



THE PROPHECIES OF MUNDI

VOYAGE IN THE DEEP

IN THE LAND OF MUNDI, A WORLD TORN ASUNDER BY STRIFE, TWO OPPRESSIVE
REGIMES TEETER ON THE BRINK OF WAR...

YET WITHIN PROPHECIES UNTOLD, A GLIMMER OF HOPE SHINES, AS
COURAGEOUS ADVENTURERS EMBARK ON A VOYAGE IN THE DEEP.



HOMEBREW

CONTENTS

Introduction	3
Running this adventure	4
Outline.....	4
Hooks & Backgrounds	4
Part 1: All Aboard!.....	5
Ports of the Twin Cities.....	5
Skill Challenge.....	5
Part 2: See no Evil.....	6
Nebula of the East	6
Round 1.....	7
Round 2+	7
End Combat	7
Arrival in the Silver City	9
Part 3: Silver Lining.....	9
Childan's Paraphanalia.....	9
Stone Brew Inn	9
Appendix: Mundi Origin.....	10
Notice	11
ORC Notice	11

Content Warning: Themes of Genocide, Colonization, Slavery, Classism, Oppression, Trafficking, Brutality

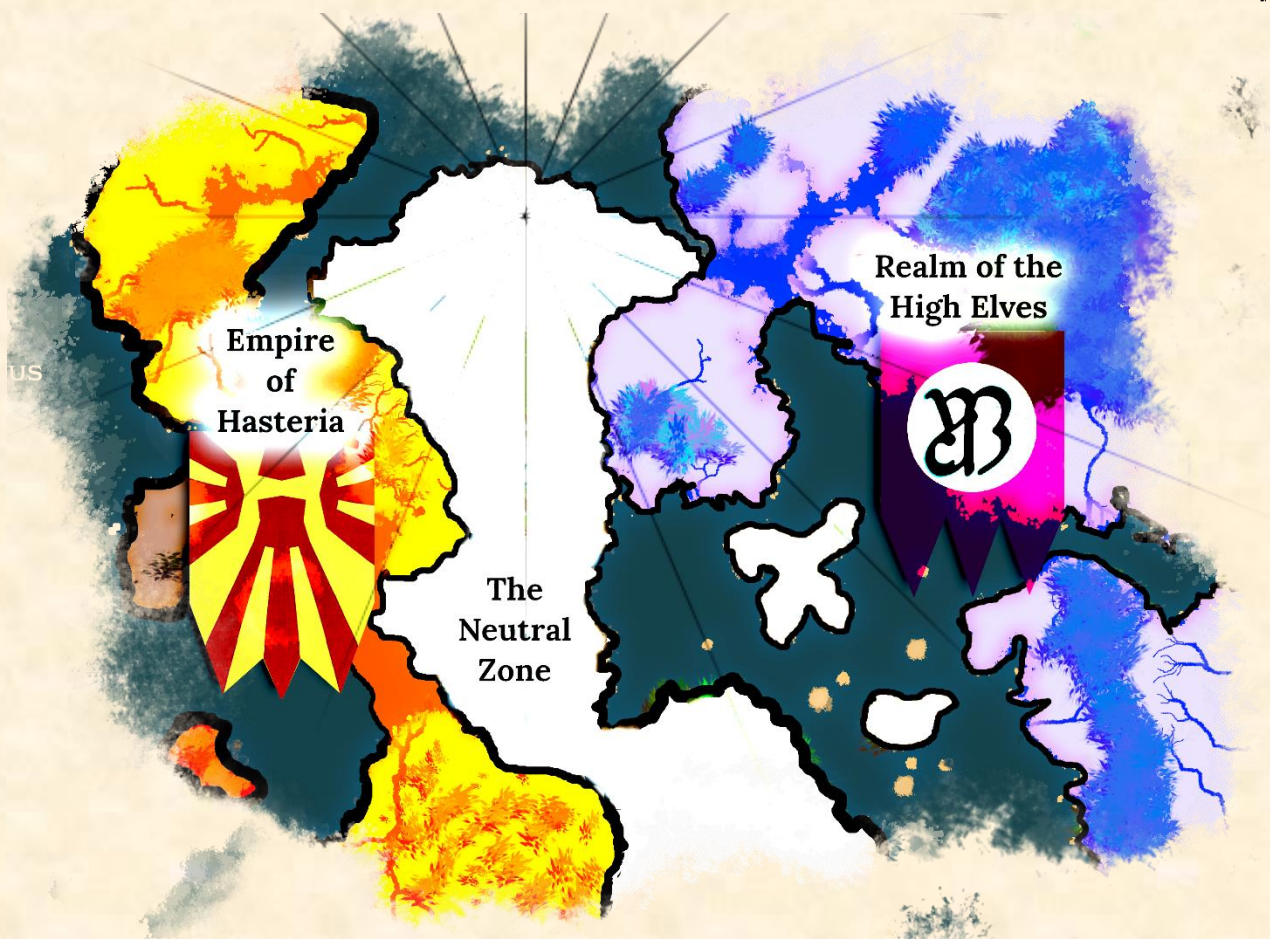
INTRODUCTION

Read aloud to your player characters (PCs):

This story unfolds 65 years after the culmination of centuries of war. Two oppressive empires have colonized most of the hemisphere in the world of **Mundi**...

In the east, the new elven Malantur reigns supreme, with an army of mages maintaining her vision of a flawless realm. In the west, the disciplined and ruthless Hasterian Empire has maintained control of their colonies with their domination of eastern trade from the Silver Coast to the Savana of Zuanya. While the empires have settled on tenuous peace, an arcane arms race simmers in the shadows.

Our adventurers converge at the bustling trading ports of the Twin Cities, the bridge between the empires, at the crux of the Neutral Zone. They board a ship on its way to the Silver City, capital of the Hasterian colonies. Whether they are running from their past or chasing a new opportunity in this unforgiving world, their adventure starts here...



RUNNING THIS ADVENTURE

The **Prophecies of Mundi** is a DC20 campaign intended for up to ten characters from **Level 1 onward**.

Voyage In the Deep is the introduction chapter to the campaign where characters will find their destinies intertwined and fight for their lives.

This can alternatively be run as a one-shot to fit into your campaigns as needed by adjusting the setting and hooks as needed.

OUTLINE

In Part 1, PCs undergo a social and skill challenge to work on the ship that departs from the **Twin Cities**. PCs will bond with each other, NPCs, and demonstrate their sailing skills.

In Part 2, PCs face a danger as the accidently sail into **The Deep**. The encounter may be stronger than their current level but their main goal is to escape.

In Part 3, PCs finally arrive in the **Silver City** as they make their way to the buyer's. Two possible hooks take them to the next module (**Chapter 2: Sins in the Silver City**). Some of the party may find themselves captured by the oppressive **Hasterian's** and taken to prison in the **Tower of Babelux** otherwise their adventures continue in the city.

HOOKS & BACKGROUNDS

The PCs have all come from different regions of the world of **Mundi** (see Appendix). For each PC, assign them one of the following background traits. These backgrounds directly connect to the main storyline. Replace text that says [Background Name] with the character name of the player assigned to that background trait.

NPCs: Any PC backgrounds not chosen by the PCs should be assigned to various NPC passengers on the ship. Allowing a PC to describe them and befriend them.

- **Guardian:** You were a devoted spouse and parent. Your spouse and both children have been captured and you believe they were taken to the Silver City.
- **Sailor:** From the Twin Cities, you were raised by your father to work with the trade masters of the high seas. Your last ship was attacked but your memory of the incident is weak. You think you might find some answers in the Silver City.

- **Noble Elf:** (Prerequisite: at least part Elven) You are the child of the Malantur, but after finding out some of the atrocities committed by the Realm of the High Elves you chose to leave and find your own path in the world.

Note: It is relatively important that the Malantur is described as the same gender as the Noble PC.

- **Kinseeker:** (Prerequisite: at least part Dwarf). You have been on the run from the RHE, hoping to survive in this harsh world and find any of your kin. You think you have a chance in the Silver City.

Dwarven Genocide: Within the last 50 years, dwarves have disappeared from the **Realm of the High Elves**. Most believe them to have travelled to **Hasteria** or other major cities, but in reality, not many remain.

- **Unifyer:** (Prerequisite: part/full Dragonborn) You are a child of the dragonborn of **Dromedaria**, you have heard of the great schism from the end of the last war, splitting the dragonborn clans into multiple factions. You think you might find some of your factions in the Silver City.
- **Acolyte of Thou:** (Perhaps a Warlock or Cleric) You are a devout student of the ancient empire of Thou. With the Archeologist, you traversed a pyramid where you met a powerful Mummy who you serve.
- **Archeologist:** With the Acolyte, you easily traversed an ancient pyramid, searching for clues to an ancient weapon. Your hoard is full of ancient trinkets and you have already organized a buyer in the Silver City.
- **Veteran:** You fought the war for the Hasterian empire and the trauma has given you eternal nightmares. Seeking solace, you help ships navigate the Hasterian controlled seas.
- **Apprentice:** You have been getting visions in your dreams, leading you to find a wise Oracle. You think the Oracle may be in the Silver City.

ACT 1 SPOILERS

These background traits are interlocked. The PCs uncover a prophecy that connects them all.

The spouse of the **Guardian** is none-other than the Oracle. The **Apprentice** is looking for this Oracle. The hoard that the **Archeologist** and **Acolyte** contains a scroll of prophecy, that only the Oracle can decipher. The scroll of prophecy shows the party killed by the Malantur confirming the suspicions of the **Noble**. The Oracle is the leader of a resistance that houses the last of the dwarves (**Kinseeker**) and a section of dragonborn refugees (**Unifyer**). Meanwhile, the **Veteran** seeks the Oracle to purge him of his nightmares, she can help purge him of his demons.

PART 1: ALL ABOARD!

PORTS OF THE TWIN CITIES

You find yourself at the eastern ports of the Twin Cities. Although far from the city center, the wooden docks are bustling with fishermen, peddlers, and other laborers making their daily wages. You are surrounded by crowds to get in line for boarding the ship. Once the crowd parts, you see a massive trireme docked in the bay; it's named the *Ariad*. Its sails flying the emblem of the Twin Cities, its mighty rows of oars and sails flanked by a few men working on the ropes.

Hasteria controls the seas from the **Twin Cities** to the **Silver City**, and only trade vessels like **the Ariad** are allowed the voyage.

Take the time here to have the PCs introduce themselves as they meet in the crowds and get aboard the ship.

[**Sailor**] and [**Veteran**] may already aboard **the Ariad** as they are working members of the crew and may be rallying people on the gangplank.

Allow the PCs to invent their own NPC sailors that they can become friends with. As PCs speak with these sailors on the ship or recall knowledge of **Mundi** they may find out the following:

SKILL CHALLENGE

Captain Theseus, a handsome young Fiendborn captain wearing a Corinthian helmet, leather (light) armor, a blue toga and carrying a shortsword (gladius). Use a **Bandit Captain** statblock (Page 10, DC20 Monster Starter Pack) and add proficiency with Vehicles (Water).

DC15 Arcana: His toga is made of a **golden fleece**. A rare item that Theseus or another user can make a **DC10 Spell check** to cast *Greater Restoration* (heals any condition). **Failure by 5:** Lesser Restoration is cast instead (heals blinded, deafened, paralyzed condition).

He stands atop the deck and says:

"Welcome, passengers of the *Ariad*. This is your captain speaking. This is a ship of the twin cities, and we carry our banner proud. No one may join this voyage without merit. Whether you scrub the decks, repair the hull, or get into the lower decks to row; it does not matter to me but know this, your passage is contingent on your worth on this ship. To the Silver City"

Theseus then directs [**Sailor**] to get everyone a job on deck and returns to inspect the cargo behind 2 guards for hire.

DC12 skill challenge for any tool or skill check that can be useful to sail. All PCs get 1 attempt for the challenge.

- **Group Failure (<2 pts):** Anyone who fails the skill check must roll a **DC15 Survival check** or suffer from sea sickness and has the Poisoned Condition until the voyage is over).
- **Group Success (2 points):** A **ballista** is armed and placed on the boat.
- **Group Success (5 points):** A **ballista** armed and all PCs gain their sea legs, gaining 1 Temp HP.

A ballista is a special weapon that does 4 piercing damage on a hit and operates like a heavy crossbow except for the additional **Artillery Property**: +1 damage, but a DC10 Might check is required to aim the weapon at a new target. The user cannot move while operating the weapon.

Style	Properties	Damage
Crossbow	Two-Handed, Ammo, Unwieldy, Reload, Heavy, (15/45), Artillery	4 p



PART 2: SEE NO EVIL

NEBULA OF THE EAST

You sail out of the channel of the Twin Cities, and turn north. Over the starboard side of the Ariad, the endless deserts of the Sands of Thou start to fade into the distance, until you are in deep water. The ocean waves are rough, but the ship has seen worse. Everyone at work on the sails and oars as the sun sets.

When the Suddenly, a green flash blasts into the sky, and a fog encompasses the ship. The sailors are all scurrying to adjust their heading. "The Nebula! We've sailed into the Nebula!"

Above the ship, you see the outline of a bronze statue, 50 stories tall. A darkness darker than the night overtakes the ship. The sailors mummer with an echo of fear, "Aint no one who sailed into the Green Nebula ever been heard from again."

Visibility: The area is in lightly concealed by fog and darkness with intermittent flashes of light. The maximum range of any vision and attack is 6 spaces (30 feet) while concealed in the darkness and fog.

Each player makes a **DC10 Awareness:**

- **Failure:** You are scrambling to the edge of the boat to see through the fog. You realize the only way out is backwards.
- **Success:** Each flash reveals the silhouette of a tower in the distance. It's a lighthouse, and its flash of light is shining behind the ship, at a pair of huge stone foundations. On top of the foundation is a foot, nearly the size of the boat. As lighthouses guide boats to safety, it is clear to you and the sailors that the way out is back through the legs. You must turn the boat around.
- **Success +5:** You see snake like eels swimming in the waters, and a larger creature with a bow and arrow, commanding the eels. They are readying for an attack (not surprised).

SHREEEEEK. Chaos! The sailors are scurrying, the captain shouting commands, and suddenly-

CRACKLE. Lightning strikes the main mast, igniting it on fire. Slithering snakelike creatures are seen jumping from the water and attacking anyone close to the edge.

Encounter DC: 13

The **Mystical Eels** and **Gorgon** are hidden before combat unless a player is aware.

Burning Mast: Each round, anyone close enough to the fire must succeed a **DC13 Acrobatics** or **Trickery** check or succumbs to 1 Fire Damage (**Failure by 5:** they also get the Burning condition). A burning character and the fire on the mast provides light and clears the fog in a 4 space (20ft radius), improving visibility in that area. The fire grows by 1 space each round, and the lit region expands.

PCs who make a **DC13 Investigation** check could use their minor action to instruct a sailor or interact with water to put out the fire on the mast.

MYSTICAL EEL

Medium Summon / Level 1

HP: 1 PD: 10 (15/20) PDR: 0
MD: 6 (11/16) MDR: 0

PRIME			
MIG	AGI	CHA	INT
0	0	-2	-2
Intimidation +2		Acrobatics +2 Stealth +2	

Senses: Awareness +2, Echolocation (must hear)

Languages: None

FEATURES

Mystic Drain: Its attacks targets MD.

Eel Shield: When a eel is within 1 space of the Gorgon, and the Gorgon takes damage, the eel dies and reduces the damage taken by its HP.

Swimming Jump: When the eel jumps from the water it can jump 5 spaces into the air.

ACTIONS (4)

Swim: 6

Attack: +2 **Save DC: 12** **Speed: 3**

(1) **Bite:** Melee vs. MD, 1 Umbral Damage. For each point of damage dealt, The summoner (Gorgon) regains 1 MP.

ROUND 1

Sailors and PCs at the edges of the boat are targeted by the 6 **Mystical Eels** attack. Eels attempt to damage enemies in the fog using their echolocation.

She uses her reaction to use **Gaze of Stone** for any creature that targets her with an attack or spell. Otherwise, she spends 2 AP to attack with her split show greatbow, targeting creatures at the edge. Then 2 AP to move and *hide* in the darkness and in the water at the end of her turn. The Gorgon whispers ominously in the language of the Deep, "You see no evil here, leave now, and flee the darkness."

The Gorgon starts with 0 MP for 6 Eels. You can reduce the number of Eels, and give the Gorgon more MP to spend depending on how hard you would like to make the encounter.

ROUND 2+

Burning Mast: Ensure each round the burning mast increases in area unless it is put out.

Ship Heading: The ship must be turned around. Each round **Captain Theseus** will attempt an about face. He must roll a **DC13 Vehicle Tool Check**, which he has a +4 to.

PCs can spend 1 AP to attempt a **DC13 Vehicle (Water)** check to turn the boat around. It takes 1 Round to turn it around, then as many rounds as they were sailing forward to make it back through the legs.

DC13 Nature: The **Gorgon** is a guardian of the lost cities of the **Deep**. It thrives peacefully in the darkness, where no creature can see its hideous cursed form. The creature is thousands of years old, cursed with forever living with its curse. More than anything it wants to be left alone, a player who knows this can attempt to convince it they mean no harm and will depart these lands once their ship is fixed (**DC14 Influence**).

END COMBAT

Two general ending are envisioned for this combat.

- The PCs may kill the Gorgon, then the sailors see the opening in the fog and take you out through the legs of the colossus.
- The fire is put out, and a DC10 Vehicles(Water) check is made to about face and take the ship through the legs of the colossus. The Gorgon jumps ship when the boat passes this threshold.

To cure any Petrified Creatures, the cargo hold has a few items that may be useful.

- **Golden Fleece** that Theseus is wearing may restore creatures with a successful spellcheck. He may only do this 1 time, as the fleece loses some of its magic upon each use.

- All other petrified creatures will be sold to the Hasterian Empire by the crew.

GORGON OF THE DEEP

Medium Monstrosity / Level 4 Guardian

HP: 20

PD: 14 (19/24) PDR: 1 *Natural Armor*

MD: 14 (19/24) MDR: 0

MIG
2

PRIME
AGI
3

CHA
2

INT
2

Intimidation +4

Stealth +5

Influence +4

Survival +4

Senses: Awareness +5, Darkvision 8 spaces, water breathing

Languages: Common (Hasterian), Elemental (The Deep)

FEATURES

Spellcasting: The Gorgon can use Mana for listed actions.

MP: 6

ACTIONS (4)

Swim: 8
Climb: 5

Attack: +5

Save DC: 15

Speed: 5

(1) **Greatbow:** Ranged(15/45), 2 Piercing.

(1 + 1MP) **Unleash Hair:** 1 Mystical eel flies out at your enemies. The eels each have 2AP and act on their own initiative. If the eel deals damage, the Gorgon regains 1 MP per damage dealt.

When a eel is within 1 space of the Gorgon, and the Gorgon takes damage, the eel dies and reduces the damage taken by its HP.

Attack Enhancements

(+1) **Split Shot:** Choose 1 additional target in range. Make another attack check. Target takes 1 Piercing on a hit.

REACTIONS

(1) **Gaze of Stone:**

(~) Trigger: A creature within 6 spaces targets the Gorgon. If the Gorgon can see the creature, it can choose to lock eyes.

(=) Check: **DC14 Insight** or **Occultism** Check

(+) Success: The creature is aware of the Gorgon, and takes the **Blinded** to avoid its gaze.

(-0) Failure: The creature is not aware of the curse of the Gorgon. After its AP is spent, it begins to magically turn to stone and is **Paralyzed**. On its next turn, it repeats the check, on a fail it is **Petrified**.

(-5) Failure by 5: The creature is instantly turned to stone and is **Petrified**.

ADDITIONAL LORE

DC10 History: The Hasterian empire's government is intertwined with a criminal organization called the **Gokudo**. Trade routes have gotten taxed of late, with many artifacts and goods being seized by the **Gokudo**. Their emblem is the face of a horned devil with tusks.

DC20 Religion/Occultism: The cargo hold is filled with a number of artifacts from the ancient empire of Thou. One of those artifacts is a stone statuette of a monkey covering its mouth "**Speak no Evil**". This artifact is one of 4, and controls great power. There is a strong indication that the "**See No Evil**" counterpart exists somewhere in the deep. PCs are warned to not damage either of the objects in anyway or an implosion of the barrier between planes may occur.

DC10 Arcana: The nebula is an intersection of the waters of Mundi with the plane of Ignis, and is an everlasting fog that flows from the east. The Sun is the bridge from the Light of Lux to Ignis.

DC20 History: The area in this region is the fallen civilization of **The Deep**. It is a caldera that has existed for thousands of years before the ancient wars at the height of the Thousand Kingdom. The large bronze statue is a petrified celestial. It's bound to the location but may be inclined to help a lost ship back to safety. The PC can talk to the statue to garner its assistance, and a gust of wind starts to push the ship back through its legs over the next 3 rounds.

DC20 Knowledge (any) [Veteran knows this]:

Thousands of years ago, the 4 primordial nations banded together to fight alongside the celestials against an army of demons invading **Mundi**. **Hasteria**, one of the four nations, was the original kingdom of Terra, the plane of earth. It used the power of the elemental gods to aid them in war, and although they were victorious, it came at a great cost. The loved ones of all the soldiers were cursed to be Gorgons, and the soldiers who returned home after war were all turned to stone. For thousands of years, Hasteria has worked to reanimate the soldiers, but the process is expensive, and it was much easier to animate these stone soldiers with green gemstones of **Terra**. These terracotta warriors are near mindless fighters, serving the Hasterian emperor in all war efforts.

PART 3: SILVER LINING

ARRIVAL IN THE SILVER CITY

The dawn breaks, as in the distance you see the glimmering Silver Coast. Buildings sprawled across the costal lands, getting more and more populated the further north you travel

By evening time, you are amazed by the sight in front of you, a massive bridge made of Silver stands at the entryway of the city's bay. Hasterian banners hang from the top of the bridge. As the ship crosses the threshold, a massive city lies before you. Ships fill the bay. And a small island holds a wide and broken tower in the center of the bay.

At the ship docks, 4 Terracota warriors (Stone soldiers) and 2 Hasterian officers await your arrival...

You may role play through arrival at the city. The disciplined Hasterians will require detailed paperwork for all immigrants to the city. If PCs do not have this paperwork they will have to figure a way by the guards, deceive them, or fake some paperwork (Forgery). Request a DC13 Skill challenge from the group. Any PC who fails the check will be taken in by the Hasterians and taken to prison.

Any petrified creatures are sold by Theseus to Hasteria, also to be shipped off to the prison.

Large scale turtles help transport the cargo from the ships to the nearby inn where you are reported to be staying.

CHILDAN'S PARAPHANALIA

The PCs can make their way to the buyer. Childan's Paraphalaia. A small gnome named Childan will inspect their items. His shop is full of artifacts and magic items for sale. All the items are protected strengthened glass with arcane locks.

Childan is a frightful and shy shopkeeper. Childan will inspect the items, and upon pulling out a statue of a Monkey with its hand over its mouth, he'll shriek and react. Saying it's a curse item and he can't purchase it. Upon dropping the monkey, a secret compartment underneath is knocked open. Inside a scroll is held within it. The first PC to pick up the scroll makes a **DC13 Mental Check**. On a Failure, they are **Dazed** until their next long rest. They then see the following vision:

A looming feeling of doom comes upon you. You see the silver city, in all its glory, aflame. The Silver bridge broken, a dragon standing on its edge. The Hasterian flags are falling. On the shore, elves are marching and controlling the city, killing all citizens in a line. In that line you see each of the PCs, lined up. Except for the [Noble]. The Malantur stands before them, pointing a weapon on each of their heads. You hear a bang! And the vision clears up.

Childan says he needs to research the scroll more. Meet him tomorrow in the library and he will have answers for you.

STONE BREW INN

By the end of the session, PCs make their way after a long journey to their Inn. They eat some food and get some respite. If they purchase any food, they are awarded 1 Temp HP (until they lose it, so carry it over for the next long rest).

Hook 1: Susan is the barmaid at the StoneBrewInn. She knows [Veteran] and flirts with him. She and he worked together in the past to save slaves from the trade. She tells Duplo more children have come in recently, but she didn't have the ability to influence their destination. [Guardian] should be notified these could be the children he is looking for.

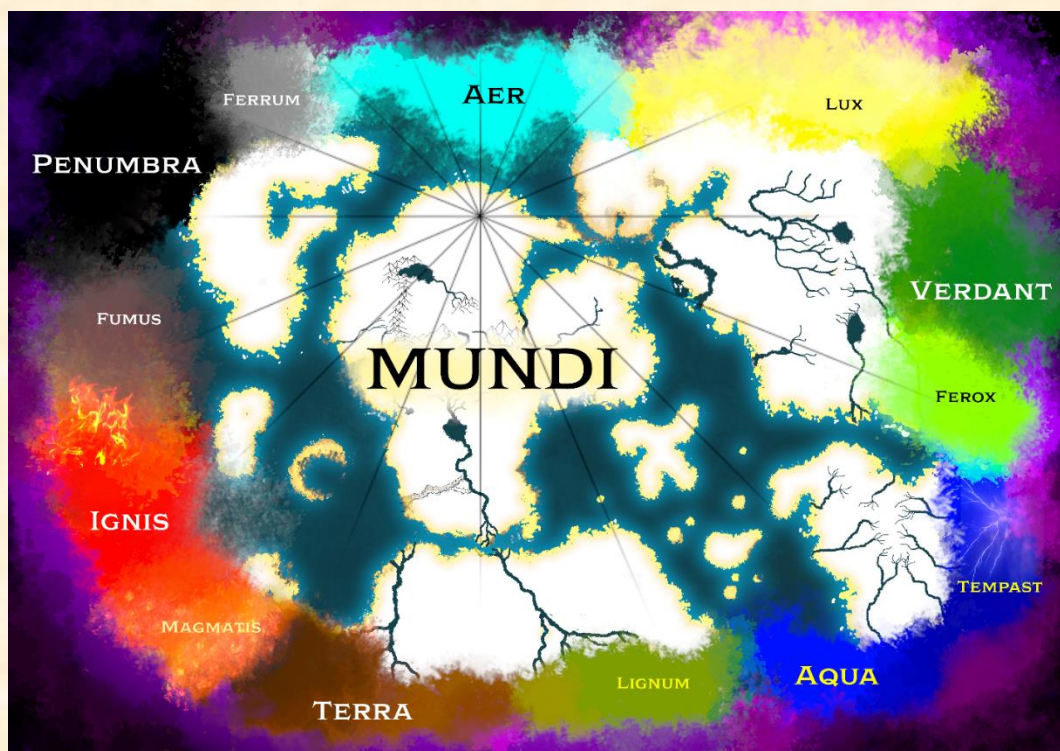
Hook 2: A mirror of scrying hands above the bar, showing images of the latest stories from Hasteria and the RHE. The Malantur of the RHE takes over the screen, and is reporting on the death of the previous leader. The Malantur is condemning the Hasterian empire, as evidence has come forth that his death may have been at their hands. They are demanding reparation or trade will be halted between the two empires.

Hook 3: An emblem of the Gokudo was etched into the wood of a nearby building by the inn. It points to a place called the "Iron Club" that is known for its illegal night life after curfew here in the city. Sneaking into the club may provide answers to many of the PCs, but if nothing else, may be a buyer for some of the artifacts.

APPENDIX: MUNDI ORIGIN

In the beginning, there existed only the Void—a vast expanse devoid of space and time. In its majestic order, the great expansion brought forth structure to the universe: gravity, and the unceasing flow of time. Yet, the void remained shrouded in darkness, an emptiness that lingered in its core. It yearned to be filled, but found no solace in this pursuit. Until Quanta appeared... Her chaos infused the darkness with a radiant light, transforming emptiness into a universe brimming with infinite possibilities. And then, the great bang... Their progeny emerged: Higgs, Fortis, Ferrum, and the twins Debilis and Infirmis. From them, planes were shaped. Initially entwined in primordial chaos—Ignis, Terra, Aqua, and Aer—these planes gradually separated yet united within the Void. The realm of Aer, at times, would shield world from Quanta's blinding light, yet occasionally her beauty pierced through, glistening with a silver touch and ray of light, she would bless select corners of existence in an iridium arc. Her radiance intertwined Aqua's waters with Terra's eruptions, birthing the material plane of Mundi, world of the mortals. From Mundi, Lux's brilliance sprang forth, giving rise to the enchanted plane of Verdant, full of evergrowing life. But from the planes of ignis a new lane was filling the void. A plane of smoke, the Penumbra—a realm forever shielded from Lux's light by Mundi's plane. The chaos of magic shocked through Mundi across the planes of Ignis and Aqua, forming leylines that could be harnessed by the mortals themselves. But the Void could not let chaos reign too much, an in his last act before he departed these planes, he decreed the Harenae, that the sands of time that flows from Terra to Aer, ever protected by his guardians.

So goes the tale of the fundamentals. The creators of the universe. Some personify them, some say they were just the universe itself, in its existence. But to us, we know they lay waiting in the essence of the void, watching, waiting, to see what the mortals do next. For they left their domain in the stewardship of Mortals. Mortals, who harnessed the magic behind the ethereal making of the world, to reshape Mundi as they wished. And time and time again, with a wish, the continents reformed, a new world made fresh, in the image of mortal's, claiming their godhood. It is bound to come true once more, once a mortal takes up a power greater than themselves, and inevitably wishes to change the world, into one not so different than our own...



NOTICE

This was created by Mark Alphonso-Waters, @Pupnsuds on discord. This is a draft version associated with the Beta-0.8 release of DC20. Upon release of the full game, a improved draft will be released.

ORC NOTICE

This product is licensed under the ORC License, located at the Library of Congress at TX 9-307-067, and available online at various locations including www.azoralaw.com/orclicense and others. All warranties are disclaimed as set forth therein.

Attribution: This product is original game content and is not based on a licensed game system. If you use our Licensed Material in your own published works, please credit us as follows: DC20 TTRPG Game System, © The Dungeon Coach, LLC and available at <https://dc20.com/>

Reserved Material: Reserved Material elements in this product include all elements designated as Reserved Material under the ORC License.

Expressly Designated Licensed Material: This product contains no Expressly Designated Licensed Material.

Permission is granted to reproduce this document for personal use only