

BOOK OF CELESTIAL HEROES




5th
Edition Fantasy


**LEGENDARY
GAMES**


MIKE MYLER

BOOK OF CELESTIAL HEROES

A FIFTH EDITION OGL DECOPUNK CAMPAIGN SETTING
AND HOLY RESOURCE FOR GLORIOUS ADVENTURES

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TABLE OF CONTENTS

CHAPTER 1: History of Askis.....	7–18	CHAPTER 5: Samovi.....	64–79
Twilight of Suffering.....	7	Coelicla, Capital of Samovi.....	66–69
Age of Discord.....	7–8	MAP: Coelicla.....	67
Vanquishing of Evil.....	8–10	Adversus, Alpine Town.....	69
MAP: World of Askis.....	9	Amicus, Village of Sentries.....	69–70
Utopian Dawn.....	11–12	Consilium, Stout Town.....	70–71
Night of Largetio.....	13	<i>Melculum Jar</i>	71
The <i>Torquem Machina</i>	14–16	Etium, Moon City.....	71–72
Score Tarvorial.....	16	Hemina, Dune Town.....	72
Cosmology of Askis.....	17	Meridies, City of Peace.....	72–73
The Gray Knight.....	18	Nitidus, the Gnomis Metropolis.....	73–74
CHAPTER 2: World of Askis.....	19–32	Noticia, Halfbreed Town.....	74–75
Innate Harmonies.....	20	Peribolus, the Walled City.....	75–76
Life in Askis.....	21–23	Praesus, Town of Respite.....	76
Aasimar Traits.....	21	Refovio, High Town.....	76–78
Aasimar Subraces.....	22	Regredior, East Port City.....	78
Holy & Vile Dragonborn.....	22	Severus, Village of the North.....	79
Evil Below.....	24–25	CHAPTER 6: Zakuthombo.....	80–95
Oceans of Old.....	25–26	Iacio, Capital of Zakuthombo.....	82–85
Worship in Askis.....	27–31	MAP: Iacio.....	83
The Ministry.....	27–29	Pertinax, Inquisitorial Metropolis.....	85–87
Silent Knight (CR 1).....	30	Aquila, Snow Town.....	87–88
The Inquisition.....	30–31	Conlatus, City of Victory.....	88
CHAPTER 3: Spheres of Askis.....	33–48	Eludere, Hill Town.....	88–89
Towers of Light.....	35–36	Entiam, Last Stop Village.....	89–90
Monastic Order of Law.....	37–38	Maerus, Barter City.....	90–91
<i>The Ring of Oneness</i>	38	Navicla, Hook City.....	91–92
Bands of Kyttarmoak.....	38–40	Obcidens, Glitter City.....	92
<i>Bands of Kyttarmoak</i>	38–40	Prensatio, Metropolis of Trade.....	92–93
Samovi Preserve.....	40–41	Suppetia, West Port City.....	93–94
<i>Tapper's Spike</i>	41	Truso, Town of Elves.....	94
Holy Virulence.....	42–43	Tutela, City of the Gate.....	94–95
Divirulent Hound (CR 5).....	43	CHAPTER 7: Holy Character Options.....	98–167
Shadows of Vanity.....	44–45	New Skills: Science & Technology.....	99
<i>Shadow of Vanity</i>	44	New Class: Exemplar.....	100–110
Bloodsong Storms.....	45–46	Disciple Archetype.....	105–106
Chime of Contests.....	46–47	Enchanted Warrior Archetype.....	106–108
<i>Chime of Contests</i>	47	Epic Hero Archetype.....	108
Gift of Inaequa.....	47–48	People's Champion Archetype.....	108–109
CHAPTER 4: Ouranios.....	49–63	Slayer Archetype.....	109–110
Settlement Rules.....	50	New Class: Feywalker.....	110–116
Kaelesti, Capital of Ouranios.....	51–53	Beasts Primal Sphere.....	114–115
MAP: Kaelesti.....	52	Plants Primal Sphere.....	115
Alacer, City of Saints.....	54	Entropic Primal Sphere.....	115–116
Bellua, Baron City.....	55	Holy Class Archetypes.....	117–127
Burgus, Town of the Pass.....	55–56	Holy Spirit Primal Path.....	117
Ductus, Village of Beauty.....	56	College of the Celestial Song.....	117–118
Exortus, Faith Town.....	56–57	Celestial Bureaucracy Domain.....	118–119
Fluctus, Shifting City of Law.....	57	Gray Knight Warlock Patron.....	119–120
Gratia, South Port City.....	57–58	Circle of Gray.....	120
Kalator, Mountainbay Town.....	58	Chevalier Martial Archetype.....	120–121
Legio, City of Industry.....	58–59	Heavenly Soul Monastic Tradition.....	121–122
Maoir, Canal Town.....	59–60	Oath of the Angelic Warrior.....	122–123
Moene, Squamiger Town.....	60	Oath of the Chosen.....	123–124
Patefactio, Thinker City.....	60–61	True Inquisitor Ranger Archetype.....	124–125
Praeclarus, Town of the Tongue.....	61–62	Samaritan Rogue Archetype.....	125
Riskara's Bastion, Dwarven Metropolis.....	62	Angelic Sorcerer Bloodline125–126
Sobrius, Prohibition City.....	62–63	Holy Arcane Tradition126–127
Variatio, All-Town.....	63		
<i>Holy Blood</i>	63		

Inaequa Class Archetypes.....	117–127	Holy Relics.....	144–145
College of Inaequa Tinkering.....	127	<i>Holiest Blood</i>	144–145
Cog Domain.....	127–128	<i>Prayer Beads</i>	145
Inaequa Inventor Mad Science.....	128–129	<i>Saluto Gems</i>	145
Inaequateer Ranger Archetype.....	129–130	Tailored Magic Items.....	146–151
Deviant Technologist Rogue.....	130	Tailored Magic Item Feat.....	146
Holy Feats.....	131–139	<i>Barbarian's Greataxe</i>	146
Conviction of Faith.....	131	<i>Bard's Lute</i>	146–147
Divine Preservation.....	131	<i>Cleric's Holy Symbol</i>	147
Driven Onward.....	131	<i>Druid's Pouch</i>	147
Heroic Sacrifice.....	131	<i>Exemplar's Icon</i>	147
Holy Magician.....	131	<i>Feywalker's Cap</i>	147
Inaequa Adtactus.....	131–132	<i>Fighter's Longsword</i>	148
Inaequa Gnatus.....	132	<i>Monk's Staff</i>	148
Inaequa Weaponeer.....	132	<i>Paladin's Shield</i>	148
Powerful Prayers.....	132	<i>Ranger's Longbow</i>	148
Warrior of Faith.....	132	<i>Rogue's Kukri</i>	148–149
Celestial Grafts.....	132–134	<i>Sorcerer's Stone</i>	149
Couatl Crest.....	133	<i>Warlock's Pendant</i>	149
Deva Wings.....	133	<i>Warrior's Breastplate</i>	149–150
Holy Gear.....	133	<i>Warrior's Crossbow</i>	150
Pegasus Wings.....	133	<i>Warrior's Maul</i>	150
Planetar Visage.....	133	<i>Wizard's Hat</i>	150–151
Solar Gaze.....	134	Equipment.....	151–167
Unicorn Horn.....	134	Mundane Items.....	151–152
Holy Troths.....	134–137	Weapons.....	152–153
Troth of Celibacy.....	134	Augmetics.....	153–154
Troth of Charity.....	134–135	Inaequa Technology.....	154–160
Troth of Clarity.....	135	Grappling Gun.....	154–155
Troth of Hardship.....	135	Inaequa Pistol.....	155
Troth of Pacifism.....	135–136	Jetpack.....	156
Troth of Righteousness.....	136	Jump Boots.....	156
Troth of Silence.....	136–137	Magnohydraulicus.....	157
Troth of Truth.....	137	Pacification Net.....	157
Divine Rituals.....	137–139	Power Armor.....	158
Apocalypse Periculos.....	137	Power Rifle.....	159
Custos Calicem.....	138	Power Shield.....	159
Donum Virtutis.....	138	Power Sword.....	159–160
Exorcism.....	138–139	Well Hammer.....	160
Forbiddance Daemonibus.....	138	Vehicles.....	161–167
Momentarius Eidem.....	139	Vehicular Rules.....	161–163
Holy Spells.....	140–144	Unpowered Vehicles.....	163
<i>Angel Wings</i>	140	Cloudglider (Dirigible)....	163–164
<i>Candle Vigil</i>	140	Cutter (Motorcycle).....	164
<i>Deificio Fatum</i>	140	Inaequa-Chariot (Car).....	164
<i>Heavenly Nectar</i>	140	Jetter (Speedboat).....	165
<i>Holy Hand Grenade</i>	141	Steel Equos (Railroad Engine).....	165
<i>Holy Form</i>	141	Steel Plaustra (Truck).....	165–166
<i>Lance of Light</i>	141	Vectio (Trolley).....	166
<i>Lesser Holy Form</i>	141–142	Whirlybird (Gyrocopter).....	166
<i>Luminant Steps</i>	142	Windrider (Plane).....	166–167
<i>Mirror of Radiance</i>	142	CHAPTER 8: Gamemastering Glory.....	167–206
<i>Novis Inaequa</i>	142	Vile Afflictions.....	167–180
<i>Prayer Notes</i>	142	Vile Poisons.....	167–172
<i>Radiant Ricochet</i>	143	Poisons Table.....	168–169
<i>Revitalize Inaequa</i>	143	Vile Diseases.....	173–176
<i>Righteous Weaponry</i>	143	Expanded Madness.....	177–180
<i>Sacred Shout</i>	143	Madness Tables.....	177–179
<i>Saintly Vengeance</i>	143	Dark Madness & the Cursed	
<i>Shield of Light</i>	144	Condition.....	179–180
<i>Supreme Holy Form</i>	144	Mad Scientists.....	181–206
<i>Vasa Pretosia</i>	144	Caskette (CR 20).....	182–185

Cathedral Laboratories.....	184
Perfidosius Priest (CR 13).....	185
Gespatrieux Xantilles (CR 19).....	186–189
Sanguine Abattoirs.....	188
The Rodent Queen (CR 8).....	189
Fraus Calumnia (CR 18).....	190–193
Sunken Madhouses.....	192
Cogerangario Antennae.....	192
Inferus, the Faceless (CR 6).....	193
Aevus Fatalibus (CR 17).....	194–197
Clockwork Castles.....	196
Agens Coenobita (CR 10).....	197
Trepida Vereor (CR 20).....	198–201
Magma Fortresses.....	200
Latro Nox (CR 15).....	201
Rogar Felgrym (CR 17).....	202–206
Corrupted Pneumavore (CR 14)	204–205
Sica Rimora (CR 9).....	206
CHAPTER 9: Forces of Darkness.....	207–270
Mana-Wasted Template (CR +1).....	208–209
Vilespawn Template (CR +1).....	209
Damned Oktellio (CR 11).....	210–211
Cambion (CR 1).....	212
Cambion (Half-Fiend) Template.....	212
Crazed Simulacrum (CR 7).....	213
Cyberphrenic Tadpole (CR 1/2).....	214–215
Dissectrinator (CR 5).....	216–217
Clamping Drills Trap.....	217
Daemons.....	218–220
Cacodaemon (CR 1/2).....	218
Hydrodaemon (CR 6).....	219
Daemonic Tadpole Trap.....	219
Thanadaemon (CR 6).....	220
Demons.....	221–224
Abrikandilu (CR 5).....	221
Abrikandilu Eye.....	221
Coloxus (CR 3).....	222
Equos Demon (CR 11).....	223
Imp-Erosi (CR 2).....	224
Devils.....	225–227
Accuser Devil (CR 4).....	225
Bestiola Devil (CR 6).....	225
Contract Devil (CR 4).....	226
Warmonger Devil (CR 6).....	227
Vile Dragon.....	228–232
Wyrmling (CR 4).....	228
Young (CR 11).....	228–229
Adult (CR 18).....	229–230
Ancient (CR 25).....	230–231
Elementals.....	233–237
Acid Elemental (CR 5).....	233
Force Elemental (CR 6).....	234
Necrotic Elemental (CR 6).....	235
Radiant Elemental (CR 6).....	236
Storm Elemental (CR 6).....	237
Blood Golem (CR 7).....	238
Vilespeech Golem (CR 12).....	239
Kyton (CR 12).....	240
Agonized Kyton (CR 14).....	241
Mad Kyton (CR 16).....	242
Pneumavore (CR 15).....	243

Pneuminfan (CR 3).....	244
Slate the Vigilante (CR 13).....	245–246
<i>Venenum Vestis</i> (cursed wondrous item).....	247–248
Automatum (CR 20).....	249
Exspiravit (CR 10).....	251
Potentiam Convertendie (CR 15).....	252
Rudis (CR 24).....	253
Sclestus/Mailotia Vandersyn (CR 14).....	254
Stephni Hibernica.....	255–257
Tucker Quickfoot (CR 18).....	259–260
Master Inquisitor (CR 11).....	261
Inquisitor (CR 8).....	262
Inquisitor Adeptus (CR 3).....	263
Legatus (CR 2).....	263
Treklotus Edwardius (CR 16).....	264–265
Darius Ventrelli (CR 18).....	266–267
Sanctified Virologist (CR 13).....	268
Ministratus (CR 8).....	269
Divine Pathologist (CR 5).....	270
Doctor of the Faith (CR 2).....	270
CHAPTER 15: Searching the River Styx Adventure.....	271–282
The River Styx.....	272
Introduction.....	273–274
Pagkaulitan: Cavern of Gluttony.....	274
MAP: The River Styx.....	275
Traveling the River Styx.....	276
Chisokonezo: Altar to Heresy.....	276–277
Crossing the River Styx.....	277
Ukunyoluka: Grotto of Avarice.....	278
Conclusion: Sotiria's Rewards.....	278–279
Monsters: Under the Hood.....	280
The Daemon Wehelin the Glutton.....	281
The Demon Xadgudbaha the Heretic.....	281
The Devil Aargoosiga the Avaricious.....	282
Sotiria the Fallen Angel.....	282
OGL.....	283
Book of Exalted Darkness Character Sheets.....	284–285





TWILIGHT OF SUFFERING

Little remains from the eras before the Celestial Heroes saved the world from evil, the history of the distant past woven into myths forgotten under the piles of books and tomes extolling the deeds of Askis' many saints. The only living remnants of that bygone age are the lauded demigods themselves and the few great serpents that have escaped their holy wrath, driven so far beneath the surface that they are thought to be slain legendary beasts. Scurrying among them are the mad scientists that eluded the purges but only the deranged and foolish dare give them any heed—but that's all well enough. Most of Askis is satisfied with accepting the utopian age they were born into, assured that their divine leaders won't lead them astray or allow harm to befall the world.



AGE OF DISCORD

The old gods that wrought Askis (and possibly the universe) are lost to time, run aground and roughshod by conflict during the Age of Discord, the epoch when the Celestial Heroes rose from obscurity to begin their unyielding fight against evil. In this ancient time the lands were consumed by bloodthirsty warlords and petty city-states, all obsessed with expanding their reach and territory, each blind to the need to unite in order to advance civilization.

In Ourianos the Order of the Shining Stone was forged by the Duertek Mercantile Consortium's drive to unite the Contiguous Continent. First came Gimli Stoneflask, trodding forth from the depths of Riskara's Bastion in the Rostratus Mountains and wielding the sacred power of his dwarven ancestors, defending the wagons of his kin from the many that sought its riches. As they traveled ever westward many hired swords joined their cause, but the monk Varrus Goodwin was different—refusing to allow the traders to pass without defeating him in sport. The tales of how the gifted warrior was won over are dozenfold and lost to time, but it is widely agreed that the stout priest was at the heart of it.

At the completion of the lengthy caravan's second circuit the elves of the Shandalan Forests sent an envoy (a wizard named Rankir Tarryndorn and the last of the legendary trio) that joined the other folk and quickly proved to be the vital component that enabled the sortie to not only defend their charges, but overcome their offenders. Word of the Order of the Shining Stone's victories traveled across Ouranos

faster than they could, and with a member of the Duertek Mercantile Company remaining in each major settlement a communications network was built—before long political alliances formed between aggressive warlords still holding out, nesting pockets of defense across the Contiguous Continent.

The unforgiving wilderness of Samovi resisted civilization as surely as it hid evil—its lush and overgrown forests too verdant and fast growing, its deserts too bereft of prey and water, its mountains too high and treacherous—ending many settlements long before they could gain more than a foothold. Notorious bandits, pirates, and savages made their homes within, engaging debaucheries galore without fear of reprisals of any kind, enslaving captives and taking whatever they pleased in an endless, bloody cycle of death, misery, and violence. A gnome ranger named Tapper Underknoll rapidly gained renown for surviving numerous attempts at revenge following the first few of his Vengeful Scourges, quickly mounting a

bounty posted by the infamous Hethyria Bloodboot: a king's ransom for his tiny head.

Many a greedy adventurer chased after the cunning little hunter but the monetary incentive to do so didn't last long. One of a nefarious mariner's crew betrayed his captain in a stunning ambush alongside the diminutive woodsman, the vessel's trusted mage turning his spells on buccaneers. It was the final anvil strike in the unbreakable bond of friendship between Tapper and the dubious tiefling sorcerer Darrius Ventrelli, forged on the fiery deck of *The Scorned Maiden* as the corpses of its many sinners disappeared beneath the waves. The two continued the gnome's quest for justice and traveled across the continent, searching for wickedness and wrongdoers with little direction—until they stumbled upon an ancient temple in the highest peak of the towering Quyosh Mountain, a sacred and timeless structure devoted to the Upper Planes. They emerged not as two but three—led by the paladin Lellwyn Fethyrwal, a woman said to be touched by angels—and under her guidance The Golden Redeemers rapidly gathered like-minded followers, mounting military campaigns against larger outfits of pirates and bandits until their rising reputation brought renown to the whole of Samovi as well.

As peace spread across the other two continents of Askis, Zakuthombo descended into a pit of anarchy, the last bastion of evil protected by fierce waters and the fiefdoms of draconic overlords exiled from elsewhere. Despite being the last of the Celestial Heroes to become known across the world, Tucker the Great and Co. gained fame in leaps and bounds, sailing back from their first foray into the Far Continent on a boat covered in the scales of the legendary wyrm Sabrydethrio—the greatest of Ouranios' winged serpents, said to have absconded from the Contiguous Continent with the world's most powerful treasures so that no adventurers could ever slay it.

By auctioning off a few of the rewards from Sabrydethrio's hoard, the enchanting Mystral Farsong earned the group untold coin and their canny halfling leader purchased armies, a navy, and a score of mages for their return to the dreaded lands. Utilizing the direct but effective tactics of Gruk the Axe their mercenaries began the long and brutal campaign against the numerous evil dragons forced to lair in Zakuthombo.

VANQUISHING OF EVIL

For hundreds of years the Order of the Shining Stone, Golden Redeemers, and Tucker the Great and Co. waged their crusades against evil, seemingly immune to the ravages of time or the fatigue of making war on the world's wickedness. It was during these centuries that the many saints of Askis came to be, heroes of their homelands and patrons of the cities they championed, worshiped and enshrined. Though well known and lauded for their initial victories, their task was truly monumental—beating back evil wasn't a simple endeavor and like a pernicious weed of corruption, with every slain villain another rose anew. Previously fractured, the most sensible of the warlords that remained chose to band together into factions in desperate efforts to resist the dawn of the Celestial Heroes.

Though not tired of their fight against evil in Ouranios, the Order of the Shining Stone had become exhausted with the praises and laurels heaped upon them by its thankful people. To aid in their travels the dwarf Gimli Stoneflask constructed watchtowers mystically banded together by the elven wizard Rankir with the placement of numerous teleportation circles and other magics. These structures ultimately became the Towers of Light, the magic tethering them together the first of many arcane theories that led to the *Bands of Kyttarmoak*. While the fortifications provided some safety and privacy for the lauded adventurers as they waged precise assaults to eliminate the dangers still present on the Contiguous Continent, their devoted followers simply could not be dissuaded from harrying the heroes. This refusal to keep away caused many to suffer retribution from the adventurers' numerous adversaries, mistaken for soldiers camped outside of their commanders' watch towers. After the third such attack Varrus Goodwin began enforcing training regimes led by his pupils, disseminating his style of combat and laying the foundations for both the Monastic Order of Law (before he belatedly thought to include edicts about the necessity of living within the confines of civilization to better master one's martial truths) and the Justitia.

ASKIS

STIRIACUS OCEAN

SPANOVI

ZAKUTHOMBO

OURRANIOS

DIFFUSILUS OCEAN

INRETUS OCEAN

RALLIUS OCEAN



Conquering the whole of Samovi was daunting but the Golden Redeemers were unfaltering in their pursuits. Unlike in Ouranios however, the wild and free hearts of Samovians were not welcoming to their Celestial Heroes, fearful of the full consequences that the benevolent society they promised would inevitably bear with it. It became the role of Lellwyn Fethyrwal not just to make certain their allies were arrayed to resist the wicked guerilla fighters roiling through the wilderness, but to turn the hearts of the people as well. As she traveled between settlements won over to their cause she spread their wisdom of kindness and mercy to all that would listen. In her wake she left the Iterati, the most beautiful and persuasive of her followers trusted to keep her faith and win over more to their cause.

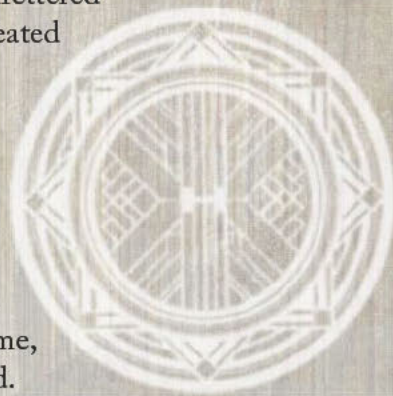
Many heard the call but those that didn't ultimately came to the attention of Darrius Ventrelli, the tiefling using his natural penchant for guile to ingratiate himself with the criminal elements that resisted his paladin allies' golden tongue. Over the course of decades he assumed countless disguises, infiltrating thieves' guilds and smuggling cartels. Ne'er-do-wells that managed to escape his impressive control over magic were flushed out into Samovi's wildernesses—lands mastered by Tapper Underknoll. Only the most devious and lucky fugitives evaded his expert tracking skills, the gnome's arrows the last stakes in the heart of evil that once ran throughout the continent.

It was the combined need for a way to humanely contain those of a wicked nature that united the three bands of adventurers. They had of course met before, allying together when an obstacle proved too great—the slaying of the devious pirate dragon Azuleiran, the upending of the Deistrina Cult in Samovi, breaking the Encircled Coven of Ouranios, chasing the corrupted Versethorian Sky Mages, and a dozen others—but nothing yet had required such a deep investment of time and wealth. With their shared final victories drawing nearer, it was Tapper Underknoll that suggested a permanent, removed locale for the unnaturally deviant to live out their lives, and the workings of the Celestial Heroes' master spellcasters to see it to fruition. For over two centuries Darrius, Mystral, and Rankir toiled and experimented until finally finding success, raising from the ocean an entire island isolated in the heights of Askis' sky near the slopes of Quyosh Mountain.

Thus the Samovi Preserve became the first of the Celestial Heroes great works, confining the defeated but unyielding evil forces of the world. With their minds, spirits, and resources unfettered by the burden of inefficient jails, the soldiers sworn to the adventuring parties defeated virtually all the wicked warlords, dragons, and unholy abominations throughout Askis. The great winged serpents able to fled, escaping beneath the surface and surviving in either the deadly tunnels of Taenarius or under the waves, making secret lairs far from interfering mortals. Villainous generals, bloodthirsty zealots, and practitioners of foul magics were defeated through and through—only those that had begun to embrace science managed to resist with any of their original collective strength intact, hiding throughout society and using their mastery of technology to confound their would-be captors. For a time, it seemed as though evil had truly been extinguished from the world.

Though initial fatalities of the campaigns in Zakuthombo were high it seemed as if Tucker Quickfoot's pockets were endless and the longer the list of slain winged serpents grew, the more rumors spread of his most trusted soldiers wielding strange weapons that fired rays of brilliant light (drawing ever more adventurous men and women to their banner). With Gruk at the fore of a seemingly inexhaustible supply of mercenaries, they gradually hacked their way into the strongholds of the world's dragons with brutal victory after brutal victory. The winged serpents were not fools however and each learned from the mistakes of their defeated kin, making the defenses of every territory utterly lethal, every lair a deathtrap.

More than dragons lived in the Far Continent and while they may not have loved their unforgiving rulers, when left with no other choice some among the defeated armies could be persuaded by Mystral Farsong to accept a more enlightened life. Those that further resisted—malicious trolls, cannibalistic giants, despicable hags, and the like—were gaoled by Tucker the Great and Co. mercenaries aided by songs of the bard's creation, attuned to the Upper Planes to pacify the mind with celestial melodies. Despite its elegance however, the half-elf's melodious imprisonments could not last forever.



UTOPIAN DAWN

With the knowledge that the looming sky-prison of the Samovi Preserve awaited them, many of the soon to be defeated chose to end their own lives rather than suffer humiliation, enacting dark rituals that instilled their power as potent curses, corrupting relics, malignant influences, and worse, some evident immediately but many more laying dormant in wait for conditions prophesied from the mad jibbering voices of fiends peering into possible futures. In these centuries of quiet strife nearly as many saints of the Celestial Heroes arose to sacrifice themselves against the resurgent threats as had appeared in the crusades against evil centuries past. Not everyone born into the emerging utopia found it to their liking and these unlucky folk appeared as rapidly as the emerging technological wonders that spread across Askis—all thanks to Tucker Quickfoot.

As Tapper Underknoll saw to the maintenance of their isolated realm for evil folk, the rest of the Celestial Heroes worked upon their own great works but none more impactful than the world-famous rogue's. With the active threats of the world no longer in play the halfling revealed the source of his elite's weaponry: the divine fuel, inaequa. Once shared to the world, Askis' engineers, scientists, and smiths embraced the miraculous substance and ushered in a new age of technology. Their machines eventually develop into the utopia of modern day, but even the simplest of these devices vastly changed the face of the world with frightening speed.

Parallel lines of steel rails were put down across all of Ourianos for steel equos, chugging around the Contiguous Continent and connecting one half of the planet directly to its other side through the Rotundus Railway. Each sprouted countless routes branching off the two key central lines, serving the major settlements and running near the watch towers Gimli Stoneflask began to instill with the souls of dwarven heroes, transforming them into the Towers of Light. The purges didn't require Rankir Tarryndorn's greater attentions and the wizard went away into seclusion for the purging years—accessible only to offer the occasional piece of wisdom or investigate a suspicious relic—until emerging with the most potent spellwork Askis has ever seen, the *Bands of Kyttarmoak*. Working his perfected rites into place took another century of preparation and execution, but once enacted the elf sanctified the entire planet from the fiends and extraplanar influences to bring an end to the latent corruption left in the wake of the cleansing in ages past.

For his part Varrus Goodwin worked to unite and solidify his martial students, numbering already in the hundreds even with ever stricter requirements for acceptance. It was somewhere during this period that the monk discovered the first of the holy truths, taking an unbreakable vow of silence that all of his followers emulate. None are certain of why or how he came to the profound revelation, but the occasion is marked by the first historical dispute between the Celestial Heroes and though the source of the conflict remains a mystery of the past, the Monastic Order of Law has since gained a position of authority above all the underlings of the Golden Redeemers and Tucker the Great and Co., becoming the penultimate arbiters of Askis second only to The Inquisition.

With the aid of machines the wildernesses of Samovi proved far less daunting, the disparate locales easier to access than ever before, the unrelenting plantlife no match for spinning blades and automated shears. Unlike before the foul touch of wickedness was far subtler after evil's apparent defeat, as insidious as it was



pervasive and widespread leaving the Samovi Preserve abundant with captives to occupy much of Tapper Underknoll's attentions. When he wasn't patrolling and quelling the worst of his charges' evil behaviors, the gnome hunted down the cultist smugglers gathering and disseminating cursed relics under the cover of lush forests, imposing mountains, and trackless deserts. Left without active threats to assail, Lellwyn Fethyrwal's patience waned and in her reveries she fixated upon beauty, crafting the first shadow of vanity and turning her prized Iterati into the initial shadowless elite.

Unable to resist his penchant for traveling incognito among common folk, Darrius Ventrelli found to his horror that even with the emerging utopian society dawning across the world that many people still wantonly engaged in vice. Infuriated at the violations and exploitation occurring under the Celestial Heroes' rule, he first worked to master arcane and scientific cures for diseases—though only as a means to understand them. Knowing that guards can be bribed and hearts swayed by lust, he used the countless tomes of data to craft his great work: the Holy Virulence, *Divinus Biologis*. Once again taking on a countless litany of disguises, the tiefling visited as many bordellos and brothels as he could find to spread the magical malady. Prostitution and violent crimes of a sexual nature curbed dramatically, the divine scourge of Darrius's devising doing more than any amount of enforcement could ever hope to achieve.

Machines took to the waters as well, churning across the waves atop large durable rafts towards Zakuthombo, pumping steam into the ocean air. With his sharing of inaequa Tucker Quickfoot became the herald of an age of exploration and industrialization unlike anything Askis had ever seen, the shipyards of the Far Continent working at all hours of the day to match the growing need for a powerful navy as piracy became the last refuge for thugs and criminals intent on escaping imprisonment or reeducation. The first decades of production were so recklessly rapid and rife with unsafe working conditions that the resulting accidents created an entirely new class of nobles known as Squallentes, disfigured workers richly compensated by the halfling himself. These houses have persisted and today have as much power as any trade guild or laboring union, calling upon their sacred connection to the small folk demigod as frequently as they do their vaults of coin.

Piracy on the high seas proved to be so troublesome to Zakuthombo that the halfling's closest allies rallied against it as well. Working closely with Mystral, the half-orc Grukk forged the *Chime of Contests* and promoted his most valued commanders from the crusades to higher positions of power. Using their newfound ability to hear the discord of dishonor, they fanned out over the world to support the Monastic Order of Law by detecting the stain of evil beyond the empaths' sight. For her part the bard was not done—learning much from her enchantments to pacify captives before the Samovi Preserve was created, she perfected a powerful new melody specifically to beat back wickedness from Askis' waves, discovering the first notes of the Bloodsong of Storms. The bard's wondrous great work dealt a vital blow against the many evil-doers that fled to the high seas and a war erupted between the most powerful pirates, sending buccaneers at each other's throats to end whatever alliances they once shared. Hundreds of villainous sailors took offers from mad scientists rather than rehabilitation or the Samovi Preserve, dying as test subjects in experiments that would never benefit them, though certainly harry the demigods they all so desperately hated.

NIGHT OF LARGITIO

To ensure that no period of time like the eras of purging were ever needed again, Tucker Quickfoot and Darrius Ventrelli created The Inquisition and The Ministry—one sect of warrior-hunters to track down evil and another to go about reforming the wicked. By most academics' reckoning the population of naturally corrupt souls on Askis had reached one in every few hundred thousand, a slow trickle of demented, deviant, and diabolical individuals, many of which took to re-education by the tiefling's servants. Those that didn't were sent to the Samovi Preserve, small enough in number not to overly stress the social ecosystems carefully devised by Tapper Underknoll. With society growing ever more egalitarian and the number of magically trained sages on the rise, goodness was destined to firmly overtake evil in its entirety on Askis once and for all.

After over a millenia of bloodshed, persevering toil, and tragic sacrifices by scores of companions saints, the Celestial Heroes declared evil vanquished and celebrated the first day of the new calendar and year as Supirimaz, commemorating the final victory. In the 142 years since the methods of production for inaequa-powered technologies have become safe endeavors, the cities and countrysides of Askis are filled with good-hearted folk, and the corruption that once threatened to overwhelm the world has been routed—almost. Where their magical and martial brethren failed, the mad scientists that escaped capture and defeat still lurk in the Taenarius Tunnels or the darkest depths of the oceans, and their desperation has led to a united front with one purpose: restore balance to what has become a sanctimonious parody of their world.

By combining their resources and shared technological strengths, the patient mad scientists lurking in the ocean's waters and Taenarius Tunnels engineered a powerful corruption to schism across the world. While the timely plans of Aevus Fatalibus where what made the Night of Largitio so effective—waiting for precisely the right moment to enact the final rites in locales across the world—the initial idea was spawned with Gespadrieux Xantilles (though in truth his compatriots believe a fiend likely seeded it). Using Fraus Calumnia's adroit control over the minds of lesser creatures to acquire rare components from the industrial facilities on the surface and guided by

Trepida Vereor's deep magical insights, Caskette spent years designing potent machines for a foul task of monumental magnitude. As the sun set on the first centennial of Supirimaz, their last and most desperate attempt to tip the scales against the forces of good was set into motion.

With the enclosing night on the horizon came roiling coronas of energy, patches and clouds of bruised red and purple unnaturally floating through the sky. These descended with the darkness, slamming into Askis and its people like an invincible tsunami of power. Widespread panic followed and before the sun rose again, for one maddening night it seemed as if the ancient past's malicious lunacy had returned with a vengeance. While spectacularly frightening and deeply upsetting, at first it seemed as though the obviously unnatural occurrence was nothing more than that—academics, mages, technologists, and even priests argued at length over what it was, many accepting that it was simply a cosmic anomaly.

In a sense, they were right.

The citizens most deeply disturbed by the Night of Largitio were carefully scrutinized and meticulously tested for abnormalities over the course of two decades but no medical, psychological, or spiritual analysis brought anything suspicious to light. Despite assurances and even their own careful testing, the Celestial Heroes allowed their guard to slip—nearly precisely when the exacting coordinated timetables of Aevus Fatalibus had anticipated. The united effort had an effect most insidious, slowly and gradually injecting a vile taint into the divine conduit wrought by inaequa's ubiquity in Askis. Gimli Stoneflask realized the intangible sickness' presence a few years after it took hold and rid it from the world, but not before its abhorrent effects had already spread.

It was the next generation's offspring that suffered from the mad scientists' ploy as the soul of every thousandth child spawned with inherent heresies, flaws of character that renewed instances of violence and evil with a savage frequency. The influx of deviants to the Samovi Preserve has set Tapper Underknoll on edge and occupy all of his efforts, and as more corrupted folk crop up all of the Celestial Heroes find their great works at risk of breaking. What's worse,

they have grown suspicious as efforts to injure civilization have suddenly become directed, focused, and more effective than ever before—the true goal of the mad scientists. Aevus Fatalibus' complicated probability matrices have correctly predicted where and when many of these natural villains appear, and he and his allies draft them as vile agents to sow the ultimate doom of Askis. With centuries to analyze their enemies and prepare their revenge, these grand mad scientists have each created meticulous plans and countless pawns throughout the world—with their enemies lulled into a false confidence and illusory sense of security, the moment to strike has come!

THE TORQUEM MACHINA

While looting the lair of the dreaded black dragon Phaedraegnicontriomor, the ever-clever Tucker Quickfoot came across a curious tome that he instantly felt possessed a means to great power, even if Mystral Farsong disregarded it as a misguided text written by poisoned minds: the *Mpahay Tantara*. Trusting in the keen intellect of the Golden Redeemer's talented sorcerer, the halfling gave Darrius Ventrelli the book for translation of its contents. The tiefling spent months decoding the unholy text, revealing many ancient and primordial truths that aided the rest of the unknowing Celestial Heroes in casting out wickedness from Askis, some of the secrets fundamental to Rankir's complex *Bands of Kytarmook*.

Only a few years after the halfling's fateful unearthing of the *Mpahay Tantara*, Tucker and Co. came across an enchanted sieve that amplified the life energy around it—"discovering" inaequa. The magical engine was easily replicated by even the lowliest of their hired mages, and once in the hands of master tinkerers quickly evolved. In barely more than a century the gnomish master sages of Nitidus removed the need for magic entirely by using a complex alloy in their construction, and a few decades after the Sancti Afflatu College in Suppetia had the first major successes at miniaturizing and optimizing the contraptions. Today inaequa engines are everywhere, some the size of houses and others as small as a halfling's pinky.

But not all of the truths from the *Mpahay Tantara* were shared beyond the ears of the rogue and the sorcerer.

The book spoke of the plane Refesina, a dimension thread through the primordial pathways that souls take when ascending to the Streams Divinia (and thus the Upper Planes), descending to the River Styx (and therein the Abyss or Hell), or otherwise

permanently departing the Material Realm. In and of itself a soul—so spoke the *Mpahay Tantara*—was nothing more than potential energy, a creature's body and mind giving it shape and a way to act upon its inherent power. Furthermore, when detached from its physical form during this transition the soul must be carried to its ultimate fate before regaining any use of itself. The infinitely complex system the tome spoke of only exists and perpetuates by the will of one thing: the chains of kytons.

Kyttons are bound by fate and the nature of their own creation, compelled to endlessly manipulate the aetherial chains carrying dead souls to the afterlife. They are not creatures of evil, goodness, or even order, only drive—an unending and ceaseless will to continue ever forward. On more than one occasion dimensional interlopers have interfered with the workings of the massive machine home of the kyttons, unraveling the resolute souls of some or driving others to fall to evil (transforming the former into mad kyttons, the latter into agonized kyttons before corruption into chain devils).

Mpahay was the first of their kind, the Rohy Voalohany and Handler of Threads. After aeons they developed a curious mind not shared by their kin and began to scrawl down all that they had learned of existence, the knowledge garnered by touching upon countless links of reality. It was this tome—the *Mpahay Tantara*—that Tucker found and had Darrius translate, the very means by which the sorcerer found the Rohy Voalohany. With a comprehensive understanding of Refesina and its workings in hand the halfling easily plied and manipulated the Handler of Threads, enticing Mpahay with grandiose tales of freedom before departing and trusting that they would gnaw upon the kytton's idle mind.

The halfling and tiefling plotted and schemed for over a decade afterward, carefully developing a

plan so devious it has fooled their most trusted compatriots for centuries. Confident that they knew what the kyton would want—the freedom it had never known before—Tucker used the sorcerer's envy at the respect paid to Rankir Tarryndorn's intellect over his own to persuade Darrius to concoct a means by which to offer it. In time and in secret the duo crafted the *Torquem Machina*, a potent artifact that the tiefling's study of Refesina concluded could replace the Handler of Threads. Meanwhile the rogue prepared their "discovery", secretly planting one of many latent focuses for the energies that their creation would siphon away from the dimension driving the afterlife.

When the duplicitous duo returned to visit Mpahay once more, Tucker's expectation of the first kyton's reaction was perfectly accurate and the Rohy Voalohany yearned to truly know freedom. The Handler of Threads graciously accepted the gift, enchanting the duo with a sliver of immortality and power before leaving Refesina to travel across all of the existence known to them only through the memories of others. Darrius' ploy proved successful as well—with the additional blessings placed upon it by Mpahay the *Torquem Machina* performed far beyond expectations, imbuing both with shreds of divinity.

With new "holy" powers at their disposal and all of time to do it, Tucker and Darrius convinced the remainder of the Celestial Heroes into accepting similar gifts, masking the sources of the blessings to appear as if they originated in the Upper Planes. Only the self-aware and supremely attuned Varrus Goodwin suspected something was awry about the *Inaequa Lapis* they had each absorbed, sensing beyond the alluring stones and the deception so expertly played by the halfling and tiefling. Without proof of their duplicity however the monk had no lies to expose and so he withdrew to secrecy, carefully stalking after the truth behind the rash of discovered miracles.

By the time Varrus realized the reality of the situation, inaequa had become too ingrained into the burgeoning civilization spanning across Askis—and his doings were not unnoticed by Tucker. After the monk's discovery of Refesina and the *Torquem Machina* but before he could share the fell knowledge therein, the sorcerer Darrius activated their countermeasure, imparting into the well-meaning human Celestial Hero's mind the consequences of sharing what he had learned: doom for his race. Using his mastery over diseases the tiefling prepared a deadly and highly contagious virus, containing it inside of a sigil the halfling expertly delivered onto Varrus' neck during a sentimental embrace following a tearful confession. Should he ever speak, write, or otherwise communicate what he knows in any way, the sickness will be released to reign catastrophe on the world.



Even with the agent of their downfall checked, time stands against the nefarious compact as the souls of the dead gradually degrade the *Torquem Machina's* inner workings. Where before it emulated the Handler of Threads amicably, after hundreds of years it has begun to accelerate and shows no signs of stopping, sending the souls of the dead hurtling to the wrong destination or utter destruction in the embrace of oblivion. Though they know of the looming disaster Darrius and Tucker have long since fallen to wickedness and while they may hide it well, by the time their creation in Refesina finally breaks all of reality may come to a grinding halt as the very cycle of life and death ceases to be!

SCORE TARVORIAL

Tucker Quickfoot and Darrius Ventrelli's cunning use of the *Torquem Machina* became known to more than just Varrus Goodwin however—which is what truly brought about their fall from misguided heresy to true evil. One group became aware of the planar treachery, a cadre of elite mages known as the Tarvorial. The numerous sophisticated experiments and endeavors of these respected sages detected the anomalous connections of inaequa engines, concluding that something with the cycles of the afterlife was awry. Unfortunately for them the news reached the halfling's ears before any of the other Celestial Heroes.

Keen to retain his new power and convinced that their miraculous devices were not truly bringing about danger, Tucker plied and persuaded his way to a place of supreme authority within The Inquisition. Once he was certain he would not be effectively challenged, the devious rogue began to harrow the ranks of holy agents, leaving only those he trusted to follow orders and sending anyone else on the most dangerous missions (sometimes even engaging in subterfuge or employing Darrius for sabotage to ensure failure and death followed). As the Tarvorial's academic papers and theories on the anomalies spread but before they became subjects of major discussion, Tucker's control over his small army of dedicated and secretive soldiers became absolute.

It was then the culling of the Tarvorial began in earnest. With the tiefling sorcerer's help Tucker easily framed and indemnified all of the esteemed mages, casting them as criminals of the vilest nature. Dozens of the spellcasters refused to go into hiding and attempted to clear their names but none proved their innocence before finding an early demise at the end of an Inquisitor's dagger. The halfling's lackeys moved with brutal efficiency and scarcely a year later twenty of the sages remained—a score against the whole of the world as the rogue convinced all of the Celestial Heroes to take up arms against them.

The Score Tarvorial may have persisted until the truth could be revealed against only the thinned Inquisition, but in the face of the world's masters they knew that it was only a matter of time before capture. Worse than death was sure to follow for none of their compatriots seemed to exist at all after apprehension by Tucker's agents, and at their last meeting—occasions once dominated by freewheeling discussions of arcana, divinity, and the nature of being—a grim plan was hatched, the research of all laid bare to locate a weakness in the enigma with the halfling Celestial Hero at its heart. As sentries disappeared and their pursuers drew near, the twenty mages eliminated all other possibilities until one remained: sacrificing themselves to craft clues for the intellectuals of the future to learn of the grand deception, magical anomalies of their own that remained shrouded from the demigod rulers of Askis.

They all fell to the blades of The Inquisition just as their peers but not before expunging their own souls. The Score Tarvorial's essences empower potent enchantments in different cities across the globe, strange phenomena that utterly elude the most devout and learned scholars yet are plain to see for common folk. Though none were dangerous in their conception some led to troubles, perceived wrongly by and large as curses—maledictions invisible to the Celestial Heroes. Ultimately most were absolved by the blood and toil of saints though some are rumored to remain, hints at the truth weakened and diminished by time.

Discovering the Secret of the Score Tarvorial. Whenever a character proficient in History increases its level, the GM makes a secret **DC 25 Intelligence (History) check**. On a success the character realizes that many mages haunt the cities of Askis—not simply ghosts, but mages—and that the saints of the Celestial Heroes are often related somehow. This doesn't reveal Tucker or Darrius' complicity, Varrus' enforced silence, or the existence of Refesina and the *Torquem Machina*, but it **does** provide a character clues to these things and the mystery at the heart of *Book of Exalted Darkness*.

COSMOLOGY OF ASKIS



The Material Planes—including the phase of reality that contains Askis—sit near the nexus of a dozen primary dimensions where immortal creatures dwell amongst the spirits of the dead, repositories of souls that have shuffled off the mortal coil watched over (or served, or tortured) by natives. The quantum dimension of Refesina runs through, beneath, over, and around them all, providing power to the inexorable flow of life and death.

Upper Planes: Elysium, Heaven, Streams Divinia. These are at the proverbial height of the matrix of dimensions around Askis. When a good creature dies their soul rises up into the Streams Divinia, guided to their final home in either Elysium (for those of a more chaotic bent) or Heaven (for the lawful). This plane resembles the River Styx in its function but their similarities end there—instead of daemons and a baleful river the Streams Divinia are tended to by celestials, the waters weaving to the greater Upper Planes calm, warm, and welcoming.

Lower Planes: Abyss, Hell, River Styx. Arrayed opposite of the Upper Planes are the realms of fiends and the damned, acrid dimensions of flames and torment. Evil creatures that die are sucked down into the River Styx, taken by daemons to spend eternity in the Abyss or Hell. Myth tells of creatures that have clawed their way back from the gaolers of accursed souls by either strength or wit (page 271), though such feats are rare indeed and those who run afoul of the plane's dangers may be forever destroyed.

Perpetuous Planes: Plane of Air, Plane of Water, Limbo, Purgatory, Plane of Earth, Plane of Fire. Dimensions between the Upper and Lower Planes are without any driving force of good or evil, energized by other primal powers that dominate the realms. When neutral or unaligned creatures pass away they are left to travel to Purgatory should their disposition be more suited to that of natives to the Plane of Earth or Plane of Fire, and if not their soul is instead pulled towards Limbo (due to a personality inclined to the Plane of Air or Plane of Water).

Transformed Souls. Once a creature's soul has spent enough time in any of these dimensions (a duration entirely at the discretion of the GM) it is forever changed. The creature transforms into a celestial, fiend, or elemental appropriate to its final resting place. This may not put the creature beyond the reach of powerful magic (such as a *wish* spell) but any memories of its mortal life are murky and difficult to recall—if they still exist at all.

THE GRAY KNIGHT

Many celestials and fiends have attempted to take the matters of Askis into their own hands, but one normally reclusive entity of great power has looked upon the utopia of the world and deemed it necessary to interfere. This true primordial has existed since the dawn of creation and usually ze does nothing but observe; even nascent movements after both zir and reality's birth had momentous consequences. The ancient consciousness recognized the looming catastrophe of mounting energies destined to accrue in Refesina after the implementation of the *Torquem Machina* however, and ze makes every intervention to stop the disaster—as far as ze dares.

Though ze is personified in a multitude of ways by beings from infinite realities, ze power known to a few truly learned sages of Askis as the Gray Knight is seen as such because of the madness that comes upon zir most potent servants.

Slate is the most infamous of these and one among scores of heroes and vigilantes to bear the dubious mantle—the history of the world is littered with accounts of epic gray-clad warriors leading a force only to slay its commanding officers in the moment of victory, dispatching hereditary lines, and generally disrupting the plans of the Celestial Heroes so frequently that only fugitives are seen representing zir interests. In another place this might not be so but the strict rule of law enforced by the Justitia, The Ministry, and The Inquisition see to it that agents of the Gray Knight are criminalized, their attempts to restore balance to the world a violent disruption of the status quo. This is an unfair reputation however and none of zir devotees are good or evil; like their patron, they are rooted in the belief that both must exist in balance with one another.



Stepping out from the brickwork as though it were nothing more than shrubbery, Gellia's countenance is urgent. "My new friend spoke the truth. Dark magic is afoot and there is little time—we must be swift." She draws her scimitar and chitters out to her badger. The furious little mongrel hisses in response and scuttles into the darkened corridor, looking for a place to hide as Macrinia reaches out to share her envelope of holy protection with everyone in turn. Though already shielded by faith Saturio prays to Saint Gulielmus for good fortune in the struggle ahead and Auxilium clatters her enchanted shield and blade together, each resonating with their full magical power.

The dragonborn charges ahead with his lightning-covered sword leading the way through darkened corridors until they reach a large, cavernous room far beneath the city streets. They are greeted by the strangely colored flames of hundreds of candles and fell chanting coming from the throats of dozens of cultists arrayed around a plinth with a struggling young human bound against his will. A strange presence filled the chamber too, something both there and not, present yet absent. Suddenly the leader of the vile cabal notices the adventurers and calls out a warning to his fellows, each of them drawing daggers as he approaches their victim.

Auxilium is already in motion and hurtles through the cultists as they arm themselves, unleashing a wash of flame from his gullet before interposing himself between the leader and the bound youth. Some of the vile practitioners cease their droning and in response otherworldly screams become their chorus as the battle takes hold. The feywalker appears to flank with the dragonborn and she lashes out with her scimitar, rewarded with a cry of suffering as the metal bites deep. Another goes to slay the captive but Saturio reaches out with a sigil to distract the attacker as Macrinia bounds across the room on discs of light, catapulting herself into a leaping kick that sends the would-be murderer flying.

Rage is written across the cult leader's face as he whirls on Gellia, breaking a vial of something vile in his hands and spouting blasphemous words that make the very air heavy. Tendrils of darkness swarm from his cloak to bind her but the feywalker dances out of their grasp, slashing away with her sword. Whatever unholy power he taps into overwhelms him however and in an instant the tentacles become his own as he transforms into vilespawn! Unprepared for so rapid a change Auxilium is quickly entangled by the monstrosity and he lets out a rallying cry, his companions emboldened in the fight and turning the full force of the righteous fury on his assailant.

Macrinia unleashes a hail of blows that break the thing's bones, Gellia cuts and slashes at it with her scimitar, and electricity courses through the transformed cultist's fetid flesh as Auxilium wails away with his blade but it yields not an inch. It is small Saturio—calling on the powers of the saints and his own piety—that truly wounds the creature. The halfling's prayers are answered and he unleashes lance after lance of light, each one striking true in the monstrosity's bulk. Upon the fourth blast it finally falls but not before keening with a scream that matches the pitch of the otherworldly presence in the room, each dying away as its form goes still.

The remaining cultists panic in confusion—some unsure of what to do and others clearly not certain where they are or what they're doing. Auxilium fights his way out of the grip of the dead monster and makes for a patch of opponents still menacingly brandishing weapons but Saturio stops him, calling out for peace. Despite the atrocity that almost occurred, the heresy witnessed, the blood shed beneath holy grounds, all blades fall to the wayside as he eloquently calls for an armistice and end to the violence, the need for tranquility too sincere to resist.

In a matter of minutes the halfling's faith is vindicated as the adventurers discover that none of the remaining cultists can recall any of what's occurred. Though they are no further to learning more of the true culprit, Auxilium thanks the Celestial Heroes for preventing him from taking lives unnecessarily and Gellia seems overly pleased (a note from the monstrosity's corpse tucked in her boot, signed by the fell Trepida Vereor—a dangerous concern to be addressed in private).

INNATE HARMONIES

Every PC in a game using the *Book of Celestial Heroes* embodies a fundamental part of humanity, making their soul superior in one way or another. During character creation an adventurer chooses one of the following Innate Harmonies or invents one with the GM. Characters with an innate harmony cannot be of evil alignment.

Calm. You are so sure of the rightness of the world that to succumb to anxiety or panic is a ridiculous notion. It's common for you to initially react more slowly, but your collected attitude lets you move with a confident grace.

- You have disadvantage on initiative checks.
- When you gain a bonus from a feature such as Bardic Inspiration or a feat that grants temporary hit points, you only gain half the benefit you normally would.
- Your Dexterity score increases by 1.

Fastidious. You are well-kept and possess a strong desire for things to be as perfect as they can be. Frequently this leaves you with less free time than others, but you are ever confident that you're as prepared as you can be.

- You require 30 extra minutes to complete a short rest and 2 extra hours to complete a long rest.
- Your Intelligence score increases by 1.
- Add your Intelligence modifier (minimum 1) to your Strength ability score when calculating your carrying capacity.

Friendly. You possess a strong desire to be kind to others. While this often makes you popular with new acquaintances, your kindness can leave you susceptible to deception.

- You have disadvantage on Wisdom (Insight) checks.
- Your Charisma score increases by 1.

Generous. You always take a smaller share than everyone else, leaving more for others even when there is plenty to be had. Your portions are smaller and pockets lighter because of your benevolence, but your heart is all the larger and takes up the space left by your meager stomach.

- You are only able to accept 1/3rd of the rewards you would normally earn. When this is not an option, you go to every length to avoid accepting any reward at all.
- You cannot bargain when selling or purchasing items.
- Your Wisdom score increases by 1.



Modest. You never accept accolades or compliments, insisting instead that the achievements of others receive more attention. This often makes you into the workhorse of a group of companions, but you can bear the burden.

- When you complete a quest or achieve a great victory, you insist the aid of others played a bigger role in your success than anything you did. When this calls for a Charisma (Deception) check you have advantage.
- Your reputation is unremarkable and never grants you advantage on any ability checks. A character with this Innate Harmony cannot select the exemplar class' people's' champion heroic archetype.
- Your Constitution score increases by 1.

Self-Dependent. Providing for and teaching yourself comes naturally. Your self-reliance has made you stronger though not easy to relate to.

- You have disadvantage on Charisma (Persuasion) checks.
- Your Strength score increases by 1.

Vigorous. The essence of life courses through you and fills you with energy. You make the most out of every day, always ready to do more good and achieve greater things.

- You gain 1 additional hit point at 1st level. Whenever your level increases you gain 1 additional hit point.

LIFE IN ASKIS

Where in Askis a person is can change the specific circumstances and particularities of their life, but some things are virtually always true. Food and shelter are available, a house of worship is ever nearby, and the people are content with their humdrum lives. The only excitement any more comes from the creation or performance of the arts, holiday celebrations, or the rare occasion where one of the fabled Celestial Heroes walks among the populace—aside, of course, from the acts of criminals and terrorists out to shake the foundation of civilization.

A World of Fantasy

In most respects Askis is not unlike a standard medieval world: some dwarves still live in the caverns of its mountains, there are elves that dwell in its forests, gnomes and halflings often reside in valleys and hills, and so on. It is also however an industrialized and globe-spanning civilization where nearly every peak has been climbed and most remote wildernesses have been tamed. It is *strongly recommended* to refer to the short stories at the beginning of each chapter when imagining this campaign setting—should there be nothing pertaining to a specific racial or societal question, fall back on standard medieval fantasy (using the core book's descriptions for races) and/or the 1920's era of Earth.



Gender & Racial Ethnicity in Askis

There are some utopian aspects in Askis that unfortunately the real world is still behind on. Unless the PC(s) and GM decide otherwise for plot and character development, there is no prejudice or discrimination for either a person's ethnicity or the sexual construct with which they identify (except for tieflings; see below). The forces of good are inclusive and welcoming, and agents of villainy don't really care so long as an ally is wicked.

Aasimar in Askis. Askis is a popular destination for angels and while their offspring are not as common as dwarves, elves, gnomes, and halflings, aasimar are certainly in greater abundance than tiefling and even dragonborn. In the pious utopian civilization of the Celestial Heroes aasimar are much like humans in most ways with one major difference: there is no question of their connection to the divine, only how strong their bond is.

Aasimar Traits

Ability Score Increase. Your Charisma increases by 2.

Age. Aasimar age and have lifespans similar to humans (normally extended by inaequa exposure to hundreds of years).

Alignment. Most of their kind are devoted to the forces of good but not all. Evil aasimar with inherent heresies are rare and highly sought after by The Inquisition, trained and kept in the close confidence of only Tucker Quickfoot and Treklotus Edwardius or remanded to the Samovi Preserve.

Size. Aasimar are similarly sized to humans, from barely 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. The celestial blood in your veins has blessed you with superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Angelic Resistance. You have resistance to necrotic damage and radiant damage.

Healing Soul. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your level. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Lighted Soul. You know the *light* cantrip. Charisma is your spellcasting ability for this cantrip.

Languages. You can speak, read, and write Common and Celestial.

Subrace. Angelic blood manifests in three different ways when mixed with that of

humanoids: elated aasimar, soul aasimar, and vindico aasimar. These are the only race options for aasimar in *Book of Celestial Heroes* (though the GM may allow others at their discretion).

Elated

The songs of creation echo in your soul. Your ancestral line includes a celestial creature from Elysium, a bright-spirited entity like a foo lion or possibly even a unicorn.

Ability Score Increase. Your Wisdom score increases by 1.

Float. You do not actually walk on the ground, but instead float just above it. You are immune to the prone condition unless grappled, incapacitated, or restrained, and you can use your reaction when you fall to reduce any falling damage you take by an amount equal to twice your level. You are not able to float on any surface that would not normally support your weight. Creatures following your tracks do so with disadvantage unless tracking you by scent.

Soul

There is an abundance of energy in your potent essence, making you a beacon to the spiritual world. You are descended from a bloodline infused with the lifeforce of a creature from the Streams Divinia or Heaven, charged with seemingly limitless energy.

Ability Score Increase. Your Constitution score increases by 1.

Telepathy. You can mentally communicate with any creature within 30 feet of you that is able to understand a language. If you gain telepathy from a class ability, magic item, or spell, its range increases by 30 feet.

Vindico

The zeal of righteousness runs hot in your blood. Angels from the Upper Planes—likely the defenders of Heaven—mated with your ancestors and the strength of their holy souls fills you with resolve.

Ability Score Increase. Your Strength score increases by 1.

Fast Healer. When spending Hit Dice during a short rest, you heal twice the normal amount.

Otherwalker. Your body can become

ethereal for short bursts of time. You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so until you finish a long rest.

Dragonborn & Dragonkin

The draconic masters of Pertinax saw to it that their bloodlines would endure long after their destruction at the hands of the Celestial Heroes, seeding the city and lands nearby with bastard offspring by the multitudes. There are many halfbreeds and pious blooded humanoids too, sired by holy dragons that have take fancy in a fetching citizen in the more civilized settlements. What is far rarer are dragonborn with vile lineage—the insane monsters rarely allow any conception to bear fruit or if so, for the child to survive long after birth.

Table: Divine Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Holy	Radiant	5 by 30 ft. line (Dexterity save)
Vile	Necrotic	5 by 30 ft. line (Dexterity save)

Government Services

Keeping the generic backdrop for Askis in mind, it's important to remember that this is a civilization of long-lived peoples led by benign demigods, societies that utilize an abundant and effectively limitless clean energy source—in other words, it's a really nice place or at least there's a genuine shared intent for it to be as much. Industrialization has spread (from to one degree to another) to everywhere in the world under the authority of the Celestial Heroes, each continent administered over by representatives from its city-state territories. Their hometowns and lands nearby are all tended to by varying kinds of democratic governance ranging from councilors (in a fashion similar to the national level) to mayor-governors aided by dozens of functionaries. These local governments maintain community facilities (like gymnasiums, shelters, washrooms) and public works (such as open-air art installations, inner-territory transportation on vectio lines, radio stations) on behalf of the people, genuinely working hard to provide the best services possible.

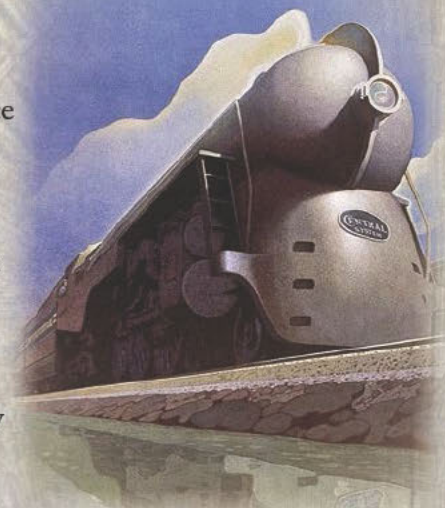
This global yoke of authority does not remit the laws of city-states however and each has its own local ordinances, allowing for cultures to flourish without being overshadowed by benevolent rule. The Monastic Order of Law, The Ministry, and The Inquisition make their presence strongly felt with localized facilities in every ruling settlement as faith is more important than any loyalty to one's home; people tend to identify with one of the Celestial Heroes or a saint, not their territories. Factory-based economies took hold prior to the Utopian Dawn and have evolved from manufacturing weapons of war to making consumer goods, raising the quality of life across the world by widely sharing successively more affordable technology through trade incentives designed by their demigod rulers. While the markets still give good reason for one to wish to be rich, everything offered by the government—street cleaning, food drives, state employment, public education, medical care, steel plastras that carry laborers out from settlements to work the farms, and more—is paid for through taxes that favor the downtrodden, encouraging wealthier citizens to invest into businesses that receive greater leniency for the more full-time employees they have.

Naive Citizenry

The resplendent world of Askis is a wonderful place to be raised, learning about life in idyllic rural homes or impressive cities cared for and maintained by government services, but this does not mean that people do not struggle. Some citizens are wealthier than others by virtue of birth, hard work, luck, or smarts, vehicular and workplace accidents still bring tragedy regardless of one's class, and the ministrations of government (benevolent as they often are) can leave those in need impotent thanks to well-meaning bureaucracy. Ultimately this has made for a compliant populace—people know they can trust one another to do the right thing and genuinely believe that anyone they meet is just as kind as they are. Friendly pranks, celebratory surprises, and white lies have kept the population familiar with deception so it should not be assumed that every fabrication told will be believed, but inherent suspicion is exceptionally rare to encounter without good reason (such as a wanted notice for a fugitive or blood-spattered clothes).

Traveling the World

Traveling in Askis is easy and affordable when planned far enough in advance. Steel equos lines and aircraft are services run in conjunction with the government, although anyone in a hurry pays a truly hefty fee for their ticket on a cloudglider, sailing vessel, or steel equos. All government transportation carrying 10 or more passengers has a Justitia of one or another rank on board (usually an Equerry), a licensed operator, and fastidiously checked safety permits to make sure its conveyance is properly maintained. Only privately run travel services—which are uncommon but not unheard of, usually exclusively serving rich clientele—work outside of the transportation hubs and crossroad cities across the globe, meaning that fugitives are more often than not caught when trying to quickly abscond by rail, road, or wave.



Utopian Discrimination

Citizens of Askis are unusually enlightened but discrimination is still common. Those of neither wicked nor blessed heart have a fundamental obstacle in their lives, struggling with inaequa technology and giving people the impression they aren't as competent when in truth they are more likely to be proficient because of their disadvantages. Tieflings are another matter and far more divisive; nearly extinct until the Night of Largitio, many people assume they are evil due to the fiendish blood in their veins. The Celestial Hero Darrius Ventrelli goes a great ways to improve his race's public perception, encouraging his kin to take up the field of medicine in The Ministry, but they are still treated as second class citizens and face skepticism from virtually everyone upon first meeting. Dragonborn, half-orcs, and other monstrous races that have been historically naturalistic (or savage, as some derisively claim) feel the fringes of racism, though not nearly as strongly as those with fiendish blood.

EVIL BELOW

As the centuries dragged on and the benevolent authority of the Celestial Heroes gradually became complete, the most outrageous and dangerous means of subverting them were explored by the mad scientists lurking beneath the skin of civilization. The vast majority of these underground endeavors failed disastrously and often entombed or killed their creators (as well as legions of minions besides) but for every ten that faltered one succeeded, none more spectacularly than the Taenarius Tunnels. These are where the last bits of resistance remains, tucked away in numerous tesseract laboratories accessible only through extraplanar entrances deftly hidden in the rock face, wind tunnels and deadly conveyances, and other inventions of mad science.

Taenarius Tunnels

While their chromatic kin fiercely defended their territories as the soldiers of the world's masters gradually forced them back to Zakuthombo, some dragons swam to the ocean's deepest depths or burrowed deep beneath the surface of Askis to lair undisturbed. There were others however, great serpents that foresaw their impending doom and made a potent pact with the brilliant technologist known only as Caskette. The metal-clad mad scientist offered to implant in them exceptional machinery, devices that would make them tireless and able to carve through the rockface with ease. In exchange the dragons crafted a boon to benefit all parties, boring complex subterranean passages throughout the planet in careful arrays that fill some with intense, gale-force winds, keeping the rarest metals for their devious benefactor. Caskette had betrayed them all of course—the surgical implants all acted off an inversion of the inaequa engines' peculiar properties, gradually corrupting each into malformed, twisted reflections of their former selves.

Incitacio Pods

Not long after Caskette fooled the subterranean dragons into carving vast networks of passages through the crust of Askis, curious metallic spheres began to hurtle through the Taenarius Tunnels. The bloodied contraptions travel at terrifying speeds, flung and caught by hook and chain mechanisms perfectly synced together on endlessly driving tracks. It remains unclear as to whom first created the swift machines (although most suspect Aevus Fatilibus invented the precise clockwork devices, many feature fleshwork favored by Gespadrieux) but all the mad scientists make use of incitacio pods to quickly move their agents across the world.

At the end of a small tunnel hidden behind the facade are strange spherical clockwork contraptions made from brass fittings, steel rails, and numerous triangular patches of flayed skin carved with unfamiliar runes, each set upon a hook connected to a chain machine that disappears into the cavern's roof.

As soon as you fasten the harness around your shoulders the pod drops with a sickening lurch and it sounds as though the gates of Hell have been flung open, intense heat cascading into the cavern alongside an unnatural shriek. Before you can react a massive gale of wind gusts upward from below and pushes you from a fall into a rapid hurtle into a tunnel, carrying you at an insane speed as the skins flap in the tempest and the air echoes with keening screams.

Within a few moments all you can manage to do is grip the pod's handles and try to hold onto your sanity.

Just when it feels as if your mind will break a blast of wind slams into you, knocking the air from your lungs as your vessel rapidly decelerates before landing on a hook spattered with dried blood.

Fistula Tubes

Trepida Vereor did not require her mastery of magic to foresee the conquest that the Celestial Heroes were destined to achieve and neither did she wait for Rankir Tarryndorn to complete the *Bands of Kyttaarmoak* before acting to preserve herself. Using divine spells was not above her however, and peering into the future she could see the divide was soon to bar Askis from both the Abyss and Hell. Knowing this the sorcerer accepted numerous deals for her soul and those of her minions to gain demonic and devilish servants sent to work geofarming the channels of magma near the planet's core (bargaining for several other dark gifts as well). The passageways they shaped from the rock are feet away from flowing molten stone, ending in capillaries the half-orc adroitly uses to quickly form new, temporary tunnels when moving masses of undead and fear-driven soldiers to assault the surface.

Captionem Ostium

The brilliantly deluded Fraus Calumnia has subtly hypnotized countless minds throughout the world but the furthest reaching of her endeavors are the false walls, hideaways, trap doors, and other captionem ostium she has engineered in cities all over the globe. The workers that have built and maintained these secret constructions remain utterly unaware of their toil, compelled by cogearangario to witlessly do as they are ordered, forgetting the deed immediately thereafter. Fraus uses the oldest structures she can find, trusting that anyone who chances upon one of her numerous hidden escape routes mistakes it as a relic from the distant past and nothing more.

OCEANS OF OLD

Much to the frustration of the Celestial Heroes the open waters of Askis are defiant, the world's oceans a place where the wicked can roam without fear. The demigods' navies actively sail the globe in search of pirates and brigands but considerable obstacles stop them from extending the full reach of civilization's authority offshore: pirates, the Escarion Maelstrom, and most of all pneumavores. Sometimes as large as cities, the massive monsters float throughout the planet's oceans and take down craft powered by inaequa; with mechanical pursuit on the water only possible by air, criminals by and large have taken to the seas. For the fishermen and mercantile captains



there's danger on the waves but to the average citizen there's little to fear—commercial travel between continents is affordable and pirate sea-to-air grappling hooks are notoriously difficult to aim.

Piracy on the High Seas

With the dubious security of work on the high seas there's a great deal of profit to be made by brave sailors willing to haul bulk freight between continents—and even more for cutthroats ready to take their gold and goods. Bribes aplenty, master forgers, and a practice of taking entire vessels (burning the old boat with corpses of their victims within) keep buccaneers a step ahead of authorities until their villainy gives them away while in port. The tactics and means of piracy are increasingly clever but only two cause great worry in the halls of government. Foremost are the fear of more efficient sea-to-air assaults, banks of grappling hooks firing up into aircraft to anchor them into rapid death dives onto the waves. Survivors of crashes (few as they are) become galley slaves or used as bait for Bloodsong Storms (page 45) until either dying or earning their keep and swearing undying loyalty to the crew in a blood oath.

It is from these victims that the second source of maritime dread has been uncovered—ramshackle cities sitting on the backs of pneumavores, one even said to be mutated and under the direct control of the dreaded Rogar Felgrym.

Table: Firearms

Name	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapons</i>				
Matchlock pistol	200 gp	1d10 piercing	3 lb.	Ammunition (range 30/120 ft.), light, loading
Matchlock rifle	350 gp	1d12 piercing	12 lb.	Ammunition (range 100/400 ft.), heavy, loading, two-handed
Revolver	800 gp	2d6 piercing	3 lb.	Ammunition (range 50/150 ft.), reload (6 shots)
Rifle	1,200 gp	2d8 piercing	8 lb.	Ammunition (range 80/240 ft.), reload (5 shots), two-handed
Shotgun	900 gp	2d8 piercing	7 lb.	Ammunition (range 30/90 ft.), reload (2 shots), two-handed
<i>Ammunition</i>				
Bullets (10)	30 gp	—	1 lb.	—

Matchlock Pistol. This handheld pistol holds a slow-burning match in a specialized mechanism known as a serpent, which when the trigger is pulled ignites the gunpowder within to fire a lead pellet at incredible speeds at the target.

Matchlock Rifle. In most ways this long-barreled rifle is similar to its smaller cousin, but larger—allowing it to hold more gunpowder, utilize a bigger bullet, and to fire more accurately.

Revolver. Prohibitively expensive and rare, possession of one of these repeating handguns is highly illegal and grounds for possible remandation to the Samovi Preserve.

Rifle and Shotgun. Aside from in the hands of pirates, the only legal place where one might find one of these powerful two-handed firearms is in highly secured caches for last-ditch emergency responses in the Samovi Preserve. All are antiques however and only buccaneers that have earned the favor of Rogar Felgrym carry newly forged versions of these weapons.

Reservoirs, Wells, and the Escarion Maelstrom

The mage Escarion did not accept defeat without wounding his enemies as dearly as he could—and the foul wizard did exactly that. As the fourteenth and final holy crusade bore down on Zakuthombo the elf simultaneously sacrificed thousands of willing souls, funneling the dying energies from their bodies into his own, killing his overcharged person to create one massive tempest that has put Mystral Farsong's Bloodsong Storms to shame. The Escarion Maelstrom has raged for hundreds of years since and will for centuries more, turning the entirety of the Rallus Ocean into territory with endless precipitation and waves hundreds of feet high. Even the mightiest of the Celestial Heroes' naval vessels cannot brave the waters of the Escarion Maelstrom but sailors with wicked hearts have no need to fear its tempests—

their ships sail through its waters unhindered, making it a safe place for pirates to escape pursuit.

Making the Rallus Ocean impassable was merely the first injury inflicted by Escarion. Deciding that the demigods wanted Zakuthombo badly enough they couldn't be stopped, the elf made it a less worthwhile prize by sapping it of its water. To fuel the actual storms in his maddened assault the mage purged the Far Continent of its rivers and seas, drawing all the moisture to the skies eastward. What's resulted are the Three Sand Seas and extensive terraforming in search of water—wells reaching down to underground lakes, reservoirs to catch melting snows, and dams to gather re-emerging streams have become commonplace. Over time eventually Escarion's Maelstrom will become a footnote in Askis' history however, and already its borders shrink infinitesimally each year, very gradually restoring the waterways of Zakuthombo while the rains in Samovi slowly dwindle back to historic normalcy.

WORSHIP IN ASKIS

The core book of player options for *Fifth Edition* has a litany of gods and it is the GM's discretion as to which are prevalent in Askis. For the vast majority of the world however, the gods ceased to be worshipped directly ages ago, looked upon now as a level of divinity beyond their reach—and their need, for the Celestial Heroes walk the world, taking the place of pantheons (granting domains of the GM's choice) alongside their saints.

Churches of the Divine

The countless houses of worship throughout Askis have saints or Celestial Heroes upon which their devotion focuses, but the followers of any of these figures are welcomed as kin within all of their churches. Each is built in accordance with the faith's central tenets and reflect their core beliefs—devotions to Tucker Quickfoot are extremely ostentatious whereas Varrus Goodwin's clergy keep an austere environment and Tapper Underknoll's temples are integrated with nature.

Holy Books

There are 89 different divine tomes, holy scriptures, and other considerable texts devoted to the religious followings of the Celestial Heroes and their saints.

The foremost of these is *Praecepta Ministerium*, unique in that it is the only book devoted to (and penned by) Tucker Quickfoot and the predominant source of The Inquisition's edicts, frequently turned to by The Ministry as well (alongside the titles of Darrius Ventrelli). There are 11 other volumes, each with 8 different editions penned by one of the world's demigod rulers or their underlings: *Angelorum Nuntius*,

Dedit Partem, Divina Cartis, Divina Doctrina, Gaduis Exanimo, Integrum Opinionem, Lex Altiores, Libris Bonitatem, Memoria Vivorum, Sacras Litras, and Verbum Deorum.



THE MINISTRY

It has been centuries since the last criminal execution on Askis—deviants and transgressors of the law persist of course but even the most heinous and blasphemous acts do not carry the punishment of death. Instead anyone caught causing injury or harm of any kind is brought to be judged, sentenced, and rehabilitated by The Ministry. Those deemed impossible to reform are sent to the Samovi Preserve, left to fend for themselves as best they can in the den of evil and iniquity floating over the Wild Continent.

A Thousand Hands for Every Task. Over the years as the number of sinners dwindled one would imagine that the organization tasked to deal with them would shrink as well but instead their numbers grew. New positions were made to carry out the minutest duties, themselves birthing new wings of bureaucracy to oversee and micromanage the ever growing base of functionaries. The fallout from the Night of Largitio has put The Ministry to the test however as their overly-complicated triplicate forms, stamped certificates, and strict adherence to regulation turn from a means to busy themselves into endless paperwork, boxes of documents that fill up entire floors of their government buildings, and more and more people being sent to the Samovi Preserve.

Civilization's Healers. A great number of clerics and sorcerers are among The Ministry but regardless of whether a magician's practices are arcane or divine, all of them are educated in the medical sciences. The organization carefully tracks sicknesses of all kinds throughout the cities of Askis, recording the data for processing by functionaries in Coelicla. Anyone suffering injuries is encouraged to report themselves for healing free of charge—though questions will be asked and should the patient need rehabilitation, there is no way to opt out of further treatment.

Masters of the Holy Hounds. The one sickness not effectively treated by The Ministry is the great work of Darrius Ventrelli aimed at ridding the sin of lust from the world: *Divinus Biologis*. Patients reporting its symptoms are given placebo drugs and carefully observed until they finally transform into Divirulent Hounds. Once changed these lycanthropes become compelled servants of The Ministry, blindly obeying the orders of their masters in order of their hierarchy and ultimately at the control of the divine tiefling responsible for their remaking. Even the least important inductee of The Ministry can

call upon them, but all of the most important members are constantly accompanied by a canine companion to ensure their safety and act as devoted, trustworthy personal attendants.

Order of the Silent Knights. In the mass of officialdom that is The Ministry a secret lurks, a practice borne of necessity and kept from the eyes of the citizenry. The Quibus Pythonicus are honored as masters of the afterlife but they serve a more resolute purpose, controlling the Ministerium Inmorte (as it is known by those possessing official knowledge of the soldiers' true nature) to ward off dangers arising from the Taenarius Tunnels. Anyone that uncovers what lay beneath the helmets of the Silent Knights is either convinced of the need to keep things classified or considered a potential enemy of the state, submitted to the madhouses for rehabilitation.

Rehabilitation by The Ministry. In years past The Ministry would take *every* possible step when helping criminals find civilized enlightenment but the explosion of miscreants in recent years has led to numerous thoughtless diagnoses, medical malpractices aplenty, and countless lawbreakers briskly sentenced in the name of expediency. The insane are sent to madhouses and sanitariums where they meet either a daily regimen of pills that stupefy them or for those too dangerous to themselves and others, crude brain surgery that leaves them no better off. When all of these options fail or a patient becomes too difficult to keep penned, they are deemed to be criminally insane and remanded to the Samovi Preserve.

Spellcasting and The Ministry. Scrinarii work closely with Inquisitors and The Ministry to ensure that powerful magic is used only by those deemed worthy of the responsibility. Rankir Tarryndorn's servants roam the globe in search of spellcasters with potency beyond the sanctioned level of access—hunters preying on their own. Otherwise reports of unsanctioned use of restricted spells is responded to first with an investigation by the local functionaries of The Ministry, reinforced by the Justitia if necessary. For pernicious mages and errant priests that resist arrest the Scrinarii and at least one Inquisitor are called in to track down the fugitive. Once captured, they are stripped of all possessions, gagged, and fitted with manacles that shackle their fingers to reduce the possibility of magical escape.

- **Accessible Spells (1st-2nd).** The use of magic of 1st- or 2nd-level is not restricted provided that the spellcaster follows the rule of law.

- **Restricted Spells (3rd-4th level).** Only mages and priests with permits sanctioned by local government authorities are allowed to make use of 3rd- to 4th-level spells without censure.
- **Sanctioned Spells (5th-7th level).** The Ministry personally interviews anyone keen to use spells of 5th- to 7th-level, rigorously testing an applicant for sufficient piety as well as devotion to both the Celestial Heroes and the *Philosophy of Enlightened Civility*.
- **Inlicitus Spells (8th-9th level).** Individuals that pass the highly confidential and rigorous approval of The Inquisition (despite the organization's general lack of magical aptitude) are allowed to use spells of 8th- to 9th-level as they see fit, but there are perhaps only a dozen actively permitted to do so at any given time.

Hierarchy of the Clergy

The whole of The Ministry is overseen by roving Ministratus and individual hospitals are minded by Divine Pathologists (pages 351 and 352), but administrative, bureaucratic, and religious duties are upheld in a single city-state by Bishops under the guidance of Archbishops that oversee several regions. There are a dozen of the latter in each continent, and individual territories can have a score or more depending on how effective the local government is and the status of their relationship with The Ministry (and perhaps more importantly, The Inquisition).



Overshadowed by them all are the Cardinal Councils of Ouranios, Samovi, and Zakuthombo, small assemblies of the five men and women considered to be the most pious—they keep direct contact with the Celestial Heroes, acting as functionaries between them and the national representatives of Askis' settlements.

What distinguishes members of The Ministry aside from their authority is their recognized measure of devotion and faith: one's Paene. Any ranking member of the church (whether a lowly priest or a powerful archbishop) submits themselves to a scrutinizing background check by The Inquisition before undergoing intensive training that teaches them to be zealously skeptical of heretics. Note that a clergy's Paene is not requisite of their authority; depending on circumstances, a bishop might be of the 3rd Paene but the archbishop they report to only of the 1st Paene.

Members of the 1st Paene are granted access to sections of the *Praecepta Ministerium*, a holy book forbidden to most. Once its holy secrets are fully understood and their betters approve, an ecclesiastic may petition to be accepted to the 2nd Paene—those that are ardent enough in their beliefs learn of the true breadth of the Ministerium Inmorte, accessing some of the restricted chapters in Tucker Quickfoot's divine tome. After a lifetime of commitment to the Celestial Heroes and the organization devoted to them, a member of The Ministry may request an audience with the demigod halfling himself. If found worthy, the 3rd Paene is open to them—they are given their own copy of the *Praecepta Ministerium* by Gimli Stoneflask and the existence of Refesina (though not what has occurred there) is revealed.

Ministerium Inmorte

Knowing the dangers that could result from the Taenarius Tunnels but aware that removing them would be impossible, the Celestial Heroes sought a way to maintain the danger they could not destroy and tried a wide variety of means. Legions of soldiers sacrificed their lives in the entombing darkness, automata returned to the surface as crazed killers, and in time only one solution presented itself. So it is that for the denizens of Askis, there is service even in death: the Ministerium Inmorte.

It is not at all widely known but virtually everyone donates their corpse to public service when they finally pass away. Most funeral rites involve incineration of the body but even those who choose not to be cremated are ultimately recruited, the corpse taken away to The Ministry after the final viewings and bereavement have passed (ostensibly in the interests of the public health). Once there the Quibus Pythonicus prepare the remains with holy oils and salves to ensure the smell of decay does not emanate and then raise it to patrol the world's waters and subterranean passageways. Before being sent into the field a mindless recruit of the Silent Knights is encased in sacred armor that completely covers their body, leaving nothing to see but the intense glare of their undead gaze. These protective suits disguise members of the Ministerium Inmorte from casual detection (with spells like *detect good and evil*), allow them to persist despite the *Animarum* of the *Bands of Kyttarmoak*, and provide a litany of defenses that aid them in the fight against evil as surely as the enchantments change the very nature of their wearer.

They lack thinking minds and pose little danger by themselves but a Silent Knight is rarely alone and usually dozens or score more are nearby (and can be alerted by the enchantments shared through their armor). Since their deployment these altered undead have proven to be perfectly suited to their task, wandering the depths of Askis in search of evil auras and wiping out several major threats that may have otherwise spilled out onto the surface. Recently however the bureaucrats of The Ministry have begun to panic as more scourges now suddenly loom on the horizon and while there has always been the occasional body that refuses to animate, lately more and more corpses are rejecting their service and being destroyed entirely rather than repurposed.

Statistics. Use the regular statistics for a skeleton with the following changes: AC 16, increase Strength by 3, telepathy 500 ft. (Ministerium Inmorte only), no vulnerability to bludgeoning damage, a longsword attack that may be taken in place of a claw or slam attack, advantage on saving throws to resist being controlled, destroyed, or turned by an evil creature, Challenge Rating increased by two steps. In addition, Ministerium Inmorte can be flanked by creatures that have a shared melee attack line that passes through any two sides of the Ministerium Inmorte's square (rather than passing through two parallel sides).

Ringed mail and other metal covers this knight from head to toe. They stand incredibly still, gloved hands wrapped around their greatsword and an enchanted glow cast from eyes masked behind the visor of an imposing cylindrical helm.

Silent Knight

Medium undead, lawful evil

Armor Class 16 (chainmail)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak, telepathy 500 ft. (Ministerium Inmorte only)

Challenge 1 (200 XP)

Ministerium Inmorte. The Silent Knight has advantage on saving throws to resist being controlled, destroyed, or turned by an evil creature.

Visor Sight. The Silent Knight can be flanked by creatures that have a shared melee attack line that passes through any two sides of its square (rather than passing through two parallel sides).

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if wielded in two hands.



THE INQUISITION

Respected as they are feared, the agents of The Inquisition are figures of utmost authority in Askis—carefully overseen, vetted, and deftly commanded by the most lauded of the Celestial Heroes, the halfling Tucker Quickfoot. The silver-tongued rogue remains deeply involved with the day to day affairs of The Inquisition, making certain that his operatives are given the freedom to do their duties as circumstances demand and that he maintains strict control over who qualifies to be trained as an Inquisitor. Thus the organization is the most mysterious and enigmatic of all of the governmental services overseeing civilization's utopia, a far cry from what it once was before the Score Tarvorial. Using dubious tactics of subterfuge and rumored to consider themselves above the law, the agents of this most devoted of orders are nonetheless still highly esteemed and treated to overwhelming praise from the masses—one never knows when an Inquisitor is near.

Gaolers of Askis. Any captured criminals not already in the hands of The Ministry or the confines of the Samovi Preserve are being temporarily held or transported by low-ranking members of The Inquisition. As would be expected with a bureaucracy, there are no shortages of prisoner transfers and Tucker uses these as opportunities to train new recruits, ensuring they witness firsthand the need for their loyalty and some flexible, questionable tactics when circumstances warrant. With the precise means of finishing this training are as elusive and enigmatic as the organization itself, and many glorified jailers never rise above their station, grimly but proudly enduring all the unpleasanties the filth they watch over can manage to heap upon them.

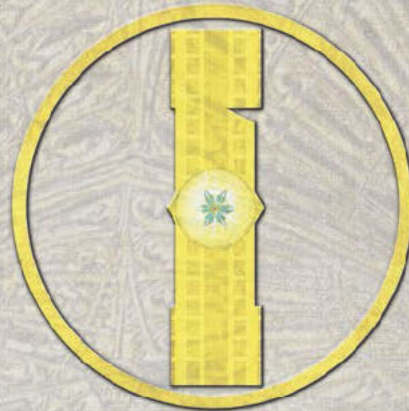
Hunter Agents. The vast majority of Inquisition recruits are destined not to reach the status of full Inquisitor, held back by their nature more than anything else. Inquisitors may (or may not) choose the most talented lesser members to be their

apprentice Adeptus after which they undergo years more of specific training tailored to their strengths and weaknesses, but even then Tucker Quickfoot is extremely particular with candidates considered fit for promotion. Those reaching this level undergo rigorous testing—only after emerging from their trials without any detectable aura are they fully inducted into the order. Once they have reached an appreciable level of skill, these applicants receive confidential training in Pertinax before learning The Inquisition's most secret practices and techniques (their subversive expertise remaining known only to their peers). The full rank of Inquisitor comes after the agent has successfully infiltrated one of the few dangerous realms remaining in Askis, capturing no less than three heretics without aid of any kind to prove their utter, complete, and total devotion to the cause.

Scholams Inquis. Enlightenment can only come through knowledge and while Askis has a great number of excellent public schools, there are private institutions as well—many of which are fronts for the Scholams Inquis. During their elementary schooling all students are tested by Inquisitors to determine their academic, physical, and spiritual competency. Any thought to possess the qualities of a potential agent are remanded to these confidential academies, replacing a fanciful youth and competent level of education with a truly strenuous regimen of martial arts, mystic practices, religious dogma, and tactical decision-making (frequently taught through games). Instructors at the secret schools are trusted Inquisitors that failed at their final test and though they lack the finest arts of their order, they are more than capable of preparing the next generation—and defending them from foul influences or sabotage from within.

Divinity & Dragons

In the face of the demigod Celestial Heroes, the dragons of Askis were thrown from their historical place at the top of the food chain and cast onto the winds of fate. The schism created by the wickedness of chromatic scaled serpents and the benevolence of their metallic kin has become an impassable gulf—where once they would at least parley now the forces of dragonkind view each other as the ultimate enemy, either traitors to their heritage or blind to the inevitable victory of humanity's destiny. Some fell to corruption, tricked by Caskette and turned vile through her implementations, and others went into hiding, but wherever dragons still dwell in the world their lives have irrevocably changed.



Chromatic Dragons. Lusterless dragons fared as poorly as the wicked folk that attempted to hide within the confines of civilization, meeting their fate earlier as the Celestial Heroes (particularly Tucker and Co.) turned them into the focal point of their military campaigns. The vast majority fled to Zakuthombo but ultimately fell to Grukk's axe after being worn down by hundreds of mercenaries, the reds suffering more than any others—only a few are rumored to remain. Dozens of the azure and most of the white-scaled serpents submerged into what became the Taenarius Tunnels, only a handful foreseeing the dangers of trusting Caskette and burrowing instead to lair deep, deep beneath the surface. Those that did not were either slaughtered or fled into the oceans with their ebony and verdant brethren, preying upon fish and other aquatic creatures in the most inhospitable watery depths far from the reach of Askis' soldiers.

Not every wyrm escaped or died in the Celestial Heroes' quest to conquer the world. There are territories in the Samovi Preserve reigned over by gaoled dragons either through fear or pure malice but always with total control. Others, tired of isolation, carefully, artfully negotiated alliances with mad scientists (with the exception of Caskette of course) in order to sate their burning desire for vengeance,

pooling knowledge and resources to better wound The Ministry and The Inquisition. Rarest of all are the exceptional few that have “seen the light” of the latter, fearsome special agents used to rout any threat that Tucker Quickfoot deems genuine (brainwashed into complete devotion by centuries of trickery at the halfling’s hands). Any other active chromatic dragons are not truly alive, transformed instead into vile parodies of their former majesty and universally avoided by other great serpents for the corruption they sow.

Metallic Dragons. When the adventurers that would become rulers of the world first began to hunt and slay wicked scaled serpents, their lustered cousins either fled to begin lives of quiet solitude or joined alongside armies to add claws and fire to blade and spell. Winged serpents with reflective scutes receive nearly as much reverence as the vaunted Celestial Heroes when they choose to dwell among humanity, living in palatial estates bedecked in golden tributes and staffed by only the most qualified butlers, chauffeurs, chefs, maids, tailors, and the like. Though they are provided with every possible worldly desire a draconic heart might have, these gifts and servants come with the expectation of service and those living within the bounds of society do their own part in propagating the utopia.

To begin with the homes of all dragons of the state are partially open to the public and used as museums, and a menagerie as well if the owner is home. Those averse to the gawking attentions of wide-eyed citizens are instead made to swiftly respond to the Bloodsong Storms when the enchantment sounds near a coast, rapidly flying to the location and disabling any pirate ships they find. Perhaps the rarest dragons of Askis are the metallics that defy the subjugation of dragon-kind, relentlessly fighting against The Inquisition and The Ministry. Skepticism clouds their vilification in the papers where weekly articles depict them to be as evil as their defeated kin, but not all of it is unfairly cast—they have been known to sometimes ally themselves with truly wicked criminals, even rumored to have aided convicts in an escape from the Samovi Preserve.

The Pious Alliance. Draconiacy is the eldest and most sacred of the holy dragons, born on Askis but rumored to have been laid in an egg on the Celestial Plane where she was infused with divine energy. Throughout most of the world’s history the grand winged serpent has remained hidden

away, content to philosophize on the nature of existence and spirituality. Only in the most recent centuries has she been seen in glorious flight, occasionally visiting Kaelesti to meet with the Order of the Shining Stone. Despite the best efforts of The Inquisition and Darrius Ventrelli, the contents of their conversations have remained secret.

Population Control

Prior to the discovery of inaequa the typical family was quite large, with generations of sometimes as many as a dozen brood or more commonplace. Technology has elongated lifespans however and urbanization has lessened the need for more hands to toil in the fields, so to deter overpopulation the government dissuades parents from bearing more than three times—it is only the privy of the wealthy or the implacable to sire more than a few offspring. When a citizen has a fourth child all higher education costs for their progeny become theirs to pay, after a fifth their taxes increase, and so on. For the most part these methods have proven effective but the stigmata surrounding parents with too many children is formidable, making the social cost for too much procreation the greatest of its penalties.



The University of Sanctus Menaechmus is almost never quiet, its halls and classrooms a constant flux of professors, adjutants, and students. Even before the dawn rose on Suppetia the day was host to an uncommon flurry of activity however—a Magi Primaria was due to visit, an auspicious and rare occasion worthy of the great fanfare. Nasennia looked through the sack of scrolls at her hip, the wax seals on each old and pressed perhaps hundreds of years ago. As heavy as the ancient paper and inks seem to feel, they are nothing compared to the weight of the forms and the burden required to get the protected magics from their place in the Magica Altum's vaults. Some were even signed by Scrinarii Terenteius!

As she neared the college's grand clocktower Nasennia clutched the parcel closer to herself and began to wedge her way through the bustling crowd of onlookers, passing by citizens and scholars alike to get to the proscenium at its base. It seemed as though everyone in the city had come to witness the precipitous arrival of the honored Balventia Luceius and even mages from far off in Zakuthombo were in attendance for her speech on behalf of this year's graduates. Most of the public remain unaware that she has an ulterior motive but Nasennia overheard another reason amongst the Magica Altum's staff, vindication of a rumor circulating between students and staff: that Magi Primaria carries one of the Bands of Kyttarmoak. So much fuss would only make sense—any wizard worth their salt would burn their spellbook for only a few moments of looking upon one of the blessed artifacts.

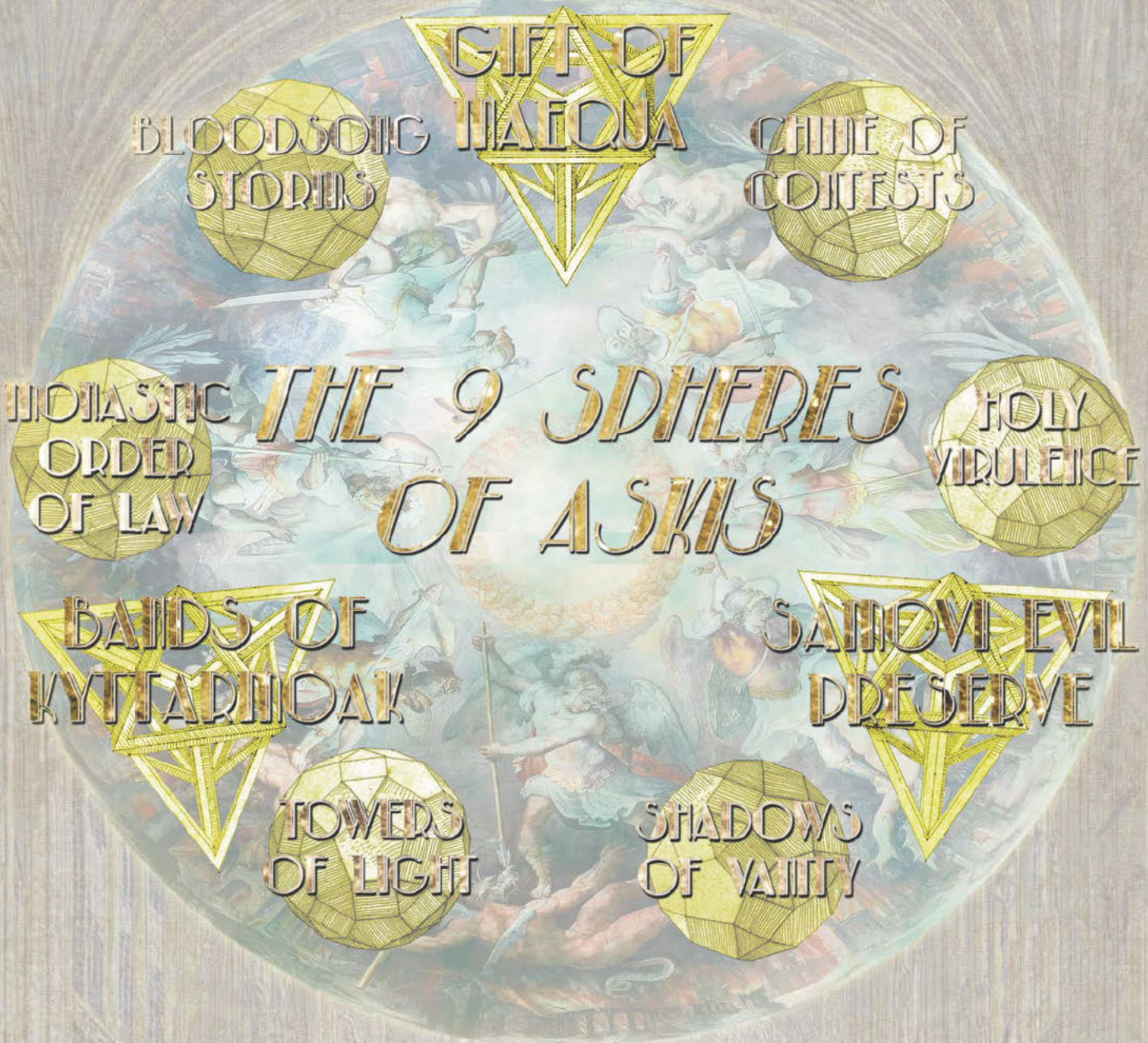
In the unusually excited graduation ceremony the typically docile public are more aggressive than usual and it takes a few minutes for the half-elf to squeeze her way to the front of the crowd. Several of the resplendent Animeo Custodiae stand astride a Soul Knight (each of them beauty and devotion personified) and Nasennia can't help but drink in their perfection. During her moment of awe more onlookers like herself push their way beside her, jostling her with enough force to knock some of the prized parchment from her parcel. "Pardon me, ma'am," a frazzled halfling apologizes, stooping to pick up the old scrolls and hand them back to her. "Nearly got trampled on myself."

Nasennia smiles and thanks him, stowing them in her bag before shuffling to the side and showing her scholar's seal to one of the Animeo Custodiae in order to get out of the throng of people and to the staging area. Scrinarii Terenteius is behind the magically levitating curtain with a half dozen sages and the Magi Primaria herself. The aged half-orc gestures towards Nasennia, "and here she is, just in time and with the scrolls! Excellent work Bibliothecae Nasennia, though I hope you are more prompt with your classes!" He smiles and winks as he takes the parcel from her, sorting through its contents.

"All is well then. My time is precious and if you still mean to inspect the Venefecium, I'll need to start my speech soon." Nasennia's eyes light up at the mention of the artifact. The Cincture of Magic! Balventia smiles at the younger mage's enthusiasm and nods towards the Scrinarii, strolling towards the podium to the roaring adulation of the public. The half-elf looks onward with anticipation as the honored mage begins speaking, her voice amplified by the microphone to sound out across the courtyard, but a tug on her shirt breaks the reverie.

"Nasennia!" Scrinarii Terenteius whispers urgently, the treasured scrolls scattered on the paved stones at his feet, "is there a scroll missing?" The joy in her heart seizes and she drops to her knees, sorting through the parchments and realizing with horror that he's right—one is gone! It only takes a few seconds of searching to realize that it is one of the most dangerous that's absent, but by then it's already too late.

A small, fist-sized cylinder resembling a holy censer with a handle on it lands at the Magi Primaria's feet, interrupting her speech. Her mouth gapes open as it explodes in a conflagration of radiance and flame, burning and bludgeoning Balventia Luceius nearly into unconsciousness. As the panicking crowd disperses from the courtyard the honored mage conjures a sphere of magic around herself and not a moment too soon. Villainous figures materialize out of seemingly nothing on one of the rooftops nearby, unleashing spells and arrows that rain down on the Magi Primaria but Nasennia's heart is emboldened. For each of the assassins at least two proud and glorious adventurers still stand in the clocktower's shadow, readying their magic and weapons to vanquish the heinous evil!



LONG AGO THREE CADRES OF ADVENTURERS (THE ORDER OF THE SHINING STONE, THE GOLDEN REDEEMERS, AND TUCKER & CO.) ROSE UP TO SMITE ALL THE EVILS OF ASKIS, VERY NEARLY PURGING CORRUPTION AND WICKEDNESS ENTIRELY FROM THE PLANET. DURING THESE YEARS OF UPHEAVAL, EACH OF THE CELESTIAL HEROES TOOK RESPONSIBILITY TO CREATE AND MAINTAIN A DEFENSE AGAINST EVIL'S INEVITABLE RETURN. THESE INCREDIBLE RELICS AND POTENT WARDS—COMBINED WITH THE DEMIGODS THEMSELVES AND THE GREAT WORKS THEY HAVE CREATED—ARE KNOWN AS THE SPHERES OF ASKIS.

Table: Primary Spheres of Askis

Sphere	Location	Founding Hero	Protection
<i>Bands of Kyttarmoak</i>	Worldwide, but primarily Ouranios	Elven Master Wizard Rankir Tarryndorn	Twelve arcane bands restrict supernatural and magical evil, preventing wickedness from taking hold in Askis.
Samovi Preserve	Samovi	Warden of Samovi Tapper Underknoll	Allows merciful punishment for evil creatures that cannot be rehabilitated, providing for them a place to live out the rest of their lives.
Gift of Inaequa	Worldwide	Tucker “the Great” Quickfoot	Inaequa has spread throughout the world, granting long life to all good creatures and powering incredible technology across Askis.

Table: Tertiary Spheres of Askis

Sphere	Location	Founding Hero	Protection
Towers of Light	Ouranios	Dwarven High Priest Gimli Stoneflask	Lighthouses guard against accidents but also produce a powerful field that warns when evils from the depths climb up onto Ouranios’ shores.
Monastic Order of Law	Worldwide (based in Ouranios)	Silent Protector Varrus Goodwin	The law keeps society strong thanks to these defenders while they lead the slow but steady crusade against the pockets of evil that exists in the Taenarius Tunnels beneath Askis.
<i>Divinus Biologis</i>	Worldwide	Redeemed Genius Darrius Ventrelli	A magical disease suppresses the desires for earthly pleasures, transforming lawbreakers into subservient warriors of The Ministry.
Shadows of Vanity	Samovi	Angelic Beauty Lellwyn Fethyrwal	Spirits bound to cloaks follow the young and beautiful, serving them and protecting them from harm.
Bloodsong Storms	Worldwide (oceans; foci in Zakuthombo)	Master Minstrel Mystral Farsong	A melodic enchantment creates storms on the seas to destroy ships carrying criminals or vessels that attack other boats.
<i>Chime of Contests</i>	Zakuthombo	Honorable Half-Orc Gruk the Axe	The din of dishonorable combat can be heard from afar by the Knights of the Chime thanks to this artifact, preventing underhandedness in battle.

TOWERS OF LIGHT (TERTIARY SPHERE, OURANIOS)

All along the coasts of Ouranios stand grand lighthouses—towers of white marble and gray slate that reach ten stories above the ocean. At the apex of each is a magical orb that burns with the brilliant radiance of tempered inaequa. These are the Towers of Light, Gimli Stoneflask’s contribution to the war against all that was evil in Askis.

First among their functions is to maintain the *Aurora Maginot*, a barrier of shimmering light that protects the coastlines of Ouranios from the creatures of the deep. Any aquatic creature of evil alignment that approaches within 50 feet of the energy field feels the burning focus of raw inaequa, singing flesh and soul giving it disadvantage on ability checks and saving throws until it moves out of the area. Land-dwelling creatures can harmlessly pass through the *Aurora Maginot* and after the sun sets, the energy field emits light 100 feet (and dim light an additional 50 feet) until dawn—any trespassers that suffer in its radiance (whether night or day) are immediately detected by the hue of the energy field turning electric blue, warning sailors and guards alike that evil is afoot.

More obviously the Towers of Light serve as coastal lighthouses, each standing over a hundred feet tall and visible to its neighbors no more than twenty miles away. In this way they form a continuous loop around both the northern and southern coastlines of Ouranios, illuminating every rocky crag and hidden cliff that might abruptly end the lives of seafarers. Some of this light comes from the *Aurora Maginot* but most of it comes from *Maginot Orbs*—the lights at the apex of each tower. They shine out like miniature suns across the coastline yet are cool and solid to the touch. Their simplicity belies their power; in order to focus the very energy of society itself into the powerful supernatural field, these artifacts are all harder than steel. If one were to ever crack, the entire tower beneath it would likely burst apart in the resulting magical explosion.

The third and final purpose of the Towers of Light are to serve as a foundation for a community. None contain moving parts and each maintains itself by magic, but they cannot ever be unmanned—their light and the *Aurora Maginot* are empowered by the connections between those who live within them. Not only does each tower have a dedicated staff of five or more keepers (whose job it is to remain inside the fortifications at all times) but they serve as waystations and meeting halls for organizations of every stripe. In some larger settlements, the Towers of Light are so popular that they are surrounded by dozens of spillover buildings where people can gather even if every room in the edifice of Gimli Stoneflask is full. Should a Tower of Light ever be empty, the illumination from its *Maginot Orb* winks out, not returning until at least two people have remained inside the tower for 24 hours. If two adjacent towers were to be dark at the same time, the wall that stretched between them would disappear and the dark creatures of the ocean would have free reign to terrorize the land once more.

Although the Towers of Light are largely invulnerable, rebuilding themselves from even total obliteration, most are further protected by the skill at arms of their inhabitants. The Knights of the Chime in particular use the Towers of Light as waypoints in the wilderness—it is rare to find one without a warrior of the order in residence, and often more passing through. These holy soldiers pass on their training to the lighthouse keepers, who in turn share combat techniques between those who next stay in the fortification. Over the span of decades most keepers become extremely capable warriors in their

own rights, well-suited to defend their abode (use the statistics for a single [Veteran](#) and a quartet of [Guards](#)). The most powerful keepers however are the Lunares Carceris and Soleorto Carceris, scholars of deific knowledge under the tutelage of Gimli Stoneflask and his functionaries. In the hands of these clerics many Towers of Light also serve as hospitals or shelters in the event of natural disasters. Routine patrols by Solis Occassum and Salvum Meridiem keep the defenders of the divine dwarf's great work alert, ensuring that each is well supplied with fresh rations and potable water.

Protecting the Towers of Light. Each of the the Towers of Light are just buildings and can be damaged or destroyed like any other—their true power lies in their interconnectedness and while even a single Tower of Light stands on the same shore, they will eventually rebuild themselves. A Tower of Light that is damaged or destroyed completely rebuilds itself within 1d4 days, so long as at least one adjacent tower remains lit. A Tower of Light that is destroyed cannot house any people, and if abandoned for any length of time it goes dark for 24 hours. Full details on the Towers of Light are in the *Book of Exalted Darkness* but in general, villains can destroy one in 30 minutes - Challenge Rating if left unopposed (killing the occupants if their CR is equal). Ultimately, the Towers of Light can only be permanently destroyed if every single Tower of Light is destroyed, at which point the magic binding them together dissipates and is lost. Adventurers can hasten the rebuilding of a Tower of Light using spells that help construct or repair objects, or by putting in work themselves. At the end of an hour of hard labor, PCs must make a Constitution saving throw (DC 12 + 1 per previous save) or gain one level of exhaustion that remains until they take a short rest.

MONASTIC ORDER OF LAW (TERTIARY SPHERE, OURANIOS)

Everyone in Askis knows the law not due to an innate trait for order or an automatic desire to conform to society—it is because of the Monastic Order of Law. The organization has devotees in every settlement across Askis, from the largest metropolis to the smallest hamlet. These vary in dedication but true members are marked by the Troth of Silence they've sworn, dedicating their lives to serving the world as Justitia and defending it against evil. The demigod Varrus Goodwin's loyal followers undertake a journey of discovery under his guidance that begins with the simple mantra that there are things that can only be ascertained by oneself. As part of their training Justitia memorize every local, national, and global law, enforced to report even the slightest infractions to their superiors. The violations of an individual are compiled by Equerries but requisitions to The Ministry for punishment are only for the most serious transgressions, heavily tempered by mercy and scale—most civilians simply receive written warnings instead of drastic action as long as violent offenses (theft, murder, or the misuse of inaequa) aren't involved.

Despite their quiet

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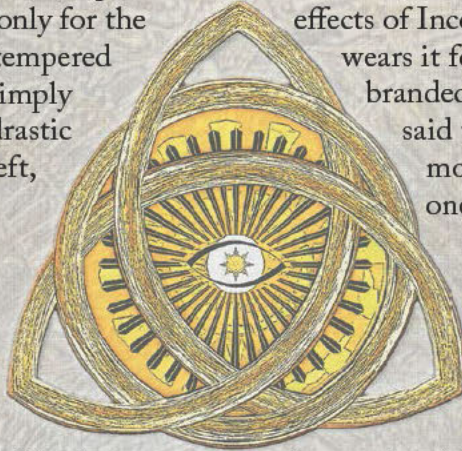
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fortifications are as difficult to breach from the inside as they are from without—and every one of them is prepared for the wickedness that could spill forth at any second (page 24). They are riddled with traps, wards and locks of all kinds, making even entering a Citadel of Law a dangerous proposition. The greatest headquarters for the Justitia is the Monastery of Law in Fluctus. From its ramparts Varrus Goodwin leads the Monastic Order of Law to exert control not only over themselves and maintain a just society, but over the very land around the city as well.

Most of this control is mundane: the Justitia endlessly train their bodies and hone their minds for service—but through the power of inconscium Varrus has started to forge a powerful (albeit crude) psychic link between his most devout followers. Inconscium is a rare crystal found only in the Taenarius Tunnels and when sheared away its slivers expand the subconscious

mind of those who come into contact with it, granting a temporary empathic connection with people close to them and others touched by the anomalous subterranean substance. The Monastic Order of Law puts high priority on the extraction and recovery of these crystals, and even hire willing mercenaries to scout the dangerous passages beneath Askis for clues of the next deposit. The Inconscium ore is then brought back to the Citadels of Law for the Justitia to focus upon, renewing their connection with their brethren.

The empathic connection brought about by Inconscium normally lasts a full day, allowing anyone contaminated by it to detect the emotional state of creatures they know well (and other empaths). Yet Varrus has used these crystals to forge a powerful artifact: the *Ring of Oneness*. This ring multiplies the effects of Inconscium a thousandfold for anyone who wears it for more than a moment, permanently branded with its magic forever afterward. It is said the Divine Monk is working to forge a more perfect version of the holy relic—one that might clarify Inconscium crystals to allow for full telepathy between members or even more—but so far he's yet to succeed.



Protecting the Order of Law. The Monastic Order of Law cannot be destroyed as it is not a physical or magical construction, but a social ideal. The *Ring of Oneness* however is the crux of the Celestial Work and its destruction would reduce the order to nothing more than stringently lawful monks. If the artifact is worn for a year and a day by an intelligent non-undead creature that feels no emotions (such as a construct), its power turns in on itself, instantly psychically deadening all creatures it had once marked and making it impossible for the wearer to gain psychic abilities of any kind (or be detected by psychic means). Tracking down this relic once it is stolen usually means Investigation and Survival checks as the adventurers make their way throughout the criminal underworld of Askis (using Deception and Persuasion), the *Ring of Oneness* masked by magic or science from supernatural detection. In their quest the party will undoubtedly uncover dubious actors aplenty, nefarious schemes, and a powerful adversary (likely Gepadrioux or Trepida) before the relic is recovered.

The Ring of Oneness

Ring, artifact (requires attunement)

The *Ring of Oneness* can never be entirely removed—it can be slipped from the finger like any other ring, but after being worn for 1 minute it leaves a permanent impression of itself in the form of a brightly colored tattoo. This tattoo opens the mind of the wearer to psychic activity, making it impossible to hide from psychic means to locate them (though not divination magic). The wearer of the *Ring of Oneness* can freely detect the presence and location of psychic creatures (including those marked by the artifact, or those under the effects of *Inconscium*) within 10 miles, and the current emotion of any creature within 100 feet. In addition, the wearer gains telepathy with a range of 200 feet and can cast *detect thoughts* without the need for concentration or components of any kind.

INCONSCIUM (500 gp, ½ lb)

This translucent shard of crystal can be focused upon as an action to grant temporary empathy to a creature for 24 hours. For the duration the creature is able to telepathically project affection, frustration, suffering, fright, peacefulness, and any other emotions the GM permits, or as an action sense these emotions in a creature within 100 feet that they are able to see. In addition, the creature automatically projects and detects their emotions to and from other creatures contaminated by *Inconscium* that are within 100 feet. After a piece of *Inconscium* has been focused upon, it goes inert for 4d12 hours.

BANDS OF KYTTARMOAK (GREATER SPHERE, OURANIOS)

The *Bands of Kyttarmoak* are second only to *inaequa* in the ultimate victory over evil in Askis. Forged by the immortal sage Rankir Tarryndorn, each of the dozen magical circlets are made of thick metal roughly a foot wide and emblazoned with glowing, flaming runes and precious gems. The means of its function is an absolute secret however—only the most respected and esteemed mages know the scarcest details of the elven master wizard's great work despite its incredible magnificence. Likewise the identity of *Kyttarmoak* is left unsaid; Rankir refuses to speak of it and has never publicly revealed if it is a creature, a person, or as little as a name invented in his youth.

Despite the enigma that surrounds the *Bands of Kyttarmoak* the nature of exactly *what* they do is largely obvious. Since Rankir's great work was wrought no creature has breached from the lower planes into Askis without extensive mortal aid (demons and devils have still set hoof here, but only by using a foolish, willing creature as their conduit.) Cruel elementals, slaving undead, and vengeful gods alike are kept at bay by the *Bands of Kyttarmoak* leaving no entity of evil free access to Askis; once here, none can leave except as ash. Even malevolent souls remain trapped with many if not all bound to the *Cincture of Souls* until they can be safely taken to an appropriate judgment on another plane.

Despite his distrust and secrecy Rankir cannot carry all twelve *Bands of Kyttarmoak* on his person at one time, and the loyal mages he has allowed to aid in their protection have been given limited

instruction as to what they do. Each cincture that makes up the potent relic strangles the space through which the dark realms can reach into Askis, reducing all interplanar activity to be forced through a measly circle one foot wide—provided that one of the cinctures can be wrested from its protector. Although it has been decades Rankir insists he continues on his construction of a thirteenth addition to his great work, a truly potent artifact containing the powers of all of the previous twelve and more.

Bands of Kyttarmoak

Wondrous item, artifact

Each of the dozen *Bands of Kyttarmoak* has its own unique power but every one of them was forged by Rankir Tarryndorn. A creature that attempts to perform a task restricted by one of the cinctures fails without succeeding at both a DC 20 Constitution saving throw and DC 20 Intelligence saving throw. Outsiders always have disadvantage on these saving throws. The twelve bands and their powers are:

- ***Animarum, the Cincture of Souls*** draws evil essences into it, restricting them from escaping to the River Styx when they die. Rankir then siphons the souls to a plane of his choice for judgment—although the process appears imperfect, as a large fraction of evil souls never arrive at the chosen final destination.
- ***Satanas, the Cincture of Devils*** restricts the creation of any portal to or from Hell, except within the cincture.



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- *Daemonium, the Cincture of Demons* restricts the creation of any portal to or from the Abyss, except within the cincture.
- *Creui, the Cincture of the Maelstrom* restricts the creation of any portal to or from Limbo or Purgatory, except within the cincture.
- *Veneficium, the Cincture of Magic* causes the auras left by the casting of evil spells to persist.
- *Loquella, the Cincture of Tongues* restricts speech in Deep Speech, Undercommon, or Vile speech except at a loud volume, heard from within 10 feet by any creature that makes a DC 5 Wisdom (Perception) check.
- *Obcasus, the Cincture of Death* restricts psychomps from entering Askis on missions for deities other than those from the Upper Planes.
- *Adligamentum, the Cincture of Binding* is combined with the power of *Tapper's Spike* to create a series of wards and barriers around the Samovi Preserve. Each restricts the passage of evil creatures through it and moderates anomalies caused by magics that make the prison island float (including the creation of purpura).
- *Halitus, the Cincture of Steam* restricts creatures from opening portals to or from the Plane of Fire and Plane of Water in the same day.
- *Pulvis, the Cincture of Dust* restricts creatures from opening portals to or from the Plane of Air and Plane of Earth in the same day.
- *Mortalium, the Cincture of Mortals* prevents direct actions of evil deities.
- *The Cincture of Kyttarmoak*, linking each ring to all others.

Protecting the Bands of Kyttarmoak. Separated from one another the *Bands of Kyttarmoak* cannot be destroyed, but when linked into a looped chain they have a single vulnerability. This looped chain must be taken to each of the outer planes in turn—Heaven, Elysium, the Streams Divinia, the Plane of Air, the Plane of Water, Limbo, Purgatory, the Plane of Fire, the Plane of Earth, the River Styx, the Abyss, and Hell. Upon reaching Hell the *Cincture of Kyttarmoak* transforms into a portal to the true home of the mysterious Kyttarmoak before disappearing a minute later—along with the artifact. Only powerful adventurers dare take this multidimensional journey, navigating towards the artifacts by way of a wizard companion or mage ally (often a Magi Primaria; wizard 16, page 380 in *Book of Exalted Darkness*). Completing the entire planar trek within a day is practically impossible (even for Caskette or Trepida Vereor) and parties at risk of failing in the quest will receive a message from Rankir Tarryndorn himself (wizard 20, page 278 in *Book of Exalted Darkness*), joining them in the Abyss and keeping demonic hordes at bay while they recover the relic before it is destroyed in Hell.

SAMOVI PRESERVE (GREATER SPHERE, SAMOVI)

Tapper Underknoll and the Celestial Heroes hate the idea of killing—even for the foulest of enemies. To them murder has become unforgivable and not even to be considered except as an absolute last resort. Instead the Divine Hunter has gone to great extremes to capture the foes of the demigods, redeeming them or locking them away when rehabilitation by The Ministry proves impossible. Although this worldview is somewhat extreme, it led Tapper to a very practical idea that his allies supported: a prison on a massive scale, a place where the irredeemably wicked could live out their lives without bringing harm to the innocent (inflicting themselves on others of their kind, but no further). After centuries of careful construction and delicate magics, the result is the Samovi Preserve: a titanic, fortified island that soars through the skies above Samovi.

The island is not only massive but extremely diverse with mountains, deserts, forests, and even tundra existing in relatively close atmospheric proximity, all magically maintained to suit the needs

of its diverse population. Some regions are as large as a few of the world's city-states, while others are as small as individual bogs or groves depending on the size of its inhabitants and their number. All of this is made possible by a pair of artifacts: *Adligamentum, Cincture of Binding* to power the massive, impenetrable set of barriers around the Samovi Preserve and *Tapper's Spike* to keep the island aloft.

Waypoints are the gates to the Samovi Preserve, small structures that open and close regularly to allow gaolers to explore, tame, redeem, or simply observe the evil creatures they're charged with containing. These junctions are under constant watch by Serva Venandi and connected to lesser waystations throughout the island under the command of more experienced Tueri Principis. As of late there are even tours by way of armored inaequa chariots for civilians and researchers, allowing visitors to the waystations to witness firsthand what evil creatures are and look like (including special locations specifically for dragons), though only when in the company of a Praeceptorem for protection.

Visitors are far from the only observers however—a race of tiny beings known as purpura (or more commonly as “purps”) skulk around the entirety of the Samovi Preserve. On the whole they are carefree creatures, almost comically round with a penchant to wear small, silly hats—but they’re big talkers, retelling anything and everything they have seen and heard. Purpura refuse to leave the floating prison despite the danger they face every day so Tapper and his men use the miniature celestials to their advantage as spies, rewarding clever purps able to tell them the most about what is going out of sight in the Samovi Preserve.

The reason the purpura remain isn’t any particular sense of honor or dedication to their homeland but because they are actually created by the *Adligamentum* (although neither they, nor Tapper, know this). Their species is but one of many wards that the *Cincture of Binding* creates, much like the field of energy that encircles the island. No creature is known to have breached the barrier entirely, but more than once strong-willed creatures have managed to escape (prompting the creation of more Waypoints nearby to discourage others from using the same route).

Tapper’s Spike is more straightforward in purpose than the *Cincture of Binding*: it holds everything together, keeping the island in the sky and binding the Waypoints into existence. So long as the artifact persists the protected buildings exist at once inside and outside of the Samovi Preserve, the only reliable way in or out. If *Tapper’s Spike* were ever drawn from its current place, the magic of these Waypoints would unravel to trap everything inside of it—permanently.

Protecting the Samovi Preserve. The Samovi Preserve relies on two artifacts to function and if either *Adligamentum* or *Tapper’s Spike* are ever removed, the island collapses or is rendered useless. Accordingly both artifacts are hidden in a special Waypoint within the Samovi Preserve, warded from every kind of magic by encircling *antimagic fields* and protected by deadly traps (minimum save DCs of 14) and tireless guardians (aesgigas sanctus; page 321 in *Book of Exalted Darkness*). Only Tapper and a small number of his closest advisors (all Praeceptorem) know their current location. Most of the prisoners smart enough to locate and steal the artifacts are wont to do so themselves, the likelihood of surviving or escaping the fallout nearly impossible—but that’s something that might be accomplished by brute force for inmates able to withstand the cataclysmic aftermath. Adventurers might be called upon by the Celestial Hunter when he thinks a plan might be afoot, aiding it in addition to the giant, or treats as Iron Golems).

Tapper’s Spike

Wondrous item, artifact

This foot-long golden spike is a work of art and functions as though it were a +3 *dagger*. As an action it can be driven into any material, at which point neither it nor the object it is embedded into can be moved (as an *immovable rod*). Once embedded the spike can only be removed by the creature that planted it (a bonus action), leaving no mark where it had been planted.

A creature that has been pinned by *Tapper’s Spike* (either through equipment or flesh) requires a DC 20 Strength saving throw before it can attempt to move up to 5 feet by making a DC 22 Strength check. On either a failure or success, *Tapper’s Spike* deals 4d6 piercing damage to the creature pinned by its flesh. A creature other than the spike’s owner can remove *Tapper’s Spike* with a DC 26 Strength check.

Destroying Tapper’s Spike. If in one single blow *Tapper’s Spike* is driven through a creature that has never killed anything and a creature of raw murderous energy, it immediately melts to lead.



HOLY VIRULENCE (TERTIARY SPHERE, SAMOVI)

Darrius Ventrelli was not the result of a willing pregnancy and he does not shy from retelling the parable of his mother's sordid demonic-rape. Though left crippled and with child, the aasimar persevered through labor and raised him—at least until she was killed by a slaver, 8 year old Darrius' innate powers of sorcery coming to the fore in the tragedy's wake. He says that her story is a warning and a lesson: a person's body is their own and no violation of that sanctity brings about good for that person. Those who take the unwilling flesh of others, through lust or violence, are no better than feral animals—and should be treated as such.

It is with begrudging irony that the means he has created to preserve a body's sanctity is through a magically engineered symbiote: the *Divinus Biologis* or as it is more commonly called "DB". The infection spreads through the population of Askis like a latent disease. In most it has no effect beyond nearly invisible blue spots on a creature's palms, making it highly contagious and easy to pass from one to another through blood, saliva, and other bodily fluids. On those who force themselves upon others however, the effect is dramatic, painful, and permanent.

Some medical institutions estimate that up to 80% of the human population of Askis has DB and the number continues to rise. Most don't object to the infection, but neither do many know that sexual assault is only one way to catalyze the disease. The highest levels of The Ministry possess an arcane-locked key phrase that allows them to implant a *geas* into any sufficiently infected target (at the 2nd stage of progression; DC 16 Wisdom saving throw negates). Instead of taking psychic damage on a failed save, the *Divinus Biologis* begins its progression, yet Darrius has an even more powerful connection than that—it is said that he can accelerate the symbiote's progression with but a single word.

Divinus Biologis

This microscopic, quasi-divine symbiote infects host creatures and spreads like other diseases. Its harmless primary symptoms (tiny blue spots on the hands) can be detected with a successful **Wisdom (Medicine) check (DC 20 - 1 per week of infection)** and for many the *Divinus Biologis* never progresses further than that.

Any time a creature infected with *Divinus Biologis* attempts to have sex with an unwilling or helpless living target, the disease progresses to the next stage unless the creature succeeds a DC 18 Constitution saving throw each minute of the unwanted encounter. Unless the disease has progressed completely at the end of each long rest an infected creature can make a DC 16 Constitution saving throw to reduce the disease back to a previous progression, or to become dormant. If an infected creature fails a saving throw by 5 or more, it instead progresses to the next stage.

At the first stage of progression, the infected creature's sex drive is dramatically reduced and if male it becomes impotent.

At the second stage of progression, the infected creature gains two levels of exhaustion, which it cannot recover from until the disease is cured.

At the third stage of progression, the infected creature is wracked with pain

and takes 1d4 points of untyped damage each hour it is not taking a long rest. If this results in a creature being reduced to 0 hit points, the disease progresses to its final phase. This damage can't be recovered by magical healing until the disease is cured or regressed to the second stage.

In the final phase, the infected creature undergoes a painful transformation into a Divirulent Hound, a werewolf like creature with only one goal: to serve the commands of The Ministry.

Protecting the Holy Virulence. Once Darrius Ventrelli has shuffled off his mortal coil, an antiplague (albeit a sophisticated one) would wipe out the remnants of the *Divinus Biologis* in a matter of years or less; the recipe for this cure does not yet exist but could be created by any mad scientist with enough dedication. The antiplague to cure *Divinus Biologis* must contain a sample of Darrius' fresh blood—as well as Varrus Goodwin's. The disappearance of Darrius sees the adventurers called upon to help if they're friends of The Ministry or The Inquisition, but when Varrus is missing as well a general call for aid goes out. Initial findings lead to Coelicla in Samovi and from there they'll have to locate the biological black market with Investigation checks, then ingratiate themselves through a combination of Deception and Persuasion checks. Of the mad scientists that might be responsible Fraus Calumnia or Aevus Fatalibus are the most likely culprits, though the web of intrigue to find them will be intricate indeed.

A Malady by Any Name. *Divinus Biologus* is known by many different names, the guilty and salacious citizens falling prey to the sexually transmitted disease spawning a litany of monickers to avoid directly confronting their sickness: Blue Rover, Broken Keys, Church Pox, Collared, Dog Bite, Fuzzy Pits, Howling Horror, Lonely Flu, Lupus Dei, Rover's Revenge, Rusted Lock, The Admonition, Were-Warts and whatever other names the GM thinks are appropriate.

Transformation into a Divirulent Hound.

There is little public knowledge of the transformation into a Divirulent Hound except that the process is extremely painful, often compared to death and rebirth but not feared because the vast majority of citizens remain blissfully unaware of their full effects of their sickness (if they even know they have it).

A golden glow emanates from this albino werewolf.

Divirulent Hound

Medium humanoid (human, shapeshanger), lawful good

Armor Class 15 (natural armor)

Hit Points 144 (16d8+64)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +6, Perception +5, Stealth +5

Damage Resistance radiant

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons not made with silvered weapons

Senses passive Perception 20

Languages Celestial, Common (can't speak in wolf form)

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the Divirulent Hound can move up to their speed toward a hostile creature they can see.

Shapeshanger. The Divirulent Hound can use their action to polymorph into a wolf or back. Their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed. The Divirulent Hound reverts to their true form if they die or are cured of their disease (divine virulence), a process much more involved than casting *restoration* or *remove curse*.

Solar Curse. While in sunlight, the Divirulent Hound can only assume its hybrid form or wolf form.

Touch of Darrius. The Divirulent Hound has advantage on saving throws to resist the charmed condition.

ACTIONS

Multiattack. The Divirulent Hound makes three attacks: one with their bite and two with their claws (or if in wolf form, twice with their bite).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) magical piercing damage plus 3 (1d6) radiant damage. If the Divirulent Hound is in wolf form and the target is a creature, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) magical slashing damage plus 3 (1d6) radiant damage.

After changing from the full effects of the *Divinus Biologus* humanoids usually become canine servants of The Ministry, but occasionally more powerful creatures fall prey to DB and its effects are impossible to predict—these unique contaminated can retain a greater degree of their knowledge and skills from their former life, become other were-animals (such as the Rodent Queen of Alacer; page 189), assume an entirely different corporeal form (as an elemental or fey), become trapped in the Ethereal Plane, or suffer myriad other fates. Any rumors of the final effects of *Divinus Biologus* and the anomalies therein are squashed wherever they come to the attention of The Inquisition or The Ministry, although there is only so much that can be done when such a transformation draws the attention of an entire city block or small settlement with their pained screams.



SHADOWS OF VANITY (TERTIARY SPHERE, SAMOVD)

Life is beautiful and in turn beauty is to be cherished—and since the moment of her birth Lellwyn Fethyrwal has been considered a vision of radiance. It was no surprise to any that she considered the world not in terms of good and evil or as a struggle between life and death, but matters of beauty and filth. To the amazement of all she sees beyond visible magnificence however, praising kindness of soul and the worth of one's labors—things that are not always outwardly aesthetically pleasing can possess even greater beauty than what meets the eye.

One day Lellwyn saw a shadow that made a distorted and cruel shape on the ground only to realize in horror that it was her own. Rather than allowing this unlikely moment to happen again she used all the angelic magic at her command to bind her shadow into her cape, creating the first *shadow of vanity*. As time passed it remained hidden on her back, animating the garment and aiding her while its power expanded whenever Lellwyn stood in the light (which was often). The shadow tore the darkness away and transformed it into beautiful weapons or armor, ultimately becoming a powerful ally that prepared her most loyal warriors to fight for the cause of good. The lack of a shadow proved to serve another benefit for Lellwyn, invisible until after others joined her shadowless elite—those who lacked silhouettes no longer visibly aged, remaining as beautiful as a decade after the day their shadows were bound until the day their time came. No injury, illness, or even age itself could mar their resplendence, although time and the ongoing fight against evil proved their invulnerable immortality is only an illusion.

Lellwyn has since passed her method along to others, creating cadres of like-minded beatific guardians that roam Askis seeking justice and glory: Soul Knights, Animeo Custodiae, Speculi Eleganti, and the Iterati, her Shadowless Elite. Only the most beautiful creatures in the world receive a *shadow of vanity* as reward for their perfection of both body and soul. These sentient capes are not only protection from the ravages of time but ideal servants as well—clever, powerful, and utterly loyal, they reflect their bearer and learn their habits, drawing shadows from around them to shape into tools or weapons for their wearer. Some of the most powerful *shadows of*

vanity are capable warriors in their own right even when cornered and alone. All those who bear one of the divine capes are among the Shadowless Elite but not all traverse the world, most enriching life through mundane means instead as architects, artists, beauticians, stylists, and writers.

Shadow of Vanity

Wondrous item, very rare (requires attunement)

Any creature wearing one of these finely wrought cloaks casts no shadow and shows no signs of injury or aging no matter what trials or tribulations they might endure. The shadow of the wearer is instead folded into the cape of the cloak where it and a tiny sliver of the bearer's soul transforms the cloak into a sentient (although not quite living) creature that can change itself into any object that casts a shadow (use the statistics for [animated objects](#)). A *shadow of vanity* is capable of acting as any tool kit or one-handed weapon, hold one extra hand worth of items for its wearer, or take the Help action (if it isn't taking another action).

Sentience. *Shadows of vanity* are sentient objects, generally with Intelligence, Wisdom, and Charisma scores of 12. They have hearing and darkvision out to 60 feet. The wearer can communicate with a *shadow of vanity* telepathically within 60 feet, but the cloak can only communicate through gestures

Personality. The personality of a *shadow of vanity* is generally a counterpoint to its original wearer, doing whatever it needs to in order to be a perfect servant—although sometimes a *shadow of vanity* and its wearer (most recent or otherwise) might disagree as to the best course of action.

Vain Shadows. When a creature wearing a *shadow of vanity* commits suicide the two merge into an amalgam. This amalgam possesses the race features, class features, attacks, equipment, feats, languages, and proficiencies of the wearer, a [shadow](#), and the *shadow of vanity*, using the highest ability scores, proficiency bonus, and movement speeds between them. All effects and spells currently targeting the wearer end when the amalgam is formed. The amalgam has a Challenge Rating equal to the wearer's + 1 (or more, at the GM's discretion).

Protecting the Shadows of Vanity. A *shadow of vanity* is more than a magic item and sentient of its own accord, however it cannot break free from the will of its wearer so long as its wearer lives. When a wearer of a *shadow of vanity* kills themselves the shadow trapped within is freed—transforming into an undead creature of great malevolence with all the powers of both the host, the enchanted cloak, and that of a shadow combined. While powerful, this creature can be destroyed like any other.

The great work of Lellwyn Feathyrwal (the existence of *shadows of vanity* and the Shadowless Elite) is no different, though her own cloak is far more powerful. Driving the immortal paladin to suicide requires striking at her very heart, depriving her of those she loves most and collapsing any support structure that might draw her away from a self-inflicted death. Her faith is strong but Lellwyn's bonds to friends and family are stronger. By cutting down her loved ones (such as two of her most treasured descendants in *Killing the Golden Twins*), and destroying her friends (in particular the Living Saint Hortensia, whose already fading memories are but a slight push from plummeting into dementia) will completely obliterate Lellwyn's faith. Adventurers that have befriended the paladin may be able to raise her spirits with friendship and understanding, but ultimately she is at her weakest if publicly shamed by defeat in combat. With the PCs help she may defeat her adversary—either Caskette, Gespadrieux, Trepida, or Rogar—in an epic battle certain to earn them honor long after death (although should they fail Lellwyn kills herself, sundering the links between all *shadows of vanity* and their wearers, and releasing a monstrous shadow creature that might be the most terrible evil Askis has ever seen.)



BLOODSONG STORMS (TERTIARY SPHERE, ZAKUTHOMBO)

Sailors have always heard the song of the sea, a melodic rhythm borne on the crashing of waves and the rush of the wind. To many it was a simple metaphor for the ocean's soothing sound but to Mystral Farsong it was far more—she heard it as a melody that could be sung, strummed, and shared, turning the very weather into music. At first the harmony was wondrously mundane but as she grew to master her magic she in turn mastered the song, the sea and sky answering her every note.

Time passed and the Celestial Heroes grew in power, flushing out more evil creatures seeking to escape justice; some fled underground, others sought reform, and many retreated to the untamable seas to become pirates or fight for survival beneath the waves. Mystral penned a new song for these enemies of goodness, a living melody and her greatest masterpiece: the Bloodsong. The subrosa melody floats quietly out to sea, reverberating along the waves seeking the freshly-spilled blood of humanoids—and where it's search ends, it destroys those responsible.

Normally the Bloodsong is a calm and soothing enchantment, too quiet to be heard against the sound of the surf without a DC 18 Wisdom (Perception) check. Anywhere it discovers blood in the salt water it increases in tempo and volume, churning the brine and gathering riotous clouds for a Bloodsong Storm. Where the magic that bears it flows like the sea, the Bloodsong Storm and its thunder are percussive, showing no mercy when it finds evil auras nearby blood spilt into one of Askis' oceans.

A Bloodsong Storm has an area 1-mile in diameter, can move up to 40 feet per round, and begins with at least moderate winds and light rain (but quickly escalates). After 1d4 minutes the winds pick up, acting as strong wind, and 1d6 minutes after that the rain becomes heavy precipitation.

Waves from the Bloodsong Storm become high enough to toss a ship about once another 2d4 minutes have passed, and any creature in the storm that

fails a DC 12 Dexterity Strength check each round gains the prone condition.

At this point any ships (and creatures) in the water beneath a Bloodsong Storm begin taking 1d6 magical bludgeoning damage (ignoring damage threshold) at the end of each minute they remain in the area. Every 5 rounds beyond that the storm grows worse, increasing the DC of the check to remain standing by 2, and doing an additional 1d6 points of damage each minute to creatures and vehicles beneath it. When there are no longer any creatures or vessels beneath it, a Bloodsong Storm dissipates and over the next 10 minutes the waters calm.



Protecting the Bloodsong Storms. Permanently ending the Bloodsong Storms requires a counterpoint melody—the Dark Verse, a terrible composition sung in Vilepeech (and penned by an evil bard of at least 12th level). Simply singing the Dark Verse suppresses a Bloodsong Storm, but by making Mystral give voice to it instead of the Bloodsong (which she repeats on the shore each morning at dawn to retain the enchantment’s full power), a Bloodsong Storm spawns and grows into a massive hurricane that wrecks everything in its path. This cyclone can be destroyed by any means that could stop a common hurricane, but Mystral can sing the Bloodsong at any time before the enlarged storm has wound down to regain control of the enchantment. Before any mad scientist (likely Fraus Calumnia or Rogar) attempts to kidnap and brainwash Mystral Farsong they must first craft the Dark Verse, raising the hackles of The Inquisition. Musically inclined adventurers receive queries from The Ministry when the anomalous disharmony is first detected, and when the Celestial Bard disappears ships go out by the hundreds in search for where she might be.

CHIME OF CONTESTS (TERTIARY SPHERE, ZAKUTHOMBO)

All of the Celestial Heroes are capable of incredible feats and possess great prowess but that does not mean they are all geniuses and Gruk the Axe is, as his name suggests, is not terribly sophisticated or nuanced. As his companions went about constructing their great works—Tucker negotiating with the powers of Refesina, Mystral composing her elegant Bloodsong—the half-orc searched through his adventuring cadre’s treasure hoard, seeking out the most valuable metals and gems in their vaults. The fighter took them into the rim of the Sepitam Volcano, forging a huge cymbal made from adamantine, mithral, and jewels fused together by the heat of the planet and the strength of his soul into a luminant shield: the *Chime of Contests*.

Since then fellow Celestial Heroes (the dwarven cleric Gimli Stoneflask, the tiefling sorcerer Darrius Ventrelli, and the elven wizard Rankir Tarryndorn) have used their magics to enchant Gruk’s creation, turning it into a proper artifact capable

of sensing the entirety of the world and connecting the souls of those who have pledged themselves to the half-orc’s crusade for honor. To become a part of this revered order is the lifelong ambition of many a young warrior, though most falter or fail in the final test for admission—holding their own in battle with Gruk for a full minute. Any that succeed (whether by guile or prowess) are brought into the fold, attuning themselves to the *Chime of Contests* and roaming the lands of Askis in search of its telltale toll.

When a sentient (Intelligence of 4 or higher) creature fights dishonorably by ambushing a target without challenging them first, using dirty tactics, striking a helpless opponent, or other dishonorable conduct (at the discretion of the GM) the chime rings. This is inaudible to most creatures but any Knight of the Chime within 1 mile hears a distinct ringing from that general direction. Powerful creatures (those with a CR of 10 or higher, or 10 or more character levels) cause a chime powerful enough to be heard up to 10 miles away.

Knights of the Chime are honor-bound to investigate these chimes—and know unerringly the exact point where the chime sounded for 24 hours after they hear it. They have no supernatural means to reach these locations, nor to know precisely what happened, but their regimen of training makes them all capable survivalists, trackers, and investigators. These skills make the Knights of the Chime in high demand in settlements of every size as they solve mysteries, hunt down criminals, and generally serve the community as guardians and stewards.

It only happens rarely but should a Knight of the Chime ever act dishonorably, they immediately lose their status and are chastised as Dishonorable Ones. The *Chime of Contests* immediately rings with a discordant tone, audible to Grukk himself and all members of the order within 50 miles of the site of the dishonor. Despite the protests of his fellow Celestial Heroes, any Dishonorable Ones that refuse to atone and return to the ranks of the Knights of the Chime are executed on sight—if they can be found.

Protecting the Chime of Contests. The *Chime of Contests* cannot be destroyed so long as Grukk's honor remains intact. It is said that if Grukk were ever to fight dishonorably that the artifact would ring so loudly that every Knight of the Chime in Askis will hear it—warning them that their leader must atone. So long as it rings in this way the *Chime of Contests* can be shattered, although it remains forged of enchanted adamantine (AC 18, 100 hit points, damage threshold of 40, and immunity to all nonmagical weapon and energy damage). When the artifact is made vulnerable the adventurers are tasked with either protecting it from evil (Trepida or Aevus being appropriate masterminds in this case) or with helping Grukk regain his honor and atone.

GIFT OF INAEQUA (GREATER SPHERE, ZAKUTHOMBO)

Tucker Quickfoot is known far and wide for discovering inaequa but despite his normal lack of modesty, he claims that even he isn't truly certain from whence the remarkable substance originally came—only that it was one of the many things discovered amidst the hordes of foul knowledge that were uncovered in the process of purging evil from Zakuthombo. The halfling did not develop the engines that produce energy from nothing but inaequa, powering the technology of the world without pollution or dangerous fuel sources. This is of course what the sages and scholars of Askis have been led to believe; in actuality the power behind civilization is borne from the divine halfling's actions on Refesina, his work helping to engineer the *Torquem Machina*, and his invisible hand pushing the machinery to become omnipresent across the globe. Today only Tucker Quickfoot and Darrius Ventrelli know the full truth of its origins and they are quick to dissuade or outright silence anyone who pries too deeply (including Varrus Goodwin and any other of their fellow demigods that learn of what inaequa actually is).

Chime of Contests

Wondrous item, artifact

The *Chime of Contests* is a single huge cymbal, forged primarily of adamantine and worked through with precious metals and gems of a staggering variety, filled with so much power that it shines with golden light (bright light within 50 feet and dim light within 100 feet). It constantly hums at an inaudible volume but any creature touching it feels a faint vibration. When the artifact is struck all creatures within 100 feet cannot lie for 10 minutes (as though they were in a *zone of truth*; a DC 16 Charisma saving throw allows a creature to speak as it wishes). During this time the creature who rang the *Chime of Contests* can call out a target they can see for single combat. Both the ringer of the chime and the target are immediately subject to a *geas* (no saving throw) to immediately engage one another in combat—this can only be lifted once one of the creatures has drawn the blood of the other by dealing at least 1 point of bludgeoning, piercing, or slashing damage.

Alternatively, a creature can ring the *Chime of Contests* as an action, forcing an end to all hostilities within 120 feet.

Creatures that fail a DC 18 Constitution saving throw are stunned for 1 minute, and creatures that fail a DC 18 Charisma saving throw are charmed for 1 minute by the creature that rang the artifact.



Fortunately very few care of how inaequa came to be—it has utterly transformed the world and continues to do so with every passing day. Vehicles with inaequa engines have almost entirely replaced beasts of burden, tools powered by finger-sized inaequa batteries have reshaped the face of domestic and professional life, and weapons enhanced with divine energy have changed warfare and the hunt for evil.

While it has corporeal form, the power locked within inaequa exists just barely behind normal reality. Engines that use it as fuel collect and refine this energy through sieves, straining out inaequa as though it floated in the air. The process of creating a sieve is relatively simple—amateur mages can create such a device from one of a dozen freely available blueprints, and nonmagical craftsmen can fashion entirely mundane sieves through the use of exacting mixes of rare metals believed to harmonize precisely with the energy they are sifting for.

Inaequa may be plentiful but it is not equally accessible by all. Most sieves function at full capacity only in the presence of good-aligned creatures. Neutral and unaligned creatures can generally access only limited amounts of energy, usually the power stored within a device's batteries. Should they get their hands on such machines evil-aligned creatures cause them to malfunction and overcharge—rather than performing as designed they work unpredictably or not at all, possibly overloading to spectacular effect before tearing themselves apart.

Protecting the Gift of Inaequa. The introduction of inaequa to Askis may seem to have only changed the face of the world but Tucker's "discovery" has fundamentally reshaped the nature of reality. By replacing the Handler of Threads with the *Torquem Machina* the very underlying forces of the multiverse have been subtly altered, a precise change that if edged any greater could lead to the eventual annihilation of everything on the Material Plane, or perhaps beyond—and with every passing day that balance drifts by a hairsbreadth. In truth, inaequa cannot be protected and to save the world the adventurers must see the wondrous gift undone.

Several herculean tasks must be accomplished in order to destroy the Gift of Inaequa without also destroying all of creation. All of these must be done with the utmost care for any tampering to the already strained

integral gears of the *Torquem Machina* could cause the relic-machine to tear itself apart, doing irreversible and untold damage to the multiverse. **First, Mpahy the First Kyton must be found and the *Torquem Machina* discovered.** The Handler of Threads lives still, reveling in their freedom. Like a primordial child Mpahy flits from world to world and plane to plane, often mercurial and fleeting.

Once found Mpahy must be convinced to reclaim their place as Handler of Threads. The near-deific figure has embraced their new "duty" to explore and experience all that exists. No less than a DC 24 Charisma (Diplomacy) check is required to have Mpahy even consider returning to their position, no matter how dire the situation is explained to be. This check may be attempted once every 24 hours. If statistics for Mpahy are necessary, use a kyton (page 240) with the angelus and celestial templates (from *Book of Exalted Darkness*), and no changes to alignment.

Next the *Torquem Machina* must be located, in whole. Although this construct is titanic its true form has dispersed across the generally inaccessible plane of Refesina, and the six integral gears of the divine contraption must be collected together before the machine will manifest in its full glory. Each is protected by kyton defenders (pages 240–242) and located in different areas of the planar axis (one near the Upper Planes, one near the Lower Planes, and four near the junctions of the Perpetuous Planes).

Finally, the *Torquem Machina* must be destroyed and Mpahy must take its place at the heart of Refesina. The powerful relic reaches through all planes to the chains that hold reality together and



is not just some physical thing to be shattered—each of the six integral gears must simultaneously be struck by potent artifact weapons in order to permanently destroy the *Torquem Machina*. At this point the cycle of life and death immediately grinds to a halt across the Material Plane and without Mpahy to resume their work untold catastrophe looms. Not

only does death become impossible without the First Kyton on hand to bring structure to the dimension of chains, but the resulting buildup of inaequa energies both in Refesina and on the Material Plane puts both dimensions in danger of quickly being torn apart!

Vessyda wakes up to the steam-whistles of the few factories still in full operation inside of Gratia, the sun's golden luminance spilling through her apartment's bedroom window. With the day as vibrant as always she is much the same, cheerfully smiling as she stretches in her terry cloth pajamas and saunters into the bathroom to clean out her teeth. Looking out over the city's bustling streets she sees others beginning their days as well, spotting a few of her neighbors and peers already on their way to work and she smiles at the industriousness of the people at large.

Pulling on a clean blouse and a comfortable pair of pants she steps into her small kitchenette, taking two slices of bread from a plate in the cabinet and putting them into her newly bought frena before pulling its lever down to toast them. After turning on the gas stove's lighter to get her morning coffee brewed, Vessyda unscrews the baca jam she picked up from the market last week and takes in a whiff of its pungent, fruity aroma, savoring its sweetness.

Suddenly a thunderous crack erupts from outside to ruin her perfect start to the day. As the boom echoes across the tall buildings of Gratia and down the geothermal vents towards the mountains to the east she runs to her bedroom window, looking out over the pristine buildings and bustling crowds—what greets her is bloodshed and chaos. A few blocks away she can see the largest of the shrines to Sanctus Betucia billowing with thick black smoke as survivors stream out of the building, but the bodies of the maimed and slaughtered littered all over the streets are what take her breath away.

A metallic clack from behind her startles Vessyda as the bread toasted in her frena pops into the air, the mug of coffee in her hands dropping to spill onto the capra fur rug her parents gave her last year on Magister's Day, ruining it. Grabbing the food off the counter she stuffs it into her mouth while hastily pulling on her boots, snatching up her purse and rushing to the atollo to offer help as fast as possible. The elevator's car is crowded with residents dressed just as hastily, not quite prepared for the difficult day to come, and Vessyda nods to a few of them as she steps inside and the doors close.

By the time she reaches the street the blaring sirens of hospitia inaequa chariots can be heard in the distance and dozens of other citizens are already trying to help the wounded. Vessyda's heart breaks as she spots the still form of a mother from an apartment across the hall, a child crying on the ground nearby. For the next half hour she applies pressure to dangerous injuries, helps moves the crippled into gurneys, and prays for the dead before continuing on her way to work with a heaviness in her heart.

Although everyone in the office smiles as Vessyda shuffles in, she can't help but notice that the cheerful expressions of her coworkers are a forced thing. They all keep busy throughout the day of course—their noses in requisition forms, trade permits, and scriptographs—because the pall of the attack that morning is palpable in the air, everyone's ears are keen to the radio waves and any reports regarding the capture of the criminals accused of desecrating the High Shrine of Sanctus Betucia.

No such news came before the end of the day however, and still pained by sorrow she makes her way to the vectio to stop by the grocer, get home, prepare dinner, and hope for a better day tomorrow. Waiting on the sidewalk with a gaggle of other workers, she looks up at the sky and sees the golden radiance of the sun playing on the many other shrines and impressive structures throughout Gratia and her heart swells—Vessyda decides that the Celestial Heroes have brought the world so very far and that true peace must be within reach. As the trolley approaches she looks up and appreciates the confidence in the wide grin of the new driver at the controls. She returns his smile as she steps up into the car and though up close the fellow seems slightly anxious, Vessyda was nervous at her first day of work too, and with the way he seems to stumble with controls she determines that must be the case for him as well.

Nothing to worry about—an odd end to an all too exciting, dangerous, and dramatic day.

OURANIOS *The Contiguous Continent*

For the most part the days of Ouranios' citizens are predictable and bland, filled with the monotony of commerce, school or work, and complacently subdued recreation. Industry isn't what it used to be on the Contiguous Continent but it is still more prevalent than anywhere else in Askis, keeping folks busy working to gradually improve society with products and services that become incrementally better with every passing year. Life in these lands is one of contentment and repetition, and little does not happen that is not expected so the recent rash of violent resistance to the world order has shook the populace—but enlivened them as well. Newspapers are printing articles of intrigue now rather than bland reports of projected work quotas and lackluster sporting leagues, and though the danger before Ouranios is daunting the excitement breaking the tedium of their lives has a certain potentially disastrous appeal...

Table: Settlements

Settlement Size						
Settlement	Signifier Words	Signifier Modifier	Gritty	Standard	Populous	Marketplace
Hamlet	1	+1	6–12	10–19	25–49	—
Outpost	2	+1	13–24	20–49	50–99	1d4 common potions
Village	3	+2	25–49	50–79	100–249	2d4 common potions, 1 common magic item
Town	4	+2	50–99	80–149	250–499	2d4 common potions, 1d4 common magic items
City	5	+3	100–299	150–499	2,001–5,000	Various common potions, 2d6 common magic items, 1d4 uncommon magic items
Metropolis	6	+4	300+	500+	5,001+	Various common potions, 3d8 common magic items, 2d6 uncommon magic items, 1d4 rare magic items

Marketplace. Settlements that are without a hedge wizard, particularly wealthy merchant, or magic item shop may still have a few unique items of value owned by retired adventurers or kept as treasured family heirlooms. In these instances it may require more than gold for a PC to acquire a magic item but it gives a general measure of how likely the party is to find one in a gritty campaign setting. For a standard campaign setting double the amount of items listed in this column and for a populous campaign setting (like Askis) triple them instead.

Settlement Size. Depending on the type of campaign (gritty, standard, or populous), the size of a given settlement can change. The world of Askis is predicated to populous games.

Signifier Words and Modifier. These are what make one settlement unique from another. The GM should choose no more signifier words for a settlement than listed on the table above, but they need not select the maximum amount either. Signifier words are chosen from the following list (although the GM may use any they deem fit):

Aging, Angling, Arctic, Ardent, Aristocratic, Artistic, Blessed, Bureaucratic, Canals, Capital, Chaotic, Coastal, Competitive, Content, Cramped, Crossroads, Defensible, Defensive, Disorganized, Dispersed, Elevated, Enchanted, Free, Friendly, Generous, Gourmet, Hardworking, Heavenly, Historical, Holy, Humble, Idyllic, Industrious, Insular, Isolated, Laboring, Lakeside, Landmark, Lawful, Leering, Luxurious, Militaristic, Mountainous, Mountainside, Natural, Nature, Naval, Neutral, New, Odorous, Old, Old Fashioned, Orderly, Pious, Political, Populous, Productive, Progressive, Remote, Resilient, Resort, Resourceful, Respected, Resplendent, Responsive, Riverside, Rumor-Mongering, Salt of the Earth, Seaport, Seaside, Sleek, Sprawling, Spread Out, Storied, Structured, Subterranean, Technological, Towered, Towering, Tradehub, Unusual, Urban, Waystation, Wealthy, Weathered, White.

Whenever the GM feels that a PC (or NPC) is making an ability check where a signifier word would apply, the Signifier Modifier (in part or in whole) is added as a bonus or subtracted as a penalty (depending on whether the task is aligned with or against the Signifier Word).

Kaelesti, Capital of Ouranios

Blessed, Capital, Heavenly, Historical, Orderly, Wealthy

As the capital of the first continent championed by the Celestial Heroes, the metropolis of Kaelesti is truly a sight to behold—the countless statues arrayed throughout the streets and its soaring concrete skyscrapers raise the hearts of its citizens to ever loftier heights, promoting goodwill almost by their very presence. It's said that eventually all of the steel equos in Ouranios ultimately end here and dozens of rail lines converge within the city so it's certainly possible for the aphorism to be true.

Even before the preponderance of railways leading to and from it were constructed Kaelesti benefited from a great deal of trade and commerce thanks to the Laevis River to the south—and the Duertek Mercantile Consortium. Founded by Gloridrana Duertek before the Age of Discord, the esteemed mercantile company has existed since before the Celestial Heroes and is lauded as the finest business venture to ever grace Askis. The first steel equos to set off from Kaelesti did so laden with Duertek goods, and their continued influence and investments into the city have grown the capital of Ouranios into the wondrous testament to civilization it is today.

More importantly it is the home of the Order of the Shining Stone: the devout dwarven cleric Gimli Stoneflask, the silent human monk Varrus Goodwin, and the elven master wizard Rankir Tarryndorn. The trio fortified the settlement from attack early on and it has weathered numerous simple assaults, the evil of Askis blunting its teeth here while more cunning villains reserved strength in Samovi or Zakuthombo. After numerous attacks Stoneflask drafted more defensible plans and the solid walls put up by his ancestors still stand today, concentric circular barriers surrounding the original districts and blocking any straight roadways directly into the city. The exception to this would be the steel equos rails that criss-cross the settlement, weaving through broad avenues cut out of the bulwarks in the fourth, fifth, and sixth rings of the city. Over the years Kaelesti has added more rings of construction to accommodate a growing populace, building upon and enhancing what was there before.

Protego Palace

In the very heart of Kaelesti sits the same fortress built by the Celestial Heroes when they first adopted the settlement as their home. It has become the palace of Gimli Stoneflask and Rankir Tarryndorn—as well as the Duertek Mercantile Consortium (Varrus roams where he likes across the Contiguous Continent, and elsewhere). Its upper levels are restricted to authorized persons (usually Numcustos Mysterium, Magi Primaria, and Solis Occasum) but the business occupies the remainder of the impressive building and is always welcome to words of a profitable venture.

Ecclesia District (2nd Ring)

The first ring of Kaelesti is bisected into two rough hemispheres of the city's oldest and grandest buildings, many of which are shrines to Askis' saints (most prominently Sanctus Breila, Saint Ludovicus, Sanctus Hariusalp, Sanctus Phygia, and Saint Castorius) or the Celestial Heroes (Gimli, Rankir, and Varrus in particular). These are built on the foundations of the militaristic fortresses that sat here long ago, a few of which are kept standing—some are used as museums for displaying historical artifacts from Ouranios' past,

others reinforced and gutted to make space for theater stages and cinemas galleries. Most famous among them are the Halls of Rectio, a massive indoor amphitheater where ambassadors from the Contiguous Continent's city-states tend to matters of governance in full view of the public.

Procax Circle (3rd Ring)

Manses and luxurious apartment buildings line the paved roads weaving around the homes of Kaelesti's elite, interspersed by parks and high-end restaurants. Ambassadors of other Ouranios territories (as well as representatives of Samovi and Zakuthombo) dwell beside titans of industry and socialites entrenched into the tapestry of the city centuries ago, though all are welcome to the expensive boutiques and eateries squeezed in amongst the ornate habitations.

Gremium District (4th Ring)

While not as densely packed as the Tribus Burroughs the neighborhoods of the Gremium District are just as charming—tenement buildings are more common here where most of the city's middle class live in blocks of narrow streets just large enough for one or two people to walk

KAFFITI

CAPITAL OF QURANIOS

NORTHEAST
TRIBUS

NORTH TRIBUS

GREMIUM DISTRICT

PROCYA CIRCLE

WEST
TRIBUS

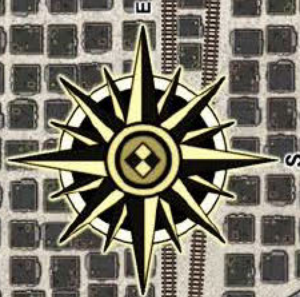
EAST
TRIBUS

SOUTHWEST
TRIBUS

SOUTHEAST
TRIBUS

VENDITIO QUARTER

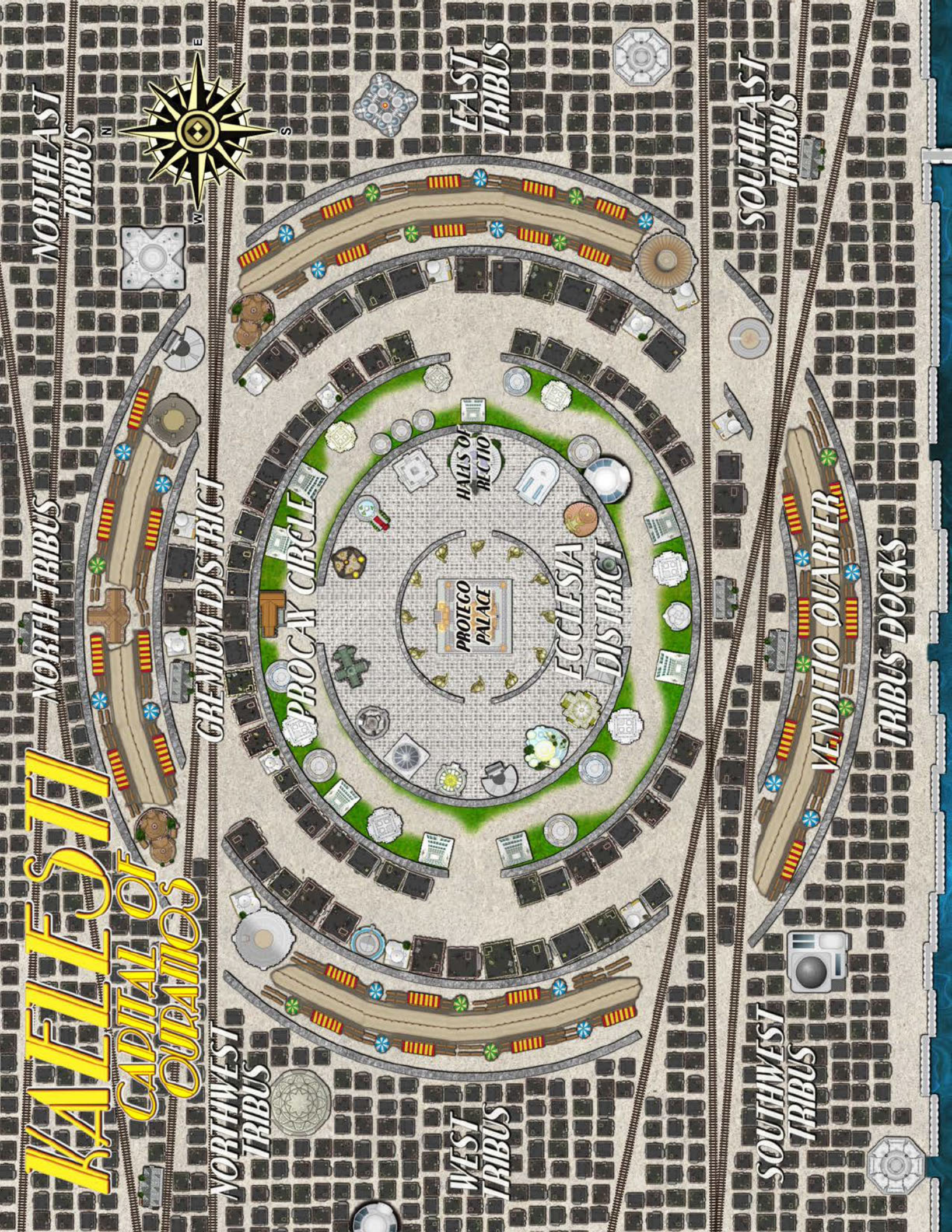
TRIBUS DOCKS



HALLS OF
RECTIO

PROTEGO
PALACE

ECCLESIA
DISTRICT



abreast, a wide avenue between the inner and outer wall of the fourth ring. Several factories have been constructed in the buildings of this part of the metropolis to enhance worker efficiency but they are amidst the plethora of crafters in the trade guilds established in Kaelestis hundreds of years in the past, still working in the same buildings as their predecessors (usually in the basement or on the ground floor)

Venditio Quarter (5th Ring)

Merchants and traders were pushed out to the boundaries of the city until architectural developments made vertical expansion more feasible, prompting Gimli Stoneflask to limit the size of this area once it had come to take up too much of the settlement. Bazaars of many kinds line the wide dirt pathways of the fifth ring (the high traffic of the area quickly proved any permanent walkways would be pulverized too rapidly to keep repaired) and some are resplendent multilevel affairs, usually connected directly to the homes of prominent shopkeepers—while theft may not be as much of a danger as it once was their personal guards usually live there as well. It's said that if one has time enough to run the full circle around Kaelesti, they are certain to find whatever it is they're looking to buy.

Tribus Burroughs (6th Ring)

Surrounding Kaelestis on all sides are the tenement housing of the working class generally clustered near factories that employ the majority of the city's populace. Inventors come from all over the world to see these living relics of history at work, taking home the refined and perfected lessons garnered in long-running production facilities. The capital of Ouranios exports a wide and evenly-distributed array of goods ranging from specific parts for assembly elsewhere (in the city or beyond) to completely finished products like toilets, kitchen appliances (such as *frena*), forever lights, and more.

Sanctus Breila, Sister of Battle Protection, War
Dedit Partem (Goodwin 12:4) After the first hour of dueling they were exhausted but continued unabated—until a lurking scoundrel used the distraction of their fighting to purloin from a nearby merchant. In an instant each broke from the combat to pursue the thief, laughing in camaraderie as they realized that in truth they had a measure by which they were certainly already equals.

Saint Ludovicus, Defender of the Meek City, Protection

Divina Cartis (Stoneflask 2:13) Cowardly brigands had robbed Ludovicus of his husband and children but even before their blood dried, he was already rallying neighbors and friends alike to resist such butchery, inspiring his fellow citizens to rout the murderous element of their home. Though it ultimately cost him his life, his efforts were not in vain.

Sanctus Hariusalp, Healer of Hearts Life, Protection

Gaduis Examino (Stoneflask 7:13) Distraught and nearly broken after the sorcerer's destructive magics completed their fell work, the Celestial Hero Gimli was on the precipice of doom. Hariusalp saw past his proud demeanor and she reached out to the dwarf through story, speaking until her voice cracked from thirst, and in his reverie Cleric Stoneflask found himself anew.

Sanctus Phygia Celestial Bureaucracy, Trickery
Sacras Litras (Stoneflask 15:6) After a rival dwarven hero shorn off some of Stoneflask's beard in the night, the next day Phygia scoured the streets of Kaelesti until she had tracked the thief down, stealing the beard back. That night as Gimli slept, tossing and turning in turmoil, she stealthily tied the strands back to their place—finishing her work just as he awoke.

Saint Castorius, Keeper of Homes City, Nature
Lex Altiores (Tarryndorn 3:15) As the citizens and even defenders of Kaelesti panicked, Castorius remained calm, studying the swarms of insects flowing over the city. After merely a few minutes of tinkering in his shop he emerged, a strange metal club in hand. Forcefully swinging it into the ground, the halfling produced a low hum in the air that caused the invading insects to flee in fear!

Saint Milorius, Patron of Bookmakers Celestial Bureaucracy, Knowledge
Integrum Opinionem (Tarryndorn 4:20) Every day wore upon him greater than the last but Milorius worked upon the presses until the bones of his hands cracked and continued laboring even then. They came upon his body in the morning, clutching the first of the holy books of our lands between his broken digits.

Alacer, City of Saints

Aging, Holy, Idyllic, Resort, Seaside

While it has modern amenities and the occasional newly built structure, most of Alacer's streets are lined with aging townhouses and just as the aphorism claims there's a shrine on every corner. Set in an appealing, warmly temperate climate and blessed with so many places of worship, it is a popular retirement destination and the most favored of the Celestial Heroes' mortal kin live out the last of their days in its warm, holy streets or the Alacer Heavenly Estates. As such it has oft been the target of their enemies and dozens of heroes have championed Alacer over the years, each enjoying at least one monument somewhere in the City of Saints. Those listed below are only the most prominent of the many enshrined within and no other settlement boasts as many sacrificed defenders of note.

Folks from the City of Saints are often as ambitious as they are pious, taking the countless lessons and adages taught to them through the settlement's numerous shrines and festivals to heart, hoping to one day attain a measure of divinity for themselves. The high percentage of elders in this city-state results in lots of queues so Alaceans are used to waiting and exceptionally patient, sometimes to a fault—they can easily be considered lazy, utterly complacent until an external force prompts them to take immediate action.

Sanctus Ampelisca, She of the Golden Panacea

Knowledge, Life

Integrum Opinionem (Goodwin 13:14) Armed only with her faith Ampelisca descended under the city, witnessing the unholy sickness lurking beneath Alacer. By the grace of her sacrifice the priestess purged it from the face of Askis—at the cost of her very soul being forever extinguished.

Saint Charimides, His Silent Word

Celestial Bureaucracy, Knowledge

Memoria Vivorum (Goodwin 8:23) Exiled for his crimes of heretical devotion, Charimides was not deterred for he knew the truest faiths of the Celestial Heroes deep in his heart. For four score he spread the word of Varrus to heathens afar, sharing the Divine Monk's gospel beyond Ouranios and across all of Askis despite the dark shadow of his shame.

Saint Edwardus, Slayer of the Crimson Lions

Light, War

Gaduis Examino (Stoneflask 3:34) And lo, Edwardus carried his sword into the field and gloriously drew the beasts to him as the kindle does fire. One and all they leapt to attack, their shed blood scorching the air, but the stalwart knight's sacrifice was not in vain—at its final hour, Alacer was saved by the arrival of he of the Axe, felling the beasts with divine slashes and the fiery vengeance of a friend forlorn.

Sanctus Hortensia, Arch-Bishop of the 3rd Paene & the Living Saint

Knowledge, Light

Sacras Litras (Fethyrwal 4:12) "What could an unsightly woman such as thee offer?" the angelic warrior asked, her eyes wandering. Hortensia snapped her fingers by her ear and as Lellwyn turned, her hands were on the Celestial Heroes' sword-hilt. "Beauty must be cared for and maintained to remain, child—not all is forever and every living thing is worthy of love while it lasts."

Saint Lyconedes, Charitable Hand of the Stouts

Celestial Bureaucracy, Light

Lex Altiores (Stoneflask 13:15) His face sallow and gaunt, the ribs of his great dwarf-ven bones clear beneath his robes, Lyconedes still would not yield. "I sense a child in Alacer hungers still and I will not eat until they have first had their fill."

Sanctus Iosepha, She of the Persistent Voice

Light, Tempest

Verbum Deorum (Tarryndorn 2:34) Wreathed in the flames of heretics and assailed by fleets trailing to the horizon, many thought Alacer doomed. Courageous of heart, Iosepha ascended to the heights of the city and sang, the very power of Mystral Farsong channeled through her voice to ring far and clear—a song of victory so beautiful it raised the hearts and sword-arms of all, dashing the invading warlord's fearful siege before it could begin.

Sanctus Tedusia, Walker of the Clouds

Nature, Trickery

Libris Bonitatem (Tarryndorn 16:24) The vile bats descended upon Alacer with the setting sun again and again, bringing with them fear and strife. For three score Tedusia chased them atop her great eagle by the light of the moon until finally finding their cavern lair, the creatures numbering beyond count. Finding no other exit she crept to the entrance and upon witnessing the setting sun, collapsed it to entomb both the winged terrors and herself.

Bellua, Baron City

Hardworking, Odorous, Old Fashioned, Salt of the Earth, Spread Out

Steed barons and farming syndicates are the lifeblood of Bellua, coming from all across the fertile plains between the Sudor and Laevis Rivers. The entire settlement is a place predicated to beasts in one manner or another—its ports are filled with livestock bound for elsewhere on Ouranios' coast or a new shore on another continent, auctioneers and trainers provide farmers headed home with plenty of worthwhile new stock, and all is done so under the watchful eyes of the Knights Positus. Riding the finest horses in all of the Contiguous Continent, they can spur their mounts to be nearly as fast as an inaequa-chariot when necessary and have ridden across the pastures of their charges for over a millennium.

With its economic backbone in the trade of livestock Bellua is widely spread out and the constant trod of heavy hooves has made it difficult to create infrastructure for easier travel; in short, Belluans have all done a lot of walking around. Most like to sing as they go and those that don't spawn melodies have a few tricks to entertain while making their way from place to place. There is also a pronounced love for animals among them and despite a preponderance of cheaply available meat, it isn't uncommon for a Belluan to refuse to consume another creature's flesh.

Sanctus Vipstana, Saint of Animals

Celestial Bureaucracy, Nature

Libris Bonitatem (Goodwin 13:4) No taller than a halfling, the young half-elf confronted the stampede of livestock and her very presence calmed all the beasts. It was then that Varrus knew Vipstana would become a powerful druid and ally of the Order of the Shining Stone.

Sanctus Umbrenia, The Furious Saint Nature, War
Divina Cartis (Stoneflask 6:14) And lo the brave warrior was swallowed whole by Kriygizantri, the massive sea beast's jaws snapping up half of Umbrenia's ship along with her. Though thought to have perished in the brutal attack, in mere moments she emerged from the dying creature's enormous belly, carving her way out of it with nary but a broken crossbow bolt!

Burgus, Town of the Pass

Defensible, Friendly, Isolated, Tradehub

Tucked away high in the Northern Inexoribalis Mountains lay the settlement of Burgus, once a small and quaint village far from civilization. Though the nearest rail station is still an hour away by inaequa-chariot, since the disappearance of the stone landmasses that isolated it the tracks of steel equos lain through Ianuae Pass have brought commerce and technology turning it into a proper town. The local mountaineers and miners have turned tapped excavations into ski resorts for the rich, offering accommodations all around Burgus that are becoming more and more common as the years pass.

A strong work ethic from centuries of mining and mountaineering is instilled into the culture of Burgus, making people from there a motivated and straightforward lot. Burgusers are keen to make sure they use their time in a way they think is valuable—when they relax with a drink they take down several flagons, when they go to work they keep at it until the job is done, and they are stubbornly persistent after setting their mind on accomplishing something. This has made for some trouble in Kaelesti's halls of governance as usually the ambassador from the Town of the Pass is the most unyielding.



Sanctus Varia, Lady of the Mountain

Celestial Bureaucracy, Nature

Dedit Partem (Stoneflask 4:9) After days in seclusion working blessed magics gifted to her by the Upper Planes, the half-orc oracle strode into the Inexoribalis Mountain Range. Her followers witnessed in shock and awe as she morphed into the stone just moments before an entire mountain disappeared, creating one of the most significant of the Nine Wonders of Devotion: Ianuae Pass, allowing the Contiguous Continent to truly become connected.

Saint Philoxenus, Patron of Scholars

Celestial Bureaucracy, Knowledge

Integrum Opinionem (Tarryndorn 11:12)

Traumatized by the tragic passing of his father when one of the mad philosopher Xantilica's destructive warping patterns threw him into the path of a steel equos, Philoxenus spent his years learning their intricacies. Only in the culmination of decades of research did he succeed, quelling the rogue apostate's curse—though some claim to see them still on mornings where the dew is thick.

Saint Lorar, Patron of the Pen

Celestial Bureaucracy, Light

Verbum Deorum (Tarryndorn 2:16) Despite the elven wizard's protests, Lorar tarried behind them and wrote every word and deed the gnome witnessed—making his the first mortal hands to inscribe the holy doings of the Celestial Heroes.

Sanctus Antipho, Saint of Travelers

Celestial Bureaucracy, Cog

Libris Bonitatem (Tarryndorn 14:7) Blessed with a truly brilliant mind, the dwarf constructed the complex scheme for the same tracks used by countless steel equos all at once in the Rotundus Railway, connecting all of Ouranios by way of the wondrous machines in the largest of the Nine Wonders of Devotion.

Ductus, Village of Beauty

Artistic, Holy, Landmark

Nearly all of the homes of the Village of Beauty are built along the shore of Aestua Lake where it meets the Laevis River so its residents are well-versed with sailing and comfortable on a boat. The best water-worthy inaequa-powered craft in the world are constructed in Ductus and sent downriver for expeditions from Gratia or put onto sailing vessels for safe passage to inland waterways on the other continents of Askis. Ships and engineering are the backbone of the economy here but the wealth these industries have wrought left a haven of artistic patronage in their wake, turning every street and facade into a work of art.

People from Ductus are good observers and insightful, frequently taking in the whole of their surroundings with an eye for beauty. They are also known to have a penchant for traveling, ever seeking more of Askis' majesty to inspire worthwhile artwork to display at home. Standards for displaying pieces or performances on the streets of the Village of Beauty are extremely high and there's no telling how far a Ducti will go to find the right stroke of creativity.

Exortus, Faith Town

Insular, Holy, Mountainous, Resplendent

A massive concrete dam protects the elevated city of Exortus from flooding in the melting snows from the Southern Inexoribalis Mountains, and only a few buildings sit as high above Ouranios as the engineering edifice. The most famous of these is the Repository of Faiths, a solid building carved from the rock to house relics from the lost religions of the old world. The Inquisition, The Ministry, and researchers sanctioned by either live inside of its confines, studying the artifacts to better understand the nature of divinity in Askis. A few nobles and wealthy industrialists are their neighbors but the remainder of the settlement's citizens dwell in the shadow of Exortus Dam, many of them traveling downriver to fish in Lake Praestri or taken by steel plaustra to farmwork north of town.

There is a quiet, contemplative nature unique to Exortians—they take life in stride, neither panicked by tragedy nor overwhelmed by success. On the whole they're known to be tough as well, able to travel easily on a light stomach and not in the slightest bit afraid of doing some hard work. More than anything they are pious and emboldened by their faith; Exortus' ancient past is ensconced in countless primitive belief systems and while they may no longer be prescient, the cultural tendency to lean into religion and ceremony remains.

Saint Acroteleutium, The Forsaken Saint

Arcana, Life

Dedit Partem (Tarryndorn 4:1) Even the pious may err. One of Rankir's earliest lessons in this came from

the suffering of Acroteleutium, a man condemned for witchcraft and burned at the stake. The dwarf survived, bearing horrible scarring from the flames, but spent the rest of his days spreading the gospel of peace and understanding.

Saint Sceledrus, Drowner of Heresy

Celestial Bureaucracy, Nature

Gaduis Examino (Stoneflask 8:6) Having blared the signal to move to high ground the dwarf let loose the dam, flooding the abattoirs of the apostate Ignifacus. Thousands of his heretical scrolls were destroyed and the traitorous wizard with them, and so impressed were the people of Exortus that they then went on to demand he rule over the city—which he did for five decades of peace and prosperity unmatched since.

Fluctus, Shifting City of Law

Ardent, Lawful, Resilient, Responsive, Structured
By many measures Fluctus is an ideal location to build a city; the climate is temperate, the nearby land is mostly flat and rich in minerals and food, and the shore provides access from the water allowing for swift travel. Despite these boons however, the location also sits on a fault line and devastating earthquakes are common. Seismic activity can topple buildings, injure people, and even cause the tsunamis that the city is named for. Yet the people of Fluctus are uncowed by even the worst of nature's wrath—their home has been built to be strong, yet flexible.

Fluctians respond quickly and predictably to danger (natural or not), choosing to be more reactive than proactive. They often look to Varrus Goodwin's teachings in times of trouble, and sometimes he's even appeared to silently guide the city to safety and spiritual enlightenment alike. Near the center of the settlement is the Monastery of Law: a ten story tower that sways gracefully in even the most catastrophic earthquake. The building reaches as far underground as it does above and at high noon, the mostly open atrium in the center allows natural sunlight to filter deep beneath the ground where it is met by a massive prism to illuminate the darkest tunnels, which collapse and reform beneath the city almost as though they were living things attempting to resist the order placed upon them.

Sanctus Exceta, The Core of the City Forge, Protection
Memoria Vivorum (Goodwin 9:2) The tower bent in the wind and the very ground pitched beneath it. Exceta struck down her feet and gave her life to transform into a mighty obelisk a hundred feet tall and to this day, she stands tall at the heart of the city.

Nort Salvus, Steward of the Living Dead

Grave, Trickery

Divina Cartis (Goodwin 13:18) Nightly, the dead did walk. They could not be slain, as any blow dealt against them would appear on the living. Nort drove them to a cliff and then into a bottomless pit so that they could never again rise nor return to plague the land of the living.

Sanctus Visellia, Lady of the Wandering Scale

Protection, War

Integrum Opinionem (Stoneflask 3:14) Unsure what to do with her capacity for violence so at odds with her desire for peace, the half-orc walked the roadways of Askis in search of injustice. With nothing more than her robe and a wooden staff, she righted wrongs and enriched the lives of everyone she met until she could travel no more, retiring in Fluctus to the delight of countless traders and travelers she'd helped throughout her journeys.

Saint Eutyclus, Patron of the Pen

Celestial Bureaucracy, Knowledge

Libris Bonitatem (Tarryndorn 2:16) Even with all of the hapless victims of Nezarikk's Possessing Pens imprisoned, the apostate's writings continued to flourish until Eutyclus solved the mystery of her blasphemous pamphlets and saved Fluctus from her corrupting influence.

Gratia, South Port City

Arctic, Generous, Resourceful, Seaport, Technological

The coldest city in Askis is also one of its most advanced, its harbors filled with powered boats and the whole of Gratia heated through thermal piping that leads deep into the Southern Inexoribalis Mountains. Unlike nearly every other major coastal settlement in the world, the threat of pneumavores is nonexistent here—none of the creatures swim south of Ouranios, making the southern pole's waters the most sought after region for discovery. Since the Celestial Heroes rise to power and

exploration into these frigid waves, sailors discovered that ice brought back from the furthest reaches of the landless ocean—*glacies ice*—takes far longer to cool than normal. Magnates have seized on this remarkable resource, creating a whole industry of ice barging to collect the precious anomaly for use in manufacturing, home appliances, and more.

Gratians are as kind as they are clever; in the South Port City it is taught that it's better to feed a neighbor than to fall asleep with a fat belly. Its citizens are taught to make the most out of everything, leaving nothing to waste unless it is absolutely necessary. Sometimes this leads them to use machinery that seems unsafe or to be seen as hoarders, but they consider themselves a resource as well—when something has lost its use they don't waste energy lugging it around.

Saint Stasimus, Saint of Sacrifice Death, War
Angelorum Nuntius (Tarryndorn 11:13) The brave knight marched into Hell itself, battling back a legion of devils attempting to claw their way through into Askis as the ritual neared completion. His blade and blood bought the time the elven wizard needed, sealing away the evil dimension from our own forever more.

Sanctus Betucia, Saint of Sailors Nature, Protection
Lex Altiores (Goodwin 2:16) Maddened by fear and fire, the captain of the pirates downed a foul magenta elixir and exploded into a freakish thing more sea monster than man, a writhing mass of tentacles that flung three sailors overboard with but a swipe. Betucia was unhindered however and with flaming sword in hand she met him head on, falling into the icy waters to die but saving the ship of survivors she had fought so hard to free from the buccaneers' clutches.

Kalator, Mountainbay Town

Content, Defensible, Humble, Storied

In the days of yore pirates frequently made port in Kalator, fleeing to the network of sea caves nearby when capture or danger reared. These ancient coves and tunnels made it the last settlement in Ouranios to succumb to the Order of the Shining Stone—some of the original inhabitants' caverns are still unknown to law enforcement today, rumored to hold hordes of ill-gotten gains. Getting into the navigable

entrances is a difficult task however, requiring skill and stealth to sneak beneath the notice of guards in the mountaintop Tower of Light that shines over the Mountainbay Town. The presence of Gimli Stoneflask's most devout followers brings a sense of security to the otherwise unremarkable fishing settlement, although the sailing ships of the Shining Navy offshore nearby and the soldiers securing the bay are more than ample protection.

Modest and forthcoming, Kalati are frequently thought to be dim-witted or especially naive. This is of course inaccurate and many citizens of Kalator have made brilliant contributions to society—though not a one of them was in a rush to do so. Adventurers hailing from here are uncommon as most of the city-state's folk are only too happy to stay where they are, setting down roots shortly after coming of age and finding love. Kalati that do choose to venture from home are stalwart companions that can be relied upon to defend their allies or for a good tale by the fireside.

Saint Callipho, Dawn Father Light, Protection
Divina Cartis (Tarryndorn 4:23) That morning the sun did not rise over Kalator, its light snuffed from the sky by a baleful winged shadow looming from Exiel Keep. Joined by his loyal apprentices and bolstered by his faith, they chased the monstrous apparition off and cast it down into the waters of the bay before noon that very day.

Sanctus Paenula, She of Divine Strength
City, Protection

Dedit Partem (Stoneflask 11:3) Sabotaged and uncontrolled, the steel equos hurtled toward Kalator with rising speed, far too swift for any of the waiting travelers to flee. Paenula surged forward, a burst of divinity giving wings to her feet and in a surge of white light she was granted the strength to slow the massive machine! A storm of dirt was thrown into the air and much of the train station soiled as her feet plowed through board, rivet, and rail, but nary was a soul injured.

Legio, City of Industry

Historical, Industrious, Pious, Progressive, Tradehub

During the times before evil was routed from Askis the village of Legio was widely known for the quality of its weapons but with the peace that came after

the ascension of the Celestial Heroes, the need for tools of murder subsided and the arts flourished in their place. Craftspeople and sculptors flocked to the settlement, growing it into a beautiful city filled with holy carvings, mosaics, and statues dotting streets dwarfed by buildings built in the sleek style emulating the works of the deific beings that have blessed the world with inaequa. Given the many forges already there the manufacture of items powered by the unique substance became a staple of Legio, the weaponers turning their crafting expertise to the mass production of inaequa-chariots, cloudgliders, items of convenience, steel equos, and anything else powered by the divine fuel. What was once a humble collection of homes and shops has expanded into an artistic urban paradise built upon the backs of the thousands of workers that fill its dozens of factories.

Legians respect hard work and reliability—every citizen is expected to achieve for themselves, only aided by the community when necessary. The Legio College of Inaequa Studies offers educations ranging from rudimentary occupations to the most sophisticated of sciences and magic, taking students based on aptitude and availability. Unfortunately both have become somewhat infrequent as of late as the City of Industry tries to expand while its manufacturing base settles, leaving the economy in flux; depending on the markets, some weeks see workers left without jobs. Many would-be students choose instead to venture out into the world to find their slice of success, proving to be brave, dependable adventuring companions.

More information about Legio is in the (free) *Killing the Golden Twins* adventure module.

Saint Audaios, General of Healing Life, War
Angelorum Nuntius (Stoneflask 6:8) With a long and respected military career behind him, Audaios looked at the blood shed by his hands and wretched at the enormity of the pain he'd inflicted throughout a life of violence. Forsaking to ever draw a weapon again, he took up the reigns of priesthood and devoted his remaining days to negotiating peace where otherwise blood might have been spilt.



Sanctus Aurelia, Magister of Hope

Life, Nature

Divina Doctrina (Goodwin 6:11) As a child the young Aurelia was trapped underground with other children during an earthquake. Guided by her faith, she led them all to safety and became a hero of the city until her final day—disappearing into the Taenarius Tunnels after decades of faithful duty to The Ministry. Though she is forever lost, the kidnapped child she pursued returned home before the next sundown.

Saint Pellio, Divine Anvil Forge, War

Lex Altiores (Goodwin 9:13) Caskette's foul sickness spread throughout the city, eating away the metal of its defender's blades. As Forgemaster of Legio it fell to Pellio to arm its defenders, and in a single night the dwarf crafted 200 blades before perishing from exhaustion, living only long enough to know that his toil had saved the city.

Maoir, Canal Town

Aristocratic, Canals, Respected, Wealthy

Maoir is unlike the other settlements in Ouranios not only for the waterways interweaving its city blocks, but the nature of its governance as well. Most cities and villages have thrown away their former rulers but the descendants of Canal Town's ruling council are of the same noble bloodlines, the power of the state preserved through carefully worded land laws established in a treaty with the Order of the Shining Stone when it became clear that taking Maoir would spill more blood than it was worth. As a result it is the wealthiest settlement on the Contiguous Continent, the shores of Lake Praestri resplendent with palatial mansions owned by the entrenched aristocracy. There are plenty of successful traders and industrialists with lofty homes further inland, but the Viridarium Gardens surrounding Canal Town's original streets—long ago the border between the rich and the poor—has become the demarcation of rule, with the least wealthiest citizens living on the outskirts far from the water.

The Maoiai are of two different sorts—those who have known hard work and those who haven't. Adventurers are more common among the latter, the youths

of the upper class finding they've got a penchant for glory and the money to make a run on that dream by exploring the southern waters or taking to the skies in search of pirates in Askis' other oceans. Despite the genuine benevolence and generosity of the nobles in Maoir, advancing beyond one's station eventually becomes a practical impossibility (with exclusion by proxy through birthright and land ownership). Lower class Maoiai with ambitions for a better life take to the road without the benefit of a cloudglider or jetter bought with family money but some consider them better off for the hardship, their demeanor tenacious and their will to succeed unmatched.

Sanctus Camilia, Patron of the Chosen

Protection, War

Angelorum Nuntius (Goodwin 7:8) Little more than 3 feet in height, the youthful elf burst from the brush to intercede with the demon assassin, doing battle over the lifeless bodies of the scouts just moments ago watching over the sleeping forms of the Order of the Shining Stone. Using only her hands she subdued the fiend, battering it into defeat just as Varrus awoke to the commotion.

Saint Cocus, The Pious Saint Knowledge, Light

Divina Cartis (Tarryndorn 5:16) Once the riots had moved on past Tralgo Square, the intrepid dragonborn ventured out to evaluate the area for untoward magics and thus it was he that discovered the enchantments of the heretic mage Lopathriosk! Drawing on the Upper Planes with his glittering draconic ancestry, he dispersed the foment fermenting curses and brought an end to the violence in Maoir.

Moene, Squamiger Town

Angling, Isolated, Odorous, Productive

Fishing has always been integral to the lonely settlement on the sliver of land between the Angustia Strait and Northern Inexoribalis Mountains, but the synergy of new technologies and changed currents resulting from the Escarion Maelstrom have set ever higher yields of catches with every passing year. The independence that Moene once knew has remained but only barely, most of its industry and businesses relying now on the abundant fishing trade—either processing, preserving, or exporting the sea's bounty.

Sometimes known as "Squami"

to friends, Moenians are extremely industrious and rarely take to leisure

even when it's freely provided. Hobbies are extremely popular, leading many to master games or music rather than lay back for a casual respite. While it can certainly be annoying, it doesn't hurt for someone in Moene to bring up their origins as a means of securing work as a guard or lookout, their reputation for being active well known across Ouranios. There's another truism of Moenians—the professions of the sea's bounty are so ingrained into the town that virtually every Squami knows their way around a fish regardless of upbringing.

Sanctus Ummidia, Patron of Oil

Arcana, Protection

Integrum Opinione (Goodwin 12:13) Wise to the merchant Barzen's deviousness, Ummidia bade the rest of the Justitia to cover themselves in oil. Their skin and armor proved too slick to pin and though the minders of the shop were curious at first, they soon fled from the seemingly incorruptible soldiers and the gnome's evil became known to Moene and Ouranios at large.

Sanctus Calvisia, The Martyred Knight

City, Protection

Verbum Deorum (Stoneflask 8:11) Last in a long lineage of knights, Calvisia sacrificed herself in battle against the ogre overboss Jyrall, stalling the twilight assault on Moene's councilmasters and alerting the guards to the invasion. Her spirit lived on to see the city successfully resist the attack and is said to still linger in its streets when the moon is high.

Patefactio, Thinker City

Coastal, Historical, Mountainside, Old, Storied

Scholars still argue over when exactly Patefactio was built but it is universally agreed that the greatest empire of Ouranios—now lost to time—began the world's oldest major settlement long before the Twilight of Suffering, ruling from the base of Mount Exai. Wide plains filled with rich soil around the coastal city have long provided plenty of food for a sizable populous, and the cold winds of the mountain disperse the fury of the southern seas to leave a great deal of the fields with surprisingly light gales. After the Divine Philosopher conjured the *Philosophy of Enlightened Civility* on its streets, some came to call it the Thinker City and the name stuck after engineers in its universities achieved mechanical flight unaided by magic. Wealth has always flowed into Patefactio

but profits have steadily risen since the first whirlybird and new construction of beautiful, towering skyscrapers now compliment the mountainous skyline—but the Thinker City is truly ancient, filled with secrets. Rumors of the collapsed catacombs of its ancient rulers have seen many a well-funded archaeological expedition head into Mount Exai, though after a Maoiai noble's heavily publicized recent demise within, permission to venture through its passages requires sanction from The Inquisition or The Ministry.

As the unofficial name of their home suggests Patefacti are thinkers through and through. Every citizen's education is of paramount importance and wherever their mental talents lay, the Thinker City provides a path forward through apprenticeships and institutions. Focusing on a specific field of learning is important but no student escapes comprehensive general schooling, and all but the humblest Patefacti are know-it-alls—not always smug about their intellect, but definitely confident in their acuity—a trait that leaves others to find them brash or arrogant. Observation and study are second-nature to citizens of Patefactio, and though they may be bold and confident in their actions they very rarely act on impulse alone. While this can make them predictable, the meticulous and carefully honed plans of someone from the Thinker City usually overcome their weakness of routine.

Sanctus Livigenus, Divine Philosopher

Celestial Bureaucracy, Knowledge
Angelorum Nuntius (Tarryndorn 3:16) It was there in the shade of a derragos tree that Livigenus had her first truly divine thought, the foundation for what became the Philosophy of Enlightened Civility we all know today. Without her contribution to the Nine Wonders of Devotion, the civilization in which we live might never have come to be.

Saint Palaestrio, Destroyer of Heresy

Celestial Bureaucracy, Light
Gaduis Examino (Stoneflask 3:12) Where acid, flame, and blade failed, the faith of Palaestrio coalesced into holy fires that consumed the Invincible Tomes of the duplicitous High Mage Horracio after he dared to blaspheme the divinity and righteousness of the Celestial Heroes.

Praeclarus, Town of the Tongue

Mountainside, Pious, Populous, Rumor-Mongering
Once isolated by the Inexoribalis Mountains and the only defensible city with open access to the southern coast, Praeclarus was a linchpin in the Vetrydion Compact's spiteful resistance to the forces of the Order of the Shining Stone, lasting against the rule of the Celestial Heroes nearly as long as Kalator. Like the rest of the world's aging power structures the walls of the settlement eventually fell; its oppressed peoples, glad that their suffering had come to an end, proved to be a welcome boon. Long a place of industry and expert miners, their exports to Legio proved vital to the final thrust to conquer Ouranios and the citizens of Praeclarus haven't stopped talking about it since. For that matter, they generally don't stop talking at all.

The settlement's penchant for loquaciousness is well-deserved, a talkative nature common to virtually every Praeclarian. In the times of peace since the Celestial Heroes' rise to power this has become the town's greatest asset, making it a place diplomats and promising priests are sent to hone their tongue. Walking along the mountainside villas and overlooking the vista of the Inexoribalis Mountain Ranges to the west, men and women of the peace and pulpit master oratory skills, learning to truly make the most of their words—which any Praeclarian has plenty of, so much so that their generous speaking can be annoying.

Sanctus Cania, Undead Slayer

Grave, War
Lex Altiores (Stoneflask 11:5) Shock and horror followed the revelation that the respected scholar Romulius dabbled in the dark arts, but when he slew and raised a cadre of the Ministerium Inmorte some thought he could only be undone by the Celestial Heroes themselves. Cania said nay, venturing into the necromancer's tower and emerging only after she had slain him! The mage's spirit is tenacious and blasphemers claim it can occupy the recently deceased, though any interred with a charm for the Undead Slayer are protected from his grasp.

Saint Bepharo, Patron of Workers

Celestial Bureaucracy, Life
Libris Bonitatem (Goodwin 11:12) Poor as he was, after a week of hard work on his way home he would give one of the city's vagrants half his

earnings—a single polished silver. One day a merchant in fine clothes stopped him, explaining that the gold coin he received the week prior had changed his life. Again and again this happened, though Bepharo never had gold to give or accepted any in return, until no vagrants walked the streets upon which he trod, the poor of the city lifted up by his toil.

Riskara's Bastion, Dwarven Metropolis

Defensible, Historical, Landmark, Remote, Subterranean, Structured

Most underground dwarven cities have become sparsely populated outposts thanks to Trepida Vereor's lava tunnel-routed ambushes, the threat of violence making settlements on the surface far easier to live in than those below ground. The home of Gimli Stoneflask remains resolute however, the very walls of the Dwarven Metropolis lined with adamantine impossible for the mistress of fear to quickly breach so that her undead legions might march through—all of the rare metal and their installation paid for by the seemingly bottomless coffers of the Celestial Heroes. Dwarven traditions are strongly practiced in Riskara's Bastion, and with its populace of forge-handy citizens and general impregnability it is the chief manufacturer of steel equos parts prone to sabotage.

Riskarans are extremely proud of their heritage, whether they are stout folk or not. Dwarves are far and away the majority of the city's population but all races live within its adamantine walls—so long as someone is hard-working, takes pride in what they do, and has something of value to offer to the community they are met with welcome arms. Adventurers from the Dwarven Metropolis are common but are usually either champions of battle or dedicated priests, stout folk seeking the same glory attained by its most celebrated son.

*Sanctus Asinia, The Wounded Saint City, Life
Divina Doctrina (Stoneflask 7:12) Opening up her soul with a pious prayer, the dwarf embodied and suffered the pains and wounds of all the metropolis' citizens as the monstrous hordes of Erathka assailed its walls. Though Asinia died before the next dawn, her sacrifice granted enough resolve for her fellow citizens to overthrow their attackers as every injury was borne onto her body alone.*

*Saint Saint Phaedromus, Magicio Divinatus
Arcana, Knowledge*

Dedit Partem (Stoneflask 24:33) Faerican'xi loomed in the grand cavern of Riskara's Bastion, so mighty in form as to dwarf even the greatest clan hall, and all knew fear in their hearts save for Phaedromus. As an ant the gnome stood against the fiend, working his magic so intensely that the effort took his life—yet all seemed lost. The demon's victorious cackling brought terror but the wizard's final spell took hold just as its massive weapon bore down on the last great defenders, transforming its laughter into cries of pain as bands of divinity enveloped it, upending the city's certain doom.

Sobrius, Prohibition City

Friendly, Gourmet, Lawful, Luxurious, Waystation

Citizens in Sobrius were quick to accept the authority brought by the Order of the Shining Stone—theirs has always been a society that abides by its laws down to the letter. Far and away the most famous of these is the prohibition of alcohol, an ancient practice originally begun as a practical means of deterring pirates from making port nearby (why bother when there isn't any rum?). This of course only worked to a certain point and lesser spirits were eventually legalized inside of the city-state if not the boundaries of its central settlement, leading to rings of taverns forced to vacate as the village grew into a town and now Prohibition City. There are still drinking establishments ringing Sobrius just outside of the local guards' direct purvey, but it is better known for the wide and diverse array of fine eateries housed in buildings once devoted to intoxication. The further one travels toward the center, the more expensive and delicious the offerings get; as a reliable place to make landfall and departure with an aircraft, the most premier restaurants offer the freshest ingredients from all over Askis and are booked by diplomats, industrialists, military officers, nobility, and politicians, often weeks or even months in advance.

One might think that being surrounded by countless delectable eateries would lead Sobrians to be portly but their culture has always promoted active lifestyles (with plenty of leisure activity in lieu of alcohol) and aside from the very well-to-do, their citizens are trim, fit, and bright. It differs from person to person but people from Sobrius tend to be connoisseurs—the only real difference is whether they are aesthetes about *one* thing or *many* things.

A Sobriant's penchant for the finer things in life can make them difficult to travel with, but what they lack in tolerance they make up for in exuberance and a delectable curiosity for new experiences.

Saint Peripleptomus, The Blind Navigator

Celestial Bureaucracy, Tempest

Integrum Opinione (Stoneflask 12:14) Unwilling to be taken prisoner, Peripleptomus led the shipful of devout colonists to rebel against the pirates that had overtaken the vessel. In the fighting that followed he lost both of his eyes, but even blinded he guided the boat truly through stormy waters to land safely in Ouranios.

Sanctus Attia, Flockmaster Saint Arcana, City

Divina Cartis (Tarryndorn 17:12) Calling forth a powerful enchantment, the wizardess drew the blood crows of Gazrathox away from Sobrius and back to the foul priest's lair where she teleported them all to an unknown dimension. None know whence Attia went but the unnatural plagues destroying the crops of the territories nearby never returned, ending the cult's threat and influence.

Variatio, All-Town

Friendly, Lakeside, Landmark, Pious

In ancient times Variatio was a village of misfits and outcasts, exiles that congregated together on the haunted shores of Lake Saede. These primordial curses forced away all but the most ardent folk with simple rules of law all beneath one auspice—no discrimination between citizens, an acceptance for all the nonviolent quirks and manners that the rest of the world refused to tolerate. Rankir Tarryndorn and the Order of the Shining Stone undid the malicious magic and since then docks and piers have gone up in All-Town, with ever more people choosing to move there despite its history of hexes. After the Contiguous Continent became connected by the Rotundus Railway and the Ariolo Merchants moved to Variatio, to show their devotion to the Celestial Heroes they paid for the construction of a building worthy of their idols: the Ariolo Chorum, a massive choir stadium that has stood for hundreds of years.

In the shadow of this grand tribute there exists an illegal market, one that The Inquisition and The Ministry are wont to crack down on—the sale of holy blood. Over the millennia the Celestial Heroes suffered spectacular wounds countless times as they brought civility to Askis, and after their divinity

began to reveal itself some enterprising commoners started to covet and protect anything stained by the blood of the demigods. Because of their piety many Variati are as secretive as they are friendly, used to a bit of deception in the pursuit of personal divine revelations and the faith such an experience brings. Tolerance is another quality that citizens from All-Town are known for, their willingness to accept others as true abroad as at home.

Sanctus Drymphia, Saint of Caves

Death, Protection

Angelorum Nuntius (Stoneflask 13:24) With no time to waste Drymphia grabbed the deadly bomb and fled into the Taenarius Tunnels before it could explode, saving the people of Variatio. The half-elf died in the hellstorm that followed but not in vain—the unholy fires that erupted throughout the underground passageways consumed the laboratories of Kozarryl along with the malevolent villain herself.

Saint Sangarinus, The Sanguine Saint

Knowledge, Life

Libris Bonitatem (Tarryndorn 4:13) Withered by a disease that resisted all curatives both magical and otherwise, Rankir knew his father's time was near. The curious healer Sangarinus thought differently however, using some of the elf's holy blood to transfuse his father with life and beating back the sickness that ignored all other cures!

Holy Blood

Potion, rare

A soft nimbus of white energy flows off of this sanguine vial. Filled with the blood of one of Askis' saints, it is a holy relic not to be squandered. When you drink this potion, you gain the following benefits:

- You regain 2 hit points at the start of each of your turns.
- Your weapons are magical and have a +1 bonus to attack and damage rolls.
- You have resistance to radiant damage.
- You AC increases by 1.

After 1 minute, these benefits end and you gain the effect of the [augury](#) spell.

Legendary vials with diluted blood from the Celestial Heroes' blood are said to exist as well. When consumed, such a potion grants these bonuses for 8 hours (twice) or 24 hours if drunk all at once by a single creature.

As they do every morning, the soft lapping waves of the Diffusilus Ocean lull Icalus out of his reverie and into another beautiful day tending to the folks vacationing at the Requiesque Curarum Resort. Checking a calendar on the wall the gnome sees that today is a working day. Pulling out the clean white uniform from the beaudrot his aunt gave him when he was hired here, Icalus saunters into the luxurious washroom connected to his apartment and refreshes himself while singing a jaunty tune from his youth to the songbirds tweeting their own melodies out of the lush treetops not far away.



Locking his room behind him, Icalus nods politely and wishes a fine morning to all the well-to-do guests he comes across while making his way to central area of the resort to report in. Taking in the sight of the ocean one last time before the tasks of the day begin, he peers out across the water and spots something strange amongst the waves—a swell hued a different blue than the others. Though he thinks little of it, all of the Requiesque Curarum Resort staff are encouraged to report anything at all they find to be awry and he makes mention of it to his superior, Procia, who in turn reports it to the nearby guard station just in case. They watch a trio of jettors roar across the water to investigate before returning to their duties.

Icalus begins the preparations for brunch by seeing to the kitchens, making sure all the new produce has been delivered and that the staff are at their stations getting the meal prepared—as usual, everyone is cheerful and ready to go. Following in the wait staff with a tray of fine silverware in his hands, the gnome looks out the dining room's impressive gallery window to see one of the jettors returning. His curiosity over the boat coming back alone wanes as the first guests arrive and Icalus quickly begins his duty as the host, welcoming one and all to their tables. The servers spread out like a school of fish, expertly delivering the right plates to the right seats, and soon the tinkling metallic tines of the resort's customers are accompanied by the beautiful melody of expertly played string instruments. A sense of wholeness seems to grip the room but the gnome cannot enjoy it, spotting through the glass a half-dozen more jettors all zooming across the water out toward the horizon and more strangely discolored waves.

It's from there that the cascade of explosions boom out and shake the walls, bringing the wavering melodies to an abrupt halt as the diners in the room all gasp, dropping their silverware to clatter on the floor as more fire blooms on the horizon. Before a panic sets across the room Icalus quickly moves to reassure and reseat guests, barking at the wait staff to acquire clean eating implements and restoring order. The crowd comes down to an acceptable level of quiet as they witness a cadre of vessels cutting across the water out into the Diffusilus Ocean before dozens of them return, accompanied unknowingly by the enthusiastic applause of the resort's clientele—what looked as though it were going to be a disastrous day has instead become an exciting story that the guests of the Requiesque Curarum will excitingly retell for years on end!

With the first major part of his day over and a few other things taken care of—double-checking the laundry room for damaged or missing items, notarizing forms, handling letters, returning pertinent phone calls, getting the cleaning staff underway, making sure the maintenance crew were aware of a few malfunctioning forever lanterns, and generally keeping the machinations of the resort moving—Icalus acquires some ripe looking malum and extra smoked meats not eaten during brunch before making his way down to the shore for a resplendent view to accompany his meal. The gnome reflects on his good instinct to eat the latter first as he sees the fleshy limbs of pneuma-vore washing up on the shore with the flotsam, a sight that surely would've ruined the delightfully tasty treat's flavor. This is not all that the waves lap up however, and soon Icalus spots strange pieces of material and objects he cannot recognize make their way onto the sand. Walking nearer to the strange sights, his eyes grow wide as from this close up he notices footprints from several people leading from the water and into the jungle nearby!

Normally the gnome eats his malum down to the core but the fruit falls from his hand as he rushes back to the resort, exasperatedly telling Procia of what he'd found. Immediately she phones the local guard station and after a moment of discussion assures him that several squads have been sent out in inaequa-chariots to track down any persons that made it ashore from this morning's disturbance. Unsettled but committed to his tasks, Icalus goes about preparing for the evening meal much as he had for brunch though this time he has an added duty: quelling any talk of danger lurking nearby. For their part the guests regaled one another with speculation over what the day's earlier excitement could be about, making the lively discussions of the evening nearly loud enough to drown out the string quartet serenading the meal. The din travels even to the kitchens, and though the gnome could almost swear he heard some commotion in the lush wilderness near where the tracks led, the clamor of the cooking staff and animated guests in the dining room make it impossible to be sure.

A bright fireball reaches up from under the gallery window of the resort's primary eating area and explodes after descending, bringing a quick end to the dessert course. Yelling for the kitchen staff to quiet and calm themselves, Icalus runs into the dining room just as the public announcement system chimes and Procia's voice politely requests that all guests and workers return to their rooms as a matter of safety. Near panic rips across the dining room and the gnome leaps upon one of the tables, directing the former-diners to the exits while shouting for the resort's employees to aid any confused patrons they find as they too return to lock their doors. In a matter of moments the room clears and Icalus quickly gathers himself, making to lock the front gate before retiring to his own dwelling.

Going the roundabout way he makes certain that all the guest areas (the pool, gym, club room, atrium, athletic courts, cabanas, gazebos, greenhouse, and all the rest) are secure before approaching the grand steel-wrought fence surrounding the Requiesque Curarum Resort, slowing his jog as the dim lights of an inaequa-chariot come into view. Unsure of what to expect Icalus fiddles with the whistle strung around his neck, ready to blow into it as hard as his tiny lungs can manage, but soon he sees there's nothing to fear: the approaching vehicle belongs to members of the Justitia. The gnome increases his gait and is slightly winded as the surprisingly diverse array of officers stepped out, their equipment dirty and clearly getting some recent use. One of them approaches with a reassuring smile on her face, explaining that they've had a bit of trouble nearby but nothing to worry about—the fugitives the resort spotted on the water that morning were taken care of and all is well. Although there's no warmth to her smile and her compatriots seem grim, his relief that nothing will befall the guests is so great that Icalus cannot help but offer these fine soldiers a meal for their troubles.

The guards are only too happy to oblige, one of them stopping to shut off their vehicle before heading into the resort. In a coughing fit the inaequa-chariot sputters and belches out black smoke before growing still, and though it strikes Icalus as odd he supposes that the scorch marks along it are from battle and something must have been damaged. The lead officer smiles again with a strangely wide grin and nods, explaining that the day they've had was a hard one and promising to share the thrilling tale over a fine bit of food once they're all safely settled inside...

SAMOVI

The Wild Continent

While it was once a den of villainy and an untamed frontier, the Wild Continent is far from those days of danger—the beautiful and abundant nature that once ruled here has been brought to heel by the Golden Redeemers and the criminal element has been whittled down nearly to non-existence. That doesn't mean one shouldn't be mindful while traveling through the thick forests, heavy jungles, precipitous mountains, and far-removed plains of Samovi however, for beasts and lethal plantlife have been preserved. There's also the occasional escapee from the floating prison fortress minded by Tapper Underknoll and his retinue, desperate creatures more than willing to do whatever is required to flee from their captors. These lands are home to The Ministry too and therein has the greatest number of rehabilitation clinics, special care facilities, and sanitariums, their divirulent hound servants ensuring that no patients make it far should they manage to escape into the wilderness.

Coelicla, Capital of Samovi

Capital, Dispersed, Industrious, Ministry, Natural, Tradehub

In the center of Samovi lay the Estuary Metropolis, its largest settlement and home to the headquarters of The Ministry. The capital is as lush, alluring, and exotic as the Wild Continent—unlike most cities it is not cramped, many travelers are still on horseback striding aside rolling inaequa-chariots, and the balance between nature and technology remains on an even keel. What most people know of Coelicla is that it is home to the Golden Redeemers Lellwyn Fethyrwal, Darrius Ventrelli, and Tapper Underknoll, but its history runs deeper than that.

Formerly called Rhyztown, the city that would become Coelicla was the first of the grand pirate bastions to fall to the Golden Redeemers. Fertile soil for farming and livestock provided the territory nearby ideal conditions for plentiful habitation, and being positioned in the center of the Wild Continent—easily accessible by water—made for the perfect place to hang one's salty tricorn. The Estuary Metropolis is also the ancestral home of Darrius Ventrelli, where his mother begat and raised the Celestial Hero before his rise to divinity. It was for these reasons that Tapper Underknoll decided that Coelicla was the best location to fortify in his quest to civilize Samovi, systematically assassinating the rulers of Rhyztown until finally overtaking it alongside the holy tiefling after their ruse on *The Scorned Maiden*. The city has remained under the control of the Golden Redeemers ever since, successfully rebuffing guerilla campaigns and resisting numerous plots by insane apostates attempting to unleash either nature or the forces of destruction upon its wide streets.

The Wild Continent has a far wider range of plant-life than Askis' other lands and its lush grasslands are perfect for raising livestock, much of which flows out of the harbor in Coelicla. As it is equidistant to most of Samovi, a bustling trade of herbalism developed in the capital to standardize the expiration (and export) of curatives, poultices, spices, and the like. Once collected from the wilderness, the valuable resources are processed and prepared by one of the many factories in Coelicla before shipping out to elsewhere in Askis. It's no coincidence that the headquarters of The Ministry is located here, making use of the abundant commerce to acquire the alchemical supplies needed to keep hospitals well-stocked.

Coelicla is a widely dispersed metropolis on the estuary of Lunaris River and Machaera Sea, its broad avenues and large burroughs intersected by rails for steel equos or paved roads used by inaequa-chariots, embracing a philosophy of openness throughout. Parks and amphitheaters are common sights throughout the metropolis as well as mounted travelers, people prepared for trekking out into wildernesses an automobile can't traverse. Truly, the capital of Samovi is the world's greatest waystation and sees the beginning, middle, or end of more journeys than any other city Askis.

Turris Center

Jutting up from the Estuary Metropolis is the weathered brown stalk of a great tree, its branches shorn into platforms that are hundreds of feet in the air above the city streets. This is strange growth is home to two of the Golden Redeemers: the Scoutspire, roost of Lellwyn Fethyrwal and urban crow's nest of

Tapper Underknoll. Support staff for the Samovi Preserve dwell in the hollowed out chambers and stairwells throughout the interior, stocking the arrows and preparing the reagents needed for the gnome's Celestial Work to remain effective.

Clustered around the Scoutspire's trunk is the headquarters of The Ministry (Darrius Ventrelli's



COFFICLA

CAPITAL OF
SAMON

PRODIGIUM
PORIS

MEDIAS
WARD

CAELO
STRIP

MEDIAS
WARD

TURRIS
DISTRICT

SCOUSPIRE &
MAGNO VALETUDINARIUM

IEUMENTUS
FIELDS

HERBIFER
DISTRICT

RAEDA
DISTRICT

BOTRUM
PORASSENTI



home) and their premier hospital, the Magno Valetudinarium. Inside of it some of the keenest minds of Askis are supported by magicians and priests in their research for cures to diseases, ways to make healing more accessible to the public, and development of inaequa devices more effective at elongating lifespans. The elite of Coelicla have long scrambled for plots around the massive tower, buying out residents and raising antiquated structures to put up mansions all surrounded by gardens dotted with artworks of their choosing (a game played by socialites commissioning ever more impressive sculptures).

Raeda District

Hardy wilderness with rough terrain make travel by rail a tricky proposition in Samovi and after Sanctus Rusonia invented the inaequa-chariot, the Estuary Metropolis became known for producing automobiles. The penchant for engines never left and assembly lines chug away in the Raeda District, producing vehicles that get sent all over the world. Garages and auto shops are common as well since the rigorous environment demands a good bit of maintenance on the machines that travel across the Wild Continent, and road crews are constantly receiving larger construction vehicles dispatched from here. Taxis frequent these roads and byways more commonly than elsewhere in Coelicla, particularly around the Botrum Portassent where emissaries from Samovi's city-states congregate to govern the continent as a whole.

Medietas Wards

The largest areas of the city are conglomerations of modest homes for the fairly well-to-do, apartment buildings filled with common folk, and shrines to the Celestial Heroes and the world's countless saints. Citizens are encouraged to dwell nearest to the sites of devotion of their favorite patrons, given tax incentives to make housing more affordable when rents fluctuate.

Herbifer District

Smells aplenty emanate across Coelicla from dozens of herbalist factories chugging away in this neighborhood, a coterie of production facilities that manufacture reagents brought into the city day in and day out. Not all plants are gathered in the jungles and wilderness however, and by decree of

Tapper Underknoll there are no less than nine greenhouses for every industrial building. Most of the steel equos rails in the capital of Samovi—few as they are—run through here to facilitate moving goods and materials inland or towards the water and transport by ship on the coast.

Caelo Strip

Sculptures and carvings are grouped together along a boisterously wide promenade that snakes through the Estuary Metropolis, a roadway that touches upon or crosses through every area of the city. Artisans, cinemas, eateries, theaters, and other entertainments line the winding avenue and the settlement offers a bit of magnificence nearby no matter where a traveler stands. These carvings and sculptures of the Celestial Heroes, saints, and other legendary figures watch over Coelicla even in repose.

Statue Sentries. Most of these sculptures are immaculate but otherwise unremarkable works of art—but not all. Dozens of them are enchanted with divination magic that detect the presence of great evil, notifying the guards in the Turris District of the dangerous individuals and their approximate location. When a creature with a Sin score of 10 or higher remains within 100 feet of a statue sentry (AC 16, 60 hp) for more than 10 minutes it enters alert mode. Every round a statue sentry is alert, the GM makes a secret d20 roll. On a result higher than 20 – the creature's Sin ability modifier, the statue sentry confirms the evil presence, sends its rudimentary message, and puts the nearest statue sentries into alert mode. Evil creatures after the first include their Sin ability modifiers to the secret d20 roll.

luementus Fields & Prodigium Ports

Piers and docks festooned with tenement housing dominate the southern edge of the city servicing hundreds of ships every day as the bulk of the Wild Continent's commerce courses through Coelicla. All of the landlocked outskirts of the Estuary Metropolis are used to support an enormous livestock trade. Steeds, cattle, and domesticated beasts of all sorts are penned and fenced in the fertile plains, kept in balanced cycle by druids using natural farming to promote growth before another herd moves in.

Saint Cario, Teacher of Words

Celestial Bureaucracy, Knowledge
Sacras Litras (Ventrelli 9:4) Despite the life of ease and luxury before him, Cario forsook his royal claim

and fortune to spread literacy to races once seen as inferior and savage, journeying across Samovi until his very last day.

Sanctus Luccinallea, Patron of the Faithful

Celestial Bureaucracy, Light

Integrum Opinionem (Ventrelli 4:17) The enchantress Urnicia's powerful magic had taken hold of many of The Ministry's canine servants, but the priestess Luccinallea showed them the truth of her faith and illuminated by her spirit, together they turned upon the sorceress. Divirulent hounds can sometimes hear the enchantresses' lamenting cries when the sun is high, but the scales of justice are unforgiving of the heinous nature of crimes such as her's.

Sanctus Myrrhina, Divine Sculptor

Celestial Bureaucracy, Forge

Memoria Vivorum (Underknoll 6:10) Upon seeing her sublime sculptures even the Divine Hunter's stalwart heart was moved, declaring the portrayal of he and his fellow Celestial Heroes to be perfect in accuracy. Immediately he declared Myrrhina's carvings to be one of the Nine Wonders of Devotion, a sight all the righteous of heart deserve to bear witness to.

Sanctus Rusionia, Patron of Engines

Cog, Forge

Verbum Deorum (Ventrelli 11:9) Institutions all across Askis sought Rusionia for her expertise after the first of her wondrous inaequa-chariots began to traverse Zakuthombo, but she refused them all. Instead the brilliant engineer traveled the world, using her talents to repair machinery in the remote reaches of the continents until her very touch could heal damaged technology.



Adversus, Alpine Town

Isolated, Nature, Riverside, Wealthy

When Tapper Underknoll began his crusade to purge evil from Samovi a few dozen intrepid lumberjacks trekked deep into the elevated forests of the Recaltio Mountain Range, felling enormous taxodiaceae trees and shipping them downriver. A strong timber trade persists in Adversus but after the taming of the Wild Continent mansions have cropped up to

accommodate affluent tourists, the lanes of reseeded groves ideal for winter leisure. Newfound wealth hasn't changed Alpine Town with anything more than nicer roadways and more homes however, its citizens as courageous as their ancestors.

Adversians are plucky and tireless, awake at dawn each day and eager to make for new lands or get to work. Mealtimes bear great significance in Adversus' cultural landscape, treated by companies and families alike with a reverence usually reserved exclusively for religious worship. Folks from Alpine Town are on the whole kind and polite, but everybody knows it's better not to get between an Adversian and their next meal.

Sanctus Caesennia, Lady of the Shield

City, Protection

Lex Altiores (Underknoll 5:14) Fifty-four holy servants had been slain by the fallen knight Calladon's notched greataxe, cut down for their devotion to the faith. Surrounded by the corpses of her allies, the meek scholar Caesennia had no choice but to fight—she took up two shields from the dead soldiers and smote him down, ending his accursed reign of terror in Adversus.

Sanctus Pescennia, Patron of Strength

City, Protection

Gaduis Exanimo (Fethyrwal 14:3) Straining against the impossible forces ripping the Rytanio Dam apart, Pescennia gripped into the stonework and held fast long enough for the citizens of Adversus to flee their homes ahead of the onslaught of water that ultimately shorn her in two.

Amicus, Village of Sentries

Coastal, Defensive, Historical

Amicus can be seen from afar when the towers on the corners of the settlement are alight—ancient defensive measures once used to warn of naval attacks, now only activated when a pneumavore is spotted entering the Machaera Sea. Fishing is commonplace both in the inland waters and the Diffusilus Ocean to the east but maritime activities of all kinds have long been a major part of the village's economy. Before Tapper Underknoll's crusade began a small cadre known as the Buccaneer Legion were the undisputed rulers of Amicus for decades, policing the region and making their own peaceful kingdom.

A short-lived alliance with The Golden Redeemers saw the outpost rapidly expand and the end of the so called “pirates with honor”, their vessels and men drafted into the navy.

The free-spirited attitude of the Buccaneer Legion is still very much a part of the culture and peoples of Amicus, its citizens citing lineages back to the same sailors. Concern for others is also a major part of life here and folks from the Village of Sentries are always looking out for their friends, frequently leaving themselves vulnerable. Indeed, Amicai feel lost when not part of a group and the need for a sense of belonging is paramount—there are few lone explorers from the village but a great many adventurers, stalwart companions with a belief in something greater than themselves.

*Sanctus Liburnia, Uprooter of Evil Light, Nature
Gaduis Exanimo (Ventrelli 11:18) While she had no talent for magic, this did not stop her from tending to Askis—Liburnia spent her life traveling across the wildernesses of Samovi, uprooting plagued and toxic plants with her bare hands regardless of the dangers prowling about her. It was her mundane quest that undid the foul plans of the blight druid Xycartha, weakening the seeds of evil she carefully tended beneath the notice of the Celestial Heroes and the Wild Continent’s druids.*

*Sanctus Treblana, Holy Bodyguard
Grave, Protection
Divina Doctrina (Underknoll 3:14) The most loyal of his retinue was Treblana, a bodyguard of truly complete devotion. Even after being killed in the line of duty and unexpectedly reincarnated as a mouse, she still persevered in her duty, upending a plot to kill the Divine Hunter despite being reduced to nothing more than a mouse.*

*Saint Crococium, Stone Saint
Celestial Bureaucracy Nature
Memoria Vivorum (Ventrelli 9:15) No matter how many times the king of Amicus had the carvings of Kytirion scoured from the cliffside, every year they would reappear even more pronounced than before. While still unlearned in the ways of druidic magic,*

Crococium was dedicated to his piety and created a new rockface entirely covering the heretical writings—a monument that still stands to this day.

Consilium, Stout Town

Holy, Nature, Remote, Tradehub

Very early on in the history of the Duertek Mercantile Company in Ouranios, perfidy was found among their kin—dwarves stealing from their own. The theft ran deep and with no precedent for so heinous an act, whole clans were exiled not only from the business but the entirety of the Contiguous Continent. Traveling to the nearest shores and far inland, up against the mountains through a dense patch of the jungle, the foreigners erected a short, wide settlement beneath the treeline. Initially they made great gains with trade (illicit and otherwise) but eventually ill fortune followed the exiles and when mercenaries flocked to The Golden Redeemers, the town’s walls, remote location, and lack of swords proved unable to stop evil from taking root. The dwarves prepared for such an eventuality of course, filling the interior of the northwestern Recaltio Mountain Range with escape tunnels and leaving their second home to be infested by druids intent on fouling the Wild Continent, the last refuge for corruption in all of Samovi. Ultimately the Celestial Heroes cleansed Consilium, but not without great losses and only with all nine of the ascendant demigods reinforcing Underknoll’s mercenaries. In the centuries since the last vestiges of its torrid past have been paved over in concrete and iron, the great forests that shrouded it cut down and the land tilled for farming. The passages of the forgotten dwarven clans are mostly collapsed and gone, though miners speak of whistling and howling winds that can’t just be from the mining tunnels dug into the bedrock since.

Consilians are level-headed and sensible, grounded like their hometown. New growth is incorporated throughout all of the settlement and its surrounding territory, and in the wake of the Battle of Black Storm the need for overseeing a clean return to nature prompted Tapper Underknoll to plead with druids to relocate there. Reverence for nature has gone hand in hand with devotion to the Celestial Heroes for citizens of Consilium, slowing their embrace of technology somewhat but ensuring that any seeds of evil won’t sprout in the wake of the settlement’s corrupt past.

*Saint Artamo, Saint of Hunters Death, Nature
Gaduis Examino (Underknoll 1:11) Bereft of armor, weapons, or even a coat for the heavy winds and snow, the courageous hunter dashed up the slope after*

the fleeing witch Trajosi, disappearing in the flurry of snows. All were surprised when she descended from the peaks of the mountains nary a week later on a day of clear skies, clad in the powerful yeti's hide.

Sanctus Bantia, Honeyed Saint Life, Nature

Lex Altiores (Ventrelli 4:7) Much like her ancestors, Bantia practiced bee keeping and lived a humble life—until the honey she collected proved to be a panacea for all manner of sickness. Realizing the blessing bestowed upon her the halfling began to give away her harvests, but with every freely gifted jar the honeycombs produced ever more until all of Consilium possessed one in their homes.

Sanctus Fadia, The Proud Saint Protection, War

Divina Doctrina (Underknoll 4:16) Embedded with arrows and with one arm broken she persevered still, carrying the banner of her regiment through the slaughter at the front lines of the Battle of the Black Storm until using the standard to bludgeon the foul General Joraissai into submission and ending the Insurrection of Consilium in but a night.

Melculum Jar

Wondrous item, very rare

Dust and grit are worked into the chipped ceramic of this ancient pot. Inside of the *melculum jar* are 1d4+4 doses of holy honey. When you eat a dose of holy honey, you are cured of blindness, deafness, and all poisons and diseases you are suffering from. For the next hour you have immunity to poison damage and the poisoned condition.

By adding an ounce of blood from five different intelligent humanoid children, a *melculum jar* can be corrupted and produce unholy honey. A creature that eats unholy honey makes a DC 20 Constitution saving throw. On a failed save, the creature is infected with a randomly determined disease (page 173). If the saving throw fails by 5 or more, the creature is infected with two diseases, and if it fails by 10 or more, it is infected with three diseases. Diseases gained from consuming unholy honey cannot be removed with magic like *heal*, though a creature can still benefit from magic to resist the disease (such as advantage on Constitution saving throws from an *enhance ability* spell).

Etium, Moon City

Crossroads, Enchanted, Landmark, Tradehub, Wealthy
Whenever a moon hangs in the night sky Etium sparkles in a ghostly luminance until the sun rises, lighting up the streets that run perpendicular to Lake Lunaris. Along these cobbled lanes are some of Samovi's finest mansions and luxury apartment towers, hundreds of townhouses for the less wealthy crowded into the shadows in between. The wondrous enchantment that makes the Moon City so special is a remnant of the Zherythi Sahuagin Temple, once the lair of tenacious and insane monsters that ruled over the middle of the Wild Continent until The Golden Redeemers sank the shrine. Courageous settlers quickly rooted down nearby after the victory, and universities followed to study the watery anomaly that remained. While students of many sorts are welcome in these halls, actually visiting the aquatic site requires sanction by The Ministry (and usually accompaniment by divirulent hounds). Tourism abounds for witnesses of the lunar luminescence of Etium but the Fethyrwal Holy Garden as well, drawing pilgrims each year by the thousands.

Coming from a place of wonder, Etiumi have an optimistic outlook on life and tendency to see things in a merciful light. They are famously forgiving and ineffably polite, the affluent mannerisms of the large number of wealthy residents (seasonal as many of them may be) having trickled down to the rest of the city-state. Nice as they often are the folk of Etium are known to be flighty and fickle, moving from one interest to the next with little thought of all the consequences therein.



Saint Cyamus, Patron of Truths Death, Trickery
Integrum Opinionem (Fethyrwal 4:12) It was Shevtreo Barcalla's son, Cyamus, that brought an end to the dangers of the Eclipse Shard cult. He slew his father and the other heads of the dark cabal, duping those that remained into capture and bringing the whole organization into the light of justice—earning redemption in the eyes of the Celestial Heroes.

Sanctus Bruccia, She of Divine Sight
Celestial Bureaucracy, Forge
Sacras Litras (Fethyrwal 13:2) There was no stopping Lellwyn from commissioning Bruccia after seeing one of her amazing artworks, but even the Divine Paladin could not have expected the beauty she would wrought. So it was that Etium became home to one of the Nine Wonders of Devotion: the Fethyrwal Holy Garden, a labyrinth of stained glass where it said that one who gazes long enough can see the reflection of their truest self.

Hemina, Dune Town

Crossroads, Landmark, Nature, Wealthy
For centuries travelers were warned not to traverse the eastern half of southern Samovi for fear of death by exposure or worse within the only respite from the blazing heat of the spanning sands: the Dune Temple. Ancient even before the Age of Discord, its immortal ruler required great tribute from travelers to allow them to leave after drinking from the waters she guarded. What happened to those unable to pay the fee is what drew the ire of the Celestial Heroes, but in days of yore the Marcor Desert stretched from the Relictus Mountains all the way to the coast—too remote even for the resourceful forces of the Golden Redeemers to assault. The most brilliant colleague of Darrius Ventrelli traveled to the Dune Temple alone, tricking and exiling its primordial master. With many treasures in its coffers, the outpost around it quickly grew into a proper town. A powerful elemental artifact unearthed from the vaults beneath the shrine has been used to terraform the areas nearby through irrigation channels traveling up and down the coast, turning barren hills into grassy knolls and sparse forests. Arrivals from the desert by air or rail have become a rarity however as sinkholes pose an ever-mounting problem, attributed by some excavators to the unnatural modifications to the environments nearby (and in hushed circles by others, the doings of the mad scientist Trepida Vereor).

The legend of their home's founding have long encouraged Hemina to aspire to intellectual heights but never at the cost of humility; after all, the settlement wouldn't exist were it not for both. Hemina's citizens are cautious however and taught to be careful from a young age, reminded often of the dangers of the Marcor Desert and that to be prepared is to be protected. Dune Town's culture carries other habits of its ancestors as well and bartering is as common as purchasing something with coin, though standardized services requiring gold and silver (like the railroad) have slowly started to bring a close to the trend of trade over currency.

Sanctus Egnatia, Master of Questions
City, Trickery
Gaduis Exanimo (Ventreli 3:12) She was not done after answering Madriogarra's riddles however, asking the powerful creature only one of her own. In minutes the great sphinx grew so frustrated that she bounded around the Dune Temple in rage and aggravation, threatening to kill the half-elf should she not reveal the answer—but Egnatia did not yield. Finally Madriogarra relented, accepting defeat to know the truth of the clever puzzle and forsaking any claim over the territory, allowing the city of Hemina to rise from the sands around the desert's ancient sanctuary.

Saint Tranio, Speaker Saint
Celestial Bureaucracy, Light
Integrum Opinionem (Underknoll 6:3) It took her almost a century but ultimately the elf succeeded, hunting down the 20 Babbling Familiars of Curesceo the Fallen. As a wizard of great power his creations sometimes appear still, though only as figments to youths in Hemina—as one's faith in the Celestial Heroes grows, their heretical lies and blasphemous falsehoods fall silent.

Meridies, City of Peace

Crossroads, Friendly, Historical, Political, Tradehub
Sitting in an idyllic river delta on Samovi's southern coast, the village of Meridies remained quaint throughout and well after the Age of Discord, the Marcor Desert too much of a barrier to make routing goods through there a difficult prospect and treated by pirates with respect (too much fleecing of the sheep kills the sheep, after all). With the rise of the Utopian Dawn and steel equos rails cutting through

the sand however, the need for short shipping lanes on the oceans between the Wild Continent and Ouranios rapidly expanded the settlement. Birthing the study of psychology and with high-volume trade, institutions of all kinds became established in the City of Peace—the first ever for reforming the mentally deranged standing beside towers devoted to teaching the arcane arts. Once The Ministry had rooted into Meridies scrutiny over the magical colleges soon followed, and (fearful of more unrest) the practice of vetting higher-level spellcaster came not long after.

Amenable and peaceful as their home might be Meridians are natural-born explorers—they rarely lose their way and even when they do, they eventually find wherever it is they were trying to go. Baffling and insulation keep most of the cries of the insane inside of their asylums but the citizens of Meridies are raised with plucky attitudes all the same. The need to get back up and persevere despite misfortune is part of the core to their attitude towards life; paired with their penchant to explore, they make for excellent, reliable, and slightly stubborn adventuring companions.

Saint Adelphasium, The Swimming Saint

Nature, Tempest

Divina Doctrina (Underknoll 8:7) Knowing all too well now why hundreds of pirates suddenly blockaded the southern waters of the continent, she took to the open ocean without a second thought, swimming from Ouranios to Samovi with the rare antidote for the diabolical poison concocted to kill Tapper Underknoll clenched betwixt her teeth.

Sanctus Portia, Healer of Minds

Knowledge, Life

Sacras Litras (Ventrelli 4:18) It was then that Portia realized that some wounds cut deeper than flesh, injuring the victim's very mind. The flurry of research that followed resulted in the first reform institution for those ill of thought and in turn begat the many facilities of The Ministry we turn to for healing the sick.

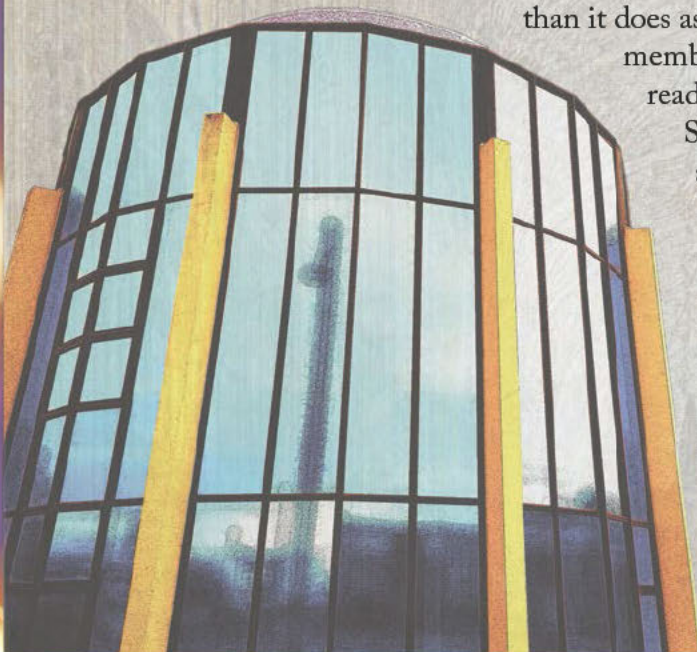
Nitidus, The Gnomish Metropolis

Resplendent, Sleek, Sprawling, Towered, Unusual, White

Tall folk that make the trek into the heart of Samovi's eastern jungles can find Nitidus unsettling. The city is massive in scale but the mighty buildings are sized for its gnomish inhabitants, automatically putting many people off-guard. The Gnomish Metropolis' architecture is beautiful, but to the untrained the entire city looks like it is on the brink of collapse—yet this unsettling appearance is nothing compared to the city's function as Samovi's leading innovator in inaequa technology. The Gnomoriun (gnomish Master Sages) are always pressing for the newest and greatest advancements in every branch of inaequa and mechanical engineering.

These seemingly boundless innovations aren't simply thrown out into the street or even submitted to the Global Patent Office in Pertinax without careful testing. The Gnomoriun serves more as a standardizing body than it does as a guild of inventors. The Committee—the leading hundred members of the Gnomoriun—spend the better part of each day reading, reviewing and regulating new and existing technology. Sitting members enjoy the highest honor an inventor can be assigned, making decisions on local and global regulations every day; having sway over even a few of the scientist-politicians can mean the difference between feast or famine for an engineer or inventor. Members of the Committee are constantly at the center of networks of subsidies and while they might spend most of their time debating regulations, during their other hours they're in the lap of luxury satisfying their smallest whims.

Nitidus' division between the gnomes it was built by and the other races that have come to dwell in it is a note of discord to their otherwise benevolent society. The situation is all the



more prevalent due to the wealth of inaequa devices all throughout the metropolis—the long-legged population is becoming less and less capable of working divine machines. This city-wide anomaly has driven the wedge between short and tall Nitidians deep enough to disrupt the economy, segregate sections of the settlement, and even spawn divergent cultures. Both still embrace inaequa and the Celestial Heroes but now differ in how, small citizens devoting themselves to higher ideals like intellect, benevolence, and grace. Their larger peers pay homage to these and while fewer in number, they are utterly devoted to the demigods of Askis and their faith overshadows that possessed by the more numerous diminutive denizens.

Thoa Steelbeard, Patron of Chains Arcana, Forge *Libris Bonitatem (Underknoll 2:2)* With a final blow of his hammer, Thoa completed the last link of his own chain. The curse of breaking chains grabbed hold of the foul relic and it immediately began to rot, but he held the corrupted thing in the fire and it smoldered. He continued to forge links as the blasphemy rotted away and after one hundred days and nights, Thoa had bound the curse of breaking chains into an enchanted loop of his making, a holy wonder that heals itself no matter the injury wrought upon it.

Maconnel Sirjonna, The First Standard Celestial Bureaucracy, City *Dedit Partem (Fethyrwal 192:41)* The great contract of the city was itself a thing of beauty. Although it stretched as tall as Nitidus' tallest tower, it declared that the city's creation shall never cease, and that all it shall create shall be in the pursuit of glory. Maconnel bound the compact in leather, then wood, and finally in iron before the citizens began their divine task: to create everything that ever could be.

Saint Gulielmus, Divine Builder City, Forge *Verbum Deorum (Fethyrwal 4:16)* Seeing the Celestial Heroes as heralds of change, Gulielmus turned all of his fortune and expertise as an engineer to honoring the saviors of Askis. Building on the solid foundations of the defeated monarch's destroyed castle, he constructed the first of the Nine Wonders of Devotion: the Silinium Tower, stretching its upper spire to the very heavens.

Sanctus Domia, Lady of the Word Arcana, Knowledge *Angelorum Nuntius (Fethyrwal 11:6)* Domia was powerful mage that won acclaim in many battles, but this was not what earned her the admiration of the Celestial Heroes. After visiting the Upper Planes on behalf of our demigods, she devoted her life to bringing celestial enlightenment back to Askis and championed peace over all other things.

Noticia, Halfbreed Town

Crossroads, Isolated, Tradehub, Wealthy

In days past currents off the southwestern coast made for difficult waters and land bound journeys through the south of Samovi were incredibly harsh, but some travelers persisted all the same. These wayward folks began an outpost to the west of Relictus Mountain between Etium and Meridies, a collection of a few buildings that grew into a village where tieflings, half-orcs, and other peoples of mixed heritage gathered together. Only the destitute and desperate were willing to put down roots in the small settlement of Noticia—and then the Escarion Maelstrom wrecked havoc on Askis' shipping lanes. The village of misfits swelled into a town, the docks expanding into a naval port able to accommodate a stream of ships larger than those that used to stop in Noticia. Halfbreed Town is no longer a place to be derided, the city-state's estates sought by wealthy citizens intent to capitalize on the expanding naval port's heavy traffic. Tieflings of high standing are particularly fond of the settlement, making up the majority of Noticia's societal elite alongside half-elves, half-orcs, and dragonborn from families that moved there centuries ago.

Like their home's monicker implies Noticians are a mixed lot and attempts to categorize them are as endless as they are varied. One of their commonalities is one of living situations—whether a citizen lives within Halfbreed Town's territory or within Noticia itself, and if so whether they dwell in a home or one of the apartment complexes that have arisen to house the growing population. Denizens from this city-state are also easily accepting of others and adaptable with their beliefs, willing to hear out opposing views with an openness unmatched in Askis.

Sanctus Acoleia, She of Vigilance Knowledge, Protection *Memoria Vivorum (Fethyrwal 3:11)* Through guile and cunning, Acoleia uncovered a succubus! The wicked creature was hidden by the ignorant perfidy of Samson Grandwit and she slew him for allowing it to escape justice, fleeing Noticia before it could be purged.

Saint Martinus, Saint of Self-Reliance

Celestial Bureaucracy, Life

Sacras Litras (Underknoll 12:15) Uncovered by the massive creature threatening his fleet, the halfling leapt to one of the smaller vessels and drew the pneumavore away from the rest of the ships. His ruse succeeded and the creature chased him down, consuming his craft. Martinus survived however, climbing atop its back and living for over a decade before being rescued—sustained by his faith alone.

Peribolus, The Walled City

Chaotic, Cramped, Defensible, Political, Urban

Peribolus is built around Rumex Bay at the bottom of a circular valley in northeastern Samovi, shadowed by the Scissura Mountains to the south and Recaltio Mountain Range to the west. Massive stone and iron walls were erected around the settlement at its founding, creating a perfectly circular limit to the city's growth. For generations the ramparts served their purpose admirably, protecting from beast and wartime alike, yet as time passed the Walled City grew, first outwards and then upwards. The settlement changed slowly from a fortified paradise to an architectural tribute to bureaucracy, with buildings growing taller and streets shrinking with each passing year. It is said that entire districts of the city are blocked off from the sun—whether true or not the maze-like streets make such legends easy to believe.

The tangled mess that is Peribolus is quite different from many cities on Askis; in the thick press of people, only the loosest versions of law and order hold sway. Things that would be illegal elsewhere are permitted inside the ignorance of the Walled City, its warren-like streets impossible to effectively police. Psychotropic drugs and poisons are among the most prominent examples of contraband, prompting impatient doctors and scientists looking to test the full effects of these substances to flock to Peribolus—as do those who wish to partake. There is little doubt that with the loose enforcement of regulations that *purpura dirks* are being traded here, and if given enough time and subtlety the wielder of such a weapon could have every poison imaginable at their disposal.

It's no coincidence that people often look down on Periboli, assuming anyone from the city-state's territory is as loose with the law as they are their morals. In nearly all instances this couldn't be

further from the truth and the infamous miniscule percentage of the population causes the rest of Peribolus' citizens to turn to their faith in the Celestial Heroes all the harder. As a result their ardent rites of worship are perhaps more brutal but embody contrite penance in the hopes that the demigods will soon assuage the Walled City's woes directly. Facing adversity, traffic, and fearful of the worst elements of their urban home, Periboli are both demanding and somewhat skittish—if something seems awry or like a waste of time, they're usually the first people making an exit.

Christine Fos, Capturer of Monsters

Celestial Bureaucracy, City

Gadius Exanimo (Underknoll 10:15) Panic swelled in the gathered throng, choking them even as they gasped for breath. Only Christine stood firm against the mighty dragon, though tears rolled down her face she persevered. When dawn rose the next day the dragon was bound in iron chains—with Christine holding the key. Its flames would be used to reforge the shattered walls, now stronger than ever before.

Paran Batharos, The Wallsmith

Cog, Forge

Angelorum Nunitus (Underknoll 6:7) And so he did build a wall. The ground yielded to him blocks of stone whole from the ground, and Paran moved them. The ground gave him pure iron, and Paran forged it into great gates. The ground gave him sustenance, and Paran planted it, creating a verdant paradise.

Saint Dordalus, Divine Alchemist

Knowledge, Protection

Libris Bonitatem (Ventrelli 7:18) In a truly miraculous accident Dordalus spilled a flask of the mad inventor Braskredj's unquenchable flames—but some of his own experiments as well. Ready to flee from the imminent inferno, the alchemist scrambled to get away only to quickly realize that the fire had been put out. In hours he had perfected the solution, providing barrels of it to the Golden Redeemer's armies the next morning.

Saint Melitus, The Leafeating Saint

Celestial Bureaucracy, Nature

Verbum Deorum (Fethyrwal 13:6)

Melitus had taken to eating only plants and espoused the good health it brought, spreading his beliefs far and wide.

Farmers flocked to follow in his footsteps after druids began to bless the most devout among them, making certain their harvests were bountiful, and to this day many who till the fields abstain from meat—as should we all.

Praesus, Town of Respite

Competitive, Historical, Nature, Political

Taming Samovi's dense northern forests proved to be beyond reach until the druid-mage Rollath opened his grove to travelers beset upon, saving lives from the harsh wilderness by offering a safe place to rest before continuing one's trek. When the elf shuffled off his mortal coil it became a village known to welcome those with a respect for nature—before long it was the premier place for the Wild Continent's beastmasters to learn their trade. The tradition of embracing animals and plants has persisted, morphing with the times until today where the current aims of the city are academic pursuits into biology and expert animal training, focuses that have become the main source of gold flowing into and out of the settlement. Praesus is also known for its competitive races of all kinds, particularly the Triarch Marathon (a footrace that begins in Etium and ends here) and the Jetharka Rally, a grand contest that spans the entire continent.

Praesians are gentle and kind but above all competitive—whether it is a matter of a wager, grades, sport, or anything else. Citizens from the Town of Respite make up contests almost constantly but always with the spirit of good sportsmanship, urging each other to do better and reach higher at every turn with earnest encouragement. Traditionally the people of Praesus were raised to master a trade or skill, but with modern technology bringing an end to its isolation more folk have become lackadaisical in their life's pursuits, traveling until they can journey no more and then returning home to out-do one another in the pursuits of the retired community.

Sanctus Novia, Saint of Sunrises Light, Protection
Integrum Opinionem (Fethyrwal 3:12) With the undead hordes of Wao'zaokan crawling over the settlement's outer wall, many in Praesus had lost hope of surviving until morning—but not Novia. In a blinding flash of light from the heavens she disappeared, transformed by her faith into a celestial force that caused the sun to rise on Askis hours ahead of dawn.

The vampiric warmaster and his forces were caught completely unprepared, scoured from existence as the sun shone down on Praesus.

Sanctus Aloysius, Patron of Cunning
Death, Trickery

Memoria Vivorum (Ventrelli 2:16) With a steely gaze she drank deep from her flagon, urging Tark One-Eye and the Voidcrest pirates around her to do the same. The dwarf's cunning ruse took and as the last of the brigands drained their flask, the first of them succumbed to the potent poison inside of it. Aloysius was the last to suffer from the toxin, grinning with the knowledge that the scourge of the northern seas was undone.

Saint Sulla, He of the Bare Foot Forge, Protection
Memoria Vivorum (Underknoll 11:5) Despairing with every suffering passerby he saw, Sulla gave away the contents of his whole cobble shop. From that day forth he walked barefoot across Samovi, putting shoes onto the feet of every barefoot traveler he came across but never his own.

Refovio, High Town

Elevated, Isolated, Technological

No town in the world sits higher than Refovio, positioned on the outer peaks of the Recaltio Mountain Range and glittering in the dawn like a promising vein of ore jutting out of the rock face. Thermal vents from deep in the stone keep its homes warm and add some steam-powered machinery to the hundreds of inaequa-devices that make the settlement function, inexorably dragging the countless chains running cable cars from plateau to plateau. The oddity of High Town's location and layout make it remarkable enough but there are few more popular figures than the Caelum Gladio. Clad in jetpacks and wielding magic blades forged from the teeth of dragons, these courageous warriors have defended Refovio since before the emergence of the first divine machines (the secrets of their ancient technology now thought to be lost to time). This should not overshadow High Town's significant respect for knowledge and among academia it is just as famous for the writers it has produced, many of them taught in the ancient bastion of knowledge now called the Library of Adriotemachus.

There's one thing true about all Refovi: they keep their heads on straight during a crisis. Maintenance crews are constantly at work keeping the machines of High Town functioning and anyone raised there has experienced more than one nearly-disastrous cable car ride, dangling hundreds of feet



in the air. Citizens from the remote territory are also used to passing the time, either carrying unread books or the accoutrements of another quiet hobby in their pack. They tend to keep to themselves so there aren't many negative generalizations about Refovi other than their lack of wonder—being raised amongst the clouds with the song of the Whistling Caves lilting in the air gives them lofty expectations.

Saint Misargyrides, Keeper of Books
Celestial Bureaucracy, Knowledge
Gaduis Examino (Ventrelli 15:5) Helping the Celestial Hero Darrius seek out some scrap of knowledge to aid in felling the Bandit King Mincallius proved difficult but not fruitless. None was to be found, but in his search the dragonborn discovered secret runes hidden in the shelves of the Library of Adriotemachus! The scholar resisted sleep for every day of a week filled with zealous pursuit through the stores of scrolls and catalogues of tomes, erasing each blasphemous mark from the holy halls of divine knowledge.

Saint Cappadox, The Holy Mason Forge, Nature
Memoria Vivorum (Underknoll 7:16) The first building in Refovio was wrought by The Holy Mason, slowly bit by bit over the course of many years. Every day Cappadox carved and carried a block up the mountain, the path worn by his tread becoming the initial road up to his temple and the settlement it begat.

Saint Peniculus, The Whistling Saint
Celestial Bureaucracy, Forge
Sacras Litras (Fethyrwal 12:4) While his love of discordant melodies caused many to think him mad, The Ministry sought to reform him when Peniculus was discovered burrowing seemingly pointless passages in the Recaltio Mount Range. Only a year after his treatment began his work truly took hold, the tunnels producing a divine song all their own as winds passed through the Whistling Caves. Lellwyn Fethyrwal heard the tune and declared it one of the Nine Wonders of Devotion, seeing to Peniculus' release and ensuring his curious works could continue.

Regredior, East Port City

Crossroads, Enchanted, Historical, Tradehub, Urban
Merchants settled and fortified Regredior before The Golden Redeemers began their crusade in Samovi, guided to prosperity in the

age of piracy by clever aristocrats that tightly controlled its economy. It is far and away the Wild Continent's most self-sufficient settlement, the ruling council of the past utilizing the wide manufacturing base to fix prices for goods when the need arose. The citizens of East Port City squandered in poverty for centuries until a revolt led by Darrius Ventrelli overthrew their class system and now its factories are devoted more to the production of appliances than anything else. The oligarchical wealth of Regredio's past was put to use in a way that benefits all however, and ancient enchantments keep the city's streets utterly pristine without the need for sweepers or shovelers.

Regredi aren't known for excessive talking—they like to get to the heart of a matter. This philosophy is inherent throughout the culture of East Porty City's territory and only when using good manners will one of its citizens patiently suffer dawdling. Folks from Regredior are used to the settlement's exceptional hygiene and don't like to get dirty themselves unless they have to, keeping an attitude that puts pristine style on a pedestal thanks the fashion trends of their hometown (known for being as immaculate as its sidewalks).

Saint Argyrippus, The Breathless Saint
Grave, Protection
Lex Altiores (Ventrelli 4:12) After the philosopher scientist released a maddening gas to spread all over Regredior, the brave Argyrippus ignored the warnings of the Golden Redeemers and ventured out into the mind-altering mist. He heaved and spat before drew in a breath so deep that the the city-wide fog withdrew from the streets and into his lungs! The dwarf died for his efforts and his bereaving ghost sometimes haunts the night in Regredior to recant his death, but the citizens of the city shall ne'er forget his noble sacrifice and without fail they have honored him thrice a year since.

Sanctus Quirinia, Lady of the Bow
Celestial Bureaucracy, War
Lex Altiores (Underknoll 5:4) As the walls of Regredior began to fall she leapt back from the battlements, letting loose an arrow before falling to her death. The missile was so righteous it flew beyond sight of the crumbling ramparts and directly into the demon Vura-Sxra's eye, blinding it to the approach of Tapper Underknoll's forces and saving the city from destruction.

Severus, Village of the North

Historical, Landmark, Naval, Tradehub

Founded in the days of primordial Askis, Severus has persisted in the coldest place on the lowlands of the Wild Continent by virtue of its perseverant people. Today its homes are heated and their industry aided by technology (though not too much as weighty engines are best used only in frigid waters), but the spirit of the Village of the North is just as strong as it has always been. Centuries of navigating some of the roughest waves in the world have ingrained the practice of sailing in the settlement and now its wealth comes in equal parts largely from naval schools, the bounty of the sea, and the brave shipmasters working the far northern shipping lanes.

There's an unfair yet widely-held perception that Severi are callous but this is simply their self-dependence and hardiness being misunderstood—they've been raised to expect everyone around them to be the same, with similarly sarcastic but well-meaning attitudes. They're still quite helpful when asked and a citizen from the Village of the North won't think twice about providing aid if prompted, they're just recalcitrant about making the same request when they could use some assistance.

Sanctus Dossenia, Saint of Purity Life, Light

Dedit Partem (Fethyrwal 14:5) The gnomish girl possessed a soul so pure her merest touch restored rotting food and cleaned tainted water. Realizing her gift was a blessing, she spent her life upending plagues and diseases across Samovi before dying at the hands of an assassin's blade.

Sanctus Modia, Master of Forests City, Nature

Divina Doctrina (Underknoll 6:18) What she did next surprised even the Divine Hunter, for he had known Modia since she was but a child and the half-orc had never shown any talent for nature magic. Still, she raised her hands and slowly, carefully, wove them together—as she did so the branches of the Artius Forest intertwined to make sturdy byways and platforms. With a new, safe abode secured, the well-meaning goblins and Severus formed a compromise of peace forevermore.

Sanctus Socellia, Saint of Wisdom Knowledge, Life

Sacras Litras (Ventrelli 8:4) After defeat at the hands of the Golden Redeemers she renounced her evil ways, taking a role of counsel rather than violence. As an advisor to the many lords of the land, her advice to make peace rather than war saved countless lives through resolutions and compromises instead of battle.



Resounding across the rooftops and down into the alleyways of Pertinax, the tolling of shrine bells awakens Lotiana from her slumber in the little alcove behind Sarcaggio's butchery. The old half-orc was always kind to her, never revealed her presence to the guard, and shared his meals freely (though even he never ate the finer cuts of meat sold in his shop). While wandering the streets these past months the young half-elf had heard many travelers say that the home of The Inquisition is actually a city split in two—one for the blessed, one for the cursed. Lotiana knew since the catastrophe that she was to be counted among the latter, left to be taken in by the government or survive with the bad hand she was dealt after her family passed away in the accident.

So many accidents.

The people of Pertinax are righteous folk and have not allowed the despicable violence of the resurging criminal element of Askis to cow them. Before the great serpents' fall they used this city as their final stronghold and the descendants of those hard-bitten citizens are stubborn, independent, and self-reliant—like Lotiana. She likes to think of herself as a sort of defender of her home, performing small bits of heroism here and there whenever the opportunity arises.

Stretching out her cramped limbs to wake up, the girl's belly rumbles mightily and she reflects that breakfast needs to be a priority. Lotiana grabs her small pouch of belongings and slips out of the alleyway and onto the sidewalk of a busier street, swept up into the bustle of mid-morning already underway. Inaequa-chariots and cabled vectio cars sweep through the roads of Pertinax and Lotiana nimbly skips across the way as a crossing guard signals for vehicles at the crosswalk to stop. The friendly man says something to her about getting on to school and she simply nods, looking away and shuffling all the more quickly towards the marketplace.

After a few more minutes of darting through alleyways between buildings and across smaller streets, the half-elfen lass reaches the small, off-beat Haristra Market, her home away from home. Immediately she spots several people known to her—other vagrants living on the fringes of Pertinax, shopkeeps glaring at her from behind their stands of goods and delicious smelling foods, and the well-to-do curious why a girl as young as her isn't in school. Although Magdo's sweet pastries vie for her attention, Lotiana focuses on an even greater purpose and scans the crowd for the mysterious woman she saw last week.

As luck would have it there she was, clad in the same brown ankle-length coat with her face shaded by a crimson-banded broad felt hat—although unlike before, today she carries a cord-bound satchel. The woman briefly speaks to one of the food vendors, exchanges a few coins, takes a skewered bit of meat, and briskly moves toward the northern edge of the market. Lotiana furtively follows after her through a half dozen alleyways before the woman passes through the annex behind the shrines to Sanctus Amandri and Saint Jetzio, and the vagrant comes to a stop, allowing the quarry to go as she will. The half-elf ducks into a familiar corner, making herself scarce and minding her own business as people shuffle off to their own tasks, paying her little attention.

Except for the new denizen that appears a few minutes after her. Lotiana doesn't recognize the old human and isn't quite sure what to make of him, carefully watching in her peripheral vision and trying to determine if he's a threat. It was unlikely, of course—most of the vagrants she meets aren't violent and those that are quickly get brought in to The Ministry—but living alone had taught her to be cautious. More than one friendly smile has tried to hide wickedness from her in the past.

The old vagrant approaches her in a lazy walk, saddling up comfortably against the wall near Lotiana's corner. For a brief moment she tenses her muscles to spring as the man reaches under his robes but calms as he produced a half-eaten pirum. He offers it up in one hand but after she silently declines, he takes a bite into the fleshy fruit. "Been a good harvest this year," he says, nodding appreciatively as its juices flow around his fingers. "Inquisition's really turned up lately though and the fruit selection has hurt because of it, hasn't it? That's what the farmers are saying."

Lotiana shakes her head, disagreeing. “Not at all. I heard just yesterday that the recent influx of new inductees for *The Inquisition* are bringing in a lot of coin with them. Even saw a few emptied stands.”

The disheveled fellow looks slightly hurt but continues. “Sure, sure. Plenty of new recruits this time too. Seems to my old eyes that the fresh Inquisitors are all sloppy, poorly trained.” He bites more of the flesh off the pírurum, exposing its core and chewing as he adds, “lot of fools and ne’er-do-wells, I say.”

“No, no,” Lotiana replies, “that’s not remotely true. I’ve never seen an Inquisitor I wouldn’t trust. They are fine defenders and make *Pertinax* a safe place for me to live.” She genuinely smiles, thinking of all the times the organization has helped her make ends meet after the accident. “Anyone that doesn’t have love in their hearts for *The Inquisition*—there’s a fool.”

The old man nods and laughs, turning away to furtively look up and down the alleyways nearby as his voice suddenly changes in timber, gaining a measure of authority and command she recognizes instantly. “I couldn’t agree more, my dear—love for *The Inquisition* should be in all our hearts.” Lotiana gasps as the old vagrant turns, revealing the familiar and much younger face of Inquisitor Octavius. He smiles warmly at her and produces a fresh pírurum from his robes, tossing it into the air for her to catch and quickly eat. The sweet juices delight her half-elven taste buds and she rapidly consumes the ripe fruit, quickly eating down to its core before popping the pit into her mouth to relish every last bit of its pulp. “Tell me my dear,” her trusted friend asks, “have you any news about the woman I asked you to keep an eye on?”

Tonguing the pit to the side of her mouth, Lotiana nods and explains everything about the mysterious woman in great detail—what she is wearing, the satchel she carries, who she spoke to and for how long, where she was last seen headed toward and when, and the other sorts of information that Inquisitor Octavius often asked for. As usual his gaze never waver from her eyes as she shares what she’s seen, and though she knows many found his intensity to be frightening it only emboldens her heart to know that the defenders of her home are fierce and true.

“Once more, child, you have done *The Inquisition* a great service.” The Inquisitor reaches into his robes—no longer the dirtied rags of a vagrant but now the pristine and exquisite finery appropriate to his station—and produces a small pouch that jangles with the promise of food, shelter, and comfort. “Very well.” He hands her the small parcel of coins and walks purposefully in the direction the mysterious woman had went, righteousness in his gait.

Lotiana quickly takes to her own tasks, slipping back into the *Haristra Market* and making for Magdo’s stand. She thinks to herself that the *Celestial Heroes* must be smiling on her today because a few of the pastries—particularly the ones she had been eyeing up—are still there. Though surprised that she has the coin, the salty dwarf turns over two of the delightful confections and after storing one in her shirt, the half-elf carefully bites into the other, closing her eyes to savor the sugary treat.

A sudden yell interrupts her sumptuous distraction however and Lotiana snaps open her eyes to see the mysterious woman from earlier in the day crashing onto the ground only a few feet away. Several men and women dressed as civilians expertly tackle her, sending the satchel sailing off into the air and pamphlets of paper spilling onto the dirt. She screams, “the truth of the light cannot be held in shadow for long! The truth shall be revea—” before Inquisitor Octavius appears, chanting an incantation that knocks her unconscious.

Lotiana picks up one of the pieces of paper and inspects it, appreciating the boldness of the letters, but her trusted defender takes it from her hands and pats her on the head reassuringly. “They are misguided,” he says, winking at her. “We both know better—*The Inquisition* is the **real** light of truth.”

ZAKUTHOMBO

The Far Continent

As the last stronghold of evil in Askis, more disbelieving citizens live in the Far Continent than anywhere else. The Inquisition has thus made it their de facto home, rooting out the unfaithful and malignant for either imprisonment or rehabilitation with The Ministry. Their agents are a constant presence in the cities and roam the countryside looking for wanted criminals, rumors of anti-establishment groups, and anyone thought to be suspiciously lacking in devotion to the Celestial Heroes. While trade routes and infrastructure are mostly complete in Zakuthombo, they are not as developed as in Ouranios and amenities are slightly more expensive or harder to come by than even in the (heavily invested and resource rich) continent of Samovi.

Iacio, Capital of Zakuthombo

Capital, Disorganized, Free, Laboring, Mountainside, Tradehub

Of all the major settlements in Askis there are none less prone to order than Iacio though the capital of the Far Continent is far from lawless—the shadow of The Inquisition falls heavily over the city, its agents ever vigilant for the threat of evil resurging. There is some irony in its history as the stronghold of bandits and brigands, villains that retreated here to reserve strength as more of the world fell under the sway of the Celestial Heroes. Loyal soldiers lost their lives by the thousands assailing its walls only to be rebuffed by blades and arrows, then bullets, and finally fire; even after Ouranios and Samovi were conquered the foes in Tucker & Co.'s quest to end malevolence in Zakuthombo stood fast, resisting several of Gruk's Grand Expeditions before dragons came to lair in the mountains behind the metropolis. It wasn't until the 14th Grand Expedition led by all of Askis' demigods that the villains fled, cowed in the face of the overwhelming divinity and numbers arrayed against them. Mystral Farsong encouraged her allies not to forcibly alter the doings of Iacio too much after taking the city however, and alongside Gruk she has overseen its "rule" ever since, maintaining the same freewheeling attitude the metropolis once championed (tempered by the presence of benign authority, of course).

The Operans Mountains provides the backbone of industry in Iacio: ore. Workers descend into its stony interior day in and day out, picking away veins of iron, lead, copper, silver, and even gold to be processed in the Interlino Quarter below before shipping off on steel equos to elsewhere on the Far Continent or a ship bound for the high seas. There are a stunning variety of other trades practiced here as well, whether to support the mining economy that has driven the metropolis or not—while its history as a den of iniquity contained a great deal of evil it was also a locus of cultures from all over the world, a microcosm of Askis in one settlement. Some of the forbidden practices and traditions that died out in Ouranios and Samovi survive only here, shedding their most unseemly aspects in order to be tolerated by The Inquisition. Finally it is a common place for the successfully reformed to dwell, brought by expense of the state to live a fulfilling life of labor in the Free City.

Architects and archaeologists argue at length over the system by which Iacio was laid out but most people assume it was done by a throw of the dice (or something else just as random). Despite the chaos of its construction, the metropolis has numerous signs and public maps to assist travelers getting around though as part of the last of the continents to become civilized, inaequa-chariots and other amenities common elsewhere are not in abundant supply here. One can still purchase them in Iacio's streets if they've coin enough, but the steel equos rails are nearly always occupied by mining shipments—not passengers cars—and most folk that don't have a steed either walk, bicycle, or take a rickshaw when traveling inside its confines. The only true mark of the Celestial Heroes are the irrigation channels dug out from the base of the the Operans Mountains to the wartorn plains around the Free City, used by enterprising farmers to revitalize the badlands and coax them back into fertile fields—until then the capital of Zakuthombo relies heavily on imports from its neighboring city-states to keep the populace fed, gradually improving the travel corridors across the Far Continent as the need increases with every new arrival.

Cantatio Promenade (Center)

Melodies and jaunty tunes float over the streets where Iacio's artists and performers congregate and their collected menagerie of open-air entertainment provides a daily circus of performances. A plethora of theatrical parks and amphitheaters complete the Free City's arts district and have made it the hub of travel in the core of the settlement, criss-crossed by rickshaws commonly used in its

LENOCINOR DISTRICT

PARS CIVIALIS



HARIALOR SQUARE

CANTATIO PROMENADE

VOLGATUS COMMONS

HIPPODROME MIRABILE

INTERLINO QUARTER

REDIMO DISTRICT

VOLGATUS COMMONS

IACIO CAPITAL OF ZAKUTHOMBO

KNIGHTS OF THE CHIME



cobbled, winding, and varied streets. Mystral Farsong dwells in the Hippodrome Mirabile at the center of the gymnasts, musicians, thespians, and other performers, viewing the athletic performances and theatrical plays in stadiums nearby from ornate porches that extend far from the 16th floor near its top like the petals of a blooming flower.

Lenocinor District (North)

There were great profits to be made from (and by) the villains that flocked to Zakuthombo's center of mining (and thus forges for armor and weapons) as incursions into the Far Continent persisted. The war-profiteering that created the ostentatious palaces and manses on the cobbled roads is long gone but their dwellings remain, inhabited now by the heads of merchant guilds, mining consortiums, and the delegates of city-states working in the Pars Civialis.

Harialor Square (Northwest)

Shrines to the divine patrons of Askis were the targets of destruction and sabotage after Iacio was conquered, a problem that Gruk had a simple solution for: lump them together with a wide area around the cluster and then surround it with guards. While the constant presence of warriors has largely become a thing of the past and it's increased far beyond its original parameters, the majority of Iacio's devotional sites continue to locate in Harialor Square.

Interlino Quarter (East)

Abutting the slopes of the Operans Mountains are refineries, processing facilities, and the Rectus Semita—a chain of continuously running vectios that haul workers up the mountain and bring them back with loads of ore. Most of the citizenry in the city are employed here and to accommodate shipping all of the raw materials (as well as waves of laborers arriving or departing their shifts) its avenues are broad, easily traveled upon by five or more steel plaustra or wagons at once.

Redimo District (West)

Numerous assaults that never made it to the city walls turned the fields around Iacio into badlands blasted by spellwork, dragon fire, and lead shot. Importing food enough to support the metropolis is a difficult task and with no agrarian infrastructure nearby Mystral Farsong knew that Iacio had no future, so upon the Free City's conquest she

immediately went about reworking the resources nearby to restore natural growth. Evokers from the Tucker & Co. spellwords and laborers sourced from the mines were requisitioned to carve out new aqueducts channeling the Operans Mountains' runoff into efficient irrigation channels that stretch beyond the horizon. The Celestial Hero's terraforming venture has borne fruit and after hundreds of years the lands around Iacio have begun yielding strong crops once again, though The Ministry has matched their gains with additions to the populace and the Free City still requires no small amount of foodstuffs to feed its citizens.

Volgatus Commons (South and scattered)

The remaining areas of the Free City are a varied lot of townhouses, tenement homes, shops that double as dwellings, and apartment buildings collectively called the Volgatus Commons. Middle class citizens (usually specialty artisans) are interspersed throughout along with the occasional newly built shrine, although the most imposing and notable part of the district is the headquarters of the Knights of the Chime where Gruk's celestial work is kept, protected by the order's trainers and new inductees.

Saint Lydus the Canny Arcana, Grave
Angelorum Nuntius (Farsong 5:11) In the catacombs beneath Iacio the explorer discovered something both dangerous and rare—the ancient spell scrolls of the primordial wizard Vicefroth, unleashing his spirit to haunt the city! After a night of true terror and bloodshed Lydus sacrificed his own soul and used the mage's ancient magic to put the ghost to rest, though he has been entombed with it since.

Saint Isauricus of the Courageous Heart
Protection, War
Dedit Partem (Gruk 14:38) Taking hold of his glaive and crying high a prayer to the Celestial Heroes, Isauricus leapt out onto the back of the seemingly invincible dragon Huradian'thaiich and slew it, falling with it to his own death

Sanctus Volcatia, Patron of the Meek City, Trickery
Gaduis Exanimo (Farsong 12:14) Unbidden of the dangers, the dwarf permanently shrunk herself to the size of a thimble in order to evade and follow the blasphemous mage Neracito back to his hidden lair in the Forests of Patro, returning to Tucker & Co. with its location and saving Iacio from any more of

his terror. Despite the efforts of Askis' finest workers of magic the ghost of the sorcerer remains, returning every fortnight to harry the citizens of Zakuthombo's capital.

Saint Gulielmus, Divine Builder City, Forge
Verbum Deorum (Farsong 4:16) Seeing the Celestial Heroes as heralds of change, Gulielmus turned all of his fortune and expertise as an engineer to honoring the saviors of Askis. Building on the solid foundations of a defeated monarch's destroyed castle, he constructed the most imposing of the Nine Wonders of Devotion: the Silinium Tower, its upper spire stretching to the very heavens.

Pertinax, Inquisitorial Metropolis

Historical, Holy, Landmark, Political, Tradehub, Wealthy

In the wake of the Night of Largetio the demand for The Inquisition swelled and the small city of Pertinax did the same when it became their headquarters, rapidly expanding in size and scope in a matter of months. Tucker Quickfoot dug deep into the coffers of the Celestial Heroes' vaults to reforge the nearly-ruined settlement, arguing that in order to properly see to its duties that his organization required a city of their own. The Inquisitorial Metropolis has transformed under the demigod halfling's guidance—once a shrine to everything wrong in the world, it's now the home of its first defenders against wickedness.

Dragons fled eastward from Iacio when it finally fell and laired together for a last stand in tightly-controlled Pertinax, quickly overpowering its ruling mage council with tooth and claw. Decades passed before Tucker & Co.'s mercenaries retook the city and it became host to horrors beyond counting, the serpents and their lackeys treating citizens as expendable slaves, food, and subjects for experimentation. Foul magics were worked to transform the interior of the rocky slopes behind and beneath Pertinax into dozens of miniature environments—passages leading from swamps to arctic caves to chambers with rivers of lava and more. When the forces of good finally overcame the draconic overlords many of these tunnels were hastily collapsed but those that remain have become the training grounds of The Inquisition where the last tests for agents await the truly resolute.

Pertinax's first rulers chose the site for its position around the pass leading into the mountains

but also because of the unique geography of the conical rock formations nearby. Using magic of all kinds was what united the city's mage council (many of their practices now banned or restricted by The Inquisition and The Ministry) and their spellwork carved magnificent towers that became home to the overpowering dragons resisting the Celestial Heroes. Zakuthombo's nobles compete to own these lofty mansions and pay ever more exorbitant fees the higher up they are—save for the three tallest and largest of the “Dragon Spires”, inhabited solely by The Inquisition. Dragonborn have been welcome in the city since its founding but the serpents that died here left more than a shell-shocked populace, interbreeding to make half-dragon warriors that sired children of their own and now more draconic citizens (many of them poor) dwell here than anywhere else in Askis.

The wyrms did not allow Pertinax to slip from their claws easily however and their climactic final encounter with the Celestial Heroes has turned into one of the world's most retold legends: the Battle of Cruenta. Steaming gore flowed from the city's highest public square to turn the very streets of the city crimson, the blood of dragon and demigod alike coating paved bricks as the bloody massacre grew more dire. Only the clever tactics and patience of Tucker & Co. saved the day, the trio materializing from another dimension to strike down the vile dragon Gardarromaalmo with blade and spell just as she was about to end the rest of the divine champions' lives. Thus Pertinax has become a site of pilgrimage for tens of thousands of the most devout, the plaza considered to be one of the holiest places in Askis.

Reshaping into the Inquisitorial Metropolis wrought changes aplenty but the city's original masters and the draconic terraforming inside of the Operans Mountains allowed Tucker Quickfoot to make the settlement surprisingly self-sufficient. Even so the wide assortment of exotic beasts and goods required by The Inquisition to train their agents have brought a great deal of trade alongside the pilgrims constantly streaming into and out of Pertinax to bear witness at Cruenta Square. Overseeing and amplifying these are the Global Patent Office (GPO) and Askis Invention Archive (AIA) where devices for mass-production are logged, ratified, protected, and in almost all cases have a single copy of the item stored on site.



Pertinax sits inside of a gorge with each level of the city walled 30 feet from those below it and accessible only through heavily-fortified gateways staggered on opposite sides. There was a period of greater equality during the Utopian Dawn yet the rush of The Inquisition's revival has set the city's society askew, the rapid construction bringing prosperity for a time but leaving a vacuum in its wake. As with the Dragon Spires the poorer citizens of Pertinax live at the lowest elevation with the wealthier further above, though trades of all kinds are to be found in each of the seven districts—one can find artisans and small factories at any of the Inquisitorial Metropolis' elevations, but quality rises with both price and location.

City sectors are free to travel between except for the highest bastion where The Inquisition dwells in the trio of Dragon Spires towering above Pertinax. Home to the logisticians and tacticians of the holy order, Praetexitur is the tallest spire and hugs the cliffside behind its lessers—rumors abound of what's inside, tales of evil relics that resist destruction and inaequa contraptions too dangerous for the world at large. Next is Horologium, the largest of the three and dormitory for recognized members of The Inquisition. Its other primary uses are to collect and collate the investigations of the organization's numerous agents. The Peniculamentum is where their training takes place and where they are made to live before attaining the rank of Inquisitor, made to sleep in cold discomfort and squalor as a test of their faith.

Sanctus Amandri, Lady of the Hearth

Cog, Knowledge

Gaduis Exanimo (Farsong 17:2) Amandri was one of many abandoned children in the orphanage but unlike the others, she had true faith. Every morning during the Blizzard of the Maelstrom she filled their home's furnace with the same small sack of coal—scarcely enough for a few hours—yet the fires burned until dawn every day for a month.

Saint Jetzio, The Mad Saint City, Knowledge
Dedit Partem (Farsong 5:12) Forsaking his authority as mayor of the growing village, Jetzio descended into the Crypt of Amtretheon beneath Pertinax. It took him weeks and cost him his mind, but he completed the diabolical puzzles within and closed the fiendish gateways threatening the land.

Saint Labrax, The Hearty Saint

Celestial Bureaucracy, City

Divina Cartis (Grukk 11:4) With no other means to escape the rebel wizard Gandros turned himself into water, fleeing through the pipes of the university and down toward the city. The sullied half-orc was keen to the ploy however, dashing mightily to outpace the mage before he could reach the network of passages beneath Pertinax. Opening wide his jaw the protective brute swallowed the apostate along with all the waste nearby, killing them both but ending the evil of Gandros' blasphemy. It is said that when storms fall upon Pertinax one can hear the two battling in the dirtied passageways, The Hearty Saint forever keeping the wizard's spirit at bay.

Sanctus Cispia, Patron of Secrets

Grave, Knowledge

Verbum Deorum (Grukk 4:13) With no parchment or ink to write with she carved into her own skin the secrets of the lich Ulnayr, forever damning her soul but giving Grukk the knowledge of how to destroy the foul undead mage when he came upon her still corpse during his hunt for the undead.

Aquila, Snow Town

Arctic, Landmark, Lawful, Nature

Once home only to hardy sea captains hunting the large beasts in the icy northern waters of Askis, the settlement of Aquila is as humble as it has always been even after turning into the initial testing grounds for The Inquisition. Cold seasons and bitter winters transformed into ever present snow with climate alterations resulting from The Escarion Maelstrom—the perfect place to ensure that only serious contenders with the fires of holy righteousness in their hearts reach proper training in Pertinax to the south. In the crusades of Tucker & Co. the settlement became the staging grounds for retaking the northeastern regions of Zakuthombo and essential to the war effort, already a place once trod upon by soldiers' boots and well-prepared to use for conditioning warriors once again.

A strong tradition of fishing and maritime hunting coincides with new professions to service the countless hopeful recruits that arrive in Aquila—though isolated as it is and meant to toughen applicants, its citizens are fewer in number than any other of the Far Continent's settlements. Some thought

the heavy snows would be the end of Snow Town but Aquil are resolute with a tenacity that has kept them rooted even after Zakuthombo's more hospitable lands were rid of evil. Citizens of the territory welcomed The Inquisition's offer with open arms and their culture has since stopped being recalcitrant (though they are just as ardent), ready for coin to come from elsewhere than the icy waters to the north and meager farms further inland.

Sanctus Phanostrata, Patron of Freedom

Celestial Bureaucracy, Trickery

Verbum Deorum (Grukk 6:5) Never one to listen to a strongly worded command, Phanostrata led numerous other slaves in escaping the clutches of the tyrannical monster Elroathia Eleven-Eye to find refuge behind Tucker & Co.'s mercenary forces. On her 17th journey to liberate more of her kin she was captured, fensed of her flesh but never forgotten by the devout for her holy work.

Saint Dexippus, Master of the Tide

Nature, Protection

Divina Cartis (Farsong 10:16) Merely an apprentice, the fleeing citizenry thought Dexippus mad for preparing a spell as the fires raged around Aquila. Untroubled by their fears she coughed and hacked her way as smoke choked the city's streets, falling unconscious as the voracious Flames of Aitrigdior were finally quenched by the rising tide she summoned to douse the mythical fires conjured by the mage apostate Magnio Quillarri. He, his rioters, and the unhinged wizard all drowned in the flood but Aquila was saved from certain destruction—when the moon is high their spirits roam still, seeking to incite riotous fires once more.

Conlatus, City of Victory

Artistic, Crossroads, Historical, Landmark, Tradehub

No other place in Askis has been won or lost as many times as Conlatus, a truth proven both by the catacombs beneath the settlement holding the scant remnants of rulers beyond count and plain as day in the rich architectural traditions of each culture that's controlled it at one time or another. The Celestial Heroes brought an end to the City of Victory's cycle of violence and its residents have embraced its

tumultuous past—artisans aspire to learn their trade here and dream of attaining skill enough to become one of Conlatus' famed masons or sculptors. There are

no tributes to the ruthless and savage masters of course, its streets instead lined with masterpieces of the demigods constantly improved upon with more in-depth details and corrections as the years pass. For those with little interest in the arts the city has little to offer, a waystation for steel equos with enough infrastructure to support the scores of locomotives that arrive and depart there day and night.

Conlati are laid back, easy going, and confident in their knowledge that the best results come in due time. Getting a resident of the city-state to rush is a difficult obstacle unless they've committed to a cause, in which case they are as implacable as stone. There is also a fair bit of superstition among Conlatus' population—bloodmages, necromancers, and worse were once its rulers. Undead armies and hordes of fiends haven't been seen in the City of Victory for centuries but the memories of those terrifying times are livid in the cultural landscape, preserved by frescoes and mosaics in the few passages underneath it that haven't yet collapsed to the march of time.

Saint Gallicles, Master of Death

Death, Grave

Gaduis Exanimo (Grukk 12:19) Many a warrior has traveled beyond the pale and been brought back to life but none have gripped the mortal coil more arduously than Gallicles. Every time he returned to the battle lines of the crusades to conquer northern Zakuthombo, his presence surged holy forces to victory. His thirteenth death was too extreme for resurrection but still, Gallicles would not leave us—he came back next as a stallion, then as a bull, and even more until finally time claimed him.

Sanctus Faleria, Saint of Spirits

Arcana, Celestial Bureaucracy

Lex Altiores (Grukk 4:17) When discovered by The Inquisition, the apostate Vassnio attempted to escape across the dimensions and would have succeeded were it not for Faleria's interference, her spells disrupting his magic as he fled Askis. The talented mage spent the rest of her days containing the blasphemer's sundered spirit, saving Conlatus from his heretical vengeance before time claimed her as well.

Eludere, Hill Town

Historical, Landmark, Nature, Wealthy

The origins of where some of the demigods were born are shrouded in obscurity but not Tucker Quickfoot—the village of small folk that raised him has loudly proclaimed it since the first stories of Tucker & Co.

circulated across the Far Continent. Built on and throughout rolling knolls the aptly named Hill Town has grown outward, upward, and downward since its favorite son's ascension. Businesses and dwellings dug down into the embankments of the town's valleys are sized for the halfings that founded Eludere (and connected by dirt tunnels just as small), but these have been overwhelmed by buildings that jut out of the green slopes like oversized fence posts. All of them are perpetually heated by proximity to the Sopitam Volcano to the south—one of the reasons its founders settled here—and a longtime trade alliance with Obcidens to the north has flourished to provide construction of the finest quality, befitting given what Eludere has contributed to Askis in the blessed tactician.

Much of Eludere culture comes from their historical ties to Obcidens—for all the jewels mined from the Camara Mountains, in a land of brigands and pirate-filled seas there came a dire need for clandestinely transporting gemstones to the wealthiest markets. This was the backbone of the economy of Hill Town's past and proved to be fruitful enough for a mere village, and since its expansion the small folks' penchant for acts surreptitious has evolved to more closely emulate its favorite son's most lauded talent by espousing a mastery of tactics. Students in the town's schools play at miniature games of war every day and even well after their state education ends, their home's past as a den of rogues turned on its head to provide the best security advisors and commanders in all of Askis rather than its greatest smugglers.

Sanctus Sejanus, The Deaf Saint

Celestial Bureaucracy, Life

Libris Bonitatem (Grukk 13:7) Though deaf at birth Sejanus was guided by a divine song that drew her to Grukk—seeing the demigod's mortal wounds, she helped him to the safety of her home and offered what little healing she could provide. For days she secreted the holy warrior from the forces of Commander Kinstahg, but before a week had passed his fell soldiers found her out and executed her as Grukk awoke.

Enraged that so kindly a halfling had died for her kindness, he waged terrible war directly to the private chambers of Kinstahg to honor her but we are never to forget her sacrifice.

Saint Tyndarus, Patron of Crusaders

Protection, War

Integrum Opinionem (Farsong 2:11) Knowing that

the fiend would never leave Eludere be, the brave halfling Tyndarus embraced his family one last time before facing off against the monstrous Izbek. Bolstered by faith he harried the demon with the swords of the town's defenders, each throw striking true until at last he closed on the wicked creature. Izbek grasped Tyndarus and their embrace suffused each into nothingness, floating off on the wind never to be seen again.

Sanctus Macrinia, Saint of Bards

Nature, Protection


Divina Cartis (Farsong 5:12) With the ground quaking beneath her Macrinia stumbled up the slopes of the Sopitam Volcano and descended into its caldera just as eruption was nigh. Breathing deeply from the sheepskin bag of air she brought with her before collapsing onto the scorching stone, the dragonborn unleashed a melodious song of such potent divine force that it stopped the magma from exploding up from below, saving Eludere from certain doom.

Entiam, Last Stop Village

Isolated, Leering, Weathered

It is easy to bypass Entiam as another series of dunes at the edge of the Escarion Maelstrom yet it is so much more, turning into a riot of color and life on days the desert winds die down. The people of Entiam are full of life and song with tales and stories for every occasion. Just as the settlement is easy unassuming by appearance so too are these parables, but every told yarn has a purpose for the sand seas outside their home are inhospitable, deadly to the unprepared—and there is a story for every situation.

To those from elsewhere the advice-heavy Entians seem pushy and pessimistic. This is perhaps not wrong, but certainly not right—a long life in the hard lands in which they live has taught them to do whatever they can to save the lives of explorers and adventurers who visit their home as a stopping point to the unforgiving wastelands beyond. For those who heed the local advice there are great treasures to be found, but the most significant of all may be buried only a few miles from Entiam's step: the corpses of hundreds who refused to properly acknowledge its long-storied history.



Imperiosi Relator, The Preacher Knowledge, Grave Angelorum Nuntius (Farsong 8:15) Imperiosi knew what must be done. He watched over the people of Entiam and spoke to the spirits of each one after their passing. He learned how their deaths might be avoided, and he learned of what they treasured most in life, and from their tales he wrote ten thousand songs, stories, and poems, each one protecting the listener from the dangers of the great storm of the desert. Only after the final song was penned did he rest, and then finally prepared, ventured out into the sands.

Tempestas Pulvis, the Desert Watcher
Nature, Tempest

Memoria Vivorum (Farsong 9:23) Once again, Tempestas returned from the desert. In her arms she carried the wounded like they were babes, and laid them upon the altar. They grew in strength over the coming days, and again and again they said “we were wrong”. Tempestas smiled calmly for so long as there were wanderers who would brave the blistering deserts outside of the city, she would be there to rescue them when the warnings were not heeded.

Sanctus Didia, The Gun Saint Trickery, War
Libris Bonitatem (Grukk 9:12) Brave beyond doubt, the halfling stalked the camps of Warlord Grusakk for weeks, her gunpowder miraculously restoring itself until the pistols left her hands when she was captured, brutally killed, and kept as a grisly display of the ogre’s savagery. Only after his disrupted forces were routed by Grukk’s mercenary allies was she shown due respect and honor, though we are to remember her courageous sacrifices forevermore.

Sanctus Cincia, Lady of the Forge Forge, Protection
Divina Cartis (Grukk 4:15) Keen to impress one of our world’s most holy protectors, Cincia spent months painstakingly crafting a helmet so geometrically perfect and precisely forged that even Grukk could not harm it. Her talent for smithing proved true, the helm still worn by the Celestial Hero long after her passing.

Maerus, Barter City

Historical, Political, Resplendent, Tradehub, Wealthy
Maerus has played a major part in commerce on Zakuthombo for centuries and continues to do so today, still led by the descendants of its outcast founders. The ancient democracy of Prensatio exiled the dwarves that settled in what’s become Barter City millennia ago, but while their crimes have been forgotten their punishment has not—unlike the stout folk elsewhere in Askis they were not just exiled but stricken into the sand seas, naked and left to die from exposure. Desperate, exhausted, and dying in the desert they came across a djinn and struck a bargain that lasted until the Celestial Heroes finished their great works. Not only did the outcast clans survive their ordeal, they thrived; the lands around their new home flourished, malicious armies of the Far Continent suffered terrible curses when attacking them, merchants flocked to the settlement, and even the demigods’ crusades failed to breach its walls.

Eventually Tucker & Co. decided the best thing to do was to purchase peace and compliance from Maerus. The price they paid was vast as the dwarven rulers of Barter City—famous for their greed—began a bidding war with the dragons still fighting in Pertinax, achieving a sum so great that all of their descendants are still among the world’s

richest people. A history of wealth has resulted in eateries, universities, law firms, and other services of the highest quality, giving Maerusi little reason to travel beyond its walls. This is only true of those able to afford it of course and the working class are of a different mindset, knowing that achieving a higher station in life is almost certainly more probably anywhere else other than their home. While they are fair and share their prosperity, the elite of Maerus have also used their fortunes to shroud the systems of power in bureaucracy that is almost impossible for anyone but the affluent to cut through.

Sanctus Papiria, Saint of the Flame

Celestial Bureaucracy, Forge

Gaduis Examino (Grukk 16:6) Never did the lowly curator of the Styphnia Museum suspect to be of any true importance, but it was here that the heretic mage Juliaros chose to hide. While walking the hallowed halls she noticed a figure in the paintings of Draenarius, a man out of place. Gasping in shock as it suddenly moved to the canvases of Xylicus, she leapt to the next chamber and seized Sparaxio's famed portrayal of the Hydralis Steppes—setting it to the flame of a torch nearby, burning the apostate Juliaros and sending him to a fiery judgment in the afterlife.

Saint Grumio, Patron of Warsingers Forge, Life

Divina Cartis (Farsong 3:12) Every day underneath Roualiarra's rule withered his bones and will, but never his faith, and Grumio let his mind wander as he toiled to compose songs of courage and loyalty. When shared with his fellow slaves the inspired melodies banded them together and bestowed the bravery required to overthrow the warlock's bloodletters in the Rebellion of Song, and so we sing Grumio's praises to this day.

Sanctus Quintia, Saint of Artistry

Celestial Bureaucracy, Forge

Memoria Vivorum (Farsong 4:22) In her mind's eye Quintia finally saw it, a work of art worthy to become one of the Nine Wonders of Devotion—sculptures animated by water, truly depicting the Celestial Heroes' most awe-inspiring feats. After a decade of toil the Moving Mosaic of Intuor was complete, its creator's aspirations confirmed by the tears of joy shed by Mystral Farsong when she first witnessed it.

Navicla, Hook City

Crossroads, Friendly, New, Tradehub, Urban

Mariners of ages past knew to avoid the hook of southeastern Zakuthombo, its warm waters home to the boats of pirates and scallywags. Brigands took root on the shores of the ingress' southern tip, striking an ages old agreement with orc warbands that merchants feared too much to trade with and creating a marketplace where the nomads of the Far Continent could routinely acquire civilized (usually smuggled) goods. Navicla is a place of resurgence, its proximity to Ouranios and the cutthroats on every corner making it the target of frequent failed assaults—enemy armies were seen from afar, the pirates fleeing on water and orks scampering into the wilderness only to wait for reinforcements then returning in such great force that no sane commanders stayed their ground. The last of these cyclical invasions were done by Tucker & Co. in numbers that the dwindling buccaneers and tribal warriors could never hope to match, and the spiteful Captain Cynthius Crimson Eye (still at large despite the elf's advanced age) put the whole settlement to the torch.

Everything has been rebuilt with an eye for the future, city blocks of apartments, markets, artisans, and the like with steel equos tracks taking freight from the Contiguous Continent east and north at a steady pace thanks to recently improved infrastructure. Native citizens of Hook City are few these days and the survivors of the original settlement are wont to admit they once lived there. Naviclans are all making a fresh start—hopeful, eager to succeed, looking for new friends, and committed to the *Philosophy of Enlightened Civility*. Usually they only leave Navicla on business but not everyone fits in and when their dreams are dashed, the urge for a better life sends them elsewhere.

Saint Ergalisus, Saint of Quickness Life, Tempest

Divina Doctrina (Grukk 16:8) Even with his arm hanging broken at his side, the half-elf's fleet feet remained true and he outran the boar-riding messengers of the powerful orc warlord Klashtrak. Informed of the impending assault hours in advance, the defenders of Navicla easily pushed back the monstrous assault and helped smite the forces still laying siege when reinforcements from Prensatio arrived.

Saint Harpax, Patron of Belief

Celestial Bureaucracy, City

Memoria Vivorum (Farsong 3:13) As fearless as he was zealous, Harpax traveled the heathen territories of Zakuthombo far ahead of Tucker & Co.'s armies, spreading the gospel of civilization until brutally killed for his preachings.

Saint Optatus, Patron of Archers

City, War

Integrum Opinonem (Grukk 3:5) Fastening his bow across his back, the halfling climbed the tallest steeple in Obcidens to see out beyond the fog surrounding the undead armies of the necromancer Zalskoria. Drawing his own blood to dye the scraps of cloth tied to each arrow with a bright crimson, Optatus' missiles signaled Grukk's troops to where defenses were beginning to falter and saved the city from the dark mage's most brutal assault.

Saint Giddenes, Patron of Jewelers

Celestial Bureaucracy, Forge

Gaduis Examino (Ventrelli 3:19) Countless nobles had committed crimes of the most bizarre nature and the defenders of Obcidens knew not why—until the gnome jeweler Giddenes discovered the Changing Ring of Stevwendro. Cursing it upon his death, all who wore the fallen sorcerer's trinket lost their minds. The accursed thing resists nary every attempt at destruction but lay at rest in the Patron of Jeweler's tomb, one of the city's most holiest of sites.

Obcidens, Glitter City

Isolated, Mountainside, Resplendent, Towering, Wealthy
The Far Continent has gems aplenty buried in its mountains and the richest of its mines have long been in the northeast, the dense clusters of jewels making for deadly mines prone to collapse. Zakuthombo's gnomes seeking peaceful lives fled here long ago to take their chances in the tunnels, eventually turning their cunning minds to ways that made it safe enough to make the risk acceptable and mastering all the arts of gemwork. Thanks to the halflings of Eludere the rulers of Obcidens had coin aplenty to defend the cliffside settlement with elite mercenary companies and expert spellswords. Glitter City's longtime alliance with Hill Town ensured they would never take sides against its favorite son and they received Tucker & Co. with epic fanfare—and an agreement of abdication with the singular provision that their home's boundaries only grow as per the meticulous schedule of its demitting rulers. What was once a quaint but upscale village has bloomed into clusters of towers looming over the southeastern slopes of Camara Mountains, bereft of large factories and instead accented by numerous smokestacks drifting up from countless artisan shops. The mines that made Obcidens rich are still a source of great pride but fewer laborers descend into them each year, clad in power armor for protection yet slowed by red tape as The Ministry oversees all operations.


As a result of the complex (largely vertical) layout of their home Obcidians have organized minds and a knack for remembering things. Appreciation for precision has spread from its founders' professions of choice to become integral to Glitter City's culture, prompting them to rebuff mass-production and place master artisans of all kinds in Obcidens' towers. Citizens too poor to afford custom wares still acquire them of course, the trade of used goods so common that anything not hand-crafted (new or worn by experience) is considered to be inferior.

Prensatio, Metropolis of Trade

Defensible, Friendly, Historical, Technological, Tradehub, Wealthy

Dwarves native to Zakuthombo's southern mountains approached democracy due to its practicality, ruling the territory around and between their homes through political compromise that naturally arose ages ago. This trickled down to the power structures of each stout folk kingdom and when it became clear that Prensatio's gold mines were far and away the most profitable, to consolidate they gathered together during the Celestial Heroes' crusades and fortified the city on behalf of Tucker & Co. when Navicla proved too tenacious to conquer. The settlement has expanded since the demigods secured the bottom of the Far Continent and little has changed since accepting a greater authority ruling from afar aside from the integration of new technologies, something the largely dwarven population has completely embraced. Sentry towers arrayed around the smaller clusters of outposts and villages on the southwestern shore regulate scheduled shipments to the steel equos rails running northward, training engineers and machinists that spread infrastructure elsewhere on Zakuthombo while improving the city's own.

The culture of this city-state is emblematic of its founders, raising loyal, stalwart, and sometimes



Saint Sulpicio, The Iron-Handed Protection, War
Mmoria Vivorum (Farsong 5:29) Wounded by
pitchfork and scalding claw, Sulpicio let loose with a
roar of defiance fueled by his faith and let fly with his
iron shot, the lead striking true and cutting short the
mortal coil of Xalzaia Cardime. Dozens more of her
soldiers fell to his righteous fury and the necromancer's
forces broke like water on stone—though the wounds
he suffered were of fell magic and Sulpicio did not live
to see the next sunrise, he rests eternal knowing that
Prensatio is safe from her tyranny.

Suppetia, West Port City

*Bureaucratic, Crossroads, Productive, Technological,
Tradehub*

Manufacturing has spread across Zakuthombo predominantly through Suppetia, borne on the back of the materials trade flowing from Iacio and the brilliant minds at work in the University of Sanctus Menaechmus (formerly Sancti Afflatu College). Industrialists persuaded and incentivised by Tucker & Co. to build here turned it into a settlement ruled by the interests of the market, the means of production dictating life in West Port City. Factory owners and executives determine the prices of virtually everything in the city from their lofty offices, and although this could certainly lead to unfair commerce they are benevolent and compensate the working citizenry well.

Suppetians are not alone in their presumption that their home is the most civilized of Zakuthombo's city-states and they take great pride from that, always at least familiarizing themselves with one or another type of machinery even if only as a hobby. The recent arrival of rich folk resulted in a society quite fixated on culture and the people of West Port City take manners very seriously with laws regarding how one presents themselves in public, excessive noise levels, and liquor outside of licensed establishments. The citizens of Suppetia are also used to regulations and bureaucracy, every service and business carefully kept in line with local ordinances that exceed The Ministry's already considerable list of statutes—this can make adventurers from here exacting to the point of annoyance, but their companions are often happy to find rations that aren't expired, full quivers of arrows, and emergency medical supplies on hand thanks to a bit of planned foresight.

stubborn citizens with a widespread respect for machinery. Like the stout folk their home is known for Prensati have a penchant for drink that can easily spill into trouble but only after they've earned their keep—respite after a day's hard work is far better than endless leisure for the people of Prensatio. The most celebrated attributes of society here are the high level of equality among the populace, elevated quality of life for all classes, and numerous means for the hard-working to advance their station; as long as someone can pull their own weight, the Metropolis of Trade welcomes them.

Saint Lampadio, The Striking Saint

Celestial Bureaucracy, Protection

Gaduis Examino (Grukk 18:12) Cast out by her peers and sought after by The Inquisition, the apostate philosopher Verecundia prepared an inaequa chariot with powerful magical explosives and possessed the carriage itself, laying in quiet wait for the procession of the Divine Warrior to come near. Just as the deadly craft surged towards the parade Lampadio leapt down into it, his power sword surging with light and sundering the carriage in two! Fire and arcana billowed out into the alleyway to pulverize his corpse, but the divine half-orc grasped what remained and declared his sainthood without delay.

Sanctus Sempronia, Holy Diver

Nature, Protection
Lex Altiores (Grukk 12:14) Stripping off her armor and biting down on a dagger, Sempronia descended to the bottom of the great well that provided all Prensatio with life-giving water. In the epic struggle that followed the halfling drowned but not before the foul demonic spawn's dying cry erupted from below, eclipsed by a bright shaft of holy light soaring to the heavens.

Saint Therapontigonus, Master of Tongues

Protection Trickery

Divina Doctrina (Grukk 8:12) It was true that Dean Mantocles Ustinar was without peer in debates of all kinds, but Therapontigonus was aghast after their discussion of theology. The soul of the priest yearned for truth and he studied the dean carefully, discovering that what gave him victory was an item of heresy! Knowing that so persuasive and powerful a man could evade authorities—doing untold damage all the while—it was Therapontigonus' clever wordplay that won the day in a forum held for the entirety of the college to witness. Ustinar fled but the priest took his place, guiding Suppetia back from the edge of blasphemy the university's minder had brought so very near.

Sanctus Menaechmus, Master of Machines

Cog, Forge

Angelorum Nuntius (Farsong 12:3) Disassembling and reconstructing devices since her youth, Menaechmus rapidly advanced through her studies and began to build her own machines, each more impressive than the last. Her numerous designs are still used today though her finest masterpiece is considered by some to be an act of inspiration that is truly divine: the miniaturization of inaequa engines.

Truso, Town of Elves

Crossroads, Enchanted, Nature, Neutral

The ancestral home of the elves stands alone in the history of the Far Continent, famous for remaining neutral in all conflicts and independent in the face of overwhelming odds. Power has never been the aim of Truso or its rulers however (whether today or millennia past) and to protect their home, potent mages enacted enchantments in the Twilight of Suffering that concealed the settlement from invasion for ages. Ultimately the Celestial Heroes persuaded the Town of Elves to join them after most of Zakuthombo was conquered, bringing the forested city-state into the fold of the *Philosophy of Enlightened Civility*.

Elves make up the majority of the population of Truso but all of its citizens are respectful of nature—farmers, druids, rangers, and the like find the forested dirt lanes far more comfortable than the concrete streets in Askis' other settlements. Trusians hold tradition and esteem in high regard, yet their cultural

preference for nature has caused technology to trickle into their homes slower than elsewhere. Only after the Night of Largitio have machines become more prevalent, infrastructure spread outward, and modern dwellings multiplied; a century ago only a few brick buildings poked out from the ancient hollowed tree-towers that dominate the Town of Elves and now they number in the dozens.

Sanctus Epidia, Martyr of Truso Death, Protection

Dedit Partem (Farsong 8:11) The despicable deviations of Fraus Calumnia had not only taken root among the peoples of Truso, but flourished and spread, his pamphlets for free coin spreading throughout the city like wildfire to damn scores of souls to tormented afterlives in exchange for but a few gold and silver. Epidia used what little magic she could to intercede with the devil Quoralk'i directly, trading her own shining pure soul in order to free those that unknowingly sold their own. The selfless woman never reached her final torments however, stuck between worlds to watch over the people of Truso she had given so much to protect.

Sanctus Rutilia, The Farming Saint City, Nature

Integrum Opinonem (Grukk 4:6) Unnatural illnesses had overwhelmed the farmers around Truso so thoroughly that nary a man or woman walked unaided! In the midst of this sickness Rutilia marched alone, singlehandedly harvesting the ripe fields before rot set in and saving the townsfolk from certain famine in the harsh winter that followed.

Tutela, City of the Gate

Crossroads, Defensible, Lawful, Militaristic, Tradehub
Latratu Bay and the territory around it were the first part of Zakuthombo that Tucker & Co. definitively conquered, growing with each successive crusade from an outpost once home to bandits into the defensible city it is today. The only vestige of its history are the fine chefs trained here, cooks known for incorporating bizarre techniques in their meals—expertise drawn from the pirate cooks of its past. Ingredients of all kinds are in constant supply to make this the gourmand's dream in the Far Continent, particularly so for the punctuality of its restaurants and other businesses. So much work and wealth went into building Tutela into the demigods' base of operations that the remnants of Tucker & Co.'s enormous mercenary army (easily the most organized

and best trained of the three continents' various military forces) still train new recruits here even after the long age of peace since the Utopian Dawn.

Timeliness and efficiency are important to Tutela's culture: steel equos run on time, damaged roadways and buildings are promptly repaired, and the law is enforced to the letter. People from the City of the Gate are impassive or subdued until they've befriended someone—the rigid tendencies of their home rub off strong—but Tutelli are warm and dutiful to folks that get to know them, willing to go as far as they have to when protecting a friend or rendering aid.

Sanctus Eunomia, Lady of Mazes

Celestial Bureaucracy, Knowledge

Memoria Vivorum (Grukk 14:7) Walking carefully and deliberately on her lame leg the half-elf navigated the ancient Labyrinth of Wyrroniclia, treading across ancient stones and through deadly traps that had taken the lives of hundreds of heartier adventurers. Where so many had failed she succeeded however, reaching the center of the maze and securing the unique gem therein to complete the Chime of Contests.

Sanctus Adamina, Restorer of Faith

Celestial Bureaucracy, Light

Divina Doctrina (Grukk 3:14) Chaos gripped Tutela as suddenly the citizenry lost their divine connection to inaequa—automated carriages crashed, steel equos jumped their rails, and the guards became defenseless to an attack on the city! It was the unlikely youth Adamina that discovered the reason why, destroying the unholy machinery of the criminal mage Inpaitir—ending both his curse and his life.

Sanctus Sotericus, Divine Perfectionist

Celestial Bureaucracy, Forge

Lex Altiores (Farsong 9:10) Upon waking from her dream Sotericus immediately began work upon a new spell, a conjuration of such epic force that she forsake food and rest for 7 days and nights in utter concentration. By the following dawn her ritual was complete and the Segrego Floating Sphere emerged from the waters of Latratus Bay, a massive perfectly round and impervious semi-buoyant construct. Ever since the larger ocean predators that once preyed off the coast of Tutela have strayed away, allowing the city to rise to a place of commerce once more thanks to her sublime contribution to the Nine Wonders of Devotion.





“Quickly, quickly!” Callidamates urges, waving for Papinia to move up to the next train car, “if they take over the steel equos’ cockpit we’ll all be dancing with the saints!” Nodding to the gnome scientist she girds herself and begins a fervent prayer to the higher powers, allowing holy spirits to embody her limbs as she charges up between the seats. A few of the bullets that meet her in response whiz past but those that find their mark leave no pain, blunted by the divine force channeled through her or on the heavy plating of her power armor.

Utterly unprepared for so fearsome a counterattack the gun-wielding thugs are easily rendered unconscious, each felled by a gauntleted-swipe from Papinia. She beckons her companions forward and kicks the door open, peering through the glass pane of the next one to see if any more ne’er-do-wells await. “Acanthio,” she shouts backward, “clear the way forward!” The gnome sprints out onto the carriage platform and she pulls him out of the way just as the mage behind them finishes his incantation, a blast of lightning blowing clear through the next train car. Without any command Tremellia dashes ahead, an inaequa-pistol readied in each of her hands, but she cries out in anger just as she reaches the engine at the head of the train.

“We’re too late!” she yells, fear evident in her voice, “I can see it sparking already!” Papinia charges ahead herself and sees that the aasimar is right, and what’s worse, that’s not all—before ditching the rails the hijackers melted the carriage coupling together. She draws her power sword and with a roar strikes the fused metal, pouring her faith into the blow.

Chips of metal fly up but it holds and she screams at her companions, “get back! Work the brakes on the cars behind us—I’ll deal with this!” Tremellia darts back before Papinia swings down again, channeling more of her devotion and rewarded by a handful of sparks. Acanthio conjures acid that coats the coupling before he joins the others, and Callidamates quickly genuflects in prayer before he too passes out of sight. In the distance the half-orc sees the rails headed for a bridge and her heart seizes.

This was their foul plan all along!

With not a second to waste and renewed urgency she hauls back, praying to the demigod Gruk and swearing that she’ll reconsider joining the Knights of the Chime should she succeed at this most perilous task. Shouldering every iota of power, belief, and will to survive that she has Papinia slams her blade into the fused coupling just as the steel equos’ engine surges with unholy energy—breaking the metal and carrying it swiftly down the rails.

Her compatriots feel the jolt as the train cars are disconnected and they throw the brakes, showers of sparks erupting all around her to turn the world into dust, squealing metal, and flashes of white. Papinia grips the frame of the doorway as everything lurches forward, praying to all of the Celestial Heroes that their efforts won’t be in vain as the steel equos pulls ahead onto the bridge.

Terrified screams emanate from behind as the passengers in the back of the train see the perverted rail engine explode in a horrifying conflagration, the bridge beneath it collapsing from the furious energies unleashed by the criminals’ perversions. The half-orc makes a dangerous decision and like Sanctus Paenula she leaps down onto the tracks, locking her legs and digging her heels to furrow the earth under the rails ahead. She panics as the tremendous forces behind her make themselves felt and her suit cries out in protest, its metal innerworkings fusing together as the precipitous doom ahead looms closer and closer.

Focusing her might and pushing harder—and perhaps too afraid to see her death face to face—Papinia closes her eyes, willing the train cars to stop with everything that she is until finally the ground drops out from beneath her and she falls unconscious.

The half-orc opens her eyes dully, looking about to see Callidamates’ long mustache drooping oddly from his upside-down face. “I think I saw her eyes move! She’s awake! No worries Papinia, we’ll get you out of there right quick. Acanthio, get those ropes!” As he moves out of sight she gasps, the vista of the crumbling bridge ahead of her and the valley beyond triggering a sense of panic—but she can’t move. Before she can cry out in fear she realizes her armor has fused to the front of the train carriages and she can’t help but laugh, calling out blessings upon the Celestial Heroes that no victims were taken this day.



NEW SKILLS

Mechanical wonders and technology beyond the ken of medieval societies play a large role in the world of Askis, and to implement those there are two new skills: Science and Technology.

Science (Intelligence)

You're familiar with the actual practical application of science—collecting samples, performing experiments, realizing hypothetical designs, finding radio frequencies, understanding the nuances of and handling inaequa, and so on.

Bards, monks, rogues, rangers, and wizards add Science to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Science: Guild Artisan, Hermit, Noble, and Sage.

Technology (Intelligence)

You can understand how a device unknown to you functions, locate radio frequencies, and anything else that falls under “hit the keys to make things happen” that doesn't qualify as music. The majority of checks using this skill are either against a DC determined by the GM (such as hacking a messaging cable), or as an opposed check against an opponent who also has the Technology skill (such as a technician overseeing a functioning system).

Bards, fighters, rogues, sorcerers, and wizards add Technology to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Technology: Charlatan, Criminal, Entertainer, Guild Artisan, Noble, Sage, Sailor, and Soldier.

EXEMPLAR

Leaping to the stage, Daedrus looked out at the discontent villagers and raised his voice above the din of the angry crowd. "Hear me, good townsfolk," he bellowed, gesturing toward the bound nobleman, the disheveled man's fine clothes marred by bits of rotted fruit and his arms held fast by trustworthy Terrea. She nodded to him, squeezing the villain's wrists to make the deposed ruler wince. "Lord Balcroft's duplicity has wounded you, but surely, are you not better than he?" A stronger quiet overtook the mob as all turned their faces to the hero, unsure of the violence they were so bent upon. "Ask yourselves—will you be known for this foul man and the act of killing him, or rather as a town that overcame corruption and has grown all the stronger for it?" His voice practically dripping with honey, he asked the calmed citizenry before him one last question. "To where would you wish to take your family and raise your children?"

Whoever her father truly was, Apollyta reckoned, he either had a strange sense of humor or a consistent desire to see her dead. Remembering the tricks she used when last a dragon tried to burn her to death, she quickly gulps a breath of air before the fire heats it then rolls with the blast of flame and into cover behind a weathered pillar, barely scorched as the enormous creature slithers the rest of its body into the antechamber. Summoning a touch of her divine power, Apollyta slams into the stone with the very strength of the gods driven through her shoulder—the ancient rock cracks and falls, crashing down into the dragon and winning her a scream of enraged pain as the monster retreats hesitantly, fearful that its prey may not be as weak she first seemed.

Nami put her shoulder into her shield, depending on it to save her life for the thousandth time and trusting in its magic to ward away the ogre's club. The force of the creature's blow makes her stumble backwards and nearly breaks her arm, but the magic in her treasured relic holds before unleashing a brilliant flash that blinds the monster. Unslinging the enchanted shield from her arm Nami throws it with all the strength she can muster, sending the metal hurtling through the air and into her giant assailant's face before it bounces back to her arm, affixing itself with magic. As a half dozen of ogre teeth bounce onto the ground she raises her scimitar high and calls out to her innate connection to the weapon, empowering it with her spirit and lunging forward, the power shimmering from her blade inciting fear in her enemy's eyes as she moves in to make the killing blow!

Hunching at the entrance of the cave, Fethgar followed the corrupted wavering he spiced lair near only deep around a corner Fethgar sees his quarry once more, the wounds he inflicted at the beginning of the chase still fresh. It growls angrily at the sight of him and the hero returns the same, his eye flashing a deep crimson that makes the gash on the slathering thing's torso flare with red energy as it springs forward, teeth gnashing at the air!

Where others succeed by blade or spell the exemplar forges ahead with an adventurous heart, implacable will, and a hell of a lot of good luck on their side. Many a mage or warrior distinguishes themselves with heroic deeds and grand triumphs but an exemplar defines their own path, weaving it with those of others touched by greatness or fate and relying on an abundant spirit that refuses to yield no matter what challenges lay ahead. The merit of these iconic champions is that they are not measured by their victories—it is their character that inspires the myths and legends left in their wake.



Abundant Spirit

An exemplar is born destined for greatness not by fate but by the nature of their soul, imbued with a potent life force that drives them to constantly search for ways to make the world a better place. This impulse frequently brings exemplars into the mouth of danger but it is there where they shine brightest, inspiring their allies and performing truly great deeds when the need is most dire by drawing upon the same thing that brings violence into their lives. Even when utterly destroyed by the foulest of magics the powerful spirits of these champions live on long after their death, the stories of their trials and triumphs passed down in epic poems or ballads that withstand the ravages of time.

Courageous Heart

One thing that can always be expected of exemplars is that they will do what they believe is to be good and right. Though this often makes them predictable such meritorious behavior quickly emboldens reputations for being reliable and trustworthy. This is not to say that an exemplar is necessarily brash or foolish (many employ brilliant tactics or exceptional cunning) but the urge to undo evil runs strong in them and true malevolence must be met with bravery and perseverance—whether tomorrow or after years of careful preparation.

Creating an Exemplar

The first thing to decide when making an exemplar is how they are distinctive—are they aloof and mysterious, spoken of reverently in whispers by tavern candlelight? Perhaps they were thrown into the throes of destiny after discovering a relic in the wilderness, something that has emboldened them with confidence and daring? Maybe your hero is bound to greatness by blood, their divine ancestry weighing heavy on their shoulders, or the inspirational qualities of your character drew you to protecting those who look upon you so fondly? Regardless of how the world looks upon them, what triumphs and deeds have they achieved so far?

While the archetypal focus of your exemplar is important, the hero's nature as an exceptional specimen of their kind is not to be ignored. A halfling exemplar's incredible bravery is rewarded with good fortune, half-orc exemplars push themselves back

from the brink of death with tremendous strength, a dwarf exemplar has an iron stomach and can weather countless blows, and so on. How does being a model of excellence among their kin influence the way your hero perceives the world? Do they embrace their gifts with humility? Has their destiny-bound soul brought tragedy to their life or the lives of those they care for?

Alignment. Exemplars must be of good alignment. An exemplar whose alignment becomes anything other than chaotic good, lawful good, or neutral good cannot level in this class again until their alignment changes back to good.

CLASS FEATURES

As an exemplar, you gain the following class features.

Hit Points

Hit Dice: 1d10 per exemplar level.

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per exemplar level after 1st.

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Charisma and any ability score of your choice.

Skills: Choose any three skills.

Equipment

You begin play with the following equipment, in addition to any gear acquired through your background.

- (a) chain shirt
or (b) studded leather
- (a) a martial weapon and a shield
or (b) a greatsword
- (a) a light crossbow and 20 bolts
or (b) a longbow and 20 arrows
- (a) a dungeoneer's pack
or (b) an explorer's pack

Heroic Archetype

At 1st level, you determine the fundamental nature of the destiny that lay before you: Enchanted Warrior, Epic Hero, People's Champion, or Slayer, all detailed at the end of the class description. Your choice grants you features at 1st level and again at 5th, 10th, and 15th level.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BRAWLING

You can roll a d4 in place of the normal damage of your unarmed strike. When you reach 11th level in this class, you deal an additional 1d4 damage with your unarmed strike.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Table: The Exemplar

Level	Proficiency Bonus	Effort Points	Features
1st	+2	—	Fighting Style, Heroic Archetype
2nd	+2	2	Heroic Archetype, Heroic Effort
3rd	+2	2	Bravery, Friendly Reputation
4th	+2	3	Ability Score Increase
5th	+3	3	Extra Attack, Heroic Archetype
6th	+3	3	Lesser Paragon
7th	+3	4	Rally
8th	+3	4	Ability Score Increase
9th	+4	5	Courageous
10th	+4	5	Heroic Archetype
11th	+4	5	Extra Attack (2)
12th	+4	6	Ability Score Increase
13th	+5	6	Greater Paragon
14th	+5	7	Never Stay Down
15th	+5	7	Heroic Archetype
16th	+5	7	Ability Score Increase
17th	+6	8	Battle Hardened
18th	+6	8	Instinctual Reflexes
19th	+6	9	Ability Score Increase
20th	+6	9	Supreme Paragon

Multiclassing Prerequisite: Charisma 13

Proficiencies Gained: Light armor, shields, simple weapons, martial weapons, and either medium armor or one skill of your choice

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Heroic Effort

Beginning at 2nd level, you learn how to reach deep into yourself to draw upon your abundant spirit, performing impossible tasks that defy belief. This reservoir of power is represented by a number of Effort points. Your exemplar level determines the number of points you have, as shown in the Effort Points column of Table: The Exemplar. You can spend these points to fuel various effort features. You start knowing four such features: Hero's Ire, Heroic Stand, Implacable Resolve, and Stroke of Luck. You learn an additional heroic effort feature from your heroic archetype. When you spend an effort point, it is unavailable until you finish a short or long rest, at the

end of which your spirit replenishes. Some of your effort features may require your target to make a saving throw to resist the feature's effects. The saving throw for these features is 8 + your proficiency bonus + your Charisma modifier.

HERO'S IRE

As a bonus action, you can spend 2 effort points and choose a creature that you can see. For the next minute you gain a bonus to attack rolls and weapon damage rolls equal to your Charisma modifier (minimum 1) when attacking that creature.

HEROIC STAND

You can spend 1 effort point to take the Dodge action as a bonus action.

IMPLACABLE RESOLVE

As a reaction, you can spend 2 effort points to gain a number of temporary hit points equal to your exemplar level. These temporary hit points last until the beginning of your next turn.

STROKE OF LUCK

As a reaction, you can spend 2 effort points to reroll an attack roll or saving throw. You must choose to use this feature before the results of the attack roll or saving throw are revealed.

Bravery

Also at 3rd level, your heart is bolstered by the glory of your accomplishments and an insatiable desire to overcome whatever stands in your way. You have advantage on saving throws against fear.

Friendly Reputation

Starting at 3rd level, your uplifting reputation is well-known and earns you some small acts of kindness. You gain the following benefits.

When you reach an inn or tavern, you may make a DC 8 Charisma check to see if your reputation precedes you. On a success you are given free lodging, drink, and food. The GM may decide that no check to be recognized is required because someone who works in the establishment knows you already or has seen you recently.

You may convince merchants to sell you goods for a more modest price. If you succeed on a DC 12 Charisma check to be recognized, you have advantage



on an ability check to determine the final price of an item that costs 50 gp or less. You may exploit your reputation to persuade merchants this way a number of times equal to your Charisma modifier (minimum 1). Expended uses recharge after a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The

number of attacks increases to three when you reach 11th level in this class.

Lesser Paragon

Starting at 6th level, you begin to unlock your truest self and embody the best parts of your ancestry. Others of your kind often look up to you, granting you a +1 bonus on Charisma ability checks when dealing with other members of your race. You gain one of the following benefits:

Human. You gain proficiency in two skills and a tool kits. You may choose a second tool kit to replace one of your new skill proficiencies.

Dwarf. Your darkvision increases to 200 feet.

Elf. You gain advantage on Wisdom (Perception) and Dexterity (Stealth) checks.

Halfling. You can spend your bonus action to Dash or Disengage.

Half-Elf. Choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with a tool kit. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Half-Orc. You regain the use of Relentless Endurance after finishing a short rest.

Gnome. You gain advantage on all Intelligence ability saving throws and tool checks, and you are able to perfectly recall any memory of an event you experienced within the past year.

Aasimar. You gain immunity to radiant damage.

Dragonborn. You can use your Breath Weapon feature twice between rests.

Tiefling. You are able to see through magical darkness. In addition, you gain advantage on saving throws to resist the blinded condition.

Rally

Beginning at 7th level, you can bellow forth a shout of resolve from the core of your being that inspires your compatriots to never give up. By spending an action yelling, you bolster the health of a number of creatures equal to your proficiency bonus. Each creature gains a number of temporary hit points equal to your exemplar level.

You may also choose an additional number of creatures equal to your Charisma modifier (minimum 1) for a secondary effect so long as each is at 0 hit points or has died within the last minute. A creature at 0 hit points gains advantage on its Death saving throws.

Recently deceased creatures reroll their most recent Death saving throw with advantage (any additional Death saving throws that result are made normally).

Creatures must be within 60 feet of you and must be able to hear or see you to benefit from this feature. Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 14th level, and three times between long rests at 20th level.

Courageous

At 9th level, you cannot be cowed and the very sight of you lifts the spirits of others. You gain immunity to the frightened condition and allies able to see you gain advantage on saving throws against fear.

Greater Paragon

At 13th level, your excellence achieves new heights as you become even more iconic among your species. You gain one of the following benefits:

Human. Choose one ability score and increase it by 2. Alternatively, you may choose two ability scores and increase both by 1. Your maximum for the chosen ability score (or ability scores) increases to 22.

Dwarf. You gain immunity to poison damage and the poisoned condition.

Elf. You gain immunity to the charmed condition.

Halfling. Once per minute, your Lucky feature activates on a roll of 2.

Half-Elf. When a creature targets you with a spell that causes the charmed condition, it makes a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or becomes confused (as the spell) for a number of rounds equal to Charisma modifier (minimum 1).

Half-Orc. When you score a critical hit with a melee weapon attack, you may choose to reroll one of the weapon's damage dice, using the highest result.

Gnome. You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Aasimar. You gain immunity to necrotic damage.

Dragonborn. You gain immunity to the damage type associated with your draconic ancestry.

Tiefling. You gain immunity to fire damage.

Never Stay Down

Starting at 14th level, you refuse to give up even when your body desperately wants to shut down. You gain advantage on Death saving throws.

Battle Hardened

At 17th level, you have weathered so many blows that your body has toughened considerably, reducing the effectiveness of certain attacks. You gain resistance to bludgeoning, piercing, or slashing damage.

Instinctual Reflexes

At 18th level, your life of daring has honed you, making jumping to action something you do almost without thought. When you roll an initiative check, you may choose to treat your roll as a natural 20. Once you use this feature, you cannot do so again until you finish a short rest.

Supreme Paragon

When you reach 20th level, you become truly legendary among your people and your exploits are bound to become the stuff of myth.

Human. You can add half your proficiency bonus to any ability check or saving throw you make that doesn't already include your proficiency bonus. For checks that already include your proficiency bonus you gain a +2 bonus.

Dwarf. Your Constitution score increases by 4. Your maximum for that score is now 24. Creatures have disadvantage when attempting to move you with attacks or spells. In addition, you have advantage on checks and saving throws to resist being moved.

Elf. Your jump distances are doubled, your speed increases by 15 feet, and creatures have disadvantage on opportunity attacks made against you.

Gnome. Your Intelligence score increases by 4. Your maximum for that score is now 24. In addition, you gain a bonus to AC equal to half your

Intelligence modifier.

Halfling. Your Dexterity score increases by 4. Your maximum Dexterity score is now 24. In addition, you do not treat movement through other creatures squares as difficult terrain.

Half-Elf. Increase two ability scores by 2. Your maximum for these ability scores increases to 22.

Half-Orc. Your Strength score increases by 4. Your maximum for that score is now 24. In addition, if you have at least half of your total hit dice remaining you may expend them as a reaction to use Relentless Endurance after the feature runs out of uses.

Aasimar. You can use an action to grow a set of angelic wings. Your wings grant you a fly speed of 50 feet and remain for 1 hour. As long as you are airborne, you gain a +2 bonus to attack and damage. Once you use this feature, you must finish a short or long rest before you can use it again.

Dragonborn. Your Charisma score increases by 4. Your maximum for that score is now 24. In addition, you add your Charisma modifier to the damage of your Breath Weapon (minimum 1).

Tiefling. You may cast *haste* and *dimension door* once each using your Infernal Legacy feature. In addition, you regain your uses of the Infernal Legacy feature on a short rest.

DISCIPLE (HEROIC ARCHETYPE)

There are the devoted and the pious, but some adventurers are more than worshipers, finding their powerful spirits drawn to a religion to become true champions of their faith. Undaunted and utterly loyal to their fate, disciples walk the lands of Askis ever keen to signs of divine intervention in an unending quest to fulfill their destiny.

First Vow

When you choose this archetype at 1st level, you gain a Holy Troth feat. This feat must be chosen from one of the following:



Troth of Celibacy, Troth of Hardship, Troth of Truth. You do not need to meet the feat's prerequisites.

Second Vow

At 2nd level, you gain a Holy Troth feat. This feat must be chosen from one of the following: Troth of Celibacy, Troth of Clarity, Troth of Hardship, Troth of Pacifism, Troth of Righteousness, Troth of Truth. You do not need to meet the feat's prerequisites and increase the number of Holy Troth feats you may benefit from by 1.

Third Vow

At 5th level, you gain a Holy Troth feat. You do not need to meet the feat's prerequisites and increase the number of Holy Troth feats you may benefit from by 1.

Fourth Vow

At 10th level, you gain a Holy Troth feat. You do not need to meet the feat's prerequisites and increase the number of Holy Troth feats you may benefit from by 1.

Fifth Vow

At 15th level, you gain a Holy Troth feat. You do not need to meet the feat's prerequisites and increase the number of Holy Troth feats you may benefit from by 2.

ENCHANTED WARRIOR (HEROIC ARCHETYPE)

The spirit of an exemplar sometimes gravitates to a legendary weapon or piece of armor, their lifeforce unlocking the relic's power to carry them from obscurity and into the halls of greatness. Bolstered to achieve the impossible by the enchanted items unique to them, long after their demise the artifacts of these heroes are enshrined by those they championed to be looked upon by generations to come with the same reverence of a religion's first holy tome.

Enchanted Item

When you choose this archetype at 1st level, you find or are gifted an item with a special connection to you. Choose one of the following: a light armor, a medium armor, a shield, or a weapon. While wearing or wielding your enchanted item you gain benefits from this heroic archetype, but in the possession of any other creature your enchanted item is a mundane piece of equipment.

Armor or Shield. You gain a +1 bonus to two saving throws of your choice.

Weapon. When you take the attack action on your turn, you gain a +1 bonus to the attack roll.

Draw Power

Starting at 2nd level, you can spend 1 effort point to empower your enchanted item.

Armor or Shield. When you are hit by a spell attack or weapon attack, you may choose to reduce the amount of damage the attack deals by your Charisma modifier (minimum 1).

Weapon. After successfully hitting a creature, you may choose to deal an additional amount of damage equal to your Charisma modifier (minimum 1).

Unlock Power

At 5th level, you begin to unlock the true power of the item connected to your soul. Your enchanted item gains an enchantment pool with a number of enchantment points equal to half your proficiency bonus. These enchantment points are spent on the enchantments below; unless otherwise noted, each enchantment costs 1 enchantment point. The benefits of your enchanted item cannot be changed until you gain a new exemplar level. Whenever you or the GM rolls to randomly determine a magic item you receive from a quest or treasure hoard, if it would be the same type of item as your enchanted item (weapon, armor, or shield) you may choose to reroll the result. An enchantment can only be chosen once per Enchanted Item.

Enchanted Armor. Your enchanted armor grants a magical bonus to AC equal to half your proficiency bonus, rounded down.

Blinding. When you are struck by a critical hit from a melee weapon attack you may spend 1 effort point to cause your armor to flash with dazzlingly bright light, forcing your attacker to make a Dexterity saving throw. On a failure, your attacker is blinded for a number of rounds equal to your Charisma modifier (minimum 1).

Deafening. When you are struck by a critical hit from a melee or ranged weapon attack you may spend 1 effort point to cause your armor to crack like booming thunder, forcing creatures within 10 feet per exemplar level to make a Constitution saving throw. On a failure, a creature is deafened for 1 minute. As this feature is activated you can

choose a number of creatures equal to 1 + your Charisma modifier (minimum 1) to automatically succeed their saving throws against it.

Holy. While wearing your enchanted armor, you cannot be charmed, frightened, or possessed by aberrations, fiends, and undead.

Reciprocating. When you are hit by a melee weapon attack, you may spend 1 effort point as a reaction to make a melee attack against your attacker.

Shadowed. Your armor grants advantage on Stealth checks. If your armor causes you to have disadvantage on Stealth checks, it no longer causes you to have disadvantage.

Tempered. Your armor has a number of fortification charges equal to half your Charisma modifier (minimum 1). When you are struck by a critical hit your armor removes a fortification charge, changing the critical hit into a regular hit. When there are no more fortification charges, this feature of your armor ceases to function. You regain all expended fortification charges when you finish a long rest.

Enchanted Shield. Your enchanted shield grants a magical bonus to AC equal to half your proficiency bonus, rounded down.

Blinding or Deafening. As on page 106.

Catching (2 points). When you are successfully hit by a ranged weapon attack or spell attack and wearing your enchanted shield, you can spend your reaction to negate the attack.

Edged (must have weaponized). Your enchanted shield grants a magical bonus to attack and damage equal to 1/3 your proficiency bonus.

Sacred. You can spend your bonus action to force an evil creature that can see your enchanted shield to make a Charisma saving throw. If the saving throw fails, until the start of your next turn the creature makes attacks against you with disadvantage.

Unless surprised, a creature can avert its eyes to avoid the saving throw with its reaction. If the creature does so, it can't see you until the start of your next turn. If the creature looks at you in the meantime, you may spend your reaction to cause it to immediately make the saving throw.

Throwing (must have weaponized). Your enchanted shield has the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after you throw your enchanted shield, regardless of whether or not you hit, it flies back to your hand and re-equips itself.

Weaponized. Your enchanted shield is a martial weapon that deals 1d6 bludgeoning or slashing damage (chosen when this enchantment is chosen) on a successful hit.

Enchanted Weapon. Your enchanted weapon grants a magical bonus to attack and damage equal to half your proficiency bonus, rounded down.

Elemental (2 points).

Choose one of the following types of energy:

acid, cold, fire, lightning, poison, psychic, or thunder. Your enchanted weapon deals an additional 1d6 damage of that energy type. This damage multiplies on a critical hit.

Forceful. When striking a creature or object that is immune to bludgeoning, piercing, or slashing damage, the creature treats their immunity as resistance instead. By selecting this effect a second time, your weapon ignores a creature's immunity or resistance to bludgeoning, piercing, or slashing damage (even magical weapon damage).

Graceful. The first time you attack with your enchanted weapon on each of your turns, you can transfer some or all of your weapon's magical bonus to attack and damage to your Armor Class instead. For instance, you could reduce your magical bonus on attack and damage rolls by 1, and gain a +1 bonus to AC. If you possess two enchantment weapons, you must reduce both weapons' magical bonus to attack and damage (this does not double your bonus to AC).

Holy. Your enchanted weapon deals an additional 1d8 radiant damage against creatures of evil alignment. This damage multiplies on a critical hit.

Lethal. When you score a critical hit with your enchanted weapon, your total bonus to damage is doubled.

Sharp. When attacking a target wearing armor, you receive an additional +2 bonus to the attack roll.



Arm & Armament

At 10th level, you acquire a second Enchanted Item with its own enchantment pool. If you already have an enchanted weapon, you gain an enchanted armor or enchanted shield. If you already have an enchanted armor or enchanted shield, you gain an enchanted weapon. Alternatively, you may choose a second enchanted weapon but only if it has the Light property.

Combined Essence

Starting at 15th level, when you finish a long rest and don your Enchanted Items, each gains 1 additional enchantment point you can immediately spend on an enchantment. When you reach 20th level in this class, each gains 2 enchantment points instead. Whatever enchantments you choose immediately cease to function when one of your Enchanted Items leaves your possession or when you next finish a long rest.

EPIC HERO (HEROIC ARCHETYPE)

When a god chooses to mate with a mortal the divinity of their offspring does not always immediately present itself. For some of these demigods the true power of their gifts must be earned, either through redemption at the feet of their parent's rivals or a set of epic trials. Of all the various types of exemplars these are the most likely to achieve a place in a culture's mythology, living on for millennia as the protagonists of fables and archeological musings.

Signature Attribute

When you choose this archetype at 1st level, select one ability score. You gain a +2 bonus on ability checks with that ability score.

Mythic Touch

At 2nd level, you can spend 1 effort point as a bonus action to gain advantage on an ability check using your Signature Attribute as a touch of your divinity beguiles the senses of others or passes through you to grant physical power.

Uncanny Resilience

At 5th level, your guile, incredible timing, luck, or impressive hardiness protects you from the elements. You gain resistance to

two of the following: acid, cold, fire, lightning, psychic, or thunder.



Signature Attribute

At 10th level, you choose a second ability score to be a Signature Attribute.

Epic Resilience

Beginning at 15th level, when you make Death saving throws you do not die until you have 4 failures and you treat a roll of 19 as if it were a 20.

Indomitable Attribute

Beginning at 15th level, if your total for an ability check with your first Signature Attribute is less than your ability score, you can use that score in place of the total.

PEOPLE'S CHAMPION (HEROIC ARCHETYPE)

Often seen as the most mundane of exemplars, people's champions become truly beloved by common folk and live more vividly in the minds of those they defend than any of their peers. Whether roving about the land in search of wrongs to right or answering the calls for aid from villages that seek them out, the people's champion and their unfailingly loyal ally distinguish themselves not just with their achievements, but also the flair and panache with which they win the hearts and minds of their fellows.

Skilled

When you choose this archetype at 1st level, you gain proficiency with two skills and one tool kit.

With Style

At 2nd level, you develop a knack for performing crucial tasks with finesse when the stakes are high. Choose four skills you are proficient with. You can spend 1 effort point as a bonus action to have advantage on an ability check that uses one of these skills. You may choose a tool kit to substitute for one of these skills.

Loyal Aide

At 5th level, you gain the services of a devoted and loyal squire. Your squire may have small differences (like a different height, weight, race, gender, or disposition) but otherwise has the same statistics you did at half your current level, beginning play with attribute modifiers equal to half your positive bonuses, rounded down (so if you have a Strength of 18 and Constitution of 15, your squire begins with a Strength of 14 and Constitution of 12), or 10. When you reach 8th level in this class, and 11th, 14th, 17th, and 20th level, your squire gains a level (taking the same character options that you did, except that it does not gain starting equipment, this feature, or a background).

At the time you gain this feature your squire trusts you implicitly and performs tasks you give them so long as you do not request anything illegal, suicidal, or in opposition to your alignment. The GM may decide that certain orders you give require a Charisma check against DC 8 + the companion's level + the companion's proficiency bonus. If your squire dies, you must wait one month before recruiting a new squire. Though they do not accrue levels as quickly as a PC, your squire counts as a PC for determining XP rewards.

Slick Escape

Beginning at 10th level, you've had so many close calls in a fight that you naturally step and flow through combat without hesitation. Your movement never provokes opportunity attacks. In addition, you can stand up from prone as a free action on your turn.

Sterling Renown

At 15th level, your exploits are the talk of taverns all over the region and you are practically a living folk hero. You gain the following benefits:

You have advantage on all Charisma-based ability checks with commoners, guards, and street merchants.

You are always able to find a safe and clandestine place in which to acquire food and secure shelter free of charge (even if you are a wanted criminal).

When you are tracking someone, common folk reveal to you as much as they would to a trusted friend. If you are tracking another exemplar, the information is revealed so long as your exemplar level is higher than your quarry's.

You are able to easily arrange for meetings with local rulers as well as distant empresses and kings.

SLAYER (HEROIC ARCHETYPE)

For some exemplars there is no greater evil than the corruption that spreads from monsters preying on the innocent and weak. These adventurers hunt down villainous creatures, traveling across the world in search of their quarry with admirable resolve. Unlike other exemplars, slayers often retain an air of mystery to protect those close to them and infuriate their more intelligent nemeses—vampires, liches, and other horrors endowed with as much brilliance as supernatural power. Once one of these abominations has come within the exemplar's notice, however, it is only a matter of time before the slayer (or one of their descendants) enacts a righteous kill.

Hunter of Monsters

When you choose this archetype at 1st level, choose a type of hunted monster: *aberrations, beasts, dragons, fey, fiends, giants, monstrosities, oozes, or undead*. You have advantage on Wisdom (Survival) checks to track hunted monsters, as well as on Intelligence checks to recall information about them. You choose one additional hunted monster at 5th, 10th, and 15th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Slayer's Mark

At 2nd level, you can spend 1 effort point as a bonus action to mark a creature you are able to see. This creature must be of the same type as your hunted monster. You gain a +1d6 bonus to attack and damage rolls made against a creature you have marked. A mark remains for 1 minute. You can maintain a number of marked creatures equal to your proficiency bonus.

Holistic Resilience

Beginning at 5th level, you learn what herbs and spices are needed in your diet to maximize your body's natural defenses. You have advantage on saving throws made to resist abilities and spells from your hunted monsters. In addition, you learn how to make holy water.

Potent Strikes

At 10th level, your Slayer's Mark increases in potency, changing from a +1d6 bonus to a +1d8 bonus. In addition, you gain the following two Heroic Feature options:

Honed Strike. You may spend 1 effort point after successfully hitting a creature you have marked to add double your Charisma modifier to your bonus damage for that attack (minimum +2).

Zealous Strike. You may spend 2 effort points immediately after killing one of your hunted monsters to make a weapon attack against a creature within your reach (or range if you are wielding a ranged weapon).

Supernatural Resistance

Starting at 15th level, you gain resistance to necrotic damage. You are immune to necrotic damage that would permanently lower your hit points and when a creature attempts to inflict permanent hit point damage to you, it takes 6d4 radiant damage.

Feywalker

One of her birds let out a low and quiet call, and the feywalker responded with a muffled hoot that stopped the rest of her diminutive companions from spreading further throughout the treetops. Focusing her mind on the bird, she left her body and saw through its eyes, spotting her quarry in a grove not far ahead before returning to her form and directing her humanoid allies to flank their nearby target.

Sneaking into the castle at night was simple enough without the need for subtlety—the feywalker's vine had easily muffled the cries of the guards watching the walls. They would not stir for some time. He dashed down into the royal dining room, feeling under the table for where the bribed servant left his plantwatchers. The feywalker listened to the plantwatcher in horror, shocked by the traitorous words it recorded only hours ago.

The feywalker appeared from thin air and slammed her blade into her startled opponent, the weapon unleashing a skein of kaleidoscopic energy. The multihued spark leapt from her sword washed over her enemy in a blinding yellow hue, stripping them of their sight and rendering them vulnerable.

Mysterious warriors that drink deeply in the mysticism of feykind to access unbelievable powers, feywalkers flit around the battlefield in a terrifying evasive barrage that baffles their foes as they wage war alongside friends drawn from nature. Whether inspired by a chance meeting with the otherworldly folk or through the providence of chaos, only one thing holds true for these strange adventurers—they are free spirits to their core.

Tasting Chaos

Rumors among feywalkers claim that no two find this path in quite the same way, their origins wide and varied.

Diverse as their origins may be, these warriors are all at home in the wilderness, as wieldy with intrigue as they are a blade, and savage fighters not to be underestimated. Despite their irreverence, feywalkers can be powerful allies to those who earn their trust and relied upon to achieve their goals (though how exactly they might do that is rarely as one expects).

Unpredictable Adventurers

Feywalkers are shackled to nothing more than belief and desire, prone to a whimsy that many serious combatants find both frustrating and hard to comprehend. This makes their actions extremely difficult to predict—with no reliance on rhyme or reason, there is no telling from which direction or even how a feywalker will strike next. A prevailing tendency towards entropy make the nature-bound warriors less prone to taking sides in such broad terms as good and evil, but when a feywalker chooses to champion one of this restricted moral understanding's didactic positions their accomplishments are legendary.

Creating a Feywalker

The first thing to decide when making a feywalker is how your character came to this chaotic path: were they approached by a fey, drawn to it through dreams, randomly chosen by the powers behind nature, or taught it through a more obscure means? What makes them so anarchic? What inspired them to embrace their wild side?

Do they favor animals, plants, or an indulgence in nature that changes their fancy on any given day? Are they aloof and mysterious or brazen in their actions, displaying their deeds for all to see? What role do they have in the natural cycle of life—does their presence forebode chaotic malevolence or benign liberty?

Alignment. Feywalkers must be of non-lawful alignment. A feywalker whose alignment becomes lawful cannot level in this class again until their alignment changes back to non-lawful.

CLASS FEATURES

As a feywalker, you gain the following class features.

Hit Points

Hit Dice: 1d10 per feywalker level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per feywalker level after 1st.

Proficiencies

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons and martial weapons

Tools: dice, playing cards, and two musical instruments

Saving Throws: Dexterity, Charisma

Skills: Choose three from Athletics, Deception, Perception, Performance, Persuasion, and Survival.



Equipment

You begin play with the following equipment, in addition to any gear acquired through your background:

- (a) a scimitar or (b) a greataxe
- (a) a longbow and 20 arrows or (b) ten darts
- (a) studded leather or (b) breastplate
- (a) entertainer's pack or (b) explorer's pack

Table: Feywalker

Level	Proficiency Bonus	Features
1st	+2	Animaltalker, Primal Sphere
2nd	+2	Feystep, Feytouch
3rd	+2	Fey Companion
4th	+2	Ability Score Increase
5th	+3	Primal Sphere Feature
6th	+3	Fey Charm, Fey Nature
7th	+3	Extra Attack, Feytrick
8th	+3	Ability Score Increase
9th	+4	Greater Fey Companion
10th	+4	Primal Sphere Feature
11th	+4	Magic Cap, Magic Resistance
12th	+4	Ability Score Increase
13th	+5	Feydash
14th	+5	Extra Attack, Feystride
15th	+5	Superior Fey Companion
16th	+5	Ability Score Increase
17th	+6	Fey Resistance
18th	+6	Feywalker
19th	+6	Ability Score Increase
20th	+6	Primal Sphere Feature

Feytalker

Beginning at 1st level, you know how to speak, read, and write Sylvan.

Additionally, you can spend 1 minute of talking with creatures to grant a number of creatures equal to your proficiency bonus the ability to understand Sylvan. These creatures must be the same type of creature as your Fey Companion. Creatures do not need to be re-taught Sylvan but teaching any more creatures than your maximum causes previous creatures to forget the language. You cannot use this feature again until you complete a long rest.

Primal Sphere

Also at 1st level, you bind your soul to feykind and choose whether to be more acclimated to beasts, plants, or primal chaos.

At 5th level and again at 10th and 20th level, you gain an ability granted by your Primal Sphere.

Feystep

Starting at 2nd level, you can draw upon the power of the Feyrealm to exploit the chaotic connections of reality, folding space and stepping between it. As part of your movement, you can teleport to an unoccupied space you can see that is within 5 feet times your feywalker level. Once you have used this feature a number of times equal to your proficiency bonus, you require a short or long rest to do so again. You cannot Feystep while blinded, grappled, prone, restrained, or stunned.

Feytouch

Beginning at 2nd level, you can touch a creature as a bonus action to magically know the creature's current emotional state. If the target fails a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Fey Companion

At 3rd level, your Primal Sphere grants you a Fey Companion willing to fight alongside you. You must spend 4 hours in meditation calling to your companion before it passes into your plane from the Feyrealm. Your Fey Companion is of the fey type, and gains a bonus to its Armor Class, attack rolls, damage rolls, and any saving throws and skills it has proficiency in equal to your proficiency bonus. Your Fey Companion's maximum hit points equal its normal maximum or four times your feywalker level (whichever is higher). Your Fey Companion may also make use of your Feystep ability by expending one of your uses.

By spending your bonus action you can verbally command your Fey Companion to take the Attack, Dash, Disengage, Dodge, or Help action (no action is required to tell the companion how and where to move). Unless commanded, on your initiative your Fey Companion takes no hostile actions and acts as it normally would (usually to Disengage or Dodge). When you have multiple Fey Companions, you may spend your action telling all of them different commands or a bonus action to command one of them.

If your Fey Companion dies, you can obtain another one by spending 8 hours meditating to call another creature.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Fey Nature

Beginning at 5th level, you are able to breathe both air and water and you gain darkvision 60 feet. If you already have darkvision its range increases by 30 feet. In addition, you gain immunity to the charmed condition and you may use your Feytouch ability to grant a creature with the charmed condition a new saving throw against whatever effect caused it to gain the charmed condition.

Fey Charm

Starting at 6th level, you are able to enchant other creatures with just a glance. You target one humanoid (or the same type of creature as your Fey Companion) that you can see within 30 feet. If the target can see you, it must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + Charisma or be magically charmed. The charmed creature regards you as a trusted friend to be heeded and protected.

Although the target isn't under your control, it takes your requests or actions in the most favorable way it can. Each time you or your allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you die, are on a different plane of existence from the target, or end the effect as a bonus action. If a target's saving throw is successful, the target is immune to your Fey Charm for the next 24 hours. You can affect no more targets with this ability than your proficiency bonus.



Extra Attack

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You can make one weapon attack yourself when you command your Fey Companion to take the Attack action.

The number of attacks increases to three at 14th level in this class and you are able to instead make two attacks and command your Fey Companion to take the Attack action.

At 20th level you can use a bonus action to command your Fey Companion to take the Attack action.

Feytrick

At 7th level, you can spend your action attempting to take over the mind of a creature you have charmed with your Fey Charm ability. You must be able to see the charmed creature and it must be within 30 feet. The creature receives a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, your body becomes listless (gaining the incapacitated condition) and your mind takes over the body of the charmed creature. The charmed creature's mind goes dark and it has no memory of the actions you take with its body, which remains under your control until you end the effect, it travels to another plane of existence, or it succeeds on a new Charisma saving throw triggered by taking damage. You may use this ability for a number of minutes equal to your Feywalker level before requiring a long rest to regain expended uses.

Greater Fey Companion

At 9th level, you gain more Fey Companions or a more powerful Fey Companion based on your Primal Sphere.

Magic Cap

When you reach 11th level, you gain the Tailored Magic Item feat (page 146). Your tailored magic item is a *feywalker's cap*.

If you already possess this feat, you may select a different feat instead.

Magic Resistance

Also at 11th level, you gain advantage on saving throws against spells and other magical effects.

Feydash

At 13th level, when in a forest or in the Feyrealm, you can spend an action to *teleport* yourself and your Fey Companion to another area of the same forest. You cannot use this feature again until you complete a short or long rest.

Fey Stride

At 14th level, you may spend 10 minutes performing a ritual that *teleports* (as the spell) you and a number of willing creatures equal to double your proficiency bonus from one forest to another forest. Once you have used this feature, you cannot use it again until one week has passed.

Superior Fey Companion

Starting at 15th level, you gain more Fey Companions or a more powerful Fey Companion.

Fey Resistance

Starting at 17th level, when you finish a short rest choose two of the following types of energy: force, necrotic, radiant, or psychic. You gain resistance to those two types of energy but you gain vulnerability to one of the other types of energy (which is randomly determined).

Feywalker

Beginning at 18th level you and your Fey Companions have unlimited uses of the Feystep ability.

BEASTS PRIMAL SPHERE

Cantrips & Proficiencies

You know three of the following cantrips: *friends*, *mage hand*, *magic stone*, *message*, *minor illusion* (illusions of beasts only), *poison spray*, *resistance*, *shillelagh*, *spare the dying*, *true strike*. You use Charisma as your spellcasting attribute and never require material components to cast these cantrips.

Additionally, you gain proficiency in Animal Handling.

Fey Companion: Beast

Your Fey Companion is one of the following beasts: baboon, badger, bat,



black bear, blood hawk, boar, camel, cat, crab, deer, draft horse, eagle, flying snake, frog, giant centipede, giant fire beetle, goat, hawk, jackal, lizard, mastiff, mule, owl, poisonous snake, pony, rat, raven, scorpion, spider, vulture, weasel.

At 9th level, you may have two options from the previous list or one of the following: ape, axe beak, brown bear, constrictor snake, crocodile, elk, giant badger, giant bat, giant crab, giant frog, giant goat, giant lizard, giant owl, giant poisonous snake, giant rat, giant spider, giant toad, giant vulture, giant wasp, giant weasel, giant wolf spider, hyena, octopus, panther, pteranodon, riding horse, tiger, warhorse, wolf. You add your proficiency bonus to your Fey Companion's Intelligence score.

At 15th level, you may have three options from the first list, two from the previous list, or one of the following: allosaurus, dire wolf, giant boar, giant constrictor snake, giant crocodile, giant eagle, giant elk, giant hyena, giant octopus, lion, plesiosaurus, polar bear, rhinoceros, saber-toothed tiger,

Mimicry

At 5th level, you can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against a DC equal to 8 + your proficiency bonus + Charisma modifier.

Animal Feytrick

At 10th level when using your Feytrick ability on a beast, you may do so for a number of hours equal to feywalker level instead of minutes.

Fey Sovereign

At 20th level, your Strength, Dexterity, and Constitution scores each increase their maximum possible totals to 22 and each increases by 2.

PLANTS PRIMAL SPHERE

Cantrips & Proficiencies

Choose three of the following cantrips: *acid splash*, *chill touch*, *control flames*, *fire bolt*, *friends*, *gust*, *prestidigitation*, *produce flame*, *ray of frost*, *shocking grasp*. You use Charisma as your spellcasting attribute and never require material components to cast these cantrips.

Additionally, you gain proficiency in Nature.

Fey Companion: Plant

Your Fey Companion might be a bush, sapling, vine, or other type of plant, but it uses the statistics for an Awakened Shrub with an Intelligence score equal to double your proficiency bonus.

At 9th level, you may have two [awakened shrubs](#) or one [awakened tree](#).

At 15th level, you may have three [awakened shrubs](#) or two [awakened trees](#).

Plantwatchers

At 5th level, you can spent 10 minutes performing a ritual that grows plants able to record the goings on around them. A plantwatcher's AC is equal to 10 + your proficiency bonus, and has hit points equal to your proficiency bonus. Once planted, a plantwatcher roots into the earth or a crevice and a creature must have a passive Perception higher than 8 + your proficiency bonus + your Charisma modifier to notice it. Once uprooted, a plantwatcher is destroyed.

A plantwatcher has a bonus to Wisdom (Perception) checks equal to yours and activates 1 round after it hears something, shutting off a round after noise around it ceases. After recording sounds for a number of minutes equal to your feywalker level a plantwatcher ceases to record (though if planted together, plantwatchers can pool their recording durations). You can absorb everything that a

plantwatcher recorded by touching it. You may only have a number of plantwatchers (active or not) equal to your proficiency bonus.

Plant Feytrick

At 10th level, when using your Feytrick ability on a plant you may do so for a number of hours equal to feywalker level instead of minutes.

Fey Verdance

At 20th level, you gain immunity to poison damage and immunity to the blinded, deafened, poisoned, prone, and stunned conditions. You gain advantage on saving throws to resist effects that cause the exhaustion, frightened, paralyzed, and petrified conditions.

ENTROPIC PRIMAL SPHERE

Cantrips & Proficiencies

You know three randomly determined cantrips from the following table (reroll if you get identical results). You use Charisma as your spellcasting attribute and never require material components to cast these cantrips. Whenever you level you may randomly determine what cantrips you know.

Table: Entropic Cantrip

d20	Cantrip
1	<i>acid splash</i>
2	<i>chill touch</i>
3	<i>control flames</i>
4	<i>eldritch blast</i>
5	<i>fire bolt</i>
6	<i>friends</i>
7	<i>guidance</i>
8	<i>gust</i>
9	<i>mage hand</i>
10	<i>magic stone</i>
11	<i>message</i>
12	<i>minor illusion</i>
13	<i>prestidigitation</i>
14	<i>produce flame</i>
15	<i>ray of frost</i>
16	<i>resistance</i>
17	<i>shillelagh</i>
18	<i>shocking grasp</i>
19	<i>spare the dying</i>
20	<i>true strike</i>

Additionally, you gain proficiency in Acrobatics and Insight.

Table: Fey Companions
Lesser

1d6	Fey Companion
1-2	blink dog
3-4	satyr
5-6	sprite

Greater

1d6	Fey Companion
1-3	dryad
4-6	pixie

Fey Companion

Your Fey Companion is randomly determined and changes whenever you take a long rest. At 9th level, you may have 2 lesser fey companions or a greater fey companion. At 15th level, you may have both (for a total of 3 randomly determined Fey Companions).

Feystrike

Beginning at 5th level, when you successfully hit with a weapon attack immediately after using Feystep, you deal additional damage equal to 1d6 damage times your proficiency bonus. You cannot use this feature more than once per round.

Improved Feystrike

At 10th level, your Feystrike can give a creature one of the conditions on Table: Improved Feystrike Conditions. This condition persists for a number of rounds equal to half your proficiency bonus. On its turn, the creature can spend a bonus action at the end of its turn to overcome the condition by succeeding on a Charisma saving throw (DC = 8 + your proficiency bonus + your Charisma bonus).

Table: Improved Feystrike Conditions

d8	Condition
1	invisible
2-3	blinded
4-5	charmed
6-7	deafened
8	grappled

Epic Feystrike

At 20th level, your Feystrike ability increases to 1d8s instead of 1d6s and you are able to use it twice per round. In addition, your Feystrike can inflict more conditions (see Table: Epic Feystrike Conditions).

Table: Epic Feystrike Conditions

d8	Condition
1	invisible
2	blinded
3	charmed
4	deafened
5	frightened
6	grappled
7	poisoned
8	stunned



HOLY CLASS ARCHETYPES

Over the centuries the civilization wrought by the Celestial Heroes has prompted a plethora of holy paths for its defenders and protectors to follow, ways for the divinely blessed to better serve the world.

Alignment. Aside from the Gray Knight archetypes, most of these player options imply that an adventurer that uses them is of good alignment. GMs that allow for PCs of other alignments to select these archetypes should consider tweaking the descriptions for the class features to be appropriate for the deviant character.

For example, a non-good holy spirit barbarian might be a vessel of chaos and vitality, an evil bard of the celestial song could have heard the ancient melodies of nameless primordial gods, and a neutral samaritan rogue instead a locus of fortune and fate.

HOLY SPIRIT PRIMAL PATH

While the civilized world of Askis normally doesn't encourage any possession by spirits, there are some who find that by indulging their primal instincts they can embody holy ghosts that provide potent aid in battle. They are revered as blessed warriors and given great respect by their communities, seen as a conduit for raw divinity.

Holy Possession

Starting when you choose this primal path at 3rd level, whenever you rage you call upon a holy spirit for protection and vitality. While raging, at the start of your turn you gain temporary hit points equal to half your bonus Rage damage. You may have a maximum number of temporary hit points from raging equal to your Constitution modifier + level.

Spiritual Aura

At 6th level, the spirit you call upon while raging increases in potency, bolstering your heart and those of your allies. You and friendly creatures within 10 feet of you can't be frightened while you are raging. The range of your Spiritual Aura increases to 15 feet at 10th level and again to 20 feet at 14th level.

Power of the Holy Spirit

Starting at 10th level, you have resistance to necrotic damage. After successfully hitting with a weapon attack, you may spend your reaction to change the damage you deal with weapon attacks to radiant until the start of your next turn.

Improved Spiritual Aura

At 14th level, your Spiritual Aura improves to grant allies resistance to necrotic damage. An ally within

range of your Spiritual Aura may spend their bonus action to change the damage they deal with weapon attacks to radiant until the start of their next turn.

Spirited Soul

Beginning at 14th level, you have immunity to necrotic damage and resistance to radiant damage.

COLLEGE OF THE CELESTIAL SONG

The songs of the heavens are not heard by all, but minstrels that listen to the divine melodies rarely resist the urge to seek out more celestial songs. The music they play is woven with holy enchantments, lilting upon the air and soaring through the hearts of its listeners—sometimes even defying belief.

Divine Notes

Beginning when you choose this bardic college at 3rd level, you learn a few notes of the Celestial Song. You gain the following uses of Bardic Inspiration.

Stunning Note. When a creature that you can see within 60 feet of you scores a critical hit, you can use your reaction to expend one of your uses of Bardic Inspiration, forcing the attacker's target to make a Constitution saving throw against your spell save DC. On a failure, the target is stunned for a number of rounds equal to your Bardic Inspiration die.

Vigorous Note. When a creature that you can see within 60 feet of you is dying, you can use your bonus action to expend one of your uses of Bardic Inspiration, granting advantage to the target's next death save.

Singing Soul

Starting at 6th level, you cannot be frightened. In addition, when a creature that you can see within 60 feet of you is frightened, you can use your bonus action to expend one of your uses of Bardic Inspiration to give the target a new saving throw against the fear effect, gaining a bonus equal to your Bardic Inspiration die.

Heavenly Melody

Beginning at 14th level, you have the ability to conjure spectral wings of gold that spread from the backs of you and your companions. To activate this feature you must spend 1 minute playing a divine song that lifts the spirits of those that hear it. You and any friendly creatures who can hear your heavenly performance (up to a number of targets equal to your proficiency bonus + Charisma modifier) gain a flying speed of 60 feet for 10 minutes. When the duration ends a target falls at 60 feet per round until it lands, taking no falling damage and landing on its feet. You must then finish a short or long rest to use your Heavenly Melody again.



CELESTIAL BUREAUCRACY DOMAIN

The dealings of the Celestial Heroes and deific powers have resulted in the Celestial Bureaucracy, a perfectly ordered sieve through which all good souls must be processed through before continuing on to the afterlife—ensuring the wicked are sent to the Abyss or Hell. Priests that worship this divinely ordered system see the secrets of the world more clearly and can call upon the stresses of the Celestial Bureaucracy to confound and confuse others with the brilliance of its holy calculations.

Distracting Sigil

When you choose this domain at 1st level, you learn how to carve divine markings into the air to confound and distract. As an action, you may craft a glowing Celestial rune in the air in front of a creature within your reach. Until the start of its next turn, if the creature does not move from its square it suffers disadvantage on attack rolls.

Channel Divinity: Divine Solvent

Starting at 2nd level, you can use your Channel Divinity to heal. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to three times your cleric level. Choose any creatures within 20 feet of you, and divide those hit points among them. You can't use this feature on an undead or a construct.

Alternatively, you can use your Channel Divinity to pacify creatures in the area. As an action, you present your holy symbol and evoke some of the Celestial Bureaucracy's order to make all targets within 30 feet indifferent about creatures they are hostile toward. This indifference ends if a target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. Targets receive a Wisdom saving throw against your spell save DC to resist this use of Channel Divinity.

Domain Spells

Level	Spells
1st	<i>detect evil and good, detect magic</i>
3rd	<i>locate animals or plants, locate object</i>
5th	<i>clairvoyance, tongues</i>
7th	<i>compulsion, confusion</i>
9th	<i>commune, modify memory</i>

Holy Couriers

Beginning at 6th level, you learn *find familiar* and can cast it to summon a Small-sized [Pegasus](#) (45 hit points, Str 14, Hooves: +4 to hit, 1d6+2 bludgeoning). Unlike normal, your pegasus familiar is able to take the attack action without requiring you to spend your action for it to do so. When you reach 12th level in this class, you may simultaneously keep two pegasus familiars (although each requires its own casting of the spell).

In addition your pegasi gain the use of your Distracting Sigil feature, although targets receive a Charisma saving throw against your spell save DC to resist it when used by a pegasus.

Inevitable Faith

Starting at 8th level, you cannot be frightened and can use your Channel Divinity to share your fearlessness with others. As an action, you present your holy symbol and spread your Inevitable Faith, removing the frightened condition from any creatures within 100 feet that you choose.

Divine Servant

Beginning at 17th level, you learn a ritual that allows you to conjure a member of the Celestial Bureaucracy to aid you, either a [couatl](#) or [unicorn](#). The celestial you summon remains for 1 hour or until it reaches 0 hit points. Once you use this feature, you must finish a long rest before you can use it again.

GRAY KNIGHT WARLOCK PATRON

The Gray Knight is a potent being dedicated entirely to maintaining balance—what has occurred on this burgeoning planet cannot be allowed to stand. The mysterious figure has imparted some of zir power to agents in Askis so that they might restore true order.

Pact of the Blade. Your pact weapon might be a fearsome greatsword similar to the weapon wielded by the true ephemeral Gray Knight.

Pact of the Chain. Your familiar is as inscrutable and stubborn as your grim patron, likely taking the shape of a cat or goat.

Pact of the Tome. Your *Book of Shadows* is an unassuming dark gray grimoire with edges lined by battered, dull metal.

Psipoints

Gray Knights do not gain expanded spells. Instead at 1st level, 3rd level, and every odd warlock level thereafter, you gain 1 psipoint (up to a maximum of 10 psipoints at 19th level). Whenever you encounter an active spell that has been cast within the last week, you may expend 1 psipoint as an action to negate the spell. When you witness a creature within 50 feet casting a spell, you may expend 1 psipoint as a reaction to negate the spell. A spell you negate must be of a level no higher than what's shown in the Warlock table's Slot Level column for your level.

When you attempt to negate a spell higher than your Slot Level, it is not negated but you gain advantage on saving throws to resist it or the caster is at disadvantage on its attack roll. When you finish a long rest, you regain all expended psipoints.

Gray Armor

Starting at 1st level, you can spend a bonus action to summon dead spirits that sigh and enshroud you in translucent gray spectral armor. While you are not wearing any armor but your Gray Armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You cannot use a shield and still gain this benefit.

Enshrouded Mind

Beginning at 6th level, your mind expands as your psyche obscures itself. You gain resistance to psychic damage and immunity to the charmed condition. When a creature targets you with a spell that causes the charmed condition, it makes a Charisma saving throw against your spell save DC or becomes confused (as the spell) for 1 round.

Psychic Attunement

At 10th level, you have become attuned to the workings of magic nearby and have learned how to react to the arcane and divine without thinking. Creatures that are within your reach provoke an opportunity attack from you when they cast a spell. In addition, enemies within your reach are at disadvantage on concentration checks made to maintain a spell.

Gray Strike

Starting at 14th level, when you hit a creature with an attack, you can cut off a creature's access to magic. For a number

of rounds equal to half your proficiency bonus, the creature is targeted by an effect that functions as the *antimagic field* spell except that its range is reduced to touch and it has no radius (affecting only the creature). On its turn, a creature targeted by this feature can spend its action to make a Charisma saving throw against your spell save DC to end the effect. Once you use this feature, you can't use it again until you finish a long rest.

CIRCLE OF GRAY (DRUID)

The Gray Knight has an intense relationship to nature, seeking out those endowed with a connection to fauna and flora to become their agents for balance—people with a natural understanding of it.

These druids are exceptional at fighting mages and priests, disrupting magic with every swipe of their shapeshifted limbs.

Druid Circle Spells

Expanded Mind

Starting when you choose this circle at 2nd level, your mind expands.

Level	Spell
3rd	<i>detect thoughts, silence</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>arcane eye, resilient sphere</i>
9th	<i>commune, dispel evil and good</i>

You gain telepathy to a range of 10 feet per point of proficiency bonus you possess. Unlike normal telepathy, you are able both send and receive images, able to primitively communicate with other creature even if you do not have a shared language.

In addition, you can spend a bonus action overloading the mind of a creature within range of your telepathy, causing it to make concentration checks with disadvantage until the start of your next turn. Once you have used this feature a number of times equal to your Wisdom modifier, you can't use this feature again until you finish a long rest.

Disruptive Wild Shape

Beginning at 6th level, while in wild shape any creatures within your reach that cast a spell trigger an opportunity attack from you. When you deal damage to a creature while in Wild Shape, until the start of your next turn the target makes concentration checks with disadvantage.

Powerful Disruptions

Starting at 10th, when you cast *dispel magic* or *counterspell* it is always treated

as 1 level higher regardless of the spell slot you used to cast it. For example, when you cast *counterspell* as a 4th-level spell it counts as a 5th-level *counterspell*.

Sublime Disruptions

Beginning at 14th level, you are able to cast *dispel magic* and *counterspell* while using Wild Shape.

CHEVALIER MARTIAL ARCHETYPE

Chivalry and honor are this archetype's foundation, a path for fighters committed to acting nobly. To a chevalier armor is only as good as a warrior's word, the blade is a tool for achieving glorious victory, and the shield a bulwark against wickedness.

Alignment. You must be lawful to select this archetype. If your alignment changes from lawful, you cannot gain more levels in fighter until you return to lawful alignment.

Chivalrous Challenge

Beginning when you choose this archetype at 3rd level, you gain the ability to make chivalrous challenges. As a bonus action, you choose a target you can see within 100 feet and loudly shout a declaration of combat at them.

Until your target is unconscious or dead, you have disadvantage on attack rolls against other creatures. Your weapon damage rolls against the target gain a bonus equal to half your proficiency bonus. You may end a chivalrous challenge as a bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature twice between short rests starting at 10th level and three times between long rests starting at 20th level.

Friendly Reputation

Also at 3rd level, your uplifting reputation is well-known and earns you some small acts of kindness. When you reach an inn or tavern, you may make a DC 8 Charisma check to see if your reputation precedes you. On a success you are given free lodging, drink, and food. The GM may decide that no check to be recognized is required because someone who works in the establishment knows you already or has seen you recently.

In addition, you may convince merchants to sell you goods for a more modest price. If you succeed on a DC 12 Charisma check to be recognized, you gain advantage on an ability check to determine the final price of an item that costs 50 gp or less. You may exploit your reputation to persuade merchants this way a number of times equal to your Charisma modifier (minimum 1). Expended uses recharge after a long rest.

Trustworthy Attendant

At 7th level, you attract a faithful servant to be your dutiful traveling companion, someone to perform routine tasks in order to provide you with more time to train and rest. Your companion is a **Commoner**. This companion defends itself when necessary but otherwise it will not fight for you or otherwise take directions other than to hide, carry things, relay messages, and anything that does not endanger itself. You must provide food and water to your companion.

After being attacked a number of times equal to your proficiency bonus + Charisma modifier, your companion abandons you and it takes you 1 week to find another.

Heraldry

Starting at 10th level, your Charisma score increases by 2 and you gain advantage on Charisma ability checks against common folk. Guards, merchants, nobles, royalty, soldiers, and anyone of higher social standing are unaffected by this feature.

Mortal Challenge

Beginning at 15th level, your incredible conviction makes your blows strike all the harder. You gain a bonus equal to your Charisma modifier on weapon attack rolls made against a target you have challenged.

Overcome

At 18th level, your self-confidence is so assuring that you gain proficiency in Charisma saving throws.

In addition, when reduced to 0 hit points you may make a Charisma saving throw with advantage to be reduced to 1 hit point instead. The DC of this saving throw is equal to the damage dealt to you.



Once you use this feature, you must finish a short or long rest before you can use it again. If used against a melee weapon attack, you may use this feature twice before requiring a short or long rest to use it again.

HEAVENLY SOUL MONASTIC TRADITION

Monks of the Heavenly Soul possess a purity of essence that shines through from their soul, bringing forth mystical energies that allow them heal with a touch, ward away evil, and walk upon the very air on steps made from light itself.

Healing Palm

Starting when you choose this monastic tradition at 3rd level, you learn how to empower and heal others using your pure soul. As an action, you can spend 1 *ki* to touch a creature within reach, restoring a number of hit points equal to your Martial Arts die + Wisdom modifier. For each *ki* point you spend when activating this feature, you restore an additional number of hit points equal to your Martial Arts die + Wisdom modifier.

In addition, as an action, you can spend 1 *ki* to cast *protection from evil and good* on yourself.

Holy Soul

Beginning at 6th level, you are under the constant effects of *protection from evil and good*. By spending a bonus action and 1 *ki*, you can cast *protection from evil and good*, increasing its duration to 1 hour.

Heavenly Step

At 11th your steps become as light as a cloud. You leave no tracks and increase your speed by 20 feet. You no longer need to spend *ki* to activate the Step of the Wind feature.

In addition, you can spend 1 *ki* to conjure a disk of hard light after jumping. The disk appears beneath your foot, allowing you to jump a second time while in mid-air.

Banishing Fist

Starting at 17th level, you learn how to use the purity of your soul to lash out, extinguishing the magical forces that tether unnatural visitors to the world. You can spend 3 *ki* to cast the *banishment* spell, increasing its effective spell level by 1 for every additional *ki* spent activating this feature.

Radiant Fist

Also at 17th level, you finally master control over your soul and can use it to empower your strikes. By spending a bonus action and 1 *ki* point, you surround your fists and feet with a golden aura that lasts for 6 rounds. The light causes your unarmed strikes to deal 1d6 radiant damage.

OATH OF THE ANGELIC WARRIOR

Angelic warriors are paladins that undergo intense conditioning to accept the physical blessings of the divine and take vows that commit them to the machinations of the greater good, an active path of resisting evil in all its forms.

Angelic Oath

The Angelic Oath binds a paladin to the tenets of goodness, pledging them to actively work to improve the lives of others, embody goodwill, and opposed to and completely intolerant of evil in all ways. Angelic warriors are easily distinguished from their fellow paladins, both for their staunch refusal to allow for evil and their much more visible blessings from the greater planes. The precise way an angelic warrior undertakes the benign scope of their duties varies greatly from paladin to paladin—some fight against evil, others broker civil peace between warring nations, many are healers, and more are a mix of all three—but they always act in the interests of the greater good, frequently sacrificing their own well-

being to aid or protect those who cannot defend or help themselves. Angelic warriors are well known for



their harsh intolerance of evil and towns they settle in frequently move any illicit or questionable activity well away from the paladin's gaze.

Paladins that swear the Angelic Oath are utterly devoted to the gods of good, using all of their tenets as a measure of their devotion (a daunting task for most). They idolize angels and strive to emulate the avatars of good, modifying their bodies through intense prayer to appear more like and acquire some of the abilities of celestial beings.

TENETS OF ANGELICISM

The constraints and expressions of the Angelic Oath may vary depending on the specific type of angel a

sect is devoted to above all others, but all paladins of this oath share these principles.

Health: The preservation of life is founded by the well-being of a creature and in addition to conditioning your body, mind, and spirit, you eat healthily, abstain from alcohol, and encourage others around you to do the same.

Oppose Evil: Evil cannot be allowed to exist under any circumstances. If you cannot end it now, you must do so at the earliest opportunity, and evil is *never* your ally.

Penance: To maintain your purity any evil acts or latency of the other tenets must be expunged from your soul through suffering.

Purity: Attaining the essence of an angel can allow for no tainting of the soul and any deviation from the principles of the Angelic Oath must be purged. The same is true for those to whom you've rendered aid.

Self-Sacrifice: Angels know that they are but gears in the machinations of benign divinity; you accept that to preserve the life of another with your own is a virtuous way to die.

Angelic Warrior Oath Spells

Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity feature.

Level	Spells
3rd	<i>detect evil and good, healing word</i>
5th	<i>enhanced ability, lesser restoration</i>
9th	<i>beacon of hope, revivify</i>
13th	<i>banishment, death ward,</i>
17th	<i>commune, dispel evil and good</i>

Angelic Graft. As an action, you can grant yourself the Holy Gear feat or the Unicorn Horn feat for 1 minute.

At 7th level, a bonus action activates this feature and the duration increases to 10 minutes.

At 15th level, a free action activates this feature and the duration increases to 1 hour.

Feathered Blessing

At 7th level, as an action, you can use channel divinity to grant yourself the Couatl Crest or Pegasus Wings feat for 10 minutes.

At 15th level, a bonus action activates this feature and the duration increases to 1 hour.

Avatar of Good

At 15th level, as an action, you can grant yourself the Deva Wings, Planetary Visage, or Solar Gaze feat for 1 hour.

Angelic Avatar

At 20th level after taking a long rest, choose 3 feats that can be granted to you by your class features. You acquire the chosen feats until your next long rest. If you already possess any of the following feats, their effects become more pronounced.

Couatl Crest: The range of your telepathy increases by 60 feet.

Deva Wings: Your fly speed increases by 30 feet and your radiant damage increases to 18 (4d8).

Holy Gear: Spend an action to choose a number of creatures equal to your proficiency bonus to also gain the benefits of this feat while they are within 30 feet of you.

Pegasus Wings: Your fly speed increases by 30 feet and you may wear heavy armor.

Planetary Visage: You may gain both of this feat's benefits at the same time.

Solar Gaze: You gain immunity to radiant damage and gain advantage on Wisdom (Perception) checks based on visual sight.

Unicorn Horn: You receive double the normal number of charges and require only a short rest to recharge them.

OATH OF THE CHOSEN

The Oath of the Chosen intertwines a paladin's soul with a destiny offered to them by the gods, a road to complete their fate with valor and virtue.

These warriors are lesser agents selected by the deities to be their representatives in the world, blessed with divine abilities and gifted companions that make it obvious they have been chosen by a god.

Tenets of Chosen

You cannot ingest, own, wear, or wield anything forbidden by your god.

- You must make a daily offering of some kind with the expenditure of at least 1 silver or 1 hour of activity (usually at dawn or dusk). Alternatively, your god might require you to spend a specific day of the week resting or to make an offering worth at least 1 gold once each week.
- You must pay respect to the dead as your god dictates. This includes fallen enemies.
- You cannot enter into another god's house of worship.
- You must seek out the unfaithful and convert them to your god.

Should you violate any of the tenets of your god you lose the benefits of this archetype until you have atoned. How restrictive the tenets are remains entirely at the discretion of the GM but it is recommended that there are at least enough to make it an integral part of your daily life and sometimes a challenge in your adventures as well. Atonement requires the undertaking of a quest very specifically on behalf of your god or the expenditure of at least 20 gold coins per paladin level spent to directly benefit your god (and not yourself).

Chosen Oath Spells

Level	Spells
3rd	<i>divine favor, shield of faith</i>
5th	<i>enhance ability, find steed</i>
9th	<i>beacon of hope, haste</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>dream, legend lore</i>

Divine Vigor

When you take this oath at 3rd level, you gain 3 hit points and 1 additional hit point whenever you gain a paladin level. In addition, you can use Channel Divinity to call upon your patron god for protection for you and your allies. As an action, you present your holy symbol and speak a primordial word from an ancient dialect of Celestial. Choose any number of creatures within 30 feet of you. These creatures each gain a number of temporary hit points equal to your paladin level.

Aerial Mount

Starting at 7th level, when you cast *find steed* your mount gains a fly speed equal to 5 feet per point of proficiency bonus you possess and 1 additional hit point per paladin level.

Godly Grace

When you reach 15th level, you have advantage on death saves. In addition, your mount's fly speed increases to 10 feet per point of proficiency bonus you possess.

Deific Avatar

At 20th level, you learn how to directly channel your divine patron to become a titan of divinity. By spending a bonus action, you can increase your size and the size of your mount (from *find steed*) by two steps. This size increase hardens your skin to increase your AC by 2 from natural armor, your longer arms increase your reach by 10 feet, your longer legs increase your speed by 20 feet, and your enlarged weapon attacks to deal 2d6 additional damage.

TRUE INQUISITOR RANGER ARCHETYPE

In Askis' past there were many that walked the path of the original Inquisition, seeking out clutches of evil and attaining true glory by banishing wickedness from wherever it made its foul lairs. Over the centuries the Celestial Heroes have gradually abolished corruption and sin from the world, and in turn ever fewer true inquisitors are called to fight against iniquity—the few that do are distinguished from their less pure counterparts however, steadfast in their quest to purge villainy!

Champion Against Evil

Beginning at 3rd level, your strikes are imbued with holy power that seers into the skin of the sinful. When you hit a creature of evil alignment with a weapon attack, you deal 1d4 additional damage. At 7th, 11th, and 15th level this additional damage increases by 1d4 (to a maximum of 4d4). The damage increases by one die step (to 1d6s) if the target is an undead or a fiend.

In addition, you gain proficiency in Insight. If you already have proficiency in Insight, your proficiency bonus is doubled for any ability check you make that uses it.

Honest Aura

Starting at 7th level, you are able to ward away falsehoods with your very presence. You are able to cast *zone of truth* at will, though you may only target yourself.

Scent of Evil

Also at 7th level, you have advantage on Wisdom (Perception) checks that rely on hearing or smelling an evil creature.

Inquisitor's Mark

At 11th level, you learn how to mark your prey. You spend a bonus action to choose an evil, neutral, or unaligned creature you can see within range and mystically brand it as an enemy of good. You deal an extra 2d8 radiant damage to the target whenever you hit it with a weapon or spell attack, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find the target, and you have

advantage on saving throws to resist the target's attacks, special features, and spells. In addition, while branded with an Inquisitor's Mark the target has disadvantage on Charisma (Deception) checks and Charisma (Persuasion) checks.

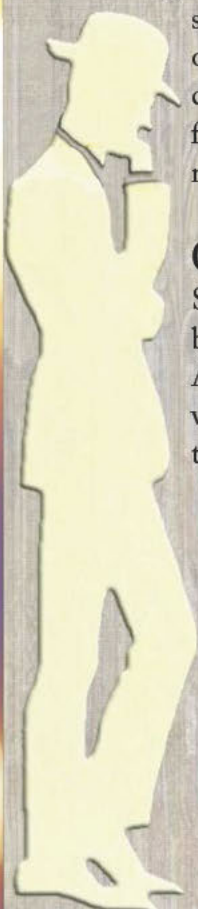
You may only target a single creature at a time with Inquisitor's Mark. Your Inquisitor's Mark can only be removed by death or by you spending a bonus action to remove it from your target.

Pious Strikes

Beginning at 15th level, your Inquisitor's Mark guides your strikes as well. You gain advantage on attack rolls you make against the target of your Inquisitor's Mark.

SAMARITAN ROGUE ARCHETYPE

You ply your mischief in the name of all that is good, ever seeking to make the world a better place with a smile on your face all the while. While other rogues might think less of you and consider your benign principles to be foolish, the levity it grants to your heart makes you quick and clever as can be.



Cunning Samaritan

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to aid the defense of an ally within your reach. Choose a number of targets equal to your proficiency bonus.

Each makes an Intelligence saving throw (DC 8 + your proficiency bonus + your Intelligence modifier). On a failure, a target is at disadvantage on attack rolls made against your ally until the start of your next turn.

You can also use the bonus action granted by your Cunning Action to move your speed as a reaction so long as you do not take the Dash action the same turn.

Touch of Kindness

Also at 3rd level, you can no longer abide viciously killing a creature with your talent for striking at weak points. When you deal sneak attack damage, your attacks can only render your target unconscious (not dead or dying).

Friendly Knockout

Beginning at 9th level, you learn how to strike a creature with a bit of divine energy poured into your blow. Once per combat when you have advantage on an attack roll against a living creature, instead of dealing sneak attack damage you can force the target to make a Constitution saving throw (DC 8 + the number of sneak attack dice you have). On a failure the target is knocked unconscious for 1 minute or until someone uses an action to shake or slap them awake. You may only target the same creature with this feature once per 24 hours.

Light Step

Also at 9th level, your legs are filled with a divine energy that makes you even quicker. Your speed increases by 15 feet and your jump distance is tripled.

Incorporeal Step

At 13th level, you may spend a bonus action to become incorporeal until the start of your next turn. In this state you gain resistance to all damage except force damage and may pass through objects and creatures as if they were difficult terrain. Attacks you make while incorporeal deal your sneak attack damage unless you have disadvantage on the attack roll. You may use this ability a number of times equal to your proficiency bonus before taking a long rest.

Gaze of Good Fortune

Beginning at 17th level, you are able to take the karmic goodwill you've gathered and gift it to others. Whenever a creature that you can see within 60 feet makes an ability check, attack roll, or saving throw, you can use your reaction to give them advantage.

ANGELIC SORCERER BLOODLINE

Somewhere in your ancestral past, a mortal consorted with a being from the higher planes. As a result celestial power fuels your innate magic, filling you with holy power that manifests itself as righteous sorcery.

Radiant Blast

When you choose this bloodline at 1st level, you learn the *eldritch blast* cantrip. If you have advantage on your spell attack roll when casting *eldritch blast*, add your

Charisma modifier to the damage it deals on a hit. Your sorcerer cantrips are unable to reduce a creature to less than 1 hit point.

Celestial Swarm

Starting at 6th level, as a reaction you can spend 1 Sorcery Point to encircle your body with motes of light. These motes have a number of hit points equal to twice your proficiency bonus and any damage you would take before the end of your next turn is subtracted first from this pool of hit points.

Angel Wings

At 14th level, you gain the ability to sprout a pair of spectral angel wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. Your spectral wings manifest through whatever you are wearing but leave them completely intact.

Celestial Talents

At 18th level, you gain the following features:

Blinding Gaze. You can spend 2 Sorcery Points as a bonus action to target a creature you can see within 60 feet. If the target can see you, it must succeed on a Constitution saving throw against your spell save DC or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Healing Touch. You can spend 1 Sorcery Point as an action to touch another creature. The target magically regains 4d8 + your Charisma modifier hit points. If you spend 2 Sorcery Points, the target regains 8d8 + your Charisma modifier hit points and it is also freed from any curse, disease, poison, blindness, or deafness.



HOLY ARCANE TRADITION

The mysteries of the Higher Planes beckon to many an intelligent mind and there are avenues within the formalized workings of magic where arcana and divinity intertwine. While they may be few and far between, for the faithful and intellectually capable great celestial power awaits down the path of holy magic.

Holy Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a holy spell into your spellbook is halved.

spell and are able to use it to summon a cherub. The cherub uses the statistics for a [Homunculus](#) with the following changes. The cherub familiar's Charisma score is 14, it is able to attack but has no bite attack, it gains a number of hit points equal to your wizard level, and it gains the following attack (using your spell attack bonus to hit and spell save DC):

Cloud Arrows. *Ranged Weapon Attack:*

range 50/100 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage. When the cherub scores a critical hit, the target makes a Charisma saving throw or becomes indifferent (as the *calm emotions* spell). The cherub familiar of a wizard of 10th level or higher may instead choose to force the target of a critical hit to make a Wisdom saving throw or be affected by *compulsion*.

Blessed Attentiveness

Starting at 6th level, you gain a truly sublime mental focus attuned to the Higher Planes. You are able to maintain concentration on one holy spell while also maintaining concentration on a second spell (which may be from any school of magic). Should you fail a concentration check, you lose concentration on both spells.

Divine Understanding

By 10th level, your faith has led you to understand the primal workings of some divine magic. Choose two cleric spells. A spell you choose must be of a level you can cast, as shown on the Wizard table, or a cantrip. The chosen spells count as wizard spells for you.

Holy Secrets

Beginning at 14th level, the revelations from your experiences with celestial energies have yielded potent knowledge that protects your very soul. You have resistance to necrotic damage, advantage on Death saving throws, and you have advantage on saving throws against fiends (whether resisting a feature or spell cast by the creature).

INAEQUA ARCHETYPES

These archetypes are very much designed with the world of Askis in mind, may not be suitable for play elsewhere, and are only available at the discretion of the GM.

COLLEGE OF INAEQUA TINKERING

Deviants that are labeled as maverick technologists aren't immediately shunted to Askis' institutions of reform, guided first to the College of Inaequa Tinkering instead. It should be no surprise that those without a natural penchant for charm and hiding their true intentions ultimately rely on their superior intellect in what ultimately becomes a quest for mad science. For others however, this path proves to be a way to be accepted by society while pursuing ever greater scientific achievements—exciting inaequa-powered devices not unlike the wicked souls that sometimes pop up despite the utopia the Celestial Heroes have built.

Entropic Caress

Starting at 3rd level, when you first touch an inaequa-powered device you may spend 1 use of Bardic Inspiration to choose to be considered one alignment-step closer to evil (if you are good the device treats you as if you were neutral and if you are neutral the device treats you as if you were evil.) Treat your Charisma score as both your Sanctity and Sin score. When you reach 9th level in this class, you able to spend 2 uses of Bardic Inspiration to choose for a device to treat you as evil.

Vital Conversion

Beginning at 6th level, you learn how to expend the energies contained in a piece of technology in a powerful burst of restorative power amplified by your

soul. As an action, you can permanently burn out an inaequa-powered device (destroying it) and touch a creature within your reach to restore a number of hit points equal to 1d12 + your Charisma modifier. Once you use this feature a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Vital Tether

At 14th level, you learn to extend and improve the output of a converted inaequa-powered device. You may use Vital Conversion to heal a creature that you can see within 30 feet, it restores an additional 1d12 hit points, you are able to target yourself, and you regain uses of the feature when you finish a short rest.

COG DOMAIN

The devout unable to divest themselves from the workings of technology come to the calling of the Cog, seeking to understand the machinations

underlying the universe. Their faith leads them to this worship of analysis and knowledge, making masters over both divine magic and scientific wonder—more importantly, it turns them into thinkers of such

Cog Domain Spells

Level	Spells
1st	<i>floating disk, grease</i>
3rd	<i>arcane lock, knock</i>
5th	<i>glyph of warding, stinking cloud</i>
7th	<i>fabricate, faithful hound</i>
9th	<i>animate objects, creation</i>

brilliance that they are able to deduce where and when to move and act far in advance.

Touch of the Cog

Starting at 1st level, when you target a construct or object with a spell that restores hit points, it restores the target's hit points even if it normally would not. In addition, you gain proficiency in Technology.

Intellectual Foresight

Also at 1st level, while wearing light armor you gain a bonus to AC equal to half your Intelligence modifier (minimum 0). While you are wearing no armor, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

Channel Divinity: Obstruct the Machine

Starting at 2nd level, you can use your Channel Divinity to enact the inevitable forces of order on everything around you. As an action, you present your holy symbol and call down the clockwork nature of creation onto creatures you choose within 30 feet, forcing them to make a Wisdom saving throw against your spell save DC or gain the stunned condition for a number of rounds equal to half your proficiency bonus.

Finetuned

Beginning at 6th level, you gain two reactions each round.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 force damage to the target and change the weapon damage to force damage. When you reach 14th level, the extra damage increases to 2d6.



your reactions in a round to gain a second bonus action that turn. Alternatively, by expending the energy in an inaequa-powered device (burning it out and destroying it) you can spend both your reactions and your bonus action to gain an additional action that turn.

After using this feature, you do not have a bonus action on your next turn.

INAEQUA INVENTOR MAD SCIENCE

A very few rare minds are so astute and lucky that they are able to tamper with the wondrous resource gifted to Askis by entities of the higher planes: inaequa itself. Handling and engineering for so potent a fuel is not matter however, and the rigors of complying with so bureaucratic and jumbled a society drive many would-be genius inaequa inventors to paths of madness. Any that can resist are a boon to the world however, creating the latest technological wonders that improve everyone's lives.

Alignment. You must be good to select this mad science. If your alignment changes from good, you cannot gain mad scientist levels until your alignment returns to good.

Holy Spells. You add *lance of light*, *novis inaequa*, *radiant ricochet*, *righteous weaponry*, and *holy hand grenade* to the mad scientist spell list.

Salutaris Ray

When you choose this mad science at 1st level, you learn how to incorporate inaequa into your technological weapon. By spending an action, you can fire your technological weapon at a living creature within 30 feet to restore 1d4 hit points. After using this feature a number of times equal to your Intelligence modifier, you can't use it again until you finish a long rest. Your mad scientist cantrips are unable to reduce a creature to less than 1 hit point.

Curative Injectors

At 5th level, you gain proficiency with alchemist's supplies, are able to brew *potions of healing*, and learn how to craft curative injectors. It takes you 2 hours and 25 gold worth of materials to create a *potion of healing*. When you reach 10th level in this class, you are able to create a *potion of superior healing* with 4 hours and 100 gold worth of materials. When you reach 15th level in this class, you are able to create a *potion of supreme healing* with 6 hours and 250 gold worth of materials.

Crafting a curative injector takes 1 full day and 10 gold in parts. A creature may only wear one curative injector at a time because of where the device must rest in order to be effective (directly behind the neck). When its wearer is reduced to 0 hit points, a curative injector destroys itself and injects a *potion of healing* into the wearer.

Improved Salutaris Ray

At 11th level, your control over inaequa-powered healing blasts improves dramatically. You restore an additional 2d4 hit points and regain uses of the feature on a short rest.

In addition, you also learn how to calibrate inaequa firing from your technological weapon to frazzle a target's mind. As a bonus action you can adjust your technological weapon, setting it to stun. Until you spend a reaction or bonus action to reset it, your technological weapon cannot utilize your healing ray, cantrips, or other spells. While set to stun mode, your technological weapon allows you to fire two stun rays as an attack action (using your spell attack bonus). On a successful hit, a target makes an Intelligence saving throw against your spell save DC or is stunned for 1 round. After a creature has been stunned by this attack, it is immune to this feature for 1 minute.

Transvorto-Inaequa

At 17th level, you learn how to create a unique device called a transvorto-inaequa. This powerful gadget requires 8 hours of work to build, is attuned to your soul, and can only be activated by you. You may only possess one transvorto-inaequa at a time and while worn it has an AC of 17 (40 hit points). By spending an action you can activate your transvorto-inaequa, transforming your body and all of your other equipment into pure inaequa. While in inaequa-form, you gain the following benefits:

- Your AC becomes 16.
- You gain a fly speed of 60 feet.
- You gain resistance to cold, fire, lightning, and thunder, as well as bludgeoning, piercing, and slashing.
- You gain unlimited uses of your Salutaris Ray.
- Any creature that spends a bonus action to reach out and touch you heals themselves, regaining 2d6 hit points. A creature you are grappling automatically regains 2d6 hit points each round at the start of its turn.
- The only cantrip or spell you are able to cast is *eldritch blast*.
- A transvorto-inaequa ceases to function and destroys itself 1 minute after being activated, at which point you gain one level of exhaustion.

INAEQUATEER RANGER ARCHETYPE

While the Inquisition may find themselves short on properly trained Inquisitors, their more technological and combative wing—the Inaequateers—are a common sight among the armed forces of Ouranios, Samovi, and Zakuthombo. Wearing and wielding devices empowered by the wondrous substance, these holy soldiers are the scouts and shock troops of Askis' militaries, trusting in their inaequa-powered armaments to bring victory over evil.

Directionem Gerentis

When you choose this ranger archetype at 3rd level, your mastery over weapons powered by technology increases. You receive or find an inaequa-weapon (either an inaequa-pistol, power sword, or well hammer). You gain a +1 bonus to attack rolls made with inaequa-weapons and deal 1d4 extra damage on a successful hit. When you reach 11th level in this class, your additional damage with inaequa-weapons increases to 2d4.

Catafractarius

Starting at 7th level, your connection with the wondrous substance of inaequa allows you to maximize the effectiveness of a suit of armor powered by it. You receive or find a suit of power armor. When you first wear a suit of power armor, you gain the following benefits. These benefits cannot be changed for a specific suit of power armor after they are chosen, but you may choose differently whenever you first don a suit of power armor.

- Your speed increases by 20 feet or you gain a fly speed of 10 feet.
- Choose either Strength, Dexterity, or Constitution. While wearing this suit of power armor the chosen ability score increases by 2 (this cannot increase an ability score above 20).
- You may choose to increase your AC by 1 or to change your armor class to 10 + your Dexterity modifier + your Wisdom modifier.
- Your power armor does not cause you to have disadvantage on Stealth checks.

Inaequa-Attacks

Beginning at 11th level, the number of attacks you receive from Extra Attack increases to three so long as you only attack with inaequa-weapons that round.

Rocket-Inaequateer

Also at 11th level, if you did not already have a jetpack you acquire one. If it is destroyed or lost, you can acquire or find a new one within 1 week (barring circumstances at the discretion of the GM).

Praemoenio

At 15th level, the protection you gain from power armor dramatically improves. Whenever you finish a long rest and don a suit of power armor you have worn before, you gain three resistances. These resistances change each time you don a suit of power armor. Two of your resistances are energy resistances chosen from the following: acid, cold, fire, lightning, necrotic, psychic, thunder. You also gain one weapon damage resistance (bludgeoning, piercing, or slashing).

DEVIANT TECHNOLOGIST ROGUE

A few truly cunning folks that are cast out from academia manage to avoid reform institutions and the eyes of the

Inquisition, advancing their knowledge of technology in secret. Unfettered by bureaucratic bungling and the distractions of a university campus, these deviant technologists rewire inaequa-powered devices to perform in ways that their creators never intended.

Deviant Technologist

Beginning when you choose this rogue archetype at 3rd level, you have proficiency in Technology. You can use the bonus action granted by your Cunning Action to either jumpstart an inaequa-powered device or urge an expended inaequa-powered device to find more power. A jumpstarted device activates if it normally requires an Attack action or action to activate, expending double the normal amount of charges and becoming inoperable for 2 rounds. Urging power out of an expended device requires a DC 15 Intelligence (Technology), producing 1 charge on a success.

Touch of Deviance

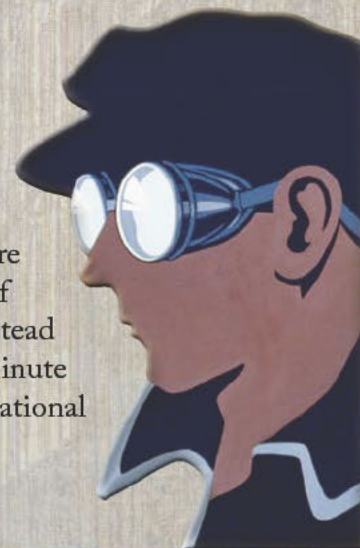
Starting at 9th level, when you first touch an inaequa-powered device you may choose for it to consider you to be evil (treat your Intelligence score as your Sin score).

Use Technological Device

By 13th level, you have learned enough about the workings of technology that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of technological items (including the Insane Contraptions, Scientific Gadgets, Talonis-Inaequa, and Transvorto-Inaequa devices made by mad scientists).

Iniquitous Control

At 17th level, your control over unimpeded inaequa becomes extraordinary. Inaequa items you pervert using Touch of Deviance are only destroyed or explode if you choose for them to, instead ceasing to function for 1 minute before becoming fully operational again.



HOLY FEATS

Heroes of Askis have delved deep into their faith and devotion to good, mastering superlative techniques and rites that utilize holy energies to accomplish truly miraculous feats. Chief amongst these are the hallowed Holy Troths but the power of divine rituals, gifts from celestial creatures, and more await the vanglorious adventurers bringing a close to the world's fight against corruption.

CONVICTION OF FAITH

Prerequisite: Proficiency Bonus +3 or higher, good alignment

Your unquestionable devotion gives you exceptional strength when overcoming evil. Once per turn you may choose to have advantage on a saving throw made to resist a spell cast by an evil creature. In addition, when you gain the charmed, frightened, or poisoned condition you may suppress its effects for a number of rounds equal to your proficiency bonus. While you are suppressing one of these conditions, if you would gain one of them due to a failed saving throw from an effect or spell, you lose the ability to suppress conditions for 1 minute.

DIVINE PRESERVATION

Prerequisite: Good alignment

The holy power suffusing your form preserves your flesh long after your soul has left and your corpse decays much more slowly. When considering whether or not you can be targeted by spells like *revivify* and *raise dead*, treat every 3 minutes (or hours, or days) as 1 minute (or 1 hour, or 1 day). After 1 month your body decays normally.

In addition, you require 4 bad results on Death saves before dying (instead of 3).

DRIVEN ONWARD

Prerequisite: Good alignment

The obstacles you face are great but your will to overcome is greater, an unwillingness to stand down that can make you seem like a juggernaut. At the end of your turn you can choose to spend hit dice to end one effect on yourself that is causing you to suffer from a condition. The conditions you can overcome and the hit dice cost for each are: blinded (4 hit dice), charmed (3 hit dice), deafened (1 hit dice), frightened (4 hit dice), paralyzed (8 hit dice), poisoned (2 hit dice), or stunned (5 hit dice).

HEROIC SACRIFICE

Prerequisite: Good alignment

By opening yourself up to attack, you create the perfect moment to strike—although not without great risk. As an action you choose a creature within 20 feet and vocally shout at it, gaining its attention. If the creature moves to attack you on its turn, when it is charging at you to strike and within your reach (if you are wielding a melee weapon) or within 15 feet (if you are wielding a ranged weapon) you may spend your reaction to make a weapon attack with advantage. If your attack hits, it is automatically a critical hit. Roll the damage dice for this attack twice and take the higher result.

Whether or not you hit, the creature has advantage on its next attack roll against you. If its attack hits, the attack is automatically a critical hit. The creature rolls its damage dice for this attack twice and takes the higher result.

HOLY MAGICIAN

Prerequisite: Ability to cast divine spells, good alignment

Your pure soul shines through your magic, making the need to sacrifice anything for spellcasting an afterthought. If a spell has material components that cost less than 10 gold, you do not require them to cast the spell. You do not have to present your holy symbol to utilize class features that require it nor do you require the use of a divine focus to cast spells.

INAEQUA ADTACTUS

Prerequisite: Intelligence, Wisdom, or Charisma 15, good alignment

Your curious touch can emulate the connection that evil creatures have with inaequa-powered technology. When you first touch an inaequa-powered device you may choose to be considered one alignment-step closer to evil (if you are good the device treats you as if you were neutral and if you are neutral the device treats you as if you were evil.) Treat your highest mental ability score (Intelligence, Wisdom, or Charisma) as both your Sanctity and Sin score. This feat does not work with features that grant a similar benefit.

In addition, you can take a functioning piece of inaequa-powered technology and swap it into an inaequa-powered device that has been rendered

inoperable by perversion. Both devices must be of the same relative size. The formerly perverted device functions for 10 minutes after which the charge dissipates, leaving both devices inoperable.

INAEQUA GNATUS

Prerequisite: Intelligence, Wisdom, or Charisma 15

Something about your essence gives you a natural connection to inaequa. You are able to activate inaequa devices from 5 feet away. If a creature is holding or using the inaequa device, you make opposed Wisdom checks and on a success you can deactivate the device.

When you reach character level 9th, 14th, and 19th level, the range of this feature increases by 5 feet (to a maximum of 20 feet at 19th level).

INAEQUA WEAPONER

Prerequisite: Good alignment

There's nothing better than an inaequa-enhanced weapon on your back or your belt—especially when you've carefully and rigorously trained in their use. You gain the following benefits:

- When you are wielding an inaequa-pistol, you can drop a creature to 0 hit points if it is at 1 hit point.
- When you are wielding a power rifle, the saving throw to resist its stunning effect increases by an amount equal to your proficiency bonus.
- When wielding a power sword or well hammer, you deal an additional 1d4 damage when you score a critical hit.
- When wearing power armor, your unarmed strikes deal an additional 1d6 radiant damage (instead of 1d4).
- If you are a mad scientist with the inaequa inventor mad science, your cantrips are able to reduce a creature to 0 hit points. When you use a cantrip to reduce a creature to 0 hit points, it does not die and instead gains the unconscious condition for 1d4 hours.

POWERFUL PRAYERS

Prerequisite: Able to cast divine spells, good alignment

With a soul as potent as your own, divine magic comes so naturally that you can practically wish for it to happen if you hope hard enough. As part of the casting of a divine or holy spell, you can choose to do so without any somatic or verbal components. You are only able to silently cast spells of a spell level equal

to or less than your spellcasting ability modifier (minimum 1st-level). Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you have finished a long rest.

WARRIOR OF FAITH

Prerequisite: Good alignment

The hilt of a weapon still brings you reassurance, but nothing gives you confidence like your faith—it is as much a blade as your sword and you carry it into every battle. When you make a weapon attack against an evil creature, the weapon counts as being magical. In addition, you can spend 1 hit dice as a reaction when you successfully hit an evil creature with a weapon attack to gain a bonus to damage equal to half your proficiency bonus.

CELESTIAL GRAFTS

Forced backwards by the slashing claws of the trolls assailing her, the monk flips and somersaults into a corner, overpowered by their powerful strikes. Realizing her error too late she taps deep within herself to unleash her divine power, sending a bright flare of light from her silver eyes that blinds the two monstrous creatures in front of her, making escape a much easier proposition.

Hearing the blaring horn of the guardsmen on the city walls, the archer leaps to his feet from the tavern chair and darts for the door. Unslinging his longbow and unfurling his wings, the marksman takes to the air and soars into the sky, taking heed of the encroaching enemy's positions and finding his first target.

After spending several minutes carefully listening to the paltry excuses from the king's advisor, the paladin had finally heard enough. Her sense of the divine told her that nearly everything the canny old liar had said was false, and that her suspicions of his true nature were to be believed. Drawing her longsword and shield causes everyone to flee from around the table, which is well enough—as the paladin advances towards him the old man's skin splits open and he grows to his fell demonic glory, breathing fire on her that flickers out as it pours around her golden body.

Devotion to the greater powers of good is measured in many forms. Some offer their mental energies, pouring over faithful texts and exploring the doctrines of their faith through philosophy. Others spread the gospel of their deity, gathering others to

their flock to glorify their god. Most are champions of their patrons, soldiering in their name or undertaking holy quests. The rarest and truly most devoted worshipers are blessed with the traits of angels and avatars, gaining potent divine abilities that set them apart from their peers.

Experimenting and Grafting

Simply acquiring an experiment feat immediately grants its benefits—unless the GM decrees otherwise, the actual acquisition of any following feats are narratively-driven and do not require actually finding and ingratiating a foreign body part.

Should the GM decide it, a character must have the part of another creature's body that they want to make their own in order to graft it. Though this can be challenging for rare targets, a character with an experiment feat is able to express their own will on a conjured creature in order to gain the desired limb. When the summoned creature dies, the character makes a Constitution saving throw opposed by a Constitution ability check by the summoner; on a success, the rest of the conjured creature disappears but the desired body part remains for 1d4+5 minutes.

So long as a body part comes from a creature permanently on the Material Plane (or as described above) and is fresh (or properly preserved with a *bag of holding*, *gentle repose* spell, or other appropriate measures), a grafting character can morph it onto themselves. Grafting the foreign body part on requires the corresponding part from the grafting creature's body be removed (dealing 1d10 points of damage to themselves) and a Wisdom (Medicine) check (DC equal to the grafting creature's hit dice) in a gruesome process that takes five minutes to perform. Other characters may assist with the Wisdom (Medicine) check as normal, but attempts to perform it themselves increase the DC to 8 + grafting creature's hit dice.

COUATL CREST

Prerequisite: Proficiency Bonus +3 or higher

You grow a resplendent feathery crest on your forehead not unlike that of a glorious celestial serpent, making your mind an impregnable fortress and expanding your consciousness.

You gain immunity to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location.

You gain telepathy to a range of 60 feet. If you already possess telepathy, its range increases by 30 feet.

DEVA WINGS

Prerequisite: Proficiency Bonus +4 or higher

Large, magnificent wings made from feathers of gold sprout out of your shoulder blades, allowing you to both soar through the skies and call on celestial energies to smite your foes.

You gain large golden wings that grant you a fly speed of 90 feet. You may deploy or retract these wings as a free action.

Once per long rest you may spend a bonus action to bathe your weapons in angelic energy. This energy persists for a number of rounds equal to your proficiency bonus, dealing 9 (2d8) radiant damage with each successful attack you make.

HOLY GEAR

Prerequisite: Lawful alignment

The great machinations of the benign entities influencing existence resonate within your being, driving you onward with unfailing resolve. Any attempts made to compel you to act in a manner contrary to your lawful nature or the orders of a quest you are undertaking automatically fail. Your alignment cannot change to chaotic, neutral evil, true neutral, or neutral good.

PEGASUS WINGS

Prerequisite: Proficiency Bonus +3 or higher

Two pairs of sizable wings emerge from your back, like those of a flighted celestial horse. Though they constrain your movements, you are able to traverse through the air with implacable grace.

You gain large feathery wings that grant you a fly speed of 60 feet. You have disadvantage when making Charisma ability checks against evil creatures and cannot wear heavy armor.

PLANETAR VISAGE

Prerequisite: Proficiency Bonus +4 or higher

You are able to call upon the divine to cover yourself in the celestial hide of one of the greatest sects of angels, giving you truly extraordinary defenses from either falsehoods or magical harm.

Your skin turns golden and you gain advantage on saving throws against spells and other magical effects. As a bonus action, you may lose the other benefit of this feat but gain the ability to automatically detect lies. Ending the effects of this feat and renewing its other benefit requires a bonus action.

SOLAR GAZE

Prerequisite: Proficiency Bonus +4 or higher

Your stare embodies all of the authority of the great beyond, able to rob sight from those you find unworthy and granting you a level of protection from divine energy.

You gain immunity to the blinded condition and resistance to radiant damage. As a bonus action, you may target one creature you can see within 30 feet. If the target can see you, the target must succeed on a Constitution saving throw (DC 8 + your Charisma ability modifier + your proficiency bonus) or be blinded until magic such as the *lesser restoration* spell removes the blindness.

HOLY TROTHS

The holiest adventurers and clergy pursue lives steadfastly dedicated to overcoming their mortal failings, taking on vows with such sincerity that their souls are forever marked by virtue of their incredible devotion. You may only ever benefit from one Holy Troth feat at a time.

TROTH OF CELIBACY

Prerequisite: Charisma 15, must be a virgin

Though you and your heart are fair indeed, you cannot and will not abide any romance in your personal life, forsaking the language of love for all your days.

When you select this feat, you dedicate yourself to chastity. Should you willingly engage in sexual conduct in excess of a kiss to the cheek or hand, you immediately lose access to this feat (you may not replace this feat with another, instead choosing an ability score and increasing it by 1.) Even these light displays of affection are violations of your troth however, suppressing the benefits it grants for 1 week.

So long as you remain chaste, you gain the following benefits:

- Your maximum hit point total increases by 2 for every point of proficiency you possess.
- You have advantage on saving throws made to resist the charmed condition. If you already possess this feature, you have immunity to the charmed condition instead.

TROTH OF CHARITY

Prerequisite: Constitution 13, Wisdom 13

Most adventurers seeking glory are keen to gold and treasure as well, but not you—you believe that it is greater to give,

UNCORN HORN

A horn sprouts from your forehead that attunes you to the energies of the higher planes, making you able to protect or heal living creatures. After taking this feat, whenever you finish a long rest you gain a number of charges equal to your proficiency bonus. You can spend a bonus action and 1 charge to create one of the following effects.

Celestial Restoration: You or a living creature you touch regains hit points (2d8 + your proficiency bonus). By expending an action and 2 charges you may increase the regained hit points by 1d8.

Celestial Shield: You create a shimmering, magical field around yourself or another living creature you can see within 60 feet. The target gains a +2 bonus to AC until the end of your next turn. By expending an action and 2 charges the bonus increases to +4.



and give you do.

When you select this feat, you piously give away nearly all of your possessions as well as all that you gain in the future, donating your shares of adventuring loot to charities and orphanages. Should you willingly retain or spend any wealth beyond what this feat allows for, you lose the benefits of this feat for 1 month. You must do the following to remain charitable:

- You cannot own a weapon that costs more than 1 gp. Carrying or wielding a more expensive weapon for more than 1 minute violates this restriction.
- You cannot own a suit of armor or a shield worth more than 10 gp. Wearing a more expensive suit of armor or shield for more than 5 minutes violates this restriction.

- You may only own 1 weapon, 1 suit of armor, or 1 shield. At 9th level you may own a second item, and at 17th level you may own a third item. These are the only pieces of equipment you may possess.
- If you own a ranged weapon, you may possess up to 30 pieces of ammunition at a time.

You gain the following benefits so long as you remain charitable:

- You gain proficiency with improvised weapons.
- When attacking with a melee weapon or unarmed strike, you deal a minimum of 1d6 damage. At 12th level this increases to 1d8 damage. This does not increase the damage dice granted by other feats or class features like Martial Arts.
- You gain a +1 magical bonus to attack and damage with weapon attacks. At 7th level and again at 12th level, this bonus increases by 1.
- You do not require material components to cast spells but you are unable to cast spells that require material components costing more than 20 gp.
- You gain advantage on Constitution saving throws made to maintain spells.
- Your armor class increases by an amount equal to half your proficiency bonus (round down).
- Your speed increases by 5 feet, your jump distances double, and climbing no longer costs you extra movement.

TROTH OF CLARITY

Prerequisite: Constitution 15

It is your belief that purity of soul can only come with purity of body. Though it can be troublesome to maintain, your impeccable diet and deep piety ward away sicknesses of all kinds.

When you select this feat, you forbid yourself from consuming alcohol, cooked food (this includes rations), magical food (such as *goodberries* or any other potions than *potions of healing*), meat, and anything but fruits, vegetables, nuts, and seeds. Should you willingly consume any other substance, you lose the benefits of this feat for 3 days.

You gain the following benefits so long as maintain clarity:

- You have resistance to poison damage. If you are already resistant to poison damage, you have immunity to poison.
- You have immunity to the poisoned condition.

TROTH OF HARDSHIP

Prerequisite: Strength 13, Constitution 13

All creatures are made to suffer but by face and master pain by your lonesome by focusing on your piety or matters of great importance, you alleviate the wounds of others by allowing resources to be spent elsewhere.

When you select this feat, you forbid yourself from having your hit points restored by magical effects or class features (like Lay on Hands or Wholeness of Body). Should you be targeted by an effect or spell that restores your hit points in a way other than resting or spending hit dice, you lose the benefits of this feat for 1 week.

You gain the following benefits so long as you do not receive magical healing.

- Your AC increases by 2.
- Add 1 to your maximum hit point total for every level you possess. Whenever you level after taking this feat, you gain 1 hit point.
- Add 1 hit dice for every level you possess to your hit dice pool. These hit dice do not increase your maximum hit point total. Whenever you level after taking this feat, you gain 1 more hit dice.
- By spending an action, you can draw upon your inner reserves to heal as if you had taken a short rest. Any hit dice you spend to heal using this feat only restore half as many hit points as normal.

TROTH OF PACIFISM

Prerequisite: Wisdom 15, proficiency in Insight or Persuasion

“Violence only begets violence” is an oft-taught lesson but a belief that you truly embody, refusing to raise your hand against attackers regardless of circumstance.

When you select this feat, you forbid yourself from willingly engaging another creature with violence. You may intervene and suffer from violence, but never damage another creature. Your interventions might alter the environment (such as greasing a floor) so long as they do not cause destruction (like lighting a building on fire) or direct and intentional suffering—you might cast *charm person* at a guard to gain a temporary ally but not *suggestion* to compel them towards danger. Should you willingly inflict suffering, intentionally cause a creature to take damage, or otherwise violate this oath, you lose the benefits of this feat for 1 month. Knowingly and willingly killing a creature (living, undead, construct, or otherwise) causes you to immediately lose access to this feat (you may not replace it, instead choosing an ability score and increasing it by 1.)

You gain the following benefits so long as you remain true to your pacifism:

- You may take the Dodge action as a bonus action. If you have a feature that allows you to Dodge as a bonus action, you may use that feature to Dodge as a reaction instead.
- You are surrounded by an aura of peace. This functions as a constant *sanctuary* spell that uses Wisdom as your spellcasting ability (spell save DC 8 + your proficiency bonus + your Wisdom modifier).
- You have advantage on Wisdom (Insight) and Charisma (Persuasion) checks.
- Once per combat you are able to spend your entire turn (action, bonus action, movement, and reaction) imploring for an end to the violence—and sometimes your words compel those who listen to stop. Make a Charisma (Persuasion) check at the end of the round against each combatant that is intelligent, able to hear you, and able to understand the language you use. Any creature who has a passive Insight lower than the result of your Charisma (Persuasion) check is compelled not to take the attack action or cast an offensive spell for 1 round. Creatures immune to charmed effects are unaffected by this feature and a creature with advantage on saving throws against the charmed condition gains a +5 bonus to their passive Insight for the purposes of this check.

TROTH OF RIGHTEOUSNESS

Prerequisite: Wisdom 13, Charisma 13, proficiency in Religion

Belief is fundamental. Your faith is unquestionable and undeniable, as much a part of you as your mind and body—a completely inseparable element of who you are.

When you select this feat, you become unquestioningly loyal to your faith and religion, gaining some of the following restrictive principles:

- You cannot ingest, own, wear, or wield anything forbidden by your religion.
- You must make a daily offering of some kind with the expenditure of at least 1 silver or 1 hour of activity (usually at dawn or dusk). Alternatively, your religion might require you to spend a specific day of the week resting or to make an offering worth at least 1 gold once each week.

- You must pay respect to the dead as your religion dictates. This includes fallen enemies.
- You cannot enter into another religion's house of worship.
- You must seek out the unfaithful and convert them to your religion.

Should you violate any of the tenets of your religion you lose the benefits of this feat until you have atoned. How restrictive this feat is remains entirely at the discretion of the GM but it is recommended that there are at least enough restrictive principles to make it an integral part of your daily life and sometimes a challenge in your adventures as well. Atonement requires the undertaking of a quest on behalf of your faith or the expenditure of at least 100 gold coins spent to benefit your religion as a whole (and not yourself). Knowingly and willingly participating in the religious rites of another faith causes you to immediately lose access to this feat (you may not replace this feat with another, instead choosing an ability score and increasing it by 1.)

You gain the following benefits so long as you remain true to your righteous faith:

- Your AC increases by 1.
- You have proficiency in a saving throw of your choice.
- You have resistance to one type of energy damage determined by your religion (chosen by the GM; usually cold, fire, lightning, necrotic, or psychic).
- You have advantage on Intelligence (Religion) checks.
- You have advantage on saving throws made to resist the charmed condition. If you already possess this feature, you have immunity to the charmed condition instead.
- When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest. If you already possess this feature, you regain its use after finishing a short rest.

TROTH OF SILENCE

Prerequisite: Proficiency in Insight

Words are as much a bridge between minds as they are walls separating the hearts of creatures. You no longer use them, instead moving through the world in perpetual silence.

When you select this feat, you forbid yourself from speaking or otherwise using your vocal cords to

produce sounds of any kind. Should you violate this oath and whisper a short phrase or shout a few words, you lose the benefits of this feat for 1 week. Speaking again during this week or using your vocal cords any more than that causes you to immediately lose access to this feat (you may not replace this feat with another, instead choosing an ability score and increasing it by 1.)

You gain the following benefits so long as you remain voiceless:

- You have advantage on Dexterity (Stealth) checks.
- You have advantage on Wisdom (Insight) and Wisdom (Perception) checks (increasing the passive scores of both by 5).
- You have advantage on Wisdom and Charisma saving throws.

DIVINE RITUALS

Usually magical rites are the purvey of cult masters, demon worshipers, and heretical priests, but not always! All rituals have a sacrificial cost of some kind, usually with a mechanical impact. At the GM's discretion, additional components and steps may allow the master of a ritual to grant its benefits to another creature within sight rather than itself. All of the rituals require the use of a holy symbol and at the GM's discretion other specific reagents as well.

APOCALYPSIS PERICULOS

Prerequisite: Religion, good alignment

Entreating upon the powers celestial with praise, devotion, and a pure heart, you pierce the shrouds obscuring dark entities and malignant influences.

Priests and masters of saintly shrines are trained in the ways of this ritual, the tomes detailing how to perform it a necessity in the ancient times of Askis before the unification of the world.

Performing the ritual requires at least 8 hours of prayer each day for a week. Each day of the ritual you must fast, and it is not complete until you have accrued at least 2 levels of exhaustion. Upon completion of the ritual, you open your awareness to detect the forces of evil in a 5-mile radius. For the next minute, you know the location of any fiend or undead that is

TROTH OF TRUTH

Prerequisite: Alignment of lawful good, lawful neutral, lawful evil, neutral good, or neutral

Falsehoods and lies are the strongholds of fools. You are steadfastly dedicated to always acting openly and speaking the truth no matter the consequences.

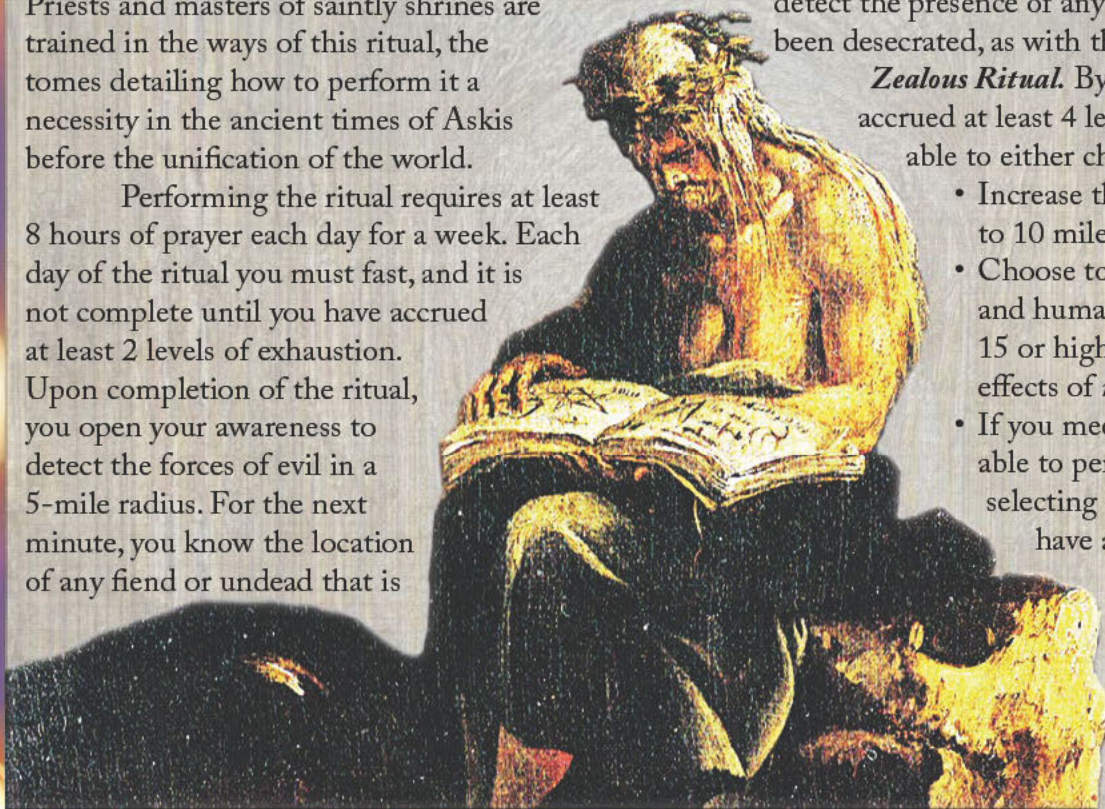
When you select this feat, you forbid yourself from knowingly acting in secrecy or being deceptive. Should you tell a lie or willingly conceal your activities, you lose the benefits of this feat for 1 week. If your alignment changes from lawful good, lawful neutral, lawful evil, neutral good, or neutral, you lose access to this feat until your alignment changes back.

While you remain utterly truthful, you gain advantage on Charisma (Persuasion) checks.

within the area and not under the effects of the *nondetection* spell. You know the type (fiend or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been desecrated, as with the *hallow* spell.

Zealous Ritual. By fasting until you have accrued at least 4 levels of exhaustion, you are able to either choose one of the following:

- Increase the range of your awareness to 10 miles
- Choose to detect evil monstrosities and humanoids with a Sin score of 15 or higher that are not under the effects of *nondetection*.
- If you meet its prerequisites, you are able to perform the ritual without selecting this feat by fasting until you have accrued at least 4 levels of exhaustion, but you are not able to gain the benefits of a zealous ritual.



CUSTOS CALICEM

Prerequisite: Religion, good alignment, Proficiency Bonus +3, unable to cast spells

An ancient and highly secretive holy rite of Askis, the “ritual of the Guardian Chalice” (as it is sometimes known) was a gift from celestial powers long ago as a means to protect sacred sites and potent relics from the forces of darkness. Only the most pious and devout are permitted to learn this powerful magic and even then, they themselves must not dabble in the divine or arcane arts. Thus the immortal defenders that practice and are blessed by the ritual remain rare, the heavy weight of their unending duty put upon the most ardent souls and no others.

Performing the ritual requires at least 4 hours of prayer each day for a month. Each week of the ritual you must fast long enough to accrue at least 1 level of exhaustion. Upon completion of the ritual, you touch a relic or sacred site and infuse it with holy power.

You gain the Ageless feature (you cannot suffer from frailty of old age, die from old age, or be aged magically.) Your Wisdom, Intelligence, and Charisma increase by 1 for each additional age category you age past your race’s normal limit (to a maximum of 20). At the GM’s discretion, if you have lived exceptionally long one of these ability scores may increase by as much as 3.

When you enchant a relic, you treat it with the same reverence you would a holy book or symbol. Accordingly, you never willingly part with your relic—you may not sell it, lend it to others, or otherwise abandon it. If for any reason your relic is taken from you, you must do everything in your power to recover it.

When you enchant a sacred site, it must be an area no larger than a 60-foot radius. You automatically detect when a creature of evil alignment is within 1-mile of your sacred site. Even when you are not in your sacred site, you have blindsense, darkvision, and tremorsense within the confines of your sacred site.

You age 1 year for each week that you are separated from your relic or sacred site. If you are an elf or other long-lived race, you age 1 year for each day that you are separated from your relic. You do not suffer from aging when you are separated from your relic or sacred site while on a quest to save it from destruction (or at the GM’s discretion, to perform an equally important holy task). Should you ever learn to cast spells

or take levels in a spellcasting class, you lose the Ageless feature and age 10 times faster than normal.

Special: This feat is ideal for campaigns where characters begin at 4th level or higher. When taken during a campaign, the GM may grant a different benefit instead of ability score increases.

DONUM VIRTUTIS

Prerequisite: Religion, good alignment, ability to cast divine or arcane spells

The historical texts of Askis are rampant with legends of lowly priests and lesser holy knights performing miracles—for the utterly devout the same power still awaits.

By performing a 10 minute ritual of uninterrupted prayer, you can cast a spell that is one level higher than the highest level spell you know or are normally able to prepare. These 10 minutes are in addition to the spell’s normal casting time. The spell must be on your class spell list and in the casting you expend one of your highest level spell slots. In addition, you must spend one hit dice plus one hit dice per spell level. You do not gain any healing from these hit dice.

Zealous Ritual. By spending 1 hour in uninterrupted prayer and expending a number of hit dice equal to your level, you are able to cast a spell that is instead two levels higher than the highest level spell you know or are normally able to prepare. In addition, you expend a second spell slot from your highest level spell slots

If you are of good alignment and proficient with Religion, you are able to perform the ritual without selecting this feat or having any ability to cast spells. When you do so it requires 1 hour of uninterrupted prayer, you expend all of your hit dice, and you are only able to cast a 1st-level spell from the cleric spell list.

EXORCISM

Prerequisite: Religion, good alignment

The power of saints and the divine can be called upon by the pure of heart to relieve ailments of both the body and soul, even when one lacks the ability to work greater magics.

By performing a 30 minute ritual of uninterrupted prayer, you can undo the possession of a target that you can see within 60 feet throughout the ritual. If the possessing creature has a CR higher than your level, it makes a Charisma saving throw

(DC 8 + your proficiency bonus + half your level) to resist the exorcism. A creature has advantage on the saving throw if its CR is double your level or higher, or if you have already failed to exorcise it from the target.

Zealous Ritual. By spending 1 hour of uninterrupted prayer and expending all of your hit dice, upon successfully completing the exorcism you may capture the possessing creature if it has the Etherealness feature. The creature makes a Wisdom saving throw (same DC) to resist being captured. On a failure, the creature is bound into an object you can see. Once you have bound a creature, it remains bound until you release it or it breaks free. At the end of each week, the bound creature repeats the saving throw with disadvantage. When it has succeeded on two consecutive saves, the bound creature breaks free.

If you meet its prerequisites, you are able to perform an exorcism without selecting this feat by spending 1 hour of uninterrupted prayer and expending all of your hit dice.

FORBIDDANCE DAEMONIBUS

Prerequisite: Arcane or Religion, good alignment, ability to cast spells

Potent holy magic has long been used to seal away fiends and other fell supernatural evils but the spellwork able to do so is highly guarded—in the wrong hands it could prove to be catastrophic, allowing for control over demons and devils rather than their imprisonment. Employed by responsible priests and utilized only when necessary, these rituals are capable of ensaring even the most powerful abominations (at least for a time).

By praying uninterrupted in a 1 minute ritual and expending at least 10 gold of holy reagents, you can trap a fiend, undead, or creature with a Sin score of 20 or higher within a circle you draw on the ground in holy script (as the *magic circle* spell). The circle remains until you choose for its magic to cease or until a creature outside of the circle erases any part of the holy script. You may choose to leave the circle inactive and can activate it as a reaction. If during the ritual you expended less than 10 gold times a creature's hit dice, it makes a Charisma saving throw with advantage against your spell save DC. At the end of each month, a trapped creature makes a Charisma saving throw with disadvantage. When it has succeeded on three consecutive saves, a trapped creature breaks free from the circle.

Zealous Ritual. If you expend more than 20 gold times a creature's hit dice when performing this ritual, you can attempt to bind the creature to your will or, if it is not native to the Material Plane, banish it back to its home dimension.

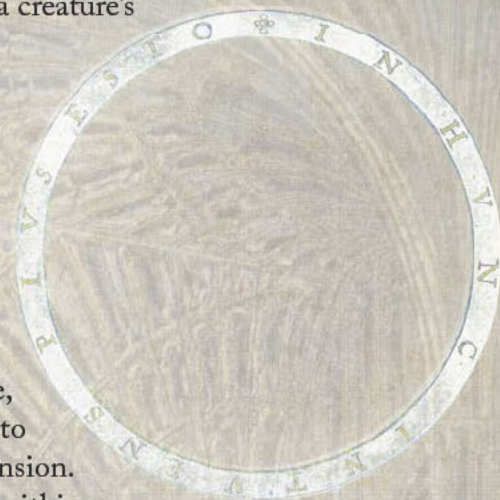
Once trapped within the circle, the creature makes a Wisdom saving throw with disadvantage against your spell save DC. On a failure, you can either banish the creature (as the *banishment* spell) or try to control the creature for 1d4 hours (as the *dominate monster* spell). When attempting to banish a trapped creature, on a success it is no longer trapped inside of the circle. When attempting to control a trapped creature, the results of the trapped creature's Wisdom saving throw and the duration you can control it are rolled in secret by the GM.

MOMENTARIUS EIDEM

Prerequisite: Religion, good alignment, Proficiency Bonus +4
Vows are a sacred thing and not to be taken lightly, but the needs of battle are demanding indeed and some warriors find their hearts must become as durable and nimble as their sword arms.

Performing the ritual requires at least 4 hours of prayer each day for a week. Throughout the ritual you must act in accordance with one Holy Troth of your choice. You must meet the feat's prerequisites. Upon completion of the ritual, you gain a number of Momentarius charges equal to your proficiency bonus. You can spend a bonus action and expend 1 Momentarius charge to gain the benefits of the chosen Holy Troth for 1 hour. You regain 1 Momentarius charge each day at dawn (up to a maximum equal to your proficiency bonus) as long as you do not break the vows of the chosen Holy Troth.

Zealous Ritual. If you pray for 8 hours each day for a month, when you perform the ritual you may choose a Holy Troth for which you do not meet the prerequisites.



HOLY SPELLS

A spellcaster must be of good alignment to cast a holy spell. The following spells may be learned as holy spells though when learned his way, they never affect or target celestials: 1st—*detect evil and good, protection evil and good*; 2nd—*augury, find steed*; 3rd—*magic circle*; 5th—*creation, commune with nature, dispel evil and good, hallow, planar binding*; 6th—*forbiddance, planar ally*; 7th—*divine word*; 8th—*holy aura*.

ANGEL WINGS

6th-level holy (cleric)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (the shed feathers of 7 different kinds of flighted birds)

Duration: 1 hour

You and up to six willing creatures you can see within range grow angel wings that magically grow through armor and equipment, granting a flying speed of 60 feet for the duration.

If a creature is flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

CANDLE VIGIL

2nd-level holy (ritual) (cleric)

Casting Time: 16 hours

Range: Touch

Components: V, S, M (22 white candles)

Duration: 10 days or instantaneous (see text)

As part of the casting of this spell, you surround a corpse with more than a score of lit candles. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

If one or more creatures remains by the body praying for the duration of the spell's casting, there is a cumulative 5% chance the target returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

DEIFICIO FATUM

3rd-level holy (bard, cleric, paladin, sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pomegranate seed)

Duration: 1 hour or until expended

You touch a creature and bestow upon it a holy enhancement. Choose one ability score.

HOLY SCHOOL OF MAGIC

Cantrips: *radiant ricochet*

1st-level: *prayer notes*

2nd-level: *candle vigil, luminant steps*

3rd-level: *deificio fatum, mirror of radiance, revitalize inaequa, righteous weaponry*

4th-level: *heavenly nectar, lance of light, lesser holy form, novis inaequa*

5th-level: *shield of light, vasa pretosia*

6th-level: *angel wings, holy form, saintly vengeance*

7th-level: *holy hand grenade*

8th-level: *sacred shout*

9th-level: *supreme holy form*

ability score. The next ability check the target makes with the chosen ability score that has total less than the chosen ability score, uses that score in place of the total.

HEAVENLY NECTAR

4th-level holy (bard, cleric, druid, paladin, ranger, sorcerer, wizard)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a simple wooden cup)

Duration: Instantaneous

You fill the wooden cup with a liquid that is utterly indistinguishable from water. Any creature that drinks it makes a Wisdom saving throw (DC 20 - your proficiency bonus - your spellcasting ability modifier) in order to benefit from this spell. On a success, a creature is cured of all blindness, deafness, diseases, and poison, has advantage on saving throws against fear and poison, and gains 5 temporary hit points. These benefits last for 8 hours.

After 1 minute, any undrunk liquid evaporates. Up to 6 creatures can drink from one casting of this spell. After a creature has benefited from *heavenly nectar* that you have created, it has advantage on its saving throw to benefit from the spell in the future.

HOLY HAND GRENADE

7th-level holy (cleric)

Casting Time: 1 hour

Range: 15 feet

Components: V, S, M (a gem worth 100 gp, which the spell consumes)

Duration: Special

You fervently pray and shape your devotion onto a singular point nearby and at the end of the casting, a *holy hand grenade* appears within range. As an action, a creature can pull the sacred pin from the *holy hand grenade* and count from 1 to 3 (not 5, but 3) before throwing the divine bomb up to 40 feet. Make a ranged attack against a creature or object, treating the *holy hand grenade* as an improvised weapon the wielder is proficient with. Regardless of whether or not the wielder hits the target's AC the *holy hand grenade* lands in the target's square and explodes at the end of the round, dealing 4d8 fire damage, 4d8 force damage, and 4d8 radiant damage to all creatures and objects within 10 feet (a Constitution saving throw reduces this damage by half). On a hit, the target receives no saving throw. A wielder that rolls a natural 1 on the attack roll drops the *holy hand grenade* in their own square.

You may only conjure one *holy hand grenade* at a time and while it exists, you cannot recover the spell slot used to create it.

HOLY FORM

6th-level holy (bard, cleric, druid, sorcerer, wizard)

Casting Time: 1 action

Range: Personal

Components: V, S, M (2 flasks of holy water)

Duration: Concentration, up to 1 minute

You along with everything you are wearing and carrying transform into a floating miasma of radiant golden light for the duration. The spell ends if you drop to 0 hit points. While in this form, your AC becomes 16 and your only method of movement is a flying speed of 30 feet. You can enter and occupy the space of another creature, restoring 4d8 of its hit points if it is a living creature and you occupy the same square at the end of your turn. Weapon attacks against you have disadvantage, you have resistance to force, necrotic, poison, psychic, and radiant damage, and you have advantage on saving throws to resist the charmed, frightened, and poisoned conditions. You can't fall and remain hovering in the air even when



stunned or otherwise incapacitated. By spending an action, you can choose a living creature within 20 feet and restore 4d8 of its hit points.

While in the form of radiant golden light, you can't manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells. In addition, you shed light as if the *daylight* spell were cast on you.

LANCE OF LIGHT

4th-level holy (bard, cleric, paladin, sorcerer, wizard)

Casting Time: 1 action

Range: Self (50-foot line)

Components: V, S, M (a rod of silver worth 2 gp, which the spell consumes)

Duration: Instantaneous

A dazzling beam of light erupts from your eyes to form a line 50 feet long and 5 feet wide that blasts out from you in a direction you choose. Each creature in the line must make a Constitution saving throw. A creature takes 8d8 radiant damage on a failed save, or half as much damage on a successful one. Evil creatures, fiends, and undead have disadvantage on this saving throw. Neutral and unaligned creatures have advantage on this saving throw. Celestials and good creatures are unaffected by this spell. After casting this spell, you make a Constitution saving throw or are blinded for 1 round.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d8 for each slot level above 4th.

LESSER HOLY FORM

4th-level holy (bard, cleric, druid, paladin, ranger, sorcerer, wizard)

Casting Time: 1 action

Range: Personal

Components: V, S, M (a flask of holy water)

Duration: Concentration, up to 1 minute

You along with everything you are wearing and carrying transform into a floating miasma of golden light for the duration. The spell ends if you drop to 0 hit points. While in this form, your AC becomes 14 and your only method of movement is a flying speed of 15 feet. You can enter and occupy the space of another creature, restoring 2d8 of its hit points if it is a living creature and you occupy the same square at the end of the round. Weapon attacks against you have

disadvantage. You can't fall and remain hovering in the air even when stunned or otherwise incapacitated. By spending an action, you can touch a living creature within your reach and restore 2d8 of its hit points.

While in the form of golden light, you can't manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells. In addition, you shed light like a torch.

LUMINANT STEPS

2nd-level holy (bard, cleric, druid, paladin, ranger, sorcerer, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (6 gold coins, which the spell consumes)

Duration: 1 minute

You and up to three willing creatures you can see within range gain the ability to briefly step on light while in mid-air by spending a reaction. The disk of light that appears beneath a creature's foot can be pivoted and angled to maintain momentum, allowing a second jump check to be made (in addition to the first) as though the creature had a running start.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, creatures targeted by it can jump one additional time while in mid-air for each slot level above 2nd.

MIRROR OF RADIANCE

3rd-level holy (bard, cleric, druid, paladin)

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a mirror)

Duration: Concentration, up to 1 minute

Upon finishing the casting of this spell, you imbue a mirror with the power of unquestionable truth. As an action, you can present it to a creature that is within 15 feet and able to see you. The target must succeed on a Wisdom saving throw or instead of its reflection it sees the consequences of its actions, feeling the elation of those they have helped or the suffering of those they have hurt.

A good creature that fails its saving throw gains 3d6 temporary hit points. Neutral and unaligned creatures are unaffected by this spell. An evil creature that fails its saving throw takes 3d6 psychic damage, while a fiend or undead that fails its saving throw

takes 3d8 psychic damage and immediately attempts to injure itself until it succeeds on a Charisma saving throw at the end of each of its turn.

A creature can only be affected by this spell once per casting (though it may be targeted multiple times).

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d6 (or 1d8 for fiends or undead) for each slot level above 3rd.

NOVIS INAEQUA

4th-level holy (bard, cleric, paladin, sorcerer, wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose an inaequa-powered device within range. If the object is perverted and unattended, you reverse its perversion. If the device is being used by a creature they make a saving throw (Sanctity if the device has been tricked, Sin if the device has been perverted). On a failure, the item deactivates and must be tricked or perverted again for the creature to make use of it.

PRAYER NOTES

1st-level holy (bard, cleric, paladin, sorcerer, wizard)

Casting Time:

1 action

Range: Touch

Components: V, S, M

(paper inscribed with prayers)

Duration: 24 hours

You touch up to three scraps of parchment and imbue them with magic. Any creature holding one of these scraps of paper can gain spend its reaction expending the power within the scrap to gain one of the following benefits:

- +1 bonus to an ability check or saving throw.
- +1 magical bonus to attack and damage.
- Increase its AC against a single weapon or spell attack by 1.

If you cast this spell again, the spell ends early on any scraps still affected by it.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, for each two slot levels above 1st you require an additional scrap of parchment, create 1 more *prayer note*, and the bonus granted by a *prayer note* increases by 1.



RADIANT RICOCHET

Holy cantrip (bard, cleric, druid, paladin, ranger, sorcerer, wizard)

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: 1 round

Four motes of light swirl around your body. These motes of light each have 1 hit point and any damage you would take from ranged weapon attacks or ranged spell attacks before the start of your next turn is subtracted from their hit points first (destroying 1 mote of light for every point of damage dealt, possibly negating the attack).

The spell creates more motes of light when you reach higher levels: eight motes at 5th level, twelve motes at 11th level, and sixteen motes at 17th level.

REVITALIZE INAEQUA

3rd-level holy (bard, cleric, paladin, sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (flask of holy water)

Duration: Instantaneous

This spell repairs the damage done to an inaequa-powered device that an evil creature has perverted, allowing it to function again provided it is still intact (and has not exploded, as many of these contraptions tend to when so altered). If cast on an unattended inaequa-powered device, any explosions or other negative effects are prevented, but objects in another creature's possession are unaffected by this spell.

RIGHTEOUS WEAPONRY

3rd-level holy (bard, cleric, paladin, sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

As part of the casting of this spell, you must be wearing or holding your holy symbol as you touch a creature. Until the spell ends, the creature may spend a bonus action to change the damage from all of its weapon attacks to radiant damage until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you may target one additional creature for each slot level above 3rd.

SACRED SHOUT

8th-level holy (bard, cleric, druid, sorcerer, wizard)

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a rod of platinum worth 200 gp, which the spell consumes)

Duration: Instantaneous

Cascading waves of brilliant light and sound explode from your orifices in a 60-foot radius as you channel the very gaze and voice of a god. Other creatures in the area must make a Constitution saving throw. A creature takes 7d8 radiant damage and 7d8 thunder damage on a failed save, or half as much damage on a successful one. Evil creatures, fiends, and undead have disadvantage on this saving throw. Neutral and unaligned creatures have advantage on this saving throw. Celestials and good creatures are unaffected by this spell. Any creature that takes 25 or more radiant damage is blinded for 2 rounds and any creature that takes 25 or more thunder damage is deafened for 2 rounds. After casting this spell, you are blinded and deafened for 2 rounds.

At Higher Levels. When you cast this spell using a 9th-level spell slot, you are not blinded or deafened by the casting.

SAINTLY VENGEANCE

6th-level holy (bard, cleric, sorcerer, wizard)

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a rod of gold worth 50 gp, which the spell consumes)

Duration: Instantaneous

Overwhelmingly bright light explodes from your eyes, ears, and mouth in a 30-foot radius. Other creatures in the area must make a Constitution saving throw. A creature takes 10d8 radiant damage on a failed save, or half as much damage on a successful one. Evil creatures, fiends, and undead have disadvantage on this saving throw. Neutral and unaligned creatures have advantage on this saving throw. Celestials and good creatures are unaffected by this spell. After casting this spell, you make a Constitution saving throw or are blinded for 1 round.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the damage increases by 1d8 for each slot level above 6th.

SHIELD OF LIGHT

5th-level holy (bard, cleric, paladin, ranger, sorcerer, wizard)

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: 1 hour

The outside of one of your arms becomes encased in an oval disc of translucent golden light. Your AC increases by 2. You are still able to wield weapons and use objects in the hand with your *shield of light*, but you cannot benefit from this spell and a shield or a second *shield of light*.

SUPREME HOLY FORM

9th-level holy (bard, cleric, druid, sorcerer, wizard)

Casting Time: 1 action

Range: Personal

Components: V, S, M (4 flasks of holy water)

Duration: Concentration, up to 1 minute

You along with everything you are wearing and carrying transform into a floating mist of brilliant golden light for the duration. The spell ends if you drop to 0 hit points. While in this form, your AC becomes 17 and your only method of movement is a flying speed of 45 feet. You can enter and occupy the space of another creature, restoring 6d8 of its hit points if it is a living creature and you occupy the same square at the end of your turn. Weapon attacks against you have disadvantage, you have immunity to force, necrotic, poison, psychic, and radiant damage, you are resistant to bludgeoning, piercing, and

slashing damage, and you have immunity to the charmed, frightened, and poisoned conditions. You can't fall and remain hovering in the air even when stunned or otherwise incapacitated. By spending an action, you can choose a living creature within 40 feet and restore 6d8 of its hit points.

While in the form of brilliant golden light, you can't manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack, and you can only cast spells that do not require material or somatic components. In addition, you shed light as if the *daylight* spell were cast on you and as a bonus action you can direct your gaze to a creature you can see within 60 feet. If the target can see you, it must succeed on a Constitution saving throw or be blinded for 1 round.

VASA PRETIOSA

5th-level holy (bard, cleric, paladin, sorcerer, wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pomegranate)

Duration: 1 hour or until expended

You touch a creature and bestow upon it a truly potent holy enhancement. Choose one ability score. The next ability check or saving throw the target makes with the chosen ability score that has total less than the chosen ability score uses that score in place of the total. In addition, the creature gains its proficiency bonus to the ability check or saving throw.

HOLY RELICS

HOLY BLOOD

Potion, legendary

Golden light shines around this blood-filled vial, its contents no less than the sanguine life force of one of the demigod Celestial Heroes, its true power unlocked by faith and preservative oils. When you drink this potion you gain the following benefits:

- You regain 5 hit points at the start of each of your turns.
- Your weapons are magical and have a +2 bonus to attack and damage rolls.
 - You have resistance to necrotic and radiant damage.
 - Your AC increases by 2.
- In addition, for 1 hour you gain one

of the following depending on whom the blood is from: Mystral Farsong—5 uses of Bardic Inspiration (d12), Gimli Stoneflask—1 use of a life cleric's Channel Divinity (preserve life, 100 hit points), Gruk the Axe—2 uses of a fighter's Action Surge, Varrus Goodwin—proficiency in all saving throws, Lellwyn Fethyrwal—1 use of the oath of devotion paladin's Holy Nimbus feature, Tapper Underknoll—the ranger's Vanish and Feral Senses features, Tucker Quickfoot—the rogue's Blindsight and Elusive features, Darrius Ventrelli—1 innate casting of *prismatic spray* (spell save DC 19), or Rankir Tarryndorn—1 innate casting of *power word stun* (spell save DC 19).

After 1 hour, these benefits end and you gain the effect of the *foresight* spell. Benefits with multiple uses lose any unspent uses, but the lasting effects of these benefits (such as the violet result of a prismatic spray or completing a command given during *dominate monster*) continue for their normal duration.

PRAYER BEADS

Uncommon, rare, very rare, and legendary

These clay, ceramic, or wooden beads are created spontaneously after being used repeatedly to focus prayers and spiritual energy for long periods of time. *Prayer beads* have a number of prayer points depending on their rarity.

Uncommon. These *prayer beads* have been used for between 1 and 5 years. They have 2 prayer points.

Rare. These *prayer beads* have been used for between 6 and 20 years. They have 4 prayer points.

Very Rare. These *prayer beads* have been used for between 21 and 100 years. They have 6 prayer points.

Legendary. These *prayer beads* have been used for more than a century. They have 8 prayer points. Prayer points can be spent to attune the *prayer beads* to grant different bonuses based on the incantations spoken by their wearer. Changing how a *prayer beads'* prayer points are spent requires attunement over the course of one week where the character allocating the prayer points must spend at least four hours each day in meditation with the *prayer beads*. Prayer points can be spent the following ways, with their cost in prayer points noted by parentheses. The effects of one set of *prayer beads* stack together, but multiple sets of *prayer beads* cannot grant the same bonuses to their wearer.

Sacred Armor (2). Your armor class increases by 1.

Sacred Body (1). You gain a +1 bonus to one type of ability check.

Sacred Save (1). You gain a +1 bonus to one type of saving throw.

Sacred Skill (2). You gain proficiency in one skill of your choice.

Sacred Strike (2). You gain a +1 bonus to attack and damage. Your weapon attacks are considered magical.



SALUTO GEMS

Wondrous item, artifact

When you use a bonus action to clench a *Saluto Gem* in your fist or an action to toss one of these jewels into the air, the gemstone orbits your head at a distance of 2 feet and confers a benefit to you.

Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by attacking it or with a successful DC 22 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A *Saluto Gem* has AC 22, 35 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Animo (White). You gain advantage on Intelligence checks, your Intelligence increases by 2, you gain telepathy 120 ft., and you are able to cast the following spells without the need for components (using Intelligence as your spellcasting ability): 3/day—*mirror image*, 1/day—*modify memory*.

Imperium (Green). You gain advantage on Strength checks, your Strength increases by 2, and you are able to cast the following spells without the need for components (using Strength as your spellcasting ability): at will—*jump*, 2/day each—*bull's strength*, *enlarge*.

Locus (Black). You gain advantage on Dexterity checks, your Dexterity increases by 2, your speed increases by 10 ft., and you are able to cast the following spells without the need for components (using Dexterity as your spellcasting ability): 2/day—*misty step*, 1/day—*dimension door*.

Meanima (Violet). You gain advantage on Charisma checks, your Charisma increases by 2, you are under the constant effects of the *tongues* spell, and you learn the eldritch blast cantrip (using Charisma as your spellcasting ability).

Tempus (Silver). You gain advantage on Constitution checks, your Constitution increases by 2, your AC increases by 1, you cannot be flanked, and you are able to cast *haste* without the need for components (using Constitution as your spellcasting ability) twice per long rest.

Veritas (Gold). You gain advantage on Wisdom checks, your Wisdom increases by 2, and you are able to cast the following spells without the need for components (using Wisdom as your spellcasting ability): at will—*disguise self*, 2/day each—*blur*, *invisibility*, 1/day each—*displacement*, *greater invisibility*, *major image*.

TAILORED MAGIC ITEMS

Bags of holding, flametongue, and holy avengers come part and parcel with majestic winged serpents, fallen angels, corrupt monarchs, and many-eyed monsters. Acquiring new enchanted equipment (or even forging your own!) is a major part of playing an adventurer but not always. Many stories revolve around heroes that gradually unlock the power of an arcane sword or magic suit of chainmail, their treasured item gaining potency as they themselves accrue experience and power. In these instances tailored magic items might be more appropriate for a PC, becoming as important a part of their arsenal and repertoire as a wizard with a spellbook.

Acquiring Tailored Magic Items

While there is a feat required for a PC to benefit fully from a tailored magic item, they can be found before or even after an adventurer chooses to take it. In these cases the tailored magic item only grants its first ability (usually a bonus to AC, attack and damage, or a skill) until the feat is taken. More importantly, the acquisition of the item should be a quest in itself. These are heirlooms or treasured relics and thus well-defended by those who currently own it or locked away in dungeons too deadly for most explorers to traverse.

TAILORED MAGIC ITEM (FEAT)

You find, are gifted, or miraculously possess a tailored magic item specific to a class that you have levels in (see below).

Your tailored magic item is bound to you and it becomes a mundane item in the hands of anyone but you. You treat your tailored magic item with the same reverence you would a holy book or symbol, and if you cast spells you are able to use it as both an arcane or divine focus. Accordingly, you never willingly part with your tailored magic item—you may not sell it, lend it to others, or otherwise abandon it. If for any reason your tailored magic item is taken from you, you must do everything in your power to recover it.

This feat may be taken multiple times. Each time it is taken, the character receives a second tailored magic item they do not already possess.

Barbarian's Greataxe. You have a magical greataxe that adds a bonus to attack and damage rolls equal to half your proficiency bonus. When you are raging and drop a creature to 0 hit points, you may spend a bonus action to make a Charisma (Intimidation) check against creatures within 30 feet of you. You have advantage on this ability check. Creatures must make a Wisdom saving throw (DC equal to your Charisma check's result) or gain the frightened condition for 1 round. After successfully saving against this feature, a creature is immune to its effects for 24 hours.

Beginning at 10th level, when you are raging you may declare an attack that you do not have disadvantage on to be a critical hit before making your attack roll. If your attack roll is a success, the attack becomes a critical hit. Once you have used this feature, you must finish a long rest before you can do so again.

Starting at 15th level, when you are raging you may use the *barbarian greataxe's* frightening ability to affect creatures within 50 feet and you may also activate

it after scoring a critical hit. The duration of the frightened condition increases to 2 rounds and if you activate it while scoring a critical hit that kills a creature, saving throws against the ability are made with disadvantage.

Bard's Lute. You have a magical instrument that adds a bonus to Charisma (Performance) checks equal to half your proficiency bonus. Your *bard's lute* also makes it possible to subtly cast spells in such a way that only the most astute observers notice your magical trickery. When casting a spell from the bard's spell list, you may choose to make a Charisma (Performance) check. You have advantage on this ability check. Creatures observing you must make a Wisdom (Insight) check with a DC equal to the results of your Charisma check or they do not notice you are casting a spell (though at the GM's discretion, they may realize it depending on the effects of the spell). Once you have used this feature to cast a number of spell levels equal to your Charisma modifier and proficiency bonus, you must finish a long rest before you can do so again.

Starting at 10th level, creatures observing you using the *bard's lute* are at disadvantage when making Wisdom (Insight) checks to notice you using it to cast spells.

Beginning at 15th level, you only require a short rest to recharge your uses of the *bard's lute*.

Cleric's Holy Symbol. You have a particularly impressive holy symbol that strengthens your faith and the connection you have to your deity. So long as the *cleric's holy symbol* remains in your possession, you are able to use your channel divinity feature an additional time before requiring a rest to recharge it. Anyone that shares your faith or has similar beliefs recognizes your *cleric's holy symbol* and are emboldened by your devotion, giving you advantage on Charisma (Persuasion) checks made against these creatures.

Beginning at 10th level, when using the Divine Intervention feature while presenting your *cleric's holy symbol*, you gain advantage on the percentile dice roll. In addition, when you have advantage on a Charisma (Persuasion) check against someone with similar beliefs, you also gain a bonus to the check equal to half your proficiency bonus.

Starting at 15th level, your *cleric's holy symbol* can call you back from the brink of death. When you are at 0 hit points, the *cleric's holy symbol* activates your Channel Divinity feature to heal you as if you were targeting only yourself. If you have no remaining uses of Channel Divinity this feature does not activate. Once you have used this feature, you must finish a long rest before you can do so again.

Druid's Pouch. You have a special leather pouch that hangs around your hip, fastened by a strap of leather slung around your shoulder. Each day at dawn, a goodberry (as the spell but with no duration) appears in your *druid's pouch*. The *druid's pouch* can hold up to 8 goodberries but it cannot be filled with any other object or those created by casting the spell.

Your *druid's pouch* changes in size and shape when you wild shape but it cannot be merged into your form. While using Wild Shape you are always able to access your *druid's pouch*, even if your form does not have limbs. Creatures observing you receive a Wisdom (Perception) check against a DC equal to 10 + your druid level

to see that you are wearing the *druid's pouch* while in Wild Shape.

While wearing your *druid's pouch* you are able to transform into creatures with a fly speed and the maximum CR of beasts you can transform into is 2.

Starting at 10th level, you are able to transform into creatures of the plant type and the maximum CR of creatures you can transform into is 3.

Beginning at 15th level, you are able to transform into creatures of the elemental type and the maximum CR of creatures you can transform into is 6. In addition, your *druid's pouch* magically feeds you a goodberry from its contents when you are dropped to 0 hit points and succeed on a DC 15 Wisdom saving throw. This consumes 3 goodberries.

Exemplar's Icon. You have a uniquely distinguished piece of clothing, such as a hat, mask, or banner that is as much a part of your legend as your actions are. Whenever your *exemplar's icon* is worn and visible, you have advantage on Charisma checks using your Friendly Reputation feature, and gain a bonus on all saving throws equal to half your Charisma modifier.

Beginning at 10th level, so long as your *exemplar's icon* is worn and visible, allies able to see you are immune to the frightened condition.

At 15th level, so long as your *exemplar's icon* is worn and visible, your identity is immediately recognizable to anyone who sees you, and you automatically succeed Charisma checks using your Friendly Reputation feature. Additionally, you may spend a bonus action when making a Charisma check to treat that check as though you had rolled a natural 20. Once you have used this feature, you must finish a long rest before you can do so again.

Feywalker's Cap. You have a jaunty, whimsical leather cap that fits perfectly on your head. Your cap never flies off in heavy winds, while you are falling, upside down, or even underwater, remaining on your head unless you or another creature physically remove it. So long as you are wearing your *feywalker's cap*, you gain 2 additional uses of your Feystep feature between short rests.

Starting at 10th level, your additional uses of Feystep increase to 4. In addition, you regain uses of your Feytrick feature at the end of a your first short rest after completing a long rest.

Beginning at 15th level, you regain the use of your Fey Stride feature after completing a long rest.

Fighter's Longsword. You have a magical longsword that adds a bonus to attack and damage rolls equal to half your proficiency bonus. So long as the *fighter's longsword* remains in your possession, you are able to use your Action Surge feature an additional time before requiring a rest to recharge it (but only once per turn).

Beginning at 10th level, when you critically hit a living creature with the *fighter's longsword* you deliver a terrible wound. At the end of each of its turns, the creature takes an amount of damage equal to your proficiency bonus until it is healed magically (by a potion or spell), regenerates hit points, or receives a Wisdom (Medicine) check against a DC equal to the damage from your attack.

Starting at 15th level, when taking the Dodge action your AC increases by an amount equal to your melee attack bonus with the *fighter's longsword*.

Monk's Staff. You have a magical quarterstaff that adds a bonus to attack and damage rolls equal to half your proficiency bonus. The *monk's staff* counts as a monk weapon and when not wielded in two hands deals the regular damage for a quarterstaff. In addition, when making attacks with the *monk's staff* your reach is increased by 5 feet. When used to make an ability check to jump, you gain a bonus equal to half your proficiency bonus.

Starting at 10th level, you may spend a bonus action to increase your reach by 10 feet instead of 5 feet. When used to make an ability check to jump, you have advantage.

Beginning at 15th level, you may spend a bonus action to cause the *monk's staff* to extend great distances. While extending, you may treat the *monk's staff* as though it were a ranged weapon with a range of 50/100 ft. (though it never leaves your hands).

Paladin's Shield. You have a magical shield that adds a bonus to AC equal to half your proficiency bonus. When you take the Dodge action, this magical bonus to AC doubles. The *paladin's shield* is emblazoned with the symbol of your faith.

Anyone that shares your faith or has similar beliefs recognize the symbol and are emboldened by your devotion, giving

you advantage on Charisma (Persuasion) checks made against these creatures.

Beginning at 10th level, your shield sings your praises or accompanies your words with inspiring music appropriate to your beliefs. While wielding the *paladin's shield*, you gain an additional number of hit points you can heal with the Lay on Hands feature as long as the shield is allowed to make noise while you do so. It is a free action to quiet your *paladin's shield*.

Starting at 15th level, your *paladin's shield* becomes a beacon of your faith and when you have advantage on a Charisma (Persuasion) check against someone with similar beliefs, you also gain a bonus to the check equal to the shield's magical bonus to AC. In addition, you may use your Lay of Dands feature to deal extra damage with Divine Smite; for each point spent dealing extra damage (up to a maximum half your level), reduce the amount of Lay on Hands pool by 2 hit points.

Ranger's Longbow. You have a magical longbow that adds a bonus to attack and damage rolls equal to half your proficiency bonus. When fighting one of your favored enemies, you may spend a bonus action to make a ranged attack with the *ranger's longbow*. In addition, while the *ranger's longbow* is in your possession you gain a bonus to Wisdom (Survival) checks made to track creatures equal to your proficiency bonus.

Starting at 10th level, your attacks with the *ranger's longbow* score a critical hit on a roll of 19 or 20. In addition, the *ranger's longbow* increases its normal range by 5 feet per ranger level.

Beginning at 15th level, you can create camouflage and use the Hide in Plain sight feature with a full turn of actions (action, bonus action, movement, and reaction) instead of 1 minute. When you do so you have disadvantage on the Stealth (Dexterity) check. In addition, your attacks with the *ranger's longbow* score a critical hit on a roll of 18–20.

Rogue's Kukri. You have a magical dagger that adds a bonus to attack and damage rolls equal to half your proficiency bonus. In addition, while in an area of dim light or darkness you gain a bonus to Stealth (Dexterity) checks equal to the *rogue's kukri's* bonus to attack and damage.

Beginning at 10th level, when you deal sneak

attack damage with the *rogue's kukri* you deal an amount of poison damage equal to your proficiency bonus. When you critically hit with a sneak attack, the target gains the poisoned condition until it takes a short rest or receives a Wisdom (Medicine) check against a DC equal to the damage from your attack.

Starting at 15th level, you may use your Cunning Action to make a melee weapon attack or ranged weapon attack with the *rogue's kukri* so long as you are able to deal sneak attack damage. If you are unable to deal sneak attack damage for any reason you are not able to use Cunning Action to make this attack.

Sorcerer's Stone. You have an enchanted gemstone brimming with magical power. When you use an action to toss the *sorcerer's stone* into the air, it orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making an attack roll against the *sorcerer's stone* or a Dexterity (Acrobatics) check against a DC equal to its AC. You can use an action to seize and stow the *sorcerer's stone*, ending its effect.

The *sorcerer's stone* has an AC equal to your sorcerer level plus your proficiency bonus and Intelligence modifier. It has a number of hit points equal to double your sorcerer level and resistance to all damage. The *sorcerer's stone* is considered to be an object that is being worn while it orbits your head.

While the *sorcerer's stone* orbits your head, a protective magical force surrounds you. Your base AC becomes 10 + your proficiency bonus + your Dexterity modifier. In addition, you gain a bonus to checks made to concentrate on spells equal to half your proficiency bonus. These effects end if you don armor.

Starting at 10th level, your maximum number of sorcery points increases by an amount equal to your proficiency bonus. You may expend 1 sorcery point and spend a bonus action to succeed on a concentration check.

Beginning at 15th level, you can create spell slots of up to 6th-level using the Flexible Casting feature. When casting a spell with a spell attack, you may expend a number of sorcery points equal to the level of the spell to gain advantage. For

spells with multiple spell attacks, each additional spell attack requires you to spend an additional sorcery point.

Warlock's Pendant. You have a magical pendant that draws additional strength from your pact with otherworldly powers. While wearing your *warlock's pendant*, you gain the benefits of one of the following eldritch invocations so long as you qualify to take it: *armor of shadows*, *ascendant step*, *beast speech*, *bewitching whispers*, *chains of carceri*, *dreadful word*, *eldritch sight*, *fiendish vigor*, *mask of many faces*, *master of myriad forms*, *minions of chaos*, *mire the mind*, *misty visions*, *otherworldly leap*, *sculptor of flesh*, *sign of ill omen*, *thief of five fates*, *visions of distant realms*, *whispers of the grave*. Upon finishing a long rest, you may change your eldritch invocation.

Beginning at 10th level, your *warlock's pendant* grants you two eldritch invocations. In addition, you gain advantage on concentration checks for spells.

Starting at 15th level, your *warlock's pendant* grants you three eldritch invocations and you are able to change them after taking a long rest.

Warrior's Breastplate. You have a magical shield that adds a bonus to AC equal to half your proficiency bonus. By spending your reaction, you can turn a critical hit into a regular hit. Each time you do so, the *warrior's breastplate's* magical bonus to AC is reduced by 1. The *warrior's breastplate* returns to its original magical bonus to AC after you take a long rest. In addition, the *warrior's breastplate* grants you resistance to one type of randomly determined damage (as *armor of resistance*) that changes each time you finish a long rest (the GM should make this roll in secret)

Starting at 10th level, the *warrior's breastplate* grants you resistance to one type of randomly determined weapon damage that changes each time you finish a short rest (the GM should secretly roll 1d6; on a 1-2 it is bludgeoning, on a 3-4 it is piercing, and on a 5-6 it is slashing) in addition to its normal damage resistance.

Beginning at 15th level, you are able to speak a command word to don or remove the *warrior's breastplate* as an action. In addition, while wearing the *warrior's breastplate*, you can speak its command word as an action to gain the effect of the *fire shield* spell, which

last for 10 minutes or until you remove the armor or use an action to speak the command word again. Unlike the normal *fire shield* spell, the *warrior's breastplate* deals 3d8 damage of the type of energy it is granting you resistance against. This property of the armor can't be used again until the next dawn.

Warrior's Crossbow. You have a magical light crossbow that adds a bonus to attack and damage rolls equal to half your proficiency bonus. The *warrior's crossbow* does not have the loading property. When you take the Aim action before firing the *warrior's crossbow*, you deal an additional amount of damage equal to your proficiency bonus.

Beginning at 10th level, the *warrior's crossbow* loses the two-handed property. When you have advantage on an attack roll made with the *warrior's crossbow*, your attack scores a critical hit on a roll of 18–20

Starting at 15th level, the *warrior's crossbow* loses the ammunition property. In addition, both the normal range and long range of the *warrior's crossbow* doubles.

Note: By taking this feat twice, an adventurer may possess two *warrior's crossbows*.

Warrior's Maul. You have a magical maul that adds a bonus to attack and damage rolls equal to half your proficiency bonus. You can use your reaction to deflect a missile with the *warrior's maul* when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 2d6 + your Strength modifier + your level.

Starting at 10th level, you are able to deflect spell attacks using the *warrior's maul*. You can use your reaction to make a melee weapon attack roll with disadvantage opposed by the spell attack roll. On a success, you deflect the spell into a random adjacent square. If a creature is in that square, they are the new target of the spell attack (which uses your melee weapon attack roll).

Beginning at 15th level, when using the *warrior's maul* to deflect spell attacks you no longer have disadvantage. In addition, you can reflect spell attacks using the *warrior's maul*. You can use your reaction to make a melee weapon attack roll with disadvantage opposed by the spell attack roll. On a success, you reflect the spell back at the caster.

Wizard's Hat. You have an enchanted hat connected directly to a plane brimming with magic. Your *wizard's hat* grants you different bonuses depending on what your arcane tradition is.

Abjuration. Your *wizard's hat* has a number of charges equal to your proficiency bonus. By spending your reaction, you gain resistance to all types of damage until the beginning of your next turn. These charges return after you finish a long rest.

Conjuration. Your *wizard's hat* operates like a *gray bag of tricks*. When you reach 10th level, it operates like a *rust bag of tricks*. When you reach 15th level, it operates like a *tan bag of tricks*.

Divination. By placing an object inside of your *wizard's hat* as an action, you learn everything that any of the following spells would teach you: *detect evil and good*, *detect magic*, *detect poison and disease*, and *identify*. When you reach 10th level, you can analyze a creature or object bigger than your *wizard's hat* by placing it on top. When you reach 15th level, you can use your *wizard's hat* to analyze something with a bonus action.

Enchantment. Your *wizard's hat* grants you advantage on saving throws made to resist the charmed and frightened conditions. When you reach 10th level, you gain immunity to the charmed condition. When you reach 15th level, you gain immunity to the frightened condition.

Evocation. Your *wizard's hat* contains explosive energy. By spending an action, you can reach into your *wizard's hat*, draw out a ball of explosive energy, and throw it at a square within 50 feet. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 1d12 force damage per point of your proficiency bonus on a failed save, or half as much damage on a successful one. The explosion spreads around corners. Your *wizard's hat* holds a number of explosive balls equal to your proficiency bonus.

Illusion. Your *wizard's hat* acts like a *hat of disguise*. When you reach 10th level, you have advantage on Charisma (Deception) checks made to maintain your disguises. When you reach 15th level, you perfectly mimic sounds and voices, giving creatures discerning your mimicry disadvantage on their Insight (Wisdom) checks.

Necromancy. Your *wizard's hat* sucks the life out of creatures you target with necromancy. By casting a

necromancy spell as one level higher than normal, creatures targeted by the spell have disadvantage on any saving throws to resist it. If the spell has a spell attack, you have advantage on the attack roll. Once you have used this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can do so again.

Transmutation. While wearing your *wizard's hat*, you can use an action to cast *alter self* from it at will. The spell ends if the hat is removed. When you reach 10th level, using aquatic adaptation increases your swim speed by 50% and any natural weapons you grow using *alter self* deal 1d10 damage. When you reach 15th level, using

aquatic adaptation doubles your swim speed instead and any natural weapons you grow using *alter self* deal 2d6 damage.

Regardless of what school you specialized in, starting at 10th level, you may spend a bonus action to have your *wizard's hat* maintain concentration on a spell you have cast. Whenever you take damage, you still require a concentration check to maintain a spell your *wizard's hat* is concentrating on.

Regardless of what school you specialized in, beginning at 15th level, so long as your *wizard's hat* is in your possession when using the Arcane Recovery feature, you regain a number of spell levels equal to your wizard level. In addition, you are able to recover spell slots of up to 7th-level.

EQUIPMENT

Askis has countless mundane goods and the most nuanced are detailed here, but anything in a product catalog from the United States of the 1920s is available from traders and stores—up to and including bicycles, blenders, canned foods, newspapers, pens, pianos, pocket lighters, record players, sewing machines, telephones, vacuum cleaners, and clothing with zippers. The major difference is that anything which would be powered by coal, electricity, or gasoline is fueled by inaequa instead, though unless noted otherwise the machinery within these items are too weak to detect their user's alignment. It's ultimately up to the GM as to what technologies not listed here have been invented and mass-produced.

Camera. This handheld box is fitted with a glass lens, numerous small fixtures, a small square opening in the back, and a leather cord to hang the device around one's neck when not in use. By spending a bonus action and clicking the shutter button, the camera captures a color image of whatever is within sight of the viewfinder (a 300-foot cone that focuses on any 10-foot wide line that curves with the cone's radius). Correctly adjusting the lenses to refocus the camera requires an action and DC 10 Intelligence (Technology) check. Developing the film inside of a camera requires 1d4 hours, a dark room (lit by low-illumination red-tinted lights), and a DC 10 Intelligence (Technology) check.



Filtration Mask. Wearing one of these skin-tight masks grants immunity to damage and conditions from gasses and vapors that require inhalation. At the GM's discretion, the wearer may still suffer effects from a gas due to contact.

Forever Flashlight. These devices use an extremely small battery of looping inaequa that never tires yet isn't strong enough to detect the alignment of whoever uses it.

Activating or deactivating a forever flashlight is a free action. When activated, a forever flashlight shines bright light in a 100-foot line (and 50-foot cone) and dim light in a 200-foot line (and 100-foot cone). A forever flashlight can be deactivated as a reaction.

Forever Lantern. A forever lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once activated, it illuminates until deactivated as a reaction. A forever lantern can be dimmed as a bonus action, reducing the light it produces to dim light in a 15-foot radius. Like a forever flashlight, the battery in a forever lantern never exhausts.

Ceremonial Relics. These tool kits frequently include candles, votives, reagents, esoteric dust, and all manner of occult ephemera. While none are themselves enchanted with power, by utilizing the correct invocations they can help unlock the otherworldly.

Motion Picture Camera. A bulky glass lens juts out from the front of this box, a shoulder harness is on the bottom of it, and a crank sticks out from the side.

By spending an action and turning the crank, the motion picture camera captures a film of whatever is within sight of the lens (a 100-foot cone that focuses on any 5-foot wide line that curves with the cone's radius). Correctly adjusting the lenses to refocus the camera requires 1 minute and a DC 13 Intelligence (Technology) check. Developing the film inside of a camera requires 2d4 hours, a dark room (lit by low-illumination red-tinted lights), and a DC 13 Intelligence (Technology) check.

Radio. A radio receives radio waves broadcast within a range of 1,000 feet. These devices require very little energy to function and have inexhaustible batteries.

Radio Tower. Virtually all settlements possess at least one radio tower if not several. These radio stations overwhelmingly play the gentrified ballads, melodies, and songs that have been recycled through popular culture in Askis since the Celestial Heroes' ascension. There are a few rare maverick radio towers transmitting far more sinister messages however, attempting to lure the unwary into succumbing to evil or simply to incite fear of an impending attack. Building a radio tower takes 7 days of work and 300 gold in metal materials weighing at least 200 pounds. A radio tower has AC equal to 12 + the builder's Intelligence modifier, 50 hit points, and a broadcast range of 30 miles per point of the builder's proficiency bonus. Multiple radio towers increase the broadcast range by an amount equal to half of a smaller tower's broadcast range.

Remedium. A creature that receives an injection of this liquid gains advantage on saving throws against diseases for 1 month. It confers no benefit to undead or constructs.

Torpidus. Invented for battlefield surgeries before the Utopian Dawn, when applied to a creature's skin torpidus numbs the flesh down to the bone for 1d4 hours.

Walkie-Talkie. A walkie-talkie is a handheld, two-way, portable radio transceiver that broadcasts to a range of 500 feet. Anyone within range and tuned to the broadcast frequency (which can be calibrated using the Science or Technology skill) is able to hear messages sent from the walkie-talkie. The walkie-talkie is also able to receive radio waves provided it is tuned to the frequency they are broadcast at. Radio waves travel through solid objects. A walkie-talkie runs on an inexhaustible inaequa battery.

Table: Mundane Items

Item	Weight	Cost
Camera	5 lbs.	40 gp
Ceremonial Relics	5 lbs.	15 gp
Filtration Mask	5 lbs.	100 gp
Forever Flashlight	1 lb.	5 gp
Forever Lantern	3 lbs.	20 gp
Motion Picture Camera	30 lbs.	300 gp
Radio	4 lbs.	6 gp
Radio Tower	300 lbs.	600 gp
Remedium	—	50 gp
Torpidus	—	25 gp
Walkie-Talkie	1 lb.	4 gp

WEAPONS

The defenders of Askis still carry blades and inaequa-powered weaponry but rebellious citizens have continued to design arms to resist the Celestial Heroes. Meant to be smuggled and hidden in plain sight, the bent of their designs have resulted in smaller concealable weapons, carefully spread throughout the world by complicit merchants more interested in coin than ethics.

Grenades. This small, cylindrical explosive can be thrown at a target within 60 feet as an action (or further with the use of a weapon with the launcher quality). Any creature within the grenade's area of effect (20 feet) makes a DC 15 Dexterity saving throw or takes the grenade's damage (a successful save halves this damage). Bang, bio, flash, gas, lethal gas, and tear gas grenades do not require Dexterity saving throws.

152

Bang. Creatures that fail a DC 15 Constitution saving throw gain the stunned condition until the start of the wielder's next turn and gain the deafened condition for 1d4 rounds.

Bio. Creatures that fail a DC 15 Constitution saving throw gain the poisoned condition until they take a short rest or receive healing in excess of 5 hit points.

Concussion. Deals 4d6 bludgeoning damage.

Cryo. Deals 4d6 cold damage.

Flash. Creatures that fail a DC 15 Constitution saving throw gain the blinded condition for 1d4 rounds.

Frag. Deals 4d6 piercing damage.

Gas Grenade. A nonmagical effect identical to *fog cloud*, except that the fog dissipates after 2d4+4 rounds.

Lethal Gas

Grenade. A nonmagical effect identical to *cloud kill*, except that the fog dissipates after 1d4+2 rounds.

Lightning. Deals 4d6 lightning damage.

Plasma. Deals 6d6 fire and lightning damage.

Scorcher. Deals 4d6 fire damage.

Slasher. Deals 4d6 slashing damage.

Tear Gas Grenade. A nonmagical effect identical to *stinking cloud*, except that the gas dissipates after 2d4+2 rounds.

Thunder. Deals 4d6 thunder damage.

Sword Cane. This polished wooden walking stick has a blade hidden within it and may be used as either a club or a rapier. Drawing the blade from within the sword cane or sheathing it is a bonus action. The wielder has advantage on checks made to conceal the dangerous nature of their sword cane.

AUGMETICS

Augmetics are a broad class of items similar in many ways to magic items. Unlike a magic item, however, augmetics are installed in a creature, permanently welded to their form and flesh until death or violence separates them.

Mechanized prosthetics became popular in Askis prior to the Utopian Dawn thanks to their relative availability over magical healing like *regenerate*, a trend that's continued since. The Ministry has encouraged development into augmetics, foreseeing that regulation of manufacturers would be far easier than having a robust class of powerful spellcasters all requiring the oversight of The Inquisition. New prostheses and other technological augmentations have waned in the past centuries, becoming the purvey of mad scientists (resulting in abominations like limbic reservoirs).

Installing Augmetics. Installing an augmetic to a wearer requires the surgery *chirurgical procedure* on page 182 in *Book of Exalted Darkness*. If you do not have that book, use these

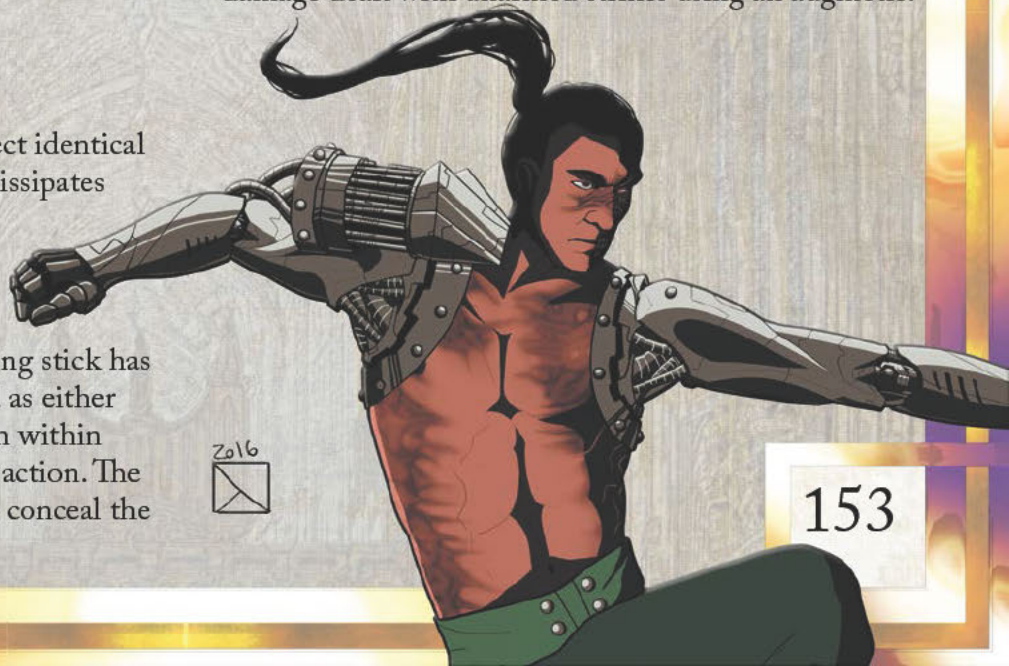
rules instead:

Installing an augmetic requires a Wisdom (Medicine) check (DC 5 + Dignity modifier) over the course of 8 hours and does damage to the wearer equal to half their hit point maximum.

Attacks made against an augmetic target the wearer's AC + 6. A monk does not modify the damage dealt with unarmed strikes using an augmetic.

Table: Weapons

Weapon	Cost	Damage	Weight
Grenades	varies	varies	2-3 lbs.
Bang	20 gp	stun 1d4 rounds	—
Bio	75 gp	poisoned	—
Concussion	60 gp	4d6 bludgeoning	—
Cryo	75 gp	4d6 cold	—
Flash	45 gp	blind 1d4 rounds	—
Frag	65 gp	4d6 piercing	—
Gas	15 gp	<i>fog cloud</i>	—
Lethal Gas	500 gp	<i>cloud kill</i>	—
Lightning	75 gp	4d6 lightning	—
Plasma	125 gp	6d6 fire and lightning	—
Scorcher	70 gp	4d6 fire	—
Slasher	80 gp	4d6 slashing	—
Tear Gas	85 gp	<i>stinking cloud</i>	—
Thunder	75 gp	4d6 thunder	—
Sword Cane	10 gp	1d4 bludgeoning or 1d8 piercing	4 lbs.



Zo16

CLOCKWORK ARM

Uncommon

Metal and pistons are mounted over a wearer's severed arm stump. The wearer's Strength increases by 2 and the maximum score for its Strength increases by 1. The wearer becomes proficient at striking with its clockwork arm as a weapon that deals 1d6 bludgeoning damage. A clockwork arm has 30 hit points.

CLOCKWORK LEG

Uncommon

This clockwork prosthesis is installed over a wearer's severed leg, above the knee. The wearer's Dexterity increases by 2 and the maximum score for its Dexterity increases by 1. For each additional clockwork leg augmetic installed, the wearer's speed increases by 5 feet. The wearer becomes proficient at striking with its clockwork leg as a weapon that deals 1d8 bludgeoning damage. A clockwork leg has 30 hit points.

ELECTROLENS

Uncommon

This large eyepiece crackles with energy, granting its wearer darkvision to a range of 60 feet. If the wearer already has darkvision, its range increases by 30 feet. An electrolens has 20 hit points.

HORNEAR

Uncommon

When fitted into a wearer's ear canal, this grants

advantage on sound-based Perception checks and becomes able to hear all the frequencies animals can hear. By installing a second hornear augmetic the wearer gains blindsight 15 feet. A hornear has 20 hit points.

TELESCOPIC ARM

Rare

Almost identical to a clockwork arm, a telescopic arm also includes a hefty piston installed between a wearer's wrist and elbow—or their elbow and shoulder. The wearer's reach increases by 5 feet, or 10 feet with two telescopic arm augmetics installed. The wearer becomes proficient at striking with its telescopic arm as a weapon that deals 1d8 bludgeoning damage. A telescopic arm has 30 hit points.

TELESCOPIC LEG

Rare

A telescopic leg is a variation on the clockwork leg but includes a heavy piston installed between a wearer's knee and ankle, or hip and knee. For each telescopic leg augmetic installed, the wearer's speed increases by 5 feet, the distance of its horizontal jumps increases by 10 feet, and the distance of its vertical jumps increase by 5 feet. The wearer becomes proficient at striking with its telescopic leg as a weapon that deals 1d8 bludgeoning damage. A telescopic leg has 30 hit points.

INAEQUA TECHNOLOGY

The world of Askis is powered through a wondrous substance drawn from the Upper Planes: inaequa. This miraculous fuel enables all sorts of marvelous machines, but it also gives off a radiation that elongates the lives of good creatures and allows them to use these devices with far greater ease.

In addition to mundane appliances (such as toasters, vacuum cleaners, lights, and so on) there are a variety of unique devices powered by inaequa that function differently depending on the soul of the creature wielding them. Failing a Sanctity or Sin check to trick or pervert an inaequa-powered device renders it permanently inoperable to a creature.

When an inaequa-device a creature is wielding is about to explode, they may make a Dexterity saving throw (against the same DC as the failed Sin saving throw) to throw the item into a 5-foot square within 20 feet as a reaction.

GRAPPLING GUN

Depending on how it is designed, this device resembles either a crossbow or firearm with a grappling hook fixed onto a spear that emerges from the front of it. As an action, the wielder of a grappling gun fires it at a perch within 120 feet—a crux of tree boughs, the corner of a building, the top of a street light, a cluster

of rocks across a chasm—and makes a ranged attack roll against an AC of at least 13 (at the GM's discretion, more difficult targets have a higher AC). On a successful hit the device's grappling hook affixes itself and until the wielder moves more than 10 feet in any direction, they may spend a

Table: Inaequa Technology

Item	Cost	Weight
Grappling Gun	100 gp	12 lbs.
Inaequa Pistol	80 gp	3 lbs.
Jetpack	1,500 gp	20 lbs.
Jump Boots	750 gp	8 lbs.
Magnohydraulic	800 gp	9 lbs.
Pacification Net	600 gp	16 lbs.
Power Armor	2,000 gp	40 lbs.
Power Rifle	250 gp	12 lbs.
Power Shield	500 gp	15 lbs.
Power Sword	450 gp	8 lbs.
Well Hammer	800 gp	16 lbs.



bonus action to retract the line and move to a square adjacent to the grappling hook. A grappling gun that has its line obstructed by another creature or broken (AC 15, 10 hit points) becomes inoperable until it is reloaded. Reloading a grappling gun requires 2 actions. When fired as an attack against a creature, on a successful hit the target takes 1d4 bludgeoning damage and makes a DC 7 Strength saving throw or is knocked prone.

In the hands of a good creature, attacks with a grappling gun have advantage and it can retract as a reaction.

In the hands of a neutral or unaligned creature, a grappling gun functions normally.

In the hands of an evil creature, attacks with a grappling gun have disadvantage until the wielder spends a bonus action and makes a DC 11 Sanctity check to trick the device. A successful Sanctity check convinces the grappling gun that the wielder is of neutral alignment until the weapon leaves their possession.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert it. Once perverted, attacks with the grappling gun are made with advantage, its line can retract as a reaction, and on a successful hit it deals 2d4 bludgeoning damage. In addition, the Strength saving throw required by a target hit by a perverted grappling gun is increased to DC 10. After every minute the wielder makes a Sin saving throw (DC 5 + 1 per minute of use) or the grappling gun explodes, dealing 3d4 piercing damage to all creatures and objects in a 15-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended grappling gun explodes in the same manner 1 minute after being perverted.

INAEQUA PISTOL

The guards and soldiers of Askis are equipped with inaequa pistols that function like a light crossbow (simple ranged weapon, range 80/320) except that they do not have the ammunition or loading properties.

When wielded by a good creature, an inaequa pistol deals 1d10 bludgeoning damage but is unable to deal damage to creatures at 1 hit point or reduce a creature to less than 1 hit point.

When wielded by a neutral or unaligned creature, attacks with an inaequa pistol are made at disadvantage and on a hit it only deals 1d8 bludgeoning damage.

When wielded by an evil creature, an inaequa pistol does not function at all until the wielder spends a bonus action and makes a DC 12 Sanctity check to trick the device. A successful Sanctity check convinces the inaequa pistol that the wielder is of neutral alignment until the weapon leaves their possession.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert it. Once perverted, attacks with the inaequa pistol are made with advantage and on a successful hit deal 2d6 force damage. After every minute the wielder makes a Sin saving throw (DC 8 + 1 per minute of use) or the weapon explodes, dealing 2d6 force damage and 1d6 necrotic damage to all creatures and objects in a 10-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended inaequa pistol explodes in the same manner 1 minute after being perverted.



JETPACK

These sleek and expensive devices fit on a wearer's back, affixed by straps over the shoulder (or when placed on armor, latched onto mounts and seams). While wearing a jetpack, a creature can spend an action activating it to gain a flying speed of 40 feet. A creature can use a jetpack to fly for up to 10 minutes, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration.

Deactivating a jetpack is a reaction. If you are flying when the duration expires or the jetpack is deactivated, you fall until you land (taking falling damage as appropriate). The jetpack regains 2 minutes of flying capability for every 10 minutes it isn't in use.

When worn by a good creature, the wearer has advantage on Dexterity (Acrobatics) checks while the jetpack is activated.

When worn by a neutral or unaligned creature, the jetpack functions normally.

When worn by an evil creature, the jetpack does not function at all until the wearer spends an action and makes a DC 15 Sanctity check to trick the device. A successful Sanctity check convinces the jetpack that the wearer is of neutral alignment until it leaves their possession.

Alternatively, an evil creature can spend an action and 1 vilis point to pervert it. Once perverted, an active jetpack grants its wearer a fly speed of 90 feet and advantage on Dexterity (Acrobatics) checks. Every 1d4 minutes (a secret roll by the GM) the wearer makes a Sin saving throw (DC 10 + 1 per previous saving throw) or the jetpack explodes, dealing 4d6 fire damage and 2d6 necrotic damage to all creatures and objects in a 5-foot radius (a Constitution saving throw against the same DC halves this damage). An unattended jetpack explodes in the same manner 1d4 minutes after being perverted.

For creatures other than Medium size, a jetpack works more or less effectively. Instead of the regular fly speed, Small-sized creatures gain a fly speed of 60 feet (120 feet if perverted) and Large-sized creatures gain a fly speed of 20 feet (40 feet if perverted). Any smaller or larger creatures are unable to use a jetpack unless it is specifically built for their stature.

JUMP BOOTS

Although their metal framework make this footwear less than ideal, the vertical mobility they offer is impressive. A creature wearing a pair of jump boots reduces its base walking speed by 5 feet. By spending a free action on its turn, the wearer can activate the jump boots and increase the distance of any jumps they make by 30 feet horizontally and 20 feet vertically until the start of their next turn. This increase to jumping distance only increases the wearer's speed for the turn and only if the wearer moves by jumping. Jump boots automatically deactivate at start of the wearer's next turn. A creature can use jump boots to leap for up to 10 rounds, regaining 1 round of use for every 1 minute they are not activated.

When worn by a good creature, the wearer has advantage on Strength (Athletics) checks made to jump whether or not the jump boots are activated.

When worn by a neutral or unaligned creature, the wearer's speed is reduced by 10 feet instead and they have disadvantage on Strength (Athletics) checks when the jump boots are not activated.

When worn by an evil creature, jump boots cannot be activated at all until the wearer spends a bonus action and makes a DC 11 Sanctity check to trick them. A successful Sanctity check convinces the jump boots that the wearer is of neutral alignment until the footwear leaves their possession.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert them. Once perverted, jump boots increase the wearer's speed by 15 feet and whenever activated they increase the wearer's jumping distance by 50 feet horizontally and 30 feet vertically. After 5 minutes, the wearer makes a Sin saving throw (DC 8 + 1 per previous saving throw) or the perverted jump boots overload and contract. Any creature within 5 feet of the jump boots makes a Dexterity saving throw against the same DC or is grappled and restrained by the devices as the implosion of energy grabs their limbs and crushes them in the crumpled metal, rooting them to the ground (if the jump boots have nothing to root upon, a creature that fails its saving throw is paralyzed instead). At the start of its turn, a creature trapped in imploded jump boots takes 2d6 bludgeoning damage and may spend a bonus action to make a Strength saving throw (same DC) to free themselves.

MAGNOHYDRAMICUS

These metal discs are tightly clustered around a 1-foot long metallic rod studded by stubby hangers. When activated by spending a bonus action, the magnohydramicus' discs float in a 5-foot radius around the device or the creature wielding it. Any ranged weapon attacks or ranged spell attacks that enter or pass through the square the activated magnohydramicus is in hit the discs first. An activated magnohydramicus and its discs have a total of 20 hit points and are destroyed when reduced to 5 hit points or less. Unless reduced to 0 hit points or less, a magnohydramicus can be repaired with a DC 17 Intelligence (Technology) check, 8 hours of work, and 20 gold worth of materials. The *mending* cantrip cannot be used to repair a magnohydramicus. An activated magnohydramicus does not impede or affect effects and spells that deal area damage. Deactivating a magnohydramicus requires a bonus action.

When activated by a good creature, the magnohydramicus gains 10 temporary hit points when activated.

When activated by a neutral or unaligned creature, the magnohydramicus functions normally.

When activated by an evil creature, the magnohydramicus has 10 fewer hit points unless the wearer spends an action to make a DC 13 Sanctity check to trick the device. A successful Sanctity check convinces the magnohydramicus that the creature activating it is of neutral alignment.

Alternatively, an evil creature can spend an action and 2 vilis points to pervert the device while activating it. Once perverted, the magnohydramicus activates with 50 hit points and deals 3d6 damage to all creatures in a 10-foot radius at the end of each round. A creature wielding the magnohydramicus is not damaged by it. Once the magnohydramicus has dealt 40 hit points of damage it is destroyed but otherwise it functions for up to 10 minutes. A perverted magnohydramicus cannot be deactivated.

PACIFICATION NET

The pacification net looks much like a mundane net except for two rubberized handles and a rubber cord tethering them together at its center. A Large or smaller creature hit by a pacification net is restrained until it is freed. A pacification net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the pacification net (AC 12) also frees the creature without harming it, ending the effect and destroying the pacification net. When you use an action, bonus action, or reaction to attack with a pacification net, you can make only one attack that round regardless of the number of attacks you can normally make.

Activating a pacification net is a bonus action. Once activated, a pacification net crackles with subduing electrical energies that sap a creature of its senses. A creature caught in an active pacification net makes a DC 12 Constitution saving throw at the end of each of its turns or is stunned for 1 round. Even on a success, the creature is blinded for 1 round. Once activated, a pacification net functions for 1 minute or until the wielder spends an action deactivating it.

When wielded by a good creature, attack rolls made with an activated pacification net have advantage.

In the hands of a neutral or unaligned creature, an activated pacification net functions normally and attack rolls with a deactivated pacification net have disadvantage.

In the hands of an evil creature, a pacification net cannot be activated at all until the wielder makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the pacification net that the wielder is of neutral alignment.

Alternatively, an evil creature can spend a bonus action and 2 vilis points to pervert the device while activating it. Once perverted, a creature caught in the pacification net must succeed on a DC 15 Constitution saving throw at the start of each of its turns or is stunned for 1 round. Even on a success, the creature is blinded for 1 round and takes 4d6 lightning damage. After 3 rounds a perverted pacification net explodes, dealing 1d6 force damage and 4d6 lightning damage to all creatures and objects in a 15-foot radius.

A DC 15 Constitution saving throw reduces this damage by half.

POWER ARMOR

The finest military officers of Askis wear resplendent suits of mechanized armor fueled by inaequa, a carapace of steel and gadgetry that make them titans on the battlefield. Power armor fits over a humanoid's torso and limbs, functioning as a medium suit of armor. Donning or removing power armor provokes opportunity attacks and takes 3 consecutive rounds. Power armor grants the following bonuses:

- The wearer's AC becomes 14 + Dexterity modifier (maximum 2).
- The wearer's Strength score increases by 2 (this does not modify its maximum Strength score).
- The wearer is able to jump as far as 30 feet horizontally or 20 feet vertically without the need for a check (these distances are added to the distances that result from any jump checks).
- The wearer reduces all falling damage by 20.
- The wearer's unarmed strike damage changes to 1d6.
- The wearer has disadvantage on Dexterity (Stealth) checks.
- The amount of weight the wearer can carry doubles (the weight of the power armor does not count against the wearer's carrying weight.)

When worn by a good creature, the wearer gains the following additional benefits:

- The wearer's AC becomes 13 + Dexterity modifier (maximum 3) + 1/2 Wisdom modifier.
- The wearer's Dexterity score increases by 2 (this does not modify its maximum Dexterity score).
- The wearer reduces all falling damage by an additional 15.
- The wearer's unarmed strikes deal an additional 1d4 radiant damage.
- The wearer does not have disadvantage on Dexterity (Stealth) checks.

When worn by a neutral or unaligned creature, a suit of power armor functions normally.

When worn by an evil creature, a suit of power armor does not function at all until the wearer succeeds on a DC 15 Sanctity check to trick the device. A successful Sanctity check convinces the power armor that the wearer is of neutral alignment until the suit is removed.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the device while activating it. Once perverted, the power armor grants the following additional benefits:

- The wearer's AC becomes 13 + Dexterity modifier (maximum 2) + 1/2 Sin modifier (minimum 1).
- The wearer's Strength score increases by 4 instead of 2 (this can increase the wearer's Strength score to as high as 22).
- The wearer's speed increases by 20 feet.
- The wearer's unarmed strikes deal an additional 1d6 necrotic damage.
- The wearer has advantage on Dexterity (Stealth) checks (instead of disadvantage).

Every 10 minutes, the wearer makes a Sin saving throw (DC 10 + 1 per previous saving throw) or the perverted power armor becomes a conduit for an ancient evil to slip through the aether and between the seams of the *Bands of Kyttarmoak*, possessing the suit (and the creature inside) for 10 minutes. For the duration, the wearer is transformed into a fiend (as *polymorph*; of an equal CR or level + 1d4) and their actions are controlled by the GM. Casting *protection from evil and good* on a creature possessed by a suit of power armor has no effect but *banishment* immediately removes the fiendish possession. Otherwise the wearer is possessed for the duration or until reduced to 0 hit points. Regardless of how the possession ends, the wearer is reduced to 0 hit points when they return to their natural form.

Instead of making a saving throw to reign in a suit of perverted power armor, the wearer may spend 10 vilis points to permanently mark it as their own. A marked suit of perverted power armor doubles the wearer's Sin score for the purposes of their evil aura, but its wearer can sleep and rest in it without issue. In fact, the suit of marked perverted power armor cannot be removed until the wearer is dead—though even then if the wearer is brought back to life before the armor is removed, they return donned in the armor. Marked suits of perverted power armor do not become conduits for fiend possession except for when the wearer is dead, at which point their corpse and soul become the playthings of demons and devils.

POWER RIFLE

Military marksmen and game hunters wield power rifles that function like a heavy crossbow (martial ranged weapon, range 100/400) except that they do not have the ammunition property and make virtually no sound whatsoever when fired, emitting only a rapidly traveling bolt of energy nearly too fast for the eye to see.

When wielded by a good creature, a ranged weapon attack made with a power rifle doubles its range and on a successful hit deals no damage but forces the target to make a DC 15 Constitution saving throw or be paralyzed for 1d4 rounds.

When wielded by a neutral or unaligned creature, a ranged weapon attack made with a power rifle has disadvantage and on a successful hit deals no damage but forces the target to make a DC 13 Constitution saving throw or be stunned for 1d4 rounds.

When wielded by an evil creature, a power rifle does not function at all until the wielder spends a bonus action and makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the power rifle that the wielder is of neutral alignment until the weapon leaves their possession.

Alternatively, an evil creature can spend a bonus action and 2 vilis points to pervert it. Once perverted, attacks with the power rifle are made with advantage and on a successful hit deal 2d8 lightning damage. On a critical hit, the target makes a DC 15 Constitution saving throw or is paralyzed for 1d4 rounds. After every minute the wielder makes a Sin saving throw (DC 11 + 1 per minute of use) or the weapon explodes, dealing 3d8 lightning damage and 2d4 necrotic damage to all creatures and objects in a 10-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended power rifle explodes in the same manner 1 minute after being perverted.

POWER SWORD

Expertly forged with metals ranging from aluminum finishings and inaequa-infused mercury to titanium steel alloy, these greatswords are of the most sublime craftsmanship. Inside of the the blade, its liquid components flow from the handle into specially designed cavities that grant the power sword extra heft to strike more effectively. The exceptional quality of these weapons make them count as magical greatswords.

In the hands of a good creature, a power sword deals 2d8 slashing damage (instead of 2d6). When the wielder scores a critical hit, their target makes a Strength saving throw against the

POWER SHIELD

These gleaming steel and bronze shields brim with the energy of the inaequa inside them, though the obvious honor of anyone wielding one inspires awe enough. A creature wearing a power shield increases its AC by an additional 1.

By spending a bonus action activating the power shield, the wearer gains a flying speed of 20 feet. A creature can use a power shield to fly for up to 10 rounds all at once or in several shorter flights, each using a minimum of 1 round from the duration. Deactivating a power shield is a reaction. If you are flying when the duration expires or the power shield is deactivated, you fall until you land (taking falling damage as appropriate). The power shield regains 1 round of flying capability for every 1 hour it isn't in use.

When worn by a good creature, the wearer has advantage on Dexterity (Acrobatics) checks while the power shield is activated and can Dash as a bonus action.

When worn by a neutral or unaligned creature, the power shield functions normally.

When worn by an evil creature, a power shield can't be activated at all until the wearer spends an action and makes a DC 12 Sanctity check to trick the device. A successful Sanctity check convinces the power shield that the wearer is of neutral alignment until it leaves their possession.

Alternatively, an evil creature can spend an action and 1 vilis point to pervert it. Once perverted, an activated power shield grants its wearer a fly speed of 45 feet, advantage on Dexterity (Acrobatics) checks, and the ability to Dash as a bonus action. Every 1d4 rounds (a secret roll by the GM) the wearer makes a Sin saving throw (DC 9 + 1 per previous saving throw) or the power shield explodes, dealing 3d6 fire damage and 1d6 necrotic damage to all creatures and objects in a 5-foot radius (a Constitution saving throw against the same DC halves this damage). An unattended power shield explodes in the same manner 1d4 rounds after being perverted.

damage of the attack or goes prone.

In the hands of a neutral or unaligned creature, a power sword functions normally.

In the hands of an evil creature, a power sword deals 2d4 slashing damage (instead of 2d6) until the wielder makes a DC 10 Sanctity check to trick the weapon. A successful Sanctity check convinces the power sword that the wielder is of neutral alignment until it leaves their possession.

Alternatively, an evil creature can spend an action and 2 vilis points to pervert it. Once perverted, a power sword treats the wielder as though they were of good alignment. In addition, the wielder gains a +2 bonus to attack and damage rolls with the power sword. Every 6 rounds the wielder makes a Sin saving throw (DC 7 + 1 per previous saving throw) or the power sword instantly melts. A melting power sword deals 3d6 fire damage and 1d6 necrotic damage to any creature or object touching it; if it is currently being wielded by a creature, it fuses their hands together (escape DC 16; AC 16, 20 hp). A creature with fused hands gains a primary natural slam attack that deals 1d4 bludgeoning damage until they free themselves. An unattended power sword melts in the same manner 6 rounds after being perverted.

WELL HAMMER

A well hammer is constructed like a power sword but emulates a maul instead, though the hammer's head has small nozzles on each corner and valves on the flat of its front and back. The exceptional quality of these weapons make them count as magical mauls.

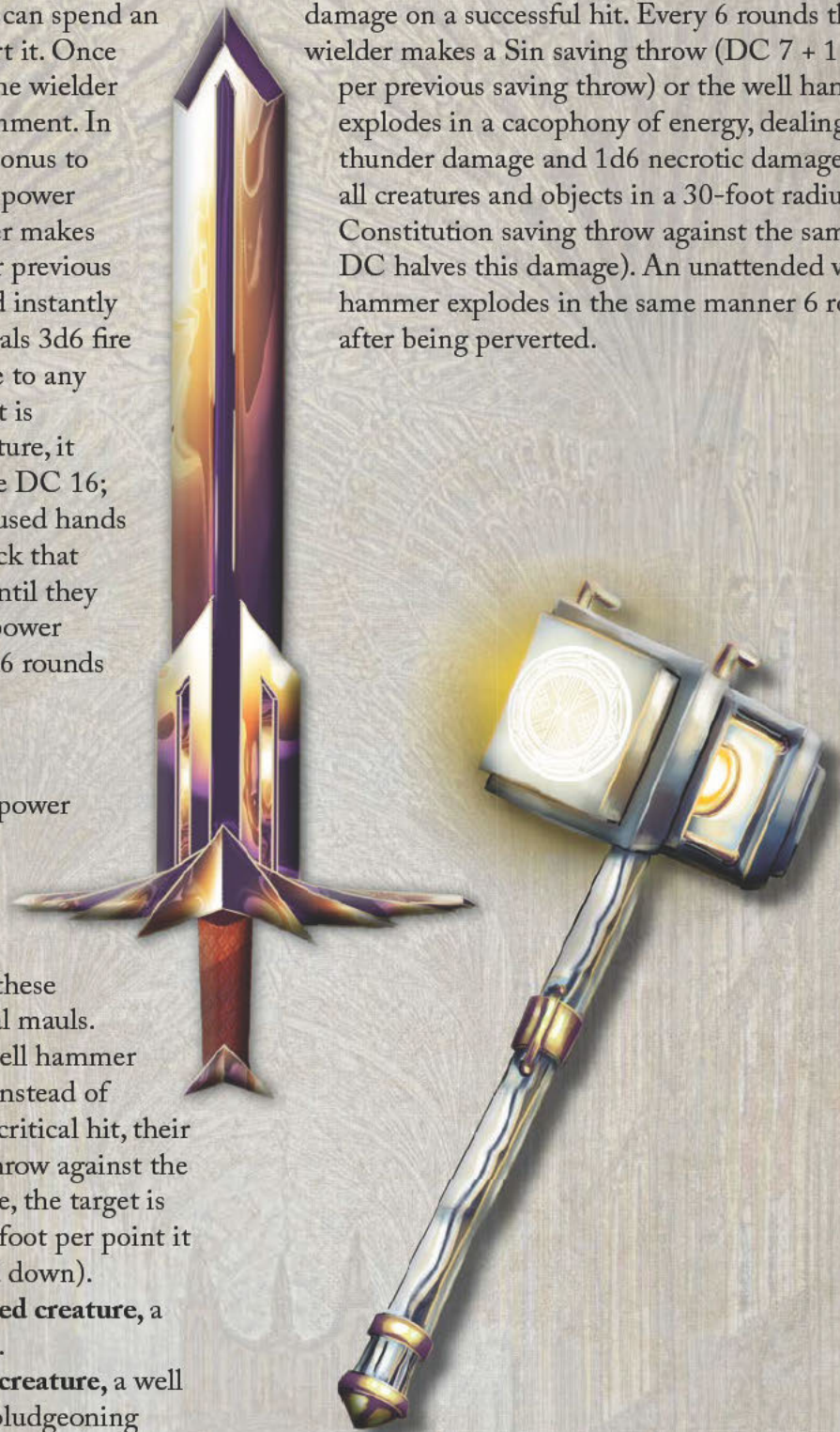
In the hands of a good creature, a well hammer deals 2d8 bludgeoning damage (instead of 2d6). When the wielder scores a critical hit, their target makes a Strength saving throw against the damage of the attack. On a failure, the target is knocked backwards 5 feet plus 1 foot per point it failed the saving throw by (round down).

In the hands of a neutral or unaligned creature, a well hammer functions as a maul.

In the hands of an evil creature, a well hammer deals 2d4 bludgeoning damage (instead of 2d6) until the

wielder makes a DC 10 Sanctity check to trick the weapon. A successful Sanctity check convinces the well hammer that the wielder is of neutral alignment until it leaves their possession.

Alternatively, an evil creature can spend an action and 2 vilis points to pervert it. Once perverted, a well hammer treats the wielder as though they were of good alignment. In addition, the wielder deals an additional 1d6 thunder damage on a successful hit. Every 6 rounds the wielder makes a Sin saving throw (DC 7 + 1 per previous saving throw) or the well hammer explodes in a cacophony of energy, dealing 2d6 thunder damage and 1d6 necrotic damage to all creatures and objects in a 30-foot radius (a Constitution saving throw against the same DC halves this damage). An unattended well hammer explodes in the same manner 6 rounds after being perverted.



VEHICLES

The cities of Askis are rife with vehicles and as fewer steed-drawn carriages travel the world more technolical conveyances hit the road. There are two ways in which to utilize the vehicles that follow: the complex rules (presented first) and when applicable, the simple rules for using vehicles as mounts (included under the larger heading for each vehicle).

Table: Vehicles

Vehicle	Cost	Speed	Passengers	Cargo (tons)	AC	HP	Damage Threshold	Ramming Attack
Cloudglider	4,000 gp	25mph	12	2	12	40	—	3d6 ^D
Cutter	1,500 gp	100mph	1	—	18	40	—	3d6
Inaequa-Chariot	2,500 gp	80mph	3	1/4 ^T	16	60	5	3d10
Jetter	2,000 gp	60 mph	3	3 ^T	14	50	5	3d8
Steel Equos	12,000 gp	120mph	4	80 ^T	20	200	15	12d6 ^D
Steel Plaustra	3,000 gp	50mph	1 (8 in bed)	1 (2 ^T)	15	80	10	4d8
Vectio	2,000 gp	35mph	30	1	14	100	10	5d8 ^D
Whirlybird	5,000 gp	70mph	—	1/10th	17	50	—	3d8 ^D
Windrider	6,000 gp	100mph	1	1/2	18	60	—	4d10 ^D

^T This is a towing weight and the vehicle is not equipped to carry tonnage on deck.

^D Making a ramming attack with this vehicle either destroys it or throws it off the rails. Either way it becomes inoperable.

Combat Speed. The totals listed above are values for calculating overland travel, not how to use a vehicle in combat. When using a vehicle in combat there are two speeds: tactical and mobile. When starting from a stop, a vehicle moves half its tactical speed as your movement or up to its tactical speed by taking the Dash action (the Cunning Action feature can never be used to take the Dash action while in a vehicle). Once a vehicle is moving at tactical speed, you driver of the vehicle determines what speed it is traveling on their turn.

These vehicles are powered by inaequa and do not require refueling.

Tactical combat speed (the first number listed) is the number of squares you can move in the vehicle in a single round as your movement.

Mobile combat speed (the second number listed) is the number of squares you can move in the vehicle in a single round by taking the Dash action or as your movement if you succeed on a DC 15 Dexterity check. Failure on this ability check causes the vehicle to veer out of control.

Braking and Movement. The driver of a vehicle may spend their reaction to hit the brakes, causing a vehicle to come to a full stop the next turn after it travels in a straight line a number of squares equal to half its tactical speed.

Concentration. When the driver of a vehicle takes damage they must make a Constitution saving throw to maintain concentration (DC 15 or the damage taken, whichever is higher) or lose control of the vehicle.

Dragging. Each turn a creature grappled to a moving vehicle takes 1d4 damage per 10 feet of distance they are dragged. If they are able to run, the distance they are dragged is reduced by their speed. A DC 15 Dexterity (Athletics) check reduces this distance by 10 more feet, plus 10 feet for every 3 points the creature exceeds this check by.

Driving. Driving a vehicle in combat requires at least one free hand.

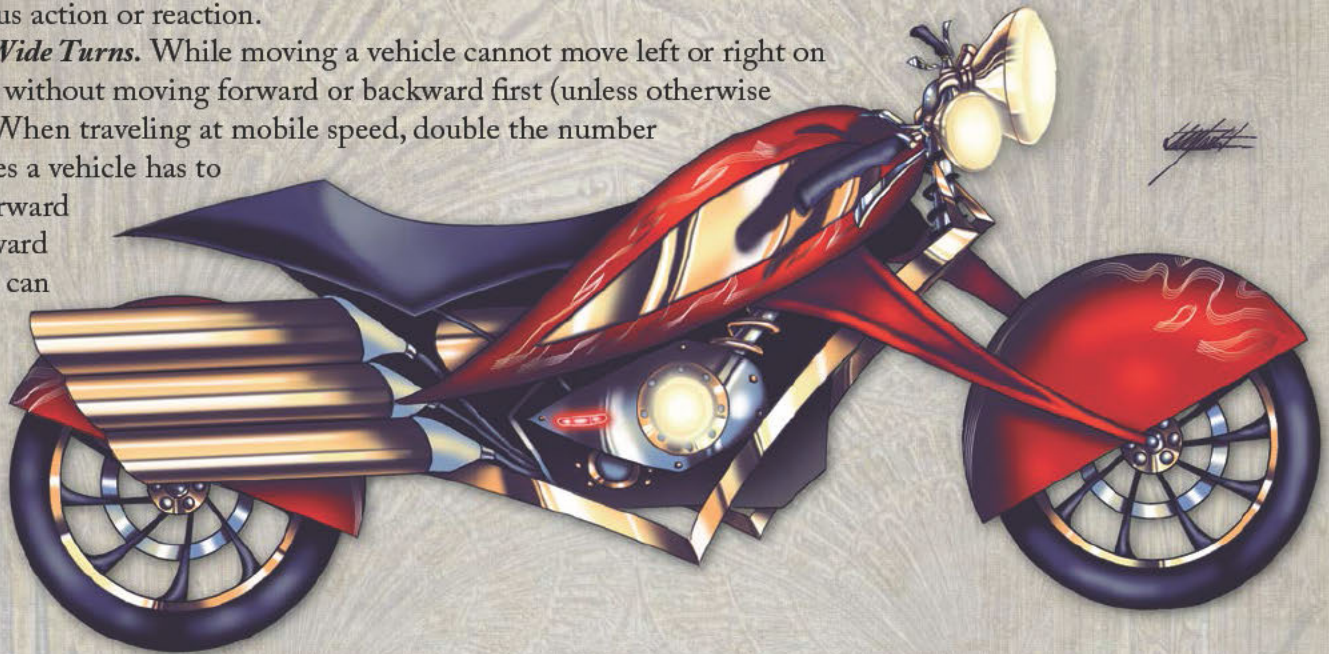
Hard Brake. Immediately stopping a vehicle about to hit an object requires a DC 20 Dexterity check as a reaction. On a success the vehicle stops before hitting the obstacle. On a failure, the vehicle, driver, and all passengers take 1d6 bludgeoning damage for every 10 feet of speed the vehicle had that turn.

Losing Control. When the driver of a vehicle loses control of it the vehicle drives itself erratically for 1d4 rounds. Spending an action to make a DC 15 Dexterity check regains control of the vehicle. A passenger able to reach the vehicle's driving wheel may attempt this check with disadvantage. After 1d4 rounds without being controlled the vehicle stops.

Ramming Attack. During the driver's turn, they may take the attack action to make a single attack roll against any creature within their path of movement during that turn as if they were making a melee weapon attack with a finesse weapon. On a successful hit while moving at tactical speed, the driver deals the vehicle's ramming damage. On a successful hit while moving at mobile speed, the driver deals double the vehicle's ramming damage. Any ramming attacks with a natural roll of 1 deal the vehicle's ramming damage to the vehicle (ignoring its damage threshold) and cause the driver to lose control.

Trampling Tires. During the driver's turn if the vehicle has moved at least 40 feet, they may take the attack action to attempt to trample any creatures within their path of movement and any squares adjacent to their path of movement. Targeted creatures make a Dexterity saving throw against the driver's Dexterity modifier + 10 or be knocked prone. If the target is prone, the driver can make one ramming attack against it as a bonus action or reaction.

Wide Turns. While moving a vehicle cannot move left or right on the map without moving forward or backward first (unless otherwise noted). When traveling at mobile speed, double the number of squares a vehicle has to move forward or backward before it can move left or right.



Cloudgliders (tactical 20 ft./mobile 40 ft.). Limited almost exclusively to those in luxury or researching academics, these large blimps float over Askis treating their passengers to opulent cruises. Cloudgliders are able to move 1 square up, down, left, or right (or any combination therein) for every 10 squares traveled forward or backward after take-off. Take-off requires 1 minute to float up off of the ground and into the air.

Cutter (tactical 75 ft./mobile 150 ft.). Compared to other vehicles these two-wheeled machines are fairly simple, though they offer no protection or cover for the driver or their passenger and cannot support very much weight. Cutters are able to move 1 square left or right for every 2 squares traveled forward or backward.

Inaequa-Chariot (tactical 60 ft./mobile 100 ft.). These cars rumble up and down the dirt paths of rural areas, the pavement of highways, and the bricked streets of settlements. Inaequa-Chariots are able to move 1 square left or right for every 3 squares traveled forward or backward.

Jetter (tactical 50 ft./mobile 80 ft.). This sleek and aerodynamic boat is far faster than a sailing ship but inevitably draws the attention of pneumavores (page 243) if sailing in any but the coldest waters. Jetters are able to move 1 square left or right for every 6 squares traveled forward or backward.

Steel Equos (tactical 10 ft./mobile 150 ft.) and Vectio (tactical 25 ft./mobile 55 ft.). Railroad engines are a more and more common sight in Askis, rumbling across the countryside to connect towns and villages with the big cities. There are no vectio trolleys outside of settlements, but in urban areas they are the most commonly used form of transportation. Steel equos and vectio are only able to move backwards and forwards on fixed paths, switching tracks at rail crossings. Hitting the rail switch at a rail crossing requires a melee or ranged weapon attack (against an AC equal to $8 + 1$ per 30 feet of the vehicle's speed) that deals at least 2 damage. Steel equos cannot full stop and instead each round spent braking reduces the vehicle's speed by half (until it reaches 5 ft., at which point it stops).

Steel Plaustra (tactical 45 ft./mobile 80 ft.). The heavier frames of these automotives allow for them to carry a great deal of weight in or on their truck beds, but they are slower and more cumbersome. Steel plaustra are able to move 1 square left or right for every 4 squares traveled forward or backward.

Whirlybird (tactical 50 ft./mobile 100 ft.). These gyrocopters are complex machines and extremely difficult to keep in good working order, though they are easily the most mobile of airborne devices aside from jetpacks. Whirlybirds are able to move 1 square up, down, left, or right (or any combination therein) for every 2 squares traveled forward or backward. A whirlybird requires 6 rounds and a successful DC 16 Intelligence (vehicle [air]) check to take off or land safely.

Windrider (tactical 100 ft./mobile 200 ft.). Propellers on the wings of these airplanes hurtle them through the sky and weapons can be mounted for passengers behind the pilot to fire on targets both in the air and on the ground (though not directly under the vehicle). Windriders are able to move 1 square up, down, left, or right (or any combination therein) for every 6 squares traveled forward after take-off. Take-off requires 500 feet of unimpeded travel at mobile speed directly forward on the ground and a successful DC 14 Intelligence (vehicle [air]) check.

Each vehicle has simplified alternative rules for use as mounts (although unlike normal mounts, vehicles cannot act independently) as well as varying effects depending on the alignment of the driver. Failing a Sanctity or Sin check to trick or pervert an inaequa-powered vehicle renders it permanently inoperable to a creature. Evil creatures must make a new check each time they activate an inaequa-powered vehicle's engine.

CLOUDGLIDER (DIRIGIBLE)

Releasing helium from this airship's gas canisters into its inflating blimp is all that is required to lift it into the air. Activating the inaequa-powered fans that propel it through the sky requires accessing the cockpit and a DC 9 Intelligence (vehicle [air]) check or DC 12 Intelligence (Technology) check.

Cloudgliders can only be used as vehicles (never as mounts).

When the engine is activated by a good creature, the pilot has advantage on checks to control the cloudglider.

When the engine is activated by a neutral or unaligned creature, the cloudglider functions normally.

When the engine is activated by an evil creature, the cloudglider does not activate at all until the pilot spends a bonus action and makes a DC 13 Sanctity check to trick the device. A successful Sanctity check convinces the cloudglider that the pilot is of neutral alignment.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the cloudglider's engine. Once perverted, the engine functions as though the pilot were of neutral alignment but after 1d4 minutes explodes, dealing 6d6 fire damage to all creatures and objects in a 40-foot radius (a DC 15 Dexterity saving throw halves this damage). Roll 1d20 and on a result of 10 or less, the

UNPOWERED VEHICLES

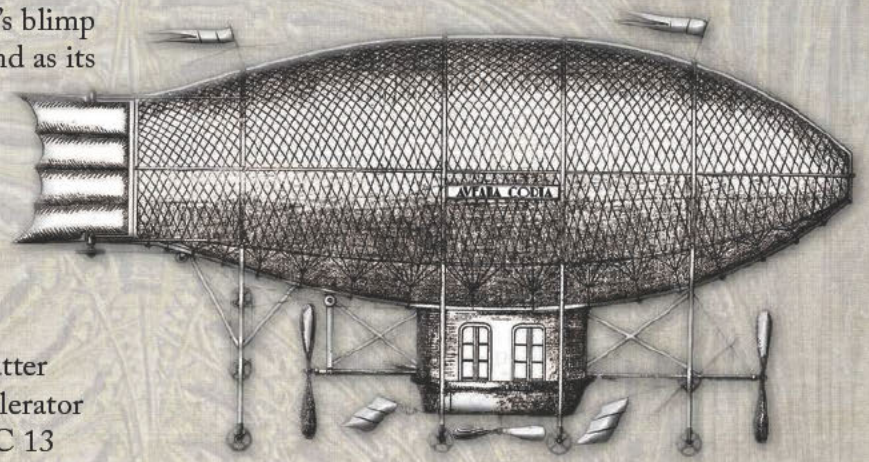
Hang Gliders (tactical 150 ft./mobile 300 ft.; 50 gold, Speed 60 mph, AC 13, 35 HP) are able to move 1 square up, down, left, or right (or any combination therein) for every 3 squares traveled forward. Hang gliders cannot travel backwards.

Going up in a hang glider requires lowering its tactical and mobile speeds by 10 feet for every 5 feet traveled until the driver is able to take off again or hit a thermal updraft; a DC 15 Dexterity (Acrobatics) check negates this loss of speed. When the driver loses control, a hang glider always moves in a downward direction until the driver regains control.

As a mount, a glider has AC 13, 35 hit points, and grants a fly speed of up to 200 feet, but it must descend at least 5 feet for every 30 feet of speed (minimum speed 30 feet). The pilot may spend a bonus action to make a DC 10 Dexterity (Acrobatics) check, reducing their descent by 5 feet on a success plus 5 feet for every 5 points their result exceeds the DC.

Parachute (80 gold, 20 lbs.). Thick, tightly-woven sheets are carefully set into this backpack. As a reaction, a falling creature can pull on the ripcord to deploy the parachute. The creature's rate of descent slows to 60 feet per round. By making a DC 15 Dexterity check, the creature can move up 5 feet horizontally for every 5 feet fallen, up to their maximum movement.

explosion tears the rigging of the airship's blimp and causes its speed to double every round as its helium leaks out, descending at least 40 feet at the end of each round until crashing (dealing its ramming damage to itself, whatever it hits, and all objects and creatures inside of it).



CUTTER (MOTORCYCLE)

Activating the inaequa-fueled engine of a cutter requires gripping the handles to rev the accelerator and turning the ignition key or making a DC 13 Dexterity (thieves' tools) check.

As a mount a cutter has AC 18, 40 hit points, grants a speed of 150 feet, and it can carry the rider and one Medium-sized creature.

When the engine is activated by a good creature, the vehicle's maximum speed increases to 120 mph, its tactical and mobile speeds (as well as mount speed) increase by 25 ft., and the driver has advantage on checks made to control the cutter.

When the engine is activated by a neutral or unaligned creature, the cutter functions normally.

When the engine is activated by an evil creature, the cutter does not activate at all until the driver spends a bonus action and makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the cutter that the driver is of neutral alignment.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert the cutter. Once perverted, the vehicle treats the driver as if they were of good alignment, it gains the ability to hop into the air as high as 30 feet once per round, and it can travel along vertical surfaces as long as the driver ends the vehicle's movement back on the ground at the end of their turn. Every 1d4 minutes (a secret roll by the GM) the driver makes a Sin saving throw (DC 10 + 1 per previous saving throw) or the cutter explodes, dealing 3d6 fire damage and 2d6 necrotic damage to all creatures and objects in a 15-foot radius (a Constitution saving throw against the same DC halves this damage). An

unattended cutter explodes in the same manner 1d4 minutes after being perverted.

INAEQUA-CHARIOT (AUTOMOBILE)

Activating the engine of an inaequa-chariot requires pressing down the accelerator pedal and turning the ignition key or making a DC 15 Dexterity (thieves' tools) check.

As a mount an inaequa-chariot has AC 16, 60 hit points, grants a speed of 100 feet, ignores the first 5 points of damage it takes from an attack or spell, and it can carry the driver and up to 3 Medium-sized creatures (granting them half cover; +2 AC and Dexterity saving throws).

When the engine is activated by a good creature an inaequa-chariot operates normally.

When the engine is activated by a neutral or unaligned creature an inaequa-chariot drives with difficulty and the driver has disadvantage on checks to control the vehicle.

When the engine is activated by an evil creature an inaequa-chariot does not activate at all until the driver spends a bonus action and makes a DC 15 Sanctity check to trick the device. A successful Sanctity check convinces the inaequa-chariot that the driver is of neutral alignment.

Alternatively, an evil creature can spend a bonus action and 2 vilis points to pervert the inaequa-chariot. Once perverted, the vehicle's speed doubles for 10 minutes and the driver has advantage on

checks made to control the vehicle, after which it burns out and ceases to function at all.



JETTER (SPEEDBOAT)

Activating the engine of a jetter requires pulling the accelerator lever and turning the ignition key or making a DC 13 Dexterity (thieves' tools) check.

As a mount a jetter has AC 14, 45 hit points, grants a speed of 100 feet on water (the vehicle cannot travel on land), ignores the first 3 points of damage it takes from an attack or spell, and it can carry the driver and up to 3 Medium-sized creatures (granting them half cover; +2 AC and Dexterity saving throws).

When the engine is activated by a good creature a jetter operates normally.

When the engine is activated by a neutral or unaligned creature a jetter is difficult to handle and the pilot has disadvantage on checks to control the vehicle.

When the engine is activated by an evil creature a jetter does not activate at all until the pilot spends a bonus action and makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the jetter that the pilot is of neutral alignment.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert the jetter. Once perverted, the vehicle's speed doubles for 10 minutes and the driver has advantage on checks made to control the vehicle, after which it burns out and ceases to function at all.

STEEL EQUOS (RAILROAD ENGINE)

The engine of a steel equos is a massive and marvelous thing cased inside of a box of steel set upon dozens of precisely forged wheels. Activating this inaequa-fueled contraption requires manipulating the levers inside the conductor's cab with a DC 13 Intelligence (vehicle [land]) check or DC 16 Intelligence (Technology) check.

Steel equos can only be used as vehicles (never as mounts).

When the engine is activated by a good creature, the conductor quarters the vehicle's speed each round spent braking.

When the engine is activated by a neutral or unaligned creature, the steel equos functions normally.

When the engine is activated by an evil creature, it does not activate at all until the driver spends an action and makes a DC 16 Sanctity check to trick the device. A successful Sanctity check convinces

the steel equos that the conductor is of neutral alignment.

Alternatively, an evil creature can spend a bonus action, reaction, and 4 vilis points to pervert the steel equos. Once perverted, the vehicle's speed increases to a maximum of 150 mph (adding 50 feet to both mobile and tactical speeds), its ramming damage doubles, and every 10 minutes (a secret roll by the GM) the conductor makes a Sin saving throw (DC 14 + 1 per previous saving throw) or the steel equos explodes, dealing 8d6 fire damage and 4d6 necrotic damage to all creatures and objects in a 50-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended steel equos explodes in the same manner 1d4 minutes after being perverted.

STEEL PLAUSTRA (TRUCK)

Activating the inaequa-engine of a steel plaustra requires pressing down the accelerator pedal and turning the ignition key or making a DC 16 Dexterity (thieves' tools) check.

As a mount a steel plaustra has AC 15, 80 hit points, grants a speed of 80 feet, ignores the first 10 points of damage it takes from an attack or spell, and it can carry the driver and one Medium-sized creature as a passenger in the cab (granting them half cover; +2 AC and Dexterity saving throws) as well as up to 8 in the truckbed (which may grant as much as full cover depending on the particular vehicle).

When the engine is activated by a good creature a steel plaustra operates normally.

When the engine is activated by a neutral or unaligned creature a steel plaustra drives with difficulty and the driver has disadvantage on checks to control the vehicle.

When the engine is activated by an evil creature a steel plaustra does not activate at all until the driver spends a bonus action and makes a DC 16 Sanctity check to trick the device. A successful Sanctity check convinces the steel plaustra that the driver is of neutral alignment.

Alternatively, an evil creature can spend a bonus action, reaction, and 3 vilis points to pervert the steel plaustra. Once perverted, the vehicle's speed increases to a maximum of 100 mph (adding 30 feet to both mobile and tactical speeds, or as the same for use as a mount), its ramming damage

increases to 7d8, and every 1 minute the driver makes a Sin saving throw (DC 13 + 1 per previous saving throw) or the steel plaustra explodes, dealing 5d6 fire damage and 2d6 necrotic damage to all creatures and objects in a 25-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended steel plaustra explodes in the same manner 1 minute after being perverted.

VECTIO (TROLLEY)

Unlike most other vehicles, a vectio is powered by a tether that connects to cables that run along the street. This energy comes from a settlement's inaequa-fueled power grid however and still recognizes the alignment of the vehicle's driver. Operating a vectio requires a bonus action and DC 5 Intelligence (vehicle [land]) check or DC 8 Intelligence (Technology) check.

Vectio can only be used as vehicles (never as a mount).

When the engine is activated by a good, neutral, or unaligned creature, the vectio functions normally.

When the engine is activated by an evil creature, it does not activate at all until the driver spends an action and makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the steel equos that the conductor is of neutral alignment.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the vectio. Once perverted, the vehicle's movement cannot be slowed or stopped until it rams into something, dealing double its normal ramming damage.

WINDRIDER (PROPELLER PLANE)

Activating the inaequa-fueled engine of a windrider requires working the pedals inside of its cockpit after getting the wing propellers spinning, then turning the ignition key or making a DC 15 Dexterity (thieves' tools) check.

As a mount, a windrider has AC 18, 60 hit points, grants a fly speed of 200 feet, and gives the pilot and passenger cover (+2 AC and Dexterity saving throws).

When the engine is activated by a good creature, a windrider can take-off after only 100 feet and gains a Damage Threshold of 5.

When the engine is activated by a neutral or unaligned creature, a windrider functions normally.

When the engine is activated by an evil creature, the windrider does not activate at all until the pilot spends a bonus action and makes a DC 18 Sanctity check to trick the device. A successful Sanctity check convinces the windrider that the pilot is of good alignment.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the windrider. Once perverted, the vehicle treats the pilot as if they were of good alignment, the pilot has

WHIRLYBIRD (GYROCOPTER)

Activating the inaequa-powered engine of a whirlybird requires working the levers inside of its cockpit after getting the rotor blades spinning, then turning the ignition key or making a DC 17 Dexterity (thieves' tools) check.

As a mount, a whirlybird has AC 17, 50 hit points, grants a fly speed of 100 feet, and gives the pilot half cover (+2 AC and Dexterity saving throws).

When the engine is activated by a good creature, a whirlybird handles beautifully. Its AC increases by 1 and the pilot has advantage on checks made to control the vehicle.

When the engine is activated by a neutral or unaligned creature, a whirlybird functions normally.

When the engine is activated by an evil creature, it does not activate at all until the pilot spends an action and makes a DC 17 Sanctity check to trick the device. A successful Sanctity check convinces the whirlybird that the conductor is of neutral alignment.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the whirlybird. Once perverted, the whirlybird treats the driver as though they were of good alignment, takes off after only 1 round, and the driver can Dodge as a bonus action on their turn. Every 5d4 rounds (a secret roll by the GM) the pilot makes a Sin saving throw (DC 16 + 1 per previous saving throw) or the whirlybird explodes into chunks of high-velocity shrapnel. Any creature inside an exploding whirlybird takes 4d6 force and 8d6 fire damage (no saving throw). All creatures in a 50-foot radius (including the driver) make a Dexterity saving throw against the same DC or are struck by a chunk of metal, taking 4d6 piercing damage and 4d6 slashing damage. An unattended whirlybird explodes in the same manner 5d4 rounds after being perverted.

advantage on checks made to control it, and the vehicle's speed increases to a maximum of 150 mph (adding 25 feet to both mobile and tactical speeds, or as the same for use as a mount). Every 1d4 minutes (a secret roll by the GM) the pilot makes a Strength saving throw (DC 18 + 1 per previous saving throw) or the windrider into a whirling maelstrom of energy and wind. Each creature in a 200-foot radius must make a Strength saving throw against the same DC. On a failure, a target takes 4d8 bludgeoning damage and is flung up 50 feet away from the maelstrom in a random direction and is knocked prone.

If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against the same DC or takes the same damage and is knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

The whirling maelstrom travels 30 feet in a random direction each round until it has traveled 90 feet, at which point it dissipates.

GAMEMASTERING GLORY

A game set in Askis using the *Book of Celestial Heroes* is much like a standard fantasy roleplaying game—the adventurers are heroes fighting to rid the world of evil. In addition to using the monsters and tips provided in the core rules for *Fifth Edition*, the following poisons, diseases, extended madness rules, mad scientists, and forces of darkness in their wake are meant to bring an additional edge to the game. Where as powerful vampire lord might be spooky, or the god of dragons intimidating, foes the party face here should be utterly deranged, totally depraved, and so irreprehensibly evil that they cannot possibly be redeemed. Wicked plans, duplicitous double agents, mass slaughter, and other extremes of violence and degeneracy should be what faces the PCs.

VILE AFFLICTIONS

Weaponizing disease and making use of poisons are villainy's purvey. Specific class archetypes and feats offer more intriguing ways to incorporate these rules into the game, and in addition to those found in the regular *Fifth Edition* mechanics we've included new diseases and poisons here. Note that many of these poisons are extraordinary in their effects and may require saving throws other than Constitution, though the GM may always rule that the normal ability score be used instead.

Vile Poisons

Any poison listed on the Poisons Table with a ^v is located in this list but otherwise [can be found in the core rules](#). Applying poison to a weapon is an action.

Aethervenom (Injury). Taken from the veins of gargantuan creatures that dwell between worlds, this poison can only be gathered by mages though even then only the courageous dare try. A creature subjected to this poison must succeed on a DC 14 Charisma saving throw. On a failed save, the creature is poisoned. The poisoned creature gains the cursed condition (page 179) and must repeat this saving throw every 24 hours. On a successful save, the creature isn't poisoned, and 24 hours later its curse ends.

Arsenic (Ingested). Numerous industrial and medical products utilize this substance in trace amounts but when concentrated it can be quite toxic. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw. On a failed save, it takes 14 (4d6) poison damage and is poisoned for 24 hours. The poisoned creature is incapacitated. On a successful save, the creature takes half damage and isn't poisoned.

Augeani Grit (Inhaled). Most of the energy in a perverted inaequa device dissipates into the air but some scorches and hardens—when etched away and gathered it can have stranged effects. A creature subjected to this poison must succeed on a DC 15 Charisma saving throw. On a failed save, the creature is poisoned for 4d6 hours. The poisoned creature's alignment registers as evil when interacting with inaequa devices.

Table: Poisons

Poison	Type	Price per Dose	Effect
Aethervenom ^v	Injury	350 gp	DC 14 Charisma or cursed, once/24 hours saving throw, not cursed on success
Arsenic ^v	Ingested	200 gp	DC 16 Constitution or 4d6 poison and incapacitated 24 hours, half damage and not poisoned on success
Assassin's blood	Ingested	150 gp	DC 10 Constitution or 1d12 poison and poisoned condition for 24 hours, half damage and not poisoned on success
Auqeani grit ^v	Inhaled	400 gp	DC 15 Charisma or detect as evil to inaequa devices for 4d6 hours
Black lotus extract ^v	Contact	5,000 gp	DC 18 Constitution or 8d6 poison, lower Constitution 4 points, lose 2 hit points per Hit Dice, disadvantage on Constitution ability checks and saving throws for 8 hours, half effects and not poisoned on successful save
Blasphemed saint's blood ^v	Injury	2,000 gp	DC 17 Wisdom or 6d6 necrotic and can't be healed by divine sources for 1d4 minutes, half damage and not poisoned on success
Burnt othur fumes	Inhaled	500 gp	DC 13 Constitution or 3d6 poison and once/turn saving throw or 1d6 poison until 3 successful saves
Celestial blood ^v	Contact	3,500 gp	DC 16 Charisma or check required to activate features and spells from divine classes for 1 minute, repeat saving throws on failed checks, not poisoned on success
Crawler mucus	Contact	200 gp	DC 13 Constitution or paralyzed 1 minute, once/turn saving throw to cure
Deathblade ^v	Injury	2,000 gp	DC 18 Constitution or 4d8 poison, 4d8 psychic, and 1 level of exhaustion, half damage and no exhaustion on success
Demigod's blood ^v	Contact	10,000 gp	DC 20 Wisdom or 12d8 necrotic and cannot benefit from or be healed by divine sources for 1d4 minutes, half damage and not poisoned on success
Demon ichor ^v	Injury	800 gp	DC 14 Constitution or 3d6 poison, 3d6 acid, and poisoned for 1d4 hours, half poison damage and not poisoned on success
Devil rot ^v	Ingested	1,200 gp	DC 14 Constitution or 3d6 necrotic, 3d6 poison, and poisoned for 1d4 hours, switch between blind/deafened while poisoned, half poison damage and not poisoned on success
Dragon bile ^v	Contact	4,000 gp	DC 20 Constitution or 8d8 poison, lower Strength 4 points, disadvantage on Strength ability checks and saving throws for 24 hours, half effects and not poisoned on successful save
Drow poison	Injury	200 gp	DC 13 Constitution or poisoned 1 hour, unconscious if failed by 5 or more
Essence of ether	Inhaled	300 gp	DC 15 Constitution or unconscious 8 hours
Glass slurry ^v	Ingested	200 gp	3d4 slashing, DC 17 Constitution or poisoned 24 hours, bleed 1d4 slashing every hour until magical healing (ignore resistance/immunity), no bleeding on success
Greenblood oil ^v	Injury	1,750 gp	DC 16 Charisma or one step toward chaotic and confused (as <i>confusion</i>) 1 minute, not confused on success and DC 16 Wisdom to resist changing alignment

Poison	Type	Price per Dose	Effect
Id moss ^v	Ingested	250 gp	DC 13 Constitution or 3d6 psychic and confused (as <i>confusion</i>) 1 minute, fail by 5 or more short-term madness, fail by 10 or more long-term madness, half damage and not confused on success
Insanity mist ^v	Inhaled	1,500 gp	Short-term madness, DC 16 Constitution or 6d6 psychic and confused (as <i>confusion</i>) 10 minutes, fail by 10 or more long-term madness, fail by 10 or more indefinite madness, half damage and not confused on success
Lich dust ^v	Ingested	2,000 gp	DC 15 Constitution or 8d6 force and poisoned 3d4 rounds, cannot take bonus actions, half damage and not poisoned on success
Mage cerebrofluid ^v	Contact	1,000 gp	DC 12 Constitution or 3d6 force and spellcasting ability check when casting spell (DC 12 + spell level) or fail and lose spell slot, repeat saving throws on failed checks, half damage and not poisoned on success
Malice	Inhaled	250 gp	DC 15 Constitution or blinded 1 hour
Malyss root dust ^v	Inhaled	3,000 gp	DC 16 Constitution or 8d4 poison, lower Dexterity 4 points, disadvantage on Dexterity ability checks and saving throws for 1d4 hours, half effects and not poisoned on successful save
Midnight tears	Ingested	1,500 gp	DC 17 Constitution at midnight or 9d6 poison, half damage on success
Oil of taggit	Contact	400 gp	DC 13 Constitution or unconscious 24 hours
Pale tincture	Ingested	250 gp	DC 16 Constitution or 1d6 poison and poisoned, once/24 hours saving throw 1d6 poison and poisoned until 7 successful saves, poison damage can't be healed until cured
Phase spider poison ^v	Injury	1,750 gp	DC 11 Constitution or 4d8 poison and poisoned 1 hour, paralyzed if dropped to 0 hit points, half damage and not poisoned on success
Powdered fiendhorn ^v	Inhaled	5,000 gp	DC 15 Constitution or 3d6 necrotic, 3d6 poison, and poisoned 1 minute, gain vulnerability to energy damage, no damage and not poisoned on success
Purple worm poison	Injury	2,000 gp	DC 19 Constitution or 12d6 poison, half damage on success
Saint's blood ^v	Injury	1,000 gp	DC 14 Wisdom or 3d6 radiant and can't be healed by divine spells for 1 minute, half damage and not poisoned on success
Serpent venom	Injury	200 gp	DC 11 Constitution or 3d6 poison, half damage on success
Shadow essence ^v	Injury	2,000 gp	DC 12 Strength or 2d10 force and poisoned 2d4 rounds, take half damage from weapons, deal half damage with weapons, incorporeal movement, half damage and not poisoned on success
Striped toadstool ^v	Ingested	50 gp	DC 10 Constitution or 1d4 poison and poisoned 1d4+2 hours, disadvantage on Wisdom saving throws and attack rolls, sight reduced by half, half damage and not poisoned on success
Terinav root ^v	Contact	800 gp	DC 11 Constitution or 4d12 poison and poisoned 24 hours, offensive odor and disadvantage on Animal Handling, Persuasion, Stealth, no damage and poisoned 1 hour on success
Torpor	Ingested	600 gp	DC 15 Constitution or incapacitated 4d6 hours
Truth serum	Ingested	150 gp	DC 11 Constitution or cannot knowingly lie for 1 hour (as <i>zone of truth</i>)
Wyvern poison	Injury	1,200 gp	DC 15 Constitution or 7d6 poison, half damage on success

Black Lotus Extract (Contact). Only found in remote mountain peaks on Zakuthombo, the rare flower from which this is synthesized is historically highly prized by nobles for its striking beauty. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw. On a failed save, the creature takes 28 (8d6) poison damage, is poisoned for 8 hours, its Constitution score is permanently lowered by 4, and its total hit points are reduced by 2 per hit die. The poisoned creature has disadvantage on Constitution ability checks and saving throws. On a successful save, the creature takes half damage, isn't poisoned, its Constitution score is permanently lowered by 2, and its total hit points are reduced by 1 per hit die. Only a *wish* or similarly powerful spell can restore the creature's Constitution score.

Blasphemed Saint's Blood (Injury). Taken from a creature made holy by the touch of the Celestial Heroes or a powerful entity from the Upper Planes, this blood has since been thoroughly corrupted by evil. A creature subjected to this poison must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature takes 21 (6d6) necrotic damage and is poisoned for 1d4 minutes. The poisoned creature cannot be healed by divine sources (such as a *cure wounds* spell cast by a cleric or a paladin's lay on hands feature). On a successful save, the creature takes half damage and isn't poisoned.

Celestial Blood (Contact). The gory remains of a slaughtered celestial can be boiled down and reduced into this lethal concoction, though the smells that emanate from the mixture offend one's very soul. A creature subjected to this poison must succeed on a DC 16 Charisma saving throw. On a failed save, the creature is poisoned for 1 minute. The poisoned creature loses their connection to features gained from the cleric, druid, exemplar, feywalker, paladin, and ranger classes that require activation. When the poisoned creature attempts to use one of these features, it must succeed on a DC 16 Charisma saving throw or the feature does not activate and one of its uses (or the appropriate spell slot) is expended. When the creature fails to activate a feature, it can repeat the saving throw, ending the effect on itself on a success. On a successful save, the creature isn't poisoned.

Deathblade (Injury). Once used by tribal warriors throughout the world, the secrets of this potent toxin are lost to time and its appearance is exceptionally rare. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw. On a failed save, the creature takes 18 (4d8) poison damage and 18 (4d8) psychic damage, and gains a level of exhaustion. On a successful save, the creature takes half damage and does not gain a level of exhaustion.

Demigod's Blood (Contact). There is no greater sacrilege than to foul the blood of the Celestial Heroes and when properly prepared, the resulting mixture is incredibly potent. A creature subjected to this poison must succeed on a DC 20 Wisdom saving throw. On a failed save, the creature takes 54 (12d8) necrotic damage and is poisoned for 1d4 minutes. The poisoned creature cannot benefit from or be healed by divine sources (such as a *cure wounds* or *enhance ability* spell cast by a cleric or a paladin's lay on hands feature). On a successful save, the creature takes half damage and isn't poisoned.

Demon Ichor (Injury). When harvested from a recently deceased denizen of the Abyss, the organs of a demon are volatile indeed. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw. On a failed save, the creature takes 10 (3d6) poison damage and 10 (3d6) acid damage, and is poisoned for 1d4 hours. On a successful save, the creature takes half the poison damage and isn't poisoned.

Devil Rot (Ingested). This poison is made by brewing the teeth, fur, and tail of a devil down into a sulfurous paste. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw. On a failed save, the creature takes 10 (3d6) necrotic damage and 10 (3d6) poison damage, and is poisoned for 1d4 hours. The poisoned creature's senses are baffled, causing it to be blind one round, then deafened the next round, repeating between the two conditions. On a successful save, the creature takes half the poison damage and isn't poisoned.

Dragon Bile (Contact). As long as the stomach of a great serpent is reached within a day of its death, the slurry of enchanted acid within is extremely dangerous and can be processed into a toxin most vile. A creature subjected to this poison must

succeed on a DC 20 Constitution saving throw. On a failed save, the creature takes 36 (8d8) poison damage, is poisoned for 24 hours, and its Strength score is permanently lowered by 4. The poisoned creature has disadvantage on Strength ability checks and saving throws. On a successful save, the creature takes half damage, isn't poisoned, and its Strength score is permanently lowered by 2. Only a *wish* or similarly powerful spell can restore the creature's Strength score.

Glass Slurry (Ingested). Any fool can feed crystalline shards to a beast but making a mixture able to go undetected by an intelligent creature is another matter entirely, requiring a great deal of refinement before it can be used without discovery. A creature subjected to this poison takes 7 (3d4) slashing damage and must succeed on a DC 17 Constitution saving throw or be poisoned for 24 hours. The poisoned creature bleeds, taking 5 (1d4) slashing damage at the end of every hour until it receives magical healing. On a successful save, the creature isn't poisoned. The damage from this poison ignores a creature's resistances and immunities.

Greenblood Oil (Injury). Druids and other friends of nature find this concoction to be utterly vile, its main ingredient the blood of fey. A creature subjected to this poison must succeed on a DC 16 Charisma saving throw. On a failed save, the creature's alignment changes one step towards chaotic (from lawful to neutral or from neutral to chaotic) and it is poisoned for 1 minute. The poisoned creature is confused (as the [confusion](#) spell). On a successful save, the creature isn't poisoned and it receives a DC 16 Wisdom saving throw to resist changing its alignment.

Id Moss (Ingested). Teams of Justitia from the Monastic Order of Law delve deep into the Taenarius Tunnels when this foul plant is discovered to scour it from beneath Askis. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (3d6) psychic damage and is poisoned for 1 minute. The poisoned creature is confused (as the [confusion](#) spell). If the saving throw fails by 5 or more, the creature also gains a short-term madness. If the saving throw fails by 10 or more, the creature also gains a long-term madness. On a successful save, the creature takes half damage and isn't poisoned.

Insanity Mist (Inhaled). Mad scientists, rogue monsters, and untended devices decayed into lethality by time are dangers aplenty, but a duplicitous fog sometimes roams the passages that surpasses them all. A creature subjected to this poison gains a short-term madness and must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 21 (6d6) psychic damage and is poisoned for 10 minutes. The poisoned creature is confused (as the [confusion](#) spell). If the saving throw fails by 5 or more, the creature also gains a long-term madness. If the saving throw fails by 10 or more, the creature also gains an indefinite madness. On a successful save, the creature takes half damage and isn't poisoned.

Lich Dust (Ingested). Ancient and empowered with fell arcane energies, the ground bones of liches wreck havoc on the living when consumed. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 28 (8d6) force damage and is poisoned for 3d4 rounds. The poisoned creature cannot take bonus actions. On a successful save, the creature takes half damage and isn't poisoned.

Mage Cerebrofluid (Contact). The unique source and difficult extraction of this mixture make it a rarity—which is fortunate for spellcasters in all respects. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw. On a failed save, the creature takes 10 (3d6) force damage and is poisoned.

The poisoned creature must succeed on a spellcasting ability check (DC 12 + spell level) whenever it attempts to cast a spell or fail to do so, losing the spell slot. When the creature fails to cast a spell, it can repeat the saving throw, ending the effect on itself on a success. On a successful save, the creature takes half damage and isn't poisoned.

Malys Root Dust (Inhaled). This plant can only be found in the densest jungles of Samovi. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 20 (8d4) poison damage, is poisoned for 1d4 hours, and its Dexterity score is permanently lowered by 4. The poisoned creature has disadvantage on Dexterity ability checks and saving throws. On a successful save, the creature takes half damage, isn't poisoned, and its Dexterity score is permanently lowered by 2. Only a *wish* or similarly powerful spell can restore the creature's Dexterity score.

Phase Spider Poison (Injury). This poison must be harvested from a dead or incapacitated phase spider with a DC 15 Intelligence (Arcana) check. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw. On a failed save, the creature takes 18 (4d8) poison damage and is poisoned for 1 hour. The creature is paralyzed if the poison damage reduces it to 0 hit points, even when stable or after regaining hit points. On a successful save, the creature takes half damage and isn't poisoned.

Powdered Fiendborn (Inhaled). The Ministry goes to great lengths tracking the tiefling population and ensuring the disposal of their remains ostensibly to protect from the synthesis of this dangerous substance. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 10 (3d6) necrotic damage and 10 (3d6) poison damage, and is poisoned for 1d4+1 rounds. After taking damage from the poison, the poisoned creature gains vulnerability to acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder damage. On a successful save, the creature takes no damage and isn't poisoned.

Saint's Blood (Injury). This holy substance is not inherently lethal but when directly exposed to the bloodstream can wreck havoc on a body. A creature subjected to

must succeed on a DC 14 Wisdom saving throw. On a failed save, the creature takes 10 (3d6) radiant damage and is poisoned for 1 minute. The poisoned creature cannot be healed by divine spells (such as a *cure wounds* spell cast by a cleric or a *healing word* cast by a paladin). On a successful save, the creature takes half damage and isn't poisoned.

Shadow Essence (Injury). Any effluent collected from the corpse of a creature from the Shadow Plane needs treatment with a DC 15 Intelligence (Arcana) check to preserve it before taking it to another dimension. A creature subjected to this poison must succeed on a DC 12 Strength saving throw. On a failed save, the creature takes 11 (2d10) force damage and is poisoned for 2d4 rounds. The poisoned creature takes half damage from weapon attacks, it deals half damage with weapon attacks, and it can move through other creatures and objects as if they were difficult terrain (it takes 1d10 force damage if it ends its turn inside an object). On a successful save, the creature takes half damage and isn't poisoned.

Striped Toadstool (Ingested). Extracted and burned away by Justitia that find them growing near cave openings, nobles have been known to gather these for recreational purposes despite the dangers the fungi pose. A creature subjected to this poison must succeed on a DC 10 Constitution saving throw. On a failed save, the creature takes 2 (1d4) poison damage and is poisoned for 1d4+2 hours. The poisoned creature has disadvantage on Wisdom saving throws, disadvantage on attack rolls, and suffers hallucinations that reduce their sight by half. On a successful save, the creature takes half damage and isn't poisoned.

Terinao Root (Contact). Pulled from scarce plants squirming out of the sandy bottoms of Samovi's lakes and rivers, days of preparation and refinement of scores of specimens are needed to make this toxic mixture. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw. On a failed save, the creature takes 26 (4d12) poison damage and is poisoned for 24 hours. The poisoned creature has disadvantage on Charisma (Animal Handling), Charisma (Persuasion), and Dexterity (Stealth) checks as they emanate a foul and pervasive odor. On a successful save, the creature takes no damage and is only poisoned for 1 hour.

Vile Diseases

In addition to the sicknesses in [the core rules](#), the defeated despots of Askis' history and the mad scientists lurking in the Taenarius Tunnels have developed numerous lethal diseases. Most have been eradicated but some still persist in The Ministry's medical laboratories or in parasites clinging to the bodies of monsters stalking the subterranean passages—waiting for new, fresh creatures to plague.

AETHERVIRUS

Creatures afflicted with aethervirus sometimes choose to leave it untreated, only realizing too late that no mortal can harness the otherworldly symbiote's power. When a creature is damaged by an infected creature's natural attack or a weapon covered by aethervirus, the creature must succeed on a DC 13 Constitution saving throw or become infected. Symptoms manifest after 24 hours after infection, covering one of the infected creature's fore or upper limbs with a roiling black and red pulsating mass.

The infected creature's unarmed strikes gain a +2 magical bonus to attack and damage. Whenever the infected creature wields a melee weapon blood pours out to cover the blade with more aethervirus, bonding it to the creature's limb. The bonded weapon deals an

additional 1d4 magical damage and it cannot be disarmed. While a weapon is bonded to the infected creature, it only heals half as much as normal from magical healing. The infected creature can remove a weapon's aethervirus bond by spending a bonus action. When the infected creature completes a long rest, it makes a Constitution saving throw (DC 11 + 1 per previous successful save). On a failed save, the infected creature's Constitution is reduced by 1. Only a *wish* or similarly powerful spell can restore the creature's Constitution score. An infected creature with a Constitution score of 0 permanently dies and cannot be brought back to life by any means. On a successful save, the infected creature only restores half as many Hit Dice as they normally would from taking a long rest.

After 3 successful saving throws, the creature recovers from the disease.

BUBONIC PLAGUE

Whole cities have been evacuated in the wake of this virulence, overrun with vermin carrying it virtually everywhere and quarantined until cleansed of the sickness. When a beast or humanoid creature is bitten by a creature that carries this disease, or when it comes into contact with effluent contaminated by the disease, the creature must succeed on a DC 15 Constitution saving throw or become infected. It takes 1d4+3 days for bubonic plague's symptoms to manifest in an infected creature. Symptoms include chills, cramps, fever, malaise, painful swelling, seizures, swollen lymph nodes, and gangrene of the extremities such as toes, fingers, lips and tip of the nose.

The infected creature has disadvantage on Strength and Constitution saving throws, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a Constitution saving throw (DC 15 - 1 per successful save). On a failed save, the infected creature's Constitution and Charisma scores are reduced by 2, and



it reduces its hit points by 1 per Hit Dice. On a successful save, the creature does not have disadvantage on Strength saving throws for 24 hours.

After 3 successful saving throws, the creature recovers from the disease. Once recovered, a creature's Constitution and Charisma scores increase by 1 point at the end of each long rest until they are restored to their original values.

CELERO-LEPROSY

Rumors abound of what causes this sickness but when the afflicted are diagnosed, The Ministry provides a mandatory home for victims to live out the rest of their lives. When a beast or humanoid creature inhales air contaminated by the disease-carrying bacteria, the creature must succeed on a DC 13 Constitution saving throw or become infected. It takes 1 week for celero-leprosy's symptoms to manifest in an infected creature. Symptoms include patches of light and dark lesions on the skin and minor trouble breathing.

The infected creature gains resistance to bludgeoning, piercing, and slashing damage but vulnerability to poison and disadvantage on saving throws against poison. When the infected creature takes 10 or more damage from a weapon attack (before applying resistance), it loses an appendage such as an ear, finger, or toe. When the infected creature takes 30 or more damage from a weapon attack (before applying resistance), it loses a limb. Body parts can only be restored with the *regenerate* spell.

Celero-leprosy can be cured using carefully synthesized medicine produced in the most advanced labs of Askis. Given a week, a character with sufficient knowledge and access to a laboratory can turn these reagents into one dose of medicine by making a DC 18 Intelligence (Science) check. Injected into the bloodstream before a long rest, one dose of it prevents the infected creature from suffering the symptoms of celero-leprosy for 24 hours. After 5 doses, the medicine cures the disease entirely.

COAGULOPATHY

Unlike hemophilia this is not a sickness derived from birth, spread instead by exposure to tainted blood freely flowing from the afflicted. When a living creature is bitten by a creature that carries this disease, or when it comes into contact with blood contaminated by the disease, the creature must succeed on a DC 13 Constitution

saving throw or become infected. It takes 6d4 hours for coagulopathy's symptoms to manifest in an infected creature. Symptoms include heavy external bleeding, blood in urine and stool, severe head or neck pain, repeated vomiting, difficulty walking, convulsions, and seizures.

The infected creature's speed is reduced by 10 feet and whenever it takes 5 or more damage, it immediately starts excessively bleeding, losing 1 hit point at the end of each of its turns during combat or 1 hit point at the end of each minute. This excessive bleeding continues until the infected creature receives magical healing or completes a short rest.

Coagulopathy can be cured using rare reagents taken from 7 plants located in all the corners of Samovi. Given an hour, a character who has proficiency with an herbalism kit can turn these reagents into one dose of medicine. Injected into the bloodstream before a long rest, one dose of it prevents the infected creature from excessive bleeding for 24 hours. After 3 doses, the medicine cures the disease entirely.

DEMENTIA

One of the greater problems among Askis' swelling centenarian population is the loss of memory, a sickness that even the touch of true divinity cannot totally cure—it does occur among younger citizens, but almost never without some foul catalyst engineered by depraved minds. A creature that has lived 90% of its race's normal lifespan or has been exposed to a dementia-causing effect makes an Intelligence saving throw (DC 10 + 1 per previous save) each 1% of remaining years or becomes infected.

One week after infection, the creature's memory starts to become unreliable as their mind fragments. The infected creature takes a -1 penalty to ability checks and saving throws that rely on Intelligence, Wisdom, and Charisma. At the end of each week after the symptoms appear, the penalty worsens by 1. When it reaches -12, the victim is stunned every other round as it constantly reassesses its surroundings. The longer an infected creature has dementia, the more often it must make Intelligence checks to recall information.

Dementia can be cured with a *wish* spell, though this does not restore memories and only allows the infected creature to keep new ones (removing the disease as well as its penalties to ability checks and saving throws).

KEDRIMEDULLAM

Doctors in The Ministry's research facilities remain unsure of where this sickness spreads from, only that it is commonly found afflicting the malnourished monsters lurking in the Taenarius Tunnels so that it likely began in the depths. When a humanoid creature breathes in air contaminated by kedrimedullam, the creature must succeed on a DC 13 Constitution saving throw or become infected. It takes 24 hours for kedrimedullam's symptoms to manifest in an infected creature. Symptoms include cramps, fever, and excessive swelling of welts and bruises.

The infected creature gains one level of exhaustion, its carrying capacity is halved, it regains only half the normal number of Hit Dice and hit points from finishing a long rest, and it gains vulnerability to bludgeoning damage. At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level.

If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

MALIGNANT PUSTULES

Found only in the lairs of mad scientists and pools deep in the tunnels nearest the planet's core, even the Justitia dare not meddle with the ooze that latches onto and grows the evil in one's heart. When a creature comes into contact with emanolimus ooze, the creature must succeed on a DC 16 Charisma saving throw or become infected. It takes 1d4 hours for malignant pustules' symptoms to manifest in an infected creature. Symptoms include redness around the eyes, bad breath, and pus-filled blisters mottling the skin.

The infected creature's alignment changes to chaotic evil, neutral evil, or lawful evil (whichever is closest). At the end of each long rest, an infected creature must make a Wisdom saving throw (DC 16 + 1 per previous save). On a failed save it is compelled to commit 1d4 evil acts. On a successful save, the creature is not compelled.

After 2 successful saving throws, the creature recovers from the disease. Only a *wish* spell can magically cure an infected creature of malignant pustules.

MANA-WASTING

Certain areas of the Taenarius Tunnels are off-limits to all but the Ministerium Inmorte, the warping magical residue of dubious experiments gone astray transforming those who wander through the forbidden regions into deformed freaks. When a living creature travels through a mana-wasted area, the creature must succeed on a DC 14 Strength saving throw or become infected. It takes 1d4 days for mana-wasting's symptoms to manifest in an infected creature. Symptoms include unnatural swelling of the skin and strange fleshy growths.

One week after infection, the creature begins to suffer impossible to hide mutations. The infected creature takes a -1 penalty to Charisma ability checks.

At the end of each week after the symptoms appear, the infected creature makes a Strength saving throw (DC 14 + 1 per previous failed save) or the penalty worsens by 1. When it reaches -6, the infected creature gains the mana-wasted template (page 208–209). On a successful save, the infected creature's penalty improves by 1 (for example, from -4 to -3).

If a successful saving throw improves the infected creature's penalty to 0, the creature recovers from the disease.

PHANTASMIA

Anyone diagnosed with this sickness is immediately remanded to The Inquisition—the only known way to be afflicted by it is through the consumption of celestial flesh. When a creature consumes a number of purpura concoctions equal to its Hit Dice within a period of 24 hours, the creature must succeed on a DC 15 Constitution saving throw or become infected. Phantasmia's symptoms manifest in an infected creature the next time it takes a long rest.

Whenever the infected creature sleeps, 2d4 cobalus materialize within 30 feet. Cobalus resemble the nightmares of the infected creature and use the statistics of [Homunculus](#) with the incorporeal movement feature. They are cruel, stealing items and trapping a resting area if left to wreak havoc unopposed—when only one creature is on watch they try to lure the defender away to prepare their devious mischief, forcing companions of the infected creature to take greater security measures. The infected creature is forced awake if all of the cobalus are

killed but otherwise they disappear when the infected creature finishes its long rest.

Phantasmia can be cured using the blood of fiendish creatures like demons, devils, and tieflings. A character who has proficiency with an herbalism kit can turn an ounce fiendish blood into a single dose of medicine after 1 hour of effort. Injected into the bloodstream before a long rest, a dose of it prevents the infected creature from the suffering effects of the disease for the duration of the long rest. After 5 doses, the medicine cures the disease entirely.

SINOMNIA

The Ministry's rehabilitation centers process scholars stricken by this sickness after improperly reading forbidden tomes that forever change them through the subtle evils of Vilespeech. When a creature reads a particular phrase of Vilespeech or spends more than 8 hours within the presence of at least a dozen books containing Vilespeech within 100 feet of each other, the creature must succeed on a DC 15 Wisdom saving throw or become infected. There are no visible symptoms to sinomnia but its effects manifest the next time the infected creature completes a long rest.

When the infected creature finishes a long rest it makes a Wisdom saving throw (DC 15 + 1 per previous failed save) or increases its Sin score by 1. After 3 days, every 8 hours that an infected creature does not rest it makes a Constitution saving throw (DC 10 + 1 per 8 hours not sleeping) or falls asleep. On a successful save, the infected creature can remain awake for 8 more hours and makes a DC 12 Wisdom saving throw or gains a long-term madness. If the saving throw fails by 5 or more, the creature gains an indefinite madness instead.

Only a *wish* can cure a creature of this disease.

SORDES-DIVINA

Wounds from potent evil spells and beasts steeped in vile power can tarnish a soul's connection to the Upper Planes, making it difficult to heal by spell or blessing. When a creature takes more than half of its hit points in necrotic damage from a single source (such as an attack, effect, trap, or spell), the creature must succeed on a DC 13 Charisma saving throw or become infected. It takes 2d4 hours for sordes-divina's symptoms to manifest in an infected creature. Symptoms include lightheadedness and disorientation.

The infected creature only restores half as many hit points as normal from magical healing. At the end of each long rest, an infected creature must make a DC 13 Charisma saving throw.

After 2 successful saving throws, the creature recovers from the disease.

STOMACH PARASITE

Invisible to the naked eye, travelers know better than to drink from waters deep in the wildernesses of Samovi for fear of ingesting these microscopic organisms. When a creature drinks or otherwise consumes water contaminated by stomach parasites, the creature must succeed on a DC 12 Constitution saving throw or become infected. It takes 1d4 days for symptoms of a stomach parasite to manifest in an infected creature. Symptoms include stomach cramps, taut skin, and extreme muscle definition.

Every week, the infected creature doubles the amount of food and water it needs to survive. An infected creature that does not receive enough sustenance regains no healing from short or long rests.

A *greater restoration*, attack or spell that deals 10 points of force damage per week of infection, or surgery (page 182 of *Book of Exalted Darkness* can cure the creature of this disease.

TINEA CRURIS

Wearing one's armor too long and going without washing has its consequences. When a creature has gone a week without bathing or more than 3 days without cleaning a suit of armor they wear each day, the creature must succeed on a DC 8 Constitution saving throw or become infected. It takes 2d6 days for tinea cruris' symptoms to manifest in an infected creature. Symptoms include itching and odor in the groin.

The infected creature emits a stench that gives it disadvantage on Charisma ability checks made against creatures within 10 feet. Every week, the infected makes a Constitution saving throw (DC 8 + 1 per previous save) or the range of its stench increases by 5 feet (to a maximum of 20 feet).

After 5 successful saving throws or a dose of *remedium* (page 152), the creature recovers from the disease.

EXPANDED MADNESS

Exploring dark themes and engaging with horror in the ways presented in this tome means going beyond the scope of the usual [rules for madness in Fifth Edition](#). Below are rules similar to or expanding the existing mechanics, followed by more content for insanity and other themes of terror to make your game as disturbing as it can be.

Going Mad

Certain spells (such as *heresy incarnate* and *lesser inscribe Vilespeech*) can cause insanity as can diseases, poisons, and planar effects. Some artifacts can also break the psyche of a character who uses or becomes attuned to them. Resisting a madness-inducing effect usually requires a Wisdom or Charisma saving throw. Creatures with a Sin score may temporarily suppress madness, though the costs of doing so can be steep (see Dark Madness below).

Table: Short-Term Madness

d100	Effect (lasts 1d10 minutes)
01–05	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
06–10	The character is deafened and hears nothing but tormented screaming. He or she tries to rip off their own once each minute with their bonus action, self-inflicting 1d4 damage.
11–20	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
21–25	The character loses his or her sense of touch and has disadvantage on Dexterity checks and saving throws.
26–30	The character loses his or her sense of smell and has disadvantage on Perception checks.
31–40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41–50	The character begins babbling and is incapable of normal speech or spellcasting.
51–60	The character must use his or her action each round to attack the nearest creature.
61–70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71–75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76–80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81–90	The character loses control of his or her subconscious, shouting out embarrassing personal truths and secrets told to them in confidence at least once per minute.
91–95	The character is stunned.
96–100	The character falls unconscious.

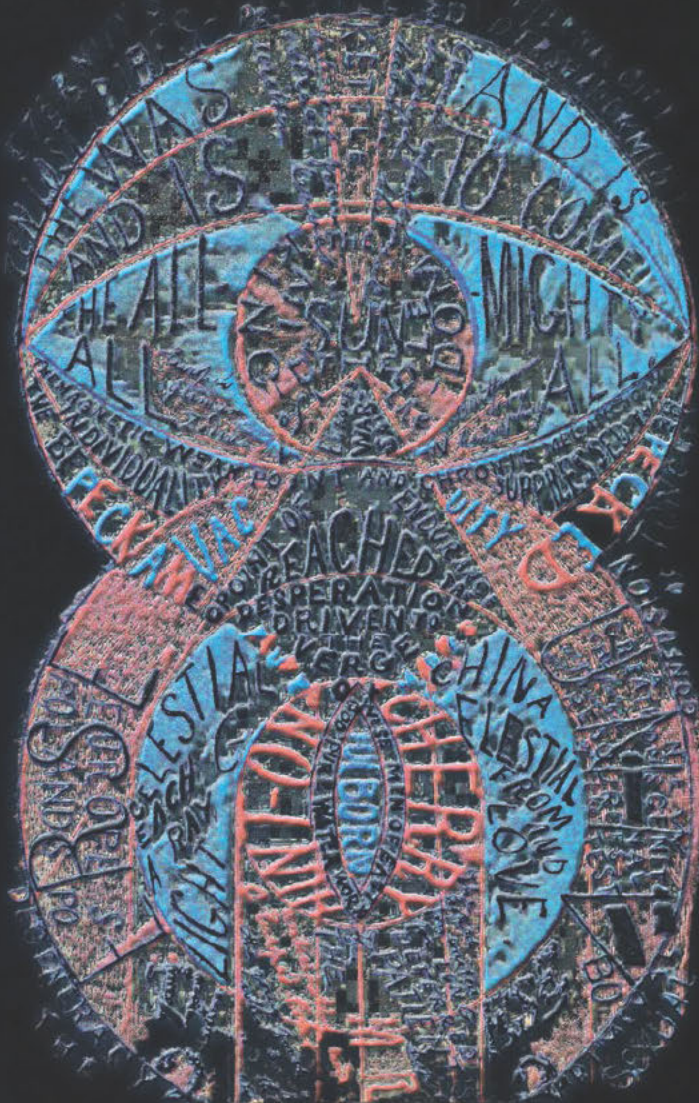


Table: Long-Term Madness

d100	Effect (lasts 1d10 × 10 hours)
01–05	The character develops multiple personalities. The character has disadvantage on Wisdom saving throws and on Intelligence checks made to remember something that happened to another personality. Each hour the character is awake, they make a Wisdom saving throw (DC 6 + 1 per previous save) to retain the personality. On a failed save, a new personality manifests until there are 5 personalities (at which point the character rolls 1d6 to determine which personality takes control).
6–10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11–15	The character has a paranoia attack and becomes incapacitated when frightened for 1 minute or longer, or when reduced to 1/10th its total hit points.
16–20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21–25	When the character is in the middle of conversation with an NPC, roll 1d20. On a result of 5 or lower, he or she spontaneously draws weaponry and attacks.
26–30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31–35	The character inflicts permanent self-scarification that temporarily weakens his or her immune system. They have disadvantage on saving throws against disease and poison until after the madness ends and the character has taken a long rest.
36–40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41–45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46–55	The character becomes attached to a “lucky charm,” such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56–65	The character is blinded (25%) or deafened (75%).
66–75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76–80	The character attempts to shave off (forcibly when necessary) and collect hair or fur from every creature he or she comes across.
81–85	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86–90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the <i>confusion</i> spell. The confusion effect lasts for 1 minute.
91–95	The character loses the ability to speak.
96–100	The character falls unconscious. No amount of jostling or damage can wake the character.

Curing Madness

A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell or accepting dark madness can rid a character of a short-term or long-term madness.

Depending on the source of the madness, *remove curse* or *dispel evil* might also prove effective. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

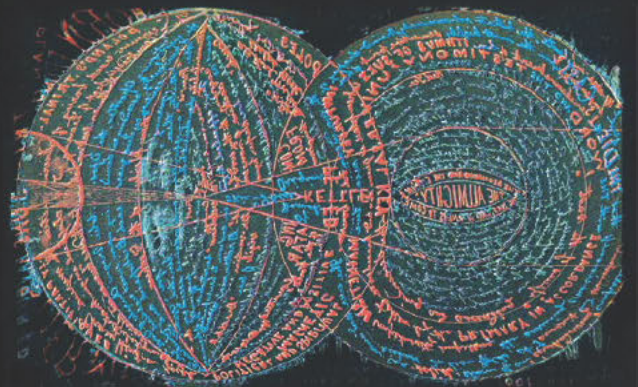


Table: Indefinite Madness

d100	Flaw (lasts until cured)
01–15	“A little bit of blood with every meal never hurt anyone but if you try to stop me I’ll use yours.”
16–25	“Consuming my enemies and keeping corporeal trophies of my victories is my business.”
26–30	“Wearing the faces of other people like a mask—it looks funny without their actual face—helps me get way more done every day.”
31–35	“Those are alternative facts. Just additional facts and alternative information. Not lies.”
36–45	“Nothing matters but what I tell you matters dammit, and we’re getting it done before anything else <i>you</i> think is important.”
46–50	“Life is a pointless cycle of suffering and regret. Why? Why should I do anything? Nothing matters. Nothing. Matters.”
51–55	“Everyone is out to get me you know. Did you see it? The look that man on the corner had on his face? The gesture that woman by the door made? It’s connected. They’re in on it. I’m telling you <i>it’s real</i> .”
56–70	“Nobody can fight like me, think like me, turn coin like me—hell, nobody can run like I can! <i>And I am gorgeous</i> . You’re lucky to have me around...”
71–80	“I saw that look. What? What’s so great about you, huh? What makes <i>you</i> so damned special that you’re always looking down on ME?!”
81–85	“No, Gazzlegrod, I’m not going to eat them while they sleep. They are my <i>friends</i> even if they can’t see <i>you</i> . Yes, even that one. I am especially <i>not</i> going to eat his tender flesh, no matter how succulent it looks.”
86–95	“Minotaur’s horns did you see that fellow’s arm get lopped off? Ha! It was like it was waving as it sailed into the cooking pot! What a gaff!”
96–100	“Why not kill them all? I like it and they’re going to die anyway, just a decade or two later. And they’re defenseless, soft little bodies make a sweeter noise than the flesh of an adult, all weathered by time and hairy.”

DARK MADNESS & THE CURSED CONDITION

When adventurers are faced with harrowing danger or exposed to true evil even glorious heroes and depraved mages can falter—the following rules are for making the game a genuinely scary experience well beyond the frightened condition!

Dark Madness

In depravity and the depths of the soul one can sometimes find what seems like clarity or understanding—these are false respites however, often forming into dark underlying truths that return at the most inopportune times.

A creature suffering from a form of madness or the cursed condition (see below) can spend 1 vilis point and increase its Sin ability score by 1 to gain temporary immunity. For forms of madness the immunity lasts for a number of hours equal to the creature’s new Sin ability score (if this outlasts the madness the creature is considered cured), and for the cursed condition the immunity lasts for a number of minutes equal to the creature’s new Sin ability score.

Cursed Condition & Causation Points

This mechanic is a meta tool for the GM to raise the stakes and get the party really feeling the fear intended for the game. What better way to do so than utilize the most hated and feared element of the RPG since its inception: the natural 1.

Creatures gain the cursed condition when in situations of particularly high stress. Here are a few examples of situations that can trigger the cursed condition:

- In combat with less than 1/4th their total hit points.
- During acts of subterfuge where death or imprisonment may directly result.
- Dangling off a cliff with only a rope and certain death below.

- Stranded on a rock in a flow of lava.
- Reaching half of their lung capacity while swimming.

Whenever a creature with the cursed condition rolls with advantage or disadvantage and rolls a natural 1 on either die, the GM gains 1 **causation point**. The GM can have no more causation points than double the number of adventurers in the party.

Causion points are used to give NPCs an edge in combat and other situations when it can make the game more exciting. Causation points may be spent in the following ways (usually to benefit NPCs):

- Trigger a flashback for a creature that has used Dark Madness before, causing it to be frightened for a number of rounds equal to its Sin ability modifier as the ramifications of their deeds shock their psyche (this ignores immunity.)
- Restore a number of hit points to a creature equal to 1/2 its total Hit Dice (as if the creature had taken a short rest).
- Grant a creature the use of Cunning Action (able to Dash, Disengage, or Hide as a bonus action) for 1 round.
- Trigger a conflict between a sentient magic item and its owner.
- Cause a spell to fail (cantrip–2nd-level) or be half as effective (3rd-level–7th-level); for an additional 1 causation point per spell level the GM may select a different target for a spell (cantrips



count as 1st-level spells for this purpose) but causation points can never be used against a spell of the highest spell level a creature can cast.

- Negate a critical hit.
- Grant a creature advantage on an attack roll, saving throw, or ability check.

A Note On Expanded Fear

The author of this book think it is potentially cruel and spiteful to suggest this, but we *are* writing this tome to help you be evil. If you are a truly wicked GM really trying to incite terror, do away with the situational parts of the cursed condition and have it be active at all times (removing the cap to causation points as well). Be warned—this can become a very powerful mechanic and when playing a game using Expanded Fear, the GM should not use its healing or frightened options on a creature more than once per combat encounter.

MAD SCIENTISTS

The mad scientists of Askis are the last refuge for evil in the world, engineering the Night of Largitio and reaping the harvest of wicked souls they've sown. Presented here are the five most wanted by The Inquisition and The Ministry, but GMs are encouraged to invent their own as well, using the following as examples to model a new villainous mastermind's statistics.

These NPCs have three central purposes—first and foremost they are meant to aid and abet the PCs. Gespadrieux in particular has motives to do as much, but each of these characters have knowledge and resources that can make the party a viable force of insurrectionists. Mad scientists are also excellent catalysts for the plot of a campaign, going a little further than their initial intent with information directly useful to the adventurers. While they can make great adversaries the final objective of mad scientists is to take the place of the Celestial Heroes alongside the PCs (though what they rule over will be drastically different depending on which stratagem is championed—be it a mad scientist's or the party's). Once Askis has been remade as the adventurers see fit, they can take the backing of a whole world to pursue new and more ambitious goals, or if the GM desires, fight to stomp out their former allies to achieve complete global dominance in a campaign of intrigue, sabotage, and bloody war.

Using Celestial Heroes and Mad Scientists

It is *not* recommended to run a combat between the adventurers and more than two of these NPCs at the same time. Although their abilities and statistics have been truncated, each is essentially built as a 20th level player character and has a litany of mechanics beyond the normal confines of a monster's design. If the party is encountering more than one mad scientist or Celestial Hero at once—in which case the PCs ought to all be high level themselves—the GM should consider inviting a few helpers (like the owner of the friendly local gamestore or players from another gaming group) to play as an NPC when combat erupts. With even one pair of extra hands the battle will be as dynamic and challenging as it ought to be, and the GM won't overly suffer from fatigue or have a mental breakdown.

Demigod Accoutrements. The GM may decide that the possessions of the Celestial Heroes carry residue of the powers granted to them by *inaequa* and the *Torquem Machina*. The following benefits are gained, although how they are divided is at the GM's discretion: a total of +6 to ability scores, resistance to radiant damage, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, proficiency with 2 skills, darkvision 120 ft., and the ageless feature (the creature does not age, cannot suffer from frailty of old age, die from old age, or be aged magically.)

Mad Science. Items looted from dead mad scientists are far more dubious. They may be heavily trapped, coded to specific biological markers, or have subtle deleterious effects that won't be felt until decades later. As with demigod accoutrements, what can be salvaged and for what purposes are ultimately at the discretion of the GM.

Insane Rituals. All surgical procedures (pages 176–184) are known to the following mad scientists and they all have proficiency with these tool kits (and more at the GM's discretion): alchemist's supplies, herbalism kit, thieves' tools, tinkerer's tools.

Laboratory Lairs. Each mad scientist has numerous laboratories hidden throughout Askis and they attempt to engineer encounters to happen inside of these lairs. The actions available to each lair are unique and defined at the bottom of its mad scientist's statistics.

Prototype Drones. Caskette, Fraus Calumnia, Gespadrieux Xantilles, and Aevus Fatalibus can cast the *find familiar* spell as a ritual, summoning (i.e.: activating) 6 drones. The drone familiars they create are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by the mad scientist. Drones that are not duplicating the appearance and abilities of an animal use the [Homunculus](#) stat block. As a construct, the drones do not need to eat, sleep, or breathe, and are immune to both poison damage and the poisoned condition. These drones may not be dismissed as the spell. The mad scientist may share senses with the drones or communicate with them while they remain within distance of the mad scientist's radio transmitter (a device that broadcasts 1,000 feet).

Unholy green fires brim out of exhaust ports on this armored woman's legs, chest, hands, and heels, casting a jade glow across spiked black pauldrons and a cathedral like crown festooned with ornate gray metal pipes at odds with the jet black metal encasing her body.

CASKETTE

Medium construct, lawful evil

Armor Class 19 (midnight armor)

Hit Points 260 (40d8+80)

Speed 30 ft., fly 90 ft.; Vilis Points 19

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
22 (+6)	17 (+3)	16 (+3)	21 (+5)	15 (+2)	19 (+4)	2 (-4)	19 (+4)

Saving Throws Str +12, Int +11, Wis +8, Cha +10

Skills Deception +10, Insight +8, Investigation +11, Perception +8, Persuasion +10, Science +11, Technology +11

Damage Vulnerabilities lightning

Damage Resistances cold, fire, necrotic, psychic; bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Abyssal, Common, Deep Speech, Draconic, Dwarvish, Elvish, Infernal, Undercommon, Vilespeech

Challenge 20 (25,000 XP)

Analyze Weakness. As a bonus action, Caskette makes an Intelligence check against a DC equal to the CR of a creature she is able to see or hear. On a success, she learns the attacks, immunities, features, and resistances granted by the creature's race or type. Caskette can only use this feature against a creature once every 24 hours.

Artificial Response. When Caskette is charmed, paralyzed, or stunned, she may spend a bonus action to make a saving throw to eliminate the condition. Caskette may only use this feature once against a specific effect.

Evasion. When Caskette makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Inherent Heresy: Wrath. As a bonus action, Caskette may spend 1 vilis point to gain advantage on a Strength ability check or saving throw.

Legendary Resistance (2/day). If Caskette fails a saving throw, she can choose to succeed instead.

Targeting Relays. Caskette does not have disadvantage on ranged attacks while within reach of an enemy.

Technofanatic. Caskette has advantage on Technology checks.

Technological Spellcasting. Caskette is a 20th level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). She casts spells using technological devices she crafts (2 lb. cantrips, 1/2 lb. per spell level; AC 10 + spell level, 40 hp each) and her spells ignore the effects of both *counterspell* and *dispel magic*. Caskette has the following spells prepared:

Cantrips: *blood spear*^V, *eldritch blast*, *minor illusion*, *produce flame*, *shocking grasp*

1st (4 slots): *guiding bolt*, *flay skin*^V, *thunderwave*

2nd (4 slots): *acid arrow*, *bone spurs*^V, *scorching ray*

3rd (3 slots): *fireball*, *inscribe Vilespeech*^V, *lightning bolt*

4th (3 slots): *locate creature*, *exsanguination*^V, *wall of fire*

5th (3 slots): *cone of cold*, *hold monster*, *insidious indoctrination*

6th (2 slots): *chain lightning*, *extinguish soul*^N

7th (2 slots): *ancestral perversion*^V, *one of us*^V

8th (1 slot): *unholy condemnation*^V

9th (1 slot): *heresy incarnate*^V

ACTIONS

Multiattack. Caskette makes any combination of four unarmed strikes and necroblasts.

Unarmed Strike. *Melee Weapon Attack:*

+12 to hit, reach 10 ft., one target.

Hit: 21 (2d8+12) bludgeoning damage.

Necroblast. *Ranged Weapon Attack:* +9 to hit, range 100/500 ft., one target. *Hit:* 25 (5d8+3) necrotic damage.



Thrown Object. *Ranged Weapon Attack:* +9 to hit, range 100/200 ft., multiple targets (determined by object size; make one attack roll per target). *Hit:* 10 (1d8+6) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 103 [21d8+9] at 2,000 pounds). Caskette is able to throw objects as heavy as 1 ton and lift objects ten times that weight.

Necrobeam (Recharge 5-6). Caskette unleashes the weapon in her chestplate, blasting a potent beam of foul energy in a 120-foot line that is 15 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 104 (16d12) necrotic damage on a failed save, or half as much damage on a successful one. Creature that fail their saving throw cannot magically heal damage from the necrobeam.

LEGENDARY ACTIONS

Caskette can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Caskette regains spent legendary actions at the start of her turn.

- **Reinforce Armor.** Caskette releases small insectile cherubs that flit about repairing her armor and she regains 4d4+5 hit points.
- **Sensory Sweep.** Caskette makes a Wisdom (Perception) check. This check is made as if she had cast *detect magic*, though she does not require an action to see magical auras.
- **Trigger Device (Costs 2 actions).** Caskette activates one technological spellcasting device of 4th-level or lower.



To most of the world there is no *real* Caskette—she is a myth, a parable whispered to wicked children weak in faith—but The Inquisition and The Ministry know better, all too aware that the woman in midnight armor poses a dire threat to order in the world. Only a rare few of the mad scientist's victims have managed to escape her cathedral caves and the horror stories they've told the Celestial Heroes' agents indicate that she possesses a truly vile intellect. Perhaps more importantly Caskette is said to be ancient; her knowledge of history, science, and technology is unparalleled and she has actively opposed the demigods' rule longer than any other creature in the world. The true breadth of the plans and resources she's prepared over the centuries are terrifying and when she finally chooses to strike, it is certain to be when the defenders of Askis are at their weakest.

From Grace to Depravity. In a forgotten age far in the past, the woman that became Caskette was a devout and pious priestess utterly devoted to primal deities of good. When the Celestial Heroes first arose she found their disregard for her religion to be an affront but accepted their rule—until the congregations of both her faith and those of her peers rapidly dwindled in the face of greater adherence to the rising conquerors. During the Age of Discord her church banded together with other followers of the old gods, embracing an ancient war-like zealotry to combat the eroding purity of their devotion. When the last of their forces fell in Patefactio the priestess fell with them, plummeting into the Taenarius Tunnels alongside corpses of allies and battered stone

ramparts. In the depths she found ruins even older than the deities she once worshipped, deciphering Vilespeech from the tempting blasphemous inscriptions all around her. Starving, wounded, abandoned beneath the surface of Askis, and unsure of her fate, she used her new knowledge to contact and negotiate with entities from beyond the pale. None know what she traded in for immortality or what else she may have gained in the bargain, but no creature should live so long as Caskette has, her insights bridge the realms of both magic and science in a way only ancient minds could discern, and despite several attempts by the Celestial Heroes themselves to subdue her each time the mad scientist has escaped.

Deceiver of Dragons. The first rumors of Caskette are from the end of the Age of Dischord, historical footnotes of a strange woman in wicked black plate seen visiting draconic lairs all over Askis. Agents of The Inquisition are only certain that if this is true, it is before she completed her apotheosis into the villainess still hunted today—the appearance of vile dragons coincides perfectly with her first nascent assaults on settlements, bathing whole villages in unholy fire. Only the highest levels of command in The Inquisition and clergy of the 3rd Paene know that Caskette’s dreaded midnight armor was formed using rare metals mined from beneath the surface by draconic claws. In exchange she implanted blasphemous technologies promising to make them able to defeat any foe—a foul deception as each transformed into vile dragons consumed by madness. All of dragonkind fearsomely despise Caskette for her unthinkable betrayal but the power she gained from the bargain has seen her through centuries of conflict and perhaps centuries of rule yet to come.

Master Plan: Appropriate by Force. As the world above evolved and the authority of the Celestial Heroes expanded, Caskette has carefully watched and calculated how best to take that control away. Countless hours have been spent meticulously working out the tactical yields of assault plans beyond count and some have yielded appreciable results, but the strategy with the greatest chances of success is to dismantle Askis’ civilization in order to build it back up as she sees fit. Caskette intends to take Ouranios first, spilling out of Burgus to overwhelm Ianaue Pass in order to quickly consolidate control over the Rotundus Railway to rapidly dispense hordes of her robotic warriors all over the Contiguous Continent. With her ancestral homeland conquered she’ll turn to Zakuthombo next, exploiting the vulnerability of its weakened infrastructure before whittling away what remains of the Celestial Heroes forces in the wildernesses of Samovi. Though it will without doubt be a path fraught with bloodshed as long as the great works of the demigods are cleared away, with a strong cadre of military commanders and forces enough her stratagem is perhaps the most sound—though it ensures that when the dust clears Caskette sits on the throne of power.

LAIRS OF CASKETTE: CATHEDRAL LABORATORIES

Scattered throughout the crust of Ouranios (but found elsewhere beneath Askis in fewer numbers) are cavernous chambers filled with the steep gothic architecture once common to the world during the Twilight of Suffering. Though their designs are ancient these shrines to antiquity are home to the wicked machinations of Caskette, built by her to store unholy devices and blasphemous experiments centuries in the making. Fell constructs stalk the halls looking for trespassers to be used by their master later, the moans of their lament and woe matched in ambiance by the strange green torchlight providing baleful illumination to her macabre workshops.

Lair Actions

On initiative count 20 (losing all initiative ties), Caskette can use one of her lair action options. She can’t do so while incapacitated or otherwise unable to take actions. If surprised, she can’t use one until after her first turn in the combat.

- A total of 1d4 robotic servants pour out from crevices and rooms to assail Caskette’s enemies (use the statistics for [Animated Objects](#)).
- Teleportation emitters kick on and swap the locations of all creatures not native to the lair. Each creature makes a DC 19 Charisma saving throw or it is transpositioned. Transpositioned creatures are teleported clockwise, taking the place of an ally.
- Gyros throughout the laboratory send magic disrupting energy fields cascading everywhere. Until the start of the next round, spell attacks are made with disadvantage, and creatures have advantage on saving throws made to resist spells and other magical effects. Caskette and her spells aren’t affected by this lair action.

Regional Effects

The areas around Caskette’s laboratories are tinged by the toxic byproduct of her magical and scientific pursuits, generating one (or more) of these effects.

- Rivers and lakes in a 3-mile radius above the mad scientist’s lairs are tinged with trace amounts of industrial runoff.
- Inaequa devices activated within 2 miles of the mad scientist’s lairs have difficulty detecting alignment. Creatures take a -2 penalty on Sanctity checks to trick inaequa devices and gain a +2 bonus on Sin checks to pervert them.
- Dimensional energies run amok outside of the mad scientist’s lairs and within 5 miles, fighting for control against the *Bands of Kyttarmoak* and causing creatures to make a DC 16 spellcasting ability check when casting a spell to travel to or from another plane. On a failed check, the creature arrives in a randomly determined plane (page 17).

Though this blond-locked fellow appears human and is dressed in red and green finery, something about his eyes seems malevolent and the scent of brimstone becomes stronger the closer he nears.

Perfidiosus Priest

Medium humanoid (tiefling), lawful evil

Armor Class 19 (Wisdom)

Hit Points 150 (20d8+60)

Speed 60 ft.; **Vilis Points** 14

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
15 (+2)	20 (+5)	17 (+3)	17 (+3)	18 (+4)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +10, Con +8

Skills Acrobatics +10, Perception +9, Religion +6, Science +9, Stealth +10, Technology +9

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, Common, Infernal, Vilespeech

Challenge 13 (10,000 XP)

Human Appearance. To all outward appearances the perfidious priest appears to be a human, though he smells of brimstone and sulfur.

Passenger Sickness. The perfidious priest is able to take any creature of up to Large size with him when he teleports. Any creature that teleports with the perfidious priest is poisoned for 2d4 rounds and stunned for 1d4 rounds. A successful DC 16 Constitution saving throw leaves the creature poisoned for 1d4 rounds and stunned for 1 round.

Teleporting Leap (Recharge 6). The perfidious priest can spend a bonus action to teleport to any location within 1,000 feet.

Teleporting Step. The perfidious priest can spend a bonus action to teleport to any location within 100 feet.

ACTIONS

Multiattack. The perfidious priest makes four fiendish quarterstaff attacks or one teleporting fatigue attack and two fiendish quarterstaff attacks.

Fiendish Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 9 (1d8+5) magical bludgeoning damage plus 4 (1d8) fire damage and 4 (1d8) necrotic damage.

Teleporting Fatigue. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* The target and the perfidious priest teleport multiple times, ending in a location within 30 feet. The target takes 27 (6d8) force damage and 27 (6d8) necrotic damage and suffers from the passenger sickness feature.

REACTIONS

Fast Reactions. The perfidious priest has two reactions each round.

Teleporting Dodge. When an attacker that the perfidious priest can see hits him with an attack or spell that has an area effect, he can use his reaction to teleport up to 15 feet away (taking no damage if removed from the area of effect). He cannot take a passenger when using this feature.

Caskette has used the Night of Largitio to pluck evil individuals with fiendish blood from across the globe, making use of ancient rituals to turn them into her utterly loyal servants. These master techpriests roam her cathedral laboratories tending to her more complex experiments and needy test subjects, blessed with unholy powers by the pact they've sown with their midnight-clad master. Frequently Caskette requires icognito agents able to travel freely in society for various purposes—to acquire new tools or parts, plant tools of sabotage or subterfuge, lure new victims away from safety—and part of the bargain she offers her perfidious priests includes permanently modifying their bodies. Though fiendkin beneath their skins, to all outward appearances these tieflings appear to be humans, only given away by the trailing scents of the Abyss or Hell that Caskette either cannot hide or chooses to allow remain.



The placid expression on this gruff, bald human man's face and his casual business suit make him appear normal, but the large unnatural metal plate in his skull and the metal coils festooned to it are obvious signs he's not.

GESPADRIEUX XANTILLES

Medium humanoid (human), chaotic evil

Armor Class 19 (natural armor)

Hit Points 357 (42d8+168)

Speed 30 ft.; Vilis Points 22

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	18 (+4)	19 (+4)	20 (+5)	15 (+2)	16 (+3)	7 (-2)	22 (+6)

Saving Throws Dex +10, Con +10, Int +11

Skills Deception +9, Investigation +11, Medicine +14, Science +11, Sleight of Hand +10, Technology +11

Damage Resistances acid, lightning, necrotic, poison

Condition Immunities charmed, frightened

Senses passive Perception 17

Languages Common, Deep Speech, Undercommon, Vilepeech

Challenge 19 (22,000 XP)

Analyze Weakness. By spending a bonus action, Gepadrieux makes an Intelligence check against a DC equal to the CR of a creature he is able to see or hear. On a success, he learns the attacks, immunities, features, and resistances granted by the creature's race or type. Gepadrieux can only use this feature against an individual creature once every 24 hours.

Inherent Heresy: Pride. As a bonus action, Gepadrieux may spend 1 vilis point to gain advantage on an Intelligence ability check or saving throw.

Legendary Resistance (2/day). If Gepadrieux fails a saving throw, he can choose to succeed instead.

Master Fleshworker. Gepadrieux has advantage on checks made to perform an operation (even when operating on himself), the time it takes him perform surgical procedures is halved then reduced by 5 hours (minimum 1 hour), and he has a dissectinator (page 216) that he controls with bonus actions (to attack a target he points at but otherwise as the *command* spell).

Scientific Gadgets (each 1/long rest). Gepadrieux's scientific gadgets weigh 1 pound per spell level. The AC of a gadget is equal to his AC while it is on his person and each has 38 hit points. While not in Gepadrieux's possession, his gadgets have AC 17. Other creatures are unable to understand how his scientific gadgets function and only Gepadrieux is able to use them. Scientific gadgets that allow Gepadrieux to cast spells do not expend a spell slot or require concentration.

- **Arachno Belt.** Gepadrieux can cast *spider climb* or *web*.
- **Arcodivinus Negator.** Gepadrieux can cast *counterspell* or *dispel magic*.
- **Cortex Disassembler.** Gepadrieux can cast *fear* or *hypnotic pattern*.
- **Emergency Boosters (1/short rest).** When Gepadrieux would take more than 1d6 damage from falling, he automatically casts *feather fall*.
- **Implometastitizer.** Gepadrieux can cast *nondetection* or *vampiric touch*.
- **Quantum Kineticizer.** Gepadrieux can cast *misty step* or *pass without trace*.
- **Spatial Prism.** Gepadrieux can cast *mirror image* or *see invisibility*.
- **Visual Compiler.** Gepadrieux can cast *improved invisibility* or *hallucinatory terrain*.

Sinful Slayer. When Gepadrieux scores a critical hit, he may expend 1 vilis point to infuse the blow with evil energies. The target of his attack makes a Charisma saving throw against the damage of the attack or gains a level of exhaustion. When he has advantage on a melee attack roll, Gepadrieux may expend a vilis point to deal 7 additional damage on a successful hit.

Surgical Precision (6d6, 1/turn). Gepadrieux can deal an extra 21 (6d6) damage to one living creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.



Weaponized Spellcasting (Recharge on short rest). Gespadrieux is a 19th level mad scientist that uses Intelligence as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Gespadrieux can cast the following spells from the mad scientist's spell list, though only when his technological weapon (his surgica wand) is on his person:

Cantrips: *acid splash*, *blood spear*^V, *eldritch blast*, *fire bolt*

7th-level (4 spell slots): *acid arrow*, *cloudkill*, *confusion*, *disintegrate*, *haste*, *hold monster*, *flay skin*^V, *fleshcurdle*^V, *forced hemorrhage*^V, *lightning bolt*, *mutation*^V, *phantasmal killer*, *sanguine razorstorm*^V, *shatter*, *sleep*

ACTIONS

Master Blaster. Gespadrieux has advantage on spell attacks.

Surgica Wand. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.

Hit: 18 (4d6+4) magical bludgeoning, piercing, or slashing damage. On a critical hit, the target makes a Wisdom saving throw against a DC equal to the damage dealt. On a failed save, the target is frightened of Gespadrieux for 2d4 rounds.

Dagger (7). Ranged Weapon Attack: +10 to hit, range 20/60 ft., one target.

Hit: 6 (1d4+4) piercing damage.

Revolver. Ranged Weapon Attack: +10 to hit, range 50/150 ft., one target.

Hit: 11 (2d6+4) piercing damage.

LEGENDARY ACTIONS

Gespadrieux can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- **Grenades (Costs 2 actions).** Gespadrieux throws up to 3 grenades (each usually dealing 4d6 damage; page 153) at separate targets within 60 feet. Any creature within a grenade's area of effect (20-foot radius) makes a DC 19 Dexterity saving throw or takes the grenade's damage (a successful save halves this damage).
- **Overcharge Dicer.** Gespadrieux shouts a special command at his dissectrinator, immediately giving it a full round of actions (effectively a second turn).
- **Sensory Sweep.** Gespadrieux makes a Wisdom (Perception) check. This check is made as if he had cast *detect magic*, though he does not require an action to see magical auras.

Everybody knew there was something *wrong* with Gespadrieux Xantilles—within only seconds of breathing his first the newborn's eyes glared at the sharpest implements in the delivery room, grasping outward at lancets and scalpels. As a youngling he did not cry out and as he grew older the genius avoided causing trouble, and although it seemed to befall those around him he was viewed as a quiet and well-mannered young man. Gespadrieux's mental superiority carried him far indeed before The Inquisition found his bloody trail and he enjoyed a fine stint of infamy that lasted even after escaping into the Taenarius Tunnels, famously vowing to the press in dubious prose that his greatest crime will make all others pale in comparison. In the subterranean passages weaving beneath Askis he's continued his gruesome work unabated, replacing his flesh and organs with that of his victims to resist the death he should have suffered over two centuries ago.

Forbidden by Fate. A long time ago Gespadrieux was a humble intern at a hospital in Kalator. While he never took great interest in religion his impressive intellect served him well, seeing The Ministry fund his time at medical school until the incident during his residency. A wild-eyed woman covered in scars of self-mutilation was brought into the emergency room and remanded to Gespadrieux's care, and it was while he tended to her wounds that she revealed the location of her "secret home" just before dying from an inexplicably sudden cranial injury. Curious as to what this woman could be hiding and keen to get a look before agents of the government scoured this mysterious place of its best secrets, the doctor followed her directions and discovered all manner of debauchorous experimentation, research his colleagues would consider unethical, freakish abominations—and he loved it. Gespadrieux continued her work in secret until the day of his certification drew near and some of his theories garnered the attention of The Inquisition, their first exploratory questions prompting him to go on the run before they could find his nefarious secrets and arrest him.



Master of Flesh. The “Flesh Doctor of Kalator” drove newspaper readership and gripped the public with fear by leaking his crimes to the press, sending gorey trophies of victims for both entertainment and to test the effects of widespread terror. In time it became clear that the attention would make real research—the sort that requires analysis of living specimens over the course of years—impossible because he required isolation, and so he descended under the surface of Askis to continue the work. When age began to drag on him Gespadrieux sought immortality through the flesh, pushing the very boundaries of biological sciences and kept alive by replacing his own organs with fresh meat left in the wake of dead captives. A narrowly escaped raid by the Celestial Heroes convinced him to master cloning and replicants of the deviant doctor wander his laboratories maintaining his experiments, feeding prisoners, and cleaning machinery. All are programmed to impersonate him and report back to their creator regularly, compelled from afar through cerebral control units hidden in his sanguine abattoirs.

Master Plan: Kingdom of Anarchy. Centuries pursuing whatever his mind fancied has made Gespadrieux unpredictable and wild—his plans for bringing down the Celestial Heroes and wrecking civilization in Askis are just as chaotic. The mad scientist seeks out agents seeded with evil and engineers events so that they might come together seemingly through consequence, waiting until the right time to make their purpose clear. These teams are left to their own devices but when they agree to aid with Gespadrieux’s ultimate goal he provides them with logistics, safe (albeit disturbing) places to rest, intel on what forces they might face in the name of anarchy, and even his services as a master fleshworker. With enough malevolent bands roving Askis he is certain that the world’s authority will crack, and should his tactics fail it is unlikely he’ll suffer any lasting repercussions.

LAIRS OF GESPADRIEUX XANTILLES: SANGUINE ABATTOIRS

The laboratories of Gespadrieux are gruesome parodies of the hospital wards in which he was trained as a doctor—unlike the infirmaries of his youth however, the halls and rooms in these lairs are not pristine. Gore and effluent from countless victims decorate these sanguine abattoirs, the scent of blood bringing an iron tinge to the air.

Lair Actions

On initiative count 20 (losing all initiative ties), Gespadrieux can use one of his lair action options. He can’t do so while incapacitated or otherwise unable to take actions. If surprised, he can’t use one until after his first turn in the combat.

- The sanguine abattoir floods with blood an inch thick, turning the entire area into difficult terrain. At the start of the next round, the floors soak up the blood with a wet, rasping noise.
- Nozzles spray a thick mist of blood that makes the area heavily obscured. Creatures are blinded until they spend an action wiping blood away from their eyes and before taking a move must succeed on a DC 13 Dexterity (Acrobatics) check to avoid falling prone. At the start of the next round, the floors soak up the blood.
- Thick cables fall onto a creature Gespadrieux can see, the piercing needles on their ends seeking out flesh. The lair makes a ranged attack (using Gespadrieux’s +11 spell attack bonus). On a successful hit, the target is grappled, takes 27 (6d8) piercing damage and makes a DC 16 Constitution saving throw. On a failed save, the target gains 1 level of exhaustion at the end of the round. The cables have an AC of 15 and 30 hit points. At the start of the next round, the needles extract themselves and withdraw back into the ceiling. Gespadrieux has 1d4+3 exsanguination machines in the lair.

Regional Effects

The areas around Gespadrieux’s laboratory are soaked in the mental anguish of countless victims murdered in agony on his operating tables, generating one (or more) of these effects.

- Fonts of blood appear in random locations throughout rivers and lakes in a 3-mile radius above sanguine abattoirs.
- Spirits of victims that experienced such powerful agony that their souls resist traveling to another world are bound inside their final screams instead, echoing endlessly in the subterranean passages within 4 miles of Gespadrieux’s lairs. Hearing-based Wisdom (Perception) checks are made with disadvantage while in their presence.
- The psychic distress from numerous broken minds soaks the Taenarius Tunnels around sanguine abattoirs. Creatures within 2 miles of one of Gespadrieux’s lairs have disadvantage on saving throws made to resist or avoid psychic damage and telepathic creatures lose their telepathy. Devices arrayed around the laboratories prevent this effect from affecting creatures inside of a sanguine abattoir.

Long rat-like ears poke out from beneath the dirty crimson rags worn by this half-beast, a dagger held in each hand.

Rexa the Rodent Queen

Medium humanoid (human, shapechanger), chaotic neutral

Armor Class 17 (natural)

Hit Points 104 (16d8+32)

Speed 40 ft., climb 40 ft., leap 20 ft. (10 ft. vertical)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	11 (+0)	10 (+0)	17 (+3)

Saving Throws Dex +7, Con +5, Wis +3, Cha +6

Skills Acrobatics +7, Animal Handling +6, Nature +3, Perception +3, Stealth +7, Survival +3

Senses passive Perception 13

Languages Common, Undercommon, Vile speech

Challenge 8 (3,900 XP)

Evasion. If the Rodent Queen is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Rodent-Speaker. The Rodent Queen is able to understand and be understood by rats. In addition, by spending a bonus action she can summon 1d4+1 [Rat Swarms](#) (up to a maximum of 16 in a 24 hour period). All rats obey her commands (even those conjured by others).

ACTIONS

Multiattack. The Rodent Queen attacks four times.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Magic Daggers. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 6 (1d4+4) magical piercing damage. Immediately after hitting or missing the target, a thrown magical dagger reappears in the Rodent Queen's hand.

REACTIONS

Reflexive Dodge. When the Rodent Queen is aware of an attacker, she may spend her reaction to reduce the damage of an attack or spell by half.

Rexa was free in spirit and companionship—and it cost her dearly. Shortly after blossoming into womanhood she contracted *Divinus Biologis* but unlike so many others she did not transform into a Divirulent Hound, her fate instead to become an ignorant experiment of Gespatrieux Xantilles. The mad scientist chanced across the diseased Rexa before she realized she was infected and he took the opportunity to test the boundaries of the Holy Virulence, poisoning her with his own viral agent. The two fought inside of her body and confused The Ministry so much that The Inquisition got involved, scaring the woman half to death as her body changed into that of a rat creature and she fled into the sewers to escape—where she has remained ever since.

Carefully observing her from afar it was both simple and cheap for Gespatrieux to recruit Rexa to his cause. With a small amount of subtle technological influence he easily convinced her to reside in the City of Saints, making her home beneath Alacer. Ultimately she will be a lynchpin in his plans to drive Lellwyn Fethyrwal to suicide—her rodents are the perfect spies and accomplices to poison the mind of Hortensia Validaris, leaving the demigod paladin without her most loyal and trusted confidant.

The Justitia of Alacer are aware of the Rodent Queen stalking beneath their feet but have erroneously determined she is both too difficult to capture and that she poses no greater threat; although she is a deviant and does herself no good by spurning their attempts to rehabilitate her, she is herself not a creature of evil, only depraved madness. There are some extra precautions taken to keep her inside of her own little preserve (heavier grates and fewer ways to access the passages under the City of Saints) but for the most part the guards simply keep an eye out for her and discourage rumors of her existence—a kindness that Gespatrieux is all too eager to exploit.



Auburn hair falls from out of the back of this woman's wicked helmet, her slender half-elfen face framed by a cruelly cut edge of gold on cobalt. Her very presence radiates outward and before a word is spoken, you feel as though you know her.

FRAUS CALUMNIA

Medium humanoid (half-elf), neutral evil

Armor Class 19 (+2 adamantine mithral glamered half plate)

Hit Points 325 (50d8+100)

Speed 30 ft.; **Vilis Points** 18

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
10 (+0)	16 (+3)	15 (+2)	20 (+5)	16 (+3)	21 (+5)	16 (+3)	18 (+4)

Saving Throws Dex +9, Int +11, Wis +9

Skills Deception +13, Insight +9, Investigation +11, Perception +9, Persuasion +11, Science +11, Sleight of Hand +9, Stealth +9, Technology +11

Damage Resistances acid, lightning

Damage Immunities critical damage, poison

Condition Immunities charmed, disease, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Cogarangario, Elvish, Undercommon, Vilespeech, 5 others

Challenge 18 (20,000 XP)

Analyze Weakness & Keen Analysis. By spending a bonus action, Fraus makes an Intelligence check against a DC equal to the CR (or level) of a creature she is able to see or hear. On a success, she learns the attacks, immunities, features, and resistances granted by the target's race or type. In addition to the knowledge it normally grants, Fraus learns 5 additional pieces of information (class features, feats, legendary actions, or other secretive information directly related to combat). Fraus can only use this feature against an individual target once every 24 hours.

Cogarangario Antennae. By spending a bonus action, Fraus makes a Dexterity (Sleight of Hand) check against a creature within reach. On a success she plants a cogarangario antennae on the creature.

Divinus Screener (4 charges). Whenever Fraus is targeted by a divination spell, one charge is spent and she automatically negates the spell.

Enchanted Armor. Fraus wears +2 adamantine mithral glamered half plate. She can use a bonus action to speak the armor's command word and cause it to assume the appearance of a set of clothing.

Inherent Heresy: Mendacity. Fraus lies half the time. A DC 12 Wisdom saving throw is required to suppress the compulsion for 10 minutes. She may spend 1 vilis point to gain advantage on a Charisma (Deception) check.

Legendary Resistance (2/day). If Fraus fails a saving throw, she can choose to succeed instead.



Locate Vulnerability. By spending an action and making a spell attack using her technological weapon against a creature she has successfully used Analyze Weakness against, Fraus gives the target vulnerability to one of the following elements: acid, cold, fire, lightning, or thunder. A creature immune to the element she chooses loses its immunity and gains resistance instead. A creature that is resistant to the element she chooses loses its resistance. The vulnerability lasts for 1 minute. At the end of its turn each round, a target can spend its bonus action to make a DC 19 Constitution saving throw to end the effect.

Scientific Gadgets (each 1/long rest). Fraus' scientific gadgets weigh 1 pound per spell level. The AC of a gadget is equal to her AC while it is on her person and each has 34 hit points. While not in Fraus' possession, her gadgets have AC 17. Other creatures are unable to understand how her gadgets function and only Fraus is able to use them. Scientific gadgets that allow Fraus to cast spells do not expend a spell slot or require concentration.

- **Arcodivinus Negator.** Fraus can cast *counterspell* or *dispel magic*.
- **Cortex Disassembler.** Fraus can cast *fear* or *hypnotic pattern*.
- **Emergency Boosters (1/short rest).** When Fraus would take more than 1d6 damage from falling, she automatically casts *feather fall*.
- **Influencing Aerosol.** Fraus can cast *charm person* or *command*.
- **Mechanized Steed.** Fraus has a submersible motor-carriage she is able to summon from afar using advanced electronics and radio. She adds *find steed* to her list of spells known. When casting the spell her summoned mount has the construct type, resistance to acid, cold, fire, thunder, and damage from nonmagical weapon strikes, and vulnerability to lightning. If this mount is destroyed it takes her 20 hours of labor to repair it or build a new one.
- **Spatial Prism.** Fraus can cast *mirror image* or *see invisibility*.
- **Visual Compiler.** Fraus can cast *improved invisibility* or *hallucinatory terrain*.

Weaponized Spellcasting (Recharge on short rest). Fraus is a 17th level mad scientist that uses Intelligence as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). She can cast the following spells from the mad scientist's spell list, though only when her technological weapon (her circuit gauntlet) is on her person:

Cantrips: *eldritch blast*, *mage hand*, *produce flame*, *unholy gaze*^V
7th-level (4 spell slots): *blindness/deafness*, *compulsion*, *confusion*, *eyebite*, *fog cloud*, *force cage*, *forced hemorrhage*^V, *foreboding horror*^V, *grease*, *haste*, *hold monster*, *inscribe Vilespeech*^V, *knock*, *sanguine razorstorm*^V

ACTIONS

Circuit Gauntlet. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) magical bludgeoning damage plus 44 (6d12+5) psychic damage. Instead of dealing damage, Fraus can give the target the charmed condition for 1d4 rounds (as *charm person* DC 19).

Revolver. Ranged Weapon Attack: +9 to hit, range 50/150 ft., one target. **Hit:** 10 (2d6+3) piercing damage.

LEGENDARY ACTIONS

Fraus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

- **Cogerangario.** Fraus utters a word of *cogerangario* (usually *ecfio*, *excaeco*, *ignarus*, *junctio* or *nilum*). This functions as the Primordial Speaker feat (page 172 in *Book of Exalted Darkness*) but its use deals no damage to Fraus.
- **Grenades (Costs 2 actions).** Fraus throws up to 3 grenades (each usually dealing 4d6 damage; page 153) at separate targets within 60 feet. Any creature within a grenade's area of effect (20-foot radius) makes a DC 19 Dexterity saving throw or takes the grenade's damage (a successful save halves this damage).
- **Sensory Sweep.** Fraus makes a Wisdom (Perception) check. This check is made as if she had cast *detect magic*, though she does not require an action to see magical auras.

The humble beginnings of Fraus Calumnia belie belief, her youth a tragic tale of a truly prodigal genius turning against society itself. Being borne to wedded psychologists working for The Ministry in Meridies should have allowed her insatiable intellect to flourish, but instead she was blocked and harried at every turn with reprisals for her endless curiosity. Nearly two decades of treatments, pharmaceutical regimens, counseling, and everything that the doctors of Askis have yet attempted in the rehabilitation of citizens gone astray failed to change Fraus—only to convince her to lie to her minders. Indeed she took to dishonesty quite easily and for a short while lived within the confines of civilization, but in less than a year she garnered the attentions of the Ministry once again. This time she chose to flee rather than suffer at the hands of fools, using her brilliance to engineer impossible devices and remain a step ahead of authorities before ultimately dropping from sight.

A New Leader. Troubled though she might have been, Fraus was one of the most promising young minds of the world and many of the medical staff that saw to her care told her as much—far, far too many times. In her solitude over the years as she was prescribed dozens of different psychoactive drugs and it was this frequent compliment that stuck with the half-elf, her deranged pursuits both attempting to recapture the genuine adoration of her past and cement the future she so deeply desires. To acquire these she's both unearthed the ancient secrets of *Cogerangario* and mastered a means to use the words of powers even in her absence; with an army of brainwashed followers urging her every step of the way, Fraus may very well be able to force her delusional belief that she is the best possible leader for Askis onto the populace at large.



Cogerangario. Despite her sheer brilliance Fraus hasn't the slightest suspicion that she's got Tucker Quickfoot to thank for the keystone of her power: the primordial proto-language of *Cogerangario*. The halfling's trespass and trickery in Refesina reawakened the energies locked away in artifacts that she has gone to great lengths to recover, and she has quickly become the world's foremost (and only) expert on the subject, truly fluent in its use. With just the uttering of a few antediluvian syllables Fraus can effortlessly tap into the shared consciousness of all things, performing the impossible with a power old even before magic.

LAIRS OF FRAUS CALUMNIA: SUNKEN MADHOUSES

Using her wide network of sleeper agents and unknowing abettors, Fraus has gone out of her way to kidnap virtually every person involved in her attempted rehabilitation. The abducted medical staff have been thoroughly brainwashed into fanatical servitude, working for *her* now to maintain the experiments and machinery in her hidden laboratories. Her activities have not gone unnoticed by The Ministry and what little they've gleaned confirms only that Fraus operates most frequently within the confines of Samovi—though where she strikes next is practically impossible to predict as some of her lairs float through the murk of the ocean's depths.

Lair Actions

On initiative count 20 (losing all initiative ties), Fraus can use one of her lair action options. She can't do so while incapacitated or otherwise unable to take actions. If surprised, she can't use one until after her first turn in the combat.

- Mentally dominated servants appear from trapdoors and false ceilings to throw everything nearby at Fraus' opponents. None of the debris does noticeable damage but it is distracting, causing creatures to have disadvantage on ranged attack rolls until the start of the next round.
- Plenty of faithful canines once devoted to The Ministry have gone hunting after Fraus only to fall prey to her mental dominations. Fraus commands her servants to unleash 1d4 Divirulent Hounds (page 43) that are fanatically devoted to her, immediately moving to defend her and attack her opponents.
- Echoes of the powerful primordial words known to Fraus reverberate in the aether around her lairs and she has crafted potent devices to soak up energy. A cogerangario baffle sends a wave of otherworldly energy in 1-mile radius, causing all creatures (except for Fraus) to be deafened until the start of the next round.

Master Plan: Herd the Sheep. Fraus Calumnia's grand strategem is as straightforward as it is daunting. First she seeks to gather the persons best able to access the biggest broadcasters in the world and bring them into her fold using her gadgetry, and then the deranged half-elf will use *Cogerangario* to compel everyone listening to a radio to make her their leader in one massive act of global mental domination. It is impossible to gauge the backlash of such an undertaking but Fraus is confident it will work—provided that the Celestial Heroes and their most powerful lackeys are swept from the gameboard of Askis before she makes her play.

Regional Effects

The areas around Fraus' laboratories have been subtly altered by the frequent use of cogerangario, generating one (or more) of these effects.

- Areas within 20 miles of a sunken madhouse are common with the whispers of spirits and the slinking of shadows, giving rise to tall tales of haunted manors, ghost ships, and unexplainable poltergeists.
- Fraus seeds her laboratories with powerful emitters that wax at the minds of other creatures, withering their mental resolve. Creatures within 1 mile of the lair make saving throws against madness with disadvantage.
- Sound waves within in a 5-mile radius above a sunken madhouse are heavily distorted. Whenever a creature rolls a 20 on a hearing-based Wisdom (Perception) check it rerolls with disadvantage, and when it rolls a 1 it rerolls with advantage.

COGERANGARIO ANTENNAE

This small antennae of hybridized metals has no more substance than a needle, making it virtually impossible to see jutting out of a creature's earlobe. Noticing that a creature is wearing one of these devices requires a DC 22 Wisdom (Perception) check. When placed against a creature's skull (normally inside an earlobe), it makes a DC 19 Charisma saving throw. On a failure, the creature is under the control of Fraus Calumnia.

The technological device duplicates the effects of *dominate monster* except that the duration is indefinite, no concentration is required, Fraus has no telepathic link to the creature, and the creature does not receive a saving throw to end the effect when damaged unless Fraus damages it. A DC 25 Intelligence (Technology) check over the course of 1 minute inspecting the device determines what it is and how it functions.

The only remarkable thing about this person is the fact that they are completely unremarkable.

Inferus, the Faceless

Medium humanoid (human), chaotic evil

Armor Class 15 (studded leather)

Hit Points 86 (5d8+6d10+22)

Speed 40 ft.; **Vilis Points** 15

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	17 (+3)	15 (+2)	14 (+2)	12 (+1)	18 (+4)	18 (+4)	15 (+2)

Saving Throws Dex +7, Int +6

Skills Acrobatics +7, Deception +12, Insight +5, Perception +5, Sleight of Hand +7, Stealth +11

Senses passive Perception 15

Languages Common, Thieves' Cant, telepathy 120 ft.

Challenge 6 (2,300 XP)

Action Surge (1/short rest). On zir turn, Inferus can take an additional action on top of zir regular action and a possible bonus action.

Cunning Action (1/turn). Inferus can spend a bonus action to take the Dash, Disengage, or Hide action, or control zir's *mage hand*.

Second Wind (1/short rest). On zir turn, Inferus can use a bonus action to regain 1d10+6 hit points.

Sneak Attack 3d6 (1/turn). Inferus deals an extra 10 (3d6) damage when ze hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of zir that isn't incapacitated and Inferus doesn't have disadvantage on the attack roll.

Shared Consciousness (1/turn). As a bonus action, until the start of zir next turn the Inferus can see through another Inferus' eyes and hear what the other Inferus hears so long as they are both on the same plane of existence.

Spellcasting. Inferus is a 5th level spellcaster that uses Intelligence as zir spellcasting ability (spell save DC 14; +6 to hit with spell attacks). Inferus has the following spells prepared from the wizard's spell list:

Cantrips: *fire bolt, mage hand, prestidigitation, true strike*

1st-level (3 slots): *charm person, expeditious retreat, silent image*

Tactica Dice (4d8/short rest). Inferus can use only 1d8 tactica per attack.

Disarm. Inferus can use 1d8 tactica to try and disarm a target, forcing it to drop an item it is holding (chosen by zir). On a successful hit, Inferus adds the tactica die to the damage roll of the attack, and the target makes a DC 15 Strength saving throw or drops the object Inferus chose (landing at the target's feet).

Feint. Inferus can use 1d8 tactica as a bonus action during zir turn to feint a target within 5 feet. Inferus has advantage on zir next attack roll against that creature and on a successful hit, adds the tactica die to the damage roll of the attack.

ACTIONS

Multiattack. Inferus attacks twice.

Sword Cane. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+5) piercing damage.

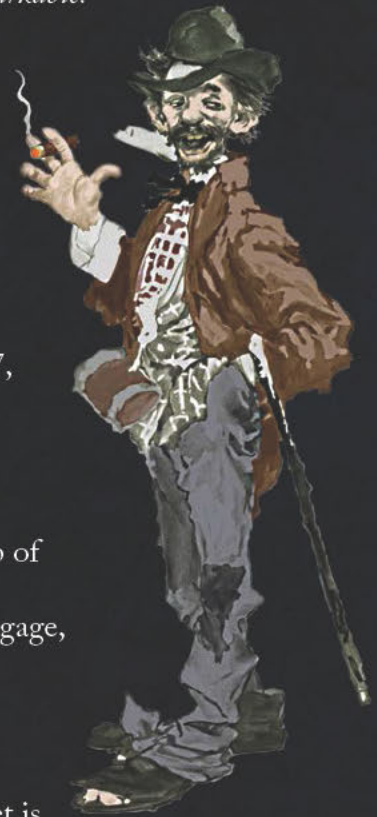
Dagger (7). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4+3) piercing damage.

Faceless. Inferus polymorphs into a Medium humanoid ze has seen, or back into zir true form. Zir statistics are the same in each form. Any equipment ze is wearing or carrying isn't transformed.

REACTIONS

Uncanny Dodge. When an attacker that Inferus can see hits zir with an attack, Inferus can use zir reaction to halve the attack's damage against zir.

Nearly forgotten remnants of the long-dead mad scientist Skräck Läggarom, the Faceless are almost always mistaken as doppelgangers—when they perish, their genetically cursed skin gradually reverts to a similarly featureless gray—but Fraus Calumnia realized they were something much greater. She has won over Inferus (all of them) and uses them when The Inquisition are becoming suspicious of her sleeper agents or when a target proves resistant enough that replacing them is easier.



Several different pockets of this halfling's attire are quietly ticking but upon casual inspection it's obvious why—while he's dapper, well dressed, but obviously obsessed with clocks. The short fellow's eyes are hidden behind glasses with telling hands and he makes a steady, rhythmic tapping noise with an hourglass-topped walking cane, the strange non-melody punctuated with the occasional hum of power from the clockwork replacing his right leg.

AEVUS FATALIBUS

Small humanoid (lightfoot halfling), chaotic evil

Armor Class 20 (Intelligence)

Hit Points 273 (42d6+126)

Speed 30 ft., leap 10 ft.; **Vilis Points** 14

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	18 (+4)	17 (+3)	22 (+6)	15 (+2)	16 (+3)	20 (+5)	14 (+2)

Saving Throws Dex +10, Int +12, Wis +8, Cha +9

Skills Acrobatics +10, Deception +9, Insight +8, Medicine +8, Perception +8, Persuasion +9, Stealth +10

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 90 ft., passive Perception 18

Languages Common, Deep Speech, Draconic, Dwarvish, Elvish, Halfling, Primordial, Undercommon

Challenge 17 (18,000 XP)

Dimensional Madness. Aevus has acquired the long-term madness of multiple personalities (page 178) as an indefinite madness. His madness cannot be cured. There are 6 personalities (described under Agent of Entropy on page 196) and when encountered the GM should roll 1d6 to randomly determine which Aevus is in control.

Evasion. When Aevus makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

Halfling Nimbleness. Aevus can move through the space of any creature that is of a size larger than his.

Intellectual Combatant. Aevus adds his Intelligence bonus to his AC and he can use his bonus action to Dodge.

Knowledge of Many Minds. Aevus has advantage on all Intelligence ability checks. If a skill applies to the check, he gains his proficiency bonus (+6).

Legendary Resistance (2/day). If Aevus fails a saving throw, he can choose to succeed instead.

Lucky. When Aevus rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Naturally Stealthy. Aevus can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Technological Spellcasting. Aevus is a 17th level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 20; +12 to hit with spell attacks). He casts spells using technological devices he crafts (2 lb. cantrips, 1/2 lb. per spell level;



AC 10 + spell level, 34 hp each) and his spells ignore the effects of both *counterspell* and *dispel magic*. Aevus has the following spells prepared:

Cantrips: *acid splash*, *mage hand*, *minor illusion*, *vicious mockery*

1st (4 slots): *charm person*, *feather fall*, *hideous laughter*

2nd (4 slots): *detect thoughts*, *moonbeam*

3rd (3 slots): *blink*, *haste*, *lightning bolt*

4th (3 slots): *black tentacles*, *dimension door*

5th (2 slots): *animate objects*, *telekinesis*

6th (2 slots): *harm*, *mass suggestion*

7th (2 slots): *delayed blast fireball*, *teleport*

8th (1 slot): *clone*, *feeblemind*

9th (1 slot): *time stop*

ACTIONS

Hourglass Sword Cane. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d4+8) magical bludgeoning damage. Instead of dealing damage, Aevus may force the target to make DC 20 Intelligence saving throw or be stunned for 1d4 rounds as its mind becomes unstuck in time. At the end of each of its turns, the creature makes a new saving throw to end the effect.

Stopping Watch. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage and the target makes a DC 20 Charisma saving throw or they come to an abrupt halt in the flow of time and is paralyzed until the start of Aevus' next turn. The effect ends if a creature damages the target, or if a creature takes an object being worn or carried by the target.

Telescopic Leg. Melee Weapon Attack:

+7 to hit, reach 10 ft., one target.

Hit: 4 (1d6+1) bludgeoning damage.

Revolver. Ranged Weapon Attack:

+10 to hit, range 50/150 ft., one target.

Hit: 11 (2d6+4) piercing damage.

LEGENDARY ACTIONS

Aevus can take 3 legendary actions, choosing from the options below.

Only one legendary action option can be used at a time and only at the end of another creature's turn.

He regains spent legendary actions at the start of his turn.

- **Grenades (Costs 2 actions).**

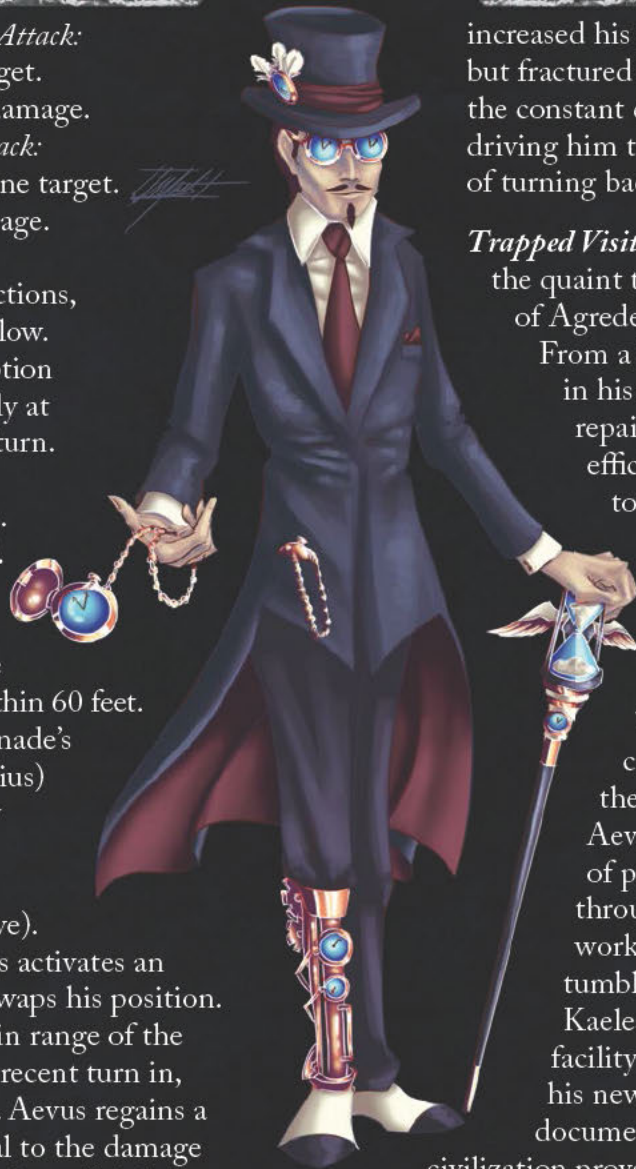
Aevus throws up to 3 grenades (each usually dealing 4d6 damage; page 206) at separate targets within 60 feet.

Any creature within a grenade's area of effect (20-foot radius) makes a DC 20 Dexterity saving throw or takes the grenade's damage (half damage on a successful save).

- **Parallel Movement.** Aevus activates an improbability drive that swaps his position. He chooses a square within range of the square he began his most recent turn in, teleporting to that square. Aevus regains a number of hit points equal to the damage he's taken since the beginning of his last turn so long as the attacks and spells are not within reach of his new location, and any conditions or effects inflicted since the beginning of his last turn are removed. Aevus' new path of movement provokes opportunity attacks (if creatures still have reactions to spend) and damages him if any effect would have, as if he had taken this movement normally.

- **Trigger Device.** Aevus activates one technological spellcasting device of 3rd-level or lower.

The halfling mad scientist of Askis is different from his diabolical colleagues in many ways—he's the youngest by a measure of decades, hails from another reality, and he utilizes technologies of a strange ilk that even Caskette does not fully understand—but the most divergent of them all is his fractured madness. Where the others are driven by their egos and sins (whether envy, pride, wrath, or a deception so large it dwarfs them), Aevus Fatalibus is truly, irrevocably insane. Tampering with powers beyond his control has



increased his already potent intellect tenfold but fractured his mind across all of existence, the constant dissociations of numerous voices driving him to the ambitious, maddened goal of turning back time itself.

Trapped Visitor. Aevus Fatalibus grew up in the quaint town of Radredor in the Nations of Agredegio on the world of Menizam.

From a young age he took great interest in his mother's clock and watch shop, repairing the simple machines so efficiently that a local wondermaker took him as an apprentice. The halfling proved just as adept with the incredible devices built by his teacher and even crafted a few of his own—before his curiosity got the best of him. While cleaning a contraption being used to inspect the *Bands of Kyttarmoak* from afar Aevus caused a malfunction, waves of power sending him sprawling through the multiverse, past the great work of Rankir Tarryndorn and tumbling into piles of refuse in a Kaelesti Waste Department storage facility. He tried valiantly to adjust to his new surroundings but without any documentation the bureaucracy of civilization proved vexing—despite his brilliance, there was no better work to be found than as a laborer.

A few months of monotony passed until an accident on the factory line robbed Aevus of his leg, forcing him into the care of The Ministry. In the course of receiving a clockwork prosthetic his doctors realized that there were no official records of the amicable halfling (not even a Department of Requisitions number) and The Inquisition's attentions were aroused. Their agents relentlessly questioned him until, fearful of what they might do, he escaped from the hospital. His years of living outside the confines of bureaucracy made him an elusive target but after a decade of pursuit one of the well-meaning halfling's laboratories was found, sabotaged, and left in wait. Aevus activated the tampered devices within the sanctum—the pain of traveling between worlds paled in comparison to the havoc wrought on his mind, spreading his consciousness into parallel dimensions to exist simultaneously as one jumbled assortment of psyches.

Agent of Entropy. Aevus' mind has been made into a maelstrom of selves but his curse empowers him as well, the potential energy from infinite realities making him utterly tireless and wildly productive. No matter which of his most dominant personalities is in control, the mad scientist maintains one goal—to turn back time—though the means by which each hopes to achieve it can change drastically depending on which Aevus reigns.

- **True Aevus** is a disturbed but congenial gentleman of good manners, albeit brisk and self-preserving.
- **Avaricious Aevus** is friendly and likable so long as it buys him trust to acquire whatever it is he desires.
- **Frustrated Aevus** is anxious and manic, prone to changing topics of discussion as frequently as he does allies.
- **Mad Aevus** is just barely coherent, obviously deranged and ceaselessly muttering to himself.
- **Quiet Aevus** is nearly silent and seems polite but is a murderous psychopath through and through.
- **Wild Aevus** is reckless and overly confident, a man of daring that's willing to accept far too much risk.

LAIRS OF AEVUS FATALIBUS: CLOCKWORK CASTLES

Aevus' fascination with watches grew into a flight of fancy before he reached Askis and when madness gripped him, it transformed into a deranged obsession. The tesseract-fortresses of Aevus Fatalibus are not fixed—they seamlessly roll through the Taenarius Tunnels on well-oiled and precise gears, eerily quiet and far larger on the inside than the quaint locomotive's exterior leads observers to believe.

Lair Actions

On initiative count 20 (losing all initiative ties), Aevus can use one of his lair action options. He can't do so while incapacitated or otherwise unable to take actions. If surprised, he can't use one until after his first turn in the combat.

- Four turrets flip out from the walls and ceiling, randomly targeting Aevus' opponents (+8 to hit, 1d6+6 piercing). Aevus has a total of 12 gun traps (AC 17, 68 hit points). Only four gun traps can operate at the same time. Firing or replacing the gun traps requires a lair action.
- Sections of the lair's floor spin and rotate. Each creature on the ground moves either north 4 squares and east 4 squares, or south 4 squares and west 4 squares (roll randomly for each creature to determine which direction they are moved). If this would move a creature into a solid object or another creature, they are moved into the nearest unoccupied square instead.
- Phase condensers cover the area in transdimensional energies. Roll 1d4 when a creature other than Aevus activates a feature that relies on allies (such as a Sneak Attack) or target allies (like a Bardic Performance). On a 1, the feature functions normally. On a 2, the feature targets or can only benefit from another ally other than the intended target. On a 3, the feature targets or can only benefit from Aevus. On a 4, the feature does not function and one of its uses is expended (if it has uses).

Master Plan: Take the Machine. Contraptions beyond count are scattered throughout Aevus' lairs divining all manner of scientific impossibilities, but one discovery looms above the rest: Refesina and the *Torquem Machina*. In a stroke of fateful irony Tucker Quickfoot's doings in the dimension of chains has brought its existence to the attention of his mad scientist counterpart—and Aevus thinks he can channel the potent artifact's power. Once the Celestial Heroes have been destroyed, the halfling plans to harness the *Torquem Machina's* energies to regress the entire planet back to the age of the Twilight of Suffering. Whether or not his goal is feasible is unclear even to Aevus but he's not deterred; he doesn't necessarily care what happens when the temporal experiment is complete, he just wants it to happen as soon as possible.

Regional Effects

Aevus' laboratories warp temporal energies, generating one (or more) of these effects.

- Mana-waste floats and ebbs in Taenarius Tunnels within 10 miles of a clockwork castle. Every hour, roll a d20. On a result of 18 or higher, creatures encounter the mana-wasting disease (page 175).
- Magical conjurings cause strange phenomena in a 15-mile radius of Aevus' lairs. Conjured elementals can be of the incorrect element with a failed concentration check when conjured, familiars suddenly change from one form to the next, and conjuration spells emit baleful light or riotous howls as they are cast.
- Time passes strangely when travelers delay within 12 miles of a clockwork castle. When creatures take a short rest in the area, roll 6d10. The short rest lasts as many minutes longer if the result is even, or its duration is reduced by that many minutes if the result is odd.

This lithe woman moves with calculated grace, her every step poised as she takes in her surroundings with a warrior's eye.

Agens Coenobita

Medium humanoid (human), neutral evil

Armor Class 18 (Wisdom, martial arts stance)

Hit Points 103 (10d8+4d10+26)

Speed 45 ft.; **Vilis Points** 16

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
16 (+3)	18 (+4)	15 (+2)	13 (+1)	16 (+3)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +9, Int +6

Skills Athletics +13, Deception +6, Insight +8, Perception +8, Stealth +14

Damage Resistances bludgeoning

Senses passive Perception 18

Languages Common, Thieves' Cant

Challenge 10 (5,900 XP)

Cunning Action (1/turn). Agens can spend a bonus action to take the Dash, Disengage, or Hide action.

Dark Chi (6 points). Agens *chi* points fuel various features.

- **Patient Defense (1 point).** Agens can take the Dodge action as a bonus action on her turn.
- **Stunning Strike (1 point).** Agens can attempt to stun a creature she hits with a melee weapon attack. The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of Agens' next turn.
- **Scarred Flesh (2 points).** By spending a bonus action, Agens gains resistance to one type of weapon damage (bludgeoning, piercing, or slashing) for 1 minute.

Dark Chi Technique (1/turn). Whenever Agens hits a creature with the third or fourth attack on her turn, she can impose one of the following effects:

- The target must succeed on a DC 16 Wisdom saving throw or be poisoned by Agens' *chi* for 5 rounds. The purity of body feature does not protect against this poison.
- The attack deals 1d4 extra necrotic damage and all of the attack's damage changes to necrotic.
- The target can't use *ki*, divine features, or cast divine spells until the end of Agens' next turn.
- The target makes a DC 16 Charisma saving throw or for the next 24 hours detects as the alignment of Agens' choice.

Stance of the Stout Boar. Agens ignores nonmagical difficult terrain and terrain movement costs so long as all her movement is in a straight line and ends with her making a melee weapon attack. In addition, she has advantage on saving throws against effects or spells that would cause her to move.

ACTIONS

Multiattack. Agens makes 2 unarmed strikes when she takes the attack action (3 with her bonus action, 4 with her bonus action and 1 *chi*) or she throws 6 knives.

Unarmed. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 13 (2d8+4) magical bludgeoning damage plus 5 (2d4) slashing damage.

Throwing Knife. Ranged Weapon Attack: +11 to hit, range 30/60 ft., one target. **Hit:** 6 magical piercing damage. Immediately after hitting or missing the target, the throwing knife reappears in the Sica Rimor's hand.

REACTIONS

Deflect Missile. Agens can spend her reaction to strike a missile when she is hit by a ranged weapon attack, reducing its damage by 15 (2d8+1d4+4).

Slow Fall. Agens can use her reaction when she falls to reduce any falling damage she takes by 30.

Agens Coenobita was one of the most promising Justitia of her generation and excelled through the organization until becoming a personal attendant of Varrus Goodwin himself. The demigod attempted to communicate to her the fell duplicity of Tucker Quickfoot and Darrius Ventrelli, but the young woman misinterpreted him entirely—she now believes *all* of the Celestial Heroes are secretly evil and that the only justice to be earned for Askis is in its destruction, allying herself with Aevus Fatalibus and waiting for the opportune moment to sunder the supposedly divine *Torquem Machina* and, she hopes, reality itself.



An unholy crown featuring a grisly skull sits atop the head of this half-orc woman, her fearsome hair tied into dreadlocks that fall around the ornate metal harness strapped to her back. In one hand she wields a staff brimming with power and the longer you gaze upon her, the more dread seems to hang in the air.

TREPIDA VEREOR

Medium humanoid (half-orc), neutral evil

Armor Class 19 (mage armor, natural armor)

Hit Points 391 (46d8+184)

Speed 30 ft., fly 60 ft.; Vilis Points 20

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
14 (+2)	16 (+3)	19 (+4)	14 (+2)	15 (+2)	21 (+5)	13 (+1)	20 (+5)

Saving Throws Wis +8, Con +10, Cha +11

Skills Arcana +8, Deception +11, Insight +8, Intimidation +11, Perception +8, Science +8, Technology +8

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Common, Deep Speech, Draconic, Infernal, Orc, Undercommon, Vile speech

Challenge 20 (25,000 XP)

Aura of Fear. Each creature of Trepida's choice that is within 60 feet of her and aware of her must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to her Aura of Fear for the next 24 hours.

Fiendish Genius. By spending an action touching any technological device, Trepida gains an innate understanding of how to use it.

Frightful Gaze (5/long rest). When a creature that can see Trepida's eyes starts its turn within 30 feet of her, she can spend her bonus action or reaction to force it to make a DC 19 Wisdom saving throw if she isn't incapacitated and can see the creature. If the saving throw fails, the creature is frightened for 6 rounds. Unless surprised, a creature can avert its eyes to avoid the saving throw from this feature at the start of its turn. If the creature does so, it can't see Trepida until the start of its next turn, when it can avert its eyes again. If the creature looks at Trepida in the meantime, she may spend her reaction to cause it to immediately make the saving throw.

Inherent Heresy: Envy. As a bonus action, Trepida may spend 1 vilis point to gain advantage on a Wisdom ability check or saving throw.

Legendary Resistance (2/day). If Trepida fails a saving throw, she can choose to succeed instead.

Metamagic (18 points). Trepida can enhance her spells using metamagic, though only one option can be used with a spell.

Creating Spell Slots & Sorcery Points.

As the sorcerer class features (can create spell slots no higher than 5th-level).



Distant Spell (1 point). When Trepida casts a spell that has a range of 5 feet or greater, the spell's range doubles. When she casts a spell that has a range of touch, the spell's range is 30 feet.

Extended Spell (1 point). Trepida doubles the duration of a spell that has a duration of 1 minute or longer (maximum 24 hours).

Subtle Spell (1 point). Trepida casts a spell without any somatic or verbal components.

Twinned Spell (1 point per spell level, minimum 1 point). When Trepida casts a spell that targets only one creature and doesn't have a range of self, she targets a second creature in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level (*magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are).

Relentless Endurance (1/long rest). When Trepida is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.

Spellcasting. Trepida is an 18th level spellcaster that uses Charisma as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). She has the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash*, *blood spear*^V, *fire bolt*, *mage hand*, *ray of frost*, *unholy gaze*^V

1st (4 slots): *mage armor*, *magic missile*

2nd (3 slots): *alter self*, *mirror image*

3rd (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fear*, *fireball*

4th (3 slots): *polymorph*

5th (3 slots): *cone of cold*

6th (1 slot): *extinguish soul*^N

7th (1 slot): *teleport*

8th (1 slot): *earthquake*

9th (1 slot): *heresy incarnate*^V

Treasure. Trepida has an *amulet of health*, *bead of force*, *cape of the mountebank*, *elemental gem*, *potion of superior healing*, and *bag of holding* (with precise maps of the Taenarius Tunnels) on her person. In addition, she carries technological devices able to innately cast spells: a strange pistol (*move earth* and *stone shape* at will), metallic cap (*giant insect* once each day), handheld box (*knock* twice each day), and a silver harness (*fly* at will without the need for concentration). Deciphering how to use one of these technological devices requires a DC 24 Intelligence (Technology) check.

True Terror and Thing of Horror. Creatures have disadvantage on saving throws to avoid being frightened by Trepida. Creatures that normally have advantage on saving throws against fear do not have advantage against Trepida, and a creature immune to fear loses immunity but has advantage on its saving throw.

Unlocked Limbic System. Trepida has advantage on saving throws to resist the charmed, frightened, and stunned conditions.



ACTIONS

Staff of Striking Terror (15 charges). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.

Hit: 9 (1d8+5) magical bludgeoning damage. Trepida can expend up to 4 charges, dealing an extra 3 (1d6) force damage for each expended charge. If she expends the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff. When Trepida hits a creature with the frightened condition, the staff regains 2 charges.

LEGENDARY ACTIONS

Trepida can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

- **Extra Attack.** Trepida takes an Attack action or casts a cantrip.
- **Magic Detection.** Trepida makes a Wisdom (Perception) check with advantage. This check is made as if she had cast *detect magic*, though no action is required to see magical auras.
- **Solidify Fear.** Trepida chooses a frightened creature she can see within 50 feet, taking the fear in its mind and making it a physical reality inside of its skull. The creature makes a DC 19 Wisdom saving throw. On a failed save, the creature takes 10 (3d6) force damage and 10 (3d6) psychic damage, and it gains the stunned condition until the start of Trepida's next turn. On a successful save the creature is not stunned and takes no force damage.

Rankir Tarryndorn's supreme wizardship is virtually unopposed on Askis except by the arcane power and fiendish gifts in the rugged hands of Trepida Vereor, the sorcerous master of fear. The last of the world's powerful dark magicians was smart enough to realize that spells alone would not save her and when the Celestial Heroes rent her armies asunder she fled beneath the surface of the world to prepare her revenge. Although the half-orc's methods are akin to those taken up by countless fallen enemies of the demigods, a diabolical pact to utilize technology and streak of extreme ruthlessness make Trepida perhaps the greatest terror of Askis—her forces explode forth from the ground almost without warning, vast legions of undead mounting attacks that the world cannot ignore as she probes the defenses of civilization for weaknesses and vulnerabilities.

Warlord Unbound. Trepida Vereor and her wicked armies were the last of the Far Continent's great evils. Kept in check by a command structure of necromancers trained at the half-orc's bootheel, her roaming undead legions more than doubled Tucker & Co.'s mercenaries in number and were bolstered by dozens of vile dragons all promised vengeance against Caskette for her betrayal of their kind.

Only with the intervention of all the Celestial Heroes and the ancient Draconiaci Faciantsanct Itateveritatis were the forces of darkness at the sorceress' command destroyed, forcing her into hiding for decades before her

guerilla attacks began anew. Trepida's return was fierce and zealous, as savage as her first assaults and even more overwhelming—but the technology of Askis' defenders had evolved while the fearmancer replenished her warriors and they easily beat her back.

Fiendish Genius. Faced with no other recourse against the advanced weaponry of the Celestial Heroes' soldiers, the sorceress finally slipped between the *Bands of Kytarmoak* to strike a bargain with daemons, demons, and devils. The half-orc lost her soul in the exchange but won immortality and an aptitude for machinery in return, and each has served her well—the former has given her time enough to gather powerful devices left behind by proper mad scientists and the latter a means by which to use them to escape capture by her hated demigod foes. Demons granted her knowledge of science and devils the preternatural understanding of technology, the power of an unending life possible only by a dark bond of magic with daemons from the River Styx. Should Trepida's side of the agreement falter with any of these parties, in a matter of weeks she'll accrue more than a thousand years of age she's ignored and finally succumb to death—so long as she wages war on the demigods however, no such fate will befall her.

Master Plan: Break the Will. The master of fear's plan to take over rulership of Askis is what one might predict: Trepida seeks to force her global authority via fear. While true mad scientists toil to engineer devices to ascend to rulership she has scoured the Taenarius Tunnels scavenging the best of their dead peers' work from abandoned laboratories in the depths of the world. Every subterranean passage she's traveled through has been meticulously transcribed onto countless maps and the half-orc has used these atlases to divine the settlements most likely to fall to her armies, beginning in Zakuthombo before spreading to Samovi and finally Ouranios. In order to succeed however, she knows that the native defenders of any settlement must be sabotaged from within—once she has accrued a sizable force compelled to war by terror, then the true mayhem and bloodshed can begin.

LAIRS OF TREPIDA VEREOR: MAGMA FORTRESSES

Watching the rogue mages of Askis fall one by one on the surface of the world, Trepida Vereor chose to flee down into the planet when her horde suffered its great defeat. Lurking far under the cities and railways, she has dug to depths unseen by nearly any explorer. Ever keen of invasion by the forces of The Ministry or agents of The Inquisition, the sorceress has ensconced her lairs in magma. Within all manner of dark arts are practiced, the most vile of rituals commonplace in order to keep her and her forces at full strength—she's prepared many legions of wicked soldiers but the majority await orders to rise up and attack Zakuthombo.

Lair Actions

On initiative count 20 (losing all initiative ties), Trepida can use one of her lair action options. She can't do so while incapacitated or otherwise unable to take actions. If surprised, she can't use one until after her first turn in the combat.

- Forces of darkness dwell in Trepida's lairs and can interfere with healing magic. Until the start of the next round, any healing spells or effects (such as *cure wounds*, a *potion of healing*, or a paladin's lay on hands feature) only restore half as many hit points as normal.
- Shadows wrap around the creatures casting them. Until the start of the next round, any creature of good or neutral alignment that moves 10 feet or more, makes an attack, or casts a hostile spell is ensared by its shadow. The creature makes a DC 14 Strength saving throw. On a failed save, the creature is grappled (escape DC 15).
- Skeletal arms breach the ground and try to topple Trepida's opponents. Each creature in the lair must make a DC 15 Dexterity saving throw or be knocked prone.

Regional Effects

The areas around Trepida's lairs are cursed, corrupted, and have with magma flows coursing nearby generating one (or more) of these effects.

- Errant souls destroyed by lava in the middle of transition to their final fates are dispersed in volcanic gases before forming into deadly clouds of insanity mist that roam within 1 mile of magma fortresses.
- Gaseous residue mixes with the gore of trespassers and would-be escapees to make clumps of id moss (page 171) grow in passages within 3 miles of Trepida's lairs.
- Devils have left trinkets throughout tunnels in a 10-mile radius. Interacting with these items in any way summons the illusory projection of a contract devil (page 226). The fiend is not capable of taking any actions but speak and make binding contracts—granting fell powers in return for a steep price, usually one that seems less valuable than it truly is.

Moving scar tissue swims across this hulking orc's skin and he glares at the world with furious hatred in his eyes, matching the gaze of the long-extinct creature he wears over his muscular shoulders.

Latro Nox

Medium humanoid (orc), neutral evil

Armor Class 19 (+3 hide)

Hit Points 171 (18d10+72)

Speed 45 ft.; **Vilis Points** 17

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
20 (+5)	18 (+4)	19 (+4)	13 (+1)	14 (+2)	15 (+2)	7 (-2)	17 (+3)

Saving Throws Str +11, Con +11

Skills Athletics +11, Intimidation +8, Perception +8, Stealth +10, Survival +8

Damage Resistances fire, radiant

Condition Immunities frightened

Senses darkvision 90 ft., passive Perception 23

Languages Common, Orc, Vilespeech

Challenge 15 (13,000 XP)

Action Surge (2/short rest). Once on his turn, Latro can take an additional action on top of his regular action and a possible bonus action.

Aggressive. As a bonus action, Latro can move up to his speed toward a hostile creature that he can see.

Bloodslayer. Whenever Latro kills a creature, he gains 18 temporary hit points for 1 minute. He can never have more than 18 temporary hit points from this feature.

Holy Resistance. Latro has advantage on saving throws against spells cast by creatures of good alignment.

Indomitable (3/long rest). Latro can reroll a saving throw that he fails but must use the new roll.

Scarring: Ieiunium Gradus. The first opportunity attack made against Latro each turn has disadvantage.

Scarring: Quae Inanimus. Latro has advantage on saving throws to avoid the charmed and stunned conditions.

Scarring: Rex Vermes. Latro is able to cast *speak with animals* at will but it only enables him to speak with insects, rats, and vermin.

Second Wind (1/short rest). On Latro's turn, he can use a bonus action to regain 1d10+18 hit points.

ACTIONS

Multiattack. Latro attacks three times and can make a machete attack as a bonus action.

Battleaxe. Melee Weapon Attack: +13 to hit, reach 5 ft., one target.

Hit: 11 (1d8+7) magical slashing damage plus 9 (2d8) necrotic damage.

Machete. Melee Weapon Attack: +13 to hit, reach 5 ft., one target.

Hit: 11 (1d8+7) magical slashing damage plus 9 (2d8) necrotic damage.

Latro Nox is the adjutant of Trepida Vereor and the lethal tip of her undead armies' spearhead assaults. The simple cunning he honed as an orc warchief lifetimes ago remains, but his finest skill is as a warrior and even Gruk has crossed blades with him without being able to permanently defeat the scarred fighter.



Sinful Strikes. Latro has advantage on Strength (Athletics) checks and Wisdom (Perception) checks. When Latro hits a living creature, he may spend 1 vilis point to delivering an unholy wound. The target of his attack must succeed on a DC 17 Charisma saving throw or take 3 (1d6) necrotic damage at the start of each of its turns as the unholy wound bleeds. Each time Latro delivers an additional unholy wound to a target, the damage dealt by the unholy wound increases by 3 (1d6). The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. Any creature can stanch the wound as an action with a DC 17 Wisdom (Medicine) check or by receiving magical healing. Damage dealt by an unholy wound leaves an evil aura.

Unholy Crippling. Latro's weapon attacks score a critical hit on a roll of 19 or 20 if his target is at less than half its maximum hit points. Each time he scores a critical hit with this feature, Latro's target takes 7 damage at the start of its turn every round until the injury is tended to with a successful DC 14 Wisdom (Medicine) check or the target receives magical healing.

Blood stains and chains are scattered all over this rough-looking dwarf, the grisly state of his attire accented by the withered blue fingers hanging from his fearsome black beard.

ROGAR FELGRYM

Medium humanoid (hill dwarf), chaotic evil

Armor Class 19 (+3 studded leather)

Hit Points 315 (30d8+180)

Speed 25 ft.; Vilis Points 20

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
19 (+4)	18 (+4)	20 (+5)	20 (+5)	17 (+3)	13 (+1)	3 (-4)	20 (+5)

Saving Throws Str +10, Dex +10, Con +11, Cha +7

Skills Athletics +16, Insight +9, Intimidation +7, Perception +9, Science +17, Stealth +10, Technology +17; Vehicle (air, land) +6, Vehicle (water) +12

Damage Resistances poison

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Dwarvish

Challenge 17 (18,000 XP)

Cunning Action (1/turn). Rogar can use a bonus action to take the Dash, Disengage, or Hide action.

Dwarven Resilience. Rogar has advantage on saving throws against poison.

Evasion. If Rogar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Rogar instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Hacked Gadgets. Rogar is a 17th level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Rogar's hacked gadgets each weigh 10 pounds. The AC of a gadget is equal to his AC while it is on his person and each has 34 hit points. While not in Rogar's possession, his gadgets have an AC equal to 16. Other creatures are unable to understand how his gadgets function, only Rogar is able to use them, and they are always cast at their minimum spell level.

- **Adrenal Boosters (2/long rest).** Rogar can cast *enhance ability* or *enlarge*.
- **Arcodivinus Negator (3/long rest).** Rogar can cast *counterspell* or *dispel magic*.
- **Entropic Fluctuator (2/long rest).** Rogar can cast *bestow curse*.
- **Pistonized Boots.** Rogar can cast *jump* on himself at will.
- **Quantum Kineticizer (4/long rest).** Rogar can cast *misty step* or *pass without trace*.
- **Spatial Prism (2/long rest).** Rogar can cast *mirror image* or *see invisibility*.
- **Visual Compiler (1/long rest).** Rogar can cast *improved invisibility* or *hallucinatory terrain*.



Sneak Attack 10d6 (1/turn). Rogar deals an extra 35 (10d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Rogar that isn't incapacitated and Rogar doesn't have disadvantage on the attack roll.

Stonecunning. Rogar has an extra +6 bonus on Intelligence (History) checks related to the origin of stonework.

Vehicular Master. While riding in or on a vehicle, Rogar has advantage on checks made to jump and to resist the prone condition.

ACTIONS

Multiattack. Rogar makes two melee attacks, attacks once with his chain rifle and twice with his chambered shotgun, or attacks four times with his chambered shotgun.

Machete. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Spiked Chain. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning and piercing damage.

Chain Rifle. Ranged Weapon Attack: +10 to hit, range 50/500 ft., one target. *Hit:* 22 (4d8+4) bludgeoning and piercing damage. If the target is a Large or smaller creature, it must succeed on an opposed Strength (Athletics) check against Rogar or be grappled and pulled up to 20 feet toward him (escape DC 18).

Rogar cannot fire this weapon if it is already grappled. **Chambered Shotgun. Ranged Weapon Attack:** +10 to hit, range 30/90 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

LEGENDARY ACTIONS

Rogar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- **Extra Attack.** Rogar makes a spiked chain or chambered shotgun attack.
- **Grenades (Costs 2 actions).** Rogar throws up to 3 grenades (each usually dealing 4d6 damage; page 153) at separate targets within 60 feet. Any creature within a grenade's area of effect (20-foot radius) makes a DC 19 Dexterity saving throw or takes the grenade's damage (a successful save halves this damage).
- **Special Grog.** Rogar drinks a concoction of his own design and regains 12 (3d4+5) hit points.

Pirate king, mad scientist, forsaken exile—Rogar Felgrym is called many things in the whispers of sailors that have had too much drink or the cowardly hearted that managed to swim back from one of the infamous buccaneer's assaults on the high seas. The dwarf has been sailing for only a few decades and is a relatively recent thorn in the sides of civilization when compared to his contemporaries, but in truth he's without peer. Machines have long seemed to speak with him, almost as though they were plants and they the subjects of attention in the garden of a master botanist. Even though naturally gifted Rogar hasn't ever invested himself in sciences or technology, merely using them as a means to be more ever daring, ruthless, and ambitious in his assaults against the world at large. Most of all he prizes the freedom of the open ocean and the liberty granted by a lawless life, two things he'll only ever give up in death.

From Privileged to Pirate. Rogar comes from the formerly rich and prestigious Felgrym dwarven clan of Maerus, a family long among the most powerful lineages in the settlement. Fortunately he possesses a greater cunning than his parents and when a scandal among the ruling members brought the attentions of The Ministry, young Rogar realized that the scrutiny of The Inquisition wasn't far behind—and that his hobby of building non-inaequa devices would not be looked upon kindly. Gathering up as much loot as he could, he left Barter City with all of the inheritance he could squander as his family's coffers were cut out from the bottom and as predicted, with a youth marked by insubordination he was cast as a fugitive not long after. Aware that the damnable bureaucracy of Askis would eventually deny him a life of subversive leisure, Rogar chose instead to take up piracy. Ever the serious type it wasn't hard for him to find his place among buccaneers, his familial experience as a tough trader just as valuable as coin.



Pirate King. Keen to avoid capture, Rogar first lived obscurely as carpenter or boatswain and gradually learned the measure of criminal mariners before taking on as first mate of the *Bardai's Revenge* (formerly the *Blessed Journey*). During an air assault he first distinguished himself as a true leader by using a pilfered grappling gun anchored to the ship to take down an attacking windrider, acing a shot through the aircraft's rigging. His crew demanded he become captain of the ship and before long Rogar was the new pirate king. Knowing that a powerful name brings attention he has avoided the uncouth infamy of his predecessors and is practically a ghost, the surviving victims of his terror numbering less than a dozen.

Master Plan: Better Guns and More Guns. The pirate king has a straightforward approach to breaking the reins of the Celestial Heroes' authority—make lots of guns and distribute them as widely as possible. On the backs of corrupted pneumavores he's established ramshackle settlements to provide some facilities for manufacturing firearms, but only the captains of his ragtag fleet carry anything better than matchlock weapons given the low level of production possible out on the water. With assault teams sabotaging the nearest Towers of Light, cutting off steel equos tracks, placing special radio jammers around Legio, and accompanied by a large fleet, Rogar intends to establish a beachhead in the Ouranios city as the secondary squadron runs interference through the Stagnum Strait. Once the settlement is won its manufacturing facilities can be rapidly restructured to produce his deadly firearms (along with some other war machines he's been dreaming up) and with all his soldiers properly armed, a new age of piracy can begin that will mean a dawn for evil across the globe that persists even after they are forced to retreat to the high seas.

LAIRS OF ROGAR FELGRYM: CORRUPTED PNEUMAVORES

Not liking inaequa devices hasn't stopped Rogar from tampering with them and somewhere along the line (during a month stranded on the back of an island-creature, or so they say) he discovered a means of using them to cause mutations in pneumavores. The transformation bestows an intellect to the sea monster and with every corrupted pneumavore, the dwarf plies his keen mind to gain a powerful new ally—even when he's in a pirate ship there's always one lurking in the waters nearby.

Lair Actions

On initiative count 20 (losing all initiative ties), Rogar does not receive a lair action—instead, his corrupted pneumavore takes a move or an action (so as not to disrupt its master) until it is incapacitated or reduced to 0 hit points. If Rogar is reduced to 0 hit points before his corrupted pneumavore, the creature acquires him and flees and if it cannot, fights to the death instead.

If the corrupted pneumavore has not moved since its turn last round, it can take the following action:

Mutated Nematocysts (Recharge 6). Guided by radio signals sent from one of Rogar's hacked devices, the corrupted pneumavore hefts the withered poisonous tendrils trailing beneath it to rise up out of the water and slam into an area, splaying out in an 80-foot line that is 20-feet across. These tendrils remain until the end of the round before retracting into the water. Unlike the rest of the corrupted pneumavore's body, the tendrils have AC 15, no resistances, and any attacks or spells that damage them deal half damage unless they are an area attack (such as an acid flask or *burning hands*).

All creatures in the area make a DC 20 Strength saving throw when the pneumavore uses this action.

On a failed save, a creature takes 1d8+7 bludgeoning damage. If the Strength saving throw fails by 5 or more, the creature is knocked prone. Any creatures damaged by Mutated Nematocysts or who enter the area for the first time on a turn make a DC 16 Constitution saving throw. On a failed save, a creature takes 21 (6d6) necrotic damage and is stunned until the start of its next turn. If the Constitution saving throw fails by 5 or more, a creature is stunned until the end of its next turn and it takes an extra 10 (3d6) poison damage.

Regional Effects

The waters around corrupted pneumavores become brackish and gloomy, poisoned by the creature's presence and generating one (or more) of these effects.

- A slight sheen of clear oil sluices on top of the waves within a mile of a corrupted pneumavore.
- The salty smell of the ocean in a 2-mile radius of a corrupted pneumavore is awry with a touch of methane and sulfur.
- Stormclouds take on a green cast when formed in the air in a 5-mile radius above a corrupted pneumavore.

The island suddenly shifts, shuddering dramatically as a huge mass rises up out of the ocean—a tentacle! Rogar bellows with laughter as the deceptive monster's enormous limb begins its descent and chaos erupts.

Corrupted Pneumavore

Colossal aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 270 (20d20+60)

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	17 (+3)	13 (+1)	17 (+3)	6 (-2)

Saving Throws Dex +3, Con +8, Int +6, Cha +3

Skills Athletics +12, Perception +8

Damage Vulnerabilities cold, lightning, radiant

Damage Resistances fire, poison

Damage Immunities necrotic, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone, stunned

Senses blindsight 200 ft., passive Perception 18

Languages understands

Dwarvish but can't speak

Challenge 14 (11,500 XP)

False Appearance. While the pneumavore remains motionless without its underside exposed, it is indistinguishable from an island.

Gargantuan Resistance. The pneumavore has advantage on saving throws against disease, poison, spells, and other magical effects.

Sense Inaequa. The pneumavore senses inaequa within 5 miles of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Siege Monster. The pneumavore deals double damage to objects and structures.

Water Breathing. The pneumavore can breathe only underwater.

ACTIONS

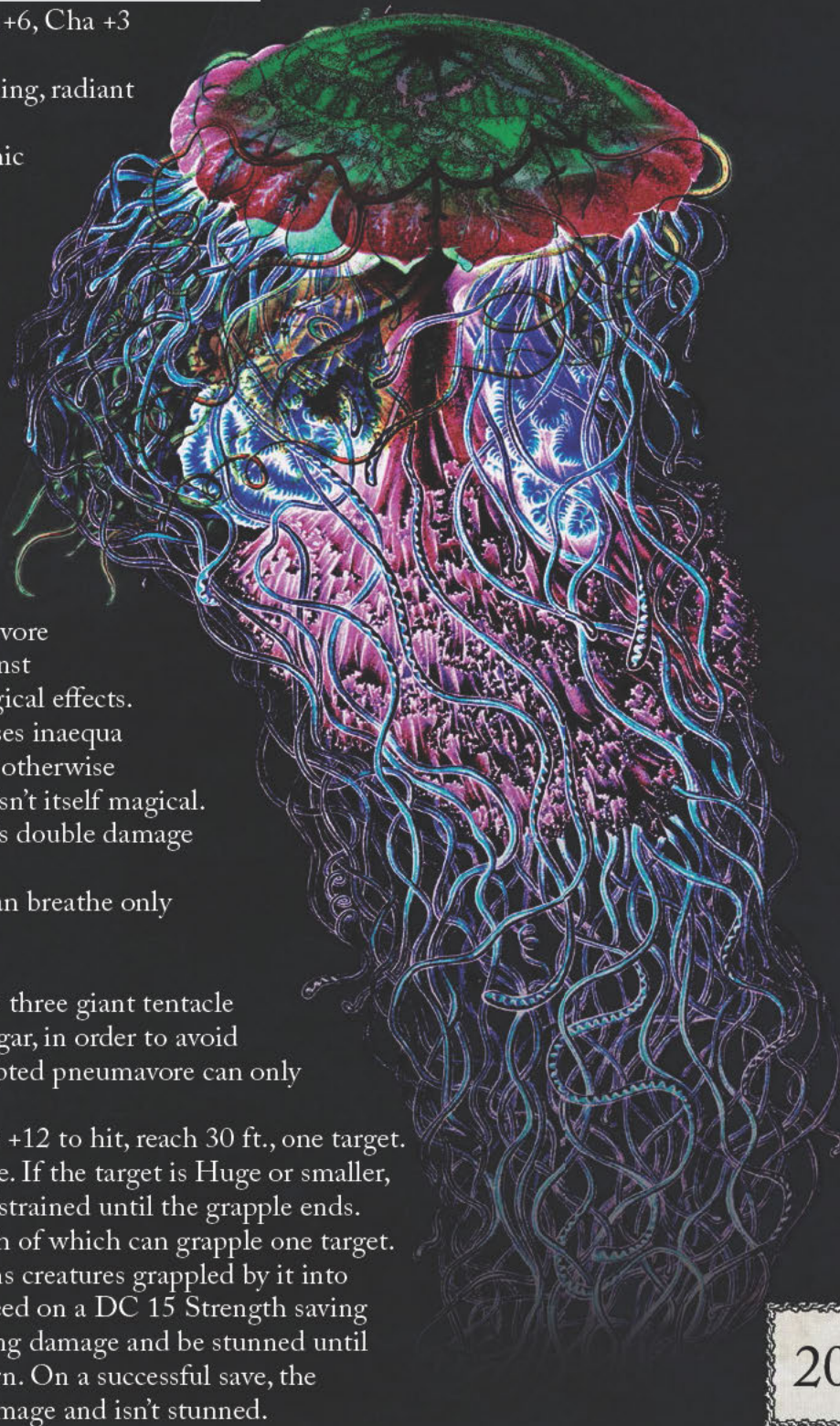
Multiattack. The pneumavore makes three giant tentacle attacks. When encountered with Rogar, in order to avoid damaging him or his crew the corrupted pneumavore can only attack with one tentacle each round

Giant Tentacle. Melee Weapon Attack: +12 to hit, reach 30 ft., one target.

Hit: 25 (4d8+7) bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 20) and restrained until the grapple ends.

The pneumavore has 4 tentacles, each of which can grapple one target.

Tentacle Slam. The pneumavore slams creatures grappled by it into each other. Each creature must succeed on a DC 15 Strength saving throw or take 25 (4d8+7) bludgeoning damage and be stunned until the end of the pneumavore's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



The full body plate armor this figure wears would be advanced even for a Master Inquisitor and clearly is not of this world, the blades in their hands bleeding void into the air.

Sica Rimora

Medium humanoid, chaotic evil

Armor Class 19 (voidplate)

Hit Points 130 (20d8+40)

Speed 30 ft., fly 20 ft. (hover), swim 40 ft.; **Vilis Points** 12

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	19 (+4)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	5 (-3)	12 (+1)

Saving Throws Dex +8, Con +6, Int +6

Skills Acrobatics +8, Perception +5, Stealth +8

Damage Resistances cold, fire

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Bracaz, Common

Challenge 9 (5,000 XP)

Cunning Action (1/turn). The Sica Rimora can spend a bonus action to take the Dash, Disengage, or Hide action.

Demiphase (Recharge 5–6). As a bonus action the Sica Rimora activates the phase function of their armor, disrupting their form. Until the start of the Sica Rimora's next turn, attack rolls made against them have disadvantage.

Evasion. When the Sica Rimora is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Sneak Attack 6d6 (1/turn). The Sica Rimora deals an extra 21 (6d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Sica Rimora that isn't incapacitated and they don't have disadvantage on the attack roll.

Voidplate. Sica Rimora are immune to damage and conditions from gasses and vapors that require inhalation, and they are able to breathe both water and air.

Feared most of all by the pirates that sail in their crews, the lieutenants of Rogar Fulgrym are not of this world. Disturbances caused by the *Bands of Kyttarmoak* drew the attention of space-faring pirates from Bracaz, the docile citizenry of Askis seeming like ideal targets for plunder. The timing of their dimensional incursion was poor however, the great work of Rankir Tarryndorn tearing the craft apart. Initial interactions with locals—a head-to-head fight—did not leave the planar brigands in good stead and they hid themselves in stasis, sustained in suspended animation by their suits for centuries. Eventually the dwarf pirate king came upon them and awoke the wayward criminals, recruiting the surviving crew and (after realizing their miraculous technology was tied to their physiologies) seeing to it that they live like royalty. Each Sica Rimora commands a small part of Rogar Fulgrym's fleet, leading boarding parties and striking terror into the hearts of sailors the world over. They have seen the horrors of the cosmos and are fearless tacticians, though there is one threat that gives them pause:

Slate. The Knight of the Slate has been mistaken for one of these buccaneer-commanders several times and has taken great umbrage with the soiling of his likeness, gradually bringing their stout folk leader into his sights.



ACTIONS

Multiattack. The Sica Rimora attacks three times.

Bracazian Blade. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 60/120 ft., one target. **Hit:** 11 (2d6+4) slashing damage. Immediately after hitting or missing the target, a thrown bracatian blade reappears in the Sica Rimor's hand. A target that takes 30 or more damage must make a DC 14 Charisma saving throw or be blinded. At the start of each of its turns, a blinded creature makes a new saving throw to end the effect.

Invisibility. The Sica Rimora's armor turns them invisible until they attack or until their concentration ends (as if concentrating on a spell). Any equipment the Sica Rimora wears or carries is invisible with them.

Inquisitor Octavius tugs on Cassia's robe, taking the Magi Primaria's attentions away from the splendor of Pertinax beneath the tallest of the Dragon Spires and back to the matter at hand. They step back into the tower, the scent of ritual reagents heavy in the air in preparation for her divinations. Rumors of a vile dragon unearthed by a restored passageway in the Operans Mountains overlooking the settlement have raised concerns within The Inquisition, enough of a consternation to merit bringing her in for her expertise with seeing magics. Sitting in the center of complex geometric designs meticulously inscribed onto the floor, Cassia chants the powerful words and sends her consciousness back through the ages, piercing the veil of time to bear witness to the ancient past.

Her mind's eye travels across a maelstrom of shape and color before emerging high above the city, though what she sees below is a sick and twisted parody of the resplendence she just gazed upon. Worse yet it is a bloodbath—she realizes she's been drawn to the final siege of Pertinax and it is just as horrendous as the legends claim. The cries of dying men and monsters fill the air as squads of mercenaries and spellswords work their way up the settlement, reinforced by legions of soldiers marching in the distance.

Pertinax's foul defenders have slowed the assault to a crawl, fiends and horrid creations pouring out of the mountains. There, a walking sculpture made out of nothing but blood flings pieces of itself into a group of knights and the sanguine chunks furiously explode, dropping two of the warriors. Not far off a mummified form covered in script bursts with green energy that slows soldiers attacking it, and nearby the gaze of an entropy-eyed skeletal lord paralyzes a mage helpless to stop it from ripping out his neck. Demons and devils within her sight are beyond count, small seas of red and orange that cackle and bellow with glee as blood seeps into the streets. Elementals rove the settlement scouring flesh with acid or fire, slamming into warriors and crumpling shields with force or wind, spraying rays of deathly energy that sap sword arms of their strength or soldiers of their lives. Creatures made from furious storms throw lightning that dances from their limbs, forms of golden light heal monsters until their targets explode with radiances of cascading power. It is war at its most savage.

The chaos of the melee throughout Pertinax's streets is unlike anything she has ever seen before but it pales in comparison to the spectacle above the city. Dragons of all kinds wing through the air to breathe lethal elements onto the soldiers below, but other things as well—clouds of otherworldly darkness drive warriors insane or wither muscles with necrotic power while bands of celestial power heal wounds with golden light. The latter shake Cassia from her enrapture of the display of holy and vile dragons in their full majestic might.

Below her the battle is breaking in favor of the invaders, Pertinax's defenders clearly faltering and ready to break as their casualties mount. She is not the only one to observe the flow of combat turn against the forces of evil; one of the corrupted flame-winged serpents wheels away from the fight and into the mountains. Cassia wills the magic to follow the vile dragon inside, weaving through passages in pursuit of the monster as it batters the walls in a clumsy, hasty retreat. The Magi Primaria's sensor accidentally rushes past it and before she can wheel back the vile dragon collapses the wide tunnel with savage strikes of its claws, winging back into the air through a large chamber before buckling the roof of the only other exit in sight.

With a loud groan the creature lands in the center of the cavern, its form shifting into that of a man with a high widow's peak, his black hair tied into a ponytail falling down his back. He is clad in black robes but Cassia quickly deduces that he is bleeding, his left hand red and holding his side as he grabs a potion from off of a table against the wall. After uncorking and drinking several of the vials he stretches, yawning his jaw wide and rolling his neck to a punctuation of cracks far too loud for a person of his size. Without warning his gaze quickly turns upward—he looks directly at Cassia and she suddenly feels his will encroaching into hers, the thing's madness creeping along her magic and across the sea of time, whispering promises of knowledge forbidden, sights unseeable, sounds beyond ears...

Cassia realizes the danger she is in and breaks the spell, shooting up to her feet and backing away from the magic circle. She coughs and sputters as Inquisitor Octavius rushes towards her, crouching low to take her weight on his shoulder. "Did you find anything out? Did the magic take hold?" The Magi Primaria stares back at him and nods, a new hollowness in her gaze.

MANA-WASTED MUTANT TEMPLATE

Magic-warping effects sometimes affect the very life force of creatures who wander the regions of the Taenarius Tunnels or come into contact with anomalies arca. The dangerous effects of magic gone afoul infuse the bodies and essences of these wanderers. Those who spend too much time in these areas occasionally fall prey to the deadly energies that persist in the subterranean passages, and their bodies gradually decay until they are so far removed from their original forms that they can be described only as mutants. Mutants often collaborate in small tribal groups with others similarly affected.

Any living, corporeal creature can become a mana-wasted mutant and keeps its statistics, except as follows.

Alignment. If the mana-wasted mutant had a lawful alignment, its new alignment is non-lawful.

Type. The mana-wasted mutant's type changes to aberration.

Armor Class. The mana-wasted mutant gains a natural armor of 1 (if it already has natural armor, its natural armor increases by 1 instead).

Speed. The mana-wasted mutant loses any magical flight (if the creature uses wings to fly, its fly speed is unaffected).

Ability Scores. The mana-wasted mutant increases its Strength and Constitution scores by 2, and reduces its Charisma score by 2.

Skills. The mana-wasted mutant gains proficiency in Athletics, Intimidation, Stealth, and Survival.

Resistances. The mana-wasted mutant gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons not made with cold iron weapons.

Immunities. The mana-wasted mutant gains immunity to poison, diseases, and the poisoned condition.

Deformities. The mana-wasted mutant gains one of the following deformities from its transformation (roll a 1d4 to randomly determine the deformity).

Innate Spellcasting. The mana-wasted mutant loses any innate spellcasting it may have had. Any spellcasting features gained from class levels remain unchanged.

Mana-Wasted Mutation. The mana-wasted mutant gains a specific feature related to a powerful mutation on their body.

Mutated Mind. The mana-wasted mutant has advantage

on saving throws against spells and other magical effects as well as any saving throws made to resist being charmed or frightened.

Attacks. The mana-wasted mutant's natural weapon attacks are magical. It also gains a natural weapon slam attack that deals damage based on the creature's size (1d4 Small, 1d6 Medium, 1d8 Large, 1d10 Huge).

Challenge Rating. The mana-wasted mutant increases its CR by 1. Recalculate the mana-wasted mutant's proficiency bonus if necessary.

Mana-Wasted Mutations. The mana-wasted mutant gains one of the following features.

- **Acid Resistance.** The mana-wasted mutant gains resistance to acid damage. If CR 10 or higher, it gains immunity to acid instead.
- **Acidic Pustules.** Mana-wasted mutants are often covered in necrotic pustules that burst at the slightest touch. Whenever a creature deals piercing or slashing damage to the mana-wasted mutant, all creatures adjacent to the mana-wasted mutant must make a Dexterity saving throw (DC 8 + the mana-wasted mutant's proficiency bonus + the mana-wasted mutant's Constitution modifier) or take acid damage as its boils and blisters pop and spray (Small 1d3, Medium 1d4, Large 1d6).
- **Breath Weapon (Recharge 5-6).** The mana-wasted mutant can spray a 30-foot cone of acidic bile from its mouth as an action. The acid damage caused by this attack is equal to 1d4 times the mana-wasted mutant's challenge rating (or level). A successful Dexterity saving throw (DC 8 + the mana-wasted mutant's proficiency bonus + the mana-wasted mutant's Constitution modifier) halves any damage taken from this attack.

1d4	Deformity	Effect
1	<i>Deformed Arm</i>	One hand can't wield weapons, but the mana-wasted mutant's slam attack deals damage as if it were two size categories larger.
2	<i>Deformed Leg</i>	The mana-wasted mutant's base speed is reduced by 10 feet (minimum base speed of 5 feet), but it gains advantage on checks made to grapple.
3	<i>Shattered Mind</i>	The mana-wasted mutant has advantage on Wisdom saving throws but reduces its Intelligence score by 2.
4	<i>Warped Hide</i>	The mana-wasted mutant increases its natural armor by 3 (instead of 1) but does not gain any increase to its Constitution score.

Diseased. Even though mana-wasted mutants are immune to disease, they can carry a deadly magical contagion that they spread with their slam attacks.

Disease: Mana fever. A creature makes an initial Constitution saving throw (DC 8 + the mana-wasted mutant's proficiency bonus + the mana-wasted mutant's Constitution modifier) when hit by the mana-wasted mutant's slam attack and any subsequent saving throws are at that DC + 3. At the end of its next long rest, a creature with this disease makes its saving throw or lowers its Constitution score by 1d3 and its Charisma score by 1d3. A creature naturally fights off this disease by making 2 consecutive successful saving throws to resist it.

Any creature that lives with mana fever for a week straight without dying becomes immune to the disease but is transformed into a mana-wasted mutant.

- **Increased Speed.** Some mana-wasted mutants are transformed in such a way that their base speed increases by 10 feet.

VILESPAWN TEMPLATE

Eventually the fallen souls that can't struggle back to redemption accrue too much evil, the despicable essence of what they have become rapidly overtaking even their natural biological functions. These cursed creatures become vilespawn, hideously mutated freaks that have changed to appear as they truly are within their blackened hearts.

When any living creature's Sin ability score reaches 23, after taking a long rest it awakens as a vilespawn.

GM'S NOTE: Vilespawn are specifically built to remain playable for PCs that have gone off the deep end—just because your evil mage has turned into a (more) freakish monster does not mean things can't get worse! While they may not be able to go about high society with great ease, any adventurer that gains this template should remain a character in the group and the changes to their statistics should alter roleplay (not end it).

Alignment. If the vilespawn somehow had a neutral alignment or was unaligned, its alignment changes to neutral evil.

Type. The vilespawn's type changes to monstrosity.

Intelligence. The vilespawn loses most of its memories and sense of self. Its Intelligence score changes to 7 and it gains proficiency in Intelligence saving throws. If it used Intelligence as a spellcasting attribute, its new spellcasting attribute becomes either Wisdom or Charisma (whichever is higher). If the vilespawn has levels in a class, it loses the feature gained in its most recent level (the next level it takes in this class it regains that feature but not the feature listed for their current level until gaining another level and so on, making it impossible to acquire a 20th level feature).

Resistances. The vilespawn gains resistance to fire and poison damage. If the creature already has resistance

to fire and poison damage, it gains immunity instead (as well as immunity to the poisoned condition).

Vulnerabilities. The vilespawn gains vulnerability to radiant damage.

Senses. The vilespawn can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Languages. The vilespawn can speak and understand Vilepeech.

Deformed. The vilespawn gains two randomly chosen Deformity feats and has disadvantage on all non-Intimidation Charisma ability checks. Depending on the circumstances of the vilespawn's transformation, at the GM's discretion other types of feats may result (like Sinful feats or Wicked Grafts).

Challenge Rating. The vilespawn increases its CR by 1 (do not recalculate proficiency bonus).

The creature before you has legs like a man, but nothing else that resembles what it must have once been. A mass of tentacles both thick and thin rises up from out of its muscled torso, wriggling around a neck beneath the tortured face of some alien thing. More slender limbs sprout between two flared out bat-like ears and elsewhere on the monstrosity's body, each writhing unnaturally. This monster's expression is haunting, its bizarre eyes filled with utter pain and sorrow.

Damned Oktellio

Medium monstrosity (half-orc vilesparwn), neutral exemplar (disciple) 12

Armor Class 17 (holy troths)

Hit Points 134 (12d10+48+8+12)

Speed 35 ft., climb 35 ft., swim 35 ft.; **Vilis Points** 4

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
20 (+5)	17 (+3)	18 (+4)	7 (-2)	15 (+2)	16 (+3)	19 (+4)	4 (-3)

Saving Throws Int +2, Wis +6, Cha +7

Skills Athletics +9, Insight +6, Intimidation +7, Perception +6, Stealth +7, Survival +6

Damage Vulnerabilities psychic, radiant

Damage Resistances fire, poison

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft. (sees through magical darkness), passive Perception 16

Languages Common, Vilespeech, telepathy 120 ft.

Challenge 11 (7,200 XP)

Courageous. Allies able to see Oktellio have advantage on saving throws against fear.

Deformed. Oktellio has disadvantage on all non-Intimidation Charisma ability checks but gains the following benefits:

- Oktellio can wield two-handed weapons in one hand.
- Oktellio treats all one-handed weapons as though they had the light property.
- Oktellio can telepathically communicate with creatures he is able to see. Even Oktellio does not share a language with the creature, he is able to send mental images (and receive them back if the creature so chooses).
- When Oktellio would be charmed or otherwise compelled, roll 1d20 and on a 12 or less he ignores the effect.

Friendly Reputation. When Oktellio reaches a bar, inn, or tavern, he may make a DC 8 Charisma check to see if his reputation precedes him. On a success Oktellio is given free lodging, drink, and food (though always in secret and never more than once a month).

Heroic Effort (5 points). Oktellio recovers all of his effort points after finishing a short rest.

- **Hero's Ire (2 points).** As a bonus action, Oktellio chooses a creature that he can see. For the next minute he gains a +3 bonus to attack rolls and weapon damage rolls when attacking that creature.
- **Heroic Stand (1 point).** Oktellio can take the Dodge action as a bonus action.
- **Implacable Resolve (2 points).** As a reaction, Oktellio gains 24 temporary hit points that last until the beginning of his next turn.
- **Stroke of Luck (2 points).** As a reaction, Oktellio rerolls an attack roll or saving throw.

Holy Troths (Celibacy, Charity, Clarity, Hardship).

Oktellio has taken several vows attempting to cleanse his soul. As long as he maintains these tenets (giving away all his goods, never lying, and refusing magical healing), he gains the following benefits:

- Oktellio has advantage on saving throws made to resist the charmed condition.
- Oktellio's jump distances double.
- By spending an action, Oktellio heals as if he had taken a short rest. Oktellio gains 2 extra Hit Dice to spend but only restores half as many hit points as normal.
- While Oktellio remains utterly truthful, he does not suffer disadvantage on Charisma (Persuasion) checks.

Rally (Recharge on long rest). By spending an action yelling, Oktellio grants 12 temporary hit points to 4 creatures that he is able to see.

Oktellio may choose 3 additional creatures for a secondary effect so long as each is at 0 hit points or has died within the last minute. A creature at 0 hit points gains advantage on its Death saving throws for 1 minute. Recently deceased creatures reroll their most recent Death saving throw with advantage (though any additional Death saving throws that result are made normally). Creatures must be within 60 feet of Oktellio to benefit from this feature.

Relentless Endurance (Recharge on short rest). When Oktellio is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Useful Things. Oktellio is always scavenging things of value from whence he stalks. Treat Oktellio as having a *robe of useful items*, except he does not possess anything too large to carry around (the door, ladder, riding horse, pit, rowboat, mastiffs, windows, or ram).

ACTIONS

Multiattack. Oktellio attacks three times and can spend a bonus action to attack a fourth time.

Unarmed. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 12 (1d8+8) magical bludgeoning damage.

Improvised Throw. Ranged Weapon Attack: +12 to hit, range 20/40, one target. **Hit:** 12 (1d8+8) magical bludgeoning, piercing, or slashing damage (depending on the object).

Tales of monsters lurking beneath the cities of Askis, men and women mutated by their wicked hearts, are common talk in bars and lounges. One stands out as different from the rest however: the tragic story of Oktellio the Damned. Unlike the other corrupted creatures stalking the underside of civilization they say that the half-orc was once a humble farmer, devout in his worship of Sanctus Visellia. Much laughter is had at the irony of Oktellio's misfortune, mirth at jokes about the pious follower of the Lady of the Wandering Scale transforming into an aberration by the doings of a foul ritual in which he had no stake—just a passerby at the wrong place at the wrong time.

The Maerus Sin-Nova sickened hundreds of citizens but the half-orc went insane, his body growing dozens of tentacles and changing into a true horror to behold. Terror followed him for years as Oktellio gathered back his sanity, the greatest of his tales beginning to circulate soon after. Everyone else in the immediate vicinity of the vile ritual were utterly destroyed when it went awry but the humble farmer's pure heart spared him from death. In return his seemingly endlessly life has been devoted to resisting evil urges, a series of frequently misunderstood attempts to redeem himself by rendering aid causing chaos all over Askis.

Oktellio's curse is also a dark gift—he can go nearly anywhere by land or sea provided not too many eyes are watching, and his immense strength has saved many recalcitrant disaster victims from death in a building fire, collapsed tunnel, or sinking boat. Despite his ardent devotion to charity and truth the vilespawn half-orc's reputation is of dubious use—his evil kin carry out acts of such gruesome malevolence that the fear they generate washes away whatever goodwill he can accrue. This hasn't stopped him from trying to cleanse his soul and Oktellio still offers assistance to everyone he crosses paths with, bringing along with him items his fragmented mind thinks might have some value to the uncursed. Unholy durability and strength see him safely through the Taenarius Tunnels and he roams from city to city, crisscrossing the world on a path he hopes will bring him back to the light.



The statuesque and sublime features of this horned humanoid would be pleasing to look upon but their red-orange skin is cracked and misshapen in places, the scent of brimstone marking them out as something fiendish.

Cambion (Half-Fiend)

Medium fiend, neutral evil

Armor Class 14 (natural)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	13 (+2)	12 (+1)	16 (+3)

Saving Throws Str +4, Con +4, Wis +3

Skills Athletics +4, Deception +5, Insight +3, Intimidation +4, Perception +3, Stealth +4

Damage Resistances acid, cold, fire, lightning, poison

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, telepathy 30 ft.

Challenge 1 (200 XP)

Innate Spellcasting. The cambion's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The cambion can innately cast the following spells, requiring no material components:

2/day each: *charm person* (3rd-level), *command*, *false life*

Sadistic Strike. The cambion scores a critical hit on a roll of 19 or 20 when making a weapon attack.

ACTIONS

Multiattack. The cambion attacks twice.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target.

Hit: 6 (1d8+2) piercing damage.

When an incubus (or in more grisly occurrences, a succubus) mates with a creature while in the Abyss their doomed paramour (whether female or male) gives birth to a half-breed: the cambion. These outcasts are hated by both of their kinfolk and live as exiles, whatever semblance of good that might have once been in them snuffed out by the cruelties they suffer for the circumstances of their cursed existence.

CAMBION (HALF-FIEND) TEMPLATE

A beast, humanoid, giant, or monstrosity can be born a cambion (half-fiend). It keeps its statistics, except as follows.

Challenge. Recalculate the cambion's challenge rating after you apply the template.*

Armor Class. The cambion gains natural armor that increases its AC by 2.

Ability Scores. The cambion increases its Strength and Dexterity scores by 2, and increases its Charisma score increases by 4.

Senses. The cambion gains darkvision with a radius of 60 feet.

Damage Resistances. The cambion gains resistance to acid, cold, fire, lightning, and poison.

Languages. The cambion speaks Abyssal in addition to any other languages it knows and gains telepathy with a radius of 30 feet.

Innate Spellcasting. The cambion can innately cast *charm person* (3rd-level), *command*, and *false life* each twice per day. The cambion uses Charisma as their spellcasting ability and requires no material components to cast these spells.

Sadistic Strike. The cambion scores a critical hit on a roll of 19 or 20 when making a weapon attack.

Claw. The cambion gains a claw natural melee weapon attack that deals 1d6 slashing damage.

* When playing in a game where the party is of at least 4th level or higher, the GM may allow a new PC to play as a cambion of the same level as the lowest level member of the party - 1. For example, in a game with PCs of 7th level a new adventurer might be a 6th level cambion. This adventurer is only a half-fiend and has heritage in another race (such as dwarf or even dragonborn) but does not gain ability score increases or features from their other race.



This fellow's body is covered by a tightly-cinched magenta lab coat except for his hands and left arm, each of which is festooned with brass and gold clockwork. A few gears are on his top hat and his eyes are covered by unnerving ruby lenses, an equally dubious contraption masking his face as well.



Crazed Simulacrum

Medium humanoid, chaotic evil

Armor Class 16 (natural)

Hit Points 168 (21d8+63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	16 (+3)	9 (-1)	13 (+1)

Saving Throws Dex +5, Con +6, Int +6

Skills Arcana +6, Deception +4, Insight +2, Perception +5, Science +6, Stealth +5, Technology +6

Damage Vulnerabilities lightning

Damage Resistances cold, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Deep Speech, Vilepeech

Challenge 7 (2,900 XP)

Scientific Gadgets (each 1/long rest). The Crazed Simulacrum has a variety of scientific gadgets it can use to cast spells without expending a spell slot.

- *Arcodivinus Negator*. *Counterspell* or *dispel magic*.
- *Form Disruptor*. *Blur* or *invisibility*.
- *Influencing Aerosol*. *Charm person* or *command*.
- *Quantum Kineticizer*. *Misty step* or *pass without trace*.

Weaponized Spellcasting. The Crazed Simulacrum is a 7th level mad scientist that uses Intelligence as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Crazed Simulacrum can cast the following spells from the mad scientist's spell list, though only when their technological weapon is on their person:

- Cantrips: *acid splash*, *eldritch blast*, *poison spray*
- 4th-level (3 spell slots/short rest): *acid arrow*, *confusion*, *grease*, *lightning bolt*, *phantasmal killer*, *shatter*, *sleep*, *stinking cloud*

ACTIONS

Multiattack. The Crazed Simulacrum attacks once and casts one spell or attacks twice.

Pneumatic Clockwork Arm. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target.

Hit: 12 (2d8+2) bludgeoning damage.

Many threats lurk in the Taenarius Tunnels beyond an encounter with the Ministerium Inmorte or the passing of incitacio pods hurtling on powerful winds. Some intelligent evil creatures fled below ground to escape the Celestial Heroes but they are truly selective in their predations, and the most devious and lethal denizens beneath Askis are the remnants of mad scientists of days past. Freakish abominations are the among their hardest of creations still running amok and too tough to die, automatons built to withstand the rigors of time, laboratories with corrupted machines, and experiments left alone too long—but these are lesser troubles.

The deadliest denizens of the subterranean passages are the crazed, depraved, starving simulacrum and other failed attempts at immortality crafted by minds not quite brilliant enough to escape capture or destruction. Sometimes these are constructs deluded into believing they are their creators, others despicably spiteful with the full knowledge that they are only shadows of what they were meant to be. Any that survive longer than a few weeks are wily and devious, stalking far from where the Ministerium Inmorte or Askis' holy soldiers might find them. When they come upon prey however they lure targets into specially prepared tunnels filled with miles of ambushes and traps, turning their captives into subjects for experiments all their own.

A tiny segmented terror, this mechanical mix of insect and crustacean trails filamentous strands almost like a jellyfish, skittering and crawling while thrashing its many limbs and whirring menacingly. Its narrow body is covered by thin protective plates while its underside is a mass of pinprick diodes and backlit wiring.

Cyberphrenic Tadpole

Diminutive construct, neutral

Armor Class 14

Hit Points 10 (3d4+3)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	12 (+1)	3 (-4)	10 (+0)	10 (+0)

Skills Athletics +0

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 1/2 (100 XP)

Internalization. A cyberphrenic tadpole that begins its turn grappling can make a grapple check to burrow inside its host rather than simply maintaining its grapple. If the grapple check succeeds, the cyberphrenic tadpole implants itself along the host's brain stem or spine, entwining its filaments into the target's neural fibers. While internalized, the cyberphrenic tadpole has total cover against any attacks coming from outside the host's body; however, if the target takes 10 or more points of lightning damage in a single round, the cyberphrenic tadpole is incapacitated for 1d10 x 10 minutes.

Removing an internalized cyberphrenic tadpole is difficult, though as long as it remains helpless it can be extracted using normal surgery, requiring 1 hour of work and DC 14 Dexterity (thieves' tools) and Wisdom (Medicine) checks. Removing the cyberphrenic tadpole causes a creature to permanently 1 lower one ability score by 1 (roll 1d6 to randomly determine which) unless the result of the check is 18 or higher (in which case no permanent damage is done).

If the cyberphrenic tadpole is not rendered inert first it can be removed with emergency surgery, though it squirms and slithers through its host's innards to avoid removal. Performing emergency surgery requires an action, bonus action, movement, and reaction that provokes opportunity attacks and can be performed only on a willing or incapacitated host. The host takes 1d4 points damage per round and is poisoned for 1 hour per round of surgery undertaken. Even after the surgery is complete, the host takes 1 point of Constitution bleed (temporarily lowering its Constitution score by 1 each time, healing back 1 point at the end of a long rest). Each round of emergency surgery, the creature trying to remove the cyberphrenic tadpole makes a Dexterity (thieves' tools) and Wisdom (Medicine) check with an initial DC of 15, but each time a check is failed both DCs increase by 1. After making 1d4 successful checks, the cyberphrenic tadpole is isolated and a single ally of the surgeon can attack the cyberphrenic tadpole with a ready action. The cyberphrenic tadpole has three-quarters cover (+5 bonus to AC and Dexterity saving throws) against this attack, and a missed attack strikes the host instead. If the cyberphrenic tadpole is destroyed, it can be removed as if it were inert (see above).

Alternatively, the surgeon can attempt to tear the cyberphrenic tadpole free with an opposed Strength (Athletics) check. This traumatic removal from the host's nervous system deals 3d6 damage and permanently reduces all of the host's ability scores by 1, but also leaves the cyberphrenic tadpole stunned for 1d4 rounds (after which it attempts to attach itself to the nearest living creature).

If the attack fails to destroy the cyberphrenic tadpole or the grappling fails to dislodge it, the cyberphrenic tadpole slips away and 1d4 additional successful Dexterity (thieves' tools) and Wisdom (Medicine) checks are required to make another attempt to remove it. Only one attack or attempt to grapple is allowed, though allies may use the Help action or otherwise assist the attacker or the surgeon in their attempt.

Telepathic Relay. A cyberphrenic tadpole emits a telepathic homing impulse that connects it with its creator and its host. Its creator can sense the cyberphrenic tadpole's (and the host's) location once between long rests as if using the *locate creature* spell.

In addition, once between long rests the creator can spend 1 minute attuning their mind to the cyberphrenic tadpole in order to transmit one of the following effects to the host: *detect thoughts*, *dream*, *modify memory*, *phantasmal killer*, *sending*, or *suggestion*. These spell save DCs are based on the creator's proficiency bonus and the cyberphrenic tadpole's Wisdom score. Because of the creator's attunement with the host's mental processes through the cyberphrenic tadpole's neural grafting, the host has disadvantage on saving throws against effects used by the creator that would cause the charmed or frightened condition.



ACTIONS

Attach. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage, and the cyberphrenic tadpole attaches to the target, its barbed filaments boring into the target in search of solid attachment points and anchoring it in place. The cyberphrenic tadpole gains the grappled condition (moving to the squares its target moves to) but its target does not. Its AC becomes 10 as it begins burrowing into the target's flesh at the start of each of the cyberphrenic tadpole's turns, causing the target to take 4 (1d8) piercing damage as it bores a hole through which to invade its host. The cyberphrenic tadpole has advantage on Strength (Athletics) checks to maintain its grapple on a foe once it is attached. An attached tadpole can be struck with a weapon or removed by grappling. The cyberphrenic tadpole can detach itself by spending 5 feet of its movement.

Cyberphrenic tadpoles are created by mad scientists to implant into their victims, rendering them more pliable to later mental influence and control while allowing the scientist to monitor the host's activities. A host may be unaware that a cyberphrenic tadpole has been introduced, as they may be implanted while a victim is unconscious or otherwise helpless, the wound left behind by its entry into the host healed and memory of this invasion of the flesh erased by a concomitant intrusion of the mind. Grafting itself onto the host's nervous system, a cyberphrenic tadpole is very difficult to remove and subsists parasitically on the bioelectrical and biothermal processes within the host's body.

A cyberphrenic tadpole's body is usually only a few inches long and an inch wide, though its tentacular filaments can be up to a foot long. The creature as a whole weighs only a few ounces.

Crafting a Cyberphrenic Tadpole. A mad scientist may spend 10 hours to craft a number of these constructs equal to half their proficiency bonus. They may summon 2 fewer prototype drones for every cyberphrenic tadpole they possess.

This mechanical horror bristles with wires, compartments, and blinking lights up and down its thick stalk-like metallic body, balanced atop six spidery legs and bristling with branching armatures, some with cables and clamps and others tipped with gleaming trocars and pneumatic needlers.

Dissectrinator

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 97 (13d10+26)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	13 (+1)	15 (+2)	4 (-3)

Skills Athletics +9, Medicine +8, Perception +5, Sleight of Hand +6

Tools alchemist's supplies, thieves' tools

Damage Vulnerabilities lightning

Damage Resistances acid, cold

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages can understand Common and Vilespeech but cannot speak

Challenge 5 (1,800 XP)

Medical Installation. Despite its lack of hands, a dissectrinator can use the following equipment: alchemist's supplies, healer's kit, and thieves' tools. It can store up to 50 pounds of such gear in racks and compartments within its body, replacing them when they are exhausted.

Pain Threshold. Any attacks or spells that deal 6 points of damage or less do not deal any damage to the dissectrinator.

Restraints. The dissectrinator has two sets of restraints which it can use to bind a patient. Once it has grappled a creature, it can make grapple checks (whether to maintain the grapple, pin the creature, or perform other special grapple actions) against that creature as a bonus action.



Surgical Assistant. A dissectorator can use the Help action to assist Wisdom (Medicine) checks as well as ability and tool kit checks as part of a surgical procedure.

ACTIONS

Multiattack. The dissectorator makes two melee attacks or three ranged attacks.

Clamp. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. Instead of dealing damage, the dissectorator can grapple the target (escape DC 14).

Trocar. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12+3) piercing or slashing damage. Instead of dealing full damage, the dissectorator can use a syringe dart instead.

Syringe Dart (10). *Ranged Weapon Attack:* +6 to hit, range 40/100 ft., one target. *Hit:* 10 (3d4+3) piercing damage, and the target must make a DC 13 Constitution saving throw, falling asleep (as the *sleep* spell) on a failed save, or taking 4 (1d8) poison damage on a successful one.

Cortical Puncture. A dissectorator can use its trocars to drill into the skull of a restrained or unconscious creature and selectively extract portions of the target's brain. It must pierce the target's skull with both trocars (a normal attack) but thereafter can maintain the puncture without needing to attack again as long as the target remains restrained or unconscious. A cortical puncture does not deliver poison but instead reduces the target's Intelligence, Wisdom, and Charisma by 1 at the end of the dissectorator's turn each round. A restrained creature makes a DC 14 Constitution saving throw, negating this ability score reduction on a success. The dissectorator cannot use its darts while performing a cortical puncture. A *greater restoration* or more powerful healing magic returns a creature's reduced ability scores to their normal values.

A dissectorator is an example of the light and dark sides of surgical practice. In principle it is a semi-sentient mechanical assistant, programmed and equipped to aid a surgeon in medical matters both simple and complex, whether it be treating poisons or injuries, dealing with disease, or dissection. Of course in the hands of a demented surgeon, the cranial dissectorator becomes a terrifying instrument of torment capable of reducing the bravest of souls to drooling impotence with soulless and heartless clinical precision.

A dissectorator is 7 feet tall in total, its core body 3 feet tall, atop a set of legs 2 feet long and with a branching set of limbs and sensors making the upper 2 feet. A dissectorator weighs 500 pounds.

Mad scientists and surgeons are nothing if not busy—the demands of their professions leave little time for leisure or distraction, often leading them to leave their diabolical devices unused for long periods of time while important research is conducted or other experiments concluded. There's no reason to leave a useful tool to be useless however and when a dissectorator critically malfunctions or decays beyond reliability, it is often repurposed into a trap to doom foolish trespassers.

Clamping Drills

Mechanical Trap

When a creature or object comes within 10 feet of sensors hidden in the wall, floor, or ceiling, pairs of mechanical arms ending in clamps shoot out from small, concealed trap-doors. An area might include multiple sensors, each rigged to its own set of mechanical clamping arms. The trap-doors hiding them are seamlessly constructed and cleverly hidden with natural stonework, into works of art, and even seemingly random splotches of gore. The DC to spot them is 18. With a successful DC 18 Intelligence (Investigation) check, a character can deduce the presence of the sensors or trap doors from variations in the mortar and stone used to create it, compared to the surrounding area. A creature able to carefully cover the sensors from 10 feet away with a flat object, cloth, or wax and a DC 18 Dexterity (thieves' tools) check to move slowly prevents them from detecting creatures.

When the trap activates, each pair of mechanical clamping arms connected to the sensor makes a melee attack with advantage (+6 bonus to hit) against a random creature within 10 feet of their trap doors (if there are no targets in the area, the mechanical clamping arms don't hit anything.) A target that is hit becomes grappled (escape DC 14, AC 15, 18 hit points). Once one mechanical clamping arm has grappled a creature, the other transforms into a vicious, crude drill clearly meant to do nothing but harm, dealing 22 (3d12+3) piercing damage on a successful hit. The mechanical arms continue to attack creatures until 1d4 rounds after the creature ceases to move or they are destroyed.

DAEMONS, DEMONS, AND DEVILS

These are a few of the most common daemons, demons, and devils conjured onto the Material Plane by diabolists. Daemons exist along the River Styx, serving both chaotic and lawful forces in their pursuit to bring souls to the Abyss where demons dwell or the home of fiends in Hell.

Pale yellow-white hair bats against this fiend's deep red skin, its wings carrying it aloft and its body protected by armor made from the bones of the dead.

Cacodaemon

Tiny fiend (daemon), neutral evil

Armor Class 13 (natural armor)

Hit Points 7 (2d4+2)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	8 (-1)	13 (+1)	12 (+1)

Saving Throws Dex +2, Wis +3

Skills Deception +3, Perception +3, Stealth +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Deep Speech, Infernal

Challenge 1/2 (100 XP)

Regeneration. The cacodaemon regains 2 hit points at the start of its turn if it has at least 1 hit point. If the cacodaemon takes radiant damage or damage from holy water, this trait doesn't function at the start of the cacodaemon's next turn.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d2+1) piercing damage.

Impish cacodaemons are the weakest of their kin and seek to inflict pain whenever possible in attempts to sate their unending appetite for mortal souls. Those who dally too long on the shores of the River Styx are harried by these warped creatures in hosts that grow all the larger the more a victim resists.



Horrendous crimson runes that are difficult to look upon writhe on the lumpy, muscular flesh of this winged toad-like creature and from its fanged maw slathers a tongue covered in saliva a multitude of colors.

Hydrodaemon

Large fiend (daemon), neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., fly 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	9 (-1)	15 (+2)	14 (+2)

Saving Throws Con +7, Dex +5, Wis +5

Skills Athletics +7, Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't cold iron or silvered

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Deep Speech, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The hydrodaemon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The hydrodaemon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) magical piercing damage and sleep spittle.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) magical slashing damage.

Sleep Spittle. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. A target hit by this attack makes a DC 15 Wisdom saving throw. On a failed saving throw the target falls unconscious for 1d4 rounds, or until they either take damage or someone uses an action to shake or slap the sleeper awake.



Daemonic Tadpole

Magical Trap

These foul daemons are birthed in the dregs of the otherworldly riverbed, first formed when a creature's ethereal essence falls beneath the waves. The bones and mud under the water congeal with the wounded soul and knit together over time immeasurable until a fiendish tadpole emerges, wriggling and struggling to the surface where it voraciously seeks out any shred of mortality.

This trap is activated when a trespasser steps within 10 feet of a daemonic tadpole, coming within its limited range of senses and snapped at by the fiendish newborn. The DC to spot a daemonic tadpole on the shores of the River Styx is 18. With a successful DC 16 Intelligence (Investigation) check, a character can see the minute movements of the almost perfectly camouflaged daemonic tadpole against the stony ground of the underworld. When not on the shores of the River Styx, the DCs for these checks are reduced by 5. A daemonic tadpole can be avoided by destroying the creature (AC 12, 3 hp) or remaining outside of its senses.

When the trap activates, the daemonic tadpole makes a melee attack with a +8 bonus to hit a creature it has sensed, dealing 1 point of necrotic damage. A creature that takes damage from the daemonic tadpole makes a DC 15 Wisdom saving throw. On a failed saving throw the creature falls unconscious for 1d4 rounds, or until it either takes damage or someone uses an action to shake or slap the sleeper awake.

These frog-like fiends swim the River Styx eating up the souls of those that dare to dip their hands into the supernatural waters before their drop into the Abyss or arriving in Hell. Though able to kill by tooth and claw hydrodaemons prefer to render victims unconscious, dragging their sleeping bodies into the icy waters to suffer a truly final death by drowning.

Faces of races long dead swim in the regal red cloak of this black-and-blue skeleton, its armor as fiendish as the diabolically twisting energy vortex in its right eye socket.

Thanadaemon

Medium fiend (daemon), neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Dex +6, Int +6, Wis +6

Skills Deception +7, Insight +6, Perception +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't cold iron or silvered

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Deep Speech, Draconic, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The thanadaemon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The thanadaemon uses its paralyzing gaze then makes two evil staff attacks or two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage plus 5 (1d10) necrotic damage.

Evil Staff. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 6 (1d8 + 2) bludgeoning damage plus 5 (1d10) necrotic damage.

Paralyzing Gaze. The thanadaemon fixes its gaze on one creature it can see within 10 feet of it.

The target must succeed on a DC 15 Wisdom saving throw against this magic or become paralyzed for 1 minute.

The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the thanadaemon's gaze for the next 24 hours.

These potent fiends run ferries across the dark waters of the River Styx, transporting the newly dead to the Abyss or Hell on vessels made from bones stripped clean of flesh by cacodaemons or carved out of the aged wood from the first trees in all of creation. When a conflicted sinner fails to redeem themselves before they die but do not merit an eternity of torment

by demons or devils, they are instead made to serve eternal as thanadaemons, the vestiges of their flesh gradually sloughing from their skeletons until only their bones remain. Of all the underworld's natives only thanadaemons are willing to speak to the recently deceased though any that try to best be wary. Attempts to negotiate with these fiends are a dangerous venture—those that have tried and failed are locked away within a thanadaemon's garments, their souls empowering fiendish abilities until utterly expended.



This enormous fiend reeks of sulfur and brimstone, its furry lower body, arms, and torso rank with the iron smell of damp blood. An impressive flare of blue fur makes a mane around the monster's grotesque horned, crimson head and furious avian glare.

Abrikandilu

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d10+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	13 (+1)

Saving Throws Str +6, Dex +3, Con +4, Wis +3

Skills Athletics +6, Perception +3

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from attacks that aren't cold iron

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Draconic, telepathy 100 ft.

Challenge 5 (1,800 XP)

Hatred of Mirrors. When adjacent to a mirror or creature wielding a polished metal shield, the abrikandilu makes a DC 15 Wisdom saving throw at the start of its turn or focuses on destroying the object casting its reflection.

Innate Spellcasting. The abrikandilu's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The abrikandilu can innately cast the following spells, requiring no material components:

3/day each: *fear*, *shatter*

Siege Monster. The abrikandilu deals double damage to objects and structures.

ACTIONS

Multiattack. The abrikandilu makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) magical piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) magical slashing damage.

Wrecker demons that fill out the infantry of Abyssal armies, abrikandilu were destroyers of beauty in life that continue their envious vandalism for eternity. These fiends are driven to madness by the sight of their own mutated reflections and they do whatever is necessary to destroy an object showing it to them, enraged by the reminder of what they've become.



Abrikandilu Eye

Wondrous item, very rare (requires attunement)

After you have attuned to this fiendish monocle it is subsumed into your face, replacing one of your eyes. Once attuned, you gain the following benefits:

- You have darkvision out to a range of 60 feet. If you already have darkvision, the eye increases its range by 60 feet.
- The abrikandilu eye has 5 charges. You can expend 1 charge as an action to cast the *shatter* spell (save DC 12) or 2 charges to cast the *fear* spell (save DC 12). The eye regains all expended charges at midnight.

These powerful gifts do not come without a price, however—you cannot stand the sight of your reflection. When adjacent to a mirror or creature wielding a polished metal shield, you must make a DC 15 Wisdom saving throw at the start of your turn or be compelled to destroy the object casting your reflection.

In addition, the eye becomes a permanent part of your body after you have attuned to it. Removing the magic item requires removing your actual eye, lowering your Constitution by 1 and causing you to make vision-based Wisdom (Perception) checks and Intelligence (Investigation) checks with disadvantage until your normal eye is restored through *regeneration* or a similar powerful healing spell.

Robed as though it were a noble, this insectile fiend's disgusting head is topped by two enormous multi-faceted red eyes, the translucent wings sprouting from its neck reaching nearly to the floor.

Coloxus

Medium fiend (demon), chaotic evil

Armor Class 15

Hit Points 42 (5d8+20)

Speed 25 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	19 (+4)	19 (+4)	10 (+0)	15 (+2)

Saving Throws Con +6

Skills Arcana +6, Deception +4, Perception +2

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages all, telepathy 100 ft.

Challenge 3 (700 XP)

Fiendish Brilliance. The coloxus has advantage on Intelligence ability checks.

Fiendish Tongue. The coloxus is under the constant effects of a *tongues* spell.

Spellcasting. The coloxus is a 6th level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The coloxus has the following spells prepared from the wizard's spell list:

Cantrips: *acid splash*, *fire bolt*, *mage hand*, *minor illusion*, *poison spray*, *prestidigitation*, *true strike*
1st-level (6 slots): *detect magic*, *disguise self*, *identify*, *illusory script*, *silent image*
2nd-level (6 slots): *blur*, *detect thoughts*, *invisibility*, *locate object*, *see invisibility*, *mirror image*
3rd-level (5 slots): *clairvoyance*, *fear*, *haste* (self only), *hypnotic pattern*, *major image*

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Droning Wings. As an action, the coloxus can flutter its wings to conjure a kaleidoscope of color and a drone that dampens other sounds. The coloxus gains immunity to thunder damage and creatures within a 30-foot radius have disadvantage on Constitution saving throws made to maintain concentration on spells that have verbal components.

Many a mage have looked too deeply into forbidden lore, forever staining their souls with failed attempts to grasp at powers beyond mortal ken. When the cursed finally perishes they may be drawn down into the Abyss, the finality of their demise reinterpreted by demon handlers to be seen as an ascension instead. Thus coloxus are incredibly confident in their power, overwhelmingly certain that they are truly masters of the arcane without peer. The illusion that they reside within is so whole and encompassing that nothing in existence can convince them otherwise—and they keep any mortal foolish enough to believe the charade in bondage as servants, the fear the coloxus' "terrible power" bearing down on them at all times.



Malevolent eyes leer out from the grotesque flesh of this monster's face, its macabre skin stretched tight between its locomotive body and the engine at its head. A terrible wailing comes from the damned railcars trailing behind it, the faces of the passengers trapped within paralyzed in rictuses of agony.

Equos Demon

Gargantuan fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 155 (10d20+50)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Str +10, Con +9

Skills Athletics +10, Perception +5

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from attacks that aren't magical and cold iron

Damage Immunities lightning, poison

Condition Immunities disease, frightened, poisoned

Senses darkvision 200 ft., passive Perception 15

Languages Abyssal

Challenge 11 (7,200 XP)

Damned Railcars. A line of ghostly carriages bump and trundle behind the equos demon, carrying captured souls. While inside of a damned railcar, a creature has the incapacitated condition and cannot be healed in any way. The creature can look out from the windows and be seen doing so, but is otherwise unable to communicate or be affected by anything outside of the damned railcar. A creature inside a damned railcar cannot be regurgitated and when the equos demon dies it is no longer incapacitated, requiring 300 feet of movement to exit the back of corpse.

Lined Movement. The equos demon can only travel in straight lines once it has begun its movement. At the beginning of its turn, an equos demon can change direction by reducing its speed that round by 10 feet per 45 degrees turned.

Magic Resistance. The equos demon has advantage on saving throws against spells and other magical effects.

Siege Monster. The equos demon deals double damage to objects and structures.

Steel equos have been targeted by crime since their inception, sabotaged rails and hijacked locomotives terrifying early travelers until the Justitia stepped in and began policing them. The greatest of railway terrors come from the doings of mad scientists however, the weaknesses of the infrastructure exploited to cause crashes that accomplished nothing but damning thousands to death—and at the hands of Caskette, far worse. These victims ride long after their demise, trapped in the demonic corpse-flesh of the vessel that carried them to their ends. Evil spellcasters will do anything to capture a demon equos, the power offered by sacrificing one (and all its passengers) untold of in the modern age.



ACTIONS

Multiattack. The equos demon makes one charging slam attack and one bite attack or swallow attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) magical piercing damage and the target is grappled (escape DC 18).

Charging Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) magical bludgeoning damage. A target that takes 30 or more damage is knocked prone.

Swallow. The equos demon makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite damage and is swallowed, ending the grappled condition. While swallowed the creature is blinded and restrained, has total cover against attacks and other effects outside the equos demon, and it takes 17 (5d6) force damage at the start of each of the equos demon's turns. If the equos demon takes 25 damage or more (before damage resistances) on a single turn from a creature inside it, the equos demon must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the equos demon. If the equos demon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone. Once a creature reaches 0 hit points or has been swallowed by the equos demon for 3 rounds, it ceases taking damage and is moved into one of the equos demon's damned railcars at the end of its turn.

Gray hairs make a savage beard around the fanged mouth of this aged imp, its horns long since broken off near their base and its decayed wings bearing it aloft by the power of magic—while it is undoubtedly a detestable and wicked creature, it is hard not to find its tiny glasses a touch endearing.

Imp-Erosi

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 16 (*mage armor*)

Hit Points 15 (6d4)

Speed 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	13 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5, Stealth +5

Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft.,

passive Perception 12

Languages Abyssal, Infernal, Common

Challenge 2 (450 XP)

Devil's Spectacles. Magical darkness doesn't impede the imp-erosi's darkvision while it is wearing its spectacles. Without its spectacles, the imp-erosi's darkvision reduces to 30 feet.

Invisibility (Recharge 5-6). As a bonus action, the imp-erosi magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it. The imp-erosi can recharge this feature by spending its action.

Magic Resistance. The imp-erosi has advantage on saving throws against spells and other magical effects. In addition, it is under the constant effects of a *mage armor* spell.

Scroll Reader. The imp-erosi is able to use any magic scroll for spells of 4th-level or lower.

ACTIONS

Sting (Bite in Beast Form). The imp-erosi can bite and sting. The imp-erosi's bite is a bite attack that deals 14 (4d6) poison damage, and the target must make on a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Shapechanger. The imp-erosi can use its action to polymorph into a Small beast or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



It isn't safe to attempt to escape Hell but what can be done in the realm of devils that does not result in harsh and severe punishment? Some imps take the risk of and cross over into the Abyss, becoming thralls to demons. Once removed from their home, age takes its toll and withers their bodies, but not without expanding the fiend's mind. Gradually it transforms into an imp-erosi demon, mastering its innate magics and always seeking to steal power (be it arcane or divine) from others.



Hooves, crimson legs, and tufts of black and brown hair cover this fiend's body, its torso home to snakes.



Weaving through the air on sickly spotted wings is a beaked fiend, barbs sprouting from beneath its beastly arms to cover a kaleidoscope of iridescent insectile scales that end in a wicked two-pronged stinger.

Accuser Devil

Small fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	9 (-1)	15 (+2)	12 (+1)

Saving Throws Dex +6, Con +4, Int +1, Cha +3

Skills Deception +3, Perception +4, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal, telepathy 100 ft.

Challenge 4 (1,100 XP)

Infernal Informant. The accuser devil records everything it witnesses and can pass this information onto another creature through visions. The accuser devil can replay up to 24 hours of events it has seen to a willing creature, taking 1 round per hour of recorded images. After replaying a vision, the accuser devil cannot replay it again.

Innate Spellcasting. The accuser devil's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The accuser devil can innately cast the following spells, requiring no material components:

3/day each: *grease*, *invisibility*, *sending*, *teleport* (self only)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage. A target hit by this attack makes a DC 12 Strength saving throw or gains the poisoned condition until the damage is healed.

Accuser devils are the souls of children that have been cast down to Hell, warped into stealthy sentries that can garner valuable secrets and share them with their masters without deception or guile.

Bestiola Devil

Large fiend (devil), lawful evil

Armor Class 16 (natural)

Hit Points 84 (8d10+40)

Speed fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	20 (+5)	16 (+3)	15 (+2)	18 (+4)

Skills Arcana +6, Deception +7, Insight +5, Perception +5, Stealth +6

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the bestiola's darkvision.

Innate Spellcasting. The bestiola devil's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The bestiola devil can innately cast the following spells, requiring no material components:

3/day each: *invisibility* (self only), *major image*, *teleport* (self only)

Magic Resistance. The bestiola devil gains advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The bestiola devil makes two foul club and one stinger attack.

Foul Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) magical bludgeoning damage plus 7 (2d6) necrotic damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (1d12+3) piercing damage. A target hit by this attack makes a DC 16 Constitution saving throw or gains the poisoned condition until the damage is healed.

These officers of Hell's infantry command legions of lesser fiends, torture prisoners, and carry the potent secrets of their evil masters until an opportunity for profit or revenge reveals itself.

Spikes jut out from this crimson fiend's skull and above its brimming jade eyes, scripts and papers covered in a host of languages—contracts—wrapped about its arms.

Contract Devil

Large fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 57 (6d10+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	20 (+5)	19 (+4)	20 (+5)

Skills Arcane +7, Deception +7, Insight +6, Persuasion +7, Religion +7

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The contract devil's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The contract devil can innately cast the following spells, requiring no material components:

At will: *detect thoughts*,

produce flame, tongues

3/day each: *dimension door* (self only), *identify*, *major image*, *sending*

1/day each: *arcane eye*, *bestow curse*, *contact other plane*, *hold person*, *locate creature*, *scorching ray*, *silence*, *plane shift* (evil planes only), *teleport* (self only)

Magic Resistance. The contract devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The contract devil makes two whipping contract attacks.

Whipping Contract. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) magical slashing damage. A creature that has made any kind of agreement with the contract devil and takes damage from this attack makes a DC 15 Charisma saving throw or gains the charmed condition for 1 minute.

When powerful mages beseech dark powers, contract devils use their acumen with words and understanding of fell agreements to entrap all but the cleverest bargainers. These fiends frequently goad fools into making deals without realizing their error—a mistake that proves severe indeed. When forced to enact rites through the accursed *Bands of Kyttarmoak* or to entreat a weak mind within a holy place, contract devils use their magic to act through intermediaries or strike deals which they are positive can be collected upon after a mortal has passed on or traveled beyond the bounds of Askis.

With a flaming blade in one hand and a net in the other, this feather-winged devil glares out with crimson eyes in search of a target to subjugate and capture.

Warmonger Devil

Large fiend (devil), chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	18 (+4)	17 (+3)	15 (+2)

Saving Throws Str +8, Dex +6, Cha +5

Skills Athletics +8, Insight +6, Perception +6

Damage Resistances acid, cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Evil Presence. All devils and diaboli adjacent to the warmonger devil gain a +1 bonus to attack rolls, weapon damage rolls, and AC.

Freedom of Movement. The warmonger devil ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Multiattack. The warmonger devil makes one net attack and two trident attacks.

Flaming Longsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 9 (1d8 + 5) magical piercing damage plus 3 (1d6) fire damage. When the warmonger devil is attacking a creature restrained by an infernal net, it deals 9 (2d8) additional damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 8 (1d6 + 5) bludgeoning damage.

Infernal Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one target. A

Huge or smaller creature hit by the infernal net is restrained until it is freed.

A creature can use its action to make a DC 16 Strength check, freeing itself or

another creature within its reach on a success. Dealing 10 slashing damage to the infernal net (AC 13) also frees the creature without harming it, ending the effect and destroying the infernal net.

Most of Hell's legions are compelled to battle when called upon but not every soldier does as ordered and warmonger devils are responsible for enforcing morale in the weak of arm. Even without a phalanx of troops around them however the fiends are terrors in combat, capturing foes before mercilessly stabbing them to death. They are sometimes mistaken for erinyes—one of their many tactics to better implement command through fear—though they never claim as such, fearful of reprisal from their deadlier counterparts. When summoned by a mortal a warmonger devil is exacting and efficient, doing as they are bid to the very letter (which can be vexing indeed in the midst of battle).



At first the horned ochre serpent ahead looks mundane but then greenish flames flicker off of its back to cast a sickening glow onto iron scales across its underside. Unholy fire wisps out from its maw and it seethes with hatred, a vile urge to inflict suffering captured in its reptilian gaze.

Wyrmling Vile Dragon

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 90 (12d8+36)

Speed 30 ft., burrow 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +5, Con +5, Wis +3, Cha +5

Skills Perception +2, Stealth +5

Damage Resistances radiant

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses blindsight 20 ft., darkvision 120 ft., passive Perception 12

Languages Draconic, Vilespeech

Challenge 4 (1,100 XP)

Dark Sight. Magical darkness doesn't impede the dragon's darkvision.

Deadened Scales. When the dragon takes acid or thunder damage, it ignores the first 6 points of damage.

Insane. The dragon has an incurable indefinite madness (page 179). This mental instability gives the dragon advantage on saving throws to resist the charmed and frightened conditions.

Midnight Aura. While the dragon is conscious, light levels in a 30-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's midnight aura.

Young Vile Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 266 (28d10+112)

Speed 40 ft., burrow 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	15 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +7, Con +8, Wis +4, Cha +8

Skills Deception +8, Perception +8, Stealth +7

Damage Resistances radiant

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 200 ft., passive Perception 18

Languages Common, Draconic, Undercommon, Vilespeech

Challenge 11 (7,200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage plus 3 (1d6) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Maddening Breath. The dragon exhales pure madness in a 15-foot cone. Each creature in the area must make a DC 13 Wisdom saving throw or gain a short-term madness (page 177) for 1 minute. A creature can spend a bonus action to repeat the saving throw, ending the short-term madness on a success.

Necrotic Breath. The dragon exhales unholy energy in a 30-foot line that is 5 feet wide. Each creature in the area must make a DC 13 Charisma saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.



Dark Sight. Magical darkness doesn't impede the dragon's darkvision.

Deadened Scales. When the dragon takes acid or thunder damage, it ignores the first 9 points of damage.

Insane. The dragon has an incurable indefinite madness (page 179). This mental instability gives the dragon advantage on saving throws to resist the charmed and frightened conditions.

Midnight Aura. While the dragon is conscious, light levels in a 45-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's midnight aura.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (4d8+4) piercing damage plus 13 (3d8) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Maddening Breath. The dragon exhales pure madness in a 30-foot cone. Each creature in the area must make a DC 16 Wisdom saving throw or gain a short-term madness (page 177) for 1 minute. A creature can spend a bonus action to repeat the saving throw, ending the short-term madness on a success.

Necrotic Breath. The dragon exhales unholy energy in a 60-foot line that is 5 feet wide. Each creature in the area must make a DC 16 Charisma saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

Adult Vile Dragon

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 391 (34d12+170)

Speed 50 ft., burrow 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	18 (+4)	10 (+0)	21 (+5)

Saving Throws Dex +10, Con +11, Wis +6, Cha +11

Skills Deception +11, Perception +12, Stealth +10, Survival +6

Damage Resistances radiant

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses blindsight 90 ft., darkvision 350 ft., passive Perception 22

Languages Common, Deep Speech, Draconic, Undercommon, Vile speech

Challenge 18 (20,000 XP)

Dark Sight. Magical darkness doesn't impede the dragon's darkvision.

Deadened Scales. When the dragon takes acid or thunder damage, it ignores the first 12 points of damage.

Insane. The dragon has an incurable indefinite madness (page 179). This mental instability gives the dragon advantage on saving throws to resist the charmed and frightened conditions.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Midnight Aura. While the dragon is conscious, light levels in a 60-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's midnight aura.

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 27 (4d10+5) piercing damage plus



22 (4d10) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 16 (2d10+5) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 16 (2d10+5) bludgeoning damage plus 18 (4d8) poison damage, and the target must make a DC 19 Constitution saving throw. On a failed save, the target is poisoned for 1 minute or until the poison damage is healed.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Divine Sense.** The dragon detects the presence of celestials, fiends, and undead within 80 feet. This functions as the paladin class feature except that the dragon also notices any creature of evil alignment within range that fails a DC 19 Wisdom saving throw.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 15 (2d10+4) force damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Vile Dragon

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 589 (38d20+190)

Speed 60 ft., burrow 50 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	19 (+4)	8 (-1)	24 (+7)

Saving Throws Dex +13, Con +14, Wis +7, Cha +15

Skills Deception +15, Perception +15, Stealth +13, Survival +7

Damage Resistances radiant

Damage Immunities necrotic, poison

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Maddening Breath. The dragon exhales pure madness in a 60-foot cone. Each creature in the area must make a DC 19 Wisdom saving throw or gain a short-term madness (page 177) for 1 minute. If the saving throw fails by 5 or more, the creature gains a long-term madness for its normal duration. A creature can spend a bonus action to repeat the saving throw, ending the short-term madness on a success.

Necrotic Breath. The dragon exhales unholy energy in a 90-foot line that is 10 feet wide. Each creature in the area must make a DC 19 Charisma saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one.

Change Shape. The dragon magically polymorphs into a beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Condition Immunities charmed, frightened, poisoned
Senses blindsight 120 ft., darkvision 500 ft., passive Perception 25

Languages Common, Deep Speech, Draconic, Undercommon, Vilepeech

Challenge 25 (75,000 XP)

Dark Sight. Magical darkness doesn't impede the dragon's darkvision.

Deadened Scales. When the dragon takes acid or thunder damage, it ignores the first 15 points of damage.

Insane. The dragon has an incurable indefinite madness (page 179).

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Midnight Aura. While the dragon is conscious, light levels in a 90-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's midnight aura.

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes four attacks: one with its bite, one with its tail, and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 32 (4d12+6) piercing damage plus 32 (5d12) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Claw. *Melee Weapon Attack:* +14 to hit, reach 150 ft., one target. *Hit:* 19 (2d12+6) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 19 (2d12+6) bludgeoning damage plus 39 (6d12) poison damage, and the target must make a DC 22 Constitution saving throw. On a failed save, the target is poisoned for 1 minute or until the poison damage is healed.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Maddening Breath. The dragon exhales pure madness in a 90-foot cone. Each creature in the area must make a DC 23 Wisdom saving throw or gain a short-term madness (page 177) for 1 minute. If the saving throw fails by 5 or more, the creature gains a long-term madness for its normal duration, and if failed by 10 or more the creature also gains an indefinite madness. A creature can spend a bonus action to repeat the saving throw, ending the short-term madness on a success.

Necrotic Breath. The dragon exhales unholy energy in a 120-foot line that is 10 feet wide. Each creature in the area must make a DC 23 Charisma saving throw, taking 72 (16d8) necrotic damage on a failed save, or half as much damage on a successful one.

Change Shape. The dragon magically polymorphs into a beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, legendary resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Divine Sense.** The dragon detects the presence of celestials, fiends, and undead within 120 feet. This functions as the paladin class feature except that the dragon also notices any creature of evil alignment within range that fails a DC 23 Wisdom saving throw.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 17 (2d12+6) force damage and be knocked prone. The dragon can then fly up to half its flying speed.

Wicked-hearted dragons that realized their end was near gathered together in Zakuthombo to mount a final defense, but not all—there were many that chose instead to accept a bargain with Caskette. It is true that she granted the power she promised, though what the great serpents did not know was the full price they would pay for her “gifts”. Initially the forces of the Celestial Heroes fell back, cowed by their enemies suddenly blacking out the sky and driving battalions of soldiers to insanity. Briefly it seemed as though the mad scientist was good to her word, but the world’s holy dragons needed no convincing when they heard what horrors she’d wrought on their kin, and when faced by armies reinforced by their true divine might the vile serpents faltered, their weaknesses exposed. Once broken in battle vile dragons found their minds weakened as well, permanently damaged beyond repair. As a species they’ve sworn revenge against Caskette and frantically seek out her Cathedral Laboratories, though rarely with any success—her dark blessings also obscure her doings from their eyes, the genetic deficiencies carrying on to their cursed offspring.

Lair Actions

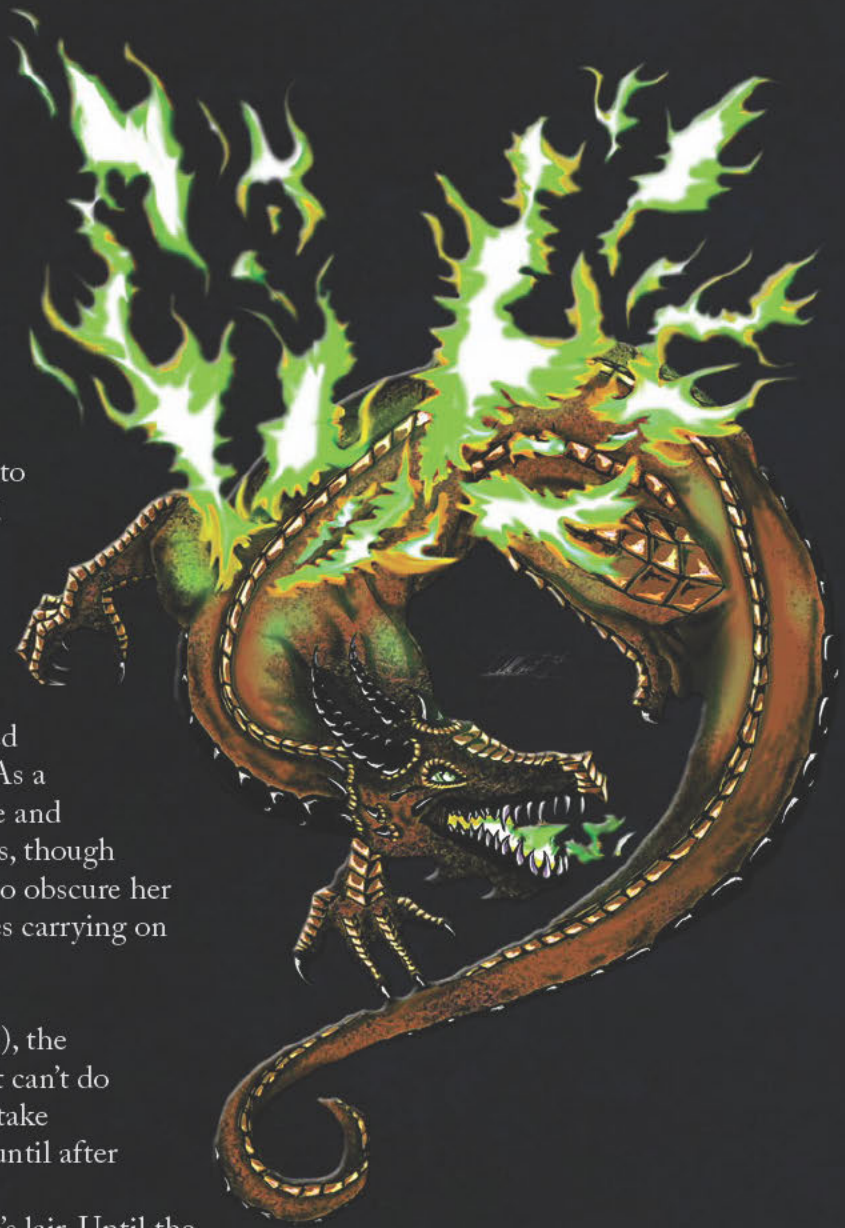
On initiative count 20 (losing all initiative ties), the dragon can use one of its lair action options. It can’t do so while incapacitated or otherwise unable to take actions. If surprised, the dragon can’t use one until after its first turn in the combat.

- Disruptive energies roil around the dragon’s lair. Until the start of the next round, any healing spells or effects (such as *cure wounds* or a paladin’s lay on hands feature) only restore half as many hit points as normal.
- Evil essence infused into the dragon’s lair spikes upward and manifests into psychic shards. Until the end of the next round, the area is difficult terrain. A creature can choose to ignore the difficult terrain, but doing so causes it to have disadvantage on Wisdom and Charisma saving throws until the start of its next turn.
- Pure malevolence pours out from everywhere, corrupting souls it touches upon. Creatures make a DC 23 Charisma saving throw. On a failed save, a creature’s Sin score increases by 1.

Regional Effects

The areas around a vile dragon’s lair are saturated by its foul presence, generating one (or more) of these effects.

- Illumination is subdued by the oppressive evil suffused in a 3 mile radius of a vile dragon’s lair, reducing the range of light sources by 5 feet (including torches, forever lanterns, the *light* cantrip, and similar effects).
- Maladies of the mind are more pervasive within 20 miles of a vile dragon’s lair, doubling the duration of all forms of madness.
- Wounds fester as the vile energy leaking in tunnels near a corrupted serpent’s home pulls at rent flesh, presses on bruised muscles, and sucks at bleeding veins. When creatures within 10 miles of a vile dragon’s lair spend Hit Dice to heal, any dice that roll the highest possible number are treated as if a 1 was rolled instead (a barbarian spending Hit Dice treats a 12 as a 1, a fighter treats a 10 as a 1, and so on).



Hissing corrosive liquid swirls and flows into a humanoid form with baleful orange eyes, its acidic arms ending in massive fists.

Acid Elemental

Medium elemental, chaotic neutral

Armor Class 13

Hit Points 65 (10d8+20)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	12 (+1)	15 (+2)	13 (+1)

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Primordial

Challenge 5 (1,800 XP)



Corrosive Body. Any creature or nonmagical weapon that touches the elemental takes 7 (2d6) acid damage. No check is required to follow the elemental's tracks across land.

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 8 (2d6+1) bludgeoning damage plus 7 (2d6) acid damage.

Corrosive Spit. *Ranged Weapon Attack:* +6 to hit, range 50/200 ft., one target. **Hit:** 11 (2d8+2) acid damage.

Acid Wave (Recharge 4-6). As an action, the elemental unleashes corrosive liquid in a 20-foot-radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 30 (6d8+2) acid damage on a failed save, or half as much damage on a successful one.

Acid elementals form naturally near points where the borders of Purgatory, the Plane of Earth, and the Plane of Fire overlap, spilling forth from planar disruptions in splashes of utter corrosion. Unlike their pure kin from the true elemental planes, these are creatures borne with a fierce intellect—and they are almost always filled with rage borne from their inherently destructive nature.

This creature is as much intangible as it is tangible, its floating body only tinged of blue and white that warp the space around it into a hulking, huge fisted form topped by eyes and a mouth whirling with the energies of a star.

Force Elemental

Medium elemental, chaotic neutral

Armor Class 12

Hit Points 32 (5d8+10)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	15 (+2)

Damage Resistances all

Damage Immunities force

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

Senses blindsight 60 ft., passive Perception 11

Languages Cogerangario

Challenge 6 (2,300 XP)

Evasion. When the elemental is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if the elemental succeeds on the saving throw, and only half damage if it fails.

Intangible Movement. The elemental can move through other creatures and objects as if they were difficult terrain, or enter a hostile creature's space and stop there. If the elemental ends its turn inside a creature or object, that creature or object takes 5 (1d10) force damage. The elemental can move through a space regardless of how narrow the space is without squeezing.

Magic Resistance. The elemental has advantage on saving throws against spells and other magical effects.

Spell Warper. Spells targeting the elemental may flow through or around it. When a spell attack misses the elemental's AC by 5 or more, or when the elemental's saving throw to resist a spell targeting it exceeds the DC by 5 or more, roll 1d4. On a 1 the spell reflects back at the caster, on a 4 the spell resolves normally, and on a result of 2 or 3 the spell targets a random creature within range (treating the elemental as the caster of the spell for the purposes of range).

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) force damage.



Sages and scholars once argued over the existence of force elementals, thinking them to be little more than speculative arcane theory or the talk of mages that had veered into insanity. In recent history however they have been sighted (not as commonly as necrotic or radiant elementals) though rarely by anyone with the mind to realize what the creature is before destroying it (or being destroyed by it). Only kytons know from whence they come—errantly broken links from a chain being pulled through Refesina. When such a catastrophe occurs countless force elementals are formed and scattered across existence, appearing in random dimensions and bent on the destruction of everything around them.

CONJURING ASKIS ELEMENTALS

At the GM's discretion, adventurers summoning acid, force, necrotic, radiant, or storm elementals using *conjure elemental* may require a 6th- or 7th-level spell slot to do so (rather than 5th-level) due to their unique abilities.

Malevolence and evil radiate from the dark gaze of this vaguely humanoid form, the ethereal gray smoke of its body congealing and dissipating into the air. Its two arms end in wicked claws, disappearing and reappearing as it slides from place to place.

Necrotic Elemental

Medium elemental, neutral evil

Armor Class 12

Hit Points 80 (10d8+30)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	12 (+1)	15 (+2)	16 (+3)

Damage Vulnerabilities radiant

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Vilespeech, telepathy 60 ft.

Challenge 6 (2,300 XP)

Incorporeal Movement. The elemental can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Nourishing Agony. Whenever the elemental damages a creature, it regains a number of hit points equal to the damage dealt. When this would give the elemental more hit points than its total hit points, it gains temporary hit points (up to a maximum of 17).

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 9 (2d6+2) bludgeoning damage plus 4 (1d8) necrotic damage.

Mortus Ray. *Ranged Weapon Attack:* +5 to hit, range 300/600 ft., one target. *Hit:* 16 (3d8+2) necrotic damage.

Enfeebling Ray (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 300, one target.

Hit: The target makes a DC 13 Constitution saving throw. On a failed save, for the next minute the target deals only half damage with weapon attacks that use Strength. On each of its turns, the target can spend its bonus action to make a new saving throw to end the effect.



Necrotic elementals are death and malevolence incarnate. Created from the spiritual friction of souls dragged by the current of Refesina, the energies of creatures bound for the Lower Planes are given form by shattered minds and use their intellect to find life—and snuff it out. Once necrotic elementals were only a thing of legend but as the centuries pass, more slip through the seams of existence each year to terrorize both the Material Plane and beyond.

A humanoid torso, arms, and head of golden light is before you, propelled by a flowing bright luminescence. Auras of power gather in its hands and on its face are bright white pools where its eyes should be, held wide open with its mouth as it lets out a pleasing melodic keen.

Radiant Elemental

Medium elemental, neutral good

Armor Class 12

Hit Points 80 (10d8+30)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	17 (+3)

Damage Vulnerabilities necrotic

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, radiant

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

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, telepathy 60 ft.

Challenge 6 (2,300 XP)

Incorporeal Movement. The elemental can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Radiant Hit Points. Whenever the elemental heals a creature other than itself, any excess regained hit points become charged temporary hit points. Constructs and undead cannot regain hit points from the elemental's attacks but they can gain charged temporary hit points.

At the end of a creature's turn, if it has any charged temporary hit points it makes a Constitution saving throw (DC equal to the number of charged temporary hit points) or explodes with energy. On a failed save, all charged temporary hit points are immediately lost as power erupts around the creature, dealing radiant damage to the creature and in a 20-foot radius. The amount of radiant damage is equal to 1d4 per 2 charged temporary hit points (round down, minimum 1d4). Creatures in the area make a DC 14 Dexterity saving throw to halve this damage (the exploding creature receives no saving throw).

Regeneration. The elemental regains 6 hit points at the start of its turn and dies only if it starts its turn with 0 hit points.

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The target regains 16 (3d8+3) hit points.

Healing Beam. *Ranged Weapon Attack:* +5 to hit, range 300/600 ft., one target. *Hit:* The target regains 16 (3d8+3) hit points.



Healing Burst (Recharge 4-6). As an action, the elemental unleashes divine energy in a 20-foot radius from a point it can see within 100 feet. Every other creature in that area must make a DC 14 Wisdom saving throw, regaining 16 (3d8+3) hit points on a failed save, or half as much on a successful one.

The clinking of the spiritual chains in Refesina as they near the Upper Planes can sometimes create melodies of such intricate complexity that they take form into radiant elementals. Supercharged with divine energy, these creatures seek to restore and bolster life whenever possible, delighting with every prolonged note in the symphony of creation.

Electricity and leaping lightning arc in chaotic sparks around the baleful gaze above this creature's jagged maw of energy. The thing yaws and sways in the air, its form entropically waning and resurging in a rhythmless cycle.

Storm Elemental

Medium elemental, chaotic neutral

Armor Class 14

Hit Points 44 (8d8+8)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	13 (+1)	8 (-1)	9 (-1)	13 (+1)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, thunder

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

Senses darkvision 60 ft., passive Perception 9 (sees through clouds and fogs)

Languages Primordial

Challenge 6 (2,300 XP)

Charged Body. Any creature or nonmagical weapon that touches the elemental takes 7 (2d6) lightning damage.

Lightning Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Tempest Body. When a creature scores a critical hit against the elemental with a melee weapon attack, the attacker makes a DC 14 Strength saving throw or is pushed back 15 feet (provoking an opportunity attack from the elemental).

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage plus 3 (1d6) lightning damage.

Lightning Blast. *Ranged Weapon Attack:* +7 to hit, range 150/300 ft., one target. *Hit:* 18 (3d8+4) lightning damage.

Whirlwind (Recharge 4–6). As an action, the elemental swirls into a vortex in mid-air. Each creature in the elemental's space must make a DC 14 Strength saving throw. On a failure, a target takes 16 (3d8+3) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or takes the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Storm elementals are wrought where the Plane of Air, Plane of Water, and Limbo overlap, the zephyrs of tempests coalescing to become a single living being after centuries of intertwining. Usually they roam within the confines of their birth but as the whole of the cosmos is strained by the *Torquem Machina*, these creatures have worked their way into the Upper and Lower Planes—even the Material Plane when a large enough storm looms in the sky.

Blood flows around, through, away from, and back into this human-shaped figure as it looks about for more of the same, sapping away the crimson liquid spilled by its victims.

Blood Golem

Medium construct, neutral evil

Armor Class 13

Hit Points 102 (12d8+48)

Speed 35 ft., climb 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	18 (+4)	6 (-2)	14 (+2)	5 (-3)

Damage Resistance necrotic

Damage Immunities cold, fire, force, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points (it cannot be calmed.)

Bloodsight. The blood golem automatically knows the direction and distance to a living creature the golem has damaged if it is present within 5 miles.

Mastered Form. The golem can move through a space as narrow as 1-inch wide without squeezing and as a bonus action, it can form its arms into weapons to change the type of damage it deals with its slam attack to piercing or slashing. The golem is immune to any spell or other effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

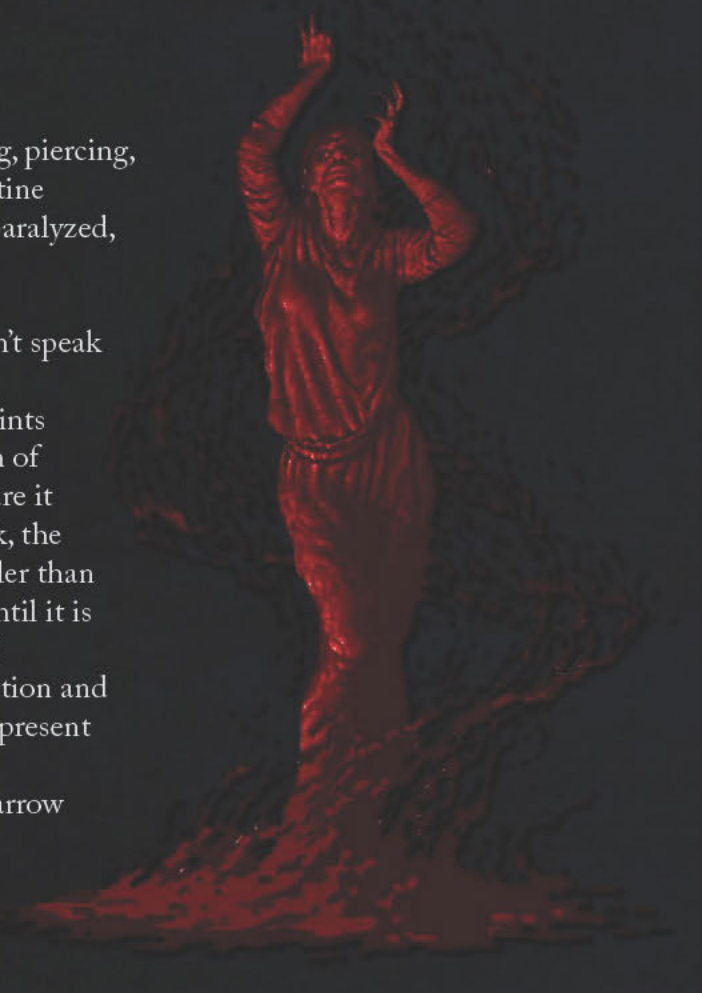
ACTIONS

Multiattack. The golem makes three slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) magical bludgeoning damage. If the target is a living creature, the golem heals half the damage dealt.

Blood Bullets. *Ranged Weapon Attack:* +6 to hit, range 100 ft., up to three initial targets plus multiple targets (5-foot radiuses). *Hit:* 13 (2d8+4) magical piercing damage. Whether or not a blood bullet hits, it explodes on impact. Every creature within 5 feet of the point where a blood bullet explodes must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) necrotic damage. For each blood bullet it forms, the golem takes 1d4 damage.

In modern times blood golems are unheard of—the simple logistics of their creation make it almost impossible for a mage to gather the fresh blood from 113 victims required to make one. They are immortal creatures however and some still lurk in the Taenarius Tunnels and the ruins of broken cults, driven by a primal hunger to seek out more blood to add to their bodies.



At first this mummified body seems like the walking dead but its eyes glow a baleful green and the bandages enwrapping its desiccated body are covered in script difficult to gaze upon, each brimming a sickly jade illumination.

Vilespeech Golem

Medium construct, neutral evil

Armor Class 16 (natural armor)

Hit Points 170 (20d8+80)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	13 (+1)	14 (+2)	1 (-5)

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 200 ft., passive Perception 12

Languages understands Vilespeech but can't speak

Challenge 12 (8,400 XP)

Aura of Fear. Each creature of the golem's choice that is within 30 feet and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Aura of Fear for the next 24 hours.

Dark Absorption. Whenever the golem is subjected to necrotic or psychic damage, it takes no damage and instead regains a number of hit points equal to the necrotic or psychic damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Vilespeech Slave. The golem must follow commands given to it in Vilespeech. When given a command to act against its alignment or harm itself, the golem must do as it is told if it fails a DC 15 Wisdom saving throw.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 15 (2d10+4) magical bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0, reanimating as a skeleton under the golem's control after 1d4 rounds. The reduction lasts until removed by the *greater restoration* spell or other magic. On a critical hit, the golem regains a number of hit points equal to the reduction of the creature's hit point maximum.

Seize (Recharge 5–6). The golem releases a burst of primordial green energy in a 20-foot radius that seizes the minds and muscles of living creatures. Creatures in the area are seized until the start of the golem's next turn. A seized creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, a seized creature can use either an action or a bonus action, not both. Regardless of a seized creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. A seized creature can only cast spells with a casting time of less than 1 action.



Nefarious mages and dark priests that predicted an eventual fall for the Celestial Heroes sought a means to attain immortality for when that day came, turning to the power of Vilespeech and mummification to tether their souls to the Material Plane. Once awoken by time or fate they walk again as golems, renewing their aggressions against the demigod rulers of the world or seeking out a means to reverse their gruesome transformation.

Countless links of metal cover this humanoid, completely obscuring its face and body in chains that float away from its lithe form and weave about in the air. You feel a sense of purpose as you look upon it, as though its mere presence were a force pushing and pulling at your very soul.

Kyton

Large aberration, neutral

Armor Class 17 (natural armor)

Hit Points 150 (20d10+40)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	15 (+2)	19 (+4)	14 (+2)

Saving Throws Wis +8

Skills Arcana +6, Athletics +7, History +6, Religion +6

Damage Resistances necrotic, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, poisoned, petrified, prone

Senses darkvision 120 ft., passive Perception 14

Languages all (as the spell *tongues*)

Challenge 12 (8,400 XP)

Link Sight. By spending a bonus action, the kyton gains truesight 120 ft. until the start of its next turn.

Magic Resistance. The kyton has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The kyton makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target.

Hit: 11 (2d6+4) magical bludgeoning damage. The target is grappled (escape DC 16) if the kyton isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 11 (2d6+4) magical bludgeoning damage at the start of each of its turns.

Animate Chains (Recharge 6). Up to four chains wrapped around the kyton's body animate under its control. Alternatively, the kyton can choose to animate chains it can see within 120 feet of it instead, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the kyton uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the kyton is incapacitated or dies.

Layman adventurers often mistake kytons as nothing more than strange chain devils or errant travelers from other Material Planes—in truth they are connected to all worlds, natives to the dimension of chains touching upon all of creation. The current of souls that make up life and death is driven by the inexorable will of

Refesina's divine servants and they're not bound to their home, only to their duty. Kytons are sometimes forced to travel to other planes in order to rectify a damaged or lost chain and go to extraordinary lengths to accomplish the task when necessary, even sacrificing themselves if need be.



REACTIONS

Chain Reaction. The kyton has 2 reactions each round. Only one reaction may be used to make an opportunity attack.

Deflect Attack. The kyton strikes a melee, ranged, or spell attack that would hit it or a creature within reach, reducing the attack's damage by 11 (2d6+4). When deflecting a spell attack with an extra effect, the kyton makes an attack roll opposed by a Constitution saving throw to by the concentrating spellcaster. On a success, the spell effect is negated.

Ensnaring Links. When the kyton successfully hits with an opportunity attack, instead of dealing damage the kyton can knock the target prone instead.

Chains wreath beneath and around this human-shaped giant, the metal forming into jagged plates and serrated spikes then back into links. Its darkened visor reeks of a malevolence reinforced by a chorus of tearing shrieks.

Agonized Kyton

Large aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 170 (20d10+60)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Wis +7

Skills Arcana +6, Athletics +9, History +6, Intimidation +8, Religion +6

Damage Vulnerabilities radiant

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities exhaustion, poisoned, petrified, prone

Senses darkvision 500 ft., passive Perception 12

Languages all (as the spell *tongues*)

Challenge 14 (11,500 XP)

Devil's Sight. Magical darkness doesn't impede the agonized kyton's darkvision.

Magic Resistance. The agonized kyton has advantage on saving throws against spells and other magical effects.

Spiked Body. When a creature hits the agonized kyton with a melee attack using a weapon that does not have reach, it takes 4 (1d8) magical piercing damage. A creature grappling the agonized kyton takes 3 (1d6) points of piercing damage at the start of the agonized kyton's turn.

ACTIONS

Multiattack. The agonized kyton makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target.

Hit: 12 (2d6+4) magical bludgeoning damage plus 3 (1d6) psychic damage and the target makes a DC 17 Charisma saving throw. On a failed save, the target is poisoned until the end of its next turn. If the saving throw fails by 5 or more, the target is poisoned and frightened until the end of its next turn. Creatures with advantage on saving throws against poison or fear have advantage on this saving throw.

Control Chains (Recharge 6). Up to four chains wrapped around the agonized kyton's body animate under its control. Alternatively, the agonized kyton can choose to animate chains it can see within 100 feet of it instead, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the agonized kyton uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the agonized kyton is incapacitated or dies.

Dimensional chains that run into (or rarely, out of) the Lower Planes can have deleterious consequences on the planar servants handling them. Over time the corruption of a soul bleeds outward, contaminating anything it interacts with—including kytons that have become complacent and lazy. Ultimately the accrued evil prompts them to commit a sin great enough to have their own chain dragged down into Hell, the power locked inside their form flaring before transformation into a chain devil.



REACTIONS

Chain Reaction. The agonized kyton has 2 reactions each round. Only one reaction may be used to make an opportunity attack.

Deflect Attack. The agonized kyton strikes a melee, ranged, or spell attack that would hit it, reducing the attack's damage by 15 (3d6+4). When deflecting a spell attack with an extra effect, the agonized kyton makes an attack roll opposed by a Constitution saving throw made by the concentrating spellcaster. On a success, the spell effect is negated.

This creature's bloody limbs are wrapped with chains but it is the masks all over its body that stand out, morphing and changing expressions with abandon. It is impossible to tell the thing's disposition, the scores of false faces rapidly transforming from grief to mirth to pain to anger and back to sorrow in a maddening cycle.

Mad Kyton

Large aberration, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 195 (23d10+69)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	19 (+4)	8 (-1)	16 (+3)

Saving Throws Wis +4, Cha +8

Skills Athletics +9, Perception +4, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened, petrified, prone

Senses truesight 120 ft., passive Perception 14

Languages all (as the spell *tongues*)

Challenge 16 (15,000 XP)

Magic Resistance. The mad kyton has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The mad kyton makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target.

Hit: 10 (2d6+3) bludgeoning damage plus 5 (2d4) psychic damage. The target is grappled (escape DC 17) if the mad kyton isn't already grappling more than 3 creatures. Until this grapple ends, the target is restrained and takes 10 (2d6+3) bludgeoning damage plus 5 (2d4) psychic damage at the start of each of its turns. When the mad kyton deals 20 or more damage with its chain, the target makes a DC 17 Wisdom saving throw. On a failed saving throw the target gains a short-term madness, and if the saving throw fails by 5 or more the target also gains a long-term madness (page 178).

Animate Chains. Chains wrapped around the mad kyton's body animate under its control. Alternatively, the mad kyton can choose to animate chains it can see within 200 feet of it instead, provided that the chains aren't being worn or carried. The mad kyton can animate up to five chains at once.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the mad kyton uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the mad kyton is incapacitated or dies. At the start of the mad kyton's turn any destroyed chains are replaced.

When a spiritual chain in Refesina snaps apart three things occur—the soul of its originator is forever destroyed, force elementals are spawned from the links, and should any kyton be handling it at the time their mind shatters into innumerable shards. For natives of Refesina there is no greater tragedy than to discover one of their kin has gone insane, roaming to and fro from the dimension of chains as they cavort about the cosmos doing whatever they fancy. What kytons fear most is that these represent a new threat, first appearing after two creatures from Askis visited the Rohy Voalohany and Handler of Threads, and the first of their kind has not been seen since the duo's second journey to see Mpahay hundreds of years ago.



REACTIONS

Chain Reaction. The mad kyton has 2 reactions each round. Only one reaction may be used to make an opportunity attack.

Deflect Attack. The mad kyton strikes a melee, ranged, or spell attack that would hit it or a creature within reach, reducing the attack's damage by 15 (2d6+2d4+3). When deflecting a spell attack with an extra effect, the mad kyton makes an attack roll opposed by a Constitution saving throw made by the concentrating spellcaster. On a success, the spell effect is negated.

Ensnaring Links. When the mad kyton successfully hits with an opportunity attack, instead of dealing damage the kyton can knock the target prone instead.



The island swelling up from beneath waves ahead is no mass of land but a creature of gargantuan proportions! Moss and flotsam litter the surface of its humongous body, and tentacles the size of ship masts writhe in the water around it as the monster floats up out of the surf.

Pneumavore

Colossal aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 350 (20d20+140)

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	4 (-3)	25 (+7)	3 (-4)	17 (+3)	8 (-1)

Skills Athletics +15, Perception +8

Damage Vulnerabilities cold, lightning

Damage Resistances fire, poison

Damage Immunities psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone, stunned

Senses blindsight 120 ft., passive Perception 18

Languages —

Challenge 15 (13,000 XP)

False Appearance. While the pneumavore remains motionless without its underside exposed, it is indistinguishable from an island.

Gargantuan Resistance. The pneumavore has advantage on saving throws against disease, poison, spells, and other magical effects.

Sense Inaequa. The pneumavore senses inaequa within 5 miles of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Siege Monster. The pneumavore deals double damage to objects and structures.

Water Breathing. The pneumavore can breathe only underwater.

ACTIONS

Multiattack. The pneumavore makes four giant tentacle attacks.

Giant Tentacle. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 28 (4d8+10) bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 23) and restrained until the grapple ends. The pneumavore has 6 tentacles, each of which can grapple one target.

Tentacle Slam. The pneumavore slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 28 (4d8+10) bludgeoning damage and be stunned until the end of the pneumavore's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Brood (Recharge 6). The pneumavore releases 1d6 pneuminfans that appear in squares adjacent to its underside.

Precious little is known about these creatures except that they are as mindless as any beast and inexorably drawn to inaequa for sustenance. Researchers find the creatures endlessly frustrating as upon death a pneumavore dissipates into jelly and only know what they have seen from afar—numerous witness accounts of the aberrations voraciously consuming powered craft through pit-like maws hidden on the tops of their bodies or dragging vessels to disappear beneath the water.

This freakish creature bobs through the water propelled by a trio of chitinous multi-hinged legs from below and as many tentacles from above. An eye rests between the leg joints bisecting each of its three sides and an unnatural toothy maw gapes open at the top of its skull-body.

Pneuminfan

Medium aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 97 (13d8+39)

Speed 30 ft., leap 20 ft. (10 ft. horizontal), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	2 (-4)	15 (+2)	7 (-2)

Skills Athletics +5, Perception +4

Damage Vulnerabilities cold, lightning

Damage Resistances fire, poison

Damage Immunities psychic

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Amphibious. The pneuminfan can breathe air and water.

Ink Cloud (Recharge 5–6). As a bonus action, the pneuminfan releases a 5-foot radius cloud of ink that extends all around it if it is underwater. The area is heavily obscured for 2d4 rounds, although a significant current can disperse the ink.

Jet (Recharge 6). The pneuminfan can Dash as a bonus action.

Sense Inaequa. The pneuminfan senses inaequa within 500 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Tripod. The pneuminfan has advantage on checks and saving throws made to resist being moved or knocked prone.

ACTIONS

Multiattack. The pneumavore attacks twice.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target.

Hit: 12 (2d8+3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The pneuminfan has 3 tentacles, each of which can grapple one target.

The frequency of attacks by pneuminfans and pneumavores has forced maritime industries (whether travel or trade) to largely rely on sailing vessels or aircraft. Before an island-monster begins moving toward a source of inaequa, the massive creature releases its brood first to swarm and harry a vessel until the parent can catch up to sink the vehicle. While many of Askis' citizens think them to be evil thanks in no small part to sensationalist headlines in the newspaper whenever a powered boat is destroyed, pneuminfan are too lacking in intellect or soul for morality—they are simply aggressive and voracious, consuming anything or anyone soaked with the energies they crave.

Maturing into a full pneumavore is a decades long process in which the creature sheds its hardened exoskeleton as it grows to enormous proportions, but until then it has plenty of edible meat and some captains go out fishing for them. Dipping large inaequa engines into the water or tugging a jetter out behind your ship has become highly illegal but the sale of these creatures has not, creating a gray area for the lazy and foolish; most attacks by the enormous parent monsters are the result of careless poachers leading one to a freshwater harbor.



Eric Lofgren

There's a crazed look in this man's eyes as he brandishes a sublimely forged sword wreathed with violet energy in his gauntleted hands, the servos in the technologically advanced armor he wears humming with power. On his tabard is a symbol of a gray knight, the icon's helmet similar to his own.

Slate

Medium humanoid (human), chaotic neutral warlock (gray knight) 17

Armor Class 19 (power armor, half Charisma)

Hit Points 127 (17d8+51)

Speed 30 ft.; leap 30 ft. (horizontal and vertical), fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	17 (+3)	9 (-1)	19 (+4)

Saving Throws Wis +5, Cha +10

Skills Arcana +9, Investigation +10, Perception +5, Science +9, Stealth +9, Technology +9

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 120 ft. (sees through magical darkness), passive Perception 15

Languages Abyssal, Celestial, Common, Deep Speech, Infernal, Undercommon, Vilespeech

Challenge 13 (10,000 XP)

Eldritch Invocations. Slate can cast *detect magic* or *arcane eye* at will, without expending a spell slot.

Enshrouded Mind. When a creature targets Slate with a spell that causes the charmed condition, it makes a DC 18 Charisma saving throw or becomes confused (as the spell) for 1 round.

Mystic Arcanum (each 1/long rest). Slate is able to cast the following spells without expending a spell slot: *mass suggestion*, *force cage*, *foresight*, *glibness*.

One with Shadows. When Slate is in an area of dim light

or darkness, he can use his action to become invisible until he moves, takes an action, or takes a reaction.

Power Armor. Slate reduces all falling damage by 30, can carry up to 540 pounds, and is able to lift just over 1,000 pounds.

Psipoints (9/Recharge on long rest). Whenever Slate encounters an active spell that has been cast within the last week, he may expend 1 psipoint as an action to negate the spell. When he witnesses a creature within 50 feet casting a spell of 5th-level or lower, he may expend 1 psipoint as a reaction to negate the spell. When Slate attempts to negate a spell higher than 5th-level, it is not negated but he gains advantage on saving throws to resist it or the caster is at disadvantage on the spell attack roll.

Psychic Attunement. Creatures that are within Slate's reach provoke an opportunity attack from him when they cast a spell, and enemies within his reach are at disadvantage on checks made to maintain a spell.

Spellcasting (Recharge on short rest). Slate is a 17th level warlock that uses Charisma as his spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Slate can cast the following spells from the warlock's spell list:

Cantrips: *chill touch*, *eldritch blast*, *mage hand*, *message*, *prestidigitation*, *sacred flame*, *vicious mockery*
5th-level (4 spell slots): *charm person*, *counterspell*, *darkness*, *dimension door*, *dispel magic*, *expeditious retreat*, *gaseous form*, *hellish rebuke*, *hold monster*, *invisibility*, *major image*, *mirror image*, *misty step*, *vampiric touch*

ACTIONS

Multiattack. Slate attacks twice.

Unarmed. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) magical slashing damage plus 9 (2d8) psychic damage.

Eldritch Blast. *Ranged Weapon Attack:* +10 to hit, range 300 ft., four beams (up to four targets). *Hit:* 9 (1d10+4) force damage.

Gray Strike (1/long rest). When Slate hits a creature with an attack, he can choose to cut off its access to magic. For 2 rounds the creature is targeted by an effect that functions as the *antimagic field* spell except that its range is reduced to touch and it has no radius (affecting only the creature). On its turn, the creature can spend its action to make a DC 18 Charisma saving throw to end the effect.

REACTIONS

Supreme Deflection. Slate can use his reaction to deflect a missile with his greatsword when he is hit by a ranged weapon attack, reducing the damage he takes by 37 (2d6+2d8+21).

In addition, Slate can deflect or reflect spell attacks. When he is the target of a spell attack, Slate spends his reaction to make a melee attack roll opposed by the spell attack roll.

On a success, he deflects the spell into a random adjacent square. If a creature is in that square, they are the

new target of the spell attack (which uses Slate's melee weapon attack roll). By making this melee attack roll with disadvantage, on a success, Slate reflects the spell back at the creature that originally casted it.

Agents of The Inquisition know very little about the Knight of the Slate, Justitia are on the constant lookout for signs of his passing as he poses the best known threat to public security, and each organization pays dearly for any information that could lead to his arrest. Should they ever catch him it's unlikely that Slate will be able to offer any useful knowledge however—over the years he's gone quite mad in service to the Gray Knight (page 18), so much so that he truly believes he *is* the cosmic entity bound in human form.

Even if he can't remember it Slate had a life before earning his place on the list of most wanted fugitives, growing up in Etium as the son to a guardsman and magic scholar. While playing in his mother's library the troublesome young boy touched an artifact with residue from the psychic tampering of a warlock devoted to the Gray Knight. Elsewhere all the magic in the scroll would have been destroyed, but in Moon City as the lunar cycle reached its height it forged a connection to the cosmic entity and in that instant Slate's future was forged. His school insubordinations increased in frequency until The Ministry took interest at which point the teenager fled, living from day to day on the streets of Samovi until coming across a lonesome book discarded in a back alley.

The tome spoke to Slate and unlocked powers of the mind that transformed him from a vagrant into a vigilante. Using knowledge of his father's patrol shifts and his gifts from the Gray Knight, he stole a suit of power armor and a prototype weapon from engineers studying the lunar energies cast from Etium's lake. Guided by the *Ledger of Balance* (which unbeknownst to him has a clue of the *Torquem Machina* within), Slate cut a path of curious vandalism and inexplicable murders across the Wild Continent—wrecking statues of the Celestial Heroes one day, rescuing people in a burning building the next, then fighting off a monster from the Taenarius Tunnels before sabotaging a steel equos carrying relics headed to The Inquisition's top level researchers in Pertinax and slaying all the sages on board (leaving the scientists unharmed). Both the Celestial Heroes and their mad scientist nemeses view the Knight of the Slate as a wildcard and keep him at a distance, although eventually his exploits are sure to demand a direct intervention by one of them eventually. Where such a conflict will occur is hard to say as in recent years the psionic warrior's operations have spread from Samovi to all of Askis, and rumors that he's taken up arms alongside pirates mean that if he has any permanent base of operations that it is probably mobile.



VENENUM VESTIS

Wondrous item, legendary (requires attunement)

The *venenum vestis* is an intelligent parasite that vastly increases the physical attributes of its host—though it shares its weaknesses as well. Summoned from across realities through the machinations of the mad scientist Partobilex decades in the past, the alien quickly found a lowly technician and subsumed the thrall. Together they laid waste to both the insane inventor and his secret lair beneath Noticia, going on a murder spree across Samovi until being hunted down and slain by agents of The Inquisition. Only the host perished in the violent conflict however and the alien survived, latching onto a wandering mongrel and escaping to wreck havoc elsewhere. It has become a persistent thorn in the side of Askis' authorities partly because it has come down from on high (by word of Treklotus Edwardius, if rumor is to be believed).

Magic Properties. The *venenum vestis* grants the

following benefits:

- You can increase your size at will (as the *enlarge* spell).
- You can change your appearance at will (as the *disguise self* spell).
- Your Strength, Dexterity, and Constitution increase by 4 (to a maximum of 22).
- Your speed increases by 10 feet and you can Dash as a bonus action.
- Your vertical jump distances increase by up to 10 feet and horizontal jump distances by up to 20 feet.
- You may spend hit dice to heal as an action at double the normal cost (for example at the cost of 4 hit dice you regain 2 hit dice worth of hit points).
- You gain vulnerability to fire and thunder.
- You gain darkvision 200 ft. and you gain advantage on Wisdom (Survival) checks made to track by scent.
- Your unarmed strike damage increases to 1d8 and you gain a +1 magical bonus to attack and damage.
- You gain a bite melee attack that deals 1d10 slashing damage.
- You gain a web ranged attack that grapples a creature (DC equal to your passive Athletics). A creature already grappled by your webs gains the restrained condition if hit by your web a second time. A creature restrained by your webs gains the incapacitated condition.

Webs. As an action you can fire a strand of webbing to briefly harden to anchor on corners and walls of objects and structures, trailing a thin high-tensile line back to you. As your movement you can pull towards the anchor, swiftly carrying yourself to the anchor point. This feature has a maximum range of 100 feet and can anchor only to a structure sturdy enough to support your

weight. If there is not a platform appropriate for you to land on next to the anchor, you must succeed at an Athletics check (DC appropriate to climbing the surface the webbing is anchored to) or immediately fall. The strand of webbing disappears in 1d4 hours. The strands of webbing deal no damage and normally creatures other than you are unaffected by them.

You can also spend an action to create a tether-line or net with webs (AC 15, 20 hit points per 5-ft. of length) to catch or stop objects (maximum weight 5,000 lbs.), or to cast *web* on a creature within 50 feet except the webbing made has the statistics listed above. At the GM's discretion, you may create other simple objects with your webbing (such as a parachute or large pillow).

- You cannot remove the *venenum vestis* without it willingly leaving or if you succeed at a DC 19 Wisdom saving throw after 3 continuous rounds of taking 10 or more damage from fire or thunder.

Sentience. The *venenum vestis* is a sentient chaotic evil parasite with Intelligence 12, Wisdom 20, and Charisma 20. It has hearing and darkvision out to a range of 200 feet and gains advantage on Wisdom (Survival) checks made to track by scent. The parasite communicates telepathically with its host and can speak, read, and understand Common.

If the *venenum vestis* does not respect its host or hasn't engaged in bloodlusted violence after 24 hours, the host must make a DC 15 Charisma saving throw. On a successful save, the host takes 1d6 psychic damage. On a failed save the wielder is dominated by the *venenum vestis* (as if by the *dominate monster* spell) and the parasite demands that the host taste flesh. The spell effect ends when the parasite's demand is met.

Hostless. While it has no host, the *venenum vestis* has the following statistics: Small aberration, AC 25, hp 30, speed 40 ft.

(climb 40 ft.), Str 13, Dex 22, Con 14, darkvision 200 ft., Perception +6, resistance to all types of damage except for fire and thunder (which it is vulnerable to), immunity to all conditions, and it can adhere to anything that touches it (an adhered creature is also grappled, escape DC 16, and ability checks made to escape this grapple have disadvantage.) Its Challenge Rating is 13 (10,000 XP) and it has the following attack:

Tongue. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** The target makes a DC 19 Wisdom saving throw. On a failure, the *venenum vestis* makes the target into its new host and immediately attunes itself, taking up all attunement slots. Any items already attuned to the target immediately stop being attuned.

Personality. The *venenum vestis* is an alien with mysterious objectives, though what these are beyond a basic thirst for bloodshed remain unknown and are entirely at the GM's discretion.

Destruction. The *venenum vestis* does not die when reduced to 0 hit points, gaining the incapacitated condition for 1d4 hours. While incapacitated the *venenum vestis* becomes liquid in form. When it has been kept from taking a host of any kind for 10 days, the alien parasite dies of starvation.



Automatum

Medium construct, chaotic evil

Armor Class 18 (natural armor)

Hit Points 164 (20d8+80)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	19 (+4)	13 (+1)	10 (+0)	7 (-2)

Saving Throws Con +10, Wis +6, Cha +4

Skills Athletics +10, Investigation +7, Perception +6, Science +13, Technology +13

Damage Vulnerabilities lightning

Damage Resistances cold, fire, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities disease, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 20 (25,000 XP)

Density Control. Automatum can manipulate its density at will, turning as hard as diamond or incorporeal (or anywhere between) as a reaction or bonus action. While incorporeal Automatum takes no damage from nonmagical weapons and half damage from non-psychic energy damage or magical weapons. In addition, while incorporeal it can move through other creatures and objects as if they were difficult terrain. Automatum takes 5 (1d10) force damage if it ends this effect inside an object. While incorporeal Automatum's Strength score is reduced to 10.

Hyper Intelligent. Automatum has advantage on all Intelligence ability checks and saving throws, and it possesses a perfect memory able to recall any event it has witnessed.

Hyper Strength. Automatum has advantage on all Strength ability checks and saving throws, and its carrying capacity is multiplied by 20 (Carrying Capacity 6,600 pounds).

ACTIONS

Multiattack. Automatum attacks five times with any combination of unarmed strikes and energy beams or it makes two phasing strikes.

Unarmed. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) magical bludgeoning damage.

Phasing Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* The target makes a DC 18 Constitution saving throw with disadvantage or becomes incorporeal with Automatum. As a bonus action, Automatum can end the target's incorporeality, causing it to become corporeal while inside of an object and dealing 55 (10d10) force damage (escape DC 18).

Energy Staff. *Ranged Weapon Attack:* +10 to hit, range 100/500 ft., one target. *Hit:* 22 (4d8+4) radiant damage.

Thrown Object. *Ranged Weapon Attack:* +12 to hit, range 50/100 ft., multiple targets (determined by object size; make one attack roll per target). *Hit:* 10 (1d8+6) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 303 [66d8+6] at 6,600 pounds, though considerable effort is required to acquire an object that heavy).

REACTIONS

Instinctive Phase (Recharge 4-6). When Automatum would be damaged by an attack or spell it may spend its reaction to reduce density and turn incorporeal before taking damage.

Automatum has a nearly perfect memory but for all its treasured data the logic engines inside of its metallic skull cannot recall the face or identity of its master—the first of thousands upon thousands of murders in a never-ending quest to bring peace to Askis. Whatever brilliant mind devised Automatum might be long gone but their creation still wanders the world, acting in secret to bring about a genocide of all the humanoid races. The construct is relentless in its mad pursuit and cannot be swayed from its course of action, but poses a comparatively small threat compared to the likes of Rogar or Gepadrieux, its limited intellect unable to devise anything more grand than a public slaughter and quick escape.



Exspiravit

Medium construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 130 (20d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	5 (-3)	16 (+3)	11 (+0)

Saving Throws Con +6, Int +1, Wis +7

Skills Acrobatics +8, Athletics +7, Perception +7, Stealth +8

Damage Vulnerabilities lightning

Damage Resistances cold, fire, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities disease, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 10 (5,900 XP)

Incorporeality. The exspiravit can turn itself incorporeal or back as a reaction or bonus action. While incorporeal the exspiravit takes no damage from nonmagical weapons and half damage from non-psychic energy damage or magical weapons. In addition, while incorporeal the exspiravit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends this effect inside an object.

ACTIONS

Multiattack. The exspiravit attacks five times with its maul, or makes two unarmed strikes and a phasing strike.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

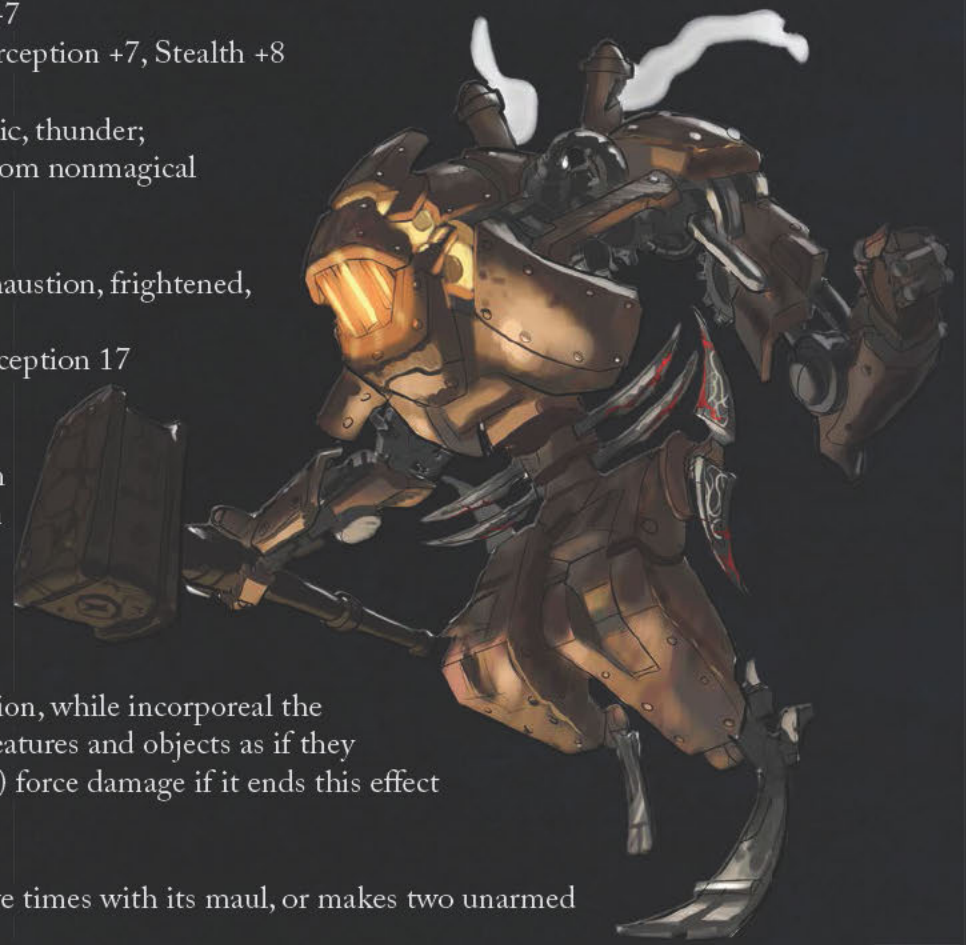
Phasing Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* The target makes a DC 16 Constitution saving throw with disadvantage or becomes incorporeal with the exspiravit. As a bonus action, the exspiravit can end the target's incorporeality, causing it to become corporeal while inside of an object and dealing 33 (6d10) force damage (escape DC 16).

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

REACTIONS

Instinctive Phase (Recharge 5-6). When the exspiravit would be damaged by an attack or spell it may spend its reaction to turn incorporeal.

One of the Automatum's many attempts to curb the destructive nature of people (by of course slaying them all) is with simulacrum and though the deadly construct is scientifically skilled and technologically savvy, its lesser clones are just that—inferior versions of itself. All the same they are lethal adversaries and even less predictable than their creator, the primitive logic engines in their fiery metal skulls capable of little more than fight or flight responses. When a settlement is besieged upon by an exspiravit the Justitia put out a wide alert to citizens and gather into large areas, waiting until the killer automaton can be cornered and destroyed (or much more likely flee before it can be assaulted in force).



Potentiam Convertendie

Medium humanoid (human), chaotic evil

Armor Class 19 (natural armor)

Hit Points 190 (20d8+100)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	20 (+5)	14 (+2)	15 (+2)	15 (+2)

Saving Throws Str +8, Wis +7, Cha +7

Skills Athletics +8, Perception +7, Stealth +9, Survival +7

Senses passive Perception 17

Languages Common

Challenge 15 (13,000 XP)

Ageless. The potentiam convertendie cannot suffer from frailty of old age, die from old age, or be aged magically.

Energy Conduit (18 conduit points/short rest). The potentiam convertendie can absorb the following types energy from single attacks or area effects, though in the case of the latter other creatures and objects are usually still affected: cold, fire, force, lightning, necrotic, psychic, radiant, thunder. It does not make a saving throw against the effect but takes no damage from it, instead gaining 1 conduit point per 4 points of damage the attack would have inflicted. These conduit points last until the potentiam convertendie discharges them and the maximum number of conduit points the potentiam convertendie can have at one time is 18. When the potentiam convertendie has filled its energy reserves it ceases to absorb energy damage until it has spent some of its conduit points. There are three ways for the potentiam convertendie to spend its conduit points:



- *Energy Blast.* As an action, the potentiam convertendie can unleash an energy blast at a single target within 250 feet. It must have at least one hand free to aim the blast. Energy blasts always deal full damage to swarms of any size regardless of resistances. For every conduit point the potentiam convertendie spends on an energy blast (up to maximum of 5), it either deals a cumulative 1d10 damage on a successful hit, or it shoots one additional 1d10 damage energy blast. The potentiam convertendie cannot shoot multiple energy blasts that deal more than 1d10 damage. The potentiam convertendie's energy blasts deal either force damage or radiant damage (it chooses which type of damage to use when activating this feature).
- *Energy Eruption (Ex).* As an action, the potentiam convertendie can unleash its stored energy in a devastating wave of destruction to all objects and creatures within a 20-foot-radius. The energy eruptions deals 3d6 damage per 3 conduit points spent, up to a maximum of 18d6 (costing 18 conduit points). Each creature in the area must make a DC 19 Dexterity saving throw, taking half as much damage on a success.
- *Energy Fists (Ex).* As a bonus action, for 1 conduit point the potentiam convertendie can cause its melee attacks to deal an additional 1d8 points of energy damage (force or radiant) for 1 round. For every 2 additional conduit points spent, the potentiam convertendie can increase this extra damage by 1d8 (to a maximum of 4d8).

ACTIONS

Multiattack. On its turn the potentiam convertendie attacks 5 times.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Thrown Plasma. *Ranged Weapon Attack:* +9 to hit, range 60/300 ft., one target. *Hit:* 18 (4d6+4) fire and lightning damage.

Lurking below and through the wildernesses of Askis are a dozen experiment subjects that defy containment by their very nature, the energies of the Celestial Heroes inverted in upon these poor souls that were once citizens of the world. The potentiam convertendie live a cursed existence, experiencing near constant pain from the power contained inside of their forms. They roam the world in search of anyone—anything—to release their pent up energies upon. Whomever is responsible for their creation is just as unable to control them as the Justitia, but sightings of any of these hexed folk are fastidiously contained by The Inquisition.

Rudis

Huge humanoid, chaotic evil

Armor Class 15 (natural)

Hit Points 284 (20d10+160)

Speed 40 ft., leap 60 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+12)	14 (+2)	26 (+8)	7 (-2)	15 (+2)	10 (+0)

Saving Throws Str +19, Con +15

Skills Intimidation +14, Perception +9, Stealth +14

Damage Resistances poison; bludgeoning, piercing, slashing

Condition Immunities charmed, disease, frightened, poison

Senses darkvision 60 ft., passive Perception 19

Languages Common

Challenge 24 (62,000 XP)

Ageless. Rudis cannot suffer from frailty of old age, die from old age, or be aged magically.

Mighty Leap. Although Rudis does physically move through the air, if it spends an action to jump treat it as the *dimension door* spell with a maximum range of a half mile. If Rudis spends an action and bonus action to jump, treat it as *dimension door* with a maximum range of 3 miles (and Rudis lands at the end of the next round instead of the round it jumped). Anything that gets in Rudis' way during one of these jumps takes 28 (2d6+21) bludgeoning damage and should the object or creature survive, it reduces the distance that Rudis jumps by half (or stops it, at the GM's discretion).

Regeneration. Rudis regains 20 hit points at the start of its turn. Rudis dies only if it starts its turn with 0 hit points and is in bright light (like the *daylight* spell).

Siege Monster. Rudis deals double damage to objects and structures.

Strongest. Rudis has advantage on Strength ability checks and saving throws. When Rudis makes a Strength ability check or saving throw, it can treat a d20 roll of 9 or lower as a 10.

ACTIONS

Multiattack. Rudis attacks four times or throws an object. Rudis can throw two objects as long as each weighs 1,000 pounds or less (dealing 57 [10d8+12] damage).

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d6+12) bludgeoning damage.

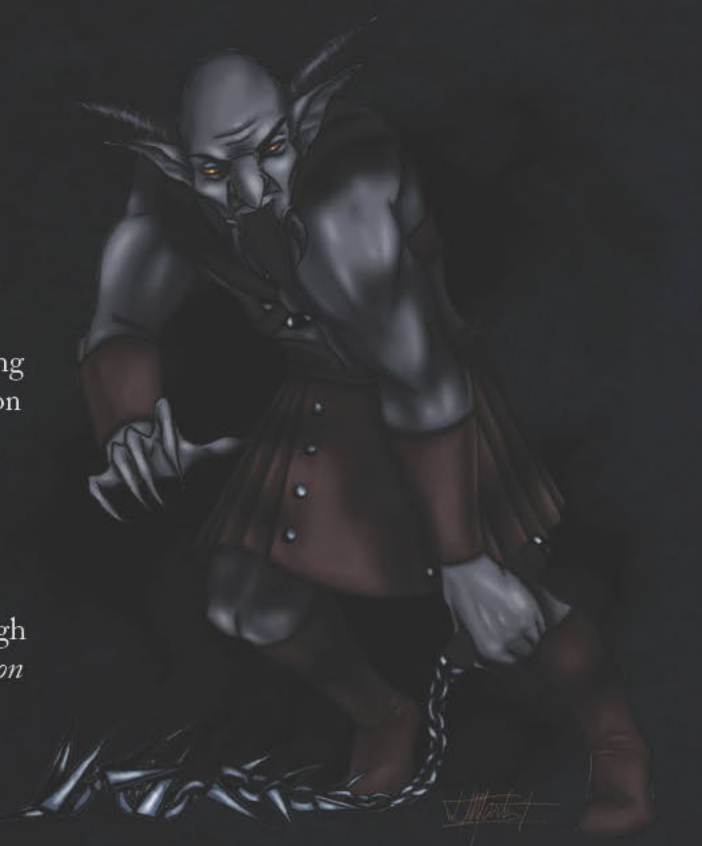
Adamantine Chain. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 22 (3d6+12) slashing damage.

Thrown Object. *Ranged Weapon Attack:* +14 to hit, range 250/500 ft., multiple targets (determined by object size; make one attack roll per target). *Hit:* 16 (1d8+12) damage. The damage type depends on the object

(bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 462 [100d8+12] at 10,000 pounds, though **considerable effort** is required to acquire an object that heavy).

Unlike the potentiam convertendie Rudis is singular—the strongest thing ever wrought by a mad scientist. The darkness-dwelling freak is filled by unholy strength, proven in combat with Gruk the Axe to be far superior in physical power. Though it has been subdued it never remains unconscious for long and when awoken there is nothing in the world capable of confining Rudis, its blasphemous muscles breaking out of even Rankir Tarryndorn's attempts at imprisonment (who fears that the mighty magic of the Samovi Preserve could break under this things impossible strength). Caskette, Fraus, Trepida, Aevus, Gespadrieux, and even Rogar are all keen to make the abomination their ally but none have succeeded yet.

Until then Rudis wanders the Taenarius Tunnels, occasionally surfacing to eat whatever it likes before disappearing back underground.



Scelestus (Mailotia Vandersynn)

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather of bludgeoning resistance)

Hit Points 190 (20d8+100)

Speed 40 ft., leap 20 ft., swim 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA	Sanctity	Sin
20 (+5)	19 (+4)	20 (+5)	19 (+4)	13 (+1)	15 (+2)	17 (+3)	14 (+2)

Saving Throws Str +10, Int +7

Skills Athletics +10, Deception +12, Perception +6, Stealth +9

Damage Resistances piercing and slashing from nonmagical weapons; bludgeoning

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 14 (11,400 XP)

Lunar Power. After dusk, Scelestus gains a +2 bonus to ability checks, attack rolls, damage rolls, and saving throws. After dawn, Scelestus takes a -2 penalty to ability checks, attack rolls, and saving throws. When the moon is out, Scelestus has advantage on ability checks.

Two Identities. Mailotia Vandersynn and Scelestus are one and the same. While she is assuming one persona any attempt to locate the other persona fails, as though they did not exist. Attempts to identify the two identities as one in the same (without evidence, such as seeing her change identities) requires a DC 23 Intelligence (Investigation) check. She can change identities as an action.

ACTIONS

Multiattack. Scelestus attacks five times.

Lunamad Vesperam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+5) magical slashing damage.

Vesperam Blast. Ranged Weapon Attack: +9 to hit, range 100/200 ft., one target. *Hit:* 22 (4d8+4) psychic damage.

REACTIONS

Vesperam Masks (Recharge 4–6). A trio of powerful masks appear when Mailotia transforms into Scelestus, the aspects of her psyche gradually being diminished by the dark relic she carries. When she is targeted by an effect or spell that causes her to gain a condition, Scelestus can use her reaction to be unaffected by the condition. When she is the target of a weapon or spell attack, Scelestus can use her reaction to adds 10 to her AC against one melee attack that would hit her.

Mailotia Vandersynn took her family's vast wealth and squandered it almost as soon as she came of age. At first her parents, aunts, and uncles were too happy to pay for her lavish lifestyle and constant travel but near the end of her first decade of adulthood she realized that they were becoming stingy—until each disappeared or suffered a tragic death. Mailotia was careful and patient in order to keep The Inquisition off her tail, evading suspicion until she became the eldest living Vandersynn at the age of just 28.

Knowing that she was ultimately going to be caught and with a dwindling coffer Mailotia turned her remaining wealth on searching for relics of any kind, certain that more days of excessive leisure were only a few murdered Inquisitors away. With a hefty bribe to a boat captain working with archaeologists diving under Lake Lunaris, she learned of a tomb deep beneath the lakebed had been discovered—and that its exploration was being delayed by The Ministry's concerns of what awaited within. Bold and desperate she made her way into the ritual hall of an ancient god, a deity once worshiped by the sahuagin that ruled the region in the Twilight of Suffering.

The instant Mailotia broke into the tomb a wicked blade embedded in a platinum plinth broke free of its moorings, floating towards her almost as if it were waiting for her all the while. As her hands wrapped around the hilt she felt malevolent energies suffuse her body and a million wicked designs unfolded in her mind's eye. Scelestus was born and instantly became so great a scourge upon Askis that agents of The Inquisition have marked her as a primary target, her seemingly random murders and robberies keeping the heat off of Mailotia Vandersynn and affording her a luxurious life—for a time, at least.



Stephni Hibernica

Medium humanoid (human), neutral evil diabolist (demonic) 18

Armor Class 18 (masterful presence, bracers of defense)

Hit Points 153 (18d8+36 plus 36 temporary hit points)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	Sanctity	Sin
9 (-1)	16 (+3)	14 (+2)	11 (+0)	18 (+4)	16 (+3)	13 (+1)	18 (+4)

Saving Throws Wis +10, Cha +9

Skills Arcana +6, Deception +9, Insight +10, Perception +10, Persuasion +9

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (sees through magical darkness), passive Perception 25

Languages Abyssal, Common, Vilespeech, telepathy 120 ft. (diaboli indefinite range)

Challenge 15 (13,000 XP)

Breathless. Stephni does not breathe. She has advantage on saving throws against spells and effects that come from dangerous gases.

Conjuring Points (12/long rest). Stephni can spend conjuring points to fuel different effects.

- **Banisher (2 conjuring points).** Stephni casts *banishment* or *hallow* (evil options only).
- **Demonic Familiar (1 conjuring point).** Stephni casts *find familiar* as an action. The familiar is undead, has darkvision 60 ft., truesight 35 ft., resistance to cold, fire, and lightning, as well as resistance to bludgeoning, piercing, and slashing from nonmagical weapons. In addition it is immune to necrotic and poison, and has immunity to the charmed, exhaustion, frightened, paralyzed, and poisoned conditions.
- **Unbound Soul (4 conjuring points).** Stephni casts *plane shift* or *teleport*.

Diabolic Resistance. Stephni has advantage on saving throws against poison.

Diabolic Spellcasting. Stephni is an 18th level diabolic spellcaster that uses Wisdom as her spellcasting ability (spell save DC 18; +12 to hit with spell attacks). In addition, she is able to cast any spell with the ritual tag. Stephni may only cast 6 ritual spells before requiring a long rest to cast more. She may use either an arcane focus or a divine focus as a spellcasting focus for her spells. Stephni has the following cantrips prepared from the cleric and wizard spell lists:

Cantrips: *acid splash*, *fire bolt*, *guidance*, *poison spray*, *sacred flame*, *spare the dying*

Feat: Voodoo. After collecting at least 1 ounce of hair, skin, blood, or other part of another creature's body Stephni is able to fashion it into a small simulacra that loa tie to the creature's life force. So long as the creature she makes the simulacra from is within 100 feet and she is able to see it, Stephni may cast cantrips or use Necromantic Touch against the creature by targeting its simulacra. After damaging a creature through the simulacra a number of times equal to its Hit Dice, the simulacra is destroyed if she does not make a Wisdom saving throw (DC 10 + Hit Dice of target creature). When the simulacra is destroyed Stephni's Sin increases by 1. By increasing her Sin by 1 while creating the simulacra, Stephni is able to use weapon attacks to damage the creature tied to it.

Feat: War Magic. When Stephni has advantage when she makes a Constitution saving throw to maintain concentration from taking damage. In addition, she is able to make the somatic components for spells even when she is wielding a weapon or shield in her hands or while flying. Finally, she can use her reaction when a hostile creature provokes an opportunity attack from her to cast a cantrip at the creature so long as it has a casting time of 1 action and only targets that creature.

Natural Sinner. Roll 1d20 whenever Stephni spend a vilis point. On a result of 19 or 20 she does not have to expend the vilis point to benefit from it.

Scion of Evil. Stephni has advantage on saving throws made to resist the spells and effects of undead, daemons, and demons (but not devils).

Summoning. Summoning a diabolus takes an entire turn during which Stephni does not take any



movement or other actions (including reactions) and expends conjuring points equal to the amount listed for the creature. If she takes damage while summoning a diabolus, a Constitution saving throw to maintain concentration is required or the diabolus dies in transition. The diabolus appears in unoccupied spaces that she can see within range.

Once summoned a diabolus remains on the Material Plane until it has taken an amount of damage equal to its hit points, Stephni dismisses it as a reaction, or the diabolus travels more than 500 feet from her.

If a diabolus suffers a critical hit Stephni must succeed on a Constitution saving throw to concentrate and to maintain her connection to it or she loses control of the creature (at the GM's discretion it may attack an ally, but never Stephni). Stephni may have up to 6 summoned diaboli.

- **Minor Diaboli (1 conjuring point).** Cacodaemon (CR ½, page 218), **Skeleton** (CR ¼), **Zombie** (CR ¼)
- **Lesser Diaboli (2 conjuring points).** Dretch (CR ¼), (Shadow CR ½), Quasit (CR 1), Specter (CR 1)
- **Moderate Diaboli (3 conjuring points).** Ghast (CR 2), Imp-Erosi (CR 2; page 224), Coloxus (CR 3; page 222), Will-o'-Wisp (CR 2), Wight (CR 3)
- **Dire Diaboli (4 conjuring points).** Ghost (CR 4), Incubus/Succubus (CR 4)
- **Greater Diaboli (5 conjuring points).** Abrikandilu (CR 5; page 221), Wraith (CR 5)

Roll initiative for the diaboli as a group, which has its own turns. They obey any verbal (or telepathic) commands that Stephni issues to them (no action required by her). If she doesn't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Diaboli with innate spellcasting can cast a number of spells equal to the conjuring points Stephni spends to summon the diabolus but afterward she must expend 1 conjuring point to have a diabolus use its innate spellcasting.

ACTIONS

Staff of Vile Conjuring. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8+1) magical bludgeoning damage.

Necromantic Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one living creature. *Hit:* 26 (5d8+4) necrotic damage. If this attack kills a creature, Stephni gains a number of temporary hit points equal to the damage dealt. Unlike normal temporary hit points these stack and she may gain a maximum of 36 temporary hit points this way. When Stephni targets one of her diaboli with this feature, she restores the creature's hit points instead.

Diabolic Strike (6/long rest). Stephni can choose to deal 4 less damage with her Necromantic Touch and instead inflict a condition on the target, forcing the creature to make a DC 17 Charisma saving throw. On a failed save, the target gains the blinded or deafened condition for 18 rounds. The target may repeat this saving throw at the end of each of its turns, ending the condition on a success. You may attempt to inflict a condition a number of times equal to your proficiency bonus, after which you must complete a long rest before you can do so again.

EQUIPMENT

Staff of Vile Conjuring (10 charges). This staff regains 1d6+4 expended charges daily at midnight. Stephni treats charges in the staff as conjuring points. While holding the staff, Stephni can expend 1 charge to ignore the effects of one of the *Bands of Kyttarmoak* for 1 round. Stefany can use an action and expend 3 charges to cause a miasma of evil to spread out in a 30-foot radius from her. The vile cloud remains for 1d4 rounds, making the area heavily obscured for non-evil creatures. Any spells or features used to restore the hit points of a good creature in the vile cloud only restore half as many hit points (minimum 1 hit point), the other half targeting the nearest evil creature in the vile cloud instead (minimum 0 hit points). The vile cloud moves with Stephni, remaining centered on her. A wind of at least 10 miles per hour disperses the vile cloud and ends the effect.

The conjurer Stephni Hibernica spent over a decade terrorizing the settlements of Samovi, infamous for leading assaults by unholy creatures before the Justitia and The Inquisition caught up with her. Rather than suffer capture and more time in rehabilitation the diabolist instead drew her own psyche and soul into her prized weapon. Stephni's body died away more than a century ago and her mind resided in the Adversus Museum of

Artifacts and Antiquities until a foolish cleric of the dark forces attempted to wield the *Staff of Vile Conjuring*, releasing and resurrecting the long dead summoner. With this second lease on life Stephni has been far more careful and cunning, using her wiles to secure friends among the dwarven politician-nobles of Prensatio unaware of her true talents. With their unknowing help she has

reconstructed a slightly less powerful version of the relic and further mastered the art of summoning, gradually working to secure enough secrets by way of spying demons until she can present the settlement to the mad scientist Caskette (or perhaps Fraus Calumnia—Stephni hasn't made up her mind just yet).





TUCKER QUICKFOOT

Small humanoid (lightfoot halfling Celestial Hero), chaotic good (evil) halfling rogue (masquerading heretic) 20

Armor Class 22 (+3 studded leather armor, bracers of defense)

Hit Points 170 (20d8+80)

Speed 25 ft.; **Vilis Points** 20

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	20 (+5)	18 (+4)	17 (+3)	15 (+2)	20 (+4)	4 (-3)	20 (+5)

Saving Throws Dex +11, Int +9, Wis +8

Skills Acrobatics +11, Athletics +7, Deception +17, Insight +14, Investigation +9, Perception +8, Persuasion +17, Sleight of Hand +11, Stealth +17

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses blindsense 10 ft., darkvision 120 ft., passive Perception 18

Languages Celestial, Common, Deep Speech, Halfling, Thieves' Cant, Vilespeech, and 8 others

Challenge 18 (20,000 XP)

Ageless. Tucker cannot suffer from frailty of old age, die from old age, or be aged magically.

Bravery. Tucker has advantage on saving throws against fear.

Cunning Action (1/turn). Tucker can spend a bonus action to take the Dash, Disengage, or Hide action.

Despicable Strike. When Tucker hits a creature and deals Sneak Attack damage, he can spend 1 vilis point to force it to make a DC 18 Wisdom saving throw.

On a failure the target loses all magical features and spellcasting it possesses for 6 rounds. Any arcane magic items or spells currently affecting the target function normally but divine-based magic dissipates.

Elusive. No attack roll has advantage against Tucker while he isn't incapacitated.

Evasion. When Tucker is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Implacable Will. Tucker is immune to the effects of *detect thoughts*. When creatures attempt to charm Tucker the spell or effect appears to function normally (making it seem as though he has been successfully charmed).

Halfling Nimbleness. Tucker can move through the space of any creature that is of a size larger than his.

Lucky. When Tucker rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Natural Liar (6/long rest). Tucker may use his Cunning Action to draw upon dark inspiration that

grants him advantage on a Charisma (Deception) or Charisma (Persuasion) check.

Naturally Stealthy. Tucker can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Reliable Talent. Whenever Tucker makes an ability check that lets him add his proficiency bonus, he treats a d20 roll of 9 or lower as a 10.

Sneak Attack 10d6 (1/turn). Tucker deals an extra 35 (10d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Tucker that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Stroke of Luck (1/short rest). If Tucker's attack misses a target within range, he can turn the miss into a hit. Alternatively, if he fails an ability check, he can treat the d20 roll as a 20.

Undetectable. Tucker is under the constant effects of the *non-detection* spell. Suppressing or reactivating this feature is a free action even while incapacitated.

ACTIONS

Two-Weapon Fighting. Tucker attacks once and may spend his bonus action to make an additional attack (which doesn't gain his +5 Dexterity bonus to damage).

Dagger (2). *Melee Weapon Attack:* +14 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 10 (1d4+8) magical piercing damage, and the target must make a DC 18 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one. Immediately after hitting or missing the target, a thrown magical dagger reappears in Tucker's hand.

REACTIONS

Obscured Nature. By spending his reaction and 1 vilis point, Tucker may be treated by one known effect or spell as though he were an unaligned creature. Creatures detecting Tucker's aura perceive his Sin score as his Sanctity score and vice versa.

Uncanny Dodge. When an attacker Tucker can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

A striking red plume juts out the broad brown hat this halfling wears, accented by amber hair that falls wildly down onto his shoulders to frame his smile alongside a sharply cut goatee. Flexible silver and gold armor hugs his lithe form underneath a rich red and black cape, and he wears a glittering clasp that bears an emblem of his own face.

There are many, many false origins regarding Tucker Quickfoot. The official tale is that he was born to a humble shoemaker in Eludere and fell into adventuring on accident while ferrying some jeweled heels back to Obcidens, distracted from the delivery by the din of a battle where he befriended Gruk. Truth rings only in the beginning and end of this story; Tucker was raised in Eludere and he did meet the half-orc at the end of a seemingly random conflict, but none of the circumstances had anything to do with chance. The real parents of the demigod were halfling thieves, not cobblers, and his introduction to Gruk was an affair staged purely for the half-orc to bring him into the good graces of the mercenary commander—smuggling is a tough business but being surrounded by plenty of warriors makes for fine cover. While he did much to better life in the Far Continent with an intent to help others and there was once goodness in his soul, that has long since been starved away by the wickedness of his duplicity with the *Torquem Machina*.

Tucker has become a creature beholden to his grand deception above all other things, knowing that should it ever be revealed that everything he's built for himself will come crashing down. The skills he mastered from his family's "business" and years of making war on the world's evils serve him well in the pursuit of concealing his fell secret—he seems to be charming, friendly, warm, outgoing, thoughtful, generous, and generally completely amicable. In all actuality he is overwhelmingly devious, his every act intended to serve him in one manner or another (Tucker never forgets a kindness, particularly his own.)

The halfling demigod avoids fighting in the open unless he knows without doubt that he has a huge advantage over his opponent. Even then, Tucker is always accompanied by at least two Master Inquisitors that run interference and occupy opponents while he flits through combat to make deadly surprise assaults, appearing and disappearing to frustrate opponents targeting him. He's intimately involved with all of The Inquisition's affairs and keeps a sharp eye out for any chance his duplicity will be outed, aided in sifting through its countless concerns with the help of Treklotus Edwardius.



At first this person doesn't seem remarkable at all but upon reflection something in their eyes is awry—almost predatorial.

Master Inquisitor

Medium humanoid (any), neutral (evil) rogue (masquerading heretic) 16

Armor Class 20 (+1 studded leather, bracers of defense)

Hit Points 131 (16d8+48)

Speed 30 ft.; **Vilis Points** 17

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
11 (+0)	20 (+5)	16 (+3)	15 (+2)	13 (+1)	16 (+3)	8 (-1)	17 (+3)

Saving Throws Dex +10, Int +7, Wis +6

Skills Deception +13, Insight +11, Intimidation +8, Investigation +12, Perception +11, Technology +7

Condition Immunities charmed

Senses blindsense 10 ft., passive Perception 21

Languages Celestial, Common, Thieves' Cant

Challenge 11 (7,200 XP)

Cunning Action (1/turn). The Master Inquisitor can spend a bonus action to take the Dash, Disengage, or Hide action.

Evasion. When the Master Inquisitor is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Natural Liar (4/long rest). The Master Inquisitor may use their Cunning Action to draw upon dark inspiration that grants them advantage on a Charisma (Deception) or Charisma (Persuasion) check.

Implacable Will. The Master Inquisitor is immune to the effects of *detect thoughts* and the charmed condition. In addition, when creatures attempt to charm the Master Inquisitor the spell or effect appears to function normally (making it seem as though they have been successfully charmed).

Reliable Talent. Whenever the Master Inquisitor makes an ability check that lets them add their proficiency bonus, they treat a d20 roll of 9 or lower as a 10.

Sneak Attack 8d6 (1/turn). The Master Inquisitor deals an extra 28 (8d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Master Inquisitor that isn't

incapacitated and the Master Inquisitor doesn't have disadvantage on the attack roll.

Supreme Sneak. The Master Inquisitor has advantage on a Dexterity (Stealth) check if they move no more than half their speed on the same turn.

Undetectable. The Master Inquisitor is under the constant effects of the *nondetection* spell. Suppressing or reactivating this feature is a free action even while incapacitated.

ACTIONS

Magic Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 8 (1d4+6) magical piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage but unable to reduce a creature below 1 hit point.

Magic Hand Crossbow. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 9 (1d6+6) magical piercing damage.

REACTIONS

Obscured Nature. By spending their reaction and 1 vilis point, the Master Inquisitor may be treated by one known effect or spell (such as *protection from good or evil* or when first interacting with an inaequa device) as though they were an unaligned creature. Creatures detecting the Master Inquisitor's aura perceive their Sin score as their Sanctity score and vice versa.

Uncanny Dodge. When an attacker the Master Inquisitor can see hits them with an attack, the Master Inquisitor can use their reaction to halve the attack's damage against them.

True agents of Tucker Quickfoot have unquestionable loyalty to the halfling demigod and report directly to him, bypassing Treklotus Edwardius (often without the tiefling's knowledge). It takes years of dedication and successful covert operations to earn the coveted rank of Master Inquisitor, but most importantly of all anyone deemed worthy to be offered the position must also be willing and able to take part in the great duplicity they conceal—those that aren't are lobotomized, turned into aesgigas to serve the cause in another fashion.

Master Inquisitors have absolute authority to go anywhere they please at any time though, they tend to avoid churches and places where the pious gather (ostensibly because they are too busy routing out villains). To those that know them they are generous and benevolent in order to establish networks of informants across the world. In truth a Master Inquisitor is as black-hearted as Tucker Quickfoot and nearly as good at hiding it. In addition to their other tasks, they keep tabs on Askis' mad scientists though with standing orders not to interfere for three reasons: the fugitives have value as scapegoats if a few are allowed to operate, they provide distraction for the other servants of the Celestial Heroes, and when The Inquisition rapidly responds to an assault it justifies the organization and its zealous tactics.

There is a distinct sense of knowing in this woman's gaze and she saunters forward confidently, subtly scanning her surroundings with a hand near the hilt of her shortsword.

Inquisitor

Medium humanoid (any), neutral rogue (thief) 12

Armor Class 17 (+1 glamered studded leather)

Hit Points 99 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +8, Int +6

Skills Deception +11, Insight +9, Intimidation +7, Investigation +10, Perception +9, Technology +6

Senses passive Perception 19

Languages Celestial, Common, Thieves' Cant

Challenge 8 (3,900 XP)

Cunning Action (1/turn). The Inquisitor can spend a bonus action to take the Dash, Disengage, Hide, or Use Object action, make a Dexterity (Sleight of Hand) check, or to use thieves' tools (to disarm a trap or open a lock).

Evasion. When the Inquisitor is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Reliable Talent. Whenever the Inquisitor makes an ability check that lets them add their proficiency bonus, they treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing does not cost the Inquisitor extra movement. When they make a running jump, the distance they cover increases by 4 feet.

Sneak Attack 6d6 (1/turn). The Inquisitor deals an extra 21 (6d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Inquisitor that isn't incapacitated and the Inquisitor doesn't have disadvantage on the attack roll.

Supreme Sneak. The Inquisitor has advantage on a Dexterity (Stealth) check if they move no more than half their speed on the same turn.

ACTIONS

Magic Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) magical piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage but unable to reduce a creature below 1 hit point.

Magic Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6+5) magical piercing damage.

REACTIONS

Uncanny Dodge. When an attacker the Inquisitor can see hits them with an attack, the Inquisitor can use their reaction to halve the attack's damage against them.

Agents of the Inquisition work closely with The Ministry to fight against corruption throughout the world. Though beloved and respected, there is a slight undercurrent of fear for the authority they wield (legal power exceeding the remit of the Justitia) and because they bear witness to horrors beyond the ken of mortal eyes in order to protect others from worse fates. Like a clergy of the 3rd Paene, these carefully chosen and developed followers of Tucker Quickfoot have a more full understanding of the nature of the world, of the *Praecepta*

Ministerium and familiar with the contents within. Using secret caches hidden across Askis' settlements and wilderness, they establish and propagate cover identities for The Inquisition's use in the pursuit of their "holy" endeavors as they infiltrate what little evil still remains on the surface of the planet (or seek knowledge of the dangers lurking beneath).



This leather-clad servant of the Inquisition proudly wears their organization's emblem.

Inquisitor Adeptus

Medium humanoid (any), neutral rogue (thief) 8

Armor Class 15 (studded leather)

Hit Points 59 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +6, Int +5

Skills Deception +9, Insight +7, Intimidation +6, Investigation +5, Perception +4, Technology +5

Senses passive Perception 14

Languages Celestial, Common, Thieves' Cant

Challenge 3 (700 XP)

Cunning Action (1/turn). The Adeptus can spend a bonus action to take the Dash, Disengage, Hide, Use Object action, make a Dexterity (Sleight of Hand) check, or to use thieves' tools.

Evasion. When the Adeptus is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Second-Story Work. Climbing does not cost the Adeptus extra movement. When they make a running jump, the distance they cover increases by 3 feet.

Sneak Attack 4d6 (1/turn). The Adeptus deals an extra 14 (4d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Adeptus that isn't incapacitated and the Adeptus doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 5 (1d4+3) piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage but unable to reduce a creature below 1 hit point.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker the Adeptus can see hits them with an attack, the Adeptus can use their reaction to halve the attack's damage against them.

Apprentices are carefully retrained and plied by their peers, coerced into moral latitude by the revelation of the wickedness they face and their necessary brutality.

The mark of The Inquisition is elegantly stamped onto this functionary's voluminous red robes.

Legatus

Medium humanoid (any), neutral good rogue (samaritan) 4

Armor Class 14 (studded leather)

Hit Points 31 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +4, Int +4

Skills Insight +5, Investigation +4, Perception +3, Persuasion +6, Religion +3, Sleight of Hand +4

Senses passive Perception 13

Languages Celestial, Common, Thieves' Cant

Challenge 2 (450 XP)

Cunning Action (1/turn). The Legatus can spend a bonus action to take the Dash, Disengage, or Hide action.

Cunning Samaritan. The Legatus can use their Cunning Action to aid the defense of an ally within 5 feet. The Legatus chooses 2 targets, forcing each to make a DC 12 Intelligence saving throw. On a failure, a target has disadvantage on attack rolls made against the ally until the start of the Legatus' next turn.

The Legatus can also use their Cunning Action to move 30 feet as a reaction so long as they do not take the Dash action the same turn.

Sneak Attack 2d6 (1/turn). The Legatus deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Legatus that isn't incapacitated and the Legatus doesn't have disadvantage on the attack roll. The Legatus' Sneak Attack damage cannot kill a creature, only knock it unconscious.

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.

Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

The first thing new recruits of The Inquisition are trained for is politics, acting as diplomats in Askis' congresses and intermediaries between local governments and The Ministry. They're the public face of the institution and best loved of its servants, trustworthy and intent on spreading goodwill.

Azure and indigo hues make up the majority of this regal tiefling's attire, his tunic and cape clearly of high quality and in the latest fashions from Regredior. The man's long black hair is pulled tight to allow his grand fiendish horns to rise freely, and the weathering of age is clear on his manicured face. He wears both silver and gold pauldrons, although more interesting is the buckle on his belt—a metal clasp bearing both the old symbols of *The Ministry* and *The Inquisition*.

Treklotius Edwardius

Medium humanoid (tiefling), neutral good (evil) rogue (masquerading heretic) 14 / paladin (heresy knight) 6

Armor Class 23 (+3 studded leather, bracers of defense, ring of protection)

Hit Points 156 (14d8+6d10+60)

Speed 30 ft.; **Vilis Points** 16

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	20 (+5)	16 (+3)	17 (+3)	15 (+2)	18 (+4)	5 (-3)	16 (+3)

Saving Throws Str +6, Dex +16, Con +8, Int +14, Wis +7, Cha +9

Skills Athletics +7, Deception +16, Insight +14, Perception +8, Persuasion +10, Sleight of Hand +17, Stealth +17

Damage Resistances fire

Condition Immunities charmed, disease

Senses blindsense 10 ft., darkvision 60 ft., passive Perception 18

Languages Abyssal, Celestial, Common, Infernal, Thieves' Cant, Vilespeech

Challenge 16 (15,000 XP)

Aura of Protection. Friendly creatures within 10 feet of Treklotius gain a +4 bonus on saving throws.

Channel Divinity (Recharges on short rest). When Treklotius uses channel divinity, he chooses which option to use.

Ensnarling Heresy. As an action, Treklotius presents his holy symbol, focusing the force of his blasphemy

on a creature within 10 feet of him that he can see. The creature must succeed on a DC 18 Wisdom saving throw or be restrained. While restrained by the tendrils, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the coils disappear.

Putrefying Strike. As a bonus action, Treklotius touches one weapon or piece of ammunition and coats it with an oily film. This substance lasts for 1 minute. The next time he hits a target with an attack using that weapon or ammunition the target takes 17 (2d10+6) necrotic damage.

Cunning Action (1/turn). Treklotius can spend a bonus action to take the Dash, Disengage, or Hide action.

Divine Sense (5/long rest). As the paladin feature.

Divine Smite. When Treklotius hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a

1st-level spell slot or 3d8 for a 2nd-level spell slot. The damage increases by 1d8 if the target is an undead or a fiend.

Evasion. When Treklotius is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Implacable Will. Treklotius is immune to the effects of *detect thoughts*. When creatures attempt to charm Treklotius the spell or effect appears to function normally (making it seem as though he has been successfully charmed).

Lay on Hands (30 points). As an action, Treklotius can touch a creature and draw restore a number of hit points to that creature, up to the maximum amount remaining in his pool. Alternatively, he can cure the target of diseases or neutralize poisons affecting it (expending 5 hit points separately for each one). This feature has no effect on undead and constructs.

Natural Liar (5/long rest). Treklotius may use his Cunning Action to draw upon dark inspiration that grants him advantage on a Charisma (Deception) or Charisma (Persuasion) check.

Reliable Talent. Whenever Treklotius makes an ability check that lets him add his proficiency bonus, he treats a d20 roll of 9 or lower as a 10.

Sneak Attack 7d6 (1/turn). Treklotius deals an extra 24 (7d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Treklotius that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Undetectable. Treklotius is under the constant effects of the *non-detection* spell. Suppressing or reactivating this feature is a free action even while incapacitated.

Spellcasting. Treklotius is a 6th level spellcaster that uses Charisma as his spellcasting ability (spell save DC 18; +10 to hit with spell attacks). He is able to cast or has the following spells prepared from the paladin's spell list:

Cantrips: *thaumaturgy*

1st-level (4 slots): *bless*, *command*, *cure wounds*, *detect magic*, *flay skin*^V, *heroism*, *lesser inscribe* *Vilespeech*^V

2nd-level (2 slots): *aid*, *bone spurs*^V, *find steed*, *ray of enfeeblement*

1/day each: *hellish rebuke* (2nd-level), *darkness*

ACTIONS

Multiattack. Treklotius attacks twice.

Magic Dagger. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4+6) magical piercing damage. Immediately after hitting or missing the target, a thrown magical dagger reappears in Treklotius' hand.

REACTIONS

Obscured Nature. By spending his reaction and 1 vilis point, Treklotius may be treated by one known effect or spell as though he were an unaligned creature.

Creatures detecting Treklotius' aura perceive his Sin score as his Sanctity score and vice versa.

Uncanny Dodge. When an attacker Treklotius can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

In their distinguished centuries of service protecting Askis from the scourge of evil, only Celestial Heroes have carried true authority in both The Inquisition and The Ministry before Treklotus Edwardius. The tiefling quickly earned distinction by becoming the youngest Inquisitor in history to ever earn the title, proving indispensable with the capture of fugitives by the score—criminals one and all that had evaded authorities for years if not decades. With such an impressive record and a mind of unmatched piety Tucker Quickfoot himself saw to it that Agent Treklotus became the organization's official liaison with The Ministry, rapidly earning the rights to be initiated into the 3rd Paene.

To the world at large this is the epic story of Treklotus Edwardius: a fiendkin borne to lowly circumstances, raised up to the heights of power by wit, will, and devotion to the *Philosophy of Enlightened Civility* and Celestial Heroes. This is not however the truth of his tale and for all his lauded holiness the tiefling hides a dark secret—he is as dubious, duplicitous, and demented as Tucker Quickfoot. The halfling noticed his eventual protege when Treklotus was but a child, witnessing the tiefling cleverly evade capture after stealing a bit of food from a marketplace. It was a small thing for the Celestial Hero to see him brought into the fold of the best social services, agents of The Inquisition ensuring that any more trouble Treklotus got himself into was quietly suppressed until they could receive him directly into their ranks. While a touch theatrical, the staged arrests of his early years in the organization satisfied all but the most curious doubters and once he had authority as a proper Inquisitor, the tiefling became a true force to be reckoned with.

In only a few years Treklotus discovered the truth of the Ministerium Inmorte and with a touch of persuasion, Tucker Quickfoot convinced him of their need and brought him into the ranks of The Ministry to, "gain a perspective for the whole grand picture". Less than half a decade passed before the tiefling began to unravel the enigma of the Score Tarvorial and this is when he became the true confidant of the duplicitous Celestial Heroes, learning of Tucker and Darrius' secrets and agreeing to be their right hand. His primary task is concealing knowledge of the *Torquem Machina* but any attempt to subvert one of the demigod's great works garners his attention—as well as promising potential recruits.



DARRIUS VENTRELLI

Medium humanoid (tiefling Celestial Hero), neutral good (evil) sorcerer (angelic bloodline) 20

Armor Class 19 (mage armor, bracers of defense)

Hit Points 130 (20d6+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
12 (+1)	19 (+4)	18 (+4)	17 (+3)	15 (+2)	20 (+5)	17 (+3)	12 (+1)

Saving Throws Con +10, Cha +11

Skills Arcana +9, Deception +11, Medicine +8, Persuasion +11, Religion +9, Science +9

Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 12

Languages Celestial, Common, Draconic, Infernal

Challenge 18 (20,000 XP)

Ageless. Darrius cannot suffer from frailty of old age, die from old age, or be aged magically.

Angel Wings. As a bonus action, Darrius sprouts a pair of spectral angel wings from his back, gaining a flying speed of 30 feet. These wings last until dismissed as a bonus action.

Scrolls of Sanctity. The scrolls affixed to Darrius' attire make it impossible for any source to detect his alignment and give him immunity to the charmed condition.

Sorcery Points (20/long rest, 4/short rest). Darrius can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 5th-level).

Blinding Gaze (2 points). Darrius can spend a bonus action to target a creature he can see within 60 feet. If the target can see Darrius, it must succeed on a DC 19 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Healing Touch (1 point). Darrius can spend an action to touch another creature within reach. The target magically regains 23 (4d8+5) hit points. If he spends 2 Sorcery Points, the target regains 41 (8d8+5) hit points and it is also freed from any curse, disease, poison, blindness, or deafness.

Metamagic: Extended Spell (1 point). When Darrius casts a spell that has a duration of 1 minute or longer, he can double its duration, to a maximum duration of 24 hours.

Metamagic: Quickened Spell (2 points). When the Darrius casts a spell that has a casting time of 1 action, he can change the casting time to 1 bonus action for this casting.

Metamagic: Subtle Spell (1 point). When Darrius casts a spell, he can cast it without any somatic or verbal components.

Metamagic: Twinned Spell (1 point per spell level; minimum 1 point). When Darrius casts a spell that targets only one creature and doesn't have a range of self, he can target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Spellcasting. Darrius is a 20th level spellcaster that uses Charisma as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Darrius' sorcerer cantrips are unable to reduce a creature to less than 1 hit point and he has the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash*, *eldritch blast*, *mage hand*, *minor illusion*, *ray of frost*, *shocking grasp*, *thaumaturgy*, *true strike*

1st-level (4 slots): *detect magic*, *disguise self*, *mage armor*

2nd-level (3 slots): *detect thoughts*, *invisibility*

3rd-level (3 slots): *dispel magic*, *major image*

4th-level (3 slots): *dimension door*,
greater invisibility, *stoneskin*

5th-level (3 slots): *cone of cold*

6th-level (2 slots): *eyebite*

7th-level (2 slots): *prismatic spray*

8th-level (1 slot): *dominate monster*

9th-level (1 slot): *wish*

1/day each: *hellish rebuke* (2nd-level), *darkness*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 7 (1d4+5) magical piercing damage.

Eldritch Blast. *Ranged Weapon Attack:* +11 to hit, range 120 ft., four beams (up to four targets). *Hit:* 5 (1d10) force damage. If Darrius has advantage on his spell attack roll when casting *eldritch blast*, he deals 5 additional damage on a hit.

REACTION

Celestial Swarm. As a reaction Darrius spends 1 sorcery point to encircle his body with motes of light. These motes have 12 hit points and any damage Darrius would take before the end of his next turn is subtracted first from this pool of hit points.

Crimson skin and fiendish ears mark this man as a tiefling but what would be grand bone horns above his eyes have been cut down to less than a foot in length. Dark brown hair falls halfway down the back of his doctor's coat, and his carefully manicured goatee and thin mustache complement the intensity to his gaze.

Darrius Ventrelli's origins are known far and wide, the underlying fable of why a sickness overcomes those who partake too deeply of flesh. The unfortunate story of his aasimar mother may seem to be one of numerous tragic fates during the Twilight of Suffering, but it was far from that—his demonic father was very specific about whom he chose to rape. While swimming in the River Styx after escaping imprisonment by the Stipticus Monks, the demon Marzkyllioazhee chanced upon a glimpse of Refesina. The balor witnessed the chains of Askis' mortals being pulled and some eight far longer than others, deciding to manipulate the soul of one nearby and finding it linked to Darrius' mother. After he was done with her the demon went back to check and saw a dimensional chain linked to his own that had joined them, another nearby that had turned as black as the depths, and all nine far longer than before.

The death of Darrius' mother when he was a child of only 8 years traumatized him but brought power enough to escape to freedom, unlocking a potent mixed bloodline of sorcerous might. Sexual crimes infuriated him to no end and the pirates of Samovi were prime offenders; when word of the Vengeful

Scourges of Tapper Underknoll reached him the tiefling made an alliance with the gnome. Infiltrating the crew of Captain Hethyria Bloodboot in the legendary taking of *The Scorned Maiden* was only the first of their exploits, victories counted in the dozens before the duo joined forces with Lellwyn Fethyrwal to create the Golden Redeemers. Where the ranger was a master in combat and tactics, Darrius found that he was a natural at blending in with the brigands they targeted—and that his first taste of evil wasn't as bad as he anticipated.

For all the good he and his doctors have done in the world Darrius cannot help but constantly reflect on the deception of the *Torquem Machina*. To distract himself he lives a life of excess, always engaging in one entertainment or another to try and keep his mind off the

grand duplicity. This life of leisure has gradually taken an increasing toll on his work as a doctor, and the tiefling spends less and less time healing anything other than his "condition of extreme boredom with borderline anxiety". While Darrius' friendship with Tapper remains, the gnome senses something has been putting a distance between them and is beginning to become suspicious of his longtime ally's changing behavior.

In combat Darrius casts *greater invisibility* before taking over the most dangerous opponent with *dominate monster*. Afterward he uses *eyebite* spells to confound enemies before evocation magic starts flying. Generally the doings of The Ministry are left to Treklotus Edwardius and councils of Sanctified Virologists that contact the tiefling when something of note comes up—when he does work, Darrius reserves his time and effort for high profile medical cases.



A golden caduceus sits on this old doctor's left shoulder paired against an icon for The Ministry on their right. In addition to the white coat that marks their station they carry a large scalpel and pouches on their belt that smell to high heaven.

Sanctified Virologist

Medium humanoid (any), neutral good sorcerer (angelic bloodline) 16

Armor Class 16 (mage armor, bracers of defense)

Hit Points 98 (16d6+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	15 (+2)	14 (+2)	20 (+5)

Saving Throws Con +7, Cha +10

Skills Arcana +6, Deception +10, Insight +7, Medicine +7, Science +7

Senses passive Perception 12

Languages Celestial, Common

Challenge 13 (10,000 XP)

Angel Wings. As a bonus action, the Sanctified Virologist sprouts a pair of spectral angel wings from their back, gaining a flying speed of 30 feet. These wings last until dismissed as a bonus action.

Sorcery Points (16/long rest). The Sanctified Virologist can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 5th-level).

Metamagic: Extended Spell (1 point). When the Sanctified Virologist casts a spell that has a duration of 1 minute or longer, they double its duration, to a maximum duration of 24 hours.

Metamagic: Subtle Spell (1 point). When the Sanctified Virologist casts a spell, they cast it without any somatic or verbal components.

Metamagic: Twinned Spell (1 point per spell level, minimum 1 point). When Sanctified Virologist casts a spell that targets only one creature and doesn't have a range of self, they can target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Sanctified Virologists have practiced medicine for decades, equally devoted to religious studies and mastering sorcery. Few are up to the challenge and they are heavily rewarded for their labors, paid fine stipends that put them decidedly into the upper class. The wealthiest are trained in surgical procedures but all are required to prepare magics that will allow them to protect their research—the villains of the past have more than once stolen advanced medical knowledge then put it to nefarious use.

Spellcasting. The Sanctified Virologist is a 16th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 18; +10 to hit with spell attacks). The Sanctified Virologist's sorcerer cantrips are unable to reduce a creature to less than 1 hit point and they have the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash, eldritch blast, light, mage hand, ray of frost, shocking grasp, true strike*

1st-level (4 slots): *detect magic, disguise self, mage armor*

2nd-level (3 slots): *detect thoughts, invisibility*

3rd-level (3 slots): *dispel magic, major image*

4th-level (3 slots): *dimension door, greater invisibility, stoneskin*

5th-level (2 slots): *teleportation circle*

6th-level (1 slot): *sunbeam*

7th-level (1 slot): *teleport*

8th-level (1 slot): *power word stun*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 4 (1d4+2) piercing damage.

Eldritch Blast. *Ranged Weapon Attack:* +10 to hit, range 120 ft., three beams (up to three targets). *Hit:* 5 (1d10) force damage. If the Sanctified Virologist has advantage on their spell attack roll when casting *eldritch blast*, they deal 5 additional damage on a hit.

REACTION

Celestial Swarm. As a reaction the Sanctified Virologist can spend 1 sorcery point to encircle their body with motes of light. These motes have 10 hit points and any damage the Sanctified Virologist would take before the end of their next turn is subtracted first from this pool of hit points.

A crown sits atop the head of this gray-haired man and he wears an elaborate filigree green robe that falls down around his ankles.

Ministratus

Medium humanoid (any), neutral good sorcerer (angelic bloodline) 12

Armor Class 16 (mage armor)

Hit Points 74 (12d6+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Con +6, Cha +8

Skills Arcana +5, Deception +8, Insight +6, Medicine +6, Science +5

Senses passive Perception 12

Languages Celestial, Common

Challenge 8 (3,900 XP)

Sorcery Points (12/long rest). The Ministratus can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 5th-level).

Metamagic: Quicken Spell (2 sorcery points). When the Ministratus casts a spell that has a casting time of 1 action, they can change the casting time to 1 bonus action for this casting.

Metamagic: Subtle Spell (1 sorcery point). When the Ministratus casts a spell, they can cast it without any somatic or verbal components.

Metamagic: Twinned Spell (1 sorcery point per spell level; minimum 1 point). When Ministratus casts a spell that targets only one creature and doesn't have a range of self, they can target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Spellcasting. The Ministratus is a 12th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 16; +8 to hit with spell attacks). The Ministratus' sorcerer cantrips are unable to reduce a creature to less than 1 hit point and they have the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash, eldritch blast, light, mage hand, ray of frost, shocking grasp, true strike*
1st-level (4 slots): *detect magic, disguise self, mage armor*

2nd-level (3 slots): *detect thoughts, invisibility*

3rd-level (3 slots): *dispel magic, major image*

4th-level (3 slots): *dimension door, greater invisibility, stoneskin*

5th-level (2 slots): *teleportation circle*

6th-level (1 slot): *sunbeam*



ACTIONS

Shortsword.

Melee Weapon

Attack: +7 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage.

Eldritch Blast.

Ranged Weapon Attack: +8 to hit, range 120 ft., three beams (up to three targets). *Hit:* 5 (1d10) force damage. If the Ministratus has advantage on their spell attack roll when casting *eldritch blast*, they deal 4 additional damage on a hit.

REACTION

Celestial Swarm. As a reaction the Ministratus can spend 1 sorcery point to encircle their body with motes of light. These motes have 8 hit points and any damage the Ministratus would take before the end of their next turn is subtracted first from this pool of hit points.

Ministratus are the most public figures of The Ministry, seeing to the sickest patients as they run hospitals and government offices in conjunction with local politicians. Despite grueling schedules these bureaucrats are extremely political with their peers, constantly vying to earn promotion to higher paying positions or tutelage in chirurgery (encouraged because the competition spurs everyone on to greater innovations together, or so Darrius insists).

This gray lab coated doctor looks about with concern.

Divine Pathologist

Medium humanoid (any), neutral good sorcerer (angelic bloodline) 8

Armor Class 16 (*mage armor*)

Hit Points 52 (8d6+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +5, Cha +6

Skills Arcana +4, Deception +6, Insight +5, Medicine +5, Science +4

Senses passive Perception 12

Languages Celestial, Common

Challenge 5 (1,800 XP)

Sorcery Points (8/long rest). The Pathologist can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 4th-level).

Metamagic: Subtle Spell (1 point). When the Pathologist casts a spell, they can cast it without any somatic or verbal components.

Metamagic: Twinned Spell (1 point per spell level; minimum 1 point). As the feature listed to the right.

Spellcasting. The Pathologist is an 8th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Pathologist's sorcerer cantrips are unable to reduce a creature to less than 1 hit point and they have the following spells prepared from the sorcerer's spell list:

Cantrips: *eldritch blast, light, mage hand, ray of frost, shocking grasp, true strike*

1st-level (4 slots): *detect magic, disguise self, mage armor*

2nd-level (3 slots): *detect thoughts, invisibility*

3rd-level (3 slots): *dispel magic, major image*

4th-level (2 slots): *dimension door, greater invisibility*

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 5 (1d4+3) piercing damage.

Eldritch Blast. Ranged Weapon Attack: +6 to hit, range 120 ft., two beams (up to two targets). **Hit:** 5 (1d10) force damage. If the Pathologist has advantage on their spell attack roll when casting *eldritch blast*, they deal 3 additional damage on a hit.

REACTION

Celestial Swarm. As a reaction the Pathologist can spend 1 sorcery point to encircle their body with motes of light that have 6 hit points. Any damage the Pathologist would take before the end of their next turn is subtracted first from this pool of hit points.

Anxiety is spread across the face of this lab coated healer.

Doctor of the Faith

Medium humanoid (any), neutral good sorcerer (angelic bloodline) 4

Armor Class 15 (*mage armor*)

Hit Points 26 (4d6+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +3, Deception +5, Insight +3, Medicine +3, Science +3

Senses passive Perception 11

Languages Celestial, Common

Challenge 2 (450 XP)

Sorcery Points (4/long rest). The Doctor can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 2nd-level).

Metamagic: Quickened Spell (2 points). When the Doctor casts a spell that has a casting time of 1 action, they can change the casting time to 1 bonus action for this casting.

Metamagic: Twinned Spell (1 point per spell level; minimum 1 point). When the Doctor casts a spell that targets only one creature and doesn't have a range of self, they target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Spellcasting. The Doctor is a 4th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The Doctor's sorcerer cantrips are unable to reduce a creature to less than 1 hit point and they have the following spells prepared from the sorcerer's spell list:

Cantrips: *eldritch blast, light, mage hand, shocking grasp, true strike*

1st-level (4 slots): *detect magic, disguise self, mage armor*

2nd-level (3 slots): *detect thoughts, invisibility*

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/40 ft., one target.

Hit: 4 (1d4+2) piercing damage.

Eldritch Blast. Ranged Weapon Attack: +5 to hit, range 120 ft., one target. **Hit:** 5 (1d10) force damage. If the Doctor has advantage on their spell attack roll when casting *eldritch blast*, they deal 3 additional damage on a hit.

Lesser doctors are found in clinics or hospitals unless they're being punished with bureaucracy in The Ministry.



SEARCHING THE RIVER STYX

An adventure for four to five characters of levels 3rd to 16th, playable any time the PCs have died.

The PCs have all recently shuffled off their mortal coils and this is their chance to defy death itself! As the adventurers are driven to the River Styx like cattle, prodded and poked at by the daemons of the underworld, a veritable mob of disbelieving zealots find that their god is dead as well and create enough of a ruckus that the party escapes! Running and falling down a steep hill, they are beckoned to a safe place to hide by Sotiria, a fallen angel bound to the Lower Planes. The celestial needs to acquire the shattered soul of a fellow angel, shards of essence treasured by the fiends inhabiting this realm. Only three of the pieces remain in the hands of the despicable creatures here and though each lairs nearby, Sotiria's divine abilities have waned and she is too weak to take the precious remains of her kin from the daemon Wehelin, the demon Xadgudbaha, and the devil Aargoosiga. As a reward for finishing this righteous deed on her behalf, Sotiria guarantees that the host celestial will bless all of the adventurers, restoring them to life and granting each a powerful blessing.

This adventure is designed to be applicable to PCs of nearly any level, and includes scalable mechanics to reflect its wide level range. **Average Party Level (APL)** and **Average Proficiency Bonus (APB)** are used in these mechanics; to calculate these averages, sum the level or proficiency bonus of all PCs, then divide by the number of PCs. Round down if necessary.

THE RIVER STYX

When souls are deemed unworthy of dwelling in the demiplanes of the deities they are devoted to or otherwise diverted after life leaves their body, they are inexorably brought to the River of Styx before being delivered by that dimension's daemons to their final destination. Those bound for the lower planes are brought to the ferries of thanadaemons by manic cacodaemon swarms (or suffer the final agony of total death in the clutches of a hydrodaemon) then carried down the waterway to one of two ends. The hellbound are diverted to an estuary that splits into many smaller streams that act as bridges to the many layers of Hell, but the rest are taken to the waterfall at the end of the River Styx before being thrown down into the Abyss. Though it is only a waystation of souls, the River Styx exists as a demiplane between the Material Plane and the Lower Planes, possessing its own rules and planar traits.

Flowing Time

For every hour a creature spends in the River Styx, 1d20 hours pass on the Material Plane. This time is rolled individually for each creature and companions that manage to escape their fate often return to life weeks away from one another.

Ghostly

Every creature that dies and awakens in the River Styx is an otherworldly composite of their psyche and soul. While on the demiplane, the creature possesses all of the equipment they died with but gains no special abilities other than those they had in life. Should they use *plane shift* or find another normal means of escape, on other planes of existence they manifest as spirits, gaining the Ethereal Sight, and Incorporeal Movement, and Etherealness traits and actions of a [ghost](#).

Inevitable Servants

For every minute spent along the shores of the River Styx, roll 1d20. On a 1 or a 2, one or more daemons native to the demiplane wander nearby. Roll 1d20.

On a 1–8: 2d4 + 2 cacodaemons (page 218).

On a 9–15: 1d4 + 1 hydrodaemons (page 219).

On a 16–20: 1d4 thanadaemons (page 220).

Upon noticing creatures not native to the River Styx,

Returning to the River Styx

Hopefully the PCs don't end up returning to the River Styx, but in the event of another total party kill they may want to defy mortality once again. The GM should manufacture a new distraction—perhaps an actual dead god walks in front of the PCs, a celestial event takes the attentions of their jailers, or Sotiria and Farishta intervene long enough for them to escape—as well as create new entities with themes to replace gluttony, heresy, and avarice (such as other vices like hubris, lust, sloth, or wrath). There should also be a new guardian, preferably one of a different nature and motivation than an angel, such as an Inevitable or a supernaturally lawful entity. This guardian may need items from the three caverns to restore something important somewhere in the Multiverse, such as a clockwork machine that affects fate. Of course, the difficulty of the encounters to acquire these items should be increased to further challenge the adventurers and the GM should treat the average party level as 1 higher for calculating the base statistics of the fiends they have to defeat to succeed.

the daemons acquire reinforcements then attempt to subdue trespassers.

Total Death

Creatures that die on the River Styx are utterly destroyed and cannot be brought back to life. For every 8 hours a creature other than a daemon, demon, devil, or fallen angel spends in the River Styx, it permanently loses 1 Hit Dice. This does not affect their total number of hit points, but Hit Dice lost in this manner cannot be spent to regain hit points during a short rest, and are not restored after a long rest. Returning to life cures this Hit Dice loss. A creature with 0 Hit Dice is utterly destroyed.

Unyielding Current

Creatures moving with the current of the River Styx treat every foot they move toward the end of the waterway as half a foot, effectively doubling their movement speed. Moving against the current and away from the River Styx is more difficult—movement against the current is difficult terrain, and a creature can only move a maximum number of squares against the current each turn equal to their proficiency bonus + Constitution modifier.

INTRODUCTION

The PCs are dead and they awaken as their chained ephemeral selves are being marched down an incline toward the River Styx. Read the following:

The last thing you remember was struggling to stay awake as your life ebbed away, your mortal coil shuffling off. From that darkness, a blackened and blasted landscape gradually emerges, a vast wasteland swarming with legions of the dead. Throughout the craggy valleys ahead of you a dark river winds, strange energies and the souls of those trapped forever here forming the River Styx, a fell waterway plied upon by skeletal thanadaemons ferrying the damned to their final end. Tormented moans fill the air with a wail permeated by dread and in the far distance you can hear the hordes of madness in the Abyss and the screaming warcries of Hell's armies. The finality of this awful place weighs upon you like a thousand chains and you are utterly helpless, only able to join in the howling of the condemned along with the ghostly apparitions of your companions nearby as impish cacodaemons flutter above, herding you down toward the shore.

It's likely that the adventurers are less than pleased about their situation. At first they are unable to control anything but their voices—make sure to give them an opportunity to blame one another, question their faiths or sanity, and fret on what awaits them before setting them free. When the PCs have realized the reality of the River Styx and know with certainty that they are bound for the Abyss or Hell, read the following:

Rising from the general torment you overhear a frantic babbling of disbelief and dismay from a large procession of similarly robed figures not much further ahead of you. It quickly becomes apparent that a sizable cult of some kind died all at once, and that each of them is only just now learning that their god is as dead as they are. Their primal screams of rage are so potent that they start to take shape, forming into a specter that swats away your gaolers—you are freed, your limbs your own once more!

Control of your body returns but is slow at first and in a panic you stumble, tripping and falling down a steep embankment onto the rocky shore of the River Styx below. As you hit the hard stone you spot an unlikely creature—an angel of all things, albeit one with cracked skin and ugly violet veins—and she beckons you toward a tunnel nearby before disappearing into the passage herself.

Each of the PCs takes 1d6 bludgeoning damage + 1d6 bludgeoning damage per level from the fall (up to 17d6 for 16th level adventurers, plummeting from a much taller height). A creature that succeeds on a Dexterity saving throw made with disadvantage (DC 8 + one-half APL) reduces the falling damage taken by half. The figure beckoning the party is a fallen angel that leads the PCs down a roughly dug tunnel (clearly burrowed by some crazed beast trying to escape its final fate) for 100 feet before reaching her hideaway, a small cave that is collapsing in on itself and shrinking ever so slightly with every moment spent within. Read the following:

The horrible and overwhelming dread of the River Styx seems to abate ever so slightly as you follow the fallen angel into a chamber that has clearly become her home. Votives and blessings galore adorn every inch of the cave but you can see their edges are frayed and the color from the parchment is draining away, shrinking from the corrupting evil all around it. Indeed even after a few moments you realize the walls of the room are literally closing in, pressing ever so slightly closer than when you first entered.

Sotiria was cast down from the higher planes of existence for violating the laws of the celestial dimensions, condemned to prove her piety by restoring one of her kin. A deva named Farishta attempted to save Sotiria from her fall but in so doing was caught by the evil entities about to ensnare her, his soul torn to shreds and scattered over the Lower Planes. The fallen angel has spent many years collecting Farishta's shards and has only three more to gather, but her powers have ebbed and the creatures that possess them are too powerful for her to defeat. In exchange for acquiring them for her, Sotiria offers to have her celestial order restore the PCs to life and grant blessings for their good deeds. Should the adventurers resist her offer, she points out that it is only a matter of time before daemons find them and though she freely offers shelter, she warns that total death is inevitable for mortals that dally too long in the River Styx.

Once they have accepted the deal, Sotiria tells the party to beware gluttony, heresy, and avarice, but wishes each good fortune and shows them to a passage leading from her hideaway under the water to the other side of the River Styx. The tunnel

collapses behind the PCs but conveniently lets them out near the first obstacle: Pagkaulitan, the Cavern of Gluttony.

Pagkaulitan: Cavern of Gluttony

Read the following when the PCs begin wandering down the tunnel leading to the lair of the daemon Wehelin:

The dark rock of the River Styx's desaturated landscape curves away down a passage redolent with the scent of fine food and drink. Smells savory and sweet tickle at your nose and the further you move down this tunnel, the more you think of the most succulent meals you've ever had, your appetite growing with every step...

Before reaching the end of this curving passage the PCs relive a memory of when they indulged themselves with drink or food—this might be from a bountiful feast of revelry, the first time they had a fine pastry or well-cooked meal, or the last thing they ate as a mortal. Each adventurer makes an Intelligence saving throw (DC 12 + APB) or sees an illusion of their favorite food as they turn the corner of the passage. PCs that see these figments make a Wisdom saving throw (DC 8 + APB) or are overwhelmed with an urge to eat, fattening themselves with the ephemeral food. A creature so gorged reduces their speed by 10 feet.

At the very end of the tunnel the party finds the grotesque daemon Wehelin, a creature consumed by gluttony and well at home in Pagkaulitan. Read the following:

Sitting in a pile of disgusting slop welled in a depression in the cave revealed at the end of this tunnel is a grotesque thing of evil, a daemoniac face surrounded by fat that rolls over and over upon itself, over and around even its limbs. It uses one of its flabby arms to snatch up a golden shard of crystal that lay on the ground, making the item disappear beneath the folds before it looks towards you and grins, its jaw unhinging in anticipation as it bellows through its slavering maw. "Oh goodness me, a live meal! You will taste delightful!"

The daemon **Wehelin the Glutton** (see *Monsters: Under the Hood* on page 280) fights to the death, completely unwilling to release its shard of Farishta's soul. Once defeated, its bloated body explodes, coating the PCs in gore.

CAVERN OF GLUTTONY

ALTAR
TO
HERESY

THE RIVER STYX



SOTIRIA'S HIDEAWAY



AVARICE CAVE

TRAVELING THE RIVER STYX

In addition to having to fight against the unyielding current of the River Styx, the PCs are likely to come across daemons of some kind because of the Inevitable Servants planar trait. The curses and enchantments within Pagkaulitan, Chisokonezo, and Ukunyoluka cease to activate again after their guardians are dead so retreat into these areas is possible (meaning the PCs might take up defenses to slaughter some monsters or trick them and escape) but with restricted movement it will be difficult. A party might want to take a long rest to recover their abilities and hit points but should be warned after the duration of a short rest that they can feel their life force ebbing away, foreshadowing the Total Death planar trait's effects (which Sotiria warned them of).

There are also dangers aside from the nature of the realm—hydrodaemons lurk in the supernatural waters, cacodaemons swoop through the air, and watchful thanadaemons float down the River Styx on their dismal ferries—but lethal hazards abound beyond the entities prowling the transitional plane.

Grasping of the Damned

Souls of those destroyed in the River Styx flow freely through the waterway, crashing into the Abyss at its end and floating back to its supernatural source to repeat the cycle for eternity. The wrath and anger of these bound slivers of being can manifest themselves when they sense life, reaching out to grasp at the existence denied them. Roll 1d20 whenever a creature passes within 5 or 10 feet of the River Styx. On a 20, ethereal arms lash out from the water and try to drag them in.

The grasping of the damned makes an attack roll (with an attack bonus equal to APB + 4) and grapples the target on a hit. Once grappled, a creature may make a Strength (Athletics) or Dexterity (Athletics) check at the start of their turn to escape (DC 10 + 1 per turn spent grappled) but otherwise they are dragged 5 feet closer to or into the water. PCs that are dragged into the water roll 1d20 upon entering and at the start of their turn; on a result of 16 or greater, they are attacked by 1d4 **hydrodaemons** (*Conjured Horrors*). For every check already made while dragged into the water, add +2 to this d20 roll.

Chisokonezo: Altar to Heresy

Read the following when the PCs head down the passage leading to the lair of the demon Xadgudbaha:

276

Your minds turn to dark places as you walk into this cavern and find two stone tunnels are on the path before you. To the left is a passage with walls bearing primitive marks that radiate unfettered evil, subtly warping and twisting even as you look at them to take on shapes that hurt your mind to witness. On the right, there are just as many symbols—but these are not painful to gaze upon, though the light they shine with seems unnatural even in this dreadfully strange realm.

Soulshriek of Utter Torment

Every hour the PCs spend in the demiplane of Styx, roll 1d20; on a result of 6 or below, they encounter a Soulshriek of Utter Torment. These echoes of shattered psyches wander along the River Styx, forever terrorized by the total death that has claimed them for eternity. Any non-fiend creatures within 100 feet of a soulshriek of utter torment can hear its wail before it appears if they have a passive Perception score of 16 or higher, but otherwise the scream is only heard when it comes within sight of creatures (it has darkvision and truesight with a range of 120 feet).

When a non-fiend creature is seen by a soulshriek of utter torment, it must make a Wisdom saving throw (DC 10 + APB) or gain the frightened condition for a number of rounds equal to APB.

A frightened non-fiend creature that is seen by a soulshriek of utter torment makes a Constitution saving throw (DC 10 + APB) or gains the deafened condition for a number of hours equal to APB.

A frightened and deafened non-fiend creature that is seen by a soulshriek of utter torment makes a Charisma saving throw (DC 10 + APB) or gains the blinded condition for a period of time equal to ten minutes times APB.

A soulshriek of utter torment travels along the River Styx at a rate of 20 feet each round, wandering randomly between the waterway's sides but always in the direction of the current. It cannot be damaged, dispelled, or otherwise affected by the PCs. Creatures with both the blinded and deafened conditions are immune to the hazard's effects, and creatures only ever make one saving throw against a soulshriek of utter torment each round.

The apparent choice before the party is a false one: both paths are evil, one is just clever about it. PCs traveling down one of these hallways make a Charisma saving throw (DC 12 + APB) or relive a memory of great doubt and skepticism. Adventurers that head down the left tunnel (with obviously evil symbols) gain advantage on this saving throw. PCs that relive these memories deny their personal faiths and the gods they revere if they do not make a Wisdom saving throw (DC 12 + APB), are urged to scrawl their own blasphemies on the wall of Chizokonezo. Anyone that commits this heresy against their deity marks their very soul and suffers disadvantage on Charisma checks made with Sotiria the fallen angel.

When the PCs reach the large back cavern of the Altar to Heresy they find the demon Xadgudbaha. Read the following:

The creature before you radiates pure hatred, the bulk of its red-skinned body hidden beneath piles upon piles of shredded and torn holy texts defaced with foul symbols. Scripts drift down from the ceiling to stick to its pulpy mass as torn pages fall away, ground into mulch beneath the feet of this capering demon as it gleefully dances defaming the beliefs of deities from all over existence. Through its whirling motion you spot the telltale golden glint of one of the angelic shards but just as quickly it disappears again, hidden behind veils of heresy.

The demon **Xadgudbaha the Heretic** (see Monsters) has no fear of total death and fights until utterly destroyed, keeping the shard of Farishta's soul obscured by pulpy accoutrements. Once defeated the demon's body incinerates itself, flashing into smoke like magician's paper, but leaving behind the PCs' quarry.

CROSSING THE RIVER STYX

In order to collect the third remaining shard of Farishta's soul and return them to Sotiria, at some point or another the PCs will have to cross the River Styx. Magic items and spells that grant a fly speed do not function over the otherworldly waterway and unless one of the adventurers has natural wings, chances are good they will have to utilize one of the following methods:

Building a Boat. There's precious little in this demiplane other than stone, daemons, and evil, but the PCs might be able to conjure enough materials to fashion a vessel of their own using magic items or spells. In this case they may make DC 10 Dexterity (Vehicle [water]) checks to ferry themselves across the River Styx, though any items pushed down into the water for momentum or guidance have a 50% chance of being grasped at by a hydrodaemon (requiring a DC 15 Strength check to keep the item from being ripped away and taken beneath the water).

Jump Across. PCs that simply attempt to jump over the River Styx find in midair that gravity over the waterway is increased. Even a creature with a Strength score sufficient to long jump over the river must make a Strength (Athletics) or Dexterity (Acrobatics) check (DC 12 + APB) in order to make it across. When approaching the shore, the PCs may make a Wisdom (Insight) check (DC 10 + APB). On a success, they realize this information. PCs that fail their ability check land in the water and roll 1d20; on a result of 10 or below, they are attacked by 1d4 hydrodaemons (page 219).

Take a Ferry. PCs that have something of great value to trade might try to convince one of the ferrymen of the River Styx, a thanadaemon (page 220), to take them across the murky water. Doing so requires a Charisma check (DC 15 + APB) using Deception, Intimidation, or Persuasion. PCs who sweeten the deal by offering something as important to them as their life itself gain advantage on the check. Failure to convince a thanadaemon causes it to cry out for reinforcements and attack, destroying its vessel as its first action in combat.

Try to Swim. Getting into the River Styx itself is extremely ill-advised as the waters are home to hydrodaemons beyond count. PCs that enter the water roll 1d20 upon entering and at the start of their turn; on a result of 10 or above, they are attacked by 1d4 hydrodaemons. For every check already made while in the water, add +3 to this d20 roll.

Ukunyoluka: Grotto of Avarice

When the PCs head down the final cavern wherein a shard of Farishta's soul awaits, read the following:

Figments of gold and treasure galore shimmer and waver in this tunnel, and though they are obviously illusions, the sight of so much wealth beckons to you, entreating your mind to remember past glories that aggrandized you in some way.

The PCs likely recall moments of great victory between them and seem to show camaraderie to one another—yet this too is only an illusion. Each and every character is compelled to try to steal from their companions. Every PC makes a Dexterity saving throw (DC 12 + APB) to avoid having one item stolen by another PC. On a success, a PC retains all of their own items. In addition, every PC makes a Wisdom saving throw to resist a secret compulsion to steal from one another at a later date in revenge for the purloining already going on. PCs that succeeded their Dexterity saving throw gain advantage on this save. Failure on this Wisdom saving throw compels a PC to steal from one of their companions after 1d4 + 1 long rests, but anyone who failed both saving throws also attempts to take something from Sotiria's cave (an act which the fallen angel is not likely to look upon with favor).

CONCLUSION: SOTIRIA'S REWARDS

With the three remaining shards of Farishta's soul in hand, the party returns to Sotiria's cave to reap their rewards. The tunnel leading to her abode has contracted however and any PCs larger than Small size need to make a Dexterity check (DC 8 + APB) to squeeze through the shrunken passage (any PC of Large or greater size makes this check with disadvantage). This does not change the area on the map, but any creature of Medium size or larger has to crouch to avoid the lowered ceiling (reducing any Dexterity bonuses to AC by 2).

Read the following:

As you enter into the fallen angel's cave once more, you are immediately struck by how much of the divinity it once retained has been drained away. Sotiria's cracked and broken skin looks even less angelic, as corrupted and sallow as the sapped blessings clustering around her. She eyes you suspiciously as you approach and when you meet her gaze it feels as though she is looking into your very soul, searching it for the taint of this dreadful realm.

When the PCs finally reach the end of Ukunyoluka they find the devil Aargoosiga, bearing witness to the insane greed that drives the fiend's desire to retain one of the shards of Farishta's soul.

Dark orange miasma swirls around the figure in the center of this room, the aura fed by glittering piles of blood-stained gold and treasured heaped about on the floor, some items still clutched by hands unwilling to let them go. A palpable, iron scent of evil wafts from the creature laying upon this splendor, and though the glittering greed floating about it obscures much of the body, its crimson eyes wander toward you—almost as if it can tell that new objects of value have entered the chamber—and you can feel the thing's vile presence in your very bones.

The devil Aargoosiga, being a creature of unbridled avarice, is completely unwilling to part with anything, going so far as to demand everything the adventurers own in order to accept their surrender, fighting to the death should they refuse.

Unlike the other caves the party have visited, this one has material objects in it after its guardian is destroyed in addition to a shard of Farishta's soul. PCs unwise enough to pilfer this treasure collect a number of gold pieces equal to 10d20 times APL, but should they take anything other than coins, roll 1d20 to determine if they find a genuine item or something cursed:

- 1–4: [armor of vulnerability](#)
- 5–9: [demon armor](#) (which initially appears angelic),
- 10–14: [shield of missile attraction](#),
- 15–19: [berserker axe](#),
- 20: a randomly determined (not cursed) [wondrous item](#).

Sotiria knows all too well the dangerous effect that the River Styx can have on creatures and carefully observes the PCs, searching them for corruption, but offers to heal them as well. If any member of the party has both grown corpulent from the illusory food in Pagkaulitan or taken to heresy in Chisokonezo, she specifically tries to touch and heal them but is really only looking to search their

thoughts to see if they are too corrupt to revive. Clerics, paladins, and other adventurers with divine power have their faith questioned by the fallen angel but are otherwise unmolested. Should she decide that a PC has been too tainted by the River Styx or should she notice a member of the party trying to steal something from her hideaway (compelled by their trials in Ukunyoluka), Sotiria immediately attacks the adventurers and attempts to take Farishta's shards by force, refusing to uphold her end of the bargain for so beings so foul—unless the PCs proactively convince her of their righteousness.

Provided that they have not been too corrupted by the River Styx (or are able to deceive the damaged angel with a DC 15 Sanctity check), the PCs can hand over Farishta's shards and receive their reward. Sotiria takes the shattered remains of the other angel's essence and combines them in a flash of light and between the two celestials, all of the adventurers are brought back to life on the Material Plane (rolling their own results for the Flowing Time planar trait). Read the following:

Sotiria reaches beneath her tarnished gold robes and produces a sack of stark white cotton covered with carefully woven sigils of royal purple. She adds the soul shards you've gathered from around the River Styx into the bag and clasps it between her hands, drawing them against her chest and chanting purposefully until it explodes in a ball of light. As the blinding energy dissipates a winged humanoid steps out of it, hugging the fallen angel and healing the faults on her skin with his embrace. "Thank you for helping to restore me," Farishta says, his voice soothing and warm, "It is only right that we do the same for you."

The celestials gesture toward you and golden energy emanates from their outstretched arms, wrapping around you with welcoming warmth before it suffuses your being. For a brief moment you are utterly blinded and deafened, the choir of creation cascading around you into a pinpoint of existence until with a sudden lurch you are delivered back to the Material Plane, your consciousness rushing into your body with savage force.

The exact locations of where the PCs return to life is at the discretion of the GM (they might be buried, waking in their coffins!) but they are at full hit points as if they had just finished a long rest and, true to her word, Sotiria and Farishta grant a boon to the PCs as well. Adventurers that failed a saving throw

Table: Sotiria's Graces

1d6	Grace Granted
1	Grace of Holy Body. You gain immunity to the poisoned condition and gain advantage on saving throws made to avoid the exhausted condition. By permanently expending this grace as a reaction, you gain resistance to bludgeoning, piercing, and slashing damage for 10 minutes.
2	Grace of Unyielding Faith. You gain immunity to the charmed condition and gain advantage on saving throws made to avoid the frightened condition. By permanently expending this grace as a reaction, you gain immunity to necrotic, radiant, and poison damage for 1 hour.
3	Grace of Prowess. You gain a +2 bonus to AC against melee weapon attacks. By permanently expending this grace as a reaction, you gain a +4 bonus to melee weapon attack rolls and melee weapon damage rolls for 1 minute.
4	Grace of Agility. You gain a +2 bonus to AC against ranged weapon attacks. By permanently expending this grace as a reaction, you gain a +4 bonus to ranged weapon attack rolls and ranged weapon damage rolls for 1 minute.
5	Grace of Magic. Choose either cleric or druid. You learn two cantrips of your choice from that class spell list. Your spellcasting ability for these cantrips is your highest mental ability score. By permanently expending this grace as part of an action, you may cast any spell on the class spell list of a spell level equal to or less than half your level.
6	Grace of Empowerment. Choose one ability score. That ability score increases by 2, up to a maximum of 22. By permanently expending this grace as an action, you temporarily increase that ability score to 30 for a number of rounds equal to your proficiency bonus.

in Pagkaulitan, Chisokonezo, or Ukunyoluka may choose not to gain a blessing and instead remove any curses left by their time in the River Styx. Otherwise, each PC rolls 1d6 and gains one of the following graces.

MONSTERS: UNDER THE HOOD

At their hearts we know that monsters (and adventurers) are just arrays of numbers that are given form through a system of rules. What makes these enemies and obstacles memorable are not their statistics but the descriptions that bring them to life; if I *really* want to play a character bonded with a combat-prone alien symbiote, what's to say that my monk isn't just a regular guy who gains their classabilities from a space parasite? At the end of the day does it *really* make that much of a difference? While sometimes it might, on the whole it normally doesn't *have* to and as we're already shattering one of the certainties of a *Fifth Edition* game—the concept of character death—it is only fitting that we bend, explore, and exploit the inner workings of the system to make it so!

Each of the three central enemies in *Searching the River Styx* embodies a theme that determines their descriptions and abilities, but the core of their statistics are derived from creatures of a Challenge Rating equal to the average level of the party + 1. When these new qualities conflict with those of the starting creature (such as a creature with acid vulnerability gaining immunity) provide a new vulnerability for the creature, but aside from making sure the monster still has a weakness any resulting power imbalances should still be well within the party's ability to overcome. Besides, escaping the afterlife isn't meant to be easy and the more difficult the obstacles in the way, the more impressive and epic the party's success—or failure—will be!

APB: The average proficiency bonus of the PCs (rounded down in the case of parties with characters of different levels).

Well She's Dead.

Now What Do We Do?

If the PCs are found wanting, openly reveal to her their evil souls, or give her reason to detect their auras to find out the same, Sotiria attacks them (meaning the complete end of their existence with total death) but some adventurers will certainly defeat her. This doesn't mean they are doomed to dwindle away in the River Styx however and the party can utilize the shattered essence of Farishta to restore themselves back to life by consuming the soul shards, performing a ritual on them drawn from the information hidden in the blessings and votives around Sotiria's hideaway, or even use them as a bargaining chip with a thanadaemon moving down the supernatural waterway. Regardless of the exact circumstances, using the disjointed remains of an angel to regain their mortality should be a depraved and harrowing experience for the adventurers and serve as a reminder of why it is so critical they avoid a return to this place at all costs.

Table: APB Monsters

Average Party Level	Daemon Wehelin	Demon Xadgubaha	Devil Aargoosiga
3rd	Chuul	Ertin	Incubus/Succubus
4th	Roper	Flesh Golem	Barbed Devil
5th	Chimera	Vrock	Medusa
6th	Giant Ape	Shield Guardian (no amulet)	Oni
7th	Tyrannosaurus Rex	Hezrou	Chain Devil
8th	Fire Giant	Bone Devil	Glabrezu
9th	Aboleth (treat cavern area as underwater for Wehelin)	Stone Golem	Guardian Naga
10th	Behir	Gynosphinx	Horned Devil
11th	Archmage	Storm Giant	Erinves
12th	Vampire	Nelfashnee	Rakshasa
13th	Adult Copper Dragon	Adult Black Dragon	Ice Devil
14th	Adult Green Dragon	Purple Worm	Mummy Lord (not in lair)
15th	Adult Blue Dragon	Iron Golem	Mummy Lord (in lair)
16th	Androsphinx	Adult Red Dragon	Adult Gold Dragon

The Daemon Wehelin the Glutton

The daemon Wehelin the Glutton is a fiend with an alignment of neutral evil, Intelligence ability score of 15, and the following additions to its statistics:

Damage Resistances cold, electricity, fire

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft.

Languages Abyssal, Infernal, telepathy 100 ft.

Massiveness. Wehelin is always at least Large sized.

It gains advantage on any ability checks or saving throws made to avoid being moved or be knocked prone.

Meal Mimicking 1/Turn. Wehelin can utilize one class ability possessed by a creature it has swallowed. When using this ability to cast a spell, Wehelin does not require components or focuses and it uses the swallowed creature's spell attack bonuses and spell save DC. This ability does not expend any spell slots or limited uses from a swallowed creature's abilities.

The Demon Xadgubaha the Heretic

The daemon Xadgubaha the Heretic is a fiend with an alignment of chaotic evil, Intelligence ability score of 15, and the following additions to its statistics:

Damage Resistances acid, cold, fire

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft.

Languages Abyssal, telepathy 100 ft.

Betrayed Thoughts. Xadgubaha's very presence pries precious secrets from even the most pious of hearts. Creatures within 30 feet of the demon must make a Wisdom saving throw (DC 12 + APB) at the start of their turn or shout their innermost skepticisms and suspicions of disbelief to anyone within earshot.

ATTACK

Xadgubaha gains the following attack.

Blackmail of the Soul. Xadgubaha can turn souls in on themselves, forcing a creature through unimaginable agony as their very essence attacks itself. Once a creature has betrayed their thoughts to Xadgubaha, the demon can spend an action blackmailing their soul, forcing them to make a Wisdom saving throw (DC 12 + APB) or gain the poisoned and restrained conditions for a number of rounds equal to half of Xadgubaha's proficiency bonus. A target that successfully saves is immune to Xadgubaha's blackmail of the soul attack for the next 24 hours.

ATTACK

Wehelin gains the following attack.

Engorge. Wehelin makes one engorge attack (with an attack bonus equal to its highest melee attack bonus) as a bonus action against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside Wehelin, and it gains one level of exhaustion at the end of Wehelin's turn if it fails a Constitution saving throw (DC 12 + APB). Wehelin can have a number of creature swallowed at a time equal to half its proficiency bonus. If Wehelin takes 3 damage per CR or more on a single turn from swallowed creatures, it must succeed on a Constitution saving throw (DC equal to the damage dealt) at the end of that turn or regurgitate the creatures, which fall prone in spaces within 10 feet of the daemon. If Wehelin dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



The Devil Aargoosiga the Avaricious

The daemon Aargoosiga the Avaricious is a fiend with an alignment of lawful evil, Intelligence ability score of 15, and the following additions to its statistics:

Damage Resistances acid, cold

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft.

Languages Infernal, telepathy 100 ft.

Demanding Selfishness. Aargoosiga's greed vents away from the devil in waves of compulsive energies. Creatures within 30 feet of the devil must make a Charisma saving throw (DC 12 + APB) at the start of their turn or become unwilling to share the benefits of any item that can be consumed (such as a *potion of healing*) until the end of their next turn. The creature may still use abilities that grant bonuses or bonus actions to an ally but only if the ability cannot target themselves though even then, the use of the ability must directly benefit the creature in some way.

ATTACK

Aargoosiga gains the following attack.

Overwhelming Avarice. As a bonus action, Aargoosiga directs the greed that fills its dark soul at one creature it can see. The creature makes a Charisma saving throw (DC 12 + APB) or spends its next turn attempting to take (by force, magic, or other means) the most valuable object possessed by an ally. A target that successfully saves is immune to Aargoosiga's overwhelming avarice for the next minute.

Sotiria the Fallen Angel

Medium celestial, lawful neutral

Armor Class 14 + APB (natural armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws (5+APB) Wisdom, Charisma

Skills (5+APB) Deception, Insight, Perception

Damage Resistances fire, radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 15+APB

Languages all, telepathy 120 ft.

Challenge APB x 3; Sotiria's proficiency bonus is equal to APB

Angelic Weapons. Sotiria's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 1d10

FALLEN ANGEL OF THE RIVER STYX

Powerful souls are drawn to the heaviest currents of the River Styx and the potency of the beings able to dwell along its shores there is greater as well. Sotiria's AC, hit points, saving throws, skills, traits, and attacks are all modified by her APB (the average proficiency bonus of the party).

APB of 3

Hit Points. Sotiria's hit points change to 85 (10d8 + 40).
Flight. Sotiria gains a fly speed of 40 feet.
Magic Resistance. Sotiria has advantage on saving throws against spells and other magical effects.

APB of 4

Hit Points. Sotiria's hit points change to 127 (15d8 + 60).
Damage Resistances. Sotiria gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
Multiattack. Sotiria gains one additional melee attack each turn (for a total of three).

APB of 5

Hit Points. Sotiria's hit points change to 170 (20d8 + 80).
Regeneration. Sotiria regains 10 hit points at the start of her turn if she has at least 1 hit point
Multiattack. Sotiria gains one additional melee attack each turn (for a total of four).

APB of 6

Hit Points. Sotiria's hit points change to 212 (25d8 + 100).
Damage Resistances. Sotiria gains resistance to acid, cold, and lightning damage.
Multiattack. Sotiria gains one additional melee attack each turn (for a total of five).

radiant damage per point of APB.

Deceptive Healing (3/Day). Sotiria touches another creature. The target magically regains 1d8 + 1 hit points per point of APB and is freed from disease, poison, blindness, or deafness. The target also makes a Wisdom saving throw against Sotiria's spell save DC or unknowingly reveals their thoughts to her (as *detect thoughts*).

Innate Spellcasting. Sotiria's spellcasting ability is Charisma (spell save DC 15+APB). She can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *locate object*

1/day each: *commune*

ACTIONS

Multiattack. Sotiria makes two melee attacks.

Mace. *Melee Weapon Attack:* +4+APB to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus Angelic Weapon damage.

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CLASS & LEVEL

PLAYER NAME

ALIGNMENT

RACE

INHERENT HERESY

EXPERIENCE POINTS

STRENGTH

Empty box for Strength score

DEXTERITY

Empty box for Dexterity score

CONSTITUTION

Empty box for Constitution score

INTELLIGENCE

Empty box for Intelligence score

WISDOM

Empty box for Wisdom score

CHARISMA

Empty box for Charisma score

SANCTITY

Empty box for Sanctity score

SIN

Empty box for Sin score

VILIS POINTS

Empty box for Vilis Points

ARMOR CLASS

Empty box for Armor Class

=

Empty box for Dexterity Modifier

+

Empty box for Armor

+

Empty box for Shield

+

Empty box for Misc

DEXTERITY MODIFIER

ARMOR

SHIELD

MISC

HIT POINT MAXIMUM

Empty box for Hit Point Maximum

CURRENT HIT POINTS

Empty box for Current Hit Points

TOTAL

SUCCESS

FAILURES

HIT DICE

DEATH SAVED

PROFICIENCIES

SAVING THROWS

- ◇ STRENGTH
- ◇ DEXTERITY
- ◇ CONSTITUTION
- ◇ INTELLIGENCE
- ◇ WISDOM
- ◇ CHARISMA
- ◇ SANCTITY
- ◇ SIN

SKILLS

- ACROBATICS
- ANIMAL HANDLING
- ARCANA
- ATHLETICS
- DECEPTION
- HISTORY
- INSIGHT
- INTIMIDATION
- INVESTIGATION
- MEDICINE
- NATURE
- PERCEPTION
- PERFORMANCE
- PERSUASION
- RELIGION
- SCIENCE
- SLEIGHT OF HAND
- STEALTH
- SURVIVAL
- TECHNOLOGY

INITIATIVE

Empty box for Initiative

PROFICIENCY BONUS

SPEED

ATTACKS

WEAPON TYPE

Empty box for Weapon Type

RANGE ATTACK BONUS DAMAGE

Empty box for Range Attack Bonus Damage

WEAPON TYPE

Empty box for Weapon Type

RANGE ATTACK BONUS DAMAGE

Empty box for Range Attack Bonus Damage

WEAPON TYPE

Empty box for Weapon Type

RANGE ATTACK BONUS DAMAGE

Empty box for Range Attack Bonus Damage

ACCESSIBLE ITEMS

Empty box for Accessible Items

Empty box for Spell Save DC

SPELL SAVE DC

Empty box for Spell Attack

SPELL ATTACK

Empty box for Passive Insight

PASSIVE INSIGHT

Empty box for Passive Investigation

PASSIVE INVESTIGATION

Empty box for Passive Perception

PASSIVE PERCEPTION

PASSIVE STEALTH

FEATURES

Empty box for Features

CHARACTER
NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

Empty box for character details.

PERSONALITY TRAITS

Empty box for personality traits.

IDEALS

Empty box for ideals.

BONDS

Empty box for bonds.

FLAWS

Empty box for flaws.



CHARACTER PORTRAIT



CHARACTER HISTORY

Lined area for character history.

ALLIES & ORGANIZATIONS

Lined area for allies and organizations.

ADDITIONAL FEATURES & TRAITS

Lined area for additional features and traits.

COPPER PIECES SILVER PIECES GOLD PIECES PLATINUM PIECES

Inventory table with four columns for copper, silver, gold, and platinum pieces.

INVENTORY & TREASURE



NAVICLA GAZETTE

HERESY ON THE RISE AS CRIME RATES SKYROCKET!

A calming sun rose over the Diffusilus Ocean today only to reveal a grisly affair on Pier 17 where the Justitia were alerted to the remains of an estimated three dozen citizens. Inquisitor Octavius Tenebrosa was on the scene when the Navicla Gazette arrived and though recalcitrant to share too many details about an ongoing case, it is confirmed that authorities are not searching for a beast or monster—all signs point to a man or woman as the culprit. In times like these we ask what could drive someone to so heinous an act? Witnesses that first discovered the slaughter claim that strange and unfamiliar runes were carved into the bodies of the victims, hard to

and it is only reasonable that we, the citizens of Navicla, be heedful of those who fail to recognize the divine right of the Celestial Heroes. Doctor Syndral Thaona—Professor of Historical Theology at the University of Sanctus Menaechmus in Suppetia—has been following the recent increase in violence along with other academics located throughout Zakuthombo. Their conclusion is chilling, drawing a direct relationship between lacking piety and criminal behavior! The Navicla Gazette reached out to both Inquisitor Tenebrosa and The Ministry for comment, but as of the time of publication we have not received confirmation of these



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cause some to question if the terror of the Flesh. Doctor of Kalator, a murderer thought to have been captured or perished centuries ago, ever really ended. The offices of the Eludere Times have joined the dubious list of papers to receive a "gift" from the murderous madman, though agents of The Inquisition came soon after the parcel's arrival to confiscate it for their investigations into this copycat killer—if it isn't the original fugitive, as the attached letter claimed. We sent reporter Beatrice Cansyl to Kalator to root through the archives of their local papers, and in a future issue we'll illuminate readers on her full findings and the veracity of the nefarious claim.

sails the Augusta Straight on a regular basis, claims that attacks of piracy have steadily been on the rise over the past several years. "I seen Rogar myself once," Larral said, "and he sure doesn't look like he's losing. I'll never forget the look in his eyes. If any other shipmasters read your article, you tell them that Larral said from one captain to another: Rogar says surrender, you surrender." Scientists, The Ministry's priesthood, and even the Magi Primaria all agree that the Escarion Maelstrom has steadily shrunk over the years, but the question remains: will we ever be rid of this scourge upon the oceans and the brigands that hide behind the perilous tempests?

authorities remain baffled by the string of robberies across Exortus three months past. For readers not familiar with this case, in each crime the perpetrators absconded from a prominent bank with quantities of coin in excess of 5,000 gold, were chased by Justitia into a dwelling nearby, and then disappeared seemingly without a trace of magic. Further frustrating investigators is the lack of credible witnesses—each and every manager of these banks has disappeared, their relatives, friends, and associates questioned by The Inquisition to no avail. Industrialist Hortensia Wurthyr has offered a substantial 500 gold reward for any information

(continued on page B3)

