

RAGING SWAN PRESS

PLACES OF POWER:
VISIONARY'S PERCH



5E



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

PLACES OF POWER: VISIONARY'S PERCH

Far from the nearest shore, an ancient tower rises from the cold sea. Visitors who brave storm-lashed and pirate-filled waters to reach this remote island can gain a glimpse into the future or answers to their questions...for a price. The ancient cyclops seeress who dwells here, still watched over by the elves who conquered her people, requires a tribute from the penitents seeking her visions. Such prices may be designed simply to help fill the tedium of centuries in her gilded cage, or may in fact be a piece of a plan to rebuild her ancient empire; in any regard, they are non-negotiable.

Designed for use with the 5th edition of the world's most popular roleplaying game.

CREDITS

Design: Jacob W. Michaels

Development: Creighton Broadhurst

Art: William McAusland, Justin Russell and Maciej Zagorski (The Forge Studios). Some artwork copyright William McAusland, used with permission.

Cartography: Maciej Zagorski (The Forge Studios)

This piece is dedicated to Gabe Brown. Thanks for the great games all those years ago; I wish we could have gotten a chance to play again just one more time.

©Raging Swan Press 2017.

The moral right of Jacob W. Michaels to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

CONTENTS

Visionary's Perch At a Glance	2
Notable Locations	4
Support Raging Swan Press	7
OGL V1.0A	7

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Places of Power: Visionary's Perch* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

To learn more about the Open Game License, visit
wizards.com/d20.



ragingswan.com
gatekeeper@ragingswan.com

VISIONARY'S PERCH AT A GLANCE

Ruler Eudonia

Population 20 (3 humans, 15 elves, 1 half-elf, 1 cyclops)

Alignments N, LN

Languages Common, Cyclops, Elven, Giant

Resources & Industry Oracular divinations

Far from the nearest shore, this ancient cyclopean tower houses one of the world's great seers. Watched over for centuries by the elves, the cyclops seeress lacks for nothing, but the centuries grow tiresome even in a cage as gilded as hers, and she chafes at its confinement. She welcomes visitors who share news of the outside world, though she demands a price if they wish to learn of their destiny.

LORE

A PC may know something about Visionary's Perch, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains everything revealed by a lesser check.

DC 10: Set on a remote rock in the Sapphire Sea, Visionary's Perch is home to a powerful seeress.

DC 15: The seeress is a cyclops, the last survivor of their ancient empire, she demands a price of those who come to learn the future.

DC 20: Elves watch over the island, though whether they serve the seeress or serve as her wardens is unclear.

NOTABLE FOLK

Most of the population are nothing more than ordinary individuals.

- **Appearance** The elves, lean and fit and with a military bearing, wear their dark hair tied back in utilitarian style.
- **Dress** Layers of well-made wool clothes keep residents warm; those working outside don an oilcloth outer layer.
- **Nomenclature** *male* Ahednill, Lahoal, Oleriut; *female* Danabah, Rosatildr, Talgaerel; *family* Erineri, Keroniy, Rehaneh.

Some of the inhabitants, however, are notable:

Chelindra 'Songbird' Seawright (location 5; NG female human bard 4) Chelindra is Eudonia's closest companion and entertainer.

Eltheirell Bararisi (location 2; LN male elf **knight**) Eltheirell commands the elven forces on the island

Eudonia (location 5; N female cyclops cleric 8) Eudonia is the visionary last scion of an ancient cyclops empire.

Lenalis Idihani (location 3; LN male elf **priest**) Lenalis is the keeper of the tower's vault of gifts

EVENTS

While the PCs are at Visionary's Perch, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A monstrous storm looms, turning the sky black as far as the eye can see. No ship can leave for several days.
2	Eudonia summons the PCs to tell of a vision she's had of them, which she shares without payment.
3	An elven holiday prompts a celebration, with a great feast, in Elvenhome. Even Eudonia attends.
4	An ostentatiously rich merchant, clearly shaken, asks the PCs to help avert the foretelling he's just received.
5	Three ships, with sails as black as night, are spotted on the horizon sailing directly toward the tower.
6	An item from Eudonia's vault is discovered on the PCs' boat as they prepare to depart.

WHISPERS & RUMOURS

While in Visionary's Perch, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6	RUMOUR
1*	Eudonia seeks items to allow her to restore the cyclopean empire, with herself as its empress.
2	"The elf-guard may be mostly for show these days, but that don't make them any less dangerous, you know."
3	"Lady" Peleny, captain of the <i>Spume Princess</i> , has an arrangement with the seeress (<i>true</i>), using visions to lead a campaign of piracy across the region (<i>false</i>).
4*	A sea dragon lurks near Visionary's Perch, demanding its own tribute of any ships that wish to approach.
5	Horrific storms lash the area, driving ships with unwary captains and crews onto the cliffs.
6*	"An elf-door connects to the elven kingdom. Some people say it's lost or broken, but I don't believe that."

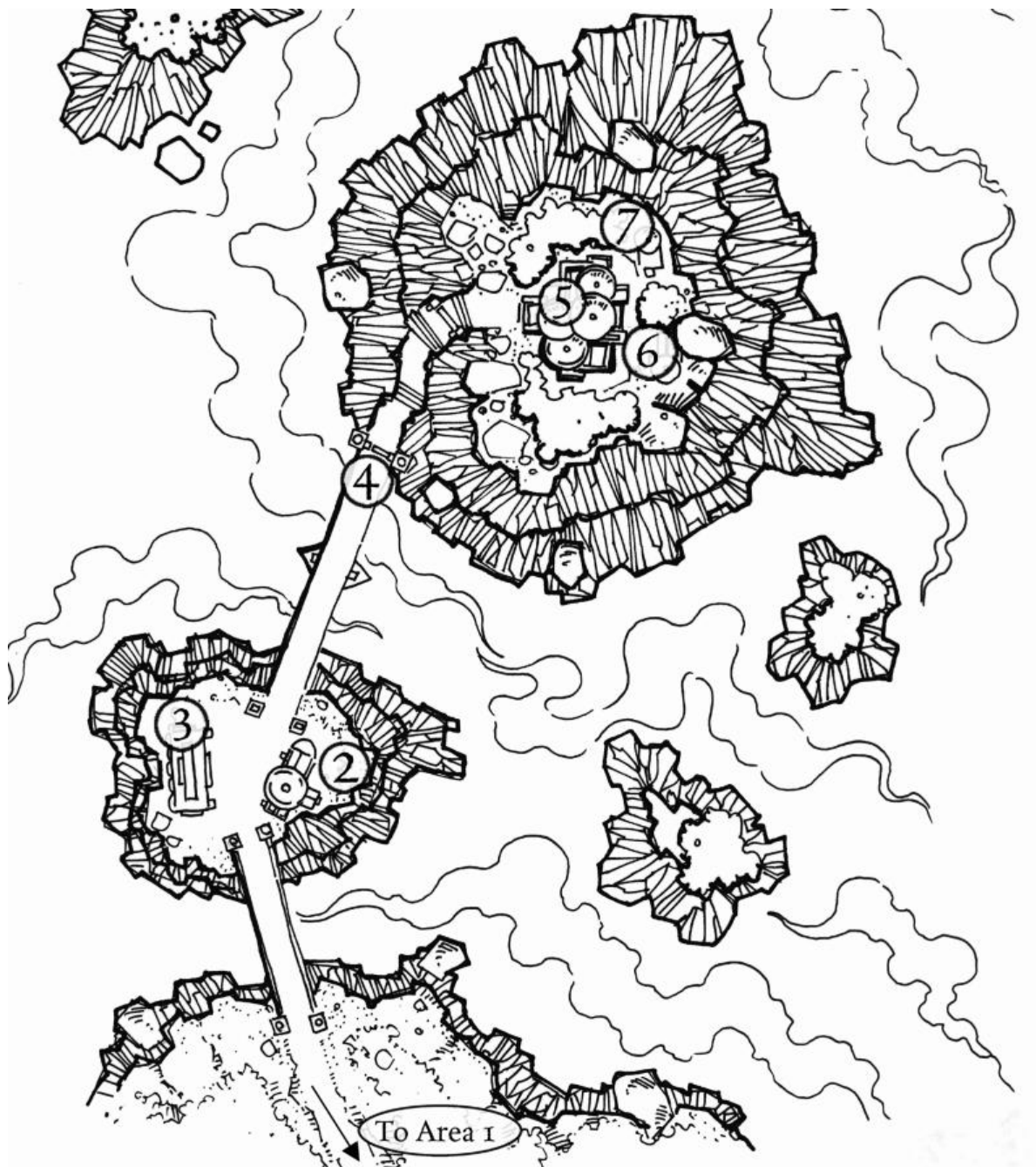
*False rumour



NOTABLE LOCATIONS

Most of Visionary's Perch comprises locations of little interest to adventurers. A few locations, however, are notable:

1. **The Beach:** The rocky beach on this nearby island provides a place for launches from anchored ships to land. It can accommodate up to three boats at a time.
2. **Elvenhome:** This stately stone building houses the elves of Visionary's Perch.
3. **The Working House:** This building houses the various industries needed by those who live on the island, from library and offices to smithy and woodshop.
4. **Gate:** This gate serves as a bottleneck the elves can use to seal the Seeress' Tower from any outside forces.
5. **The Seeress' Tower:** A massive structure, built to giant scale in the fashion of the ancient cyclops empire, houses the seeress.
6. **Greenhouse:** In this small building grows a supply of fresh fruit and vegetables.
7. **Watch Post:** This small watch post offers an expansive view of the back of the island.



NOTABLE LOCATIONS

1: THE BEACH

Nearly sheer rock cliffs surround the island beneath Visionary's Perch and its closest neighbours. Rock-strewn treacherous seas preventing any ships from getting too close. The only non-magical means of ascent is on a nearby island, which slopes down to a small, rocky beach suitable for a small landing party to come ashore.

2: ELVENHOME

Pulled by magic from the island's rock, this elegant manor bears the flowing lines and curves typical of elven architecture. It serves as the residence for the 15 elves at Visionary's Perch, as well as the three humans and a half-elf child, Parthenia (NG young female half-elf **commoner**). Inside, rich furnishings—from the carpeting on the floor to the artwork on the walls to the crystal chandeliers hanging from the ceiling—make it feel as if the building were in the centre of a wealthy metropolis, not on a remote island.

Other than cooking and basic sewing and other such tasks, little work is done in the house, which is a place for rest and relaxation. The one exception is a guard (LN male or female elf **guard**) who is stationed at all times in a cupola at the dome's height. Here panoramic views of the surrounding waters allow early warning of any approaching ships.

When not engaged in other duties, the commander of the elven guard, Eltheirell Bararisi (LN male elf **knight**) often spends his time here. The longest-serving elf on the island, he takes his duties almost too seriously, little trusting any visitors. Though he knows the long-ago pact between the seeress and the elves means he must allow access to Eudonia, he is constantly alert, not only for attempts to harm or abduct her but also for any efforts on her part to escape. He brusquely questions any visitors, caring little for how they may react.

DAILY LIFE AT VISIONARY'S PERCH

Most days at Visionary's Perch provide little new for the full-time residents, the day-to-day tasks broken only by the frequent storms and occasional visitors. During their downtime, residents attend to basic chores and drills, keeping up with the mundane work of running Visionary's Perch. When storms come, most of the residents gather in Elvenhome, passing time with food and music.

Visitors, typically spotted well before their arrival by lookouts perched in Elvenhome's cupola or the Watch Post, bring a different energy to the islands. The guards form up to keep a wary eye on the proceedings, while those who have no reason to interact with visitors retreat to Elvenhome.

3: THE WORKING HOUSE

This stone building, though finely built, is far more utilitarian than neighbouring Elvenhome. The original barracks of the elven guards stationed at Visionary's Perch during the war with the cyclops, the building now serves as a workspace for the various industries supporting the island's residents.

The lower level contains a smithy and woodshop where residents can make minor repairs to basic goods and maintain the guards' weapons. Upper levels contain areas for magical study and crafting, as well as an office holding records of any visions and foretellings known to the elves. The records also detail the contents of Eudonia's vault. These records and the vault itself are maintained by Lenalis Idihani (LN male elf **priest**), a young (for an elf) scholar who was brought to Visionary's Perch to be a calming counterpart to the commander of the elven guard. Instead, to everyone's surprise including his own, Lenalis found himself entranced by the wilder aspects of his new life. When "Lady" Peleny (CN female human **bandit captain**), captain of the pirate ship *The Spume Princess*, was stranded by a storm for several days at Visionary's Perch, he was irresistibly drawn to her. Their eventual union resulted in a daughter, Parthenia (NG young female half-elf), now eight, who brightens the spirits of all but the dourest of the elves. Parthenia has the run of the islands, and is as often found in the Seeress' Tower or the Working House as she is in her own room in Elvenhome. She is watched over by all on the island, who care for her as if she were their own. She often finds herself in the Watch Post, searching

IN YOUR CAMPAIGN

Visionary's Perch is intended to be placed in any remote stretch of sea, and should work particularly well in a nautical/pirate campaign. In a more land-bound campaign, Visionary's Perch can be moved with some adjustments to just off-shore, with the bridge to Area 1 instead leading to mainland cliffs in a remote area.

While Visionary's Perch serves an obvious purpose of giving PCs access to higher-level divinations and other sources of information, it can also serve well as a quest-giving location. Eudonia may demand specific payments that could lead PCs into exploration of remote locations to find cyclopean empire ruins that hold forgotten lore, or may offer a vision of some crisis that only the PCs can prevent. In addition, it can serve as a source for uncommon magic items—Eudonia could easily have foreseen the PCs' needs for some item and demanded it in payment from some previous visitor with the intent of trading for some item or service from the PCs.

for sign of a visit from her mother, who continues to regularly stop at the island. While some of the elves accept the pirate captain is there to maintain her role in her odd family, others fear she has her own reasons, possibly involving the vault or Eudonia's visions. Eltheirell even wonders if the seeress may be using the pirate as part of an effort to corrupt her elven captors (and thus watches both Lenalis and Parthenia with some suspicion). The seeress inevitably meets with Peleny for a time during each visit, but has never revealed the substance of their discussions.

4: THE GATE

This stone gateway, built to cyclopean scale, dates to the original tower's creation, though it's not clear if it was intended to keep intruders out or Eudonia in. Though almost always kept open these days, the gates are preserved by magic and remain in excellent condition, swinging closed with a command phrase known to all the elven guards.

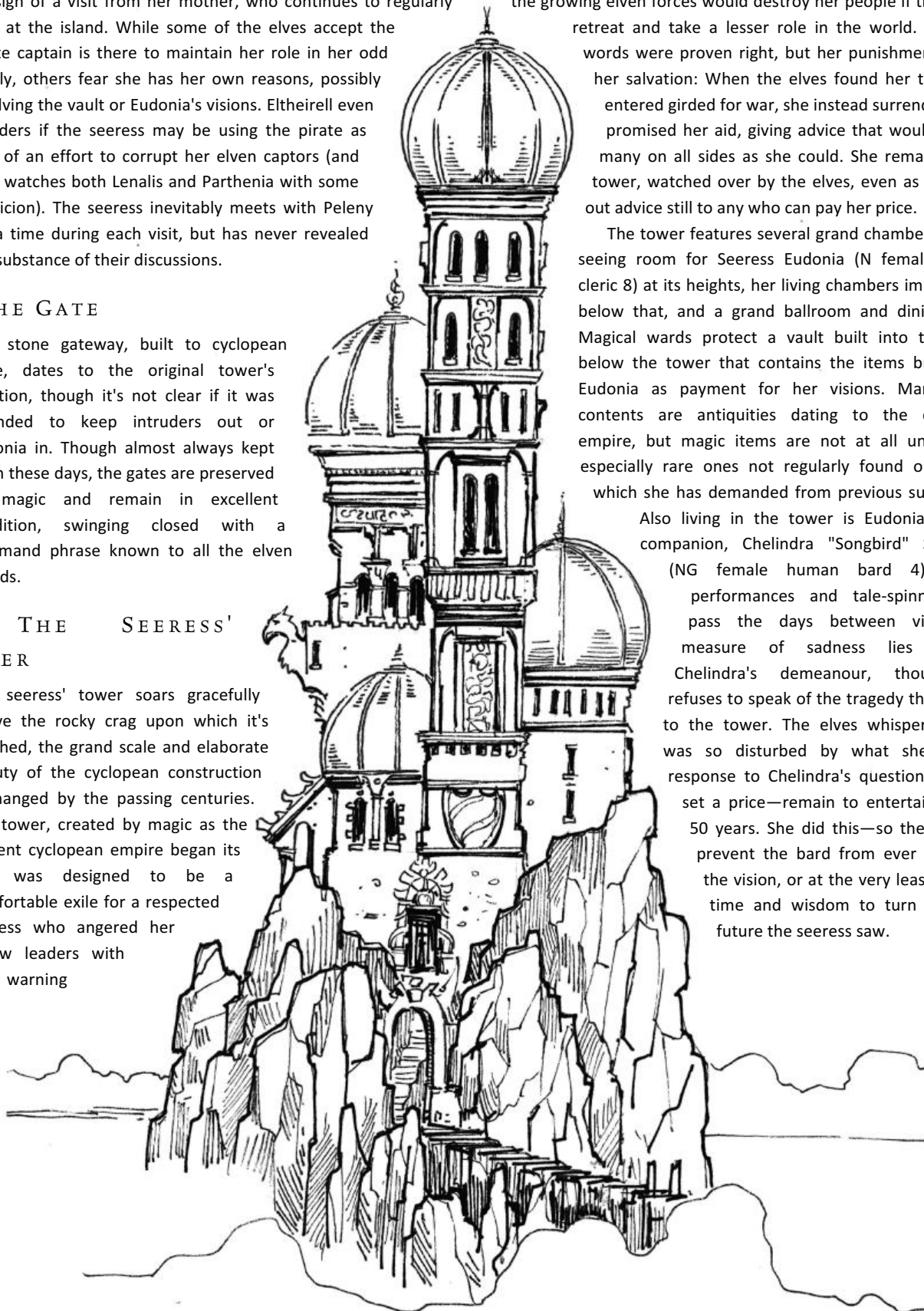
5: THE SEERESS' TOWER

The seeress' tower soars gracefully above the rocky crag upon which it's perched, the grand scale and elaborate beauty of the cyclopean construction unchanged by the passing centuries. The tower, created by magic as the ancient cyclopean empire began its fall, was designed to be a comfortable exile for a respected seeress who angered her fellow leaders with her warning that

the growing elven forces would destroy her people if they didn't retreat and take a lesser role in the world. Eudonia's words were proven right, but her punishment proved her salvation: When the elves found her tower and entered girded for war, she instead surrendered and promised her aid, giving advice that would save as many on all sides as she could. She remains in the tower, watched over by the elves, even as she doles out advice still to any who can pay her price.

The tower features several grand chambers, from a seeing room for Seeress Eudonia (N female cyclops cleric 8) at its heights, her living chambers immediately below that, and a grand ballroom and dining room. Magical wards protect a vault built into the island below the tower that contains the items brought to Eudonia as payment for her visions. Many of its contents are antiquities dating to the cyclopean empire, but magic items are not at all uncommon, especially rare ones not regularly found or crafted, which she has demanded from previous supplicants.

Also living in the tower is Eudonia's closest companion, Chelindra "Songbird" Seawright (NG female human bard 4), whose performances and tale-spinning help pass the days between visitors. A measure of sadness lies beneath Chelindra's demeanour, though she refuses to speak of the tragedy that led her to the tower. The elves whisper Eudonia was so disturbed by what she saw in response to Chelindra's question that she set a price—remain to entertain her for 50 years. She did this—so they say—to prevent the bard from ever acting on the vision, or at the very least give her time and wisdom to turn from the future the seeress saw.



6: GREENHOUSE

Though small compared to the other structures on Visionary's Perch, this outbuilding is nonetheless built to cyclopean scale. Wide glass windows allow sunlight to nourish rows of soil beds, where fruit and vegetables grow in a protected environment. A cunning hydration system funnels pure rainwater to the plants.

7: WATCH POST

This building, which like the greenhouse was built to giant scale, was intended to house servants when Eudonia was first exiled. It now serves as a watch post to the rear of the island, offering views of an area that would otherwise be blocked by the Seeress' Tower. Two elven guards keep watch from here at all times.

SEERESS EUDONIA

N female cyclops cleric 8

Appearance: A tall, slender cyclops, Eudonia wears a spotless white robe, its simplicity belied by the wide golden belt and other ornate jewellery accompanying it.

Distinguishing Features: A gold mesh veil hangs across Eudonia's single clouded eye from a bejewelled headband across her brow.

Personality: Despite her quiet and reserve, Eudonia fills any room she's in with her mere presence. She has absolute faith in her visions, a certainty that whatever she sees will come true, which can make her at times seem cold in her matter-of-factness. Despite that, she has little wish to inflict any pain or suffering and tries to guide supplicants in a way that protects the most people possible. She uses her own abilities to determine prices she should set for her foretellings, often demanding items to avert the worst possible outcomes she's foretold. Despite her general desire to avoid harm, she does tire of life on Visionary's Perch, and shapes her visions and prices to further a long plan to gain her freedom and some measure of greater power.

Mannerisms: Eudonia almost never looks directly at someone talking to her, preferring to train her clouded vision on any other strangers in the room. If questioned, she says this lets her hear the truth, as her visions have already let her see it.



Please consider joining our Patreon campaign.

Your support enables us to pay our freelancers a decent wage. In return, you get free books before they go on general release.

Learn more and sign up at patreon.com/ragingswanpress.

OGL V1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Places of Power: Visionary's Perch. ©Raging Swan Press 2017; Author: Jacob W. Michaels.



EVERYTHING

is better with

tentacles



ragingswan.com

