



STATFIELD

Adventure Location

A vast expanse harvested for resources

system-agnostic + 5e addon

STATFIELD

"A good adventure location is half the job done"
- someone on the internet.

TABLE OF CONTENTS

1

- 1.1 How to use
- 1.2 Credits

2 Summary

3 Short History

- 3.1 Stormstones
- 3.2 'Blood is the neglected cousin of the profit'
- 3.3 Nature versus civilization

4 Parts of Statfield

- 4.1 Stormstone Clusters
 - 4.1.1 Stormstone
- 4.2 Hazards
 - 4.2.1 Lightning field
 - 4.2.2 Lightstone
 - 4.2.3 Pulling Portal
 - 4.2.4 Angry Mishka - NPC / Familiar
- 4.3 Creatures

5 Antigrav Harvester

- 5.1.1 The "Mouth"
- 5.1.2 The "Belly"
- 5.1.3 ArcEngine room
- 5.1.4 Crew Quarters
- 5.1.5 Research and Purity
- 5.1.6 Command Room

HOW TO USE

These adventure locations are system agnostic and can fit into any setting and system you play.

Each comes with:

- **short history,**
- **descriptions,**
- **prompts,**
- **design notes and quest hooks**
- **parts**

that you can implement as a whole, or easily disassemble and modify for your convenience.

They are building blocks for your campaigns.

Some contain **D&D 5e addons** such as *monsters*, *items*, and *NPC stat blocks*.

May you have wonderful adventures!

CREDITS

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THE FLUFFY FOLIO

SUMMARY

A 100 square mile area of a high storm probability makes Statfield the most important piece of land.

Here, thousands of stormstones — high-energy, volatile crystals — sprout into existence, only to be collected by huge harvesters. After processing and stabilization, they are used as an energy source, powering the world.

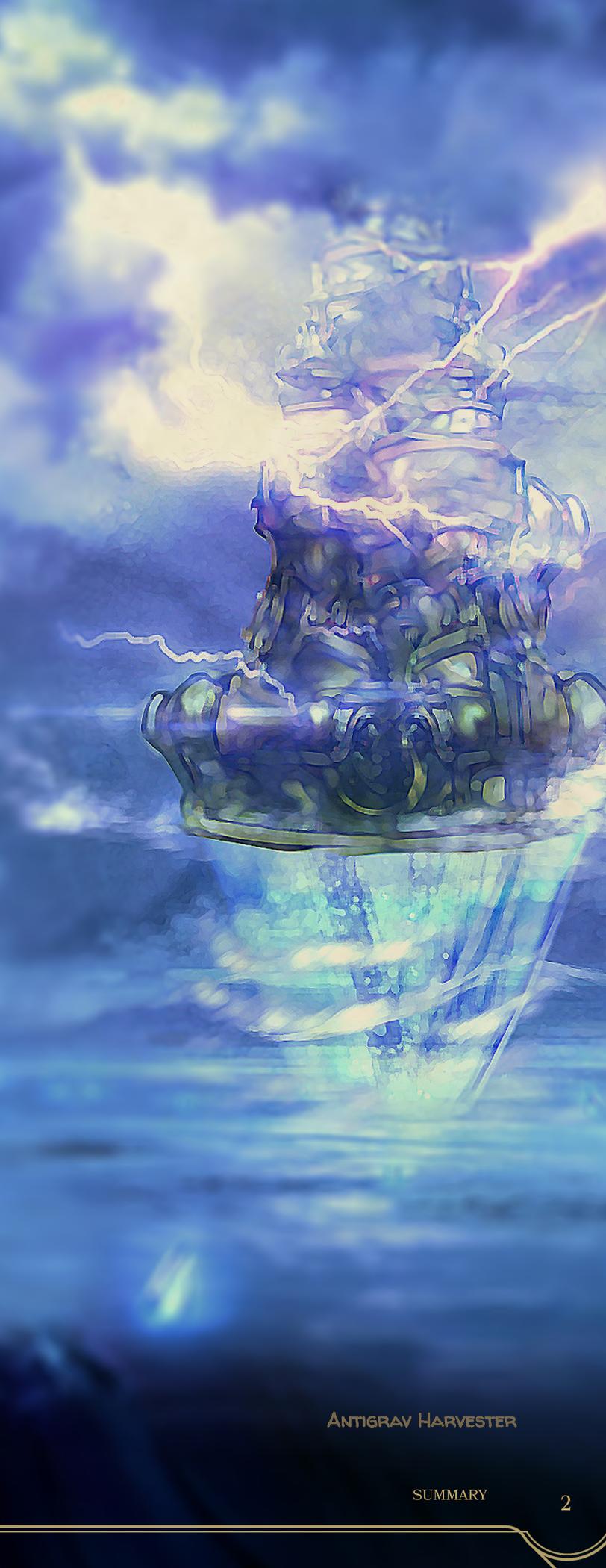
This gem caused many wars and political subterfuges. The caveat got deeper when people discovered Ella'ruams — peaceful fireflies made of the same invaluable gem. The caveat cracked when elves proclaimed these creatures sacred, threatening to wage war on anyone who hunts them.

Location Prompts: desolate tundra, gemmed field, harvesting machinery

Potential Inhabitants: automata, elementals, beasts, humanoids, drakes

A vast expanse of snow and rock spreads before you. It is desolate save the blue glowing crystals. In the distance, a humongous machine hovers 100 feet above the ground. A blue, shimmering beam emerges from its round belly plucking the gems like grapes.

It is harvesting the 'blue gold'.



ANTIGRAV HARVESTER

SHORT HISTORY

STORMSTONES

Stormstone, harraram, anrickjod — various nations call it differently but its value remains the same.

Born in the most ruthless storms, harrarams as elves call them, capture the lightning and thunder inside their jagged bodies. Highly volatile, these crystals are processed and stabilized until they are safe for usage. From golems and skyships to tools and weapons, this resource is the lifeblood of the world. It keeps tens of thousands employed with a healthy pay, it keeps the cold at bay. The world spins around the North Star, and the economy around stormstones.

'BLOOD IS THE NEGLECTED COUSIN OF THE PROFIT'

The first refined stormstones were used to power automatons, a deadly force of wood and metal that aided smallfolk in their war against giants. Five centuries of carnage later, the world transformed into a new order of peace and development. Stormstones were powdered, liquidized, purified and split. They became arcanist's dream component, cleric's holy healing focus, and smuggler's bright future.

Countless artifacts and enhancing substances sprouted from the 'blue gold' and overran the black market — so much so, that it had changed its color and name.

When demand surpassed the supply, new wars ignited now fueled by the greed of the very resource that once saved the land. Politicians and royalty sugared the words, but their lies landed on peoples' skin.

Villages and towns had been relocated and leveled if a stormstone cluster was discovered nearby. False accusations made way for false military operations that shattered many lives in their pursuit of enormous wealth.

And when that wealth was threatened by 'lunatic, moon-worshipping, longears' the world spiraled off into another 200 years of warmongering.

Over two centuries, elves waged two wars across the northern continent, halting production. Slowly, it had spread and engulfed the whole world, as the elf was defending an elf, all sworn to protect the holy creation of Ella'ruams — or as the rest named them, Elven Fireflies.

To merchants and opportunists, they were just another coin smelter, but to 'longears' they were manifestations of their deities. If not for them and xenthologists and arcanists who stood against corrupted leaders, greed would take its way.

Instead, after an enormous loss on both sides, the peace was finally brokered. Any creature marked with stormstone was protected by law.

NATURE VERSUS CIVILIZATION

'The mark of the storm' was Mother Nature's answer to increased exploitation, cleverly fusing stormstones with fauna. Dozens of species now guard gems with their lives: from mighty bisons [Harrasaems](#) and Giants, all the way to Elven Fireflies. Unfortunately, that hadn't stopped the illegal market in its tracks.

Contrary, by making breeding and artifact smuggling punishable by death, the government drove criminal organizations underground. It had lost its overseeing power and receipts it once had.

The promise of a high payout still draws in people of less financial status. A skilled breeder can situate several families, a corrupted Collector several generations. And somehow in times of war, as if they drink a Memory potion, officials forget about laws and arm their forces with illegal artifacts known as SIWs - stormstone-infused weaponry.

Fortunately, the wars do not sprout as often as before, and *mostly* enforced laws gave nature breathing room. Harrasaems herds increased in numbers and royalty opened dozens of Firefly national grounds. Many condemned it as a publicity stunt, but it gave nature room to replenish and flourish, to find its way.

**'NATURE IS AN UNSTOPPABLE FORCE,
THAT WE CAN AT BEST, ONLY HINDER FOR A
MOMENT'**

Quarra Falonette, Archmage of Xentology

PARTS OF STATFIELD

STORMSTONE CLUSTERS

Prompts: bursts of lightning, dangerous, pulsing, buzzing

The whiteness of the tundra is intersected with blue-glowing crystals. With each synchronized pulse, small pebbles are lifted into the air. Occasionally, a lightning burst escapes stormstones and fizzles out, usually unable to find a target. The air is brimmed with a static charge.

Over seven centuries, thousands of people lost lives to the clusters. Some were the unfortunate adventurers who stumbled upon these fields, overconfident in their abilities. Mainly they were **Collectors**, a specialized group of workers, with hefty pay and a deadly job: clear the clusters of debris and elementals, stabilize and prepare them for harvester pick up.

As a highly reactive gem, stormstone and its lightning bursts beg for a target to unleash the stored thunder. Wearing metal and arcane focus while approaching a cluster increases the chance of a surge. Casting a spell near it can either amplify the magic or cause a chain reaction of lightning explosions. There is a saying among Collectors:

“When approaching the cluster, hold your breath and beg for the wind to do the same.”

Clusters form when the lightning hits metal-rich soil. And the myth that ‘lightning never hits the same place twice’ is wrong. Clusters serve as beacons for the storms, causing many problems when a wild one forms near a town.

Each cluster holds between 3 and 20 stormstones of various sizes and purity. The distance between stones in a cluster also varies, and to this day Collectors still debate: is it better for them to be close, but risk a higher discharge, or to be spread, but then deal with a wider hazardous area?

The most unwanted of all is a supercluster: a single, humongous stormstone, with tremendous power which pulls other smaller stones. They stick to it, forming a stacked ticking bomb that is often unharvestable and needs to be let loose in controlled circumstances.

Although Statfield is a location famous for stormstones, it isn't the only one. These crystals can be also found in deep caves, placed there eons ago when Gods walked the land. We can stumble upon them on top of the mountains, in crevices, on coral reefs, and on islands in stormy seas.

Design notes: Valuable yet dangerous and hard-to-get resource has a lot of gameplay potential. What is that in your world? What makes it unique and different? Were wars waged because of it and why didn't they?



A FISHERMAN PULLED BY THE CURRENTS INTO A CLUSTER

STORMSTONE

The information presented is for 1/2 lbs of medium purity crystal. You can adjust the numbers as you see fit.

AC: 23

Hit Points: 5 (2d4)

Damage threshold: 5

Damage immunities: poison and psychic

If the crystal is hit but not damaged, count as if the crystal is grazed and roll on the **Energetic Fluctuation Table**.

The same thing happens if it is vigorously shaken or moved around without stabilizing runes.

Once rolled from the table, stormstone becomes dormant for 10 minutes.

If the crystal is reduced to 0 hp, it releases stored energy, dealing **6d6 force** and **6d6 lightning damage** in a 20-foot-radius sphere. The crystal destroys itself in the process.

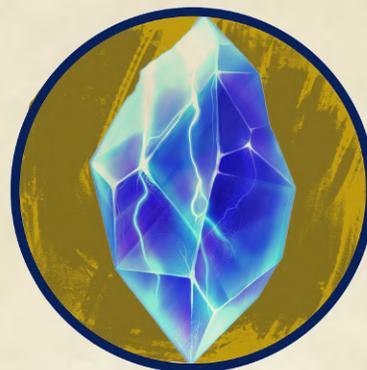


UNREFINED BUT STABILIZED STORMSTONE
MARIANA BODNAR

ENERGETIC FLUCTUATION TABLE

d20 Effects - crystal is the center point

1. All creatures in 10' radius suffer 3d6 lightning damage.
2. All creatures in 30' radius suffer the effects of *Blindness* spell for 1 minute.
3. Two random creatures in 60' radius swap positions.
4. Random creature in 30' radius is suffers the effects of *Slow* or *Haste* spell for 1 minute (50-50 chance).
5. Random creature in 30' radius is *polymorphed* into a mammoth for 1 hour.
6. Gravity reverses in a 20' square cube for 1 minute.
7. All creatures within 30' gain telepathy with each other for 10 minutes.
8. Objects and creatures within 30' that weigh less than 100lbs are pulled towards crystal.
9. Random creature in 30' radius becomes crystalized for 1 minute (petrified).
10. Fragile objects within 30' shatter.
11. A tiny, angry storm cloud appears above the crystal and guards it for 1 minute. It zaps anyone who reaches for the crystal within 10' for 2d6 lightning damage (maximum two times per round).
12. All creatures in 20' radius become trapped in a giant ice ball.
13. A portal appears and remains open for 1 minute (destination is at DM's discretion).
14. An *Unseen Servant* appears and will do anything to hinder crystal's disturber.
15. Up to 8 creatures within 10' radius teleport to a random location (DM's discretion). Crystal included.
16. All metallic non-magical objects within a 15' radius transform into gold for 24h, then revert back.
17. The closest creature is transported into Astral Plane for 1 minute.
18. Lightning strikes from stormphax at a random creature within 60'. In an instant, it dies and then comes back to life as if *Reincarnate* was cast on it.
19. Series of lightning bolts strike all creatures within 30' twice. The first time it deals 3d6 lightning damage, the second time it heals for 3d6. Roll both times.
20. Stormstone self-destructs.



HAZARDS

Traversing Statfield comes with a price. You can pick an occurrence from Fluctuation Table and make it into a whole area lasting for the needed amount of time. Here are a few.

LIGHTNING FIELD

Prompts: numerous lightning strikes, skeletons of careless adventurers

The air flashes in blue and white with a sharp zipping sound. Your hair floats. Before you, almost strategically positioned, spread stormstones embedded in grey rock. The only route you see is between them.

Bolts of lightning strike at random targets. If the target wears armor, they must resist or be pulled into the stormstone, activating the Fluctuation Table upon hitting it. Which scenario will you choose? A sudden horrific realization of travelers who lost their safe route? Or the moment when the party is almost safe, only to notice an artifact deeper into the field? How many strikes will they endure trying to retrieve it?

LIGHTSTONE

Prompt: humongous stormstone, unbearable light, supercluster

A 30 feet high stormstone emits bright light in a 100 feet radius. Like the eggs of a spider, it is stacked with a myriad of smaller gems. It feels as if the sun had settled inside, your eyes and skin burning. Next to you there is an impaled head with eye sockets black and burned and a placard: "Find the other way"

Creatures who don't avert their gaze or cover their eyes go blind. At first it is temporary, but the severity increases with every step forward. In addition, there are lurking beasts who need no eyes to hunt, waiting for the unsuspected prey.

Design Notes: There is plenty of horror and gore tuning in this spot. What monster can you throw at your party that is vile and blind with impeccable smell, all deformed and horrific from their proximity to the clusters? Imagine the fright where your choice is to fight blindly or open your eyes and have them burned.

PULLING PORTAL

Prompts: shimmering energy, veiled worlds, mysterious

A curtain of shimmering, translucent energy blocks your path. It pulls small objects and stones inside, teleporting them to the world beyond, one barely visible inside the portal.

A lightning strike activated stormstones which hurled into each other's clasp. After a massive explosion and shower of rocks, a portal emerged. It pulls inside everything nearby while giving a glimpse of the world it guards.

ANGRY MISHKA - NPC/FAMILIAR

Prompts: fluffy cloud, charmingly annoying

A 5 cubic feet of grey cloud emerges before you. Dark patches on it are shaped like frowning eyes. It hovers above a crumbling skeleton, zapping it repeatedly with a lightning bolt.

Mishka is a sentient cloud with attitude. She doesn't like uninvited guests and let's be honest, no one is invited to Statfield. She hates when atmospheric pressure drops, for it makes her uncomfortable. And most of all, she hates when someone tries to pet her like a fluffy dog. However, there is something that she likes.

It is difficult to find, for it hides between rocks in cold tundras and animals joyfully nibble on it. But if you do, if you gift Mishka **frostweed** — a plant with blue, thick leaves — she might miss you with her next lightning bolt. Might.

Design Notes: Give Mishka the character that is needed. Maybe she is friendly and tries too hard to help, but fails in her clumsiness. Maybe she can talk? Maybe she is so magical, that she can grow in size and take the party into the skies?



CREATURES



ELVEN FIREFLY
BY FLUFFY FOLIO

Many critters roam Statfield.

Tiny *elementals* stick to stormstones and rocks. Huge ones shake the ground. Adapted *beasts* scavenge for easy food but are sometimes surprised when it fights back. Many times after perishing in Lightning fields creatures return as *undead*, kept alive by the same force that killed them. Gemmed *drakes* and electrical *spirits* are dashing between the clusters, scaring little *fireflies*. You will see broken *automata* searching for parts, their core depleted and hope crushed.

Elven Fireflies are one species that can add to the collective volume of stormstones. Statfield is their biggest making ground. Twice a year, the firefly queen makes 3 to 7 geode larvae from a single crystal-egg. Over their decade-long lives, larvae transform into fireflies growing 4 times in size.

They are a dream pet, familiar, and 'investment' due to their pacific nature. Even notorious hunting couldn't change their character, although it made them wary. Only a few can brag nowadays to have gained the trust of a firefly. And even fewer can say it was longer than a few months.

Design Notes:

A perfect place for 'save a creature quest'. What familiar got lost? What magical creature do heroes need to find to save a priest? Do they need a heart of a storm elemental or perhaps they are looking to save a firefly?

ELVEN FIREFLY

Tiny elemental, neutral good

Armor Class 15

Hit Points 4 (1d4 + 2)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +6

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages understands Elvish and Primordial but cannot speak, telepathy 60 ft.

Challenge 1/4 (50 XP)

Death Burst. When Elven Firefly dies, it explodes in a burst of a lightning waves. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

Variant Familiar. Elven Firefly can serve another willing creature as a familiar, forming a telepathic bond with that companion. While bonded, the companion can sense what the firefly senses as long as they are within 1 mile of each other. The firefly can end its service as a familiar, ending the telepathic bond at any time.

Nimble Escape. The firefly can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Electric Shock (Recharge 5-6). Firefly can use its Sting, and if the attack hits and damage is dealt, the target must make a DC 10 Constitution saving throw, or be stunned until the end of its next round.

Reactions

Disassemble. If the firefly would take damage or is forced to make a Dexterity saving throw, it can weaken the telekinetic bonds that hold it together, making its body parts disperse. If it does, it takes no damage instead and has advantage on the saving throw. The firefly can't disassemble again until it finishes a short rest.

'Poachers relentlessly chase the critter. To make it in time, the party needs to evade a series of hazards or let lose the critter to a harvester.'

ANTIGRAV HARVESTER

Prompts: machinery, levitating, humongous, loud and complex

A heavy machine made of brass, cogs, and pipes descends from the skies. It stops 100 feet above the ground and opens its round mouth. A series of clicks and grinds echo throughout the desolate tundra before a blue beam of light blasts from it. In a matter of minutes, it plucks all stormstones inside.

It took 400 years of costly accidents and careful engineering for the machines to take into the skies. Designed by the late **Ogrund Brassbender** antigrav harvester is an intricate assembly of cogs, screws, plates, pipes, and operators' sweat.

Expensive and difficult to make, harvesters are strictly protected. Scouts encircle the machine within a mile radius, reporting any suspicious activity: from monstrosities, dragons, and beasts, to thieves and rebels. Several groups of guards surround the harvester within 600 feet, day and night. Three groups of four collectors work near the harvester, preparing and stabilizing stormstones.

This is by far one of the most dangerous jobs in the world. Not even double-padded leather and platinum can save them from disasters. They don't get to live many work hours, but each day pays for 67gp. However, before they can enjoy their fruitful labor, collectors need to pass rigorous arcane training after which they receive their *disintegrators* — a stormstone-powered tool that vanishes tiny non-magical objects and creatures. A token of their profession.

ACCIDENTS

Unlucky strike. Hitting a stormstone that is hiding inside of debris that you are clearing— a one-way ticket to Elysium.

Cramping Hand.

Sometimes to clear bigger objects, Collectors join their forces and fire disintegrators at the same time. (For every 4 beams fired simultaneously, the size of the clearable object increases by 1 category.)

Unfortunately, during this long process and for some sophisticated arcane reason, all beams must stay connected. If one breaks before vanishing is complete, *kaboom*.

A tough job I told you.



COLLECTOR

Medium humanoid, chaotic chaotic

Armor Class 13

Hit Points 27 (5d6 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	17 (+3)	12 (+1)	8 (-1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Survival +4

Senses passive Perception 11

Languages any four languages

Challenge 4 (1,100 XP)

Spellcasting. Collector is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks).

The collector has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, message

1st level (4 slots): detect magic, magic missile, shield

2nd level (3 slots): misty step, maximilian's earthen grasp, mirror image

3rd level (3 slots): dispel magic, lightning bolt, fly

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Disintegrator. As an action, you can target a Tiny non-magical object or a creature. The creature must succeed on a DC 13 Dexterity saving throw or take 1d4 + 1 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. The disintegrator jams if the target is larger than Tiny and requires an action to repair it.

THE "MOUTH"

Prompts: wide, plates with runes, a shimmering beam of energy

If by any unlucky circumstances you find yourself beneath a harvester, this is what you'd see: a 40 feet radius opening staring at you as titan whale's mouth; plate-cladded walls with glowing runes; a bright-blue beam of antigravitational pull. At first, small crystals are lifted into the air, into the mouth, and through a small circular hatch. Wait a few moments, and your body will become weightless. Wait a minute, and you won't feel your body ever again.

"Mouth" can go from a gentle hair tug to 10 times stronger than a telekinetic spell. If the field is well prepared it can clear it in a quarter-hour. Once it has a pull on you, there's not much you can do. The weakness lies in the fine rune engravings that generate the beam.

THE "BELLY"

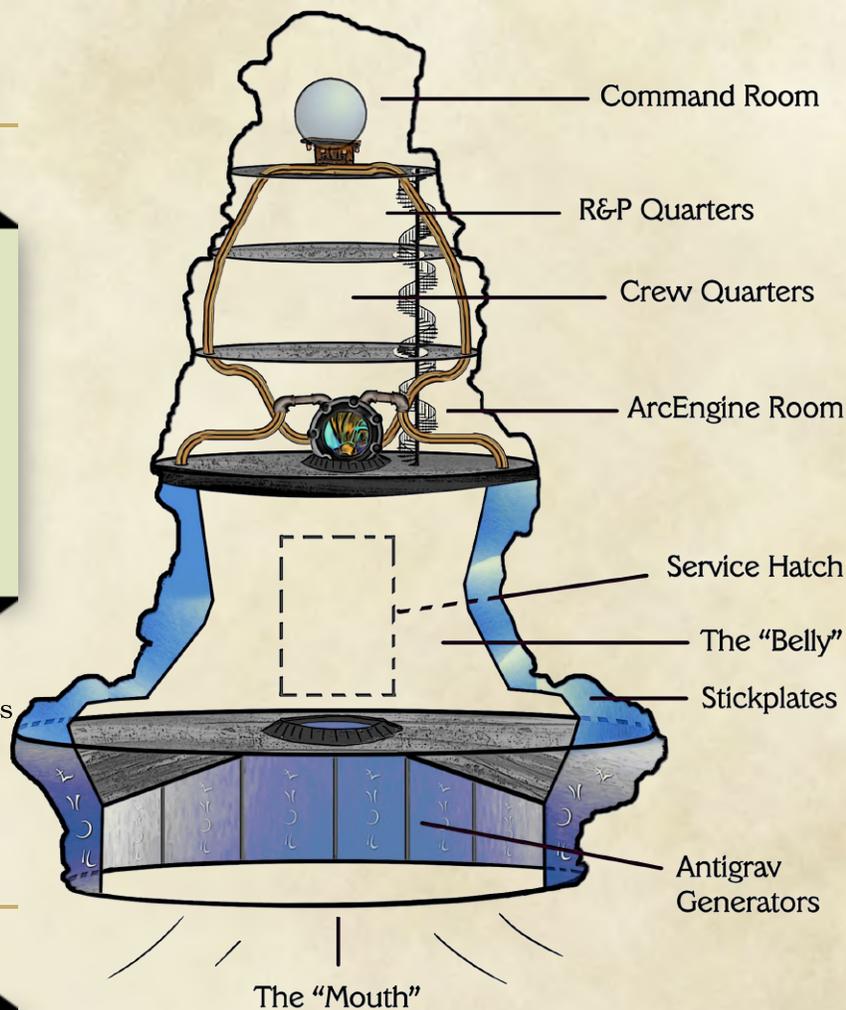
Prompts: spacious, dangerous, valuable treasures, plates with runes

Hundreds of inert stormstones stick to the sides of a huge chamber. They glow dimly like lulled creatures. Chamber is reinforced and has a small suction opening at the floor, and a service hatch.

The storage is 60 feet in radius and 30 feet in height. Walls are clad with stickplates—platinum sheets with special runes that pull and hold stormstones. This way the storage can fill to its maximum, even though that rarely happens for safety reasons. The walls are thicker and alloyed with platinum. The only entrance is a large, locked hatch, or a circular connector in the floor that connects the "mouth" and the "belly".

It's a known secret that these harvesters often stray in their path transporting various contrabands—from its obvious cargo to food and weaponry.

Design Notes: What do you need storied here? It's a perfect place for the treasure or the 'boss'. Perhaps the circular connector is larger, and the "belly" holds a rare creature—a colossal crystal elemental, a myriad of fireflies? Or something darker and grimmer, a secret weapon that is transported to the battlefield?



ARCENGINE ROOM

Prompts: intricate mechanism, huge stormstone, web of pipes

A loud, pulsating, buzzing sound reaches your ears. In the middle of the room stands the heart of the harvester, a 100-pound stormstone engulfed in an intricate casing. Numerous pipes sprout from it, spreading and disappearing into walls, powering the whole machinery. A spiral staircase leads to the upper levels.

A circular room of 40 ft in radius and 10 ft in height, serves as the power chamber. Aside from a few platinum-alloyed tools, the room is clear. Several operators—non-combatant humanoids—ensure everything runs smoothly.

This is the most vulnerable part of the harvester. The second the ArcEngine shuts down, the machine falls. For safety, the engine is kept at 70% throttle. To change that, the operator must carefully realign circular rings with enhancing and stifling runes, all the way keeping an eye on stabilization rings.

An explosion would blast everything in several hundred feet.

CREW QUARTERS

Prompts: stale air, modest, dirty,

The darkened circular room is divided by 3 walls into 3 sections like a pie, meeting in the middle. Circular windows let the light from outside and between them. The modest kitchenette, sleeping bags, table and chairs accommodate 20 humanoid. The majority of the interior is secured in place to withstand the harvester's vibrations and flying turbulences.

Harvester workers are skillful people, able to endure much with little. The working environment is harsh and if something breaks in the middle of the wilderness they fix it, even if it means breaking down some other parts of the harvester. 20 sleeping bags host 12 collectors and 8 operators. At any time, there's a minimum of 4 collectors and operators dosing off in the 'sleeping ward'. Depending on the time of day and workload, a few play games in the 'living ward'.

RESEARCH AND PURITY QUARTERS

Prompts: workshop, tools, laboratory, artifacts

Series of tables, tools, and intricate machines fill the workshop. Various pipes emerge from the wall, conducting power. In one area, a rusty golem is reassembled, in another, stormstone powder is cooking in reinforced vials. Two research operators are hunched, arguing.

Before collectors start stabilizing a cluster, they bring a small sample for testing. Via its purity and potency, operators estimate its worth and decide whether to work it. They fix broken parts, make new ones, and investigate strange artifacts. Sometimes, a discovered item is worth more than a low-purity cluster. A couple of scenarios to layer your story:

1. Operators found a powerful artifact.
2. Tests revealed a high-purity but an extremely unstable cluster.
3. They are planning a mutiny.
4. The retrieved top part of a golem is sentient and holds state secrets.
5. One of their machines intercepted a message from the rebels who are planning to strike the harvester.
6. They captured an elven firefly queen.

COMMAND ROOM

Prompts: control table, captain's chamber, illusionary map

One large, circular table holds myriads of levers and runes. One area is walled and ajar doors reveal the captain's quarter. Another area has a table showing the arcane map and clusters. Four large windows give a full circle view. Outside of the room, small mirrors give insight into the workings below.

The brain of the harvester.

A special communication device allows the captain to stay in touch with other captains and the base. The floor hatch is locked and requires a special key. Two hidden compartments in the main table are also locked and require the same key that the captain keeps around their neck. One has a bigger and meaner disintegrator version, and the other a lever.

When pulled, it causes a wild surge that destabilizes the engine, exploding the harvester in a short time frame. If there is a threat of an enemy capturing the harvester, captains are conditioned via special tattoo on their forehead to pull the lever.

Now, what will the heroes do?



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