

*A Realm Gazette from Many Worlds Tavern*

*Featuring Art by Juanco Alegre*



# THE REALM BEYOND TIME GODSVALE



 DAGGERHEART  
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# GODSVALE *The Realm Beyond Time*

**Written by:** Steven Harrison

**Editing:** Andrew Loreman and Lilly Percifield

**Layout:** Andrew Loreman

**Artwork:** Juanco Alegre

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## Special thanks to our Wonderful Wanderers!

AK Nix, Alexander L, Anastasia M, Ashley W, Bill C, Bradley W, Cassandra W, Christopher C, ElBarbudo, Ellie L, Emily M, Fabian N, Jackie T, Jane Q, K Macdonald, Kly R, Leo W, Leslie S, Margret W, Mario P, Mark C, Martha H, Marylou M, Mason E, Matthew H, McKenna D, MidLifeCrisisDani, orborborb, Rafael B, Robert J, Samantha B, Sasha L, Shannon M, SMITTY W, Van C, VonPink, Warren S

*The verdant and peaceful  
peaks and valleys of the Petrapeaks*



# GODSVALE *The Realm Beyond Time*

## OVERVIEW

The ancients of the Petrapeaks created their own realm. When they discovered how to create a place between space and time, they knew they were close to discovering godly ascension. To finish their arcane research far from the envy and greed of others, they created Godsvale: a realm bearing the familiar mountain ranges of their old home yet unaffected by time, laid beneath an endless dawn. From these infinite mountains, they would find the ore that would help them move even closer to ascension, shedding their bodies of flesh for vessels of metal.

But now, they have reopened the portal between this world and theirs, emerging to find the last necessity for deification: subjects of worship.

## FROM HUMBLE ORIGINS...

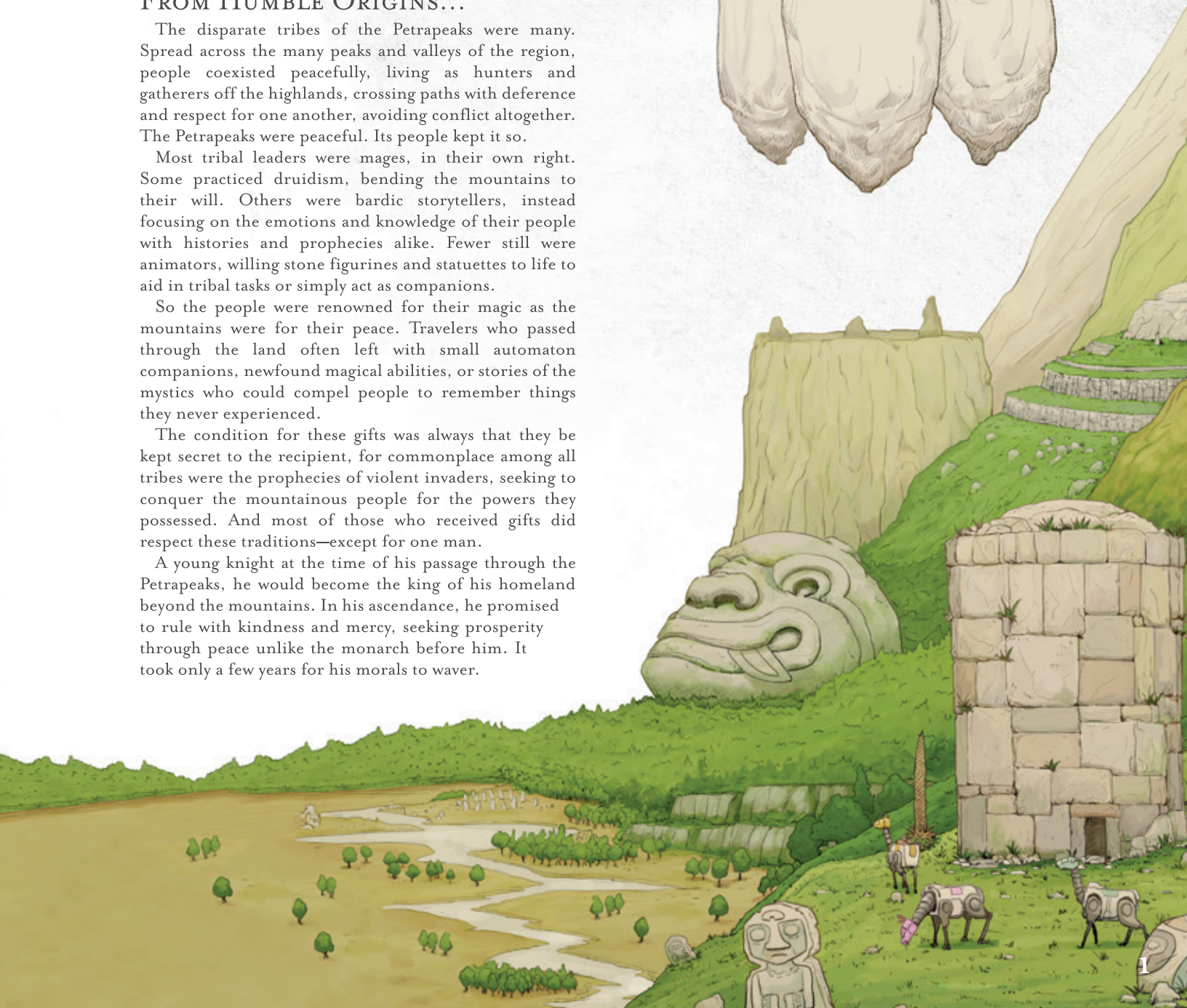
The disparate tribes of the Petrapeaks were many. Spread across the many peaks and valleys of the region, people coexisted peacefully, living as hunters and gatherers off the highlands, crossing paths with deference and respect for one another, avoiding conflict altogether. The Petrapeaks were peaceful. Its people kept it so.

Most tribal leaders were mages, in their own right. Some practiced druidism, bending the mountains to their will. Others were bardic storytellers, instead focusing on the emotions and knowledge of their people with histories and prophecies alike. Fewer still were animators, willing stone figurines and statuettes to life to aid in tribal tasks or simply act as companions.

So the people were renowned for their magic as the mountains were for their peace. Travelers who passed through the land often left with small automaton companions, newfound magical abilities, or stories of the mystics who could compel people to remember things they never experienced.

The condition for these gifts was always that they be kept secret to the recipient, for commonplace among all tribes were the prophecies of violent invaders, seeking to conquer the mountainous people for the powers they possessed. And most of those who received gifts did respect these traditions—except for one man.

A young knight at the time of his passage through the Petrapeaks, he would become the king of his homeland beyond the mountains. In his ascendance, he promised to rule with kindness and mercy, seeking prosperity through peace unlike the monarch before him. It took only a few years for his morals to waver.



In his merciful rule, his kingdom grew stagnant and its people unhappy. Dissenters stirred as the kingdom grew poor in its lack of conquests. The kingdom's industry began to crumble. Its historic reputation caused other nations to ignore their pleas for help and trade. His claim to the throne was oft contested.

Rebellion simmered. The peaceful kingdom came to the brink of collapse.

But it was then the knight-turned-king remembered the Petrapeaks. He could use the magic of the mountain tribes to reinstate the kingdom's glory and quell the impatience of rebels. So he made promises to his people to take the mountains and its treasures, returning the kingdom to glory, invading the Petrapeaks with force under the guise of peace.

In the knight-king's eagerness, he expected the distant tribes of the Petrapeaks to happily assimilate into his kingdom one-by-one or fall by his blade in resistance. The people of the mountains were not naive, however, uniting in love for their land and lore, not to be given freely to a conqueror.

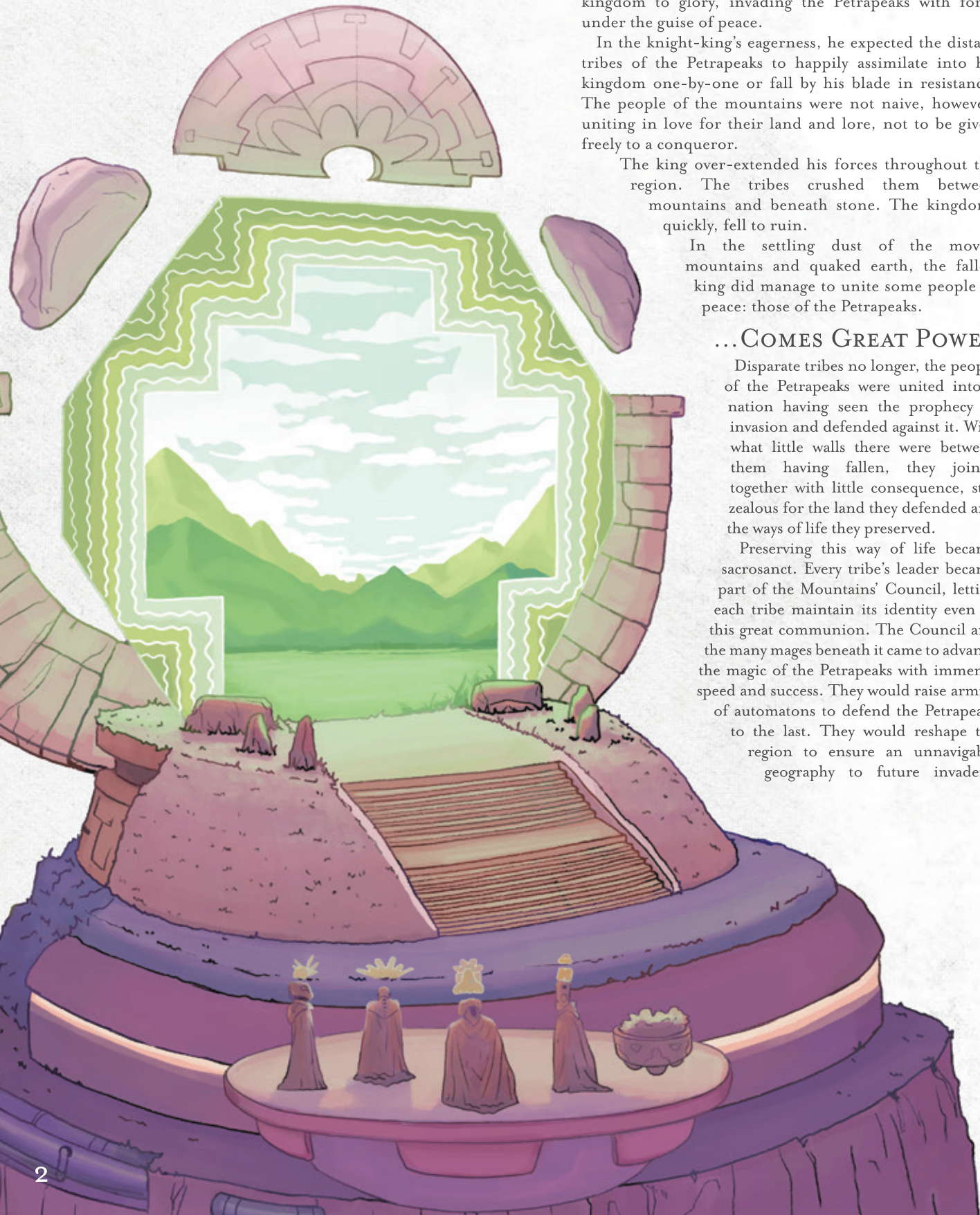
The king over-extended his forces throughout the region. The tribes crushed them between mountains and beneath stone. The kingdom, quickly, fell to ruin.

In the settling dust of the moved mountains and quaked earth, the fallen king did manage to unite some people in peace: those of the Petrapeaks.

### ... COMES GREAT POWER

Disparate tribes no longer, the people of the Petrapeaks were united into a nation having seen the prophecy of invasion and defended against it. With what little walls there were between them having fallen, they joined together with little consequence, still zealous for the land they defended and the ways of life they preserved.

Preserving this way of life became sacrosanct. Every tribe's leader became part of the Mountains' Council, letting each tribe maintain its identity even in this great communion. The Council and the many mages beneath it came to advance the magic of the Petrapeaks with immense speed and success. They would raise armies of automatons to defend the Petrapeaks to the last. They would reshape the region to ensure an unnavigable geography to future invaders.



They would continue gazing into the future to foresee any evil that would still attempt to take the land and its people.

In this foresight, the Council still saw invasion, but with further clarity than before. It would be beings of even more power and magic than they now commanded, occupying the mountains and subjugating its people due to their own pride and greed.

Above the sanctity of the land, the people of the Petrapeaks knew their magical capabilities were immensely powerful—rivalling that of gods. Should their knowledge fall into the wrong hands, like that of the failed knight-king of the past, it was not just their region at stake, but the world and its people. So the Council took their precautions even further, and created a place they could not be invaded.

There, they could continue their practices beyond the reach of those that sought their power and knowledge for their own gain. There, they would be unscathed, for they would be impossible to find. There, they would hone their powers to that of gods, so that should they return, they be ready for any force from any world that desires the land or the power of its people.

Thus, the people of the Petrapeaks created Godsvale.

## A REALM BEYOND TIME AND SPACE

Godsvale bears an artist's likeness to the Petrapeaks. The mountains are as endless as the twilight above them. Their stone and ore have been mined and refined as needed for buildings and bodies in which people reside.

Many structures are built into the sides and tops of the mountains, elaborately carved by magical hands.

## THE FORUM

Central to Godsvale is the Forum where most self-proclaimed demigods spend their time. It is here that the Mountains' Council resides, tirelessly politicking, debating, and discussing the future ideals of godhood to which they now believe they are meant to ascend.

This is also where the portal has been opened to the mortal plane (as the Council and many denizens of Godsvale have taken to calling it).

Beyond the immediate courtyard within, one might find places to exchange goods and services with demigods. While they don't deal in gold like most people of the mortal plane, they often trade in coins and ingots of the same ore that many people of Godsvale are now made of.

## THE SANCTUM

Within one of the larger mountain complexes is the Sanctum, where knowledge is recorded, magic is practiced, and denizens of Godsvale typically come to terms with their "callings." Since the

people of Godsvale have come to calling themselves demigods, they consider their specialties and honed skills their calling, or what things they should preserve and continue to seek knowledge of in their ascendance.

Tens of thousands of tomes and scrolls line the walls of every room here. Many wizards of the mortal plane might find this to be a trove so filled with knowledge that they find anything they might be looking for. However, that could take some time, as the demigods keep excruciatingly detailed records of everything that they bother to record. Time is on their side here, after all.

## THE MINES

Within the depths of many mountains are the interconnected and deep-growing mines, where demigods command mighty stone automatons to mine deeper for veins of the ore that was created with this realm.

Given the occasional terraforming and mountain-moving that still occurs on the surface, there have been some demigods that have gotten lost for months by mortal standards, and others that have been missing for years. Most blame this on the foolishness and hubris of those who are careless in their navigations of the tunnels. Surely, there is nothing below that poses a mortal



*An arch-mage of Godsvale, opening a portal to the beyond*

threat of any kind. Why would the people have created that when creating Godsvale?

### THE REACHES

Some denizens of Godsvale have begun residing in slow, flying ships that crawl across the stagnant skies over the mountains. Most of these are constructed and maintained across a string of summits referred to as the Reaches, where metallurgy is practiced most in the realm. In fact, it's here that all practices centered around the manipulation of materials are held.

This is also where demigods grant their souls into metal bodies, believing the mystical ore of their own creation would last far longer than the flesh they once wore. So too are many stone and metal automatons created here, with many of the larger ones of stone and the smaller of metal.

### THE OUTSKIRTS

Over time, the demigods have left abandoned ruins in the wake of their interests and experiments in Godsvale. Beyond the most populous areas of the mountains, there are mysteries to be rediscovered or solved. Some speak of creatures of flesh still living out there, unknown in their origins or how they live off a land not intended for them. Some demigods have chosen solitude from their community, moving into monastic practices unconcerned with the majority's desires for a grander ascendance. Perhaps there is more beyond that was created by demigods in secret or without intention.

The true nature of the outskirts of Godsvale is left to those who manifest it.

### DEI EX MACHINA

The amount of time between the ancients' departure from the Petrapeaks and the demigods' arrival from Godsvale is unknown, and given the strange nature of time in Godsvale, arguably incomprehensible. It seems that the flow and dilation of time has been at the mercy of the Mountains' Council, who remain the most powerful magic users in Godsvale.

It is they who bore ideas around ascendance. As their appraisal of prophecies of old and continued foretelling has changed and warped over time, the present sentiment is this: the only way to protect their customs and knowledge is to live in eternal protection of them, becoming the gods they once spoke of in legends so long ago.

Through their experiences in Godsvale, the Council and many others have discovered that one key to immortality is to have worshippers as their subjects. While the creation of Godsvale was impartial and good-willed, millennia have passed since then, and innumerable movements and leaders have risen and fallen over time. The most notable instance of a nearly-changed status quo was that of the storied godkiller, Teo: the ancient who somehow killed an ascended denizen of Godsvale, and was then banished in fear and mercy.

So the isolated Godsvale has reached a new school of thought without threat of godkillers (although some dissenters like to pretend at threats). They hold all people of Godsvale in equal regard. But subjugating

worshippers from the mortal plane should prove no issue. They should be honored to assimilate into the culture of such mighty, worthy deities.

### FULFILLMENT OF A PROPHECY

Godsvale is at a tipping point. While some deities dissent or simply don't care for what those in power of the realm are doing, it is only a matter of time until the Mountains' Council will lead an invasion with those who support it into the mortal plane, beginning with their old home of the Petrapeaks. But a window (or portal) of opportunity has opened. And the Council's relationship with time is...odd, so they may argue for a few days to a few decades before invading.

Whether they might be dissuaded with word or force, fate is most likely decided by the action of powerful adventurers and seeking alliances with some of the divine beings themselves.

A war of divinity is at hand.

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*Note: We encourage you to play often with Daggerheart's Demigod transformation if using this Realm Gazette!*

Selene,  
with her sidekick, TR-U57-Y



# NOTABLE DENIZENS

## SELENE *The Mischief Maker*

*To new people, Selene seems like an average human girl. To those who have fallen for her tricks and pranks, she is far more.*

### **When Occupied**

Selene is typically looking for ways to trick her fellow deities under the guise of others. As one of the demigods of magic, she has chosen a different path from many of her peers. Whereas they concern themselves with what their magic and powers could be should they continue their study and mastery, she is more concerned with how to use them now...for her amusement.

*Intus,  
both poet and warrior*



Since the portal to the mortal plane has opened, Selene has found a whole new host of people to prank who are none the wiser to her intentions and reputation. She doesn't concern herself with the boring politics or lore or conquest or whatever it is the denizens of Godsvale are up to.

### **When Approached**

Selene prefers to play the part of a helpless mortal when she can. To a new face, she will never betray her true nature, and will try to play increasingly larger jokes with her favorite illusion and enchantment magic. Her opinion of familiar people is entirely dependent on how much they like her jokes.

### **When Threatened**

While she's avoidant of physical conflict, Selene is happy to spar verbally with name-calling and taunting. That isn't to say she cannot hold her own in a fight, where she leans on illusion and enchantment magic to fool threats into hurting each other and themselves. For her, it's simply a matter of preference.

### **When In Need**

- Upon meeting the party, Selene hatches an idea: have them enter Godsvale posing as deities. She'll magically disguise them and invite them to try to cause as much discreet chaos as possible. However, she will simultaneously try to make their quest difficult, intentionally spreading suspicion of them herself. Should they succeed in spite of her efforts, she'll offer them a chest of ore that Godsvale deities use for their metal bodies.
- Selene is growing annoyed with one of the most self-serious of deities, Intus. She wants the party to pose as a distraction for her while she sets up an elaborate scheme to steal his treasured weapon. She sends her companion, TR-U57-Y, to help them with whatever they need. However the prank plays out, the small bot may choose to stay with the party if he liked how he was treated.
- The party stumbles upon the inconspicuous Selene, posing as a magical scholar lost in the mountains of the Petrapeaks. She attempts to trick them into guiding her home to Godsvale, where the deities now plan to invade the mortal realm to subjugate mortals into worship. She simply wants to see how the variable of powerful adventurers might stir trouble.

## INTUS *The Sky Poet*

*A demigod of principle and pride, Intus didn't relinquish his soul into a metal body, believing his fellow ancients have long been on the path to losing their humanity.*

### **When Occupied**

Intus often dissents with his divine kin with the famed Skycutter in hand, letting his reputation as a fighter reinforce his skill as an orator. Since Godsvale has reopened to the mortal world, he has been a champion of its people,

defending their spiritual autonomy to other ancients at court, and equipping them with the skills to fight should the need arise.

#### **When Approached**

Intus has grown skeptical of his people and their motives, and this has bled into quick judgment of any automatons. However, he sympathizes deeply with mortals, and will see to their needs as he can. He often pursues philosophical discussions with mortals, seeking to remember the meaning of lives that can end (which most ancients are seeking to subjugate).

#### **When Threatened**

Rarely does Intus need to swing the blade he carries, as the Skycutter is one of the few weapons known to have the ability to slay divine beings. If threatened, he will do anything and everything he can to put himself between mortal people and mortal threats.

#### **When In Need**

- The ancients have grown restless, and are preparing to send an invasion force to the mortal plane to seek subjects to worship them. Intus, too, is done debating, and is ready to fight, looking for other skilled warriors

and mages willing to join him. Intus will train anyone who joins them with great skill as a warrior and instructor, levelling up the entire party.

- Intus is in the Forum of Godsvale, seeking mortals who are willing to make arguments that they are hardly different from the ancients and shouldn't be subjected to their rule just because of their mortality. To prove his allegiance with mortals, he will grant the mortal who makes the greatest case for their people his famous Skycutter.
- If you stumble upon Intus training in combat, he will ask the mightiest looking warrior to spar him in a duel to help teach onlookers. After the fight, Intus will grant his opponent an ability/feat that they have the prerequisites to learn.

### **TEO** *The Exiled Ancient*

*Teo was banished from Godsvale for deicide. A demigod himself, he has long wandered the mortal plane, seeking new purpose and pondering his existence. But now, the way to Godsvale has reopened.*

#### **When Occupied**

Long before Godsvale reopened the way to the mortal plane in search of worshippers, some ancients sought to subjugate others of their kin within the realm. It was then that Teo did the impossible, killing an ancient who was thought to have become immortal in their acquisition of divine subjects.

As the status quo of Godsvale returned to normal, the ancients feared Teo's abilities. He didn't share the secrets of killing a god, believing then that the knowledge was too dangerous to circulate. In a combination of fear of his abilities and merciful thanks for his actions, the ancients instead exiled him and his dangerous secrets from Godsvale altogether. The godkiller nobly accepted his fate.

Since then, Teo has lived in secret within the mountains of the Petrapeaks, avoiding and observing mortals from afar while wondering at his new purpose, if there is any.

#### **When Approached**

Teo has long avoided contact with mortals, disappearing into the mountains should encounters come close. But with the reconnection of Godsvale to the mortal realm and the clarity of the ancients' motivations, Teo has changed his disposition, announcing himself to his kin in hopes they temper their intentions towards mortal people in response to his reputation.

With that, Teo inquires about those who approach him straightforwardly, asking about their intentions, and then whether they know who he is.

#### **When Threatened**

While Teo will protect others at first, he will choose to protect himself more should a situation become dire. He knows the value of his knowledge, and believes that to be more important than an individual life.

#### **When In Need**

- A wandering party might stumble upon the fallen Teo, whose core has somehow been shattered. Appearing to be a simple, inert automaton, repairing and reviving Teo may provide the key to evening the odds against Godsvale should the ancients seek conquest against the mortal plane.

Teo,  
haunted by the past



- Teo is seeking to become humanoid again, wanting to rid himself of the curse of divinity he took on so long ago. Should someone help him discover how to return to a body of some kind of conventional mortality, he may finally share his secrets of god-killing with those who help him.
- Teo is wondering what his purpose as a demigod is. Upon meeting a particularly insightful person, he may share his storied past, from the moment he entered Godsvale to his centuries observing mortals in the mountains. He wishes to hear their thoughts on who he is and what he may be a demigod of, for time and thought have changed him. If he finds their answers satisfactory, he will gift them his Sun Crown.

- Zol's pet bird, Frill, is broken. Without experience in the mechanics of automatons, Zol is inconsolably distraught in a way he's never been before. If someone in the party manages to fix Frill with some extremely difficult and careful tinkering, he'll give them his Sage's Shawl as a gift.
- Zol has gone missing, as the deities of Godsvale have begun capturing and imprisoning deities who disagree with the subjugation of mortals. However, his pets are free. They stumble upon the party, and attempt to relay that Zol and other friendly demigods are trapped somewhere within Godsvale, needing help from people bold and bright enough to plan a prison break from the gods.

## ZOL *The Friendly Deity*

*As soon as the portal to the mortal plane reopened, Zol moved quicker than he ever had before to get out of Godsvale. He needed to meet more friends, after all.*

### **When Occupied**

Zol quickly grew bored of all the seriousness and solemnity around Godsvale when everyone started wanting to ascend to true godhood, so he stayed out of it as much as he could, relaxing in the Outskirts and befriendng anyone and anything that found him out there.

Since Zol is back in the mortal plane, he's kept extremely busy meeting people on his quest to befriend everyone and everything he possibly can, riding his giant cavy mount, Roco, around with his pet-friends, Frill and Steve.

### **When Approached**

While Zol's demeanor is always cheerful enough to liven up those around him, his eyes seem to lighten even more when they find an unfamiliar face. Zol will ask every detail about someone's past and present, simply wanting to know all there is about them. It's in these situations—where he inquires about someone's life for hours or days at a time—that he betrays his inability to comprehend time, which many denizens of Godsvale also share.

### **When Threatened**

Zol will try to de-escalate a conflict at all costs, and he's hearty enough to take a few blows without a second thought just to prove his intentions are kind. Even if conflict begins between others, Zol will attempt to mediate between the involved parties.

### **When In Need**

- Zol wants to know every detail about one of the party members he meets on his travels. If they don't tire or grow annoyed with him over his hours of genuine questioning, he'll give them one of his friends between Roco, Frill, and Steve, depending on which he thinks they'll get along with the best.

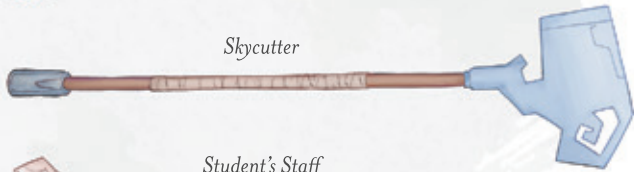
Zol,  
*bearing his signature smile*



# ITEM INDEX



Foeseeker



Skycutter



Student's Staff

Ancestral Visage



The Sky-Poet's Heart

Arcane Battery



Crystallized Soul



Frigill

Mitts of Yore



Sage's Shawl

The Sky-Poet's Helm



WEAPONS

ARMOR

LOOT

## FOESEEKER

Tier 2 Primary Weapon • Two-Handed

INSTINCT VERY CLOSE +4 MAGICAL

**Cleaving:** Mark a Stress when dealing damage to distribute that damage to any number of targets within range.

## SKYCUTTER

Tier 4 Primary Weapon • Two-Handed

STRENGTH VERY FAR +4 PHYSICAL

**Inescapable:** Mark a Stress for each distance category beyond Very Close between you and your target.

## STUDENT'S STAFF

Tier 4 Primary Weapon • Two-Handed

KNOWLEDGE FAR +9 MAGICAL

**Learned:** When attacking with this weapon, add +1 to your attack roll for each Codex domain card in your Loadout.

## THE SKY-POET'S HEART

Tier 2 Armor

2 ARMOR 9 MAJOR 20 SEVERE

**Experiential:** Add your tier to your available Armor Slots while wearing this.

## ANCESTRAL VISAGE

Rare Loot

Mark 3 Stress to immediately don a magical disguise, appearing as any other person you have seen of any ancestry who is no more than twice your size.

## ARCANE BATTERY

Rare Loot

When recalling a domain card from your vault, you may Spend Hope instead of Marking Stress.

## CRYSTALLIZED SOUL

Rare Loot

Your maximum loadout size is reduced by 1. Choose between one of the following Ancestry Features from humans:

- **High Stamina:** Gain an additional Stress slot.
- **Adaptability:** When you fail a roll that utilized one of your Experiences, you can mark a Stress to reroll.

## FRILL

Uncommon Loot

While Frill follows you, your maximum loadout size is reduced by 1, you gain +1 to your Presence, and you have advantage on rolls to befriend animals and anthropomorphic humanoids.

## MITTS OF YORE

Rare Loot

If a weapon uses Knowledge as its trait, you can instead use it with any trait of your choice.

## POMBROSIA

Rare Loot

Spend 2 Hope to feed a plant with this endless magical nectar, preventing it from ever wilting except by magical means.

## SAGE'S SHAWL

Rare Loot

You gain a +2 bonus to your Instinct but have disadvantage on all attack rolls and Spellcast Rolls that cause damage to their targets.

## THE SKY-POET'S HELM

Common Loot

When you succeed with Hope while using an Experience, gain an additional Hope.

# ITEM INDEX

## STEVE

*Rare Loot*

When you level up, you can also choose from Sage domain cards of half your level (rounded up).

## SUN CROWN

*Rare Loot*

When you succeed with Hope, **mark a Stress** for another party member who can see you to gain a Hope.

## TR-U57-Y

*Legendary Loot*

While TR-U57-Y follows you around, your maximum loadout size is reduced by 1. You gain an additional Hope anytime you roll with Hope.

## WINGBACK

*Rare Loot*

You can fly. While flying, mark a Stress after an adversary makes an attack against you to gain a +1 bonus to your Evasion against that attack.

## WIZTICUFFS

*Uncommon Loot*

**Spend 2 Hope** to gain advantage on a Spellcast Roll.

## ZOLLY POCKET

*Legendary Loot*

Inside of this pouch is a small folded house. Once per session when not in a dangerous situation, **mark 3 Stress** to unfold the house and choose who will enter it with you. As the house unfolds, it creates a pocket dimension where you and your allies can take shelter. Once anyone leaves, all others inside the house are shunted out as well.

## CLOUD CREATOR

*Rare Consumable*

Throw this against the ground to make all creatures within Close range *Hidden*.

## MODAL MATTER MANIPULATOR

*Rare Consumable*

When you throw this at a point within Far range, choose which effect befalls all creatures within Close range of it:

- They take d8 physical damage using your Proficiency.
- They become temporarily *Vulnerable*.
- They become temporarily *Restrained*.

# DOMAIN INDEX

## HOPE TOTEM

*Level 1 Valor Ability • Recall Cost: 0*

You have a small totem that can be held by you or an ally. Describe what it is and why it inspires you. The totem's holder raises their maximum Hope by 1.

This effect ends if you or your ally with the totem marks their last Hit Point. It can be re-established for free on your next rest.

## MIRROR, MIRROR

*Level 5 Codex Spell • Recall Cost: 3*

Once per session, make a **Spellcast Roll (15)** to manipulate a reflective surface to show visions of either the past, present, or future. When you do, focus on a person, place, or thing that you have seen before to see visions of it during the time period you selected.

## THANKS FOR ADVENTURING WITH US!

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LOOT

CONSUMABLE

VALOR

CODEX



