will be presented with creating a shared organization they all belong to – their stronghold. Frequently this is a country but it can be any of these options:

* A city-state
* A trading company
* A cult
* A church
* An adventuring guild
* A merchant guild
* A mercenary guild

The DM may consider other options at his or her discretion.

The organization can affect the world state and working on its status can be the source of down-time activities, as outlined below. The organization can affect or be affected by the world, at a time and means at the DM’s discretion. It may be attacked, be the victim of a natural disaster, approached by traders, or even engage in war against another country.

The additional downtime activities are gained by purchasing a building or hiring a group of people for the stronghold, detailed in the upgrades below.

**Organization / Stronghold upgrades & services**

|  |  |  |
| --- | --- | --- |
| **Option** | **Build Time & Cost** | **Benefit Result** |
| Barracks | 14 days, 400 gold | Upon completion, the party gains the services of a human or dwarf fighter, whose level is equal to ½ that of the lowest level party member (minimum 1), rounded up. The fighter’s character sheet is created by the DM. In combat, the players control the fighter; out-of-combat, it is controlled by the DM. It will accompany the players for free, for one week or until dead. After a week, it will require 25 gold per week of service (paid in advance). Should the fighter die, another can be brought into service for 25 gold per week. No more than one recruit from the barracks can accompany the party at one time. |
| Office of the Magistrate | 7 days, 600 gold | Once complete, the players will receive a 2d20% tax rebate for any construction or service paid for in association with the stronghold. This is granted after the cost is initially paid. For example, if the party pays 400 gold for construction of a Barracks, they would afterwards receive 2d20% back in gold. |
| Higher Education, (ranked) | 14 days, 400 gold | The stronghold can build a greater and greater university. This upgrade is ranked. For each rank (and each 14 days & 400 gold spent), the organization attracts more scholars and more experts. This bastion of education provides a permanent +1 bonus to Arcana, History, Religion, Nature or Investigation (player’s choice) per rank obtained. |
| Armory | 14 days,  700 gold | The stronghold constructs a large armory full of blacksmiths, weapon and armor storage, talented fletchers and craftsmen. Once complete, the party can purchase any item in the player’s handbook at half cost. No item obtained at the Armory can be resold within the stronghold. |
| College of Music & Poetry | 7 days,  400 gold | The College of Music & Poetry is an extension of your stronghold’s Higher Education. It requires at least one rank of Higher Education to construct. Once complete, at the conclusion of any long rest, if no member of the party has Inspiration, the lowest level player character party member gains Inspiration (if there is a tie, then it is granted at random from among those tied) |
| Enchanter’s Lab | 28 days,  1200 gold | The armory is expanded to include a few labs, staffed by esoteric wizards with extensive knowledge of enchantments and alchemy. The party can purchase any Uncommon-rarity magic item in the Dungeon Master’s Guide at a cost of 650 gold per item and 14 days’ time to construct the item. |
| Upscale Development | 14 days,  600 gold | Your stronghold is become a go-to location for wealthy merchants, retired adventurers and political figures from surrounding nations. Requires the Office of the Magistrate upgrade. Once constructed, you gain a series of upscale Inns, a theater and a string of restaurants and when any member of the party rolls dice to re-gain hit points, they can an additional 1d4 hit points. |
| Better Equipped | 7 days, 600 gold | Your stronghold provides better, stronger, more durable weapons and armor. Requires the Armory upgrade. Once constructed, a member of the party may use a reaction to impose a -1d4 penalty to an attack roll or saving throw, once. The party regains the use of this ability after completing a long rest. |
| Temple | 21 days, 700 gold | Your stronghold becomes a bastion for forgotten religious arts or new modern ethical-belief systems. You construct a temple, which can provide some additional services described below. |
| Identify (Service) | 1 day,  10 gold | Requires the Enchanter’s Lab upgrade -or- the Armory and Rank 2 Higher Education. Once per 10 gold fee, the party can identify and learn about a magical item, as though *Identify* and *Legend Lore* had been cast on it. |
| Remove Curse (Service) | 1 day, 100 gold | Requires the Temple upgrade -or- Rank 3 Higher Education. A member of the church or scholar in the local university cast *Remove Curse* on a party member. |
| Greater Restoration (Service) | 1 day, 300 gold | Requires the Temple upgrade -or- Rank 4 Higher Education. A member of the church or scholar in the local university cast *Greater Restoration* on a party member. |
| Resurrection (Service) | 3 days, 1400 gold | Requires the Temple upgrade -or- Rank 5 Higher Education. A member of the church or scholar in the local university cast *Resurrection* on a party member (all limitations, aside from spell components, of the spell remain). |
| Enchantment (Service) | \*, \* | Requires the Enchanter’s Lab upgrade. Your in-house team of Arcanists, alchemists and Artificers can enchant non-magical weapons and armor. At a cost of 4 days and 600 gold, 14 days and 1800 gold, or 21 days and 4000 gold, you can give a non-magical weapon or armor a +1, +2, or +3 bonus, respectively. |