AN ORIGINAL CAMPAIGN FOR DUNGEONS & DRAGONS 5TH EDITION

The Shattered Star of Vaelthorne

“When the Star Crown broke, the sky forgot its promises. Four shards fell to four lands - and something hollow has begun to gather them.”



2-6 Players + GM
The GM can play too

Levels 1-10
12-18 sessions

Printable Edition
Books, sheets & cards

Race the Hollow Choir across four lands, recover the four Starshards, befriend the creatures who guard them, adopt a pet or two - and decide what the sky should be.

START HERE

Contents and How to Print This Book

This is the complete campaign in one printable file. Print the whole book once for the Game Master, then print extra copies of the pages your table needs that night.

Section	What it is	Print advice
Player's Primer & Session Zero	The whole game on one page, plus setup	One copy per player
Campaign Book	Prologue and Acts I-V, scene by scene	GM copy - contains secrets
Final Boss: Vaelgorath	Full stat block, 3 phases, 3 endings	GM copy
The Four Locations	Emberwood, Thaldris, Zephyra, Cindervault	GM copy
Bestiary & Friend-Book	Stats and a befriending path for every creature	GM copy
Pets & Companions	Six adoptable pets with care notes	Hand the page to the adopter
Ready-Made Heroes	Six Level 1 heroes, ready to play	One hero per player
Blank Character Sheet	Fill-in sheet for custom heroes	Print several
Card Vault	8 item, 4 spell, 6 quest + 2 side-quest, 4 creature cards	Print, cut on the dashed lines
GM's Table	Oracle, trackers, session log, random tables	GM copy, print trackers again as needed

What you need to play

- 2-6 players and one Game Master (who can also play - see the GM's Table page)
- One set of polyhedral dice per person if you can: d4, d6, d8, d10, d12, d20, d100
- A character sheet and pencil each, scrap paper, and tokens for a sketch map
- About 2-3 hours per session. Snacks strongly encouraged.

The quest in brief. A thousand years ago the Star Crown of Vaelthorne held the night sky together. When its dragon guardian, Vaelgorath, was hollowed out by the Void Between Stars, the Crown shattered into four Starshards. Now the shards are waking - and so is he.

The Whole Game on One Page

The one roll that matters

Almost everything in D&D is: roll a d20, add a number from your sheet, and try to meet or beat a target number (the DC) the GM sets. Easy is DC 10, medium DC 15, hard DC 20. A natural 20 is a critical success; a natural 1 is a critical fumble.

Your six abilities - Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma - give a modifier: score 10-11 = +0, rising or falling by 1 for every 2 points (14 = +2, 8 = -1). Advantage: roll two d20s and take the higher. Disadvantage: take the lower.

On your turn in a fight

- One action (attack, cast a spell, dash, help a friend, hide), movement up to your speed, and one bonus action if something gives you one.
- To hit: d20 + attack bonus vs. the creature's Armor Class (AC). Damage is rolled on the weapon or spell's own dice.
- Hit Points (HP) are your staying power. At 0 HP you fall unconscious and make death saving throws. A long rest restores everything.
- **The golden rule of this campaign:** you can always try to talk, feed, help, or befriend instead of fighting. The GM will tell you what roll it takes.

Session Zero - ten minutes before you begin

1. Choose who GMs, or which GM-plays option you are using (see GM's Table).
2. Everyone picks a ready-made hero or builds one on the blank sheet.
3. Agree the tone: hopeful adventure - wonder first, horror lightly, comedy welcome.
4. Agree table lines: no player-vs-player fighting, fade-to-black on romance, anyone can call “pause” at any time.
5. Each player answers: *“What did your character wish for when they saw a falling star as a child?”* Write it on the sheet - it matters in the finale.

Levels at a glance: Prologue 1 · Emberwood 2-3 · Thaldris 4-5 · Zephyra 6-7 · Cindervault 8-9 · Finale 10. Level up at the end of each Act.

Prologue and Act I

GMs: read one Act ahead, not the whole book. Each Act ends with a Starshard, a level-up, and a friend made for life.

Prologue - The Festival of Falling Stars (Level 1)

> *Millbrook does one thing perfectly: once a year, when the stars fall, the whole village stays up all night to wish on them. Tonight the lanterns are lit, the cider is hot, Bramble the treant sapling is wearing a ribbon - and the first star has just fallen up.*

Scene 1 - The Festival. Three mini-games (ring-toss DC 11 Dexterity, pie-judging DC 12 Wisdom, the Wishing Well dunk tank). Introduce Mayor Odessa Finn, Seren the Guide (if the GM is playing her), and the pet stall - where the party can first meet Cinder the ember fox kit.

Scene 2 - The Star That Fell Up. A “star” streaks upward, the sky cracks like a dropped plate, and three Hollow Wisps spill out. First fight - they are fragile and meant to teach combat.

Scene 3 - The Old Astronomer. Master Corin Vale explains the Star Crown, the four shards, and Vaelgorath. He gives the party the Starchart Map (Card Vault) - it glows toward the nearest shard - and his brass telescope. **Treasure:** 40 gp festival purse, Potion of Healing x2. Level up to 2.

Act I - The Emberwood Vale: The Shard of Roots (Levels 2-3)

Goal: The Shard of Roots grows in the heart of the Mother Tree - but the wood is burning from the inside, and its guardian, Old Mother Brambleheart, believes people lit the fire.

- **The Ashen Path** - track the real culprits, a Hollow Choir arson crew (Survival DC 13).
- **The Foxfire Trial** - follow Cinder's kin through the dark; the ember foxes test strangers with riddles of light.
- **Bramble's Tears** - meet Bramble, who can be befriended and becomes the party's guide.
- **The Heart Grove** - fight or out-talk Pyre-Captain Soss; put out the heart-fire with the crystal stream, a rain prayer, or Old Mother's trust.

Reward: Shard of Roots; each hero receives an Emberwood Charm.

Acts II and III

Act II - The Drowned Archive of Thaldris: The Shard of Tides (Levels 4-5)

Goal: The Shard of Tides sleeps in the flooded Index Vault of a sunken library-city, guarded by Nerissa, the Tide Serpent, who has not spoken to a surface-dweller in 300 years - because the last ones stole from her.

- **The Bell Buoy** - dive-bell descent; a reef of reading-lamps lit by jellyfish.
- **The Shelves That Bite** - Book Mites and a flooded, trapped corridor (Investigation DC 14).
- **The Serpent's Price** - Nerissa wants a story she has never heard. The party's Session Zero childhood wishes, told well (Performance DC 15, group check), move her to tears - and to alliance.
- **The Index Vault** - the Choir is already here in stolen dive-bells; underwater chase and the Diver-Captain.

Reward: Shard of Tides; Tideglass Lens; Cap of Water Breathing. Befriend Nerissa and she carries the party to the surface - and, in the finale, across the star-sea.

Act III - The Skybound Isles of Zephyra: The Shard of Winds (Levels 6-7)

Goal: The Shard of Winds is the prize of Zephyra's annual Grand Sky Regatta - and the Hollow Choir has entered a black-sailed airship and intends to win it, or steal it.

- **Arrival by griffon post** - meet Skye, a proud young griffon who can be befriended (respect, patience, and absolutely no sudden hugs).
- **Build, borrow, or "borrow" a race skiff** - crew roles for every player: pilot, sails, lookout, ballast-cheerleader.
- **The Regatta** - three legs of skill challenges against rival crews and sabotage.
- **The Storm of Knives** - mid-race, Vaelgorath's shadow crosses the sun; the final leg becomes a rescue, not a race.

Reward: Shard of Winds; a Zephyr Cloak for the party's chosen flyer; griffon friendship for life. The Isles award the shard to heroes, not just winners.

Act IV and the Finale

Act IV - The Cindervault Forge: The Shard of Embers (Levels 8-9)

Goal: The last shard is set as the "coal" in the Great Hearth of the dwarven forge-city - and without it their hearth, and city, go cold forever.

- **The Trial of Three Bells** - prove the party's worth: craft, endurance, and honesty. The third bell is rung by telling a shameful truth.
- **Pip adopts the party** - a lava salamander no bigger than a teapot reveals the Hearth is overheating. The shard is waking, and the city is in danger either way.
- **The Saboteur** - a Choir agent inside the clans; a mystery of shift-ledgers and slag.
- **The Great Choice** - help the clans build the Second Hearth (a full session of glorious crafting chaos) so the shard can leave and the city still lives.

Reward: Shard of Embers; each hero's weapon or focus is Starforged (+1, and it sheds starlight).

Act V - The Hollow Between: Vaelgorath (Level 10)

With all four shards, the Starchart Map opens a road of light to the Hollow Between - the throne of broken stars where Vaelgorath waits. Full boss detail is on the next page.

The friends return. This is the payoff of every befriending. Brambleheart's roots hold the road open; Nerissa carries the party across the star-sea; Skye and the griffons fly the flanks; the Forge clans arrive with the Second Hearth as a siege-light.

> A party that fought everything can still win - but a party that made friends wins bigger, and unlocks the true ending.

Running for different party sizes

Party	Adjustment
2 players	Add Seren and a pet; halve Hollow Wisp groups; use the scaled boss block.
3-4 players	As written.
5-6 players	Add +2 minions per fight and +1 Regatta rival crew; Hope Track 8 boxes in the finale.

FINAL BOSS - CR 16

Vaelgorath, the Hollow Star Dragon

Once the guardian of the Star Crown and the kindest dragon of the old sky, Vaelgorath held a dying star in his chest to keep it from falling. The Void whispered through the crack for a thousand years: *why carry them? Set it down. Be empty. Be free.* He is not evil. He is hollow - and that is worse, and it is also the party's hope.

AC 20 · HP 340 · Speed 40 ft, fly 80 ft
STR 27 (+8) DEX 14 (+2) CON 25 (+7) INT 18 (+4) WIS 17 (+3) CHA 21 (+5)
Saves: Dex +8, Con +13, Wis +9, Cha +11 · Legendary Resistance (3/day)
Constellation Claws. +14, 2d10+8 slashing + 1d10 radiant.
Void-Star Breath (recharge 5-6). 60 ft cone, DC 19 Con save, 10d6 necrotic + 5d6 radiant, half on a save.
Frightful Emptiness. DC 18 Wis save or frightened 1 minute.
Legendary Actions (3/round): Summon Hollow Wisps (2, costs 2) · Gravity Reversal (costs 2) · Wing Storm · Speak a Doubt (DC 17 Wis).

The fight - three phases

Phase 1 - The Hollow King (100-66% HP). Fights as a dragon: breath, wing storms, constellation claws. He taunts with the party's own doubts.

Phase 2 - The Shattered Crown (66-33%). Each round, one shard can be raised (action, no roll) to strip one of his powers and open a glowing crack in his chest.

Phase 3 - The Star in the Dark (33-0%). The dying star he once carried is still alive in there, tiny and guttering. Any hero can spend their action on Persuasion, Insight, or a personal-truth moment (their Session Zero wish) at DC 16 to fill the **Hope Track (6 boxes)**. Every box filled removes one Legendary Resistance.

☐☐☐☐☐☐ Hope Track - tick one box per successful reach.

The three endings

- **The Dawn Ending** (Hope fills first): the shards return as a constellation of friends. Vaelgorath takes up his guardianship again; the party become Crown-Bearers. Every befriended ally appears in the sky as a named star.
- **The Crown Ending** (he falls in battle): the party reforges the Crown and must choose its bearer. Safe, but bittersweet.
- **The Hollow Ending** (the party flees or falls): not a failure - play continues as a Level 11+ “Relighting” arc (see GM's Table).

Scaling: 2-3 players - HP 240, breath 7d6+4d6, Hope Track 4. 5-6 players - HP 420, one extra legendary action per round.

THE FOUR LOCATIONS - I & II

Emberwood Vale and Thaldris



I. The Emberwood Vale - Shard of Roots (Levels 2-3)

A forest so old its trees remember being seeds in a different world. Its leaves smoulder gently gold all autumn - the “emberfall” - and its crystal stream puts out every fire except the one now burning in its heart.

Areas: 1. The Ashen Path · 2. Foxfire Hollow · 3. The Weeping Grove · 4. The Crystal Stream · 5. The Heart Grove and Mother Tree

To deal with: Pyre-Captain Soss and his arson crew; thornback boars panicked by smoke; a fire that feeds on blame. **To befriend:** Old Mother Brambleheart, Bramble, and the ember fox clan. **Pet:** Cinder.



II. The Drowned Archive of Thaldris - Shard of Tides (Levels 4-5)

A library-city that sank politely, all in one night, a thousand years ago - and simply kept lending. Its lamps are jellyfish, its librarians are ghosts who shush the fish, and every book is waterproof.

Areas: 1. The Bell Buoy and Dive Bells · 2. The Reading Reef · 3. The Shelves That Bite · 4. Nerissa's Nave · 5. The Index Vault

To deal with: Book Mites; the Choir's dive-bell crew; one extremely territorial octopus librarian. **To befriend:** Nerissa, and the ghost librarians (return a book 842 years overdue - the fine is waived for heroes). **Pet:** Bubbles.

THE FOUR LOCATIONS - III & IV

Zephyra and the Cindervault



III. The Skybound Isles of Zephyra - Shard of Winds (Levels 6-7)

Nine islands that declined to fall. Zephyrans measure wealth in kites, race everything that flies, and hold the Grand Sky Regatta - and the shard is its trophy.

Areas: 1. Griffon Post and Rookery · 2. The Skyport Bazaar · 3. The Skiff-Yards · 4. The Regatta Course · 5. The Trophy Spire

To deal with: Rival crews (friendly, ruthless); Choir saboteurs aboard *The Quiet*; weather with opinions. **To befriend:** Skye, and Regatta-Marshal Commodore Aveline Rho. **Pet:** Lumen.



IV. The Cindervault Forge - Shard of Embers (Levels 8-9)

A dwarven city inside a volcano the clans insist is “mostly asleep.” Its Great Hearth has burned for a thousand years on the Shard of Embers - which is precisely the problem, for everyone.

Areas: 1. Trial of Three Bells · 2. Clan Halls (Ember, Slag, Bell) · 3. The Ledger Office · 4. The Great Hearth · 5. The Second Hearth Site

To deal with: The hidden Choir saboteur; clan politics; a waking Hearth. **To befriend:** The three clans, and Forge-Mother Yrsa of the Bell Clan. **Pets:** Pip and Click.

The Fifth Place - The Hollow Between (finale only). A throne-room of broken star-islands in purple dark, reached only with all four shards. Gravity is negotiable, the stars are within arm's reach, and every friend the party made can reach them here.

Creatures to Fight - or Befriend

Every creature has two entries in one: how it fights, and how to never have to. Tick **Befriended** when your party wins a friend - allies return in the finale. Befriending is always a real option, never a trick.

Bramble, Treant Sapling - Emberwood (Befriendable)

Four feet tall, all knees and leaf-hair, carrying a watering can bigger than he is. Old Mother's youngest and the Vale's self-appointed "Official Guide (Real)."

AC 13 · HP 27 · Speed 25 ft · STR +2 DEX -1 CON +2 INT +0 WIS +2 CHA +1
Bough Slam. +4, 1d8+2 bludgeoning. **Root Snare (1/day).** DC 12 Str save or restrained 1 minute.
Photosynthesise. Regains 3 HP/turn in sunlight.

Befriend: He is lonely, not hostile. Water his roots, answer three questions honestly, let him guide you (Animal Handling or Persuasion DC 11). ☐ Befriended

Old Mother Brambleheart, Ancient Treant (Guardian)

Older than the village, the road, and the idea of roads. Her heartwood holds the Shard of Roots. She is not a boss fight - she is a conversation fight.

AC 16 · HP 138 · Speed 30 ft · STR +6 DEX -1 CON +5 INT +1 WIS +3 CHA +1
Slam. +10, 3d6+6. **Animate Trees (1/day).** While the heart-fire burns she is frightened and reckless; once it is out, she will not fight at all.

Befriend: Bring proof the Choir set the fire (their star-iron brand), put out the heart-fire, and let Bramble speak for you (advantage on Persuasion DC 16). Reward: the Shard, freely given. ☐ Befriended

Nerissa, the Tide Serpent - Thaldris (Guardian)

Sixty feet of silver-blue grace, librarian emeritus of a drowned city. She has read everything in Thaldris twice. She is bored - and boredom is the party's way in.

AC 15 · HP 110 · Speed swim 50 ft · STR +4 DEX +3 CON +3 INT +3 WIS +2 CHA +4
Bite. +7, 2d8+4. **Constrict.** DC 15 Str or grappled + 2d6. **Tidal Voice.** Can grant water breathing to those she likes.

Befriend: Tell her a story she has never heard - the best source is the party's Session Zero wishes. Group Performance DC 15; each true, personal detail grants +2. ☐ Befriended

More Creatures and the Hollow Choir

Skye, Young Griffon of the Post - Zephyra, CR 3 (Befriendable)

Eagle-headed, lion-bodied, entirely convinced she is the fastest thing in the sky (she is third fastest, and it drives her mad). Carries Zephyra's mail and its gossip with equal speed.

AC 12 · HP 59 · Speed 30 ft, fly 80 ft · STR +4 DEX +2 CON +3 INT -4 WIS +1 CHA -1
Beak. +6, 1d8+4. **Claws.** +6, 2d6+4. **Keen Sight.** Advantage on sight Perception.

Befriend: Three days of respect - feed her skylark pasties by hand, never approach from her blind side, challenge her to a race you gracefully almost-win (Animal Handling DC 14). She will carry one rider in the Regatta. ☐ Befriended

Hollow Wisps - Anywhere the sky cracks, CR 1/2 (Hostile)

AC 13 · HP 10 · Speed fly 40 ft
Void Touch. +4, 1d6+2 necrotic. **Whisper.** DC 11 Wis save or frightened until end of next turn.

Shards of un-star, whispering in the voice of whoever listens. They cannot be befriended - but they can be put to rest: speak a kind truth aloud (Persuasion DC 12) to dissolve one without damage.

Book Mites and Dewey, the Octopus Librarian - Thaldris, CR 2

Book Mite: AC 12 · HP 13 · Bite +4, 1d6+2 - swarms of 4-6 among the shelves.
Dewey: AC 13 · HP 45 - eight grapples at once, DC 13 to escape. Not hostile, merely extremely committed to silence.

Return the overdue book and Dewey becomes an ally who can find any book in Thaldris in 1d10 minutes. ☐ Dewey befriended

The Hollow Choir - Captains, CR 3-6 (Hostile - or Turnable)

AC 15 · HP 65
Star-Iron Blade. +6, 1d10+3 + 1d6 necrotic. **Void Step.** Teleport 30 ft, 3/day.

Pyre-Captain Soss (Emberwood), the Diver-Captain (Thaldris), Captain Null of *The Quiet* (Zephyra), and the Saboteur (Cindervault). Each hides one secret sorrow: discover it (Insight DC 14) and a captain can be turned. A turned captain knows the road to the Hollow Between. ☐ A captain turned

Also at the table: Thornback Boar (AC 12, HP 18, Gore +5, 1d8+3) - feed it and pass Animal Handling DC 12 and it will charge *for* you, once. Vaelgorath's full block is on page 7.

PETS & COMPANIONS

Six Pets to Adopt Along the Way

Pets are found in the story - never bought. A pet is run by its player, is never the GM's first target, and if one would fall to 0 HP it is instead knocked out and needs a kind word and a short rest. One pet per hero. Bramble, Skye, and the guardians are allies, not pets, and do not count against that limit.

Cinder - Ember Fox Kit Prologue / Emberwood
AC 13 · HP 9 · Speed 35 ft
Foxfire. Sheds warm light (20 ft) in any colour. **Ember Nose.** Advantage tracking by scent; sneezes sparks near Starshards or Wisps (60 ft). **Bite** +4, 1d4+2, defence only.
Care: eats toasted anything; sleeps in hoods; collects one shiny thing per location. *Adoption:* foxes choose, people accept.

Bubbles - Pocket Gelatinous Cube Thaldris
AC 10 · HP 12 · Speed 15 ft
Houseproud. Digests dust and crumbs; camp is always tidy. **Cushion (1/day).** Absorbs a fall - no falling damage. **Transparent.** DC 14 Perception to notice when still.
Care: never feed metal you want back. One wobble yes, two no. *Adoption:* feed a crumb in the Reading Reef.

Lumen - Star Moth Zephyra
AC 12 · HP 5 · Fly 30 ft
True North. Always tugs toward the nearest Starshard - a living compass. **Stardust (1/long rest).** Shake gently over a creature: *bless* for 1 minute.
Care: sleeps in the Starchart Map; must be told one true thing each night. *Adoption:* lands on the kindest wish.

Pip - Lava Salamander Cindervault
AC 12 · HP 14 · Speed 25 ft, swim (lava)
Living Hearth. Immune to fire; her person resists cold while Pip rides in their pack. **Forge-Sense.** Advantage to find secret doors in stone or metal.
Care: eats coal like crisps; adores bells.
Adoption: Pip adopts the party. Arguing is pointless.

Click - Clockwork Beetle Cindervault
AC 14 · HP 8 · Speed 25 ft, climb 25 ft
Perfect Ledger. Repeats any conversation, number, or name the party has heard. **Lockwhisper.** Advantage on one Thieves' Tools check per day.
Care: wind each morning or he naps. *Adoption:* solve the Ledger mystery fairly; Click requests a transfer, in triplicate.

Nugget - Owlbear Cub Emberwood - optional, chaos
AC 12 · HP 16 · Speed 30 ft
Featherduster. Hugs end most arguments and all stealth (disadvantage Stealth, advantage Intimidation). **Keen Smell.** Finds any food within 300 ft.
Care: Nugget's mother (CR 7) arrives in Act III to inspect - a roleplay scene if Nugget is thriving.

Companion rules: Pets act on their hero's turn, use the hero's proficiency bonus where a number is missing, and level quietly alongside the party (+2 HP per level, +1 to their main trick's DC every 3 levels).

Pick a Hero and Play (Level 1)

For a 2-player game, add Seren and a pet. The Campaign Book notes when the party levels up.

PALADIN

Kaelen Dawnshield

Human, he/him. Oath of the Stars. Wished “to be worth the armour.”

STR 16 +3 · DEX 10 +0 · CON 14 +2 · INT 8 -1 · WIS 12 +1 · CHA 15 +2
HP 12 · AC 18 (chain mail + shield) · Longsword +5, 1d8+3 · Lay on Hands 5 HP/day · Divine Sense
Skills: Athletics, Persuasion, Insight. Gear: tin star holy symbol, explorer's pack.

RANGER

Willow Emberleaf

Wood Elf, she/her. Emberwood-born. Wished “to come home when it matters.” It matters.

STR 12 +1 · DEX 17 +3 · CON 13 +1 · INT 11 +0 · WIS 15 +2 · CHA 9 -1
HP 11 · AC 14 · Longbow +5, 1d8+3 · Shortsword +5, 1d6+3 · Favoured Enemy: star-iron constructs
Skills: Survival, Perception, Nature, Stealth. Natural first pick to adopt Cinder.

CLERIC

Bram Stonehammer

Mountain Dwarf, he/him. Life Domain. A bell-ringer's apprentice who wished “for a story Yrsa can't top.”

STR 14 +2 · DEX 8 -1 · CON 16 +3 · INT 10 +0 · WIS 16 +3 · CHA 11 +0
HP 11 · AC 16 · Warhammer +4, 1d8+2 · Spell DC 13: Cure Wounds, Bless, Guiding Bolt, Sacred Flame
Skills: Medicine, Religion, History.

WARLOCK

Zara Nightveil

Tiefling, she/her. The Hollow Pact. Heard the Void whisper first - and answered with questions. Wished “to never be fooled.”

STR 8 -1 · DEX 14 +2 · CON 13 +1 · INT 12 +1 · WIS 11 +0 · CHA 17 +3
HP 9 · AC 13 · Eldritch Blast +5, 1d10 · Spell DC 13: Hex, Charm Person
Skills: Deception, Insight, Arcana. The party's early warning for Vaelgorath.

Two More Heroes - Including the GM's

ROGUE

Finnick “Finn” Underbough

Halfling, he/him. Future Arcane Trickster. Festival pie-champion, three years running. Wished “for second helpings of everything, forever.” Deeper than it sounds.

STR 9 -1 · DEX 17 +3 · CON 12 +1 · INT 14 +2 · WIS 11 +0 · CHA 13 +1
HP 9 · AC 14 · Rapier +5, 1d8+3 (+1d6 Sneak Attack) · Shortbow +5 · Thieves' Tools
Skills: Stealth, Sleight of Hand, Investigation, Acrobatics. Natural first pick to adopt Click.

BARD - THE GM'S HERO

Seren, the Guide

Half-Elf, she/her. Corin Vale's grand-niece and Millbrook's road-guide. If the GM plays a character, it is Seren: she knows every road and none of the secrets. Wished “that nobody travels alone.”

STR 10 +0 · DEX 15 +2 · CON 12 +1 · INT 13 +1 · WIS 11 +0 · CHA 16 +3
HP 9 · AC 13 · Rapier +4, 1d8+2 · Bardic Inspiration (d6, 3/day) · Spell DC 13: Healing Word, Faerie Fire, Vicious Mockery, Starfall Bolt (from level 3)
Skills: Performance, Persuasion, History.

GMPC golden rules (if the GM plays Seren): Seren never has the answer to a puzzle or secret, never out-votes the party, spends her Inspiration on others first, and her player-GM rolls all her checks in the open.

Level-up checklist

After	Level	Do this
Prologue	2	Roll or take average for new HP; note new class features.
Act I	3	Choose subclasses where your class asks; Seren learns Starfall Bolt.
Act II	5	Proficiency bonus rises at 5th; extra attacks arrive for martial classes.
Act III	7	Pets gain +6 HP total by now; check pet trick DCs (+1 per 3 levels).
Act IV	9	Proficiency bonus rises at 9th; Starforged gear applies.
Finale	10	Full strength for Vaelgorath. Bring every friend you made.

CHARACTER SHEETS - PRINT AND FILL IN

Blank Character Sheet

Character Name	Player Name

Class & Level	Ancestry / Species	Background & Alignment

Ability	Score	Modifier	Save	Skills to note
Strength				Athletics
Dexterity				Acrobatics, Sleight of Hand, Stealth
Constitution				-
Intelligence				Arcana, History, Investigation, Nature, Religion
Wisdom				Animal Handling, Insight, Medicine, Perception, Survival
Charisma				Deception, Intimidation, Performance, Persuasion

Max HP / Current HP	Armor Class / Speed	Proficiency Bonus

Attacks and spells

Equipment and treasure

Features and traits

My childhood star-wish (Session Zero):

Pet / companion notes	Friends made (they return in the finale)

Death saves - Success: ☐ ☐ ☐ Failure: ☐ ☐ ☐

Magic Item Cards (8)

Print this page and cut along the dashed lines. Hand a card to the player who earns the item.

ITEM - WONDROUS - PROLOGUE

The Starchart Map

A map of a sky that no longer exists. Unrolled under starlight, it glows toward the nearest Starshard and shows one true road per day - never the safe one, always the right one. Cannot be lost; if left behind, it is in your pack in the morning. It has opinions.

ITEM - CHARM - ACT I

Emberwood Charm

A leaf that never finishes falling. While worn: resistance to fire damage from natural flame, and plants lean out of your way (foliage difficult terrain does not slow you). Gift of Old Mother Brambleheart to each hero.

ITEM - WONDROUS - ACT II

Tideglass Lens

A lens of frozen seawater. Underwater it reveals writing, footprints and lies - advantage on Investigation in Thaldris and on Insight against anyone who has lied to you today. Attunement: yes.

ITEM - ARMOUR - ACT III

Zephyr Cloak

Woven from regatta pennants. You fall at 60 ft per round and take no falling damage; once per day, cast *gust of wind*. It flaps dramatically even indoors.

ITEM - WEAPON - ACT IV

Starforged (Upgrade)

Your weapon or spell focus, reforged in the Great Hearth: +1 to attack and damage (or +1 spell DC), sheds starlight (15 ft), and hums near Hollow things. One beloved item per hero.

ITEM - CONSUMABLE

Potion of Starlight

Drink: regain 2d4+2 HP and glow for 1 hour (Hollow creatures have disadvantage to hide from you). Tastes of blackberries and distant thunder. Found x2 in the Prologue, x1 per Act.

ITEM - WONDROUS - ACT II

Cap of Water Breathing

Breathe underwater, look faintly ridiculous. Thaldris standard-issue for visiting scholars. Borrowed from the Archive; Dewey expects it back (eventually).

ITEM - FINALE

The Crown, Reimagined

Not worn - shared. In the Dawn Ending, each hero carries one star of the new constellation: once per campaign, call on Vaelgorath for one true miracle of protection. Earned only in the Dawn Ending. Worth it.

Spell Cards (4) and Quest Cards

SPELL - 1ST - EVOCATION

Starfall Bolt

Ranged spell attack, 120 ft: 2d8 radiant and the target glitters (next attack against it has advantage). +1d8 per slot above 1st. Learned at level 3. Wizard, Warlock, Bard.

SPELL - 2ND - ABJURATION

Constellation Ward

Touch: a creature gains 10 temporary HP in star-lines; Hollow creatures have disadvantage attacking it while the ward lasts (concentration, 10 min). Taught by Nerissa. Cleric, Paladin, Bard.

SPELL - 3RD - TRANSMUTATION

Road of Light

Create a bridge or stair of solid starlight up to 60 ft across any gap - between star-islands, out of a volcano, across a storm (1 min, concentration). Wizard, Sorcerer, Druid.

SPELL - 4TH - ENCHANTMENT

Speak the Wish Aloud

Name one creature's true, spoken wish. They gain advantage on all saves for 1 hour, and you learn whether the Void has lied to them. In the finale, fills 1 Hope box automatically. Bard, Cleric, Warlock.

Quest cards - hand one to the party at each Act

QUEST - PROLOGUE

The Star That Fell Up

Survive the Festival. Speak with Corin Vale. Take the Starchart Map. **Reward:** 40 gp, Potions x2, Level 2.

QUEST - ACT I

Put Out the Heart-Fire

Find who truly lit it, end it, earn Brambleheart's trust. **Reward:** Shard of Roots, Emberwood Charms.

QUEST - ACT II

A Story She Has Never Heard

Win Nerissa with the one treasure her library lacks - yours. **Reward:** Shard of Tides, Tideglass Lens.

QUEST - ACT III

Win the Sky, Save the Sky

Race the Regatta against *The Quiet* - and be heroes first. **Reward:** Shard of Winds, Zephyr Cloak.

QUEST - ACT IV

Build the Second Hearth

Give the Forge a future so its heart can leave with you. **Reward:** Shard of Embers, Starforged gear.

QUEST - ACT V

Fill the Hollow

Face Vaelgorath. Fight him, reach him, or both - but decide what the sky will be. **Reward:** The Dawn, the Crown, or the Relighting.

Creature Cards and Side Quests

CREATURE CARD

Hollow Wisp

AC 13 · HP 10 · Void Touch +4 (1d6+2 necrotic) · Whisper DC 11 Wis. **Kindness:** a true, kind sentence (Persuasion DC 12) puts one to rest.

CREATURE CARD

Thornback Boar

AC 12 · HP 18 · Gore +5 (1d8+3). Charges when frightened - which, near a fire, is always. **Kindness:** food + Animal Handling DC 12; it will then charge for you, once.

CREATURE CARD

Book Mite

AC 12 · HP 13 · Bite +4 (1d6+2). Swarms of 4-6 among the shelves. **Kindness:** feed it a blank book and it will guide you instead.

CREATURE CARD

Choir Captain

AC 15 · HP 65 · Star-Iron Blade +6 (1d10+3 + 1d6 necrotic) · Void Step 3/day. **Kindness:** learn their sorrow (Insight DC 14) and offer the way back.

SIDE QUEST - ANY ACT

One Shiny Thing

Cinder has collected something important and will trade it for something shinier. It is always plot-relevant. The GM is as surprised as you are. **Reward:** Plot. So much plot.

SIDE QUEST - FINALE PREP

Call Your Friends

Before the road opens, send word: Brambleheart, Nerissa, Skye, the Clans, Dewey, any turned Captain. Everyone you call, comes. **Reward:** The finale you earned.

Friends tracker - tick them off as you go

☐ Bramble ☐ Old Mother Brambleheart ☐ Ember fox clan ☐ Nerissa ☐ Dewey ☐ Skye ☐ Commodore Rho ☐ The Forge Clans ☐ A turned Captain

☐ Shard of Roots ☐ Shard of Tides ☐ Shard of Winds ☐ Shard of Embers

When the GM Wants to Play Too

Three supported ways - pick one at Session Zero

1. Play Seren, the Guide. Run Seren (page 14) as your own hero. She knows the roads but not the secrets - she never solves puzzles, never makes the party's decisions, and speaks last in any debate.

2. Rotating GM. Each Act has a different GM. Read only the Act you are running. The outgoing GM's character is played by the group until they return.

3. Oracle Play (no GM). Everyone plays. Ask a yes/no question aloud, pick how likely it feels, roll a d20: **Likely** - yes on 6+; **50/50** - yes on 11+; **Unlikely** - yes on 16+. On a natural 20 or 1, add "...and something unexpected" - roll on the table below. The group's most honest player reads the next scene aloud. Works best with 2-3 players.

Random table - What falls from the sky? (d6)

d6	Result
1	A single warm snowflake, in midsummer. It does not melt for exactly one year.
2	A star-iron coin, stamped with a face nobody recognises - yet.
3	A feather from Skye, or something very like her. (It is hers. She denies it.)
4	A tiny Hollow Wisp, asleep. It can be carried, carefully, and woken with kindness.
5	A page from a Thaldris book, perfectly dry, about you. One sentence is wrong.
6	Nothing - but everyone hears, very faintly, a dragon humming an old lullaby.

If the Hollow Ending happens - "The Relighting" (Levels 11+). The constellation of allies itself becomes the map: each befriended people holds one fallen star in trust, and the party must carry a new kind of light - a song, a hearth, a story, a road - to each, one per arc, while the Hollow Choir races to snuff them. The Dawn Ending is still possible. It is, in fact, the point.

THE GM'S TABLE - PRINT AS NEEDED

Initiative Tracker and Session Log

Initiative and hit-point tracker

Name	Initiative	HP	Notes / conditions

Session log

Date	Act / session no.	Players present

What happened:

Friends made / turned:

Treasure and cards handed out:

Loose threads for next time:

"Radio may have been yesterday's technology, but the stories are eternal - and so, it turns out, are the stars."

The Shattered Star of Vaelthorne - an original campaign written for your table, for use with Dungeons & Dragons 5th Edition. Roll well, befriend often.