

**The Multilayered Universe Campaign**  
A Session 0 Guide to the World of Teothe

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# A LETTER TO THE READER

**W**ELCOME READER, to the World of Teothe. If you are reading this, then undoubtedly, you have been recruited into assisting the bravest and finest minds in this realm, and possibly many others, but never mind that for now! In what capacity you have been running or playing the game is immaterial, but this provides you with a simple session 0 setting and basic rules we use.

## BASIC RULES

These basic rules are as follows, please make sure that you read them aloud and achieve an understanding within the table since some players might have fun quirks or unfortunate challenges that you are unaware of. Remember that everyone is gathered here to play Dungeons and Dragons, and spend some time together. For the sake of our fun, if your players can't spend time together or don't enjoy the game, you should pass it *for now*.

- If you have any questions, feel free to ask them in your session 0.
- Player versus Player is allowed, but you can always find a way around that.
- Don't be inactive powergamer murderhobo that are controlling and playing the game against the Dungeon Master. It ruins the fun for everybody.
- PC secrets are okay and even if the player heard it, you must respect it.
- Rules lawyering is a bad thing and ruins the fun for everyone. We can always discuss the rules after the session ends.
- Since it is hard for us to meet all the time, we'll use D&D Beyond, Discord and Fantasy Grounds.

**Make sure to ask these questions and get a decent response. These help team-bonding and table expectations.**

- Are you most excited by combat, exploration and puzzles, or roleplay?
- As a player, what's one strength you bring to the group?
- How often can everyone meet?
- How long should a session last at max?
- We use disruptive content so please share if there is anything specific that you don't want in a game that may ruin the fun for you. You can always talk to the Dungeon Master about this afterwards.
- Is food welcome at the table? Alcohol? Smartphones?

- How much narrative control do the players have?

***Breaking the rules, disturbing the party dynamic both in and out of the game will usually end up in disbanding a player, whether they were right or wrong, depending on the gut, I guess.***

## SOME TIPS

And some tips for new players.

- Don't forget that even though they are Non Player Characters, they still want to win.
- When you are safe, you can rest, train or shop.
- Talk to your party and your Dungeon Master while you are planning something so you won't end up frustrated if it fails.
- We use lots of homebrew content.



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# CHAPTER 1: THE WORLD OF TEOTHE

## INTRODUCTION

**T**EOTHE is a world which is one of the infinite planes in the material plane. Full of a rich variety of geographical features, climatic conditions, flora, fauna, and diversity of races and classes of people; Teothe is still relatively alone, the sole resident of this plane which possesses life besides its moon. Divided into a couple landmasses and countries, Teothe is protected by the watchful eyes and graces of the Deities from all Domains. These countries are as follows: Elkian Dominion, Akairo, Dwarven Union, Kheranthe, Feianthe and, Jeikhan Republic.

## WHAT CAME BEFORE...

For our session 0, there is not a lot of need for prehistory, but it is good to know the **Black Rain** and another point of interest, **Deity Ranking**.

### BLACK RAIN

This is the downfall of the cosmos, and the cataclysmic event which separated the deities to their subjective domains. **Mceeju** got rid of their inferior creations and gave them all celestial hunger, which in turn made the deity ranking.

### DEITY RANKING

Deities are ranked due to their amount of worshippers and active domains and effects over the planes. They are organised from Greater Gods to Demigods, which also declares their reach of power.

#### GREATER GODS

Worshipped by about a million of people, they know what is going to happen a week ahead, regardless. They can create artifacts so strong, you can't really challenge them. For these reasons and more, lower ranked gods join the greater ones.

## ADVENTURING PARTIES

Adventurers in Teothe are highly respected by the common-folk since it is the main source of income for many and the main drive for world events. Many adventurers seek glory and wisdom while some seek otherworldly possessions or great success. Many perish, lose themselves and never return while some retire.

As Brelnor turned around, in the ceiling of a dead-end, the gaseous environment from the vile spiders cached ablaze via a blast from a fireball, turning all into ashes. His soul was then banished to the Wall of Souls under Naahv's City of Judgement, as he was a non-believer.

## RUNNING SESSION 0

The goal of a session 0 is to get everyone in the group on the same page. Whether or not they've played D&D before, each player has their own preconceived notions of what this campaign will be like. This session gives you a chance to align everyone's expectations. Therefore, session 0 is the session the DM holds with the players to establish expectations, discuss character options, set the expectations and the friendly environment for role-playing, and more.

Upon breaking the rules everyone agreed upon; for most adults and children, a simple disapproving look is enough to get them in line. But others will need to be spoken with privately. If they repeatedly cross the line, they *do not* respect the group, and not a good fit for this campaign.

**As the DM, after setting the tone, you should make sure that the party experiences a social encounter, a combat encounter, an obvious trap, a secluded trap, a routine, a secret and a puzzle** This session will have them all included, in a small goblin lair.

In short, your players ought to know as much as possible about the setting before they keep on building their character. They're excited to play, but they shouldn't do it all on their own, or they'll end up with a character that doesn't fit well in the party or the setting.

The following items must be addressed by the DM to the players during the session.

- What's the accessibility of magic and general level of technology? **Magic is scarcer since the Mage's Crisis. Level of technology is medieval and prone to advance.**
- What are the major threats and main story themes? **Major threats and story themes span many things during a campaign, but as for this session, it is combat.**
- What is the structure like? **Games run a very non-linear structure except this module.**
- How are characters connected to each other? **It is for the best when each character has a pre-existing relationship with at least one other character from the party, and at least one NPC.**

# CHAPTER 2: RUNNING THE GAME

## SETTING

We start in an unnamed town, just starting to get crowded and make merchants stop for trade. Being built by the follower of Catequil, Lord Gregor orders to wall the settlement for protection. During the construction workers get sick because of the cold weather and the work is stopped. Now, looking half built half ruined place invites bandits and the trouble never ends.

## THE TOWN

The town has a tavern, a church and a town hall surrounded by small cabins. The tavern is the main attraction since there is no other point of interest. People are fine with their crafts and expanding but many consider the current state unbearable.

## THE TRAVELLERS

Travellers are the main source of food for now, and they are getting scarcer daily. Some think this is because of the cold weather while some believe that the horrible state the walls are in are not welcoming.

## TAVERN

Party start the game here, as a different adventuring party leave the tavern.

You overhear them talking to the inn-keep about the so-called lair he mentioned and demand a payment. Inn-keep kicks them out since they have failed. He then looks at you. "Welcome adventurers, what can I bring you in this cold, cold weather. How about something to warm your insides huh?"

Here, you should point to a player and force them into the role-playing environment. After taking their order, you should give them some time to discuss their characters and, whatever they want to really.

If they ask for a menu, you can state that they don't have a pamphlet of sorts, but have many cold weather ingredients, meat and beer.

If they ask about the fuss, the inn-keep looks in their face a bit and sighs. Puts his hand on the shoulder of the closest party member and state "We'll discuss it in a while, let me bring you something first."

People of this climate are tough. They don't just get sick. All this construction made sense when the lord was keeping track but now that he is away fulfilling some order he got from the royalty, peasants like us are suffering. (Pointing to the window) Our farms are dead as well, but I only planted some spinach and garlic. They are super tough, even considering the cold weather.

He takes a break and brings his journal. Taking his time and sipping from a glass of beer, he returns his monologue.

There is a goblin lair here, somewhere near the water source we carry. A month back, they tried to dig a well and never closed or finished it. It could be a good place to look for. Adventurers, I can't pay you a lot, but I'll surely help you make a name for yourself along these parts of the land. Couple services for free for sure! What do you say?

If the party is hesitant, the goblins will be sighted and disturb all business, almost causing a halt, and causes a major discomfort.

If the party is still hesitant, the one with the least amount of perception will realise that their backpack and all their gold are lost. He only has access to the major tools and weapons, things that will be needed during combat.

If the party rushes from the tavern to the well, they'll not be able to find it and spend a lot of time, causing them to make a camp and experience short rest. After that, it'll be an easy find, just down the river.

## WELL

The well is dug well but the top part is not sturdy enough, to even carry a bucket. This is a DC5 Perception check that will automatically succeed depending on the passives.

Advancing further below, party will see definite tracks of goblins and a tunnel leading somewhere towards south and suddenly stop since it is collapsed. They'll see a lot of dead animals rotten inside the water as well as dried blood on the walls of the well.

Near the well there are goblin tracks and some path towards south is recently used. Following it will lead them to the goblin lair. Make sure you read the Goblin Lair section before leading the party there.

As the DM, if you feel like the social encounter in the tavern was not good enough, you can add an NPC here, that is simply carrying water to the town, to her house perhaps.

## GOBLIN LAIR

The Goblin lair has a few quirks, some traps and a boss fight that could all be avoided but, for new players, provide useful insight. In case they skip, make sure to **state how they skipped and what happened or could have happened while keeping their passives in regard!** You should also keep an eye on the map<sup>1</sup> at all times. If at any point the party is losing, the Fighter from the adventurers kicked from the inn appear out of nowhere and help them. His motivation is obviously gold.

### LAIR PATROL

There is a 2 goblin patrol, patrolling the lair. When the party arrives here, they'll not see the patrol but if they decide to wait and scout for 3 minutes or more, they'll see the patrol. If they investigate the ground before entering, they'll see tracks indicating a patrol.

### ENTRANCE, FIRST ROOM

After going down, the party will realise that this place is not a random hole dug by goblins but a hole for some order that is long lost. Floor is dirty but looks like sharp cut stone and the walls have intricate drawings and paintings that goblins are not on about. If the walls are questioned, it is a DC15 History check. Upon success the party is informed about **The Quartet**.

#### THE QUARTET

Guild for Bards and Sorcerers that are skilled in combat and entertainment. Some have circuses while some have battle trophies and scars.

The first room they'll encounter two sleeping goblins. They have all their weapons to their side and armors unequipped. They are easy to kill and easy to avoid. If the party avoids this, they'll skip the patrol coming back for them (if the patrol is alive) in the second room.

### SECOND ROOM, PUZZLE

This room is thinner but a bit longer compared to the first room. Floor is a bit cleaner since it is heavily used, all the dirt is piled up at the sides. The smell however is a stinking body odor. After entering this room the party will see two goblins, one of them instantly jump to attack and the other hesitate.

If they attack the hesitated one, it is an automatic hit since it is not defending but if they attack the aggressive one, the hesitated one will

<sup>1</sup>See the map in chapter 4.

run back to alert the boss. No matter which order, the patrol will come to the fight if they are still alive and the first room is cleared by the party. If the party skipped the first room, the patrol will not move further thus, they don't join the battle.

**The Puzzle** is a bit simple but there are no clues provided. There is no time or trial limit so the party can easily try all combinations and access the secret room.

You see before you a glass tube etched into the wall, and a small slit all the way from the top to bottom. This tube has 3 cogs inside. Cogs are sideways but they are the size of a hand and they all have symbols etched to the head of each cog pin. You can easily access them and rotate them.

The symbols are as follows: Sword, Note, Shield, Meat, Skull, Fist. After rotating any cog for the first time, the wall shakes and a dust cloud falls. They hear some mechanism move and stop. The correct solution is Fist, Sword, Shield. After the solution is entered, the wall shakes for another time and opens, sliding downwards, and stops halfway through. Inside is a clear room with a golden horn in the middle, and some acoustic stairway and a performance area. Behind of the performance area is a thin path and a peephole, looking to the final boss room. If they look, describe the boss room.



## THIRD ROOM, TRAPS

After opening the door to the hallway, party sees a pressure plate on the floor at the corner and spikes attached to the ceiling. This is an auto succeeding to see trap and to avoid it, they just need to jump over the plate. No fuss.

After opening the door to the third room and going down the stairs, in front of the door there is a hole cleverly camouflaged. It is a DC18 Perception check to see it. If they fail or don't even bother, they fall to a spiky pit and receive 1d6+2 piercing damage. On top of the room, there is a treasure hoard and a small bonfire that goblins use to cook fish. Treasure hoard is full of useless things for the party besides gold. Each member gets a 2d20+44 gold pieces. There is also an art piece priced around 100 gold pieces.

## FOURTH ROOM, BOSS FIGHT

If the boss doesn't see the art piece, he'll not know that the gold was already from his hoard and he can be bribed to let the party go, and for some payment, he'll stop tossing the corpses down the well.

If not, roll initiative. Use the provided stat-block for the goblin boss. At any point, the goblin boss will scream at the party for a DC2 Wisdom save, to frighten them.

## ENDING

After getting the mission over with, they can crack the door open (DC6 Investigation to find DC12 Strength to crack it open) and leave through there or go back. If they go back and they spared the sleeping goblins, the goblins will not attack them since they are frightened. The game ends with the following narrative.

You leave the lair, carrying your loot with you and smiles appear on your faces as you go further towards the town. The Inn-keep welcomes you to his inn and gives you another set of ale, and some fresh sheets.

## WHAT'S NEXT?

Momentum is a very important storytelling concept. It's that underlying force that answers the question "What happens next?" If your story loses momentum, it's really hard to get it back.

Whenever possible, end a play session when the game has as much momentum as it can get. That makes it much easier to start the next play session, because there's an underlying force that's answering the question "What happens next?" Your players' characters aren't just

wandering around a town or dozing in their bedrolls. They're doing something. They're actively trying to achieve some goal. They players either already know what their next actions are going to be — because they've been thinking about it for three weeks since the end of the last session — or they have an immediate and ongoing situation that limits their options and drives them toward something. You don't need to kick your players in the butt to get their characters moving. They're already moving.

This does not mean you should end sessions on a cliffhanger. In fact, unless you're already a master storyteller you shouldn't do that, because for every good cliffhanger in storytelling there are ten thousand bad ones.

### A BAD CLIFFHANGER

Where the resolution to the cliffhanger is obvious to everybody and the waiting is just a formality, or one where there is no obvious resolution until the beginning of the next part, but then it turns out the resolution is trivial and unsatisfying because of some piece of information that wasn't originally provided.

What it means is that you should end sessions when the players have clear and specific goals for their characters and are actively working to achieve those goals. Let those goals carry over to the next session where they can be picked up, possibly resolved and transitioned to the next set of goals, then carry on the story from there. Let the momentum carry you from the end of one session through the beginning of the next. It makes stopping and starting tons easier and more satisfying, narrative-wise.



If the campaign continues after this session 0, as the session ends state the following.

As you are enjoying your victory, a courier appears and after taking a breather, comes up to you. "Ah, finally! There you go sir/madam! The letter is to your name, and don't worry, it is all paid for."

He then leaves the premises hastily as the session ends. What is written in the note? What are the adventurers going to do...

# CHAPTER 3: STATBLOCKS

## BANDIT

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 12 (Leather Armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/8 (25 XP)

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6 + 1) slashing damage.

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

## GOBLIN

Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (Leather Armor, Shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** Darkvision 60 Ft., passive Perception 9

**Languages** Goblin

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6 + 1) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## GOBLIN BOSS

Medium humanoid (goblinoid), lawful evil

**Armor Class** 12 (Leather Armor)

**Hit Points** 43 (6d6 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Damage Resistances** bludgeoning from nonmagical attacks

**Senses** Darkvision 60 Ft., passive Perception 14

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

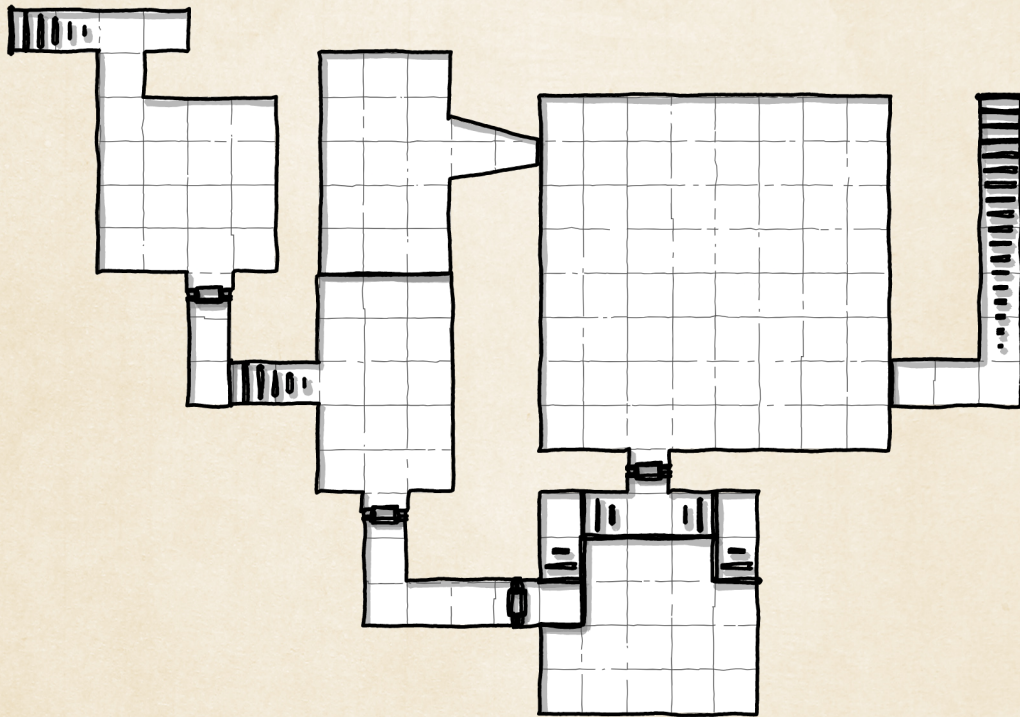
### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6 + 1) slashing damage.

**Rock Throw.** *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) bludgeoning damage the target must make a DC 15 Strength saving throw, or be pushed 10ft back..



# CHAPTER 4: MAPS



## GOBLIN LAIR

This is the map of the goblin lair. You enter the lair from the top left via descending stairs.