



ABULJOR  
WHITEGATE

# ABUJOR WHITEGATE

Medium humanoid (human), lawful evil

AC: 15

HP: 45

Speed: 30 ft.

INT  
18 (+4)

WIS  
14 (+2)

CHA  
14 (+2)

STR  
9 (-1)

DEX  
12 (+1)

CON  
10 (+0)

**Saving Throws** INT +7, WIS +5

**Skills** Arcana +7, History +7

**Senses** passive Perception 12

**Languages** Celestial, Common, Infernal

**Challenge** 6 (2,300 XP)

**Spellcasting.** 10th-level spellcaster, DC 15, +7. Wizard spells prepared:

- Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*, *prestidigitation*
- 1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
- 2nd level (3 slots): *darkvision*, *locate object*, *magic mouth*
- 3rd level (3 slots): *dispel magic*, *major image*, *tongues*
- 4th level (3 slots): *greater invisibility*, *locate creature*
- 5th level (2 slots): *legend lore*, *telekinesis*

\* **Efficient Spell Recovery** \* **Elevated Spell Power**

\* **Expedient Spell Preparation** \* **Simplified Spell Rituals** \*

**Chill Touch.** +7, 120 ft., 9 (2d8) necrotic (see *chill touch* spell).





FATHER  
LESTOR

# FATHER LESTOR

Medium humanoid (human), neutral good

AC: 13

HP: 27

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +5

**Senses** passive Perception 13

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)

**Spellcasting.** 5th-level spellcaster, DC 13, +5. Cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
- 2nd level (3 slots): *lesser restoration, spiritual weapon*
- 3rd level (2 slots): *dispel magic, spirit guardians*

\* **Divine Eminence** \*

**Mace.** +2, reach 5 ft., 3 (1d6) bludgeoning.



GREN

# GREN

Medium humanoid (human), chaotic neutral

AC: 14

HP: 90

Speed: 30 ft.

**STR**  
16 (+3)

**DEX**  
14 (+2)

**CON**  
17 (+3)

**INT**  
12 (+1)

**WIS**  
14 (+2)

**CHA**  
15 (+2)

**Saving Throws** DEX +5, CHA +5

**Skills** Acrobatics +5, Deception +5, Perception +5, Sleight of Hand +8, Stealth +8

**Senses** passive Perception 15

**Languages** Common, Thieves' cant

**Challenge** 8 (3,900 XP)

**Spellcasting.** 2nd-level spellcaster, DC 13, +5. Bard spells prepared:

- Cantrips (at will): *message*, *true strike*
- 1st level (3 slots): *bane*, *charm person*, *cure wounds*, *heroism*, *sleep*

\* **Bardic Inspiration** \* **Cunning Action** \* **Evasion** \* **Fast hands** \* **Jack of All Trades** \* **Second-Story Work** \* **Sneak Attack** \* **Song of Rest** \* **Uncanny Dodge** \* **Vagabond Bloodline** \*

**Multiattack.** Gren makes two melee attacks.

**+1 Longsword.** +7, 5 ft., 8 (1d8 + 4) slashing plus 24 (7d6) poison (DC 15 CON halves).

**Light Crossbow.** +5, 80/320 ft., 6 (1d8 + 2) piercing plus 24 (7d6) poison (DC 15 CON halves).





LORD CYNE  
MONDER

# LORD CYNE MONDER

Medium humanoid (dwarf), lawful good

AC: 21

HP: 120

Speed: 25 ft.

STR  
16 (+3)

DEX  
11 (+0)

CON  
16 (+3)

INT  
12 (+1)

WIS  
14 (+2)

CHA  
15 (+2)

**Saving Throws** WIS +6, CHA +6 (+2 on all saves)

**Skills** Insight +6, Persuasion +6

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish

**Challenge** 8 (3,900 XP)

**Spellcasting.** 9th-level spellcaster, DC 14, +6. Paladin spells prepared:

- 1st level (4 slots): *cure wounds, heroism, protection from evil and good, shield of faith*
- 2nd level (3 slots): *aid, branding smite, lesser restoration, protection from poison*
- 3rd level (2 slots): *magic circle, protection from energy, remove curse, revivify*

**\* Aura of Protection \* Defense \* Divine Health \* Divine Smite \* Dwarven Resilience \***

**Multiattack.** Lord Cyne Monder makes two melee attacks.

**+1 Maul.** +8, 5 ft., 11 (2d6 + 4) bludgeoning.

**Heavy Crossbow.** +4, 100/400 ft., 5 (1d10) piercing.

**\* Dedicated Defender \* Divine Sense \* Guardian \* Lay on Hands \* Oath of Protection (Vow of Protection, Divine Ward) \* Protection \***





MASTER  
Zaophas

# MASTER Zaophas

Medium humanoid (human), neutral

AC: 12

HP: 99

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

**Saving Throws** INT +9, WIS +6

**Skills** Arcana +13, History +13

**Damage Resistances** damage from spells; nonmagical bludgeoning, piercing, and slashing

**Senses** passive Perception 12

**Languages** Celestial, Common, Draconic, Dwarvish, Elvish, Primordial, Sylvan

**Challenge** 12 (8,400 XP)

**Spellcasting.** 18th-level spellcaster, DC 17, +9. Wizard spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
- 1st level (4 slots): *detect magic, identify, mage armor, magic missile*
- 2nd level (3 slots): *detect thoughts, mirror image, misty step*
- 3rd level (3 slots): *counterspell, fly, lightning bolt*
- 4th level (3 slots): *banishment, fire shield, stonewall*
- 5th level (3 slots): *cone of cold, scrying, wall of force*
- 6th level (1 slot): *globe of invulnerability*
- 7th level (1 slot): *teleport*
- 8th level (1 slot): *mind blank*
- 9th level (1 slot): *time stop*

\* **Magic Resistance** \*

**Dagger.** +6, 5 ft. or 20/60 ft., 4 (1d4 + 2) piercing.





RICIO TANE

# RICIO TANE

Medium humanoid (human), neutral

AC: 17

HP: 77

Speed: 30 ft.

**STR**  
12 (+1)

**DEX**  
18 (+4)

**CON**  
13 (+1)

**INT**  
15 (+2)

**WIS**  
12 (+1)

**CHA**  
17 (+3)

**Saving Throws** DEX +8, INT +6

**Skills** Deception +7, Insight +5, Investigation +6, Perception +5, Persuasion +11, Sleight of Hand +8, Stealth +12, proficient with thieves' tools

**Senses** passive Perception 15

**Languages** Common, Elvish, Thieves' cant

**Challenge** 7 (2,900 XP)

*\* Cunning Action \* Evasion \* Fast Hands \* Second-Story Work \* Sneak Attack \* Supreme Sneak \**

**Multiattack.** Ricio Tane makes two attacks with his rapier or hand crossbow.

**+1 Rapier.** +9, 5 ft., 8 (1d6 + 5) piercing.

**Hand Crossbow.** +8, 30/120 ft., 7 (1d6 + 4) piercing.

*\* Uncanny Dodge \**



SELVARO

# SELVARO

Large dragon, lawful good

**AC:** 18      **HP:** 142      **Speed:** 40 ft., fly 80 ft., swim 40 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** DEX +3, CON +7, WIS +4, CHA +6

**Skills** Insight +4, Perception +7, Stealth +3

**Damage Immunities** lightning

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 17

**Languages** Common, Draconic

**Challenge** 8 (3,900 XP)

## \* Amphibious \*

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** +8, 10 ft., 16 (2d10 + 5) piercing.

**Claw.** +8, 5 ft., 12 (2d6 + 5) slashing.

## \* Change Shape \* Breath Weapons (Lightning Breath, Repulsion Breath) \*





SAMSADUR

# Samsadur

Medium fiend, lawful evil

AC: 16

HP: 110

Speed: 40 ft.

**STR**  
14 (+2)

**DEX**  
17 (+3)

**CON**  
18 (+4)

**INT**  
13 (+1)

**WIS**  
16 (+3)

**CHA**  
20 (+5)

**Skills** Deception +10, Insight +8

**Damage Vulnerabilities** piercing from magic weapons wielded by good creatures

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Infernal

**Challenge** 13 (10,000 XP)

**Innate Spellcasting.** DC 18, +10. Innate spells with no material components:

- At will: *detect thoughts, disguise self, mage hand, minor illusion*
- 3/day each: *charm person, detect magic, invisibility, major image, suggestion*
- 1/day each: *dominate person, fly, plane shift, true seeing*

**\* Limited Magic Immunity \***

**Multiattack.** The rakshasa makes two claw attacks.

**Claw.** +7, 5 ft., 9 (2d6 + 2) slashing and curse.



COMMANDER  
PRICKLETHRUST

# COMMANDER PRICKLETHRUST

*Tiny fey, neutral good*

AC: 18

HP: 81

Speed: 10 ft., fly 40 ft.

STR

DEX

CON

INT

WIS

CHA

8 (-1)

20 (+5)

15 (+2)

15 (+2)

13 (+1)

9 (-1)

**Skills** Perception +4, Stealth +11

**Condition Immunities** frightened

**Senses** passive Perception 14

**Languages** Common, Elvish, Sylvan

**Challenge** 4 (1,100 XP)

*\* Action Surge \* Diving Charge \* Improved Critical \* Sneak Attack \**

**Multiattack.** Commander Pricklethrust makes three attacks: two with his scimitar and one with his dagger.

**+1 Scimitar.** +9, 5 ft., 7 slashing.

**+1 Dagger.** +9, 5 ft. or 20/60 ft., 7 piercing.

**+1 Light Crossbow.** +9, 40/160 ft., 7 piercing plus poison (DC 10 CON negates).

*\* Heart Sight \* Invisibility \**





GENERAL  
SUNDAMAR  
STORMBREAKER

# GENERAL SUNDAMAR STORMBREAKER

*Medium humanoid (human), lawful neutral*

AC: 23

HP: 135

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	14 (+2)	16 (+3)	17 (+3)

**Saving Throws** WIS +7, CHA +7 (+3 on all saving throws)

**Skills** Athletics +8, Insight +7

**Senses** passive Perception 13

**Languages** Common

**Challenge** 13 (10,000 XP)

**Spellcasting.** Spellcasting. 5th-level spellcaster, DC 15, +7. Paladin spells prepared:

- 1st level (4 slots): *cure wounds, detect evil and good, expeditious retreat, shield, shield of faith*
- 2nd level (2 slots): *blur, branding smite, darkvision, lesser restoration*

**\* Action Surge \* Aura of Protection \* Commander's Orders (Order of Charge, Order of Defense) \* Defense \* Divine Health \* Divine Smite \* Indomitable \* Second Wind \***

**Multiattack.** General Sundamar Stormbreaker makes three melee attacks.

**+2 Longsword.** +10, 5 ft., 10 (1d8 + 6) slashing.

**Heavy Crossbow.** +5, 100/400 ft., 6 (1d10 + 1) piercing.

**\* Divine Sense \* Lay on Hands \* Oath of Devotion (Sacred Weapon, Turn the Unholy) \***





XENO  
THE REKINDLED  
FLAME

# XENO THE REKINDLED FLAME

*Medium humanoid (human), chaotic good*

**AC:** 16

**HP:** 104

**Speed:** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
12 (+1)	13 (+1)	14 (+2)	14 (+2)	20 (+5)	17 (+3)

**Saving Throws** WIS +9, CHA +7

**Skills** Insight +9, Religion +6

**Damage Resistances** radiant

**Senses** passive Perception 15

**Languages** Common

**Challenge** 13 (10,000 XP)

**Spellcasting.** 16th-level spellcaster, DC 17, +9. Cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
- 1st level (4 slots): *bles, cure wounds, guiding bolt, healing word*
- 2nd level (3 slots): *continual flame, prayer of healing, spiritual weapon*
- 3rd level (3 slots): *daylight, dispel magic, mass healing word*
- 4th level (3 slots): *banishment, freedom of movement, guardian of faith*
- 5th level (2 slots): *flame strike, hallow, mass cure wounds*
- 6th level (1 slots): *blade barrier, heal*
- 7th level (1 slots): *fire storm, resurrection*
- 8th level (1 slots): *holy aura*

**+1 Quarterstaff.** +5, 5 ft., 4 (1d6 + 1) bludgeoning plus 9 (2d8) radiant.

**\* Channel Divinity (Light Ascends, Turn Undead) \***





CAPTAIN ICK  
FORGE-N-HAMMER

# CAPTAIN ICK FORGE-N-HAMMER

Medium humanoid (dwarf), neutral good

AC: 19

HP: 97

Speed: 25 ft.

STR  
17 (+3)

DEX  
13 (+1)

CON  
17 (+3)

INT  
13 (+1)

WIS  
14 (+2)

CHA  
15 (+2)

**Saving Throws** STR +6, CON +6

**Skills** Athletics +6, Perception +5

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Dwarvish

**Challenge** 8 (3,900 XP)

*\* Action Surge \* Alert on Duty \* Coordinated Strike \* Coordinated Shot \* Defense \* Dwarven Resilience \* Indomitable \* Second Wind \**

**Multiattack.** Captain Ick Forge-n-hammer makes three melee attacks.

**+1 Battleaxe.** +7, 5 ft., 8 (1d8 + 4) slashing.



FRUMBY  
GOLDTOOTH

# FRUMBY GOLDTOOTH

*Small humanoid (goblin), chaotic neutral*

**AC:** 16

**HP:** 67

**Speed:** 30 ft.

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

8 (-1)

17 (+3)

12 (+1)

16 (+3)

15 (+2)

21 (+5)

**Saving Throws** WIS +7, CHA +10

**Skills** Arcana +8, Deception +10, History +8, Persuasion +10, Stealth +13

**Senses** darkvision 60 Ft., passive Perception 12

**Languages** Common, Goblin, Sylvan

**Challenge** 10 (5,900 XP)

**Spellcasting.** 15th-level spellcaster, DC 18, +10. Warlock spells known:

- Cantrips (at will): *eldritch blast, guidance, mage hand, mending, minor illusion, resistance, true strike*
- 1st-5th level (3 5th level slots): *banishment, charm person, contact other plane, dimension door, dispel magic, fly, gaseous form, hold monster, protection from evil and good, spider climb, suggestion, tongues, vampiric touch*

**\* Children of the Night \* Bewitching Whispers \* Dreadful Word \* Mystic Arcanum \* Nimble Escape \* One with Shadows \* Regeneration \* Uninterruptible Movement \* Vampire Lord's Blessing \* Whispers of the Grave \***

**Multiattack.** Frumby can create three beams of eldritch blast.

**Eldritch Blast.** +10, 120 ft., 9 (1d10 + 4) force.







SAM "WEAVER"  
EBONHILT

## SAM "WEAVER" EBONHILT

Medium humanoid (human), chaotic neutral

AC: 17 or 15

HP: 110

Speed: 40 ft.

STR  
14 (+2)

DEX  
16 (+3)

CON  
15 (+2)

INT  
11 (+1)

WIS  
14 (+2)

CHA  
15 (+2)

**Saving Throws** DEX +8, CHA +7

**Skills** Athletics +12, Deception +12, Insight +7, Perception +7, Persuasion +7, proficient with thieves' tools

**Senses** passive Perception 17

**Languages** Common, Thieves' cant

**Challenge** 9 (5,000 XP)

*\* Action Surge \* Cunning Action \* Danger Sense \* Defense \* Indomitable \* Reckless Attack \* Sneak Attack \* Vordani Battletech \* Second Wind \**

**Multiattack.** Sam makes two attacks with his Vordani ripper, rapier, or dagger.

**Vordani Ripper.** +6, 5 ft., 11 (2d8 + 2) slashing.

**+1 Smelting Rapier.** +8, 5 ft., 8 (1d8 + 4) piercing.

*\* Frenzy \* Rage \**



CYGNUS

# CYGNUS

*Medium celestial, lawful good*

**AC:** 19

**HP:** 142

**Speed:** 30 ft., fly 90 ft.

**STR**  
18 (+4)

**DEX**  
20 (+5)

**CON**  
17 (+3)

**INT**  
18 (+4)

**WIS**  
20 (+5)

**CHA**  
18 (+4)

**Saving Throws** CON +7, WIS +9, CHA +8 (+4 Aura of Protection)

**Skills** Athletics +8, Insight +9,

**Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** truesight 120 ft., passive Perception 15

**Languages** All, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** DC 16. Innate spells with no material components:

- At will: *detect evil and good, detect magic, detect thoughts*
- 3/day each: *bleed, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield*
- 1/day each: *dream, greater restoration, scrying*

**Spellcasting.** 6th-level spellcaster, DC 16, +8. Paladin spells prepared:

- 1st level (4 slots): *command, cure wounds, divine favor, heroism, protection from evil and good, purify food and drink, shield of faith*
- 2nd level (2 slots): *lesser restoration, magic weapon\**, *warding bond\**, *zone of truth*

\* **Defense** \* **Magic Weapons** \* **Shielded Mind** \* **Divine Health**

\* **Divine Smite** \*

**Bite.** +9, 5 ft., 8 (1d6 + 5) piercing and poison (DC 15 CON negates).

**Constrict.** +8, 10 ft., 10 (2d6 + 3) bludgeoning and grappled (escape DC 16).

\* **Change Shape** \* **Divine Sense** \* **Lay on Hands** \* **Oath of Devotion**  
(**Sacred Weapon Turn the Unholy**) \*





FRECALL

# FREALL

Medium humanoid (unique), chaotic neutral

AC: 13

HP: 27

Speed: 30 ft., fly 60 ft.

STR

DEX

CON

INT

WIS

CHA

10 (+0)

14 (+2)

12 (+1)

13 (+1)

16 (+3)

13 (+1)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5.

**Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 13

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)

**Spellcasting.** 5th-level spellcaster, DC 13, +5. Cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
- 2nd level (3 slots): *lesser restoration, spiritual weapon*
- 3rd level (2 slots): *dispel magic, spirit guardians*

\* **Divine Eminence** \* **Keen Hearing and Sight** \*

**Multiattack.** Freall makes two melee attacks.

**Claw.** +4, 5 ft., 5 (1d6 + 2) bludgeoning.

**+1 Heavy Crossbow of Mischance.** +5, 100/400 ft., 8 (1d10 + 3) piercing (+7 piercing if roll is 13).





BLUECAP

## BLUECAP

*Small fey, lawful neutral*

AC: 13

HP: 33

Speed: 25 ft.

**STR**  
13 (+1)

**DEX**  
11 (+0)

**CON**  
14 (+2)

**INT**  
11 (+0)

**WIS**  
15 (+2)

**CHA**  
11 (+0)

**Skills** Nature +2, Perception +4

**Senses** passive Perception 14

**Languages** Sylvan, Terran, Undecommon

**Challenge** 2 (200 XP)

**Innate Spellcasting.** DC 12. Innate spells with no material components:

- At will: *meld into stone*, *shatter*
- 3/day each: *stoneshape*, *stoneskin*, *wall of stone*
- 1/day: *plane shift* (self only, only when underground)

**Adamantine Pick.** +3, 5 ft., 4 (1d6 + 1) piercing.

\* **Gem Sense** \*





BILLIE BLIND

## BILLIE BLIND

Small fey, neutral good

AC: 14

HP: 31

Speed: 25 ft.

STR

DEX

CON

INT

WIS

CHA

7 (-2)

17 (+3)

14 (+2)

17 (+3)

17 (+3)

15 (+2)

**Skills** History +7 Nature +7

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

**Challenge** 1 (200 XP)

**Innate Spellcasting.** DC 12. Innate spells with no material components:

- At will: *augury*, *invisibility*
- 3/day: *dimension door*, *levitate*

**\* Magic Resistance \* Restless\***

**Slingshot.** +5 to hit, 30/120 ft., 5 (1d4 + 3) bludgeoning.



BATTLE SNAIL

# BATTLE SNAIL

*Huge beast, unaligned*

AC: 15

HP: 85

Speed: 20 ft., climb 10 ft.

STR

DEX

CON

INT

WIS

CHA

22 (+6)

11 (+0)

17 (+3)

3 (-4)

11 (+0)

7 (-2)

Senses darkvision 120 ft., passive Perception 10

Languages –

Challenge 4 (1,100 XP)

*\* Retract to Shell \* Slime Slide \* Trampling Charge\**

**Bite.** +8, 5 ft., 11 (1d10 + 6) piercing.

**Trample.** +8, 5 ft., 22 (3d10 + 6) bludgeoning.

*\* Slippery Slime Spray \**



jasmin  
johandale

# jasmin johandulc

Medium humanoid (human), lawful neutral

AC: 18

HP: 135

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	17 (+3)	13 (+1)	17 (+3)

**Saving Throws** STR +9, CON +7

**Skills** Athletics +9, Intimidation +7

**Senses** passive Perception 12

**Languages** Common, Undercommon

**Challenge** 13 (10,000 XP)

**Spellcasting.** 5th-level spellcaster, DC 15, +7. Wizard spells prepared:

- Cantrips (at will): *fire bolt*, *light*, *shocking grasp*
- 1st level (4 slots): *feather fall*, *jump*, *magic missile*, *shield*
- 2nd level (3 slots): *acid arrow*, *scorching ray*
- 3rd level (2 slots): *fireball*, *lightning bolt*

**\* Action Surge \* Iron Will \* Ready For Anything \* Battlecaster \* Indomitable \* Second Wind \***


**Multiattack.** Jasmin Johandulc makes three melee attacks with Susano and one attack with Sunna.

**+1 Longsword (Susano).** +10, 5 ft., 10 (1d8 + 6) slashing plus 4 (1d8) lightning.

**+1 Longsword (Sunna).** +10, 5 ft., 10 (1d8 + 6) slashing plus 4 (1d8) fire.



AMULET OF  
POSITIVE ENERGY



## AMULET OF POSITIVE ENERGY

*Wondrous item, very rare (requires attunement)*

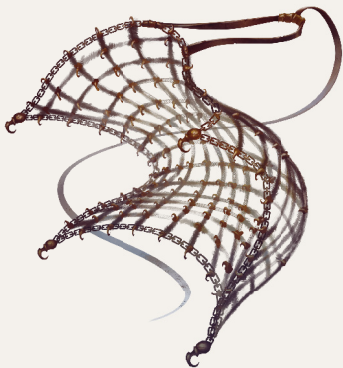
The amulet of positive energy contains condensed life essence that can be used to heal or keep undead creatures at bay. As an action, you can speak the command word of the amulet to create an immobile shimmering barrier that extends out from the amulet in a 200-foot radius, hedging out undead creatures. Undead already within the area are unaffected. The barrier lasts until dismissed and prevents undead from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

Once per day as an action, you can also choose a creature within 50 feet. A surge of positive energy washes through the creature, causing it to regain 70 HP. This effect also ends blindness, deafness, and any disease affecting the target. If you choose a target that is an undead, the target must make a DC 16 Constitution saving throw. On a failed save, it takes 49 (14d6) radiant damage, or half as much damage on a successful save. The damage can't reduce the target's HP below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the radiant damage dealt. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.


Additionally, you can break the vial of the amulet to cast the *true resurrection* spell, and the amulet's magic is lost.







BARBED NET OF  
ENTANGLEMENT




## BARBED NET OF ENTANGLEMENT

*Weapon (net), rare (requires attunement)*


As an action, you can animate the net and command it to attack a single opponent of up to Large size. It flies towards a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained. A creature hit by the net is restrained until it is freed and suffers 4 (1d4 + 2) points of piercing damage at the start of its turn as long as it remains restrained. You can direct the net to release any creature currently restrained in it and direct it at a new target that is no more than 20 feet away.

The net remains animate for 1 minute or until you command it as a bonus action to turn inanimate. It has no effect on creatures that are Huge or larger. 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 25 slashing damage to the net (AC 16) also frees the creature without harming it, ending the effect and destroying the net. Using the leash attached to the net, you can drag or pull creatures restrained by the net towards you with a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you move while using the net this way, your speed is halved, unless the creature is two or more sizes smaller than you.






BLOWGUN OF  
PAIN



## BLOWGUN OF PAIN


*Weapon (blowgun), rare (requires attunement)*

This vicious-looking blowgun is decorated with fetishes and necrotic runes. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, you can fire an additional needle each round as a bonus action. If a needle deals damage, the target must succeed on a DC 12 Constitution saving throw or suffer 7 (2d6) points of necrotic damage as it is wracked with pain.





BOW OF  
THE NIGHT

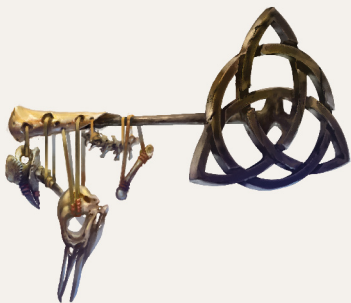


## BOW OF THE NIGHT

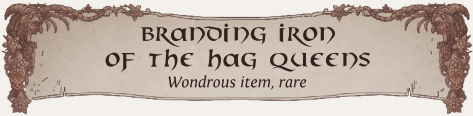
*Weapon (longbow), rare (requires attunement)*

This ornately crafted longbow seems like an ordinary weapon until held in darkness when its magical energies awaken. While wielding the bow, you gain darkvision 120 feet and can even see through magical darkness. You can also cast the *darkness* spell, but you can't cast the spell again until the next dawn. When you fire an arrow from the bow of the night under cover of darkness, your target gains no benefit from cover other than total cover. If your target is also in darkness, the bow of the night grants advantage on attack rolls made with it and deals an extra 7 (2d6) necrotic damage on each hit. When you have an arrow notched, the bow of the night also reduces all brightly lit areas to dim lit, and dimly lit areas to darkness in a 120 feet radius.





BRANDING IRON  
OF THE  
HAG QUEENS



## BRANDING IRON OF THE HAG QUEENS

*Wondrous item, rare*

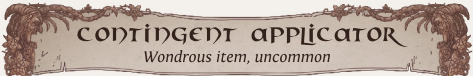
Midnight hags use branding irons crafted in the fires of Hell to mark victims or even faithful servants to make them susceptible to scrying. The branding iron has  $1d6 + 3$  charges. You can expend one charge to brand a creature by touching its skin with the branding iron that has been heated over a fire. Once branded, the creature that placed the brand on the target automatically succeeds on scrying attempts made against the target. The brand can be removed with a *remove curse* or higher-level restorative spell. Once all charges of the branding iron are used up, it loses its magical power and its color grows dull.







CONTINGENT  
APPLICATOR



## CONTINGENT APPLICATOR


*Wondrous item, uncommon*

This cylindrical tube is made of glass and golden alloys with a carabiner that can attach to your belt or clothes. The applicator can house a single scroll or potion. As an action, you can remove the top cap of the applicator, load any potion of common or uncommon rarity or any scroll of 1st level into the device, and set a condition that will activate the item. You describe that condition when you insert the item into the applicator. For example, if the item is a *potion of animal friendship*, you might stipulate that the potion comes into effect when a beast attacks you. The item is used up immediately after the circumstance is met for the first time. The potion or scroll only affects you, even if it can normally target others. The applicator can hold only a single potion or scroll at a time, which disappears after use.





CHEST OF  
MAGIC  
NULLIFICATION



## CHEST OF MAGIC NULLIFICATION


*Wondrous item, rare*

The chest of magic nullification is a cubic chest, measuring 2 feet on a side, made of a strange reddish metal that is lighter than it looks. The corners of the chest are inlaid with large purple gemstones, its panels embossed with magical runes, and the centers of its sides fashioned into valves that seep and dissipate magical energies, all emanating a purplish glow. The chest can be opened with a simple latch on one of its edges. When closed, the inside of the chest is filled with an *antimagic field*. The chest of magic nullification is immune to magic and blocks all forms of divination magic regarding the contents of the chest and the chest itself.





CLOAK OF  
BLINKING



## CLOAK OF BLINKING

*Wondrous item, rare (requires attunement)*

When you wear this cloak, it makes you blink by temporarily making you vanish from your current plane of existence and appear on the Ethereal Plane. Roll a d20 at the end of each of your turns while you wear the cloak. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane unless you were already on that plane. At the start of your next turn, or when you remove the cloak on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space from where you vanished. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near).

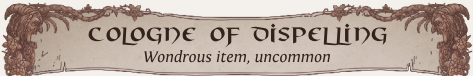
While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.





COLOGNE OF  
DISPELLING



## COLOGNE OF DISPELLING

*Wondrous item, uncommon*


This intricate glass vial has an atomizer pump connected to its sprayer at its top. The vial contains 10 doses of cologne with a refreshing smell of the blue oceans. When a dose is sprayed on an object or creature within 5 feet, it functions as a *dispel magic* spell. The cologne of dispelling ends spells of 3rd level or lower on the target if it succeeds on the check against the spell's DC using a modifier of +3. When all 10 doses have been expended, the vial loses its magic and functions as a simple spray bottle.







CROWN OF  
aGLARION



## CROWN OF AGLARION

*Wondrous item, legendary (requires attunement)*

Master Arlen created the crown of Aglarion to symbolize the integrity of the monarchy of Aglarion that was established hundreds of years ago by the first monarch, King Razmyrel Melkar the True. Its powers were designed to serve the first king in his campaign against the zealous Order of the Eternal Light.


The wearer of the crown of Aglarion gains a +1 bonus to ability checks, AC, and saving throws, and can cast the following spells once per day: *control weather*, *move earth*, *pass wall*. The crown of Aglarion is impervious to all types of damage.

The wearer of the crown of Aglarion can also create a *floating disk* that has a 50-foot diameter and can hold up to 20,000 pounds. The wearer of the crown of Aglarion and any other creature can stand on its surface. As an action, the wearer of the crown of Aglarion can move the floating disk with a fly speed of 30 ft. The disk disappears after 1 hour and cannot be recreated until the next dawn.





DOPPELGÄNGER  
MASK



## DOPPELGANGER MASK


*Wondrous item, uncommon (requires attunement)*

The doppelganger mask is crafted from the facial skin of a doppelganger, which has been surgically removed and treated with magic. The mask's wearer can use its action to cast the *polymorph* spell and change into a Small or Medium humanoid it has previously seen or back into its original form. The user of the doppelganger mask can change between these two forms for the next hour. The transformation ends if the mask is removed. Once used, the magical property of the doppelganger mask can't be used again until the next dawn.





FALCON BLADE




## FALCON BLADE

*Weapon (longsword), legendary (requires attunement)*


The Falcon Blade is the legendary sword of Aglarion, passed down through the dynasties from the time of King Razmyrel Melkar. The pommel of the magical longsword is in the shape of a soaring falcon, the crest of House Melkar. The sword was crafted by none other than Master Arlen the Constructor to aid the first king in his battle against the theocracy of the Order of Eternal Light. As a result, the sword has become a symbol of the kingdom and the person of the Monarch.

The Falcon Blade has 3 charges and holds magical energies of the highest order that can bend time to the will of its wielder. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While wielding the Falcon Blade, you also gain advantage on Initiative checks and on all attack rolls in the round if you have a higher initiative than the creature you attack with the Falcon Blade. You can expend 1 charge per turn to gain an additional action. This action can only be used to take the attack action with the Falcon Blade. The Falcon Blade regains all of its charges daily at dawn.






FEATHER OF  
DETECTION



## FEATHER OF DETECTION

*Wondrous item, uncommon (requires attunement)*


The tail feathers of the most legendary couatls sometimes permanently hold the magical traits of the feathered serpents of wonder. The feather functions as a divining rod, pointing towards effects sought by its wielder. The feather has 3 charges. By extending 1 charge, you can cast any of these spells: *detect evil and good*, *detect magic*, *detect thoughts*. The feather regains 1d3 expended charges daily at dawn.







GLOVES OF THE  
SATYR KING



## GLOVES OF THE SATYR KING


*Wondrous item, rare (requires attunement)*

The famed gloves of King Dasmag, the satyr lord, were the favorite garments of the late king and were stolen by the Matrons of Malice when they slew him. The gloves bestow impossible grace in combat to those who wear them. While wearing these gloves and being attuned to them, your speed increases by 10 feet, you gain a +1 bonus to your AC, and proficiency in the Perform skill. Additionally, you can take the Dodge or Disengage action as a bonus action.





HELLISH  
SACRIFICIAL  
DAGGER



## HELLISH SACRIFICIAL DAGGER


Weapon (dagger), rare (requires attunement)

This curved and serrated magical dagger is made in the furnaces in Hell and crafted from steel hardened by blood from the sacrifices of mortals. You gain a +1 bonus to attack and damage rolls made with this weapon. If you use it against a creature with 0 HP or kill a creature using the dagger, it automatically dies, its soul sent to Hell. Creatures slain in such a manner cannot be brought back to life, only by a spell like *resurrection* or *wish*. When killing a creature with an Intelligence score of 6 or more with this weapon, the wielder gains the benefits of an *aid* spell for 1 hour. When you hit a celestial with it, that target takes an extra 1d8 damage. If a good-aligned creature touches the dagger, it suffers 1d8 necrotic damage at the start of its turn as long as it remains in contact with it.





instant  
TREBUCHET



## INSTANT TREBUCHET

*Wondrous item, rare*

You can use an action to place this hand-sized wooden statuette of a trebuchet on the ground and speak its command word to make the statuette rapidly grow into a life-sized trebuchet.

The trebuchet is 20 feet on a side and 30 feet high. Each creature in the area where the trebuchet appears must make a DC 15 Dexterity saving throw, taking 44 (8d10) bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the trebuchet. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.


The statuette can become a trebuchet for up to 6 hours. Once it has been used, it can't be used again until 2 days have passed. The trebuchet reverts to its statuette form at the end of the duration. It reverts to a statuette early if it drops to 0 HP or if you use an action to repeat the command word while touching it.

**Trebuchet.** See page 256 of the *Dungeon Master's Guide*.





LEASH OF THE  
BEAST TAMER



## LEASH OF THE BEAST TAMER

*Wondrous item, rare*


This object is a pommel featuring the visages of savage beasts and a metal wire extending from the mouth of one of the beasts with a clasp at its end. The wire can be extended up to 50 feet. As an action, you extend or retract the full length of the wire, which is 50 feet long. If the leash is placed around the neck of a beast or monstrosity with an Intelligence score of 4 or lower, it must make a DC 12 Wisdom saving throw. On a failed save, the beast or monstrosity is under the effect of an *animal friendship* spell as if cast by you. Once used, the magical property of the leash of the beast tamer can't be used again until the next dawn.







LORGNETTES  
OF THE  
MASTER SCRIBE



## LORGNETTES OF THE MASTER SCRIBE


*Wondrous item, uncommon*

The lorgnettes of the master scribe highlight and emphasize specific passages of spell scrolls, leading spellcasters to a clearer comprehension of their complex formulae. If the spell you are casting from a spell scroll is on your class's spell list, but of a higher level than you can normally cast, you gain advantage on the required ability check with your spellcasting ability.





MANUAL OF THE  
ARCHMAGE



# MANUAL OF THE ARCHMAGE


*Wondrous item, rare (requires attunement)*

This thick tome with over a 1,000 pages is an encyclopedia covering topics of the highest complexity related to academic studies and magic. The manual entries are connected in webs of cross-reference and automatically shift their appearance to list the corresponding entries, making research fast and comprehensive. If you study a topic for 10 minutes, your newfound understanding grants you advantage on one Intelligence (Arcana) skill check within the next one hour.





MASTER KEY



## MASTER KEY


*Wondrous item, rare*

The Master Key opens any lock, even those protected by magical means, and suppresses any mundane or magical traps on the object that would activate when opening it. You can use the Master Key to cast a *knock* spell, which is silent without any audible effects and which suppresses *alarm* or other protective spells like glyphs or symbols on the object for 10 minutes. Once used, the magical property of the master key can't be used again until the next dawn.





POWDER OF  
TRUE FORM



## POWDER OF TRUE FORM

*Wondrous item, uncommon*

A brass decanter holds a fine powder with a golden sheen. There is enough for 6 doses. When you use an action to throw a dose of powder into the air, the true forms of all creatures that are within 10 feet from you are revealed for 1d4 minutes. The duration is the same for all subjects, and the powder is consumed when its magic takes effect. The powder shows the original form of a shapechanger or a creature that is transformed by magic into another form. However, it does not force the subjects to revert to their original forms.







RING OF  
MENTAL  
STABILITY



## RING OF MENTAL STABILITY


*Ring, rare (requires attunement)*

This golden ring is crafted in the form of a brain, held in fanglike spikes, and decorated with amethyst gems. While wearing this ring, you gain immunity to madness and have advantage on saving throws against being charmed or frightened.





ROBE OF THE  
WARDROBE



## ROBE OF THE WARDROBE


*Wondrous item, common*

While wearing this robe, you can use a bonus action to transform the robe into any piece of clothing of any style, color, or appearance, including accessories like jewelry, head-pieces, and footwear. The robe can also emit smells to match your outfit.





SEED OF THE  
HAGTREE



## SEED OF THE HAGTREE

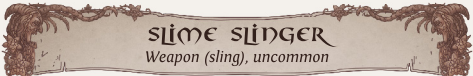
*Wondrous item, rare (requires attunement)*

The seed of the Hagtree holds a fragment of a hag's soul and resembles a monstrous eye, covered by a thick seed coat and prickly thorns. The seed has 3 charges. While attuned to it, you can expend 1 charge to cast the *tree stride* spell. The seed of the Hagtree regains 1d3 expended charges at midnight.






SLIME SLINGER



## SLIME SLINGER

*Weapon (sling), uncommon*


This staff sling is usually crafted by shamans of wild tribes, clerics who venerate deities of oozes, or warlocks dedicated to ooze patrons. When you speak a command word, the slinger generates globules of corrosive slime that you can sling at your opponents. The slinger can generate 5 globules per day. After all 5 daily globules have been slung, the sling functions as a regular sling. On a hit, the corrosive slime deals 7 (2d6) points of acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded. The target takes a permanent and cumulative -1 penalty to its AC on each hit. The armor is destroyed if the penalty reduces its AC to 10.







**SPELLBREAKER  
CROSSBOW**




## SPELLBREAKER CROSSBOW

*Weapon (heavy crossbow),  
rare (requires attunement)*

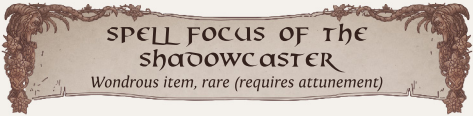
King Waldrann is famous for mistrusting spellcasters. He has always feared their powers and been cautious when dealing with magic users. The Spellbreaker crossbow was gifted to King Waldrann by the neighboring tribe of Vordani barbarians who live high up in the mountains north of Aglarion. The savage tribes revere physical aptitude and despise magic, which they deem as a sin, and eradicate it where they can. The only form of magic their clan chieftains have accepted for centuries was that which could be used against spellcasters. This mighty heavy crossbow was traded to them a century ago by sailors from afar, in exchange for protection of their inland caravan routes. Later, the weapon was given to King Waldrann as a reward for helping in defeating the doppeldrake Malzdreziret, otherwise known as the Scaled Impostor. The heavy crossbow deals tremendous pain to those who are able to cast spells or call forth innate magic in any form. The pain is so intensely nerve-racking that most casters immediately fail to concentrate on maintaining up their spells.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to it, the bonus increases to +3 if you use it against a target that has the spellcasting trait. If you deal damage with the crossbow to a creature that is maintaining concentration on a spell, that creature makes its Constitution saving throw with disadvantage to maintain its spell. Additionally, the crossbow deals an additional 3 (1d6) force damage to creatures with the spellcasting trait.






SPELL FOCUS  
OF THE  
SHADOWCASTER



## SPELL FOCUS OF THE SHADOWCASTER


*Wondrous item, rare (requires attunement)*

This item that bears the raw energies of the Shadowrealm can be utilized to heighten the effects of illusion spells. The spell focus can function as a material component of up to 100 gold pieces in value that doesn't need to be expended. The spell focus of the shadowcaster has 3 charges. While attuned to it, you can expend 1 charge to make an illusion spell you cast harder to disbelieve, granting disadvantage on Intelligence (Investigation) skill checks to disbelieve the illusion. Additionally, you can expend 1 charge to add +1 DC to an illusion spell you cast. You can expend multiple charges to use both effects on your spell. The spell focus of the shadowcaster regains all expended charges at dawn.





SPRIGGAN  
SHIELD



## SPRIGGAN SHIELD


*Armor (shield), uncommon (requires attunement)*

King Waldrann Azennar received the Spriggan Shield as a gift from the Matrons of Malice, who posed as the late satyr lord King Dasmag, the previous lord of the Feyrealm now known as the Bleak Mire. This large steel shield depicts the screaming faces of fey creatures named spriggans that can grow in size from small to large. The shield has 3 charges. You can expend a charge to enlarge your form and anything you are wearing or carrying for 1 minute. While enlarged, your size becomes Large, your damage dice on Strength-based weapon attacks is doubled, you make Strength checks and Strength saving throws with advantage, and you gain a +1 bonus to AC while you wield the shield. This bonus is in addition to the shield's normal bonus to AC. If you lack the room to become large, you attain the maximum size possible in the space available. The shield regains 1d3 of its expended charges daily at dawn.






SPYGLASS OF  
DEVILISH  
REVEALING



## SPYGLASS OF DEVILISH REVEALING

*Wondrous item, very rare (requires attunement)*


This magic spyglass has the functioning eye of a bone devil bound to it. Objects viewed through the spyglass are magnified to four times their size. While viewing through the spyglass, the item confers *darkvision* that is not impeded by magical darkness. In addition, once per day as an action, the user of the spyglass can activate it to gain Truesight for 10 minutes.







TOMBSTONE  
AMULET



## TOMBSTONE AMULET

*Wondrous item, artifact (requires attunement)*


The tombstone amulet was crafted by the followers of the god of Life from the tombstone of Sarath, the legendary high priest of the Shining Light who banished the Dark Star. It grants you protection from the powers of the undead and death itself. You gain the following benefits:

- If damage reduces you to 0 HP, you can make a Constitution saving throw unless the damage is from a critical hit. The DC equals 10 or half the damage you take, whichever number is higher. On a success, you drop to 1 hit point instead.
- You are automatically stable when reduced to 0 HP.
- You gain advantage on saving throws against effects that would kill you instantly or reduce you to 0 HP.
- You gain advantage on saving throws against necromancy spells and the special abilities of undead creatures.
- If you die, the tombstone amulet immediately restores your life as per the *raise dead* spell. This ability can't be used again until the next dawn.





UNICORN HORN  
CUDGEL



## UNICORN HORN CUDGEL

Weapon (club), rare (requires attunement)


The horn of a unicorn that has been fashioned into a weapon retains some of the magical properties of the legendary celestial. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The cudgel has 3 charges. While attuned to it, you can expend 1 charge to heal 11 (2d8 + 2) HP, cure a disease, or neutralize a poison. You can expend multiple charges to heal and/or remove multiple conditions affecting the target. You can expend 2 charges to teleport a willing creature you touch up to 1 mile away to a space that is familiar to you. Additionally, while attuned to the cudgel, on a critical hit, you can choose to *teleport* the target up to 30 ft. from you to a space that is familiar to you. This ability does not expend a charge. The unicorn horn cudgel regains 1d3 expended charges at dawn.





WAND OF FIRE  
MANIPULATION



## WAND OF FIRE MANIPULATION

*Wand, rare*

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to deal 3 (1d6) fire damage in a 15-foot cone for every charge expended. Each creature in the area must make a DC 13 Dexterity saving throw. A creature takes the damage on a failed save, or half as much damage on a successful one.


The wand can siphon fire. While holding it, you can use your reaction to draw in fire effects or damage from spells targeted at you to charge the wand. The wand regains 1 charge for every dice of fire damage siphoned in such a way and negates 1 dice of fire damage per charge regained. The wand cannot have more than 7 charges.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.





WAND OF THE  
MIMIC




## WAND OF THE MIMIC

Wand, rare

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to turn an inanimate object into a mimic. You can expend 1 charge to animate a Tiny or Small mimic, 2 charges to animate a Medium mimic, and 3 charges to animate a Large mimic, and 5 charges to animate a Huge mimic. The wand functions as an *animate object* spell with respect to statistics and rules. However, the object turns into a mimic of the appropriate size, remains animated for 1 hour, and does not require concentration. It is a monstrosity (shapechanger) rather than a construct and can make a bite attack that deals piercing damage with an additional 1d4 acid damage, instead of a slam attack and bludgeoning damage. It also gains the Adhesive and False Appearance traits of a mimic.


The wand regains 1d3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.







WHIP OF  
TENTACLES



## WHIP OF TENTACLES


*Weapon (whip), uncommon*

These whips are crafted from dried medusa tentacles that have been infused with magic to retain the poisoning effect of their stings. The whip of tentacles counts as a magic weapon for the purposes of overcoming damage resistance or vulnerability. Additionally, on a hit, the target of the weapon must succeed on a DC 11 Constitution save or become poisoned for one minute. The target can attempt a new save at the end of its turn. A successful save ends the poisoned condition.





ZOMBIE MASK



## ZOMBIE MASK


*Wondrous item, rare (requires attunement)*

A zombie mask is crafted from the skin that has been removed from the face of a zombie. The decayed flesh smells putrid, and wearing the mask can easily make you nauseated. While attuned to the mask and wearing it, you gain darkvision 60 ft., and you become invisible to zombies as if you were under the effects of an *invisibility* spell. When you don the mask and while wearing it, you must make a DC 10 Constitution saving throw against poison every hour or become poisoned for one hour.





DISABLE  
CONSTRUCT



## DISABLE CONSTRUCT

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a gear made of metal)

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Sorcerer, Wizard

Choose a construct that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration even if the target is immune to being paralyzed. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target an additional construct for each slot level above 4th. The constructs must be within 30 feet of each other when you target them.





FORTIFY SOUL



## FORTIFY SOUL

4th-level abjuration

**Casting Time:** 1 bonus action


**Range:** Self

**Components:** V, S

**Duration:** 8 hours

**Classes:** Cleric, Paladin


You resist external influences to your soul through your unbreaking faith. You gain immunity to any effect that would influence your soul (such as the *magic jar* spell or a hag's *nightmare haunting* ability).







immobilize



## IMMOBILIZE

4th-level transmutation

**Casting Time:** 1 action

**Range:** 60 feet


**Components:** V, S, M (tendrils from the roots of an oak)

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Sorcerer, Warlock, Wizard


Even if this defies gravity, a creature or unattended item you touch becomes magically fixed in place. A creature must succeed on a Strength saving throw or become restrained for the duration. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target. An item immobilized by the spell can hold up to 8,000 pounds of weight. More weight causes the item to fall. A creature can use an action to make a DC 30 Strength check, moving the fixed item up to 10 feet on a success.

**At Higher Levels:** When you cast this spell on an item using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.





INFUSE  
WITH ENTROPY



# INFUSE WITH ENTROPY

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a pinch of ash)

**Duration:** Concentration, up to 1 minute


**Classes:** Bard, Sorcerer, Warlock, Wizard

You alter the structure of an object or the body of a creature, which starts to lose its structural integrity or decompose.

Choose a creature that you can see within range. The target creature must make a Constitution saving throw. On a failed save, it takes 11 (2d10) force damage at the start of its turn and has disadvantage on ability checks and saving throws for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.


Choose an object that you can see within range. This spell destroys a large or smaller nonmagical object in three rounds. If the target is a huge object, this spell causes it to become damaged, or renders it useless if it has a complex mechanism or moving parts. A magic item is unaffected by this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.





instant tent



## INSTANT TENT

5th-level conjuration

**Casting Time:** 1 minute

**Range:** 120 feet

**Components:** V, S, M (a small piece of silk cloth)


**Duration:** 8 Hours

**Classes:** Bard, Sorcerer, Wizard

You conjure a tent of a magnificent size that lasts for the duration.

The tent is a large “Big Top” tent with an oval shape of 50 by 75 feet and is open on the sides. The colors and the designs on the canvas are determined by you when you cast the spell. The tent is waterproof and well-fastened to the ground, its magic preventing it from tipping.

The tent is made of magical canvas, supported by iron poles. The ten supporting poles each have AC 19 and 24 HP, immunity to damage from non-magical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the tent (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of *wish* causes one column to regain 50 HP.





LUNGROT  
VAPOR

## LINGROT VAPOR

6th-level necromancy

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a piece of lung tissue harvested from a corpse)

**Duration:** Concentration, up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard

A 20-foot-radius sphere of vile-smelling necrotic gas of a green shade magically swirls forth from a point that you choose within range. The gas eats away at the lungs of any creature in the area and creates a particular form of choking zombie from those who die due to the spell. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 4d8 necrotic damage on a failed save, or half as much damage on a successful one. Creatures are not affected if they hold their breath or don't need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

If a creature falls to 0 HP, it rises as a **zombie** at the end of the round with the following modification:

- **Choking Strike.** The zombie chokes the living, trying to suck the air from the lungs of its victims. Any creature hit by the slam attack of the zombie must succeed on a Constitution saving throw (DC equals 10 + the zombie's Constitution ability modifier) or gain one level of exhaustion.


**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.







MELANCHOLIC  
MELODY



## MELANCHOLIC MELODY

4th-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a handful of dried lavender petals)

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Sorcerer, Warlock, Wizard


The air fills with a melancholic tune, otherworldly and disheartening, emanating from a point of your choice within range. Each creature in a 20-foot-radius centered on that point that hears the melody must make a Wisdom saving throw. On a failed save, an affected target becomes frightened for the duration and takes 1d6 psychic damage every round. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. On a successful save that creature is unaffected and is immune to the effects of the spell for 24 hours.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the radius of the emanation increases by 10 feet for each slot level above 4th.





MELT FLESH



## MELT FLESH

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a strip of tallow)

**Duration:** 1 minute


**Classes:** Cleric, Sorcerer, Warlock, Wizard

You disfigure your enemy, melting their muscles, sinews, or flesh and making them weaker and clumsier. Choose a creature that you can see within range. The target creature must make a Constitution saving throw. On a failed save, choose an ability score from Strength, Dexterity, Constitution, or Charisma. The target creature has disadvantage on ability checks made with the chosen ability score for the duration of the spell.





MUSIC OF THE  
SPHERES



## MUSIC OF THE SPHERES

*3rd-level transmutation*

**Casting Time:** 1 hour

**Range:** Self

**Components:** V, S, M (a page of sheet music)

**Duration:** Instantaneous

**Classes:** Wizard

You can cast this spell during an uninterrupted short rest while studying your spellbook. Your mind is transported to the outer reaches of the cosmos, and you hear the music of the spheres, composed of melodies by pure magical energies. During the short rest, you can recover a combined level of spell slots equal to your wizard level when using your arcane recovery class ability.





RALLY



## RALLY

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** Self (30-foot cube)

**Components:** V, S, M (cloth from a flag)

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Cleric, Paladin, Ranger

You boost the morale of your allies even in a seemingly hopeless situation. All allies within a 50-foot cube centered on you that can see and hear you gain advantage on saving throws to resist being charmed and frightened for the duration of the spell.







SHADOWCRAFT  
CONJURATION



# SHADOWCRAFT CONJURATION

*4th-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Classes:** Bard, Sorcerer, Warlock, Wizard

You can conjure any creature through potent illusions that are partly material. You summon illusory creatures made of shadow material that take form and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One creature of challenge rating 2 or lower
- Two creatures of challenge rating 1 or lower
- Four creatures of challenge rating 1/2 or lower
- Eight creatures of challenge rating 1/4 or lower


Each shadow creature retains its type, and disappears when it drops to 0 HP or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions. The GM has the creatures' statistics.

When a shadow creature attacks or interacts with a target, the target must succeed on a Wisdom saving throw to disbelieve the illusion. On a failed save, the shadow creature deals full damage. On a success, the shadow creature only deals half damage and has half of its total hit points for the rest of the spell's duration.





shadowcraft  
evocation



# SHADOWCRAFT EVOCATION

*4th-level illusion*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Warlock, Wizard

You unleash bursts of magical energy through potent illusions that are partly material. You can choose to emulate any evocation spell of 3rd-level or lower that deals damage and has a casting time of 1 action by casting this spell. Before the regular effects of the replicated spell are determined, the target must first succeed on a Wisdom saving throw to disbelieve the illusion. On a failed save, the spell deals full damage. On a success, the spell only deals half damage. The damage type of the spell is determined by the spell being replicated.





shout



# SHOUT

3rd-level evocation

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Components:** V


**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Wizard

You unleash the power of your voice to devastating effect. You emit an ear-splitting yell that damages creatures. Each creature in a 15-foot cone originating from you must make a Constitution saving throw. On a failed save, a creature takes 5d8 thunder damage. On a successful save, the creature takes half as much damage.


In addition, a creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. The spell emits a thunderous boom audible out to 300 feet.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.





STEADFAST



## STEADFAST

*3rd-level abjuration*

**Casting Time:** 1 action


**Range:** 60 feet

**Components:** V, S, M (wood from the roots of an oak)

**Duration:** Concentration, up to 1 minute

**Classes:** Cleric, Ranger, Paladin


Your spell makes it harder to knock you down or to unseat you if you are mounted. You gain advantage on saving throws against spells and on Strength (Athletics) or Dexterity (Acrobatics) skill checks against grappling creatures and effects that attempt to push you or force you to become prone. You also gain advantage on saving throws and ability checks against any effect that would force you to fall from the back of your mount.







SUFFOCATE



## SUFFOCATE

6th-level necromancy

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a small vial of smoke)

**Duration:** Concentration, up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard


You extract the air from your enemy's lungs and fill it with smoke to cause suffocation. Choose a creature that you can see within range. The target must succeed on a Constitution saving throw. On a failed save, the target creature is paralyzed for the duration and starts to suffocate as it has run out of breath. This spell has no effect on constructs, plants, undead, or other creatures that don't breathe. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th. The creatures must be within 30 feet of each other when you target them.





WITHER LIMB



## WITHER LIMB

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pinch of ash from a corpse)

**Duration:** 1 minute

**Classes:** Cleric, Sorcerer, Warlock, Wizard

You hinder your enemy's movement, or their combat abilities, or both. Choose a creature that you can see within range and the creature's arms or feet. The target creature must make a Constitution saving throw.

If you choose its arms, on a failed save, the target creature gains disadvantage on attack rolls and ability checks that require the use of an arm. If you cast this spell again on the same creature's arms and the target fails the saving throw a second time while under the effect of the same spell, the target creature loses the function of their arms entirely.


If you choose a leg, on a failed save, the target creature's movement speed is halved. If you cast this spell again on the same creature's feet and the target fails the saving throw a second time while under the effect of the same spell, the target creature loses the function of their leg and becomes restrained.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.





ADAPTIVE  
PERSONALITY



## ADAPTIVE PERSONALITY


You are a master of social interactions and make-believe, wearing your personality as a sleeve to fit any occasion.

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Deception) and Charisma (Performance) checks when interacting with someone for the first time.
- Your demeanor can even cloak your alignment, fooling divinations made to determine it. Choose the alignment you wish to enact and divination spells will show your chosen alignment.





BLESSED SPIRIT



## BLESSED SPIRIT

Your sanctified spirit protects you from curses and you can detect the auras of cursed items or creatures.


- Increase your Wisdom score by 1, to a maximum of 20.
- If you fail a saving throw against a curse or curse effect, you can reroll the saving throw with advantage at the start of your next turn. You can't use this feature again until you finish a short or long rest.
- As an action, you can sense the presence of cursed items or creatures within 30 feet of you for 1 minute. If you sense curses in this way, you can use your action to see a faint aura around any visible creature or object in the area that is cursed. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. You can't use this feature again until you finish a short or long rest.







BRAVEHEART



## BRAVEHEART


You are used to scary situations and easily overcome your fear.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain advantage on saving throws against being frightened.
- You can reroll a saving throw against being frightened that you fail. If you do so, you must use the new roll. You can't use this feature again until you finish a short or long rest.





FOCUSED aim

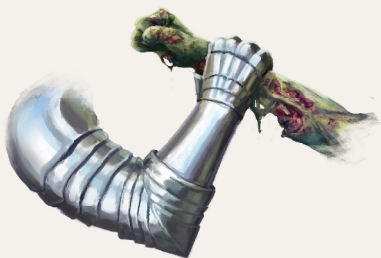


## FOCUSED aim


You can target ranged attacks more precisely by focusing only on the shot but letting your guard down. As a bonus action, you can focus your aim to gain the following benefits and penalties until the start of your next turn:

- You gain advantage on your first ranged attack on your turn, but all attacks against you are made with advantage until the start of your next turn.
- You gain 1d4 damage on your first ranged attack on your turn.





GRAVETOUCHÉD



## GRAVETOUCHED


You have been exposed to necromantic powers so many times that you have become somewhat resistant to them.

- You gain damage resistance against necrotic damage.
- You gain advantage on saving throws against effects that deal necrotic damage.





GUARDIAN



## GUARDIAN

You protect your allies and sense danger before it happens. You gain the following benefits:

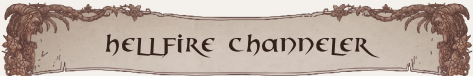
- You gain a +1 bonus to AC if there are allies within 5 feet of you.
- As a reaction, you can protect an ally who is within 5 feet from you from an attack of opportunity. If you use this action, the attack automatically misses.
- When an ally who is within 5 feet of you is attacked, you can shield them with your body. As a reaction, you switch the target of the attack to yourself, using your own AC to determine if the attack hits and taking damage if it does.







HELLFIRE  
CHANNELER



## HELLFIRE CHANNELER


Hellfire courses through your veins, and you can channel it into your fire spells for devastating effect against creatures who would otherwise be unharmed.

- Whenever you cast a spell that deals fire damage, you can substitute hellfire damage for half of the total damage dealt. Creatures cannot reduce this half of the damage even if they have resistance or immunity to fire damage, however, devils are immune to hellfire.





MOUNTED  
CHARGER



## MOUNTED CHARGER

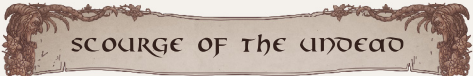
You are a master of charging into the fray on your mount. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creatures that are smaller than your mount.
- When your mount takes a dash action, and you hit a creature with a melee attack in the same round, your attack deals an additional 1d6 damage.
- When wielding a lance, you don't have disadvantage when attacking a target within 5 feet of you.





SCOURGE  
OF THE  
UNDEAD



## SCOURGE OF THE UNDEAD

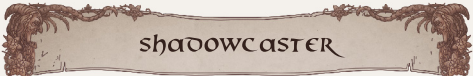
You gain powers to resist and punish the living dead.

- You gain advantage on saving throws against necromancy spells or being charmed, frightened, or possessed by undead creatures.
- Your weapon attacks score a critical hit on a roll of 19 or 20 against undead creatures.





shadowcaster



## SHADOWCASTER

You can infuse your illusion spells with the essence of shadows, making them more persistent and less resistible.

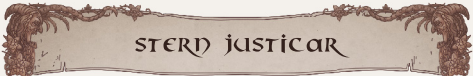
- The DC to end or dispel your illusion spell or interrupt you in casting an illusion spell is 13 + your spell's level.
- The duration of your illusion spells is doubled.
- You can spend an extra spell slot of the same spell level when you cast an illusion spell. The saving throw against your spell or the Intelligence (Investigation) skill check to discern your spell is made with a disadvantage.







STERN JUSTICAR



## STERN JUSTICAR


You have seen all the dirty little tricks, making you hard to fool. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You gain advantage on Intelligence (Investigation) checks to disbelieve illusions.





SPELL TATTOO

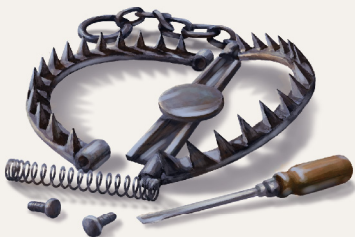


## SPELL TATTOO


You can create a tattoo etched into your skin with magically treated ink and infused with a spell that you can cast. The tattoo is drawn in a design that resembles the specific spell placed within it, which must be of 1st level. It takes a day of work to imprint the tattoo and costs 100 gold pieces for the material components. You gain the following benefit:

- You can cast the spell weaved into the tattoo as a bonus action. You regain the ability to cast the spell when you finish a long rest.





TRAP ENGINEER



## TRAP ENGINEER

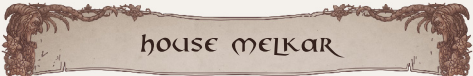
You can easily detect and disarm traps using your vast understanding of their workings and mechanical parts. You gain the following benefits:

- You gain proficiency in the Investigation skill to deduce the workings of traps. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it for this purpose.
- You gain proficiency in the Perception skill to detect traps. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it for this purpose.
- You gain proficiency with the artisan's (engineering) or thieves' tools and can use them as part of a Dexterity check to disarm traps. If you are already proficient with them, you add double your ability bonus to checks you make with them for this purpose.





HOUSE MELKAR



## HOUSE MELKAR


The First King, founder of Aglarion, King Razmyrel Melkar established the monarchy that allowed the kingdom to grow and its residents to live in a safe environment. The lineage of Melkars served the kingdom faithfully the same way as their subjects served them, each monarch adding to the prosperity of the realm in their own way.







HOUSE EBRIN



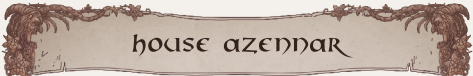
## HOUSE EBRIN

House Wyltammer sponsored House Ebrin on the throne after the Wyltammer regency, claiming to have found a tertiary lineage connection to the Melkar dynasty. Their reign is known for the fortifications built by the Ebrin kings and the corruption that also led to the end of their lineage.





house azennar




## HOUSE AZENAR

The name of the Azennar dynasty has been associated with order, stability and prosperity throughout the centuries of their rule. The Azennars have defended the realm against the Vordani tribes and the half-dragon slavers of the Isles of Xantharos, establishing the safety of the realm from these foreign powers for centuries.





ROYAL ARMY



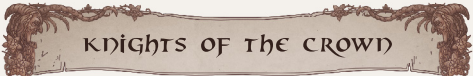
## ROYAL ARMY

The Royal Army is a well-organized and structured military force, one of the realm's main pillars. It is a thousand strong, consisting of several smaller and larger specialized branches that are tightly hierarchic.





KNIGHTS OF THE  
CROWN

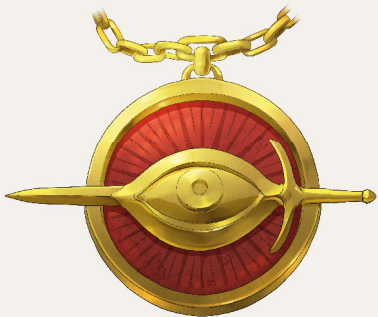


## KNIGHTS OF THE CROWN

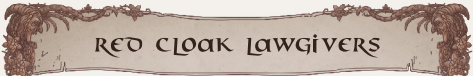
Founded by King Razmyrel Valsyr Melkar I, the True, these pious paladin champions of the realm, currently numbering only a few dozen, swear a lifelong Oath of Protection to guard the crown and kingdom. Their training starts at a very young age, and it is considered a privilege to be selected as a member of the order.







RED CLOAK  
LAWGIVERS



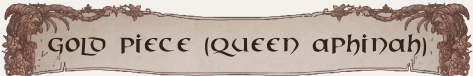
## RED CLOAK LAWGIVERS

Sentences for crimes are pronounced and carried out by the Red Cloak Lawgiver at the time of arrest for lesser crimes or after consulting other Red Cloaks in cases of more complex, larger, or obscure crimes, while the suspect is held in custody at the Halls of the Lawgiver. There is no place for appeal once a sentence has been made and filed with a Red Cloak Lawgiver's signature.





**GOLD PIECE**  
**(QUEEN aphinah)**



## GOLD PIECE (QUEEN APHINAH)

The newly minted gold piece bears the visage of Queen Aphinah, replacing the previous gold coins that are recalled and reminted at the King's Forge.





COPPER,  
SILVER, GOLD,  
AND PLATINUM  
PIECES




COPPER, SILVER, GOLD,  
AND PLATINUM PIECES

All coins are minted with a delicate embroidered edge to make the chipping and scraping of the coin easily recognizable.





house  
WYLTAMMER



## HOUSE WYLTAMMER


The Wyltammer family is an ancient one whose banners have been flying in the kingdom since its very foundation. The current heads of the family, a middle-aged elf named Yram and his elven wife Taya, are at the center of the capital's social scene.







house  
GOLDOOTH




## HOUSE GOLDTOOTH

The Goldtooth tribe of goblins was always a witty and lucky bunch. Several centuries ago, their ancestor Bilakk Goldtooth acquired noble status from Queen Linolu the Peaceful by saving her from the grasp of a giant constrictor snake during one of her hunts deep in the Arden Forest.





house  
DOMIREN




## HOUSE DOMIREN

The Domiren are a loud bunch, but they were not always so. The latest generation of Domirens has lost the family's conservative roots mainly due to the marriage that brought the now venerable Lady Zainda, a once-renowned prostitute, to the house.





house  
KARRAMOSA




## HOUSE KARRAMOSA

The Karramosa noble family is an ancient one dating back to the early years of Aglarion. They own the northeastern Talanar Hills and the lands around the Talanar Pond, supporting the meditating monks of the Monastery of Past Lives.





house  
GORSO



## HOUSE GORSO


The noble house of Gorso and its ancestral home is ruled by Lord Ziademos Gorso and his numerous children and grandchildren who bear the magical chaos-infused bloodline of the old lord who struck a pact with a force of entropy, the Elemental Chaos.







house  
nangrath



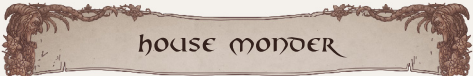
## HOUSE NANGRATH

The Nangrath family prides itself on a long lineage of dwarves who made their home in the northern part of the country for centuries. They served as master builders for the fortresses and border fort systems.





house  
MONDER




## HOUSE MONDER

The Monders were a wealthy dwarven trading family who amassed their fortunes over centuries, eventually buying their lands and title with copious amounts of gold when King Grankar the Brash needed funding to expand the city outside the Old Wall.





house  
RONCIL




## HOUSE RONUL

The Ronul family is a relatively new addition to the major noble houses of Aglarion. The family's first patron was Almeiro Ronul, who served in the King's Navy as a young cadet until taken captive by pirates near the Isles of Xantharos, eventually dragging Aglarion into the first Xantharosian War.





WIZARDS OF THE  
ARCANE TOWER



## WIZARDS OF THE ARCANE TOWER


Established centuries ago by Master Arlen the Constructor, the Arcane Tower is the only wizard academy in the kingdom. The wizards are trained in all forms of magic within the academy's walls and are taken on dangerous, exotic, and sometimes even planar excursions to prove their mettle.







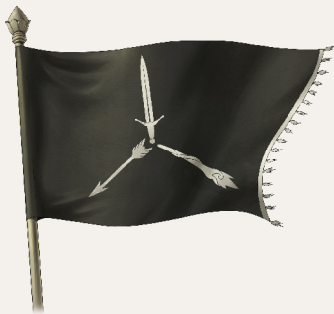
COLLEGE OF  
MINSTRELS




## COLLEGE OF MINSTRELS

Master Conductor Fabrian Ethlairn, the college's half-elven headmaster, has gathered some of the best instructors and virtuosos of the realm to teach the selected few he accepts as pupils. As a result, only a couple of dozen aspiring bards are taught at the college at a single time, and even though they live outside the school, they still spend most of their time there, practicing and performing their art.





BLACK FLAG  
MERCENARY  
COMPANY



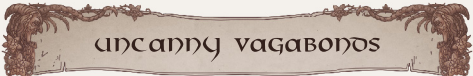
## BLACK FLAG MERCENARY COMPANY

Founded by Trazz the Cruel, a rough orc bounty hunter of ill repute, this business provides mercenaries to anyone who needs protection inside or outside of the city. His prices are steep, but his dozen or so mercenaries are some of the most skilled combatants in the capital.





uncanny  
VAGABONDS



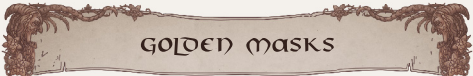
## UNCANNY VAGABONDS

This group of traveling carnies and outlaws is an extended family with some outsiders mingled within its ranks with around a hundred members, mostly young and spirited. Many Vagabonds are expert musicians, which is their only legal form of income.





GOLDEN  
MASKS



## GOLDEN MASKS


The secretive Golden Masks is the most successful and only real criminal organization in the realm, with an extended network of informants and hidden agents in all corners of Aglarion's society.







The  
RINGMAIDENS



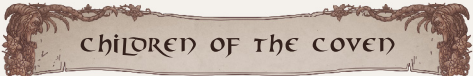
## THE RINGMAIDENS

The Queen's Grace Orphanage, funded by the royal family, was established over a century ago to help young orphaned ladies. Nyx Malari, a drow, was appointed headmistress and has been serving ever since. Under the leadership of the mistress, the orphaned ladies are trained to become the perfect homemakers to nobles and the wealthy.





CHILDREN  
OF THE  
COVEN




## CHILDREN OF THE COVEN

The Matrons of Malice have long set their dark minds towards the kingdom of Aglarion. Their first step was to enthrall and recruit those with the most hatred in their hearts and a desire for power. They approached these individuals, commoners, artisans, warriors, and even nobles, with promises of magical abilities in return for serving their agenda.





**THE SEVEN  
THORNS**




## THE SEVEN THORNS

A renegade branch of the Seven Flower druids was stranded on the Material Plane during the theocratic oppression of the Order of Eternal Light and turned hostile against anyone that does not respect nature and the gnome druids' privacy.





VORDAN TRIBES

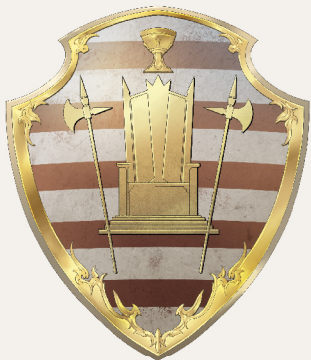


## VORDAN TRIBES


The closely affiliated tribal nation of Vordan wages constant war on its borders with its neighbors and against anything magical. These mountain-dwelling barbarians are technologically advanced and have entirely turned away from the gods.







DRAYL  
CITY-STATES



## DRAYL CITY-STATES

Eleven descendants of King Kalaman Drayl have formed separate individual city-states after a long feud and unsuccessful infighting for the throne. Each Drayl City-State has its own traditions and unique style. Their accents, customs, foods, fashion, and architecture differ slightly but also combine their shared cultural elements.





UNDERWATER  
KINGDOM OF  
a'RVANSHY



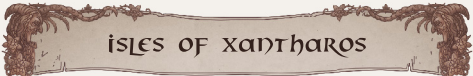
## UNDERWATER KINGDOM OF a'RVANSHY

As it is known to land dwellers, the Kingdom in the Deep, dates back to long before the reign of the fallen angels and the descent of the Dark Star. It has served as a central hub for merfolk and sea elves who lived together in harmony in several smaller and larger settlements for thousands of years.





ISLES OF  
XANTHAROS




## ISLES OF XANTHAROS

The isles hold extraordinary power, transforming some exposed to its powers into half-dragons of random kinds. The transformation happens to only a few, but over generations, a half-dragon ruling class has emerged on the isles, which has enslaved those who don't share their draconic powers.





**STRENGTH**



## STRENGTH


The God of Strength, the Relentless as it is known by most in Aglarion, is venerated by those who believe that hardships and rising above them are indispensable components of success.







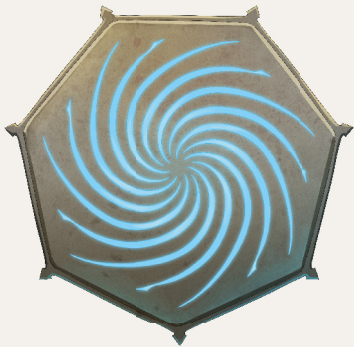
KNOWLEDGE



# KNOWLEDGE

Followers of the Wise One, as the God of Knowledge is known in Aglarion, live to learn and experience as many things as possible during their lifetimes and strive to share them with everyone they can.





magic



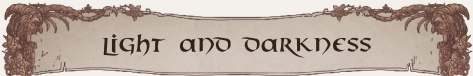
## magic

Priests of the God of Magic, known as the Wondermaker by most in Aglarion, are scholarly people. They venerate the true force of magic and consider it a gift from their god. They believe that magic was gifted to the world to help with its problems and advance its well-being.





LIGHT AND  
DARKNESS




## LIGHT AND DARKNESS

The God of Light and Darkness encompasses both the light and the darkness of the world in one of the strongest dualities in existence - that of the Shining Light and the Darkness Within.





COMPETENCE



## COMPETENCE


The following of the God of Competence is made up of those who believe in themselves to the highest degree. The faithful worship the Efficient Master, as it is known throughout the land, for the gift of self-preservation and skillfulness that it has given them.







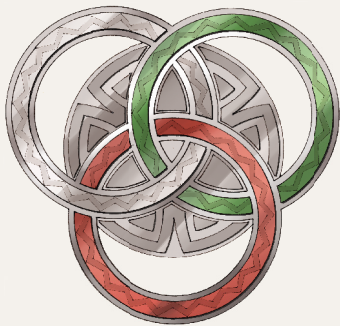
NATURE



# NATURE

The God of Nature, or the Eternal Mother as it known by most in Aglarion, is dedicated to the forces of nature, the elements it encompasses, and the flora and fauna it creates.





LIFE



# LIFE

The church of the God of Life, the Redeemer as it is widely called in Aglarion, is mainly devoted to helping others and protecting life. Clerics consider everything living as the bearer of their deity's essence.





DEATH




## DEATH

The God of Death, or the Inevitable, as it is widely called in the civilized parts of Aglarion, is venerated by only a handful of ardent worshippers throughout the kingdom. They are patiently awaiting their own demise while preparing others for its arrival and tend to the dead after their passing, not out of sorrow, but to honor their favored's power.





DARK STAR



## DARK STAR

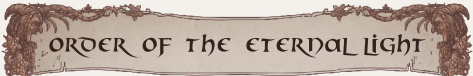
The ancient fallen solar, an avatar of the Darkness Within, ruled over the first humanoids of the realms had three planetar generals and numerous deva servitors that infiltrated the ranks of the mortals they ruled over to quench any sign of resistance.







ORDER OF THE  
ETERNAL LIGHT



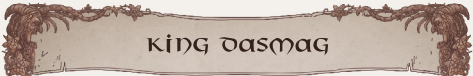
## ORDER OF THE ETERNAL LIGHT

This historical zealous religious order of the Shining Light turned Aglarion into a theocracy after the radicalization of the forces that liberated the mortal enslaved people from the cruel oppression of the Dark Star and its fallen angels.





KING DASMAG




## KING DASMAG

The satyr king of the Feyrealm ruled for many years before being tricked and killed by the midnight hag coven of the Matrons of Malice. King Dasmag was both a great warrior and an admirer of art and beauty.





**THE SEVEN  
FLOWERS**



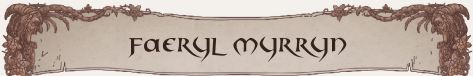
## THE SEVEN FLOWERS

This ancient druidic order was founded by feyrealm-born gnomes who made significant efforts throughout history to withhold the forces of evil both on the Feyrealm and the Material Plane.





FaERYL  
MYRRYN



## FAERYL MYRRYN

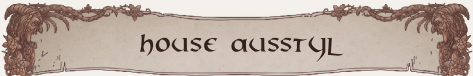
The drow vampire conjurer is a servant of the demon lord Orcus who gave it immortality through unholy blood magic. The archmage was tasked to overtake the Feyrealm, which it briefly succeeded, before being defeated by the satyr lord, King Dasmag.







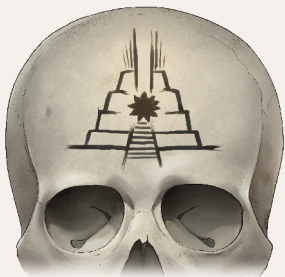
house  
ausstyl




## HOUSE AUSSTYL

The most powerful drow house on the Feyrealm is led by a circle of aberrant drow druids that call themselves the Inheritors of the Unbegotten. They venerate aberrations from beyond time and reality that have warped not just their bodies but their minds as well.





ZIGGURAT  
CITY OF  
XAPTO'WA'TTYKAL



## ZIGGURAT CITY OF XAPTO'WA'TTUKAL

The dark descendants of the devas, the unholy godlings have chiseled the mountain that houses the Dark Star's reliquary into the form of a colossal ziggurat. The ziggurat city is home of over thirty thousand dark descendants and double that number of slaves.

