



# The Broken Expanse

THE BANNER WASTES



A TTRPG MINI-SETTING BY



THE BROKEN EXPANSE  
**THE BANNER WASTES**

CREATED THROUGH COLLABORATION BETWEEN



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This release presents a single location within *The Broken Expanse*, a fractured land shaped by failed containment, a lingering faith, and the slow spread of an unresolved blight. Each installment is designed to stand on its own while contributing to a wider, loosely connected region that can be explored in any order.

*Faith still walks through these lands, yet fewer return from them.*

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# A COLLABORATIVE CONTENT LINE

## SCOPE AND INTENT

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This is a location-focused mini-setting built around exploration, uncertainty, and places that no longer function as they once did. Each release presents a single location within The Broken Expanse, supported by maps, tables, and narrative tools meant to be used directly at the table.

The intent of this project is to:

- Focus on places rather than plots, emphasizing location, atmosphere, and consequence.
- Present locations in their current state, shaped by past decisions and ongoing pressures.
- Allow the setting to be discovered through play, observation, and player choice rather than exposition.
- Support short arcs, recurring visits, or single-session use without requiring long-term commitment.

Rather than advancing a single overarching storyline, each release contributes a fragment of a larger land. Connections between locations emerge naturally through shared themes, rumors, and outcomes.

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## WHAT THIS IS NOT

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The Broken Expanse is not a full campaign and it is not a complete setting guide. It does not attempt to define the world in its entirety or provide definitive answers to every question it raises. Large-scale history, cosmic truths, and final outcomes are intentionally left undefined.

This material does not require players to follow a prescribed path, nor does it assume long-term commitment to a single storyline. Each location is written to be useful on its own, whether introduced briefly or returned to over time.



## THE BLIGHT

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The blight that shapes this region is treated as a persistent condition rather than a singular enemy. It manifests unevenly across the land, affecting places, people, and structures in different ways. It resists simple categorization and cannot be resolved through a single action, ritual, or revelation.

Key principles of the blight:

- It does not behave consistently from one location to another.
- It alters environments as often as it creates direct threats.
- It can recede, stagnate, or intensify without clear warning.
- It is influenced by human response as much as by neglect or failure.
- It is not inherently evil, divine, or sentient unless the GM wants it to be.

The blight is not presented as a mystery with a specific, correct solution. Instead, it functions as an ongoing pressure that shapes decisions, creates risk, and forces trade-offs. The focus remains on how individuals and communities endure, adapt, exploit, or collapse in its presence.

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## HOW TO USE THESE RELEASES

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Each release is designed to stand on its own and can be used in a variety of ways. Locations may be explored in any order, revisited later, or ignored entirely without breaking the setting. The shared regional map provides continuity, while scale, distance, and timing are intentionally flexible.

Examples of use include:

- Dropping a single location into an existing campaign as a detour or point of interest.
- Using multiple releases to build a loose regional arc without committing to a full campaign structure.
- Treating each location as an isolated expedition, pilgrimage, or contract.
- Revisiting the same location at different stages of a campaign to show change, decay, or escalation.
- Allowing players to choose their own route across the regional map based on rumors and priorities.

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## SYSTEM COMPATIBILITY

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This material is written for use with any system but it also has 5E and remains compatible with it, but avoids heavy mechanical dependence wherever possible. Encounters, hazards, and inhabitants are primarily conveyed through guidance and examples rather than strict stat blocks.

Where mechanics are suggested, they are designed to be easy to reskin or replace. Game Masters are encouraged to use existing stat blocks, adjust difficulty freely, and interpret outcomes based on the needs of their table.

## DESIGN PHILOSOPHY

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This mini-setting prioritizes clarity, restraint, and usability. Each section is written to earn its place, providing concrete tools rather than excess explanation. The intent is to reduce preparation time while still offering locations that feel distinct and thoughtfully designed.

The Broken Expanse is built through close collaboration between three creators, each contributing their own perspective, skills, and creative priorities. Writing, regional cartography, and battlemap design are developed in conversation with one another, allowing locations to take shape organically rather than being designed in isolation.

The goal of this collaborative approach is to create something singular in tone and structure, where narrative, space, and play reinforce each other. The setting is intended to inspire Game Masters and storytellers of all kinds, providing strong foundations while leaving room for personal interpretation and expansion.

The setting is meant to be expanded gradually, interpreted personally, and left open where certainty would limit play.

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## ADAPTING TO THE STARLIGHT CHRONICLES

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The Broken Expanse is indeed a standalone mini-setting but it can also easily be integrated directly with the [Starlight Chronicles](#), the original setting by [Kelfecil's Tales](#).

The Broken Expanse is intended to function as a dangerous, neglected frontier within Latakar, adding depth without overriding existing lore.

**Suggested placement within Latakar:**

- The Broken Expanse can be located within the mountain range separating Central Latakar (the swamps) and the Frozen Tundra.
- The region is difficult to access and poorly mapped, making it easy to justify its absence or compression on existing maps.
- Its true size may exceed what the map of Latakar shows, but that can be explained through incomplete cartography or GM discretion.

**The blight present in the region can be interpreted as:**

- A localized expression of the **Crimson Rot**, or...
- Corruption spread by **Saints of Ruin** cults.

No single specific explanation is required. GMs can choose what best fits their campaign as they go.

# THE REGIONAL MAP

## OVERVIEW

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The Broken Expanse is presented through a single regional map that appears in every release. This map represents the full known extent of the land as it currently stands, showing major terrain features, roads, landmarks, and areas of interest without attempting to define scale or distance precisely.

The regional map is not intended to be a tactical reference. It exists to provide context, continuity, and a sense of place as players move between locations and as new areas are revealed over time.

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## REUSE ACROSS RELEASES

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The same regional map is included in every release in this content line. Each installment highlights a different focus area, marked clearly to show where the current location sits within the wider region.

Other locations remain visible but unexplained. Their presence is intentional, serving as points of curiosity, future destinations, or background detail that reinforces the sense of a larger, interconnected land.

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## FOCUS MARKER

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Each release includes a clear indicator showing the featured location for that installment.

The focus marker is intended to:

- Clearly point out the current location covered by the release.
- Anchor the adventure content visually within the wider region.
- Reinforce that other visible locations exist but are not yet the focus.

Travel between locations is deliberately left to the Game Master.

- How long travel takes is determined by pacing, tone, and campaign needs.
- The difficulty and danger of travel can vary based on distance, terrain, and blight influence.
- Tables provided in individual releases can be used to introduce complications, dangers, or discoveries between locations.

The regional map supports free movement and player choice rather than a fixed route or intended order of exploration.

## INFORMATION DENSITY

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The regional map includes major terrain features, roads, landmarks, and named locations relevant to play. It avoids defining outcomes, ownership, or detailed histories for most areas.

Names, symbols, and landmarks may be added gradually as releases progress. Areas not yet covered are left intentionally open so Game Masters can interpret, rename, or expand upon them as needed.

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## USING THE MAP AT THE TABLE

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The regional map primarily serves as a shared point of reference.

- It shows how locations relate to one another within the wider region.
- It supports player-driven exploration by making multiple destinations visible.
- It can be marked or annotated to track visited areas, known dangers, or developing rumors.

Scale, distance, and travel difficulty remain flexible and are always determined by the Game Master.

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## FULL MAP REFERENCE

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Each release includes a reference or link to the full, clean version of the regional map. This version may include additional detail or labeling and is provided for ease of use, printing, or digital play.

The regional map gains context through use at the table rather than through changes to the map itself. Familiarity with the land comes from repeated travel, discovered locations, and accumulated decisions made during play.

THE REGIONAL MAP OF THE BROKEN EXPANSE



*More of the map will be revealed as more issues of The Broken Expanse get released.*

THE MAP WAS MASTERFULLY CRAFTED BY  
D&DEMETRIUS CARTOGRAPHY

# FOCUS LOCATION

## OVERVIEW

YOU FOLLOW THE ROAD NORTH AS THE LAND BEGINS TO OPEN AROUND YOU. TREES THIN OUT, GIVING WAY TO STRETCHES OF BARE GROUND MARKED BY SCATTERED DEBRIS AND LONG-FADED TRACKS. TORN FABRIC CATCHES IN LOW BRANCHES AND BROKEN STAKES, COLORS DULLED BY TIME AND WEATHER. AHEAD, THE PATH CONTINUES WITHOUT OBSTRUCTION, RISING SLIGHTLY AS IT CUTS THROUGH THE EXPOSED TERRAIN. THE WIND CARRIES LITTLE WITH IT EXCEPT DUST AND THE FAINT RUSTLE OF LOOSE CLOTH SHIFTING ACROSS THE GROUND.

### The Banner Wastes

The Banner Wastes mark a southern approach into the Broken Expanse. In earlier years this route fed directly toward Eldwark in the Unmoving Vale. Armies, traders, and pilgrims used this corridor, leaving layered tracks that still cut across the ground.

Remains of that use are visible throughout the area. Torn banners, broken gear, and churned earth show repeated movement and repeated conflict. Some banners carry the old kingdom's symbols, mixed with those of opposing forces. No single battle defines the place. It built up through many clashes over time.

### Why This Area Matters

The Banner Wastes act as a threshold. Anyone entering from the south passes through it or sees its signs from afar. It signals early that travel ahead will be unreliable. Routes fragment, markers disappear, and the remains of past movement point to journeys that did not finish.

This approach once determined access to Eldwark. Control shifted often, and that instability shows in the ground itself. The loss of a stable route here contributed to the capital's isolation before its decline.

### How This Area Differs

The region is open and exposed. Long stretches of ground offer little cover. Movement can be seen at distance, and the terrain provides few dependable paths. Old roads exist in fragments, broken by impact and repeated passage.

Compared to the Unmoving Vale, where structures still stand, and the Verdant Reach, where growth limits sight, the Banner Wastes leave everything visible. What remains lies in the open, with no clear separation between old activity and present risk.

### The Blight in This Area

Here, the blight settles into damaged ground. Sites of heavy conflict show deeper change where blood and disturbed soil have altered how the land behaves. Patches of discoloration, dense growth, and unstable footing appear without warning.

The effect is uneven. It concentrates around places already worn down by violence. Travelers learn to read these shifts, as they often signal changes in terrain and increased danger.

# THE LAND AND ITS PAST

THE GROUND BENEATH YOUR FEET SHIFTS FROM PACKED EARTH TO UNEVEN LAYERS OF DIRT AND DEBRIS. BROKEN SHAFTS OF WOOD AND SPLINTERED POLES JUT FROM THE SOIL AT ODD ANGLES. STRIPS OF FABRIC CLING TO THEM, FADED AND TORN, STIRRING WITH EACH PASSING GUST. THE LAND STRETCHES OUTWARD WITH LITTLE OBSTRUCTION, MARKED BY SHALLOW IMPRESSIONS WHERE LINES ONCE FORMED AND THEN BROKE APART.

The Banner Wastes formed as a passage between southern lands and the capital of Eldwark. Early routes followed natural openings between hills and forest edges, creating a corridor that saw steady travel.

As the kingdom grew, this approach gained importance. Armies, traders, and supply lines moved through it, establishing camps and marking positions with banners. Over time, different groups passed through, each adding to what was already there.

Conflict built gradually. Skirmishes became organized clashes, and temporary encampments turned into staging grounds. The open terrain allowed movement, though it offered little protection. Control shifted often, leaving behind broken equipment, abandoned positions, and scattered remains.

When the region began to decline, this approach showed strain early. Routes became unreliable, and supply lines broke apart. Forces withdrew or were pushed out, leaving the area in continued use without clear control.

The blight settled into this pattern. Areas shaped by repeated conflict began to change first. Disturbed ground hardened or softened in uneven ways, and some patches took on lasting discoloration.

The structure of a passage still remains. Fragments of the road can be followed through aligned debris and worn ground, guiding movement even when the destination is no longer certain.



MAP OF THE FOCUS LOCATION



THE REGION MAP WAS MASTERFULLY  
CRAFTED BY D&DEMETRIUS CARTOGRAPHY

## POINTS OF INTEREST

### PILGRIM'S BEACON

THE PATH NARROWS AS IT CLIMBS, WINDING BETWEEN SCATTERED TREES BEFORE OPENING ONTO A BARE RISE. A TOWER STANDS AHEAD, ITS UPPER FIRE BURNING STEADY AND BRIGHT. THE LIGHT CUTS THROUGH THE DIMNESS, CASTING LONG SHADOWS DOWN THE SLOPE. FROM BELOW, IT LOOKS LIKE A PLACE MEANT TO GUIDE. AS YOU DRAW CLOSER, THE GROUND GROWS UNEVEN, AND THE SILENCE DEEPENS. THE FLAME HOLDS STEADY, AS IF IT HAS BEEN WAITING.

#### GM Description

Pilgrim's Beacon marks the southern approach into the Expanse. It once guided travelers toward Eldwark, its light visible across open ground. The path leading upward still sees use, and small offerings gather at the base, tools, cloth, and simple tokens left behind by those who pass through.

The climb gives a clear view of the surrounding land. Anyone approaching is visible along the slope, outlined by the beacon's light.

#### Current Condition

The beacon remains lit. The fire shows signs of upkeep, though no clear group claims it. Tracks lead up the hill in steady patterns. Fewer tracks lead away.

Closer to the top, the ground shows disruption. Footprints break apart, and signs of struggle appear without clear direction of escape. Some paths end entirely.

The light reveals movement across the hill, making concealment difficult. Anyone watching from above can track travelers with ease.

#### Ways to Use This Location

- A visible waypoint that draws players toward it
- A controlled approach where enemies track movement
- A place where trust in safety is tested
- A site tied to repeated disappearances

d10	Situations
1	A fresh set of tracks leads up, none return
2	The fire burns stronger than expected
3	A figure is seen near the top, then vanishes
4	Offerings at the base have been disturbed
5	A distant watcher tracks the party's approach
6	The path shows signs of a recent struggle
7	A wounded traveler staggers down the slope
8	The flame shifts color for a brief moment
9	Something moves just beyond the light's reach
10	The beacon goes dark, then reignites moments later

### BONE ARENA

THE GROUND DIPS SLIGHTLY AS YOU ENTER A WIDE, CIRCULAR CLEARING. BONES LIE SCATTERED ACROSS THE DIRT, SOME HALF-BURIED, OTHERS CRACKED UNDERFOOT. THE SPACE FEELS WORN DOWN THROUGH REPEATED USE. UNEVEN STAKES AND BROKEN WOOD MARK A LOOSE BOUNDARY THAT NO LONGER HOLDS SHAPE.

#### GM Description

The Bone Arena formed through repeated use of the same open ground for violent encounters. The circular shape has been maintained over time through movement and positioning.

Remains from different periods mix together. Larger bones lie beside smaller fragments with no clear separation between old and recent. The ground is compacted, allowing stable footing, though loose debris can shift under pressure.

The space offers little obstruction. Anyone within the arena is visible from all sides, and movement is easy to follow.

#### Current Condition

The arena shows continued use. Bones have been moved or broken more recently, and the ground bears fresh marks of struggle. Tracks circle the perimeter and cut across the center in overlapping paths.

There are no clear signs of habitation, though something returns often enough to keep the area active. Boundary markers remain inconsistent, suggesting no fixed control.

Sound carries clearly within the clearing. Movement and impact travel across the space without obstruction.

#### Ways to Use This Location

- A forced confrontation in an open space
- A site where enemies expect direct engagement
- A location tied to repeated violence
- A place where movement is fully exposed

d10	Situations
1	Fresh bones have been arranged into a rough pattern
2	Tracks show a recent circular chase
3	A weapon lies at the center, recently dropped
4	A distant observer watches from the edge, then withdraws
5	The ground shows signs of multiple impacts in one spot
6	A wounded creature drags itself toward the boundary
7	Bones shift underfoot during movement
8	A low sound echoes across the clearing with no source
9	Tracks enter the arena and stop at the center
10	A partial boundary has been rebuilt with fresh stakes

## TRADER'S END

THE GROUND BECOMES CLUTTERED WITH BROKEN WHEELS, OVERTURNED WAGONS, AND SCATTERED CRATES. AXLES SNAP UNDERFOOT, AND LOOSE BOARDS CREAK AS YOU PASS. THE REMAINS STRETCH OUTWARD IN NO CLEAR ORDER, FORMING A LOOSE SPRAWL OF ABANDONED TRANSPORT. SOME WAGONS SIT HALF-COLLAPSED, OTHERS STRIPPED TO BARE FRAMES.

### GM Description

Trader's End is a collection point of failed journeys. Over time, multiple caravans have ended here, their remains left behind and added to what was already present. Wagons, crates, and travel gear form uneven clusters across the area.

The layout shows no sign of careful storage. Goods have been opened, sorted, or broken apart. Some materials are missing, others remain untouched, suggesting selective looting.

The space disrupts movement with paths weaving between wreckage, slowing travel and limiting clear lines of sight.

### Current Condition

The site shows repeated use across different periods. Some wreckage has weathered heavily, while other pieces appear more recent. Tracks lead into the area from several directions, though clear exit paths are uncommon.

Signs of violence appear throughout. Broken boards, torn coverings, and scattered items suggest forced stops and abrupt endings. Some wagons show signs of deliberate dismantling. Nothing here is maintained. The site continues to grow as more is added over time.

### Ways to Use This Location

- A hazardous terrain zone that limits movement
- A site for ambush or pursuit through obstacles
- A scavenging area with mixed-value goods
- A place tied to repeated raids or executions

d10	Situations
1	A wagon has been recently overturned, contents still scattered
2	Tracks lead into the site, then split in multiple directions
3	A crate contains goods untouched by time
4	A hidden figure moves between wreckage and disappears
5	A partially buried body is revealed beneath debris
6	A wheel shifts, causing nearby structures to collapse
7	A trail of dragged marks leads deeper into the site
8	A pack animal skeleton remains harnessed to a broken cart
9	A cache of supplies is concealed under loose boards
10	A distant sound echoes through the wreckage

## THE PALE SPRING

THE AIR COOLS AS YOU APPROACH THE ROCK FACE, AND A THIN STREAM OF WATER RUNS DOWN INTO A SHALLOW BASIN. THE SURFACE IS CLEAR, REFLECTING LIGHT WITH A PALE SHEEN THAT SEEMS SLIGHTLY TOO BRIGHT. THE SURROUNDING GROUND IS WORN BY REPEATED USE, MARKED BY FOOTPRINTS THAT GATHER AND FADE IN UNEVEN PATTERNS. FOR A MOMENT, THE PLACE FEELS CALM, SET APART FROM THE EXPOSED LAND AROUND IT.

### GM Description

The Pale Spring is a known stopping point along the southern approach. Travelers who pass through the Banner Wastes learn of it quickly, either through word of mouth or by following the path that leads toward it.

The water is clean and steady, flowing from the rock without interruption. It provides a reliable source for those crossing the region, and signs of repeated use are visible in the worn ground and cleared space around the basin. The area offers partial shelter compared to the open land beyond. The rock face and surrounding terrain create a brief sense of separation from the wider region.

### Current Condition

The spring continues to flow without change. Tracks gather heavily around it, though they do not remain for long. New marks replace old ones, suggesting constant passage through the area. The water appears clear and safe, though those who rely on it often do not linger. Signs of short stays are common, disturbed ground, scattered belongings, and quick departures.

The surrounding area shows no long-term occupation. Whatever draws travelers here does not encourage them to remain.

### Ways to Use This Location

- A temporary recovery point during travel
- A known waypoint that attracts movement
- A brief pause before entering more dangerous ground
- A place where encounters occur during rest

d10	Situations
1	A fresh campsite shows signs of sudden departure
2	The water level has dropped slightly since last visit
3	A traveler warns others to leave quickly, then refuses to explain
4	Tracks circle the spring without clear direction
5	A discarded pack lies near the edge of the basin
6	The water reflects movement that is not present
7	A figure drinks, then collapses moments later
8	The ground near the spring shifts under weight
9	A faint sound carries from within the rock face
10	A group arrives at the same time as the party, each wary of the other

## THE MUDWORKS

THE GROUND RISES INTO UNEVEN MOUNDS OF PACKED MUD, CARVED THROUGH WITH DEEP CUTS AND NARROW CHANNELS. FOOTING SHIFTS WITH EACH STEP AS THE SURFACE BREAKS AND REFORMS UNDER WEIGHT. WOODEN FRAMES, TOOLS, AND HALF-BUILT SUPPORTS STAND ABANDONED BETWEEN THE MOUNDS. THE AIR CARRIES A DAMP, HEAVY SCENT, AND THE LAND ITSELF FEELS WORKED OVER AND STRAINED.

### GM Description

The Mudworks is an extraction site where valuable earth was gathered and processed. The mud here has practical use, strong binding properties and durability when treated. Workers shaped the land into dig sites, carving channels and piling material into workable sections.

The layout reflects effort over time. Cuts in the earth follow repeated paths, and the placement of tools and supports shows an organized process that was left incomplete.

The terrain is unstable. Movement across the mounds is uneven, and weight can shift the surface without warning.

### Current Condition

The site shows signs of recent activity, followed by sudden abandonment. Tools remain where they were last used. Some supports have collapsed, while others still stand without purpose.

Tracks move through the area in scattered patterns, suggesting movement in multiple directions. There is no clear central point of control. The ground continues to shift under pressure as sections sink, crack, or slide depending on weight and movement.

### Ways to Use This Location

- A terrain hazard where footing constantly changes
- A site for movement-based encounters
- A location tied to resource extraction and conflict over it
- A place where collapse or shifting ground alters positioning

d10	Situations
1	A section of ground gives way under weight
2	A tool left behind shows signs of recent use
3	Tracks lead into a collapsed pit
4	A support beam snaps, shifting nearby terrain
5	A buried object is revealed as the ground shifts
6	Movement causes a chain reaction across nearby mounds
7	A hidden pocket of soft ground traps a creature
8	A distant figure moves across the highest mound, then disappears
9	A pile of extracted mud has been recently disturbed
10	A low rumble signals further collapse nearby

## RED TANGLE

THE GROUND SHIFTS IN COLOR LONG BEFORE YOU REACH THE CENTER. DARK EARTH GIVES WAY TO DEEP RED SOIL, THICK AND CLOTTED IN UNEVEN PATCHES. TWISTED GROWTH SPREADS LOW ACROSS THE SURFACE, ITS STRANDS VEINED AND SLICK. THE AIR FEELS HEAVIER HERE, AND EACH STEP LEAVES A MARK THAT DOES NOT SETTLE BACK INTO PLACE.

### GM Description

Red Tangle marks a site where a large amount of blood soaked into the land over time. The soil absorbed it and changed, creating a patch that stands apart from the surrounding terrain. The discoloration is not surface deep. It runs through the ground itself.

Growth here has adapted to that condition. Low vegetation spreads in tight, tangled clusters, thicker and more aggressive than elsewhere in the region. It follows no clear pattern, forming dense patches that resist easy movement.

The area has no clear boundary. The shift into red ground happens gradually, making it easy to step into without noticing at first.

### Current Condition

The ground remains saturated and unstable. Footing can hold in some areas and give way in others, depending on pressure and placement. Tracks are difficult to read, as impressions linger longer than expected and overlap in confusing ways.

Signs of disturbance appear across the site. Sections of growth have been torn apart or crushed, suggesting recent activity. No clear source is visible.

The blight is stronger here. It affects both the ground and what grows from it, creating a zone that reacts differently from the rest of the Banner Wastes.

### Ways to Use This Location

- A hazardous zone with altered terrain behavior
- A site tied to past large-scale violence
- A place where movement becomes difficult to track
- A location where blight effects are more intense

d10	Situations
1	A section of ground shifts under weight, revealing deeper red layers
2	Tracks appear to move in circles with no clear origin
3	A patch of growth tightens around a fallen object
4	A faint pulse runs through the ground at irregular intervals
5	A creature emerges coated in red soil, then retreats
6	Footprints remain visible far longer than expected
7	A torn banner lies partially buried beneath the surface
8	A low sound carries through the tangled growth
9	The ground briefly softens, then hardens again
10	A trail leads into the center and ends abruptly

## BANNERFALL FIELD

*THE LAND OPENS INTO A WIDE STRETCH OF EMPTY GROUND. TATTERED BANNERS STAND IN BROKEN LINES, THEIR POLES LEANING AT UNEVEN ANGLES. CLOTH HANGS IN LONG STRIPS, SHIFTING WITH THE WIND IN SLOW, UNEVEN MOTIONS. NO BODIES REMAIN, ONLY THE SIGNS OF WHERE THEY ONCE STOOD. THE FIELD FEELS EXPOSED, AND THE MOVEMENT OF FABRIC NEVER FULLY STOPS.*

### GM Description

Bannerfall Field marks one of the largest battle sites within the Banner Wastes. The ground is scattered with remnants of many forces, banners, fragments of armor, and broken weapons left behind over time. No single formation remains intact, though the spacing of poles suggests where lines once held.

The area is open and unobstructed. Sightlines extend across the entire field, making movement visible from a distance. The banners act as the only vertical elements, breaking the horizon in irregular patterns.

Wind is constant here. Fabric moves continuously, creating shifting lines of motion that can distract or conceal brief movement.

### Current Condition

The field shows no signs of reclamation. Banners continue to decay, though many still stand. Some have fallen and been driven back into the ground at new angles, as if repositioned over time.

Tracks cross the area in scattered directions. No clear routes form, and movement tends to cut directly across the open ground.

At night, visibility changes. Shapes appear between the banners, moving in patterns that do not match wind or terrain. These movements do not always persist when approached.

### Ways to Use This Location

- A fully exposed encounter space with long sightlines
- A place where movement can be tracked across distance
- A location tied to past large-scale battles
- A site with visual disruption from constant motion

d10	Situations
1	A banner snaps free and is carried across the field by wind
2	Tracks appear overnight, crossing the field in straight lines
3	A figure stands among the banners, then is gone when approached
4	Several banners have been repositioned into a rough formation
5	A distant sound carries across the open ground without source
6	A section of poles collapses at once without clear cause
7	Movement between banners mirrors the party at a distance
8	A weapon lies planted upright in the ground
9	The wind drops suddenly, leaving the field still for a moment
10	Multiple shapes move through the banners during low light



## ENVIRONMENTAL PRESSURE

The Banner Wastes shape pacing, visibility, and movement through exposure and disrupted ground. Use the following factors to reinforce tension without turning travel into constant penalties.

### Environmental Factors to Consider

- **Open Exposure:** Large stretches of ground offer little cover. Movement can be seen at distance, making stealth and approach more difficult. Enemies can track position across open terrain with ease.
- **Broken Terrain:** Old roads, impact zones, and repeated movement have left uneven ground. Sudden dips, loose debris, and hidden breaks can disrupt footing during travel or combat.
- **Unstable Surfaces:** Areas affected by conflict or extraction, such as the Mudworks or Red Tangle, can shift under pressure. Weight and movement may cause ground to sink, crack, or collapse.
- **Wind and Visual Disruption:** Constant wind moves banners, loose fabric, and debris. This creates shifting motion across sightlines, which can obscure brief movement or mislead perception.
- **Sound Carry:** Open space allows sound to travel far. Voices, movement, and combat noise can be heard from a distance, making it harder to approach unnoticed.
- **Residual Signs of Conflict:** Scattered remains, broken gear, and altered ground can signal danger. These signs often indicate areas where movement slows or where encounters are more likely.

Use these selectively. They are intended to shape scenes and create pressure without overwhelming play with constant mechanical penalties.

## SIGNS OF THE BLIGHT

In the Banner Wastes, the blight settles into ground that has been disturbed through conflict and repeated passage. It does not spread evenly across the region. It gathers where soil has been turned, where blood has soaked in, and where structures or paths have broken down over time.

### Where Blight Is Most Noticeable

- Red Tangle and surrounding patches of discolored ground
- Areas with heavy signs of past conflict or repeated impact
- Disturbed extraction zones such as sections of the Mudworks
- Low ground where water and debris collect

### Where Blight Is Often Weaker

- Open, wind-exposed stretches of the Banner Wastes
- Elevated ridgelines with little accumulated debris
- Hardened ground where repeated movement has compacted the surface
- Areas with minimal organic material

### What You Can Show at the Table

- Soil that darkens or reddens in irregular patches
- Ground that holds footprints longer than expected
- Low growth that appears thicker and more tangled in affected areas
- Sections of earth that shift slightly under steady weight
- Animals avoiding certain paths while crossing others without pause

### How It Influences Movement and Decisions

- Parties may alter routes to avoid discolored or unstable ground
- Crossing blight-marked areas can slow travel and affect positioning
- Tracks become harder to follow where impressions linger or overlap
- Certain paths appear safe at distance, then change as the ground shifts underfoot

## GENERAL LOCATION TABLES

These tables apply to the Verdant Reach as a whole. They are meant to support open exploration and ongoing play rather than direct the party toward a single outcome. Results may reference multiple points of interest and can be reused as conditions in the region shift.

d10	Adventure Hooks
1	A torn banner bearing the old kingdom's crest points toward a site no longer visible
2	A survivor claims the beacon's light led their group into an unseen threat
3	Workers once stationed at the Mudworks are said to have returned, then vanished again
4	A trader insists goods left at Trader's End are being rearranged each night
5	Tracks near Red Tangle appear fresh, though no one has entered the area recently
6	A figure seen in Bannerfall Field repeats the same path at dusk each day
7	A cache of supplies is rumored to remain hidden beneath broken wagons
8	The Pale Spring is said to restore strength, though travelers avoid staying long
9	A distant signal fire appears south of the Beacon, then disappears
10	A marked route toward Eldwark no longer connects to any known path

d10	Rumors and Misbeliefs
1	The beacon protects those who reach it before nightfall
2	The banners still mark safe routes through the region
3	The Bone Arena is watched by something that enforces fair combat
4	The Pale Spring removes all effects of the blight
5	The Mudworks contain hidden reserves worth reclaiming
6	Red soil from Red Tangle can be used to track creatures
7	Spirits in Bannerfall Field guide those who follow them
8	Trader's End was abandoned by choice, not force
9	The road through the Wastes still leads safely to Eldwark
10	The blight avoids open ground entirely

d10	Signs of the Blight
1	Soil darkens beneath repeated steps
2	Footprints remain longer than expected
3	A patch of ground softens, then hardens again
4	Low growth thickens into tangled clusters
5	Discoloration spreads in irregular lines
6	Ground shifts slightly under steady weight
7	A faint warmth lingers in disturbed soil
8	Tracks overlap in unnatural patterns
9	A thin layer of red dust settles over nearby surfaces
10	A section of terrain reacts differently after being crossed once

d10	Complications
1	A clear route becomes blocked by debris or collapse
2	Movement across open ground draws attention from afar
3	Tracks lead into an area with no visible exit
4	A section of terrain gives way under pressure
5	A distant observer begins following the party's movement
6	Supplies are lost or damaged during travel
7	A known landmark appears shifted or altered
8	A sudden drop in visibility disrupts navigation
9	A group arrives from another direction with unclear intent
10	A previously stable area begins to shift underfoot

# DISCOVERIES AND STORY THREADS

This section provides narrative elements that can surface during exploration of the Banner Wastes. They are not tied to specific encounters and do not resolve on their own. Use them to introduce context, raise questions, or connect this region to the wider Expanse.

## Discoveries Linked to the Banner Wastes' Past

- Fragments of military orders referencing repeated attempts to secure the southern approach
- Torn banners bearing layered insignia, suggesting alliances that no longer hold
- Supply markers indicating routes that stopped being maintained without warning
- Broken signal posts that once coordinated movement toward Eldwark

## Threads Pointing Toward the Unmoving Vale

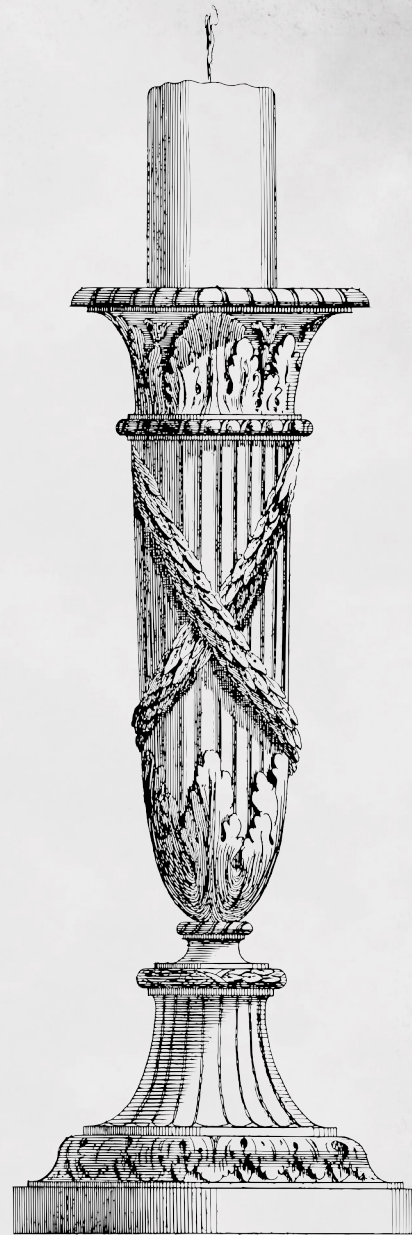
- Notes describing delayed reinforcements that never arrived from the capital
- Evidence that control of this approach was lost before Eldwark was abandoned
- References to retreat orders that conflict with the positions found on the field
- Signs that some forces held their ground long after support had failed

## Wider Regional Implications

- Indications that other entry routes into the Expanse may have suffered similar collapse
- Evidence of scavenger activity across multiple regions, not limited to this approach
- Signs that trade networks continued briefly after military control broke down
- Traces of groups attempting to reclaim or reuse parts of the Wastes

## Open Questions for Later Use

- Who continues to maintain Pilgrim's Beacon, and for what purpose
- Whether the repeated conflicts here were defensive or part of a larger push outward
- What caused certain sites, such as Red Tangle, to change more severely than others
- If Bannerfall Field holds remnants of those who never left the ground
- How many routes into the Expanse remain active, known or hidden



# FOCUS BATTLEMAP

## WHY THIS PLACE MATTERS

Pilgrim's Beacon marks the first major point of convergence for those entering the Banner Wastes from the south. It stands along the primary approach that once guided movement toward Eldwark, making it both a landmark and a natural gathering point. Travelers, scouts, and supply groups would have relied on its light to orient themselves before continuing deeper into the Expanse.

The site concentrates several core themes of the Banner Wastes within a single location. It combines visibility, exposure, and the remnants of structured travel with signs of repeated disruption. The climb toward the beacon creates a controlled approach where movement can be tracked, making it ideal for encounters shaped by positioning and timing.

This location was chosen as the focus battlemap because it functions as both a waypoint and a risk point. It offers a clear objective, reaching the beacon, while introducing uncertainty about what waits there. The space supports investigation, ambush, and shifting control of terrain without forcing a single outcome. It can serve as an entry encounter into the region or as a site revisited as conditions change.

## DESCRIBING THE LOCATION

THE PATH RISES STEADILY BENEATH YOUR FEET, CUTTING THROUGH SCATTERED TREES BEFORE OPENING ONTO A BARE INCLINE. LOOSE DIRT SHIFTS WITH EACH STEP, SLIDING SLIGHTLY AS THE GROUND ANGLES UPWARD. ABOVE, THE BEACON BURNS WITH A STEADY FLAME, ITS LIGHT CASTING LONG SHADOWS DOWN THE SLOPE. THE CLIMB NARROWS AS IT NEARS THE TOP, LEAVING LITTLE SPACE TO MOVE WITHOUT BEING SEEN.

TO ONE SIDE, THE LAND FALLS AWAY SHARPLY INTO BROKEN ROCK. TO THE OTHER, THE GROUND DROPS INTO DENSE TREE COVER WHERE MOVEMENT BECOMES HARDER TO TRACK. THE WIND CARRIES THE SOUND OF FABRIC SNAPPING AND WOOD CREAKING FROM BELOW, THOUGH THE SOURCE IS NO LONGER VISIBLE FROM THIS HEIGHT.

AT THE SUMMIT, THE TOWER STANDS ALONE, ITS BASE SURROUNDED BY DISTURBED GROUND AND SCATTERED OFFERINGS. THE FIRE BURNS WITHOUT INTERRUPTION, BRIGHT ENOUGH TO REVEAL EVERY MOVEMENT ALONG THE APPROACH. THERE IS NO SHELTER HERE. ONLY THE LIGHT, THE SLOPE BEHIND YOU, AND THE OPEN SPACE AHEAD.

## KEY AREAS FOR PLAY

These elements are modular and can be introduced in any order. The following assumes the presence of Blight Stalkers, Blight Draggers, and the Lightbreaker as a coordinated threat.

### THE LOWER APPROACH

THE PATH BEGINS WIDE AND UNEVEN, BROKEN BY ROOTS, STONES, AND SHALLOW DIPS WHERE THE GROUND HAS BEEN WORN DOWN OVER TIME. TREES CLUSTER ALONG BOTH SIDES, THEIR BRANCHES CATCHING LOOSE FABRIC AND DEBRIS. THE BEACON'S LIGHT IS VISIBLE ABOVE, THOUGH THE CLIMB STILL FEELS DISTANT.

• **Track Movement. Wisdom (Survival), DC 14.** You identify recent movement patterns along the path. On a success, the party avoids exposed sections where they would be clearly visible. On a failure, movement along the next stretch is easily tracked from higher ground.

• **Scan the Tree Line. Wisdom (Perception), DC 15.** You notice subtle movement within the trees. On a success, you spot **Blight Stalkers** repositioning between shadows. On a failure, they close distance unseen.

➤ **Encounter!** Along the lower path move x3 **Blight Stalkers**. They remain at the edge of vision, circling and testing spacing. They strike only when a target separates or turns attention uphill.

#### POSSIBLE SITUATIONS:

- A Stalker forces a target forward into the open path
- Movement in the trees mirrors the party's pace

### THE MID SLOPE

THE CLIMB STEEPENS, AND THE PATH NARROWS INTO A SINGLE CLEAR ROUTE UPWARD. THE GROUND IS LOOSE, WITH SMALL SLIDES FORMING UNDER PRESSURE. THE BEACON'S LIGHT GROWS STRONGER, CASTING SHARP SHADOWS THAT STRETCH DOWN THE SLOPE. THERE IS LITTLE SPACE TO MOVE WITHOUT BEING SEEN.

• **Maintain Footing. Dexterity (Acrobatics), DC 14.** You adjust to the shifting ground. On a success, you move without penalty. On a failure, your speed is reduced by 10 feet as the ground shifts beneath you.

• **Read the Slope. Intelligence (Investigation), DC 15.** You identify unstable sections. On a success, you avoid weak ground. On a failure, a section collapses into difficult terrain.

➤ **Encounter!** At mid slope, x2 **Blight Draggers** lie partially buried along the path, remaining still until prey is forced into position. x2 **Blight Stalkers** engage first, pushing targets uphill or isolating them. Once a target is separated or prone, the Draggers emerge and pull them downhill, attempting to break formation.

#### POSSIBLE SITUATIONS:

- A Stalker forces a target forward into the open path
- Movement in the trees mirrors the party's pace

#### THE BEACON SUMMIT

*THE PATH LEVELS OUT AS YOU REACH THE TOP. THE GROUND IS BARE AND DISTURBED, MARKED BY REPEATED MOVEMENT AND SUDDEN IMPACT. THE BEACON BURNS OVERHEAD, ITS LIGHT REVEALING EVERY STEP AND EVERY SHADOW. THE DROP ON EITHER SIDE FEELS CLOSE.*

- **Assess the Ground. Intelligence (Investigation), DC 15.** You identify unstable areas. On a success, you avoid bad footing. On a failure, you fall prone as the ground shifts.
- **Watch the Light. Wisdom (Perception), DC 16.** You track movement within the illumination. On a success, you notice movement circling just beyond the light. On a failure, threats close distance without warning.
- **Encounter!** At the summit appears x1 **Lightbreaker** supported by x2 **Blight Stalkers** and x1 **Blight Dragger** hidden near the tower base. The Lightbreaker circles the edge of the light until triggered, then enters a frenzy focused on extinguishing the beacon. Stalkers drive targets toward the center, while the Dragger attempts to pull isolated creatures off balance or toward the edge.

#### POSSIBLE SITUATIONS:

- The Lightbreaker ignores all targets until it can reach the beacon, forcing the party to intercept
- A Dragger emerges mid-fight and pulls a prone character toward the cliff edge
- The Lightbreaker targets the beacon first, forcing the party to react
- A Stalker isolates a character near the edge during the chaos

#### THE TOWER BASE

*THE BASE OF THE TOWER IS SURROUNDED BY SCATTERED OFFERINGS AND DISTURBED GROUND. MARKS IN THE DIRT SHOW REPEATED MOVEMENT CIRCLING THE STRUCTURE. THE FIRE ABOVE BURNS WITHOUT INTERRUPTION, CASTING LIGHT DOWN THE WALLS IN STEADY LINES.*

- **Examine the Offerings. Intelligence (Religion or Investigation), DC 14.** You determine the items come from many travelers. On a success, you identify recent activity. On a failure, your disturbance draws attention.
- **Inspect the Structure. Intelligence (Investigation), DC 15.** You find signs of upkeep. On a success, you locate access points or weaknesses. On a failure, threats reposition while you search.

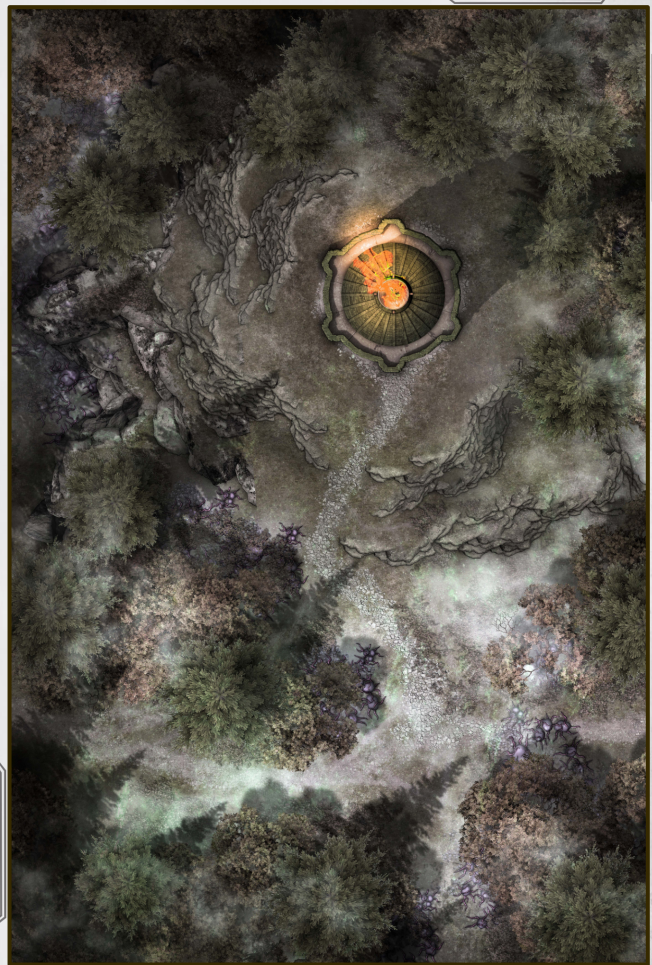
➤ **Encounter!** If the beacon is extinguished or significantly dimmed, the **Lightbreaker** enters an immediate frenzy and returns if absent. Any surviving **Blight Stalkers** converge aggressively, while **Blight Draggers** reposition to cut off retreat routes from the tower.

#### POSSIBLE SITUATIONS:

- The beacon weakens, triggering immediate and uncontrolled aggression
- Stalkers block escape paths while Draggers control the ground around the tower
- The beacon flickers, triggering immediate aggression
- The Lightbreaker focuses entirely on the flame, ignoring other targets

Additional pressure comes from layered coordination. Blight Stalkers control spacing, Blight Draggers disrupt positioning, and the Lightbreaker forces the encounter toward the beacon itself.

THE FOCUS BATTLEMAP BY EXPERT CARTOGRAPHER HEROIC MAPS



## BATTLEMAP TABLES

d10	Possible Events
1	The beacon flares brighter for a moment, extending visibility down the slope
2	A sudden gust snaps loose fabric, briefly obscuring sightlines
3	Loose ground shifts, creating a new 5-foot patch of difficult terrain
4	A faint trail of footprints appears leading toward the summit, then fades
5	A low sound carries from the tree line, then stops
6	The flame gutters briefly, dimming the area for one round
7	Debris slides downhill, altering positioning
8	A shadow passes across the slope with no visible source
9	The air cools sharply near the tower base for several seconds
10	A distant movement draws attention away from the main path



d10	The Blight Reacts
1	Ground at the summit softens in a 5-foot radius, causing unstable footing
2	Tracks deepen and linger, making movement easier to follow
3	A patch of earth hardens, granting stable footing in a small area
4	A sudden shift pulls loose debris downhill in a narrow line
5	A Blight Stalker emerges at the edge of vision if none are present
6	A hidden Blight Dragger stirs beneath the surface near a prone creature
7	The beacon light intensifies, exposing all creatures on the slope
8	A section of ground cracks, creating difficult terrain across 10 feet
9	The flame flickers violently, drawing the Lightbreaker's attention
10	No visible change occurs, though the ground subtly shifts underfoot

## DISCOVERIES AND CONSEQUENCES

Characters can uncover meaningful insights while interacting with Pilgrim's Beacon. These discoveries do not resolve the danger tied to the site, though they shape how the party understands its current use and the role it now plays within the Banner Wastes.

The beacon continues to be maintained despite the lack of any visible settlement nearby. Signs of recent upkeep suggest deliberate action rather than leftover function from earlier use.

Offerings at the base come from many different travelers over time. No single pattern or belief connects them, which indicates that the site has become a shared point of passage rather than a dedicated place of worship.

Tracks and disturbances show a consistent pattern. Movement leads upward in groups, then breaks apart near the summit. Fewer signs of departure exist, and those that do often show signs of urgency or loss of direction.

The Lightbreaker is drawn to sources of light and reacts with extreme focus once engaged. Its behavior suggests that the beacon is not incidental to its presence. The fire acts as a constant trigger.

Blight Stalkers and Draggers operate in coordination around the site. Their movement patterns indicate repeated use of the terrain, suggesting that the area has become a stable hunting ground.

### CONSEQUENCES OF INTERACTION:

- Extinguishing the beacon removes the primary draw, though it immediately triggers aggressive behavior from the Lightbreaker
- Leaving the beacon lit allows continued use of the site as a lure, increasing the likelihood of repeated encounters
- Clearing the area reduces immediate danger, though signs suggest the threat will return over time
- Disturbing offerings or the tower base draws attention and may accelerate engagement
- If the Lightbreaker is driven off, activity around the beacon decreases for a short period

Information discovered here can point toward how the Banner Wastes function as an entry point into the Expanse, where movement concentrates and threats adapt to exploit it.

## THE BLIGHT'S REACH

This section explains how the blight behaves across the Banner Wastes as a whole. It describes where it concentrates, how it shifts, and how it responds to intrusion throughout the region.

### BLIGHT BEHAVIOR

Within the Banner Wastes, the blight settles into areas shaped by conflict, movement, and repeated disruption. It does not spread evenly across the land. It gathers where soil has been turned, where blood has soaked into the ground, and where structures or routes have broken down over time.

Sites such as Red Tangle show the strongest expression, where the ground itself has changed in color, density, and response. Extraction zones like the Mudworks also show heightened instability due to constant disturbance. In contrast, open and wind-exposed areas tend to show weaker signs, where the surface remains compact and less reactive.

The blight responds to movement and pressure. Crossing affected ground, disturbing debris, or concentrating activity in one place can cause localized shifts. These changes do not spread outward in a uniform way. They appear in patches, often tied to what has already happened in that location.

The presence of the Lightbreaker and its hunting pattern further influences how the blight is perceived. Areas near consistent light sources become points of repeated activity, where disturbance reinforces the conditions that allow the blight to remain active.

### ACTIVITY TABLE

Roll or choose when the blight responds to activity within the Banner Wastes.

d10	Blight Activity
1	A patch of ground darkens, then hardens underfoot
2	Loose soil shifts downhill in a narrow line
3	Footprints deepen and remain visible longer than expected
4	A section of terrain softens, then stabilizes after several seconds
5	A faint red tint spreads across a small area of disturbed ground
6	Debris settles into a new position without visible cause
7	A low vibration passes through the surface beneath the party
8	A previously stable area cracks, creating difficult terrain
9	The ground briefly warms before returning to normal
10	No visible change occurs, though footing feels less reliable

# BLIGHT CREATURES

## THE NATURE OF BLIGHT CORRUPTION

The following creatures reflect how the blight expresses itself along the southern approach. They are built to function together, each reinforcing the others through movement and pressure.

### BLIGHT STALKER

A Blight Stalker moves with controlled bursts of speed, staying low to the ground and using uneven terrain to mask its approach. Its body is lean and stretched, with skin pulled tight over sharp bone structure. Dark, root-like growth threads along its limbs and spine, giving it a segmented appearance. Its hands end in long, narrow claws, and its legs bend at unnatural angles, allowing it to crouch close to the ground or spring forward in sudden motion. Its eyes reflect light in sharp flashes, often the only sign of its presence before it strikes.

Stalkers circle and reposition, waiting for gaps to form. They are drawn to silhouettes, especially those outlined by strong light sources such as the beacon. Once a target stands clearly against open ground, the Stalker commits, striking fast before withdrawing into shadow or broken terrain. In play, they isolate targets and pressure the edges of a formation, creating openings for other threats to exploit.

## BLIGHT STALKER

*Medium monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 27 (5d8 + 5)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Lightbound Predator.** The Blight Stalker has advantage on attack rolls against creatures that are in bright light and not benefiting from cover.

**Skirmisher.** When a creature the Blight Stalker can see ends its turn within 5 feet of it, the Stalker can move up to half its speed without provoking opportunity attacks.

**Pack Isolation.** The Blight Stalker has advantage on attack rolls against a creature if at least one of the Stalker's allies is within 5 feet of the target and no other creatures are within 5 feet of it.

## ACTIONS

**Multiattack.** The Blight Stalker makes two Claw attacks.

**Claw.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

**Pounce.** If the Blight Stalker moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Stalker can make one additional Claw attack as a bonus action.

## BLIGHT DRAGGER

A Blight Dragger remains close to the ground, often buried beneath loose soil, debris, or churned earth. Its body is wide and flattened, built more for grip than movement. Thick layers of hardened mud and dried blood coat its back, forming a crude shell. Its forelimbs are long and heavy, ending in hooked claws that dig deep into the ground or latch onto prey. When it lies still, it resembles a collapsed mound of earth, broken only by faint ridges where its body shifts beneath the surface.

Draggers wait for movement to come to them. They remain hidden until a target is forced into position, then strike with immediate force. Once engaged, they latch onto a target and pull, dragging them out of formation and into worse terrain such as slopes, edges, or unstable ground. In play, they break formations and capitalize on openings created by Stalkers, turning positioning errors into immediate danger.

## BLIGHT DRAGGER

*Medium monstrosity, unaligned*

**Armor Class** 14

**Hit Points** 45 (6d8 + 18)

**Speed** 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	5 (-3)

**Skills** Perception +3, Stealth +2

**Senses** darkvision 60 ft., tremorsense 30 ft., passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

**Buried Ambusher.** While motionless in loose soil or debris, the Blight Dragger is indistinguishable from terrain. A creature must succeed on a DC 15 Wisdom (Perception) check to spot it.

**Ground Grip.** The Blight Dragger has advantage on Strength (Athletics) checks made to grapple creatures that are prone or standing on difficult terrain.

**Holdfast.** While the Dragger is in contact with the ground, it has advantage on saving throws against being moved or knocked prone.

## ACTIONS

**Multiattack.** The Blight Dragger makes two Hook Claw attacks.

**Hook Claw.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) slashing damage, and the target is grappled (escape DC 13) if it is Large or smaller.

**Drag Down.** One creature grappled by the Blight Dragger must succeed on a DC 13 Strength saving throw or be pulled up to 15 feet toward the Dragger and knocked prone. If the creature is already prone, it is pulled an additional 5 feet.

## REACTIONS

**Snare Lunge.** When a creature moves within 10 feet of the Blight Dragger, it can make one Hook Claw attack against that creature. On a hit, the target's speed becomes 0 until the end of the turn.

## LIGHTBREAKER

*Large monstrosity, unaligned*

**Armor Class** 16

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	8 (-1)

**Saving Throws** Str +8, Con +7, Wis +5

**Skills** Perception +5

**Damage Resistances** necrotic; bludgeoning; piercing; slashing

**Senses** darkvision 60 ft., passive Perception 15

**Languages** —

**Challenge** 7 (2,900 XP)

**Light Frenzy.** If the Lightbreaker starts its turn within 60 feet of a source of bright light, it enters a frenzy until the end of its turn. While frenzied, its speed increases by 10 feet, it has advantage on attack rolls, and its melee attacks deal an extra 4 (1d8) necrotic damage. During this time, it must move toward the nearest bright light by the most direct route.

**Aversion to Light.** While in bright light and not frenzied, the Lightbreaker has disadvantage on attack rolls and Dexterity saving throws.

**Beacon Fixation.** The Lightbreaker can sense sources of bright, sustained light within 120 feet. It prioritizes these sources over all other targets.

### ACTIONS

**Multiattack.** The Lightbreaker makes three attacks, two Claws and one Slam.

**Claw.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

**Slam.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

**Extinguish.** The Lightbreaker targets a nonmagical flame within 5 feet, which is immediately extinguished. If the flame is magical, the Lightbreaker makes a Strength check contested by the effect's DC. On a success, the light is suppressed until the end of the Lightbreaker's next turn.

### BONUS ACTIONS

**Relentless Advance.** The Lightbreaker moves up to half its speed toward a visible light source.

### REACTIONS

**Crushing Pursuit.** When a creature within 10 feet moves away from the Lightbreaker, it can move up to 10 feet and make one Claw attack against that creature.

## LIGHTBREAKER

The Lightbreaker is shaped by its response to light. Its frame is tall and distorted, with elongated limbs and a torso that seems pulled tight around shifting muscle. Its body is covered in layered, bark-like plates that crack and separate slightly as it moves, revealing dimly glowing seams beneath. Its arms hang longer than expected, ending in heavy, clawed hands built for tearing and impact. Its head sits low between its shoulders, then snaps upward sharply when it locks onto a light source, exposing a split, uneven jaw.

Its behavior shifts the moment a strong light source becomes its focus. Fire or sustained illumination triggers an immediate and violent response. The Lightbreaker closes distance with speed and force, ignoring lesser threats until the source of light is reached. In play, it acts as the central threat, forcing urgency and driving the encounter toward the beacon as it attempts to extinguish the flame at any cost.

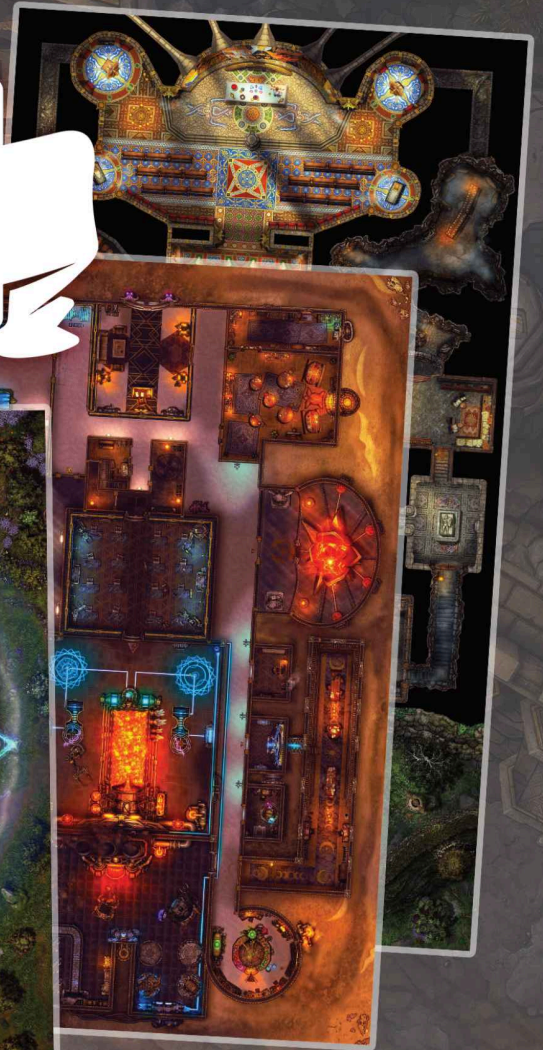
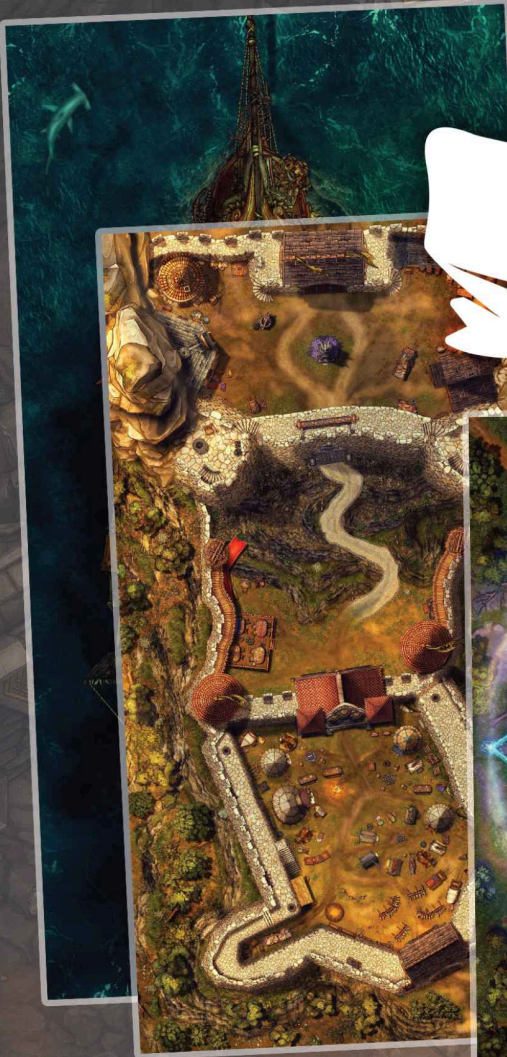
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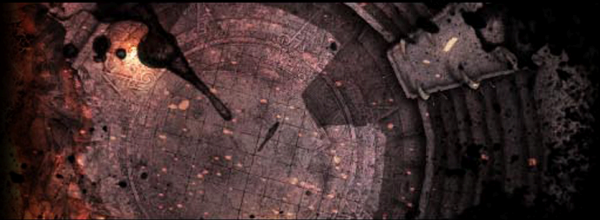
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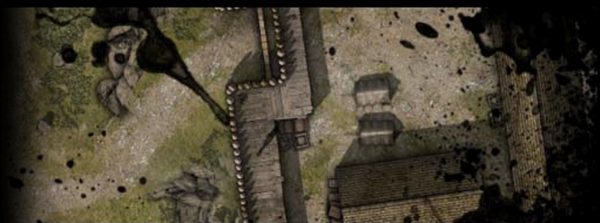
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