

SHADOWVEIL

Ancient magics in the lands of Doras Tanai have long created a perfect emulsion of the Material Plane and the Feywild. Trouble is to be expected, in a nation where seelie and unseelie fey-folk walk alongside mortals. However, trouble has now come to the fey, rather than from them, as evidenced by the scores of new fairy lights dotting the shadowed woods.

PLAYER INFORMATION

The Handryn Empire is a series of campaigns set in a custom fantasy world, which utilizes content from D&D 5th edition, and also incorporates an array of homebrew races, classes, monsters, and magic items. Each campaign is structured in a set of four story arcs, referred to as "Books". Each Book encompasses five milestone levels.

When a new, level 1 game is beginning, you and your party may select from one of five stories: *Calico Nation*, *Shadowveil*, *Spell Slayer*, *Terra Serum*, or *Upon the Gears*. This story will inform your starting location in the world, the culture and society around your character, and the overarching plot of the first two Books.

Shadowveil is set in the feytouched forests of Doras Tanai, an elven kingdom in the southeast of the Handryn Empire. This adventure features a "person vs self" focused plotline, with themes of magical deception and misdirection, the contrast of color and shadow, and confronting personal demons.

Player Buy-In. Create a character that has a vested interest in the dealings of the fey, or in elven culture and society.

Race Suggestions. Elf, Human, Half-Elf, Kenku, Grung, Aasimar

EXAMPLE BONDS

d6 Bond

- 1 Drow culture fascinates me. Perhaps, if I gain a better understanding of their society, I can uncover the intent of the ritual that destroyed my ancestral homeland.
- 2 I consider many of the local fey to be dear friends. They have always helped my village. In return, I will stop at nothing to help them in their hour of need.
- 3 The Feywild is frightening. There is danger and whimsy at every turn. Many people feel at one with the chaotic nature of this land. I, for one, seek to tame it.
- 4 This is the first time I have ever left my home on the island of Mael. The world away from the Elysium Portal is strange, but no less exciting! I want to see it all!
- 5 Unseelie fey spirited away someone close to me. Whatever they have in store for my loved one, it can't be good. I must rescue them, before it's too late!
- 6 I come from a common family, but I have high reaching aspirations - I wish to become Kin to one of the elven noble houses!

BUILDING YOUR CHARACTER

When building your 5th edition character for *Shadowveil*, please follow the guidelines listed below.

Race. Your character may be of any race from the *Player's Handbook* and *Elemental Evil Player's Companion*. In addition, you may choose any race from *Volo's Guide to Monsters* (with the exception of Tritons and Yuan-ti Purebloods), Changelings, Shifters (reskinned to Wild Elves), or Warforged, as listed in *Eberron: Rising from the Last War*, Grungs as listed in *One Grung Above*, or one of my homebrew races, such as Chaondi. Pending my review, you may choose to be a Fairy or Rabbitfolk, as listed in the *Folk of the Feywild* Unearthed Arcana Races listed in other sources - including other Unearthed Arcana - are not permitted, in order to maintain the verisimilitude of the *Handryn Empire* setting.

Class. Your character may be of any class from any official Dungeons & Dragons content. You may also choose the Blood Hunter class, as listed on D&D Beyond.

Archetype. You may choose any class archetype from any official Dungeons & Dragons content. You may also choose one of my homebrew archetypes, such as Spellthief.

Level. Please build your character at 1st level. We will be utilizing milestone leveling.

Ability Scores. In order to ensure a level playing field, *Shadowveil* utilizes the Standard Array for all characters. In any order that you see fit, your base ability scores are:

15, 14, 13, 12, 10, and 8

If you choose to artificially lower any of your ability scores to 7 or below for the purposes of roleplay, you may add one point to any other ability score of your choice.

Alignment. You are not required to select any standard alignment for this campaign.

HOME BREW ELEMENTS

- Elves are the modern descendants of Eladrin, and each subrace is more a representation of an individual's values or culture than of their blood relations.
- Drow are not inherently evil.
- Wild elves are reskins of Shifters from *Eberron: Rising from the Last War*.

STORY ELEMENTS

- The magic that emulsifies the kingdom with the Feywild is known as "The Merge".
- For unknown reasons, some Drow destroyed the Merge in the south, creating a massive swath of desert. These Drow were then banished to the Underdark.
- When fey creatures die, they become fairy lights. The restless dead among them become Will-o'-Wisps.
- Elven noble families are called Kin. Kin families can adopt non-nobles into their midst in recognition of impressive deeds.
- Grey elves were high elves that became infused with celestial magic, due to their homeland's proximity to a portal to Elysium.
- Painted elves are the descendants of Wild elves and those Drow that were not banished with their brethren.