

VENTURE MAIDENS

Campaign Guide

Promo

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VENTURE MAIDENS CAMPAIGN GUIDE

WELCOME TO a wondrous preview of the Venture Maidens supplement for 5th Edition! Inside this promo is a first look at samples from its various chapters, including new subclasses, monsters, and campaign tools. These examples are intended to serve as a proof of concept not only for how the Venture Maidens book will be designed, but how its lore and presentation will be implemented as well. However, things are still in progress! Much of what you see here may change between this promo and final release, so any feedback you feel compelled to provide is much appreciated.

Heroic adventures await, so start reading and enjoy!

Ventures Maidens Chapter 2 Sample

Our setting, simply called “The Planes,” is a patchwork world where civilization battles for survival daily against the primal forces of magic rampant in the world. All sorts of powerful new heroes are called upon to turn back (or sometimes fight on the side of) chaos.

This chapter is packed with player options to build never-before-seen characters and develop

meaningful stories that directly affect the game’s mechanics.

NEW SUBCLASSES

The *Venture Maidens Campaign Guide* provides a new subclass for each character class. While the Venture Maidens setting inspires these subclasses, they work seamlessly in any campaign setting.

LIST OF SUBCLASSES

Presented here is a comprehensive list of the new subclasses in the *Venture Maidens Campaign Guide*.

- **Barbarian** – Path of Legacy
- **Bard** – College of Bells
- **Cleric** – Fate Domain
- **Druid** – Circle of the Grove
- **Fighter** – Legionnaire Martial Archetype
- **Monk** – Way of the Chronicle
- **Paladin** – Oath of Blood
- **Ranger** – Fringe Warden Archetype
- **Rogue** – Covert Operative Archetype
- **Sorcerer** – Wildeheart Sorcerous Origin
- **Warlock** – The Titan Otherworldly Patron
- **Wizard** – School of Kinetomancy

AUTHOR’S NOTE

Enter a world of high fantasy where both gods and mortals war against the binding threads of fate. Venture Maidens is a 5th Edition roleplaying setting born from the actual-play podcast of the same name, which five femmes bring to life every week for thousands of listeners. Our world is riddled with machinations of the powerful and plagued by ancient forces ready to devour the unwary, where only adventurers who possess an unshakeable will can hope to forge their own path. Are you prepared to take up the challenge and fight for your destiny?

This promo includes previews of the material from the Venture Maidens campaign book for both players and DMs. Discover one of the twelve

new subclasses inspired by the world of Venture Maidens, a warlock granted powers of creation by a progenitor titan. Get a sneak peek at our unique new Heroic Destiny system, giving DMs the tools to craft meaningful story arcs tailored to your players’ characters. Finally, explore a set of our innovative monster templates, which allow you to make any creature a servant to the warring fey courts.

The tools provided in this book are much like our show. They place the characters front and center, truly giving the players the epic experience they crave.

- Celeste Conowitch



NEW WARLOCK SUBCLASS: THE TITAN OTHERWORLDLY PATRON

Your patron is a titan, one of the mighty beings who forged the world out of primal chaos. The titans were slaughtered en masse by their children, the rebellious gods, and the few who remain seek to return to their full power. By accepting their powers of creation, you become their agent in the material world.

Those who forge a pact with a titan must be interested in how things are put together. To walk the path of the titan is to open the backing of the universe and observe its moving parts. Warlocks who adopt these abilities are often tinkerers, architects, and inventors before they turn their lives toward adventuring. The few titans who remain in existence sequester themselves in small pocket dimensions, waiting for a time when the gods have lost the power and influence to hunt them. Because your titan patron cannot move freely in the world, you are expected to act on their behalf. A titan may call upon their warlock retrieve a legendary item to help their cause, ask them to orchestrate doubt amid a religious population, or perhaps construct monuments to remind the world of its forgotten creators. Whatever the specific quest, your patron provides you with the tools to make and unmake matter so you may rebuild reality in their image.

The Titan Otherworldly Patron Features

Warlock Level	Feature
1st	<i>Expanded Spell List, Shard of Creation, Eyes of the Maker</i>
6th	<i>Artificial Apprentice</i>
10th	<i>Mend the Broken</i>
14th	<i>Curse of Unmaking</i>

Expanded Spell List

The Titan lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Titan Expanded Spells

Spell Level	Spells
1st	<i>detect magic, grease</i>
2nd	<i>enlarge/reduce, magic weapon</i>
3rd	<i>create food and water, tiny hut</i>
4th	<i>fabricate, stone shape</i>
5th	<i>animate objects, creation</i>

Shard of Creation

Starting at 1st level, your patron gives you a shard of creation, which is a Tiny magical object that mysteriously appears on your person. While you hold the object, you may use it as a spellcasting focus when casting your warlock spells. The shard's appearance is fluid, a small, constantly shifting bundle of plasma. As a bonus action you can transform the object into a model of a mundane object or structure. When you spend strenuous activity creating a full-scale version of the model, you are proficient in any tools required to craft the object or structure, and you add 1d8 to the result of any ability check required to craft the object or structure.

The shard's AC equals your spell save DC. Its hit points equal your warlock level plus your proficiency bonus, and it is immune to poison and psychic damage. The shard vanishes instantly if you are slain or if it is not in your possession for more than 24 consecutive hours.

If the shard is destroyed or you lose it, you can perform a 1-hour ritual entreating your patron's aid, receiving a replacement at the end of the duration.

Eyes of the Maker

Beginning at 1st level, when you touch a magic item or some other magic-imbued object, you learn its properties and how to use it, whether it requires attunement to use, and how many charges it has (if any). You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

Artificial Apprentice

At 6th level, as an action, you can present your shard of creation and transform it into an artificial duplicate of yourself. The duplicate appears in an unoccupied space you can see within 30 feet of you. Despite its appearance, the duplicate is an object that is capable of acting independently of you but always obeys your commands (no action required). The duplicate can move and perform actions as though it were you, though it cannot cast spells, make attacks, or harm other creatures in any way. In combat, it rolls its own initiative and acts on its own turn.

When you cast spells, you can cast them as though you were in the duplicate's space, but you must use your own senses when doing so.

The shard can remain in this state for up to 1 hour before reverting to its original state. The shard also reverts to its original state if you choose to end the effect, or if destroyed. Once you have used this feature, you must finish a long rest before you can use it again.

Mend the Broken

At 10th level, your innate understanding of the architecture of matter allows you to repair damage with ease. As an action you can touch a creature or

object within reach and cause it to magically regain a number of hit points equal to five times your warlock level.

This effect also repairs any catastrophic damage suffered by the target, such as lost limbs, missing parts, or other damage that would ordinarily be irreparable. If the object you affect does not have a hit point total, your touch restores the object to working order as best as it can using the pieces available. This feature cannot restore expended charges on magic items or restore magical properties to objects that were once magical.

Once you have used this feature, you must finish a long rest before you can use it again.

Curse of Unmaking

Starting at 14th level, you can unravel the threads that give matter its shape. As an action you can make a spell attack against a creature, object, or structure within reach. On a successful hit, the target becomes cursed. While so cursed, a target is vulnerable to all damage. If the target is a creature, it can attempt a Charisma saving throw against your spell save DC at the end of each of its turns, ending the curse on a success.

Once you have used this feature, you must finish a long rest before you can use it again.

BEHIND THE CURTAIN: FULFILLING A PASSION

As I'm writing this, Venture Maidens has officially been out in the world for five years. When I decided to round up a group of my closest friends to put our adventures on the air, I couldn't even dream how much this show would change our lives. Venture Maidens is so much more than just a game setting. It is a vibrant and creative community that dares to break boundaries. The friendship woven into our story is palpable. The personal celebration of every member of our show shines through our games.

To be here inviting others to dream and breathe in the world we have created together is extraordinary. I am humbled to bring this offering to you, and my sincerest hope is that the tools presented will set your hearts and imaginations aflame. This book is living proof that magic comes to anyone who unapologetically pursues their passion. Never stop breaking boundaries and championing your stories, dear venturers.

- Celeste Conowitch

HEROIC DESTINIES

Too often, the characters' personal stories get lost amid the world-shaking events of a campaign. While it is important to build an immersive game with a rich setting, it is also important to feel connected to the lives of the heroes who drive the action. The optional rules presented here will help both DMs and players explore the development and motivations unique to each character.

Heroic destinies provide a story arc individual to each character. These story arcs might intersect with the main plot of your campaign, but more often they are the personal journeys that advance during side quests or breaks from the main action. When a character adopts a heroic destiny, they are declaring what they want for their future, what kind of goals they wish to pursue. Heroic destinies ask players to consider what is most important to their characters and provides insight into motivations that make their stories richer and more realistic. Sure, the heroes of your campaign are interested in saving the day, but pursuing a heroic destiny also provides them an interest in living their lives beyond the scope of individual adventures.

HEROIC DESTINIES

The following ruleset provides players the opportunity to craft a heroic destiny. These destinies allow players to explore their characters' personal journeys further, tailoring a unique play experience beyond standard leveling.

How to Use Heroic Destinies

Heroic destinies are an optional rules expansion, so before you decide to use the system, you must agree as a gaming group to do so. Both DMs and players need to buy into this ruleset for it to work. Once your group agrees to use heroic destinies, you can work together to choose destinies for your characters. When you select a heroic destiny for your character, run it by the DM and ask if they think that destiny in particular fits into the scope of the campaign. Conversation back and forth is critical to explain what you want for your character. After all, by choosing a heroic destiny, you are answering questions about what you want for your character's future, an exercise demanding thoughtful consideration. The flavor of a heroic destiny is ultimately up to each player to decide, and the more you communicate about your ideas, the easier it will be for the DM to present opportunities for milestones.

Once the players have chosen their heroic destinies, it is up to the DM to make sure there are opportunities for each player to achieve the milestones they need to progress through the tiers specific to each destiny. The DM should start by

familiarizing themselves with each destiny, then think of ways to incorporate specific milestones into the campaign. There are several strategies for incorporating heroic destinies:

- You can choose to build your whole campaign around achieving destiny milestones.
- You can build multi-session adventure arcs to achieve milestones. These arcs occur during breaks from pursuing the main plot.
- You can figure out a way to weave heroic destiny milestones into your main plot.
- You could agree that these milestone events happen during "off-screen" downtime. Perhaps you start a session asking each player to describe achieving a milestone as a flashback.

Leveling Up

Heroic destinies can begin at any point in a campaign, though specific conditions must be met to begin each destiny. These rules are completely optional, though it is recommended that if one player chooses to pursue a destiny, all other players should choose a destiny as well.

Characters who have successfully begun a heroic destiny can continue furthering their connection to it by increasing their destiny tier through achieving milestones. Each type of heroic destiny has an example list of possible milestones that are thematically unique. There are no rigid rules about what these meaningful events must be. For example, a character learning to be a dragon rider is likely to have very different milestones than a character conducting a naturalist study of ettercaps. There is lots of creative flexibility in what these milestone events may look like, but they should always feel impactful. Talk with your DM to come up with applicable milestones for your campaign and how you can achieve them.

When you advance your destiny tier, you choose one boon from that tier (or from a lower tier) for which you meet the prerequisites.

Suggested Class Level to Heroic Destiny Tier

While heroic destinies are milestone achievements and not tied to experience points, heroic destinies grant powerful rewards that can skew the balance of standard gameplay. Because of this, it is recommended that you use the following table as a guide for when players should unlock new destiny tiers over the course of a long-term campaign.

Heroic Destiny Tier	Recommend Class Level Range
1	1–4
2	5–10
3	11–16
4	17–20



Heroic Destinies	
Destiny	Description
Avenger	Enact revenge to punish those who have wronged you.
Celebrity	Make a name for yourself so even strangers know who you are.
Enlightened	Learn spiritual truths to free your mind from limitations.
Explorer	Break boundaries to discover new people, places, and objects.
Fortune-seeker	Amass a horde of treasures and live an opulent life.
Guardian	Commit to protecting what is most dear to you.
Immortal	Discover a way to defy death and live forever.
Leader	Rise to a position of power in which a community puts their trust in you.
Scholar	Learn hidden truths to expand the powers of your mind.
Symbiosis	Forge a lasting bond between yourself and a type of creature different from you.
Teacher	Encourage others to expand and realize their potential.
Virtuoso	Hone your skills to become a master of your craft.
Wielder	Become a worthy bearer of a powerful artifact.

Replacing a Heroic Destiny

Sometimes players change their minds and no longer want to pursue a particular heroic destiny for their characters. This is completely fine. At any point, a player can discard a chosen heroic destiny and work with their DM to choose a new destiny path. A player who ends a particular destiny loses all the previous destiny benefits and immediately starts at the 1st tier of a new heroic destiny path.

Heroic Destinies Options

While the full *Venture Maidens Campaign Guide* presents thirteen heroic destinies from which a player can choose, this promo includes the list and details of the Symbiosis destiny only. If you would like to craft a heroic destiny that better suits your character, use the structure of the provided destinies as a guide to craft your own.

Heroic Destiny: Symbiosis

Some heroes are driven primarily by the relationships they form with others. Adventuring through a fantastical world is bound to result in meeting creatures that are strange, wonderful, or terrifying. A character who chooses the Symbiosis heroic destiny is interested in forming a bond with a type of creature unlike themselves and strengthening that bond even through adverse circumstances.

Forging a bond with a creature unlike yourself increases your awareness and potential. Spending time with other creatures underlines the limitations your own species faces and can reveal alternate

methods for perceiving the world. Making the commitment to such a relationship teaches both you and the creatures with which you choose to bond new abilities. However, all relationships take work, and if you don't reciprocate a creature's kindness, you risk losing your connection forever.

The character who chooses this destiny is embarking on a two-way street. It isn't enough just to do one good deed for a creature; building connection takes time and effort. Getting to know a creature, learning its ways, and forming a foundation of mutual trust can garner you a powerful ally to help you during your adventures. As you advance in the Symbiosis destiny, you will learn to communicate effectively with your creatures without barriers, call on them for help, learn to mirror their capabilities, and forge an allyship that can be invoked even in the most dangerous circumstances.

Symbiosis Features

A character who has chosen the Symbiosis heroic destiny gains the following:

Prerequisites

To embark on this heroic destiny, you must have a meaningful positive interaction with a type of creature different from yourself. Perhaps you nurse a sick owlbear back to health, earn the gratitude of a dragon, or free a gelatinous cube forced to clean the floors of a wizard's dungeon. You might imagine this connection as a mystical one or as purely practical. Perhaps you have trained your whole life to work with a certain





type of creature, or maybe you never expected to forge such a connection. Discuss with your DM how you can achieve this in your backstory or in game. Maintaining an open dialogue about your advancing destiny is crucial to building a successful story.

Tier Milestones

The following are examples of possible tier milestones for the Symbiosis heroic destiny:

- Liberating or rescuing the creature(s) you are connected to.
- Winning rights or resources for the creature(s) you are connected to.
- Spending time living with and learning from the creature(s) you are connected to.
- Conducting research or uncovering secrets concerning the creature(s) you are connected to.

Tier 1 Feature

When you successfully embark on your heroic destiny, you gain the following benefits.

Heroic Destiny Benefit: Understanding

You understand how to communicate with your bonded creature, regardless of language. If your bonded creature speaks a language, you learn how to speak, read, and write that language. If your bonded creature does not speak a language, you gain the ability to understand it and communicate with it in a way it is most comfortable.

Heroic Destiny Benefit: Camaraderie

Your connection gives you a deep understanding of how best to work with creatures of your selected type. All creatures of your chosen species that would

regard you as neutral instead regard you as friendly. Additionally, you have advantage on ability checks when socially interacting with creatures of your chosen type.

Tier 2 Feature

When you reach tier 2 of your heroic destiny, you gain the following benefits.

Heroic Destiny Benefit: Call a Friend

You have established enough trust with your chosen creature type that you can call on them for aid. During a long rest, you can attempt to contact creatures of your type to travel to you. The way you contact said creature is up to you—it might be a mystical connection, you may have left trail signs to follow, perhaps the creature senses your need, or maybe you send a physical message to a nearby settlement. Whatever the specific circumstances, at the end of the long rest, one creature or a small group of creatures (at your DM's discretion) arrive if they are physically capable of doing so. The called creature is friendly toward you, though it is not magically compelled to follow your commands. The creature does not fight for you but remains with you until they choose to depart.

The extent and type of assistance a creature is willing to provide is intentionally not defined, but it should be a reasonable favor that doesn't endanger the creature. The DM has final say on the extent of this assistance, but here are some helpful guidelines:

- If the creature can cast spells, it can potentially cast them on your behalf. The creature is not willing to cast taxing spells, however, so it will not cast any spell above 4th level.
- A creature can perform basic tasks for you like fetching a person or item. If the person or item is sealed inside a dangerous area (like a dungeon or guarded keep), however, the creature is not willing to risk itself for the favor.
- A large creature is willing to carry you and your companions so you may reach your destination more quickly. However, creatures are not willing to travel into dangerous terrain or into enemy territory.
- A creature will decline to perform any favor that obviously goes against its alignment or nature.

Tier 3 Feature

When you reach tier 3 of your heroic destiny, you gain the following benefits.

Heroic Destiny Benefit: Part of Your World

Your increasing knowledge of your chosen creature type allows you imitate their abilities. You gain the following sense according to the category of creature you chose when selecting your heroic destiny.

Tier 4 Feature

When you reach tier 4 of your heroic destiny, you gain the following benefits.

Heroic Destiny Benefit: Friend like Me

Your time spent in relationship with your chosen creature type has tested your capabilities and taught you how to better adapt to their world. Your ability score and ability score maximum each increase by 2 for the highest ability score of the creature to which you are bonded. If your bonded creature has two or more ability scores that are tied for the highest, you may choose which score to increase.

Heroic Destiny Benefit: By Your Side

Completing this heroic destiny means that you have formed a bond with your chosen creature that transcends time and space. You gain the ability to telepathically communicate with your bonded creature regardless of distance and even to other planes of existence.

In addition, you can use an action to attempt to teleport your bonded creature to you (or multiple creatures whose total combined CR is equal to or less than your level). When you do so and the creature consents to the teleportation, it appears in an unoccupied space you can see within 60 feet of you. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any commands, it acts according to its nature. A creature summoned in this way remains for 1 hour or until it or you choose to end the effect, whichever comes first. At the end of the summoning, the creature instantly returns to the exact point it was before it was summoned.

Your bonded creature can use this ability to telepathically communicate with you and summon you in the same fashion.

Symbiosis Sense

Creature Type	Sense
Aberration	You gain a special sense called mindsense out to a range of 60 ft. This sense allows you to detect the presence of creatures with an Intelligence score of 10 or greater within the affected area.
Beast	You gain a special sense called tracksense. This sense allows you to follow the trail (if there is one) of a specific creature whose scent you have smelled in the last 24 hours.
Celestial	You gain a special sense called truthsense out to a range of 60 ft. This sense allows you to instantly know if a creature within range speaks a lie.
Construct	You gain a special sense called formsense out to a range of 60 ft. This sense allows you to instantly recognize if a creature is in a shapeshifted form or otherwise altering their true appearance by magical means.
Dragon	You gain a special sense called wealthsense out to a range of 60 ft. This sense allows you to instantly determine the monetary value of any object you can see.
Elemental	You gain a special sense called weathersense out to a range of 1 mile. This sense allows you to determine if a shift in the environment will occur in the next 24 hours in your affected area. These shifts include storms, earthquakes, mudslides, blizzards, floods, or any other natural weather event.
Fey	You gain a special sense called ensorcellsense. This sense allows you to instantly learn if a creature or object you can see is currently under the effects of a spell. If they are under the effects of a spell, you learn which one.
Fiend	You gain a special sense called heartsense. This sense allows you to instantly learn the alignment of any creature you can see.
Giant	You gain a special sense called gargantusense out to a range of 300 ft. This sense allows you to detect the presence of any creatures of Large size or greater within the affected area.
Humanoid	You gain a special sense called sociosense. While observing or interacting with a group of creatures, this sense allows you to understand which creature or creatures are authority figures. This sense also allows you to estimate the population of any settlement you can see.
Monstrosity	You gain a special sense called powersense. This sense allows you to instantly learn the power level of any creature you can see. You learn if the creature is weaker than you (of a CR rating more than 2 below your level), if the creature is an even match for you (of a CR rating within 2 points of your level), if the creature is more powerful than you (of a CR rating more than 2 points above your level), or if the creature is deadly (of a CR rating more than 10 points above your level).
Ooze	You gain a special sense called foodsense out to a range of 60 ft. This sense allows you to detect the presence of substances or creatures digestible by you within the affected area.
Plant	You gain a special sense called lightsense. This sense allows you to inherently know the distance and direction to the closest source of natural light. You also instinctively know exactly how long it will be until the sun sets or rises.
Undead	You gain a special sense called lifesense out to a range of 60 ft. This sense allows you to detect the presence of living creatures within the affected area.