

REIGN OF THE WEREDRAGON
VILLAIN BUILDER

Cut out the prompts, fold them up, randomly select fifteen prompts, and place them on the table within reach of everyone participating. Go around the table, starting with the player to your left. On each player's turn, they grab a prompt, read it aloud, then answer the question. Other players may follow up with additional questions, though the player with the prompt doesn't need to answer them.

If the player chooses a prompt they would rather not answer, or would prefer somebody else answer instead, they can always pass it to that player or discard it from play. When there are no more prompts to answer, continue to character creation.

The queen once ordered the creation of something beautiful in her honor. What was it, and where does it now reside?	What unique magical item is Forlorne rumored to seek? What are people afraid she'll do if she gets it?
Forlorne holds an annual celebration in her own honor. What does she require from citizens during the event, and how are they punished if they refuse to comply?	What inoffensive item, symbol, or practice did Forlorne ban when she came to power? What is the punishment for those who are caught violating the ban?
What is a unique or unexpected part of Forlorne's appearance that affects how people view her?	What defensive systems are rumored to protect the fortress of Nwarlyth where Forlorne resides?
Forlorne and one of the Knights of Whelvia are rumored to be having an affair. Who is the knight, and what are they known for?	Who is the queen's most recently appointed royal advisor, and what aspect of the kingdom are they responsible for?
What heinous acts has Forlorne imposed upon her citizens since becoming queen?	What is the Whelvians' nickname for Forlorne, and where did it come from?
Forlorne recently quashed a small rebellion. Who led that effort, and what mistake did they make that led to their downfall?	The queen's favorite weapon once belonged to someone else. What is it, and who owned it previously?
Forlorne frequently visits a remote Whelvian village. Why do the locals believe she keeps coming back?	Which Whelvian hero vocally supports Forlorne? How does she reward them?
The queen's regime has taken many people from their homes. Why were these people chosen, and where does Forlorne send them?	What distinct markings, patterns, or features do Forlorne's weredrakes bear once she transforms them?
The queen recently lost a close member of her royal court. Who were they, and how has she responded to their death?	The queen has a childhood friend who's now a member of her court. Who are they, and what's strange about them?

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What creature does the queen keep chained in her dungeon, and why does she keep it alive?	What scandalous story is everyone telling from Forlorne's last grand ball?
One member of Forlorne's royal court is treated differently from the others. Why is that, and how do the other nobles feel about it?	Forlorne sometimes disappears from Whelvia for short stretches of time. Where do people say she goes?
What trait or behavior of others brings out Forlorne's cruelty?	Someone saved the queen's life. Who were they, and what happened?
Forlorne recently destroyed something vital to many Whelvians. What happened, and who has been most affected?	Forlorne's castle contains a secret room that only she can access. What does she hide there?
What act of kindness did Forlorne recently commit? What controversy has come about because of it?	What promises has Forlorne made to the people of Whelvia, and what, if any, action has she taken to fulfill them?
A foreign leader recently asked Forlorne for her hand in marriage, hoping to forge a powerful alliance. Who were they, and how did Forlorne respond?	Forlorne is demonizing a specific community, blaming them for Whelvia's problems. Which community is it, and what has she tasked her knights to do in response?
Forlorne meets her sky seers in a very specific place. Where do they go, and why does she bring them there?	What specific claims does the queen's most recent propaganda campaign make to her people?
What symbol do followers of the queen use to identify themselves to one another?	What symbol do Whelvian rebels use to identify themselves to one another?
Forlorne elevated someone to power who was an unexpected choice. Who are they, and why do people believe she chose them?	What new process has Forlorne implemented to dispatch those she deems criminal in Whelvia?
Forlorne recently killed a sky seer. What did this person see in the night sky that caused her to kill them?	What did Forlorne say at her last widely attended speech? How did the audience react?
Which criminal organization handles clandestine tasks for the queen?	What is the queen's rumored vice, and where in Whelvia does she go to satisfy it?

JOURNEY TO HORIZON

DOOM TRACK

TIER 1: DARK HARBINGERS

After you mark 5 boxes in this tier, when you gain Fear at the end of a long rest, you roll twice and take the higher result.

- ☐ Bandits and marauders harry travelers.
 - ☐ Tensions rise over contested resources.
 - ☐ A mysteriously empty sanctuary is discovered.
 - ☐ A sanctuary seals itself off once again.
- ☐ A new settlement is overtaken by surging wilderness.
 - ☐ Chimeric dire beasts reveal their presence.
 - ☐ Swarms of overgrown insects darken the sky.
 - ☐ Wild magic shatters magic and crumbles stone.
 - ☐ Terrana supercharges magic dangerously and unpredictably.
- ☐ A shadowblighted orchard turns to ash overnight.
 - ☐ Desiccated and blackened birds fall dead from the sky.
 - ☐ Shadowblighted echoes of lost loved ones appear.
- ☐ Travelers trade stories of Seeker sightings.
 - ☐ The party suffers visions of the Lovers' re-emergence.
 - ☐ An Aurelian shrine lies broken and desecrated.
 - ☐ The party finds signs of a Seeker.
 - ☐ The party finds remnants of a cult ritual.
 - ☐ A cultist spy tracks the party.
 - ☐ The Vessel attracts attention—and suspicion.

TIER 3: IMMINENT DESTRUCTION

After you mark 5 boxes in this tier, adversaries gain the following feature:

Dark-Hearted - Passive: Spend a Fear to give the adversary advantage on its next roll.

- ☐ War is declared, and each sanctuary is called to claim a side.
 - ☐ A sanctuary falls to internal strife.
 - ☐ A vast military force sweeps through the continent.
 - ☐ A sanctuary is besieged, then falls to military force.
- ☐ An explosion of verdant abundance renders regions impassable.
 - ☐ An ancient creature awakens from millennia of dreamless slumber.
 - ☐ Unleashed terrana drives people into animalistic fury.
 - ☐ Spellcasting triggers magical exhaustion.
 - ☐ Beasts of legend leave their lairs to terrorize the population.
- ☐ Color drains from the world.
 - ☐ Victims of the Long Sorrow crawl from their graves.
 - ☐ Entire fields, forests, jungles, and wetlands fall to rot.
 - ☐ Unrestrained shadowblight triggers inescapable despair.
- ☐ A Seeker corners the party, forcing them to fight.
 - ☐ A powerful personage reveals their Cult allegiance.
 - ☐ A defeated Seeker reappears with newfound abilities or allies.
 - ☐ An army of cultists sweeps across Valloren culling sanctuaries.
- ☐ The Vessel is lost or stolen.

The **Doom Track** represents growing disasters that befall New Valloren if the party doesn't resurrect Aurelia. At the end of each session, mark a box from the party's tier or below. You can't mark a nested box until you mark the box it's nested under.

TIER 2: RISING THREATS

After you mark 5 boxes in this tier, when you generate a region and the result on the d20 is a 1, treat it as if you'd rolled 1 twice in a row.

- ☐ Roving bands of professional soldiers demand tribute at swordpoint.
 - ☐ A demagogue rises to power with promises of prosperity.
 - ☐ A noble demands fealty from their neighbors.
 - ☐ A prominent figure in the Aurelian Order persecutes the unfaithful.
 - ☐ Civilians are drafted in preparation for war.
- ☐ Chaotic weather kills the harvest.
 - ☐ Tidal waves and tornadoes batter Valloren.
 - ☐ Dire beasts and walking carnivorous plants attack.
 - ☐ A fungal plague spreads through the land.
 - ☐ Food stores are spoiled by pestilence.
 - ☐ The ground cracks open, releasing a toxic miasma.
- ☐ Shadowblight swamps a sanctuary, trapping its inhabitants.
 - ☐ A reservoir's water turns into tar.
 - ☐ Sorrowblighted humanoids emerge from hidden settlements.
- ☐ A Seeker crosses the party's path.
 - ☐ An irreplaceable repository of Old Valloren knowledge is destroyed.
 - ☐ Numerous Aurelian priests are slain in a coordinated attack.
 - ☐ A Seeker chases the party, forcing them to flee.
 - ☐ An enemy discovers the Vessel's true nature.

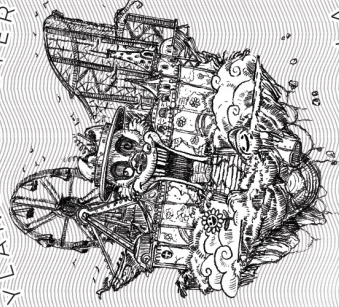
TIER 4: FINAL CATAclysm

Each time you mark a box from this tier, you gain a number of Fear equal to the number of marked boxes in this tier.

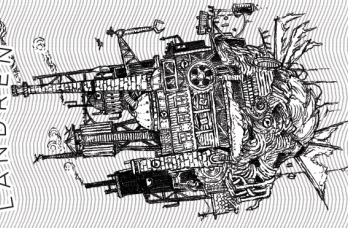
- ☐ A group of Seekers ambushes the party.
- ☐ Valloren is riven by an impassable mire of shadowblight.
- ☐ A tyrant claims the crown of Valloren.
- ☐ An assassin mortally wounds a party member.
- ☐ In pockets of reality, time warps and bends in on itself.
- ☐ A wave of wild magic sweeps across the continent, transforming everything it touches into overgrown, uncanny forms.
- ☐ Whole sanctuaries are terrorized by colossal agents of the earth, raging at its exploitation.
- ☐ The sky turns black forever, plunging Valloren into endless midnight.
- ☐ One by one, sanctuaries slip under the surface of an infinite sea of shadowblight.
- ☐ The veil of death is torn asunder, spewing shambling corpses and unclean spirits into the mortal realm.
 - ☐ The Lovers awaken and begin weaving the Second Sorrow.
 - ☐ The Vessel is destroyed.

CASTLE HIGH

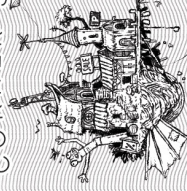
HAPPYLAND COASTER PARK



LANDREN



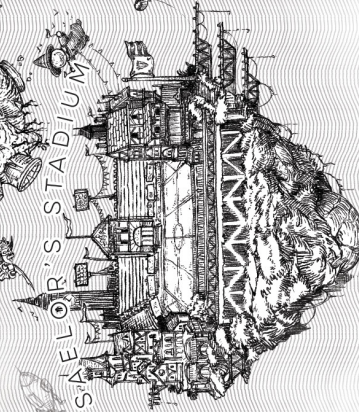
THE CORNER STORE



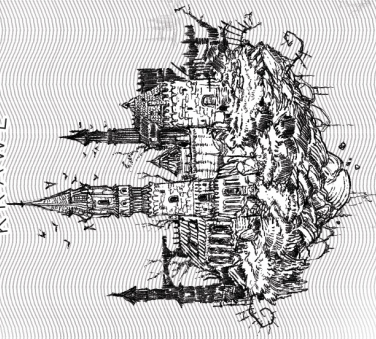
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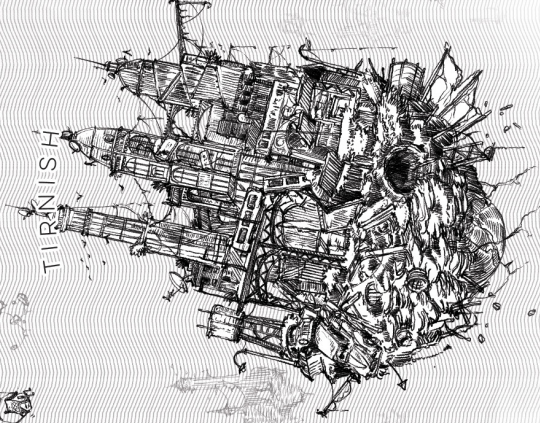
SAILOR'S STADIUM



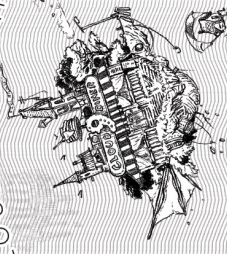
KRAWL



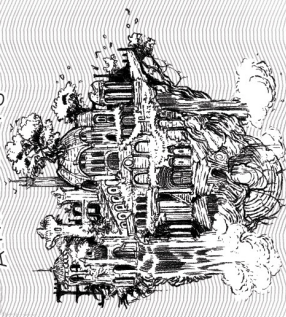
TIRNISH



CLOUD NINE DINER



AKROEPIS



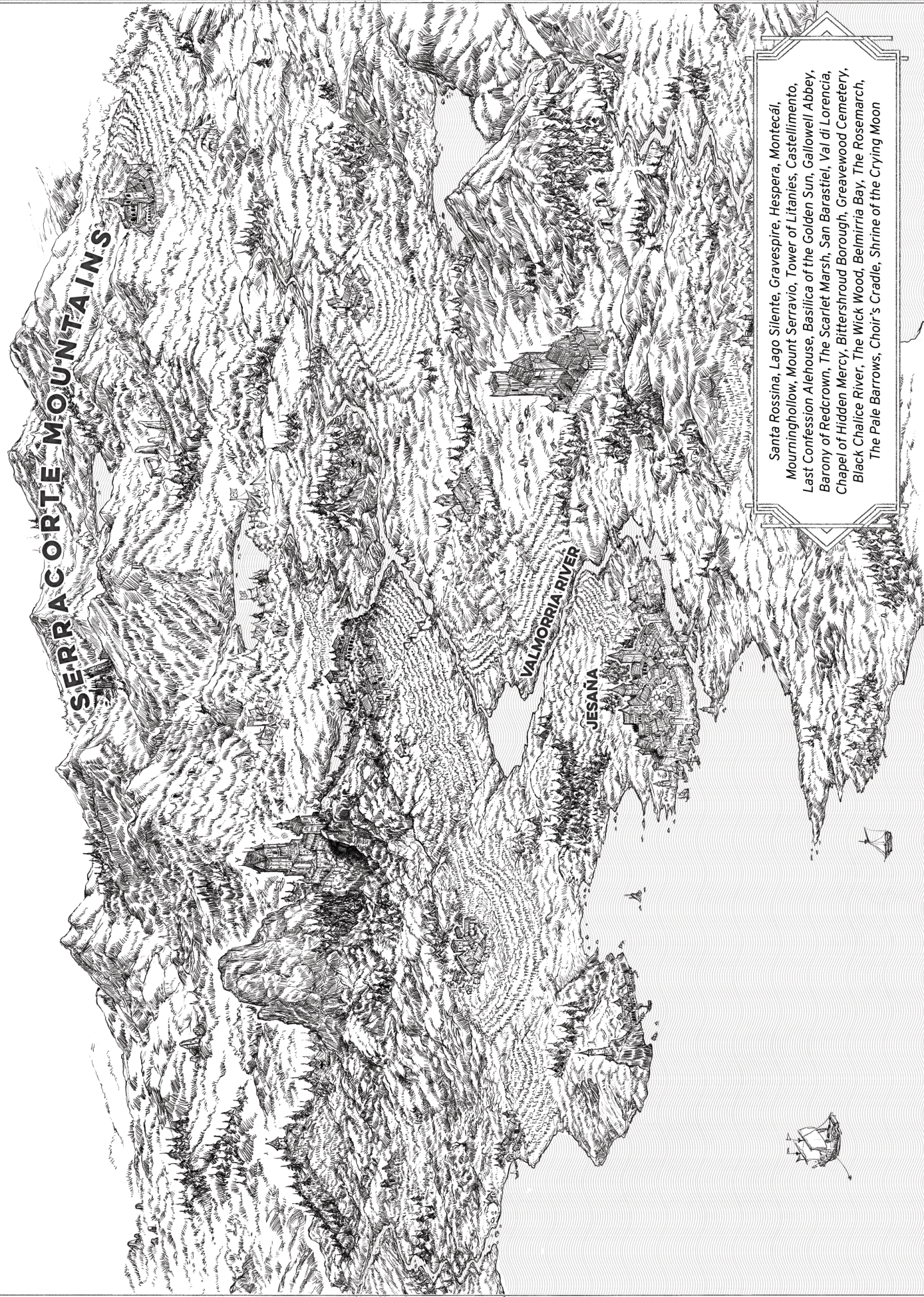
The North Ruins, Westerly, The Eye of Tolish, Old Delainey Village, The Lost Tower, The Stone Maze, The Twilight Ship, Wrecker's Rock, Wind Tunnel, Seven Spirit Keep, Fortress of the Star-Stealer, Nealitus, The Shack, Miss Boivan's House, The Neon Knight Fly-In Movie Theater, Manticore Nest, The Invisible Isle, Fire Crows' Territory, Fort Wimpy, The Abandoned Mine, Broomsplinter Bar & Grill, Drukker's Castle, The Skyburbs, The Granite Gardens, Low Reach, Famish Manor

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The Whelvewood, The Ever Mines, Scuttle Sound, Shattered Beacon, Cave of the Shapeless Sovereign, Moonwood, Ilyar, Dragon's Breath Bay, Lightning Hills, Dryad's Graveyard,* Basking River, Windsong Mills, Stillwater Lake,* Yawning Bridge, Wistfell River, Brackenbriar, Elevarne,* Old Cobblecross, Starlance Grove,* Fiddler's Bell, Tatterfold, Glowmire, Rattlebones Row, Trillwood, Twilight Green, Whelmyth Mines, Nightshade,* The Painted Gate, Ribbonvale, The Jester's Head*



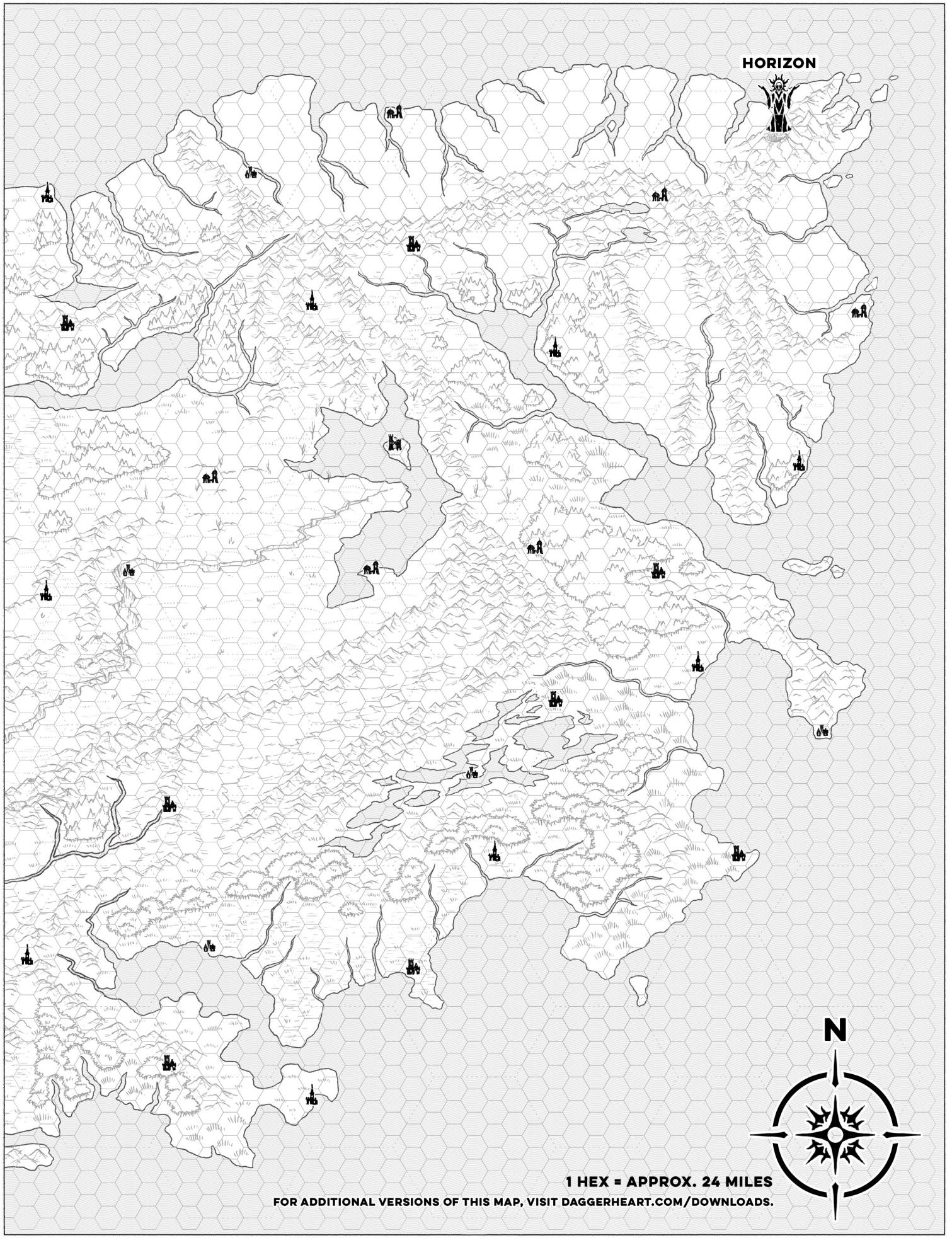
DARK HEART OF ANDALURIA



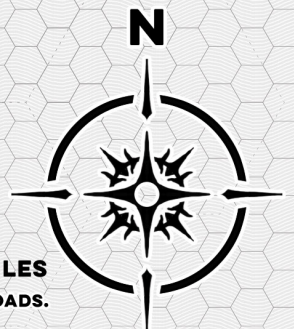
Santa Rossina, Lago Silente, Gravespire, Hespera, Montecál,
Mourninghollow, Mount Serravio, Tower of Litanies, Castellimento,
Last Confession Alehouse, Basilica of the Golden Sun, Gallowell Abbey,
Barony of Redcrown, The Scarlet Marsh, San Barastiel, Val di Lorencia,
Chapel of Hidden Mercy, Bittershroud Borough, Greavewood Cemetery,
Black Chalice River, The Wick Wood, Belmiria Bay, The Rosemarch,
The Pale Barrows, Choir's Cradle, Shrine of the Crying Moon

JOURNEY TO HORIZON





HORIZON

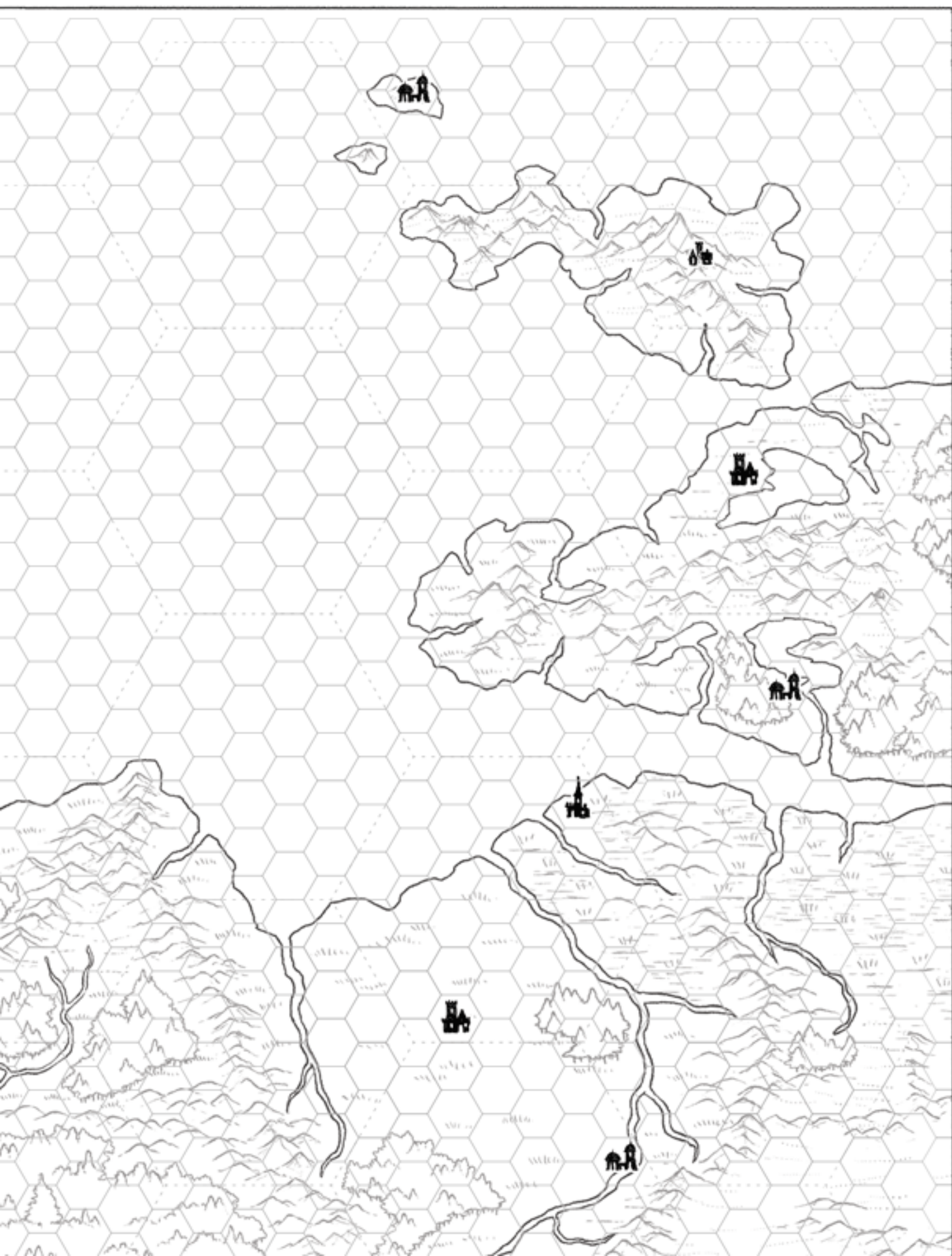


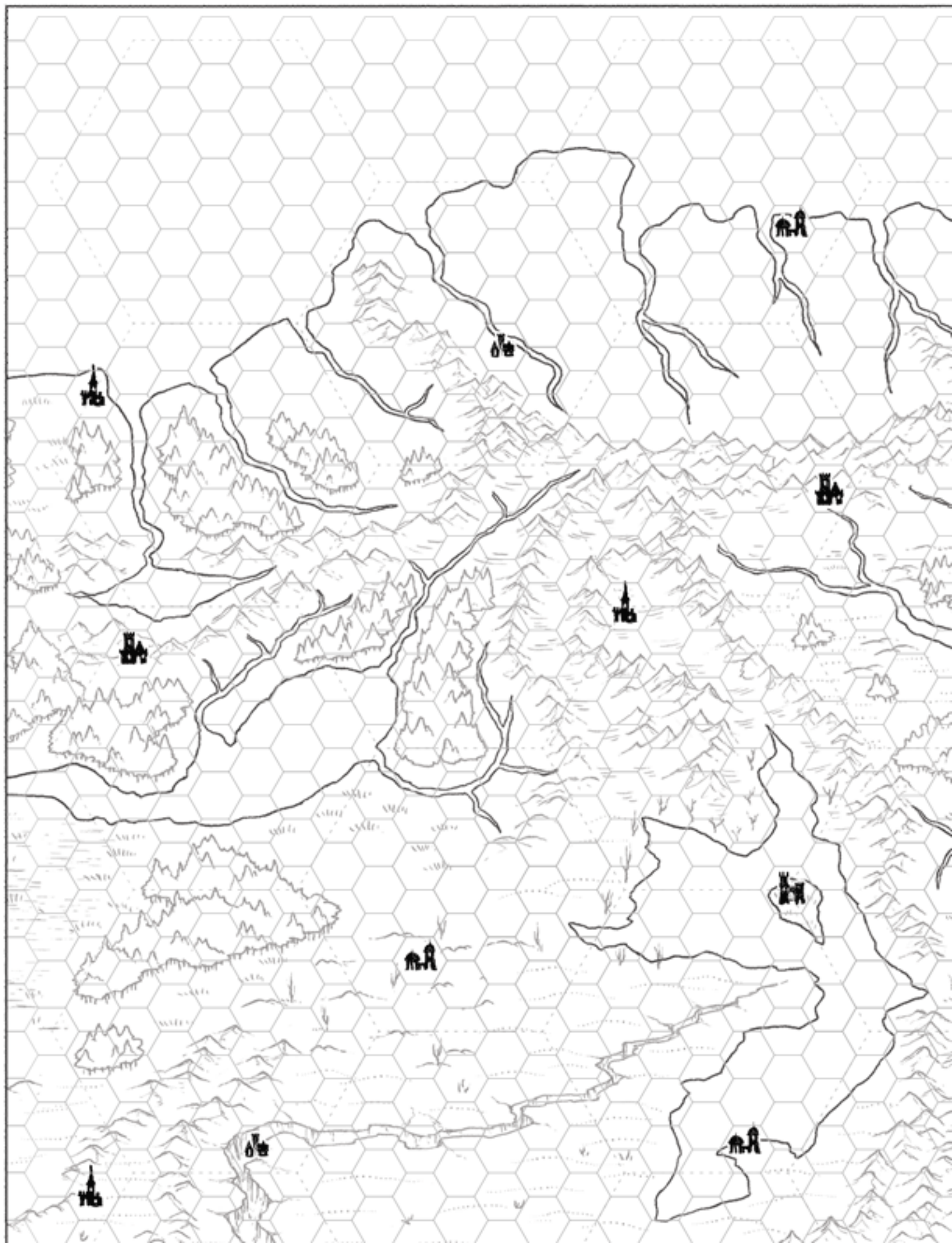
1 HEX = APPROX. 24 MILES

FOR ADDITIONAL VERSIONS OF THIS MAP, VISIT DAGGERHEART.COM/DOWNLOADS.

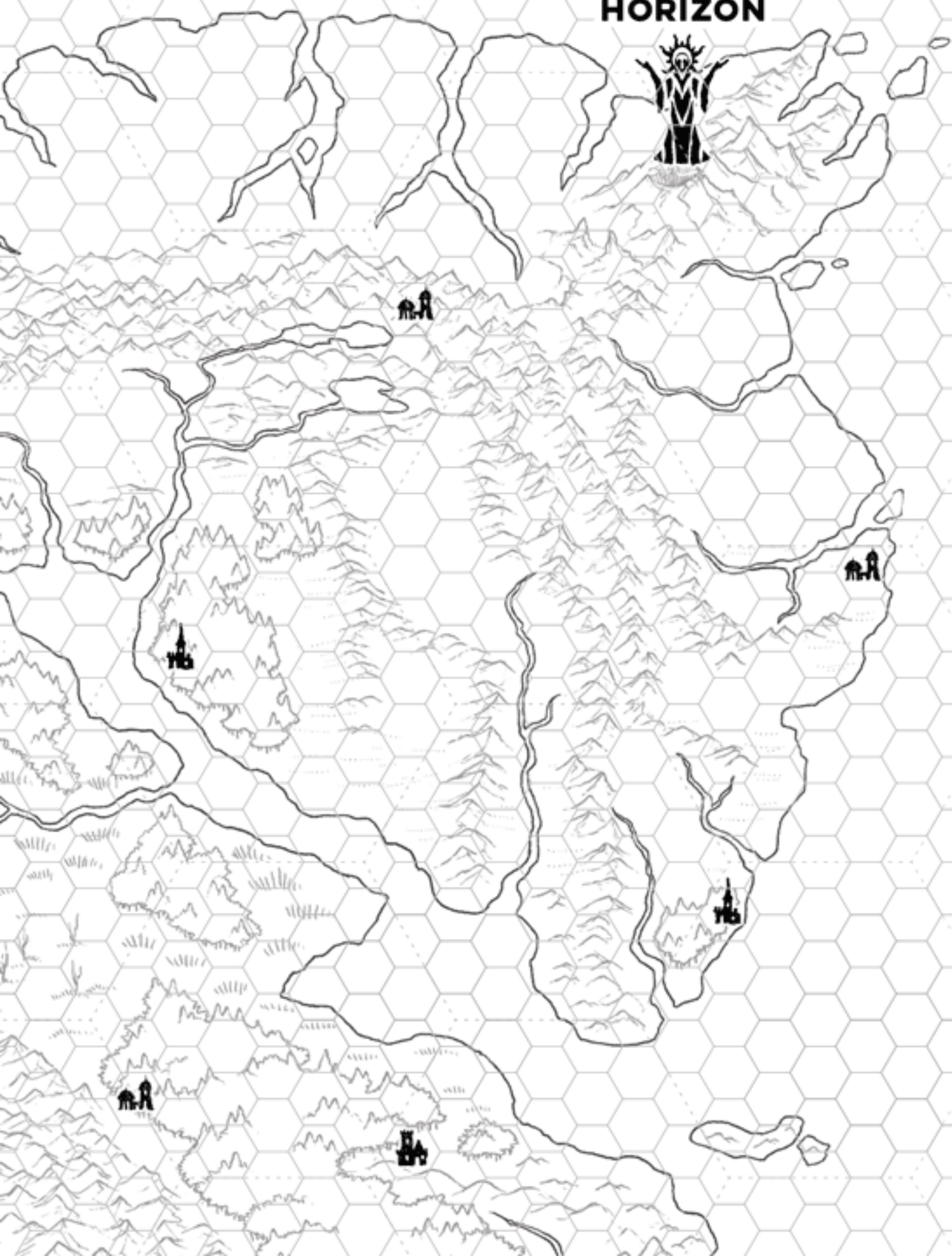
JOURNEY TO HORIZON

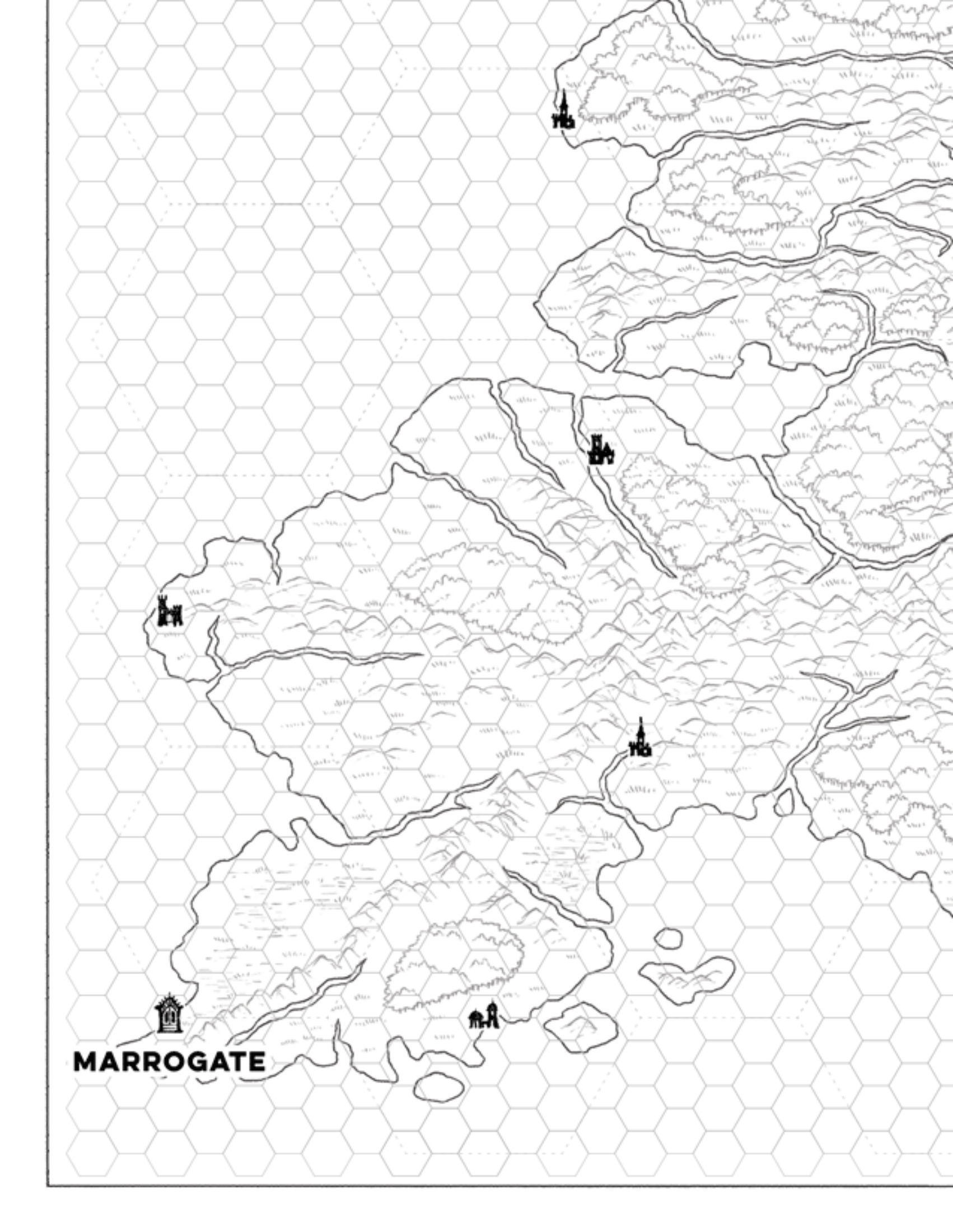


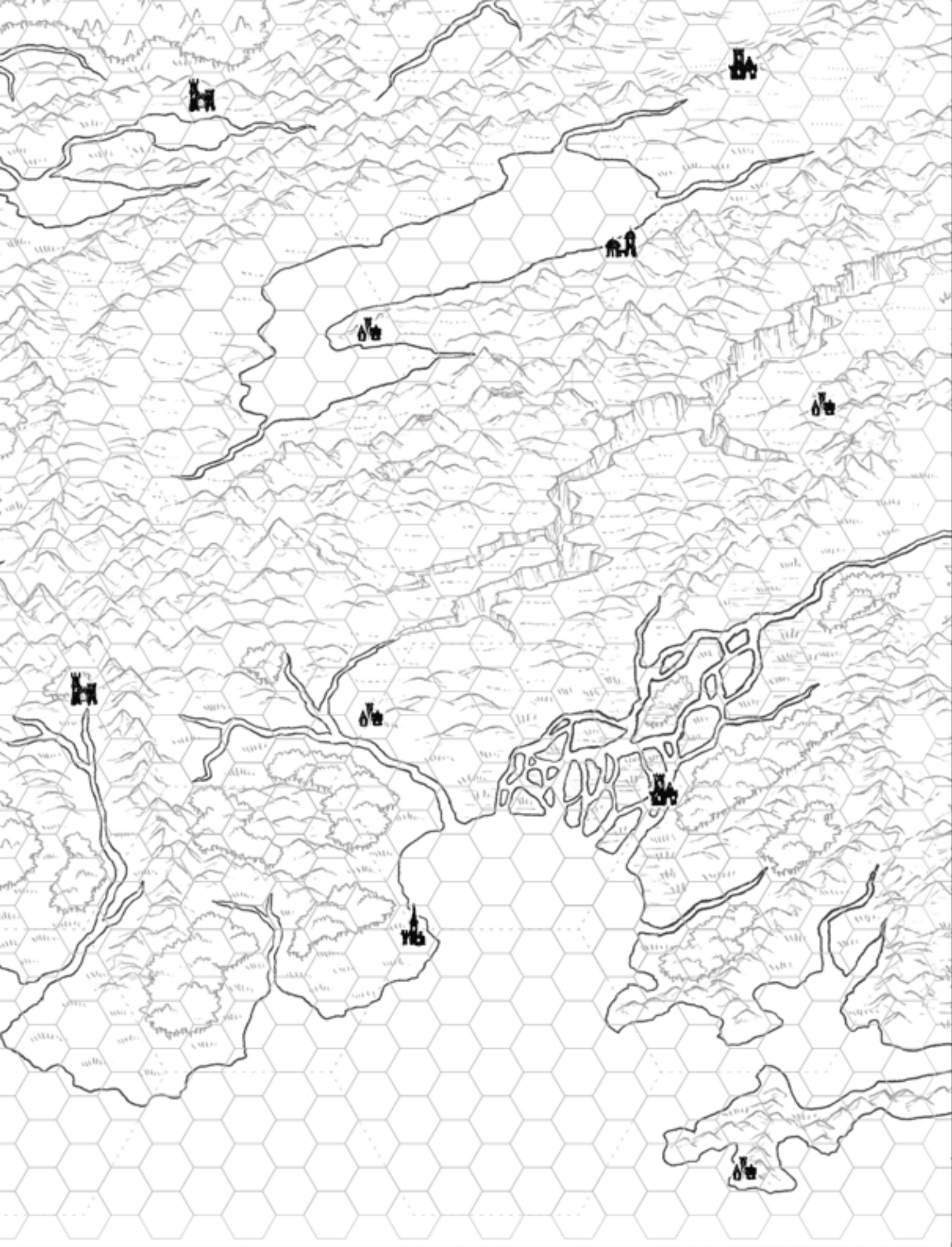


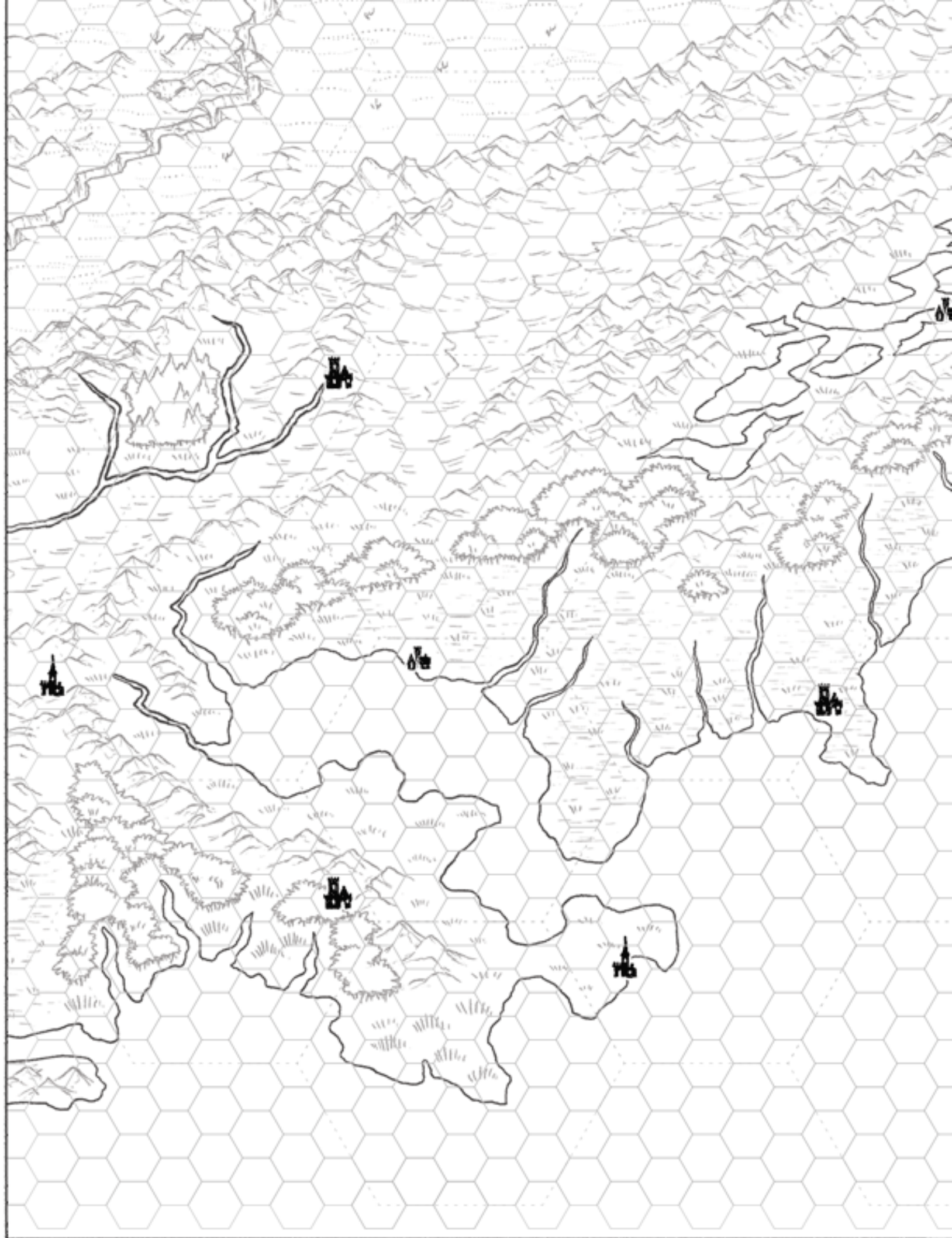


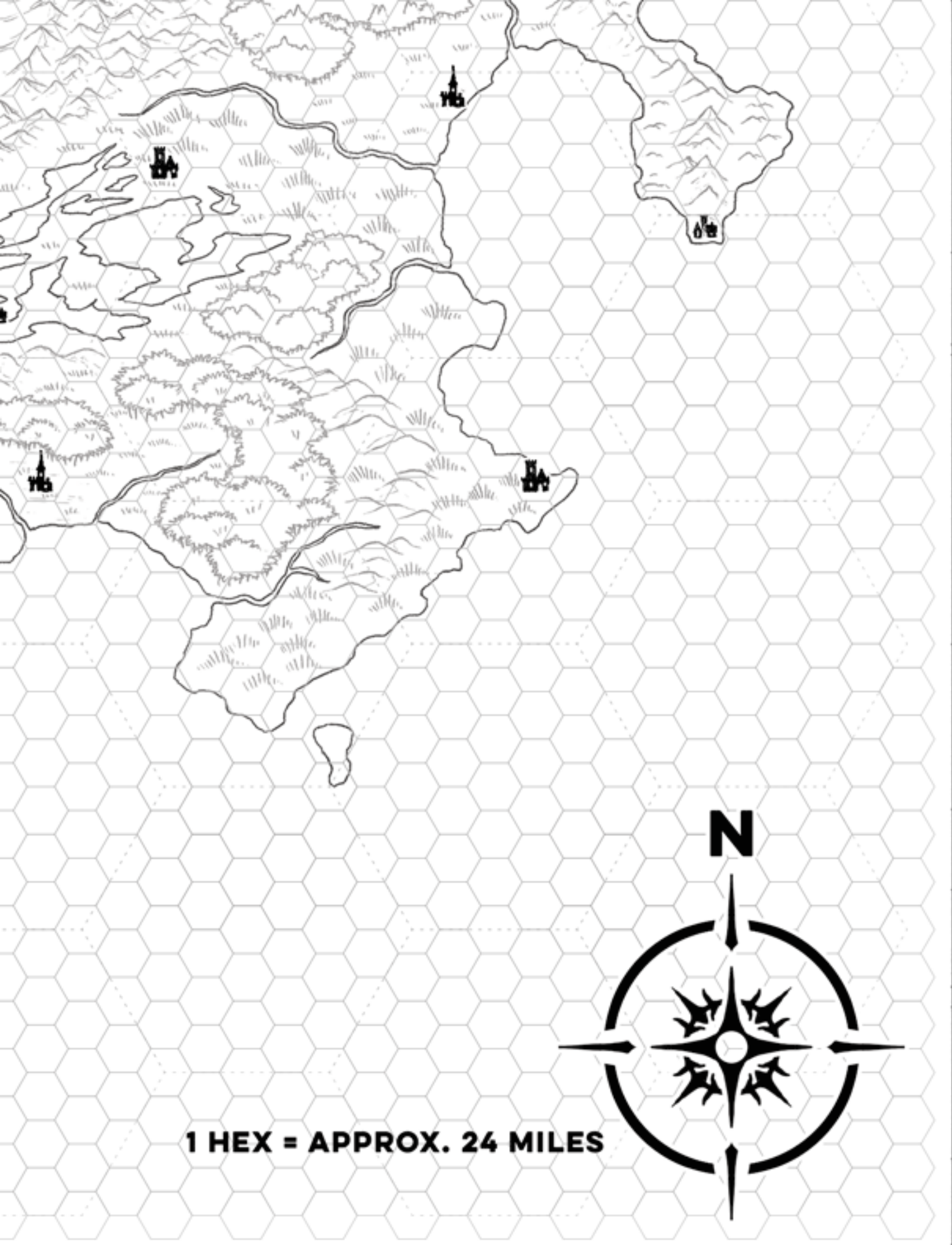
HORIZON



**MARROGATE**



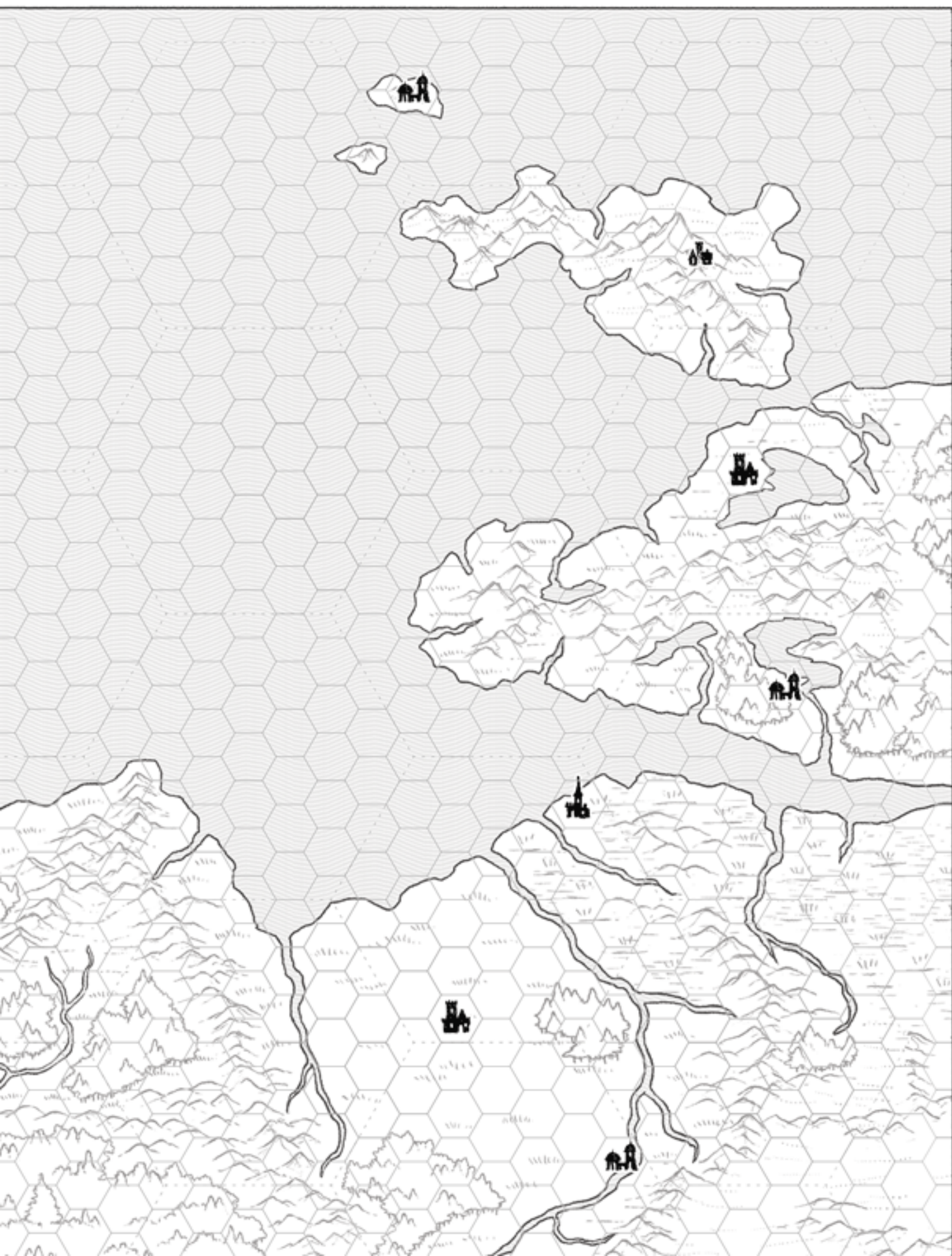


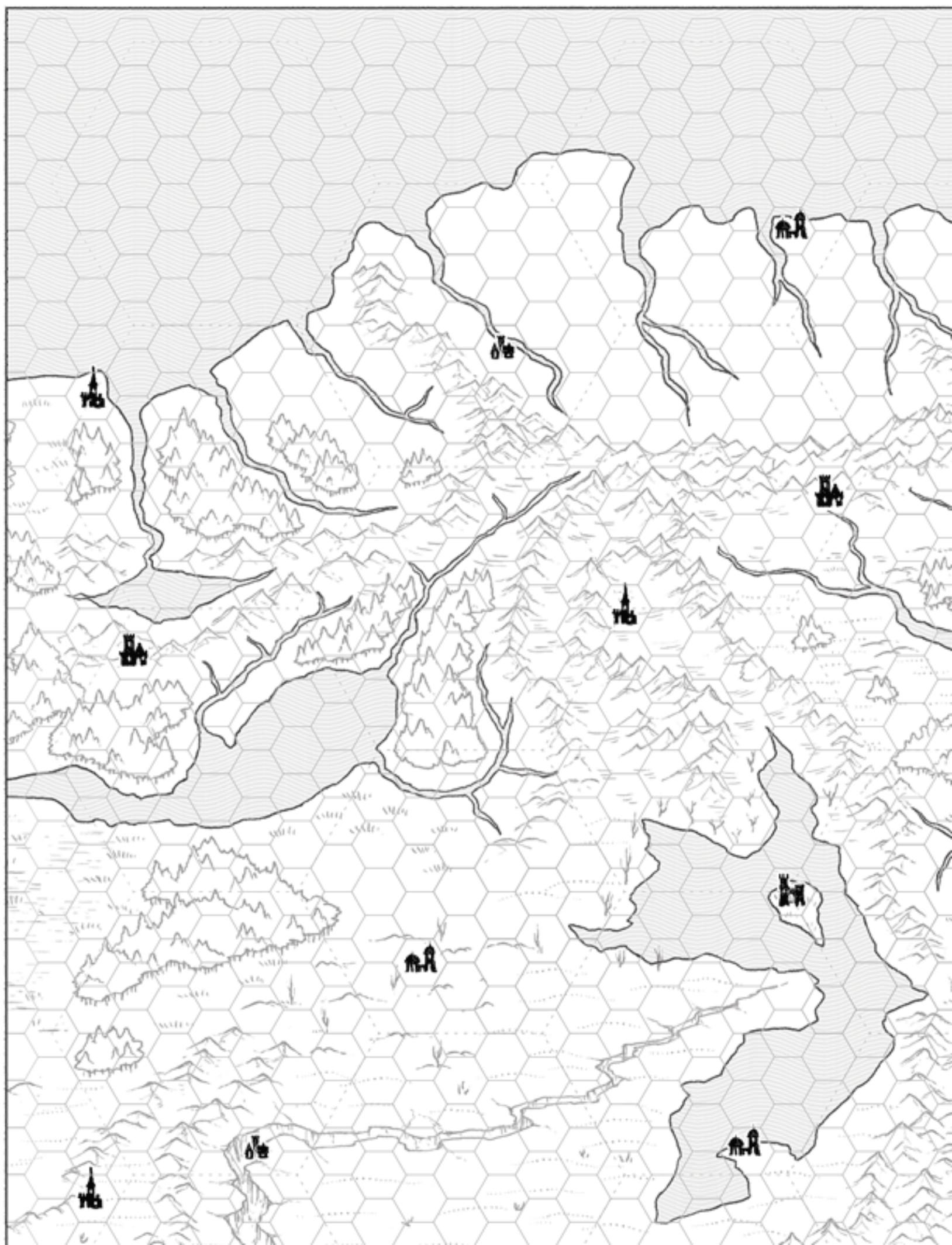


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JOURNEY TO HORIZON







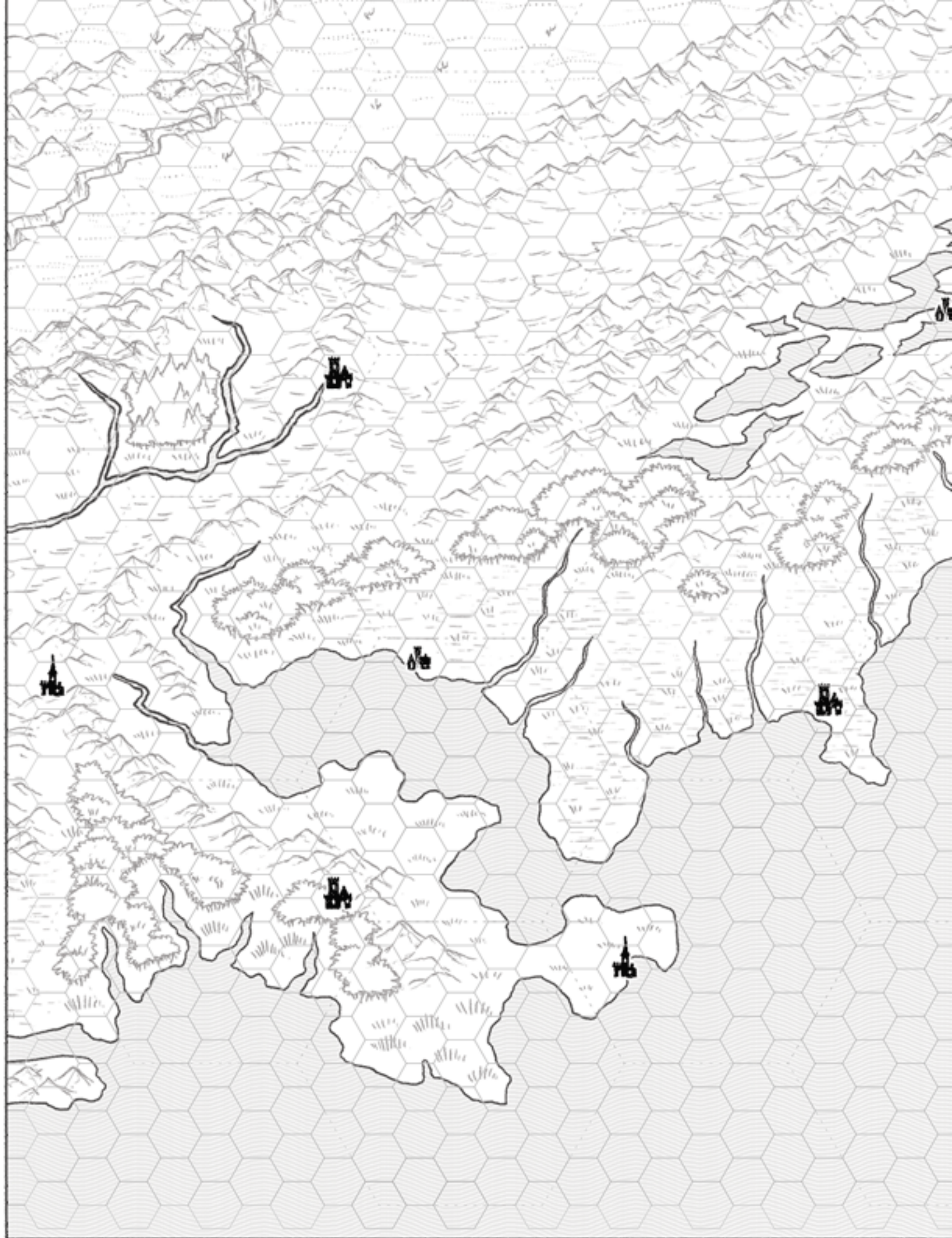
HORIZON





MARROGATE







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