

Races of Mura

Aasimar (immigrant): When the gods touch a lineage it begets an aasimar. The children (or, more commonly, the grandchildren or great-grandchildren) of celestials, aasimars are rare but recognized almost anywhere. In small communities they often become leaders and champions. In cities and kingdoms aasimars are often given to the Church as children to be raised. They may see their family, or may not, depending on the circumstances, and they grow up with the Church as their family instead.

Bugbear (immigrant): The final part of the goblinoid life-cycle, bugbears are only found where goblin bands have done very well for a long time. They are often the central pillar of their communities before reaching their full ages, when they venture out – often alone – to see the world and find a new place to set up a nursery.

Goblin (immigrant): Detested by some, accepted by others, goblins are a strange case. Their life cycle is not widely understood, but goblins are the second life stage of a kind of fungus – and the terminal life cycle in many cases. Those goblins that live in societies have often been forced into the periphery, shunned as gross or sub-human. Nevertheless, their fungal nature means that anywhere there are sufficient resources, goblins are not far away. When an environment reaches a certain level of ambient magic and nearby resources goblins simply ‘spore’ into existence in little caves and clans. Those that have joined society instead cultivate their kin and have real lineages linked to common nurseries – like huge interconnected families.

Halfling (immigrant): Described sometimes as just like little humans, halflings also arrived on Mura with the gods. They have all the vim and vigor of a human in a package half the size – known for being explorers, entertainers, and incredible hosts, halflings have established themselves everywhere that humans have.

Hobgoblin (immigrant): The third phase of the goblinoid life-cycle, hobgoblins are another ‘recent’ addition to Mura’s heritages. Rarer and more clannish than goblins, hobgoblins tend to form their own feudal kingdoms and clans around common nurseries. They have found the most space to grow on the plains of Hein, and become tentative trading partners of many of the villages and nomadic bands of Hein-folk.

Human (immigrant): Foremost among the ancestries traced back to the arrival of the gods 30,000 years ago are humans. Made in the mold of the gods (or so the Church claims), humanity has spread to every corner of the world and become the commonest people. There is a tremendous variety among cultures and ethnicities, with humans taking bits and pieces from every culture comfortably and casually.

Tiefling (immigrant): The spawn of fiends, tieflings are dealt a rough hand from birth. The legacy of their heritage is often visible and difficult to explain – horns, claws, forked tongues are hard to hide – and they may be shunned. Often it’s not the child that the village judges, but their parents (or grandparents, or great-grandparents, whoever it was that boned a demon). Some families give up their tiefling children to the Church to be raised under the watchful eyes of the gods and ensure that their ancestry doesn’t lead them to wickedness... and more importantly, that they know the faith inside-and-out, and cannot be judged as impious or wicked.

Dwarf (native): In the last age, the Age of Titans, a number of creatures were constructed from the very earth by the titans to reshape the world into their image. Foremost among these were the dwarves: creatures chopped out of the hearts of mountains and given mastery of stone and metal so that they could execute the great works of the titans. Dwarves, even now, are not ‘born’ but made of stone by one or more other dwarves. In large communities it’s the work of a whole family to cut and carve a new dwarf out of the rock, after which they are given a little bit of the primordial fire that lives in the hearth in the center of the dwarves’ stronghold and they come to life, powered by this essential spirit.

Elf (native): The noble precursors of the gods, elves were among the children of the titans. Their people came from the Greenwood 60,000 years ago and perhaps exterminated or perhaps inherited the places of the Ancients. Their civilization grew into hundreds of empires scattered worldwide, and the relics of Elven architecture and craftsmanship sit cheek-by-jowl with the modern creations of the people. It is rare to see a culture that has seen its zenith, and yet remains unextinguished but much diminished.

Genasi (native): As tieflings and aasimar are to the gods, genasi were to the titans. Elementals, in many ways, were the physical manifestations of the motivating spirits of nature and of the titans. When their touch is felt in the world the child is a genasi: a creature infused with some of the essence of their elemental progenitors. While the Church does not judge these people for their ancestry, they may harbor some subconscious suspicion of their origins.

Goliath (native): Like dwarves, goliaths were carved out of stone by the titans. Unlike them, they were given birth by breeding and tasked not to create but to defend. Goliaths were, once upon a time, the wardens and rangers and guardians of the natural world. Now they live atop the mountains in which the dwarves dwell, sleeping between the rock and the sky.

Orc (native): Another of the creations of the titans, orcs have roamed the wild lands of Mura for tens of thousands of years. Unlike the elves they built no kingdoms and established no worldly legacies, instead making their homes atop mountains and on the tundra. The orcish culture is one of oral histories, a focus on the family, and respect for their herd beasts.

There are plenty of other thinking peoples that are not common enough to count among a common census. A short survey of them might include:

Aarakocra: Another of the creations of the titans, the aarakocra are to the air as the goliaths are to the mountains. For many thousands of years they traveled in small bands and kept simple lives, only interrupted by the rise of the modern city. Many aarakocra find that their hunting grounds have been claimed by farms and towns, and now live on the edges of the cities making whatever livelihoods they can – some of them quite happily engaging with the dominant human culture.

Changeling: Nobody knows from where these malleable individuals come, perhaps because of their habitual social secrecy. Several scholars have put forth that shifters were once something very different,

back in the era of the ancients, and that they simply adopted more and more humanoid shapes as the world changed around them.

Dragonborn: Those with draconic blood – something older even than the age of titans – are dragonborn. They exhibit many of the qualities of their draconic ancestry.

Firbolg: Like gnomes, these figures bridge the space between the natural world and the fey world, but perhaps lean the other direction. Little seen outside the Greenwood, only a handful of firbolg have ever gone to walk the breadth of the land.

Gith: The githyanki and githzerai are extraplanar travelers from the Astral that settled in the material world some ages ago, along with others like the Giff, Vedalken, Simic, and Loxodon. All these cultures once traveled between the stars – they say – on magical skiffs and ships, and are now land-bound.

Gnome: A lineage that bridges the gap between the fey and the material plane, gnomes often try to integrate themselves into human society but feel the draw to the natural world as well.

Half-elf: It's hard to say whether these are people of the old world or the new, because truly it's both. Their souls, say scholars, are a mish-mash of the energies of the Greenwood and that of the Well of Souls.

Half-orc: The same as half-elves, but a little hairier.

Kenku: Short-statured corvid folk, the kenku are a curiosity that nobody takes credit for. They might be creatures of the gods, of the titans, or of an even more antique era.

Kobold: Kobolds claim to be, like dragons, descended directly from Amunet. Dragons often contend that they created or uplifted kobolds as a whole several epochs ago. There is no consensus.

Leonin: The lion people, probably related to the tabaxi, but rare and roaming across the Southern plains.

Lizardfolk: One of the people of Amunet, and perhaps her most successful in the modern era. Villages of lizardfolk are scattered on every coast and in every swamp. They have no kingdoms or great empires, but they persist fifty-thousand years after they were birthed, virtually unchanged.

Satyr: Fey goatfolk.

Shifter: Shape-changing beastfolk blessed by the moon (Du), or so they say. Perhaps from an older bloodline.

Tabaxi: Cat-folk, probably agents of some titan or another, now found only in places like the Cold Jungle.

Turtle: The turtle people are relics from another era, before the titans, and their civilization is all but vanished from the world.

Warforged: Mechanical men crafted in the titan war – probably – the warforged have no society of their own.

Yuan-ti: Once elves that were faithful to and obsessed with Amunet, the Mother of Serpents, their priests performed foul rites that blended their elven bloodline with Amunet's scaly essence, becoming snake-like creatures of a kind all their own. They still persist in the heart of the Cold Jungle, and in small cells scattered across the world.

Classes of Mura

Artificer: Those who tinker with ancient devices, sometimes called *cyphers* for their mystery. These artefacts are the remnants of prior eras, as well as what modern artificers are able to craft using this lost knowledge. Several great civilizations have risen and fallen, including the relics of the lost ages, the age of the ancients, and the age of the titans. Their structures, devices, and even remains litter the world, like the bridge to Manifest, the Black Chapels, and the like. Artificers study these, collect that knowledge, and put it to use.

Barbarian: Every major civilization has some sort of berserker, but the classic barbarian is a Hein warrior. Painted, raging, and powerful, the Hein barbarians are those members of the empire that have never been brought to civilization. The folk from Hein usually follow the Path of the Ancestral Guardian or the Path of the Berserker. Barbarians from Kaldskog/Hjemlandet are frequently from the Path of the Beast or Path of the Totem Warrior. Those from Sarandib are Storm Heralds or Wild Magic barbarians. Finally, the Path of the Zealot is common among the fanatic followers of the Church.

Bard: Storytellers, courtiers, mind magicians. Bards can be found anywhere in Mura, fulfilling a variety of roles. In the Greenwood and Hein they are storytellers and keepers of oral history. In the Free Cities they are sages and psychics. In Kirtania they are entertainers and courtiers. There is, of course, overlap in every direction, but each society accords them a different level of respect and authority.

Cleric: Where there are people, there is worship; and where there is worship, there are priests and preachers. Clerics in most organizations are seen as divinely inspired voices of the gods, figures that may not lead congregations but are given respect for their obvious connection to the divine. In much of the world the Ekletheon Orthodoxy has a strict hierarchy and defines the roles and powers of clerics. Those that operate outside of the Church's organization – especially in opposition to it – are often branded heretics, leaders of sects and cults, or apostate/excommunicated. In places outside of the Church's direct control – the Free Cities, Hein, the Greenwood, Kaldskog, Kirtania – clerics may take on a variety of roles, but almost always as spiritual leaders.

Druid: Where the worship of the gods is not hegemonic there exist animistic, more casual organizations of nature worship. Druids are those who have a natural or nurtured connection to the Green, the power that inspires all native life on Mura. The Green gives life to every plant and (most) person on Mura, but also is the material of which the fey are made, and is the spirit that exists in every stone, stream, and stick. These elemental and natural spirits power their spells and inspire their faith. Like ancestor worship, this kind of animism is discouraged – sometimes brutally – by the Church. There are also those druids that become 'darkbonds,' or those who draw their energies from destructive spirits rather than creative spirits: Circles of Spores and of Wildfire.

Fighter: Conflict breeds soldiers, as well as bruisers, knights, duelists, archers, and brawlers. These are all fighters of varying kind. Arcane Archers are virtually unknown outside of the Greenwood. Battle Masters are typically found where fighting is a profession, such as dueling cultures and those places with a professional echelon of social soldiery. Cavaliers are the knights of the Church and of those parts of Hein

where armor is available. Echo Knights, Eldritch Knights, and Psi Warriors are ‘native’ to places with bizarre influence such as ruins, and Talmussin and Manifest. Samurai are found really only in the deep South. Champions, of course, can be found wherever.

Monk: The foremost monks in Mura are the Changrami order, a group of itinerant fisticuff warriors. They travel all over the world selling their skills as bodyguards and personal guards, even as assassins (some say). There are other martial orders of monks, but typically they are rare and viewed as aberrant by the rest of their societies. There are several orders in and around Talmussin – philosophical devotees that hone their bodies to clarify their minds – as well as a class of mysterious brawlers from the West coast of the Northern continent, a gaggle of drunken brawlers from Kaldskog, and an elven tradition of magical hand-to-hand fighters.

Paladin: The Church is, far and away, the largest ‘source’ of paladins in Mura. These Knights Radiant travel with members of the Church, undertake solitary missions, and in very rare cases gather in platoons that cut through battlefields while shining bright. However, paladins can be any divinely inspired warriors, and so rarely a figure from the Greenwood will rise as a paladin of the Ancients, or a figure from Talmussin might defend reality from the incursions of terrible Outer creatures with an Oath of the Watchers.

Ranger: Rangers are at the forefront of exploration, expanding civilization or wandering for their own sake. Rangers virtually crawl across the incomprehensibly vast Greenwood, both elves and hobgoblins. They can also be found striding the expansive plains of Hein, the arctic wastes of the far South, and forging new paths in Kirtania.

Rogue: Wealth breeds rogues, and every city has its thieves and burglars. There are guilds and organizations that thieves might belong to, but only in the cities. Those that wander are bandits and scouts. Those in the cities are con artists, burglars, assassins, forgers, spies, and footpads. The Anglers, famed thief-catchers of Hwarth Bay, are rogues as well, just of a different sort.

Sorcerer: The power of blood can be found anywhere in Mura. The most common sorcerers are those of Draconic blood, but Talmussin has more than its share of Shadow sorcerers (from their secret college of shadows) and Wild Magic sorcerers (due, some allege, to the arcane experimentation around the city). Divine Souls are exceedingly rare, but crop up wherever angels walk the ground. Storm sorcerers populate the coasts rarely, but are prized for their presence aboard ships. Finally, Aberrant Minds are reviled by virtually everyone, and are officially to be killed on sight by adherents of the faith.

Warlock: What is the difference between a cleric and a warlock? Devotion versus faith? Bargaining versus granted gifts? Maybe. In most cases, though, the difference is in the figure one worships. Clerics draw their power from the gods, whether the greater or smaller pantheons. Warlocks draw theirs from outside of that power structure. It might be from the Archfey of the Greenwood, the Fiends of the Hells, or even from powerful items in the case of the Hexblade. However, those aren’t the only sources of power: the titans, or what remains of them, are still able to devote substantial power to their agents. The Fathomless, the Celestial, the Genie, and the Undying are all the remains or shadows of titans – figures of fire, of light, of the sea, of the Ethereal and Shadow planes – and sometimes a mortal stumbles across the threads of their ancient power. Warlocks are, to a one, targets of the Church, and even of most non-Church folks. Their bonds and partnerships with profane figures make them profane.

Wizard: The training and education of a wizard requires wealth, time, and access to material. It's for that reason that wizards are exceptionally rare across the globe, usually taught one-on-one by a suitable master looking to pass on their knowledge before the end of their life. The exception to this is Talmussin: a massive city filled with libraries, colleges, mentors, magic, and artifacts. Something like 50% of all wizards live in Talmussin or visit often.

Metaphysics

Manifest lies atop the Veil of Souls, where the dead go to receive their rest. The Veil exists at the metaphysical polar opposite of the Well of Souls (the source of each soul - or at least the Ba and Ka). The Well and Veil exist in almost the same physical space, but vastly different metaphysical space; there is a certain kind of astral friction and expansion. These energies spill over onto the Material plane and cause Essence storms.

The Essence storms cause vast changes in the Material plane, turning plains into deserts, mountains into frozen wastes, and seas into treacherous and tumultuous oceans. These changes have slowed since the arrival of the gods and the establishment of the Veil, but Essence storms still cross the landscape causing strange changes on a regular basis.

Essence Storms

The land is ravaged regularly by vast elemental storms that bring patches of temporary unreality and raw magic, warping the nature of things nearby. The constant storms leave landscapes barren or brutal, and certain territories are either devoid of magic entirely or hyper-saturated.

Mild storm: 5 mile radius, 0-15 mph winds, 20 minutes - 1 hour, one minor effect, DC 8

Minor storm: 10 mile radius, 10-25 mph winds, 30-90 minutes, 3 minor effects, DC 9

Moderate: 20 mile radius, 20-35 mph winds, 1d6 hours, 1 moderate and 1d4+1 minor effects, DC 10

Severe: 50 mile radius, 30-45 mph winds, 2d6 hours, 1 severe effect, 2 moderate effects, and 1d6+1 minor effects, DC 11

Apocalyptic: 100 mile radius, 50-65 mph winds, 3d6 hours, 1 horrific effect, 1d6 moderate effects, 1d6+1 minor effects, DC 12

Minor Effects -

1. The rainstorm brings strangely colored or glowing rain, thunder claps and lightning both manifest unusually as well.
2. All creatures in the area gain a +1 bonus to saves.

3. All creatures in the area suffer a -1 penalty to saves.
4. Objects touched by the rain begin to glow (creating an area of bright illumination over the storm's entire area).
5. The storm's cloud cover casts a supernatural shadow, causing a darkness like midnight without stars or a moon. All light sources cast only a quarter of their normal illumination.
6. The rain makes objects slightly rubbery or frail, reducing all hardnesses (and even damage reduction for creatures) by 1.
7. The rain hardens skin and stone, increasing hardness of objects by 1, and granting DR 1 to all creatures.
8. Creatures under the cloud's cover have their movement speed(s) increased by 10 ft.
9. Creatures under the cloud's cover have their movement speed(s) decreased by 10 ft.
10. Spells and spell-like effects leave mystical tracers in the air: users glow gently for 1 round after casting; spells cast light for 1 round per spell level at their target destination as candles; paths taken by spells or enchanted creatures glow in strange colors (this grants all characters a +2 to Spellcraft when attempting to identify an active spell).
11. The thunder bangs on continuously and inflicts nausea in all creatures.
12. Creatures in the area with hair or fur experience a foot of hair growth throughout the course of the storm.
13. Creatures in the area with hair or fur begin going bald and patchy, losing all their hair over the course of the storm.
14. Stone in the area turns translucent (like frosted glass).
15. Glass in the area turns opaque, with a gritty texture and white marble color.
16. Fabric touched by the rain stiffens to wooden hardness and texture.
17. Everything in the area, not just food, takes on an appealing and delicious odor.
18. Objects under 5 pounds begin to vibrate or rattle - those who touch them are sickened.
19. Creatures touched by the rain become mildly intoxicated, as though drunk or tipsy.
20. The thunder panics animals and individuals, imposing a -4 on all saves versus fear.

Moderate Effects

1. Wood softens to 'noodly' consistency, bending and bowing under the rain.
2. The rain is highly toxic, poisoning anyone touched for 1d4 Dex/1d4 Str and Con.
3. Those who see lightning strike are considered charmed by the next person they interact with.
4. Creatures touched by the rain gain the ability to walk on walls, as per the *spider climb* spell.
5. Those in hearing of thunder become agitated, going into a rage, as a barbarian.
6. Each time lightning strikes, it illuminates a memory of each viewer, spontaneously creating an insubstantial and colorless image that plays out their memory.
7. Ghosts and other intangible undead gain form in the rain.
8. Oddly colored rain permanently stains objects, causes them to glow, etc.
9. All those who see lightning are blinded, those who hear thunder are deafened.
10. Those caught in the rain are transformed as though they had lycanthropy (pick animal randomly).
11. Vegetation in the area grows uncontrollably.

12. Animals (and people) grow in size by 100%.
13. All those who see the lightning gain x-ray vision (blocked by materials as *detect magic*).
14. Intermingled with the rain are tiny, flaming coals that start small fires (mostly put out by the rain, but gunpowder or similar alchemical materials are at serious risk).
15. Individuals and objects experience unpredictable, safe, short-range teleportation (5 to 40 feet, once every lightning strike, in a random direction).

Severe Effects

1. Individuals and objects experience unpredictable, dangerous, short-range teleportation (10 to 80 feet, once every lightning strike, in a random direction. If the teleport would end in a solid object, the target is displaced to the edge of the solid object and takes 1d6 damage for every 10 feet of displacement).
2. The rain is not water, but frogs and tadpoles, or bugs, or chunks of meat, etc.
3. Random gates open up to nearby planes (ethereal, astral, shadow and elemental planes (roll 1d8, if 8 roll twice again). These gates let through 1d100 creatures (total) CR 1 to 3.
4. Metal begins to corrode under a rusting rain - all ferrous metals rust, copper is covered in verdigris, silver tarnishes, etc.
5. Stone, glass and other crystalline objects have a 5% chance to shatter at every thunderclap.
6. Memories appear, as the #6 result of Moderate Effects table, except they are fully tangible.
7. Thunderclaps inspire full-blown terror and panic, as the spell *fear*.
8. Lasting love erupts spontaneously, as the #3 result of Moderate Effects table, except it is a deep mutual attraction and lasts 2d6 months.
9. Objects struck by lightning awaken as elementals and awakened trees and animals (as per the druid spell *awaken*, the wiz/sor spell *animate object* or, if a stone/pond is struck, or fire is started, as a small sized elemental).
10. Lycanthropy runs rampant, as result #10 on the Moderate Effects table, except the lycanthropy is permanent.
11. Those who hear the thunder are deafened permanently, those who see lightning are blinded permanently. This can be cured by *remove curse* or *remove blindness/deafness*.
12. Those touched by the rain are cursed, as *bestow curse*.
13. Those touched by the rain are blessed: a +1 to all skills, or a +2 to one attribute, or a feat. This effect lasts 2d6 months.
14. A single person in the midst of the storm gains a single *wish*.
15. Approximately 10% of the animals in the storm gain intelligence, as though *awakened*.
16. Approximately 10% of the vegetation in the storm gains intelligence, as though *awakened*.

Horrific Effects

1. The dead rise as undead (skeletons, zombies and specters).
2. The fears of those in the storm are made suddenly tangible. This is similar to the #6 result of Severe Effects, except rather than memories, the things made manifest are nightmares and phobias.

3. Desires are suddenly realized in the wake of lightning strikes. This is similar to the previous entry, but rather than deepest fears, deepest desires are made tangible.
4. Gates to other planes open spontaneously, spilling out potentially deadly creatures. This is similar to the #3 result of Severe Effects, except that the creatures summoned are between CR 4 and CR 9, and the gates to other planes can be to anywhere: negative energy, positive energy, hell or heaven, Mechanus, etc.
5. Gravity becomes suddenly unstable. 12d10 areas are affected, each appx. 300 feet across. Determine orientation with a d10: 1-2: east, 3-4: west, 5-6: north, 7-8: south, 9-0: straight up.
6. Objects are disintegrated by the rain: rain deals 1 point of damage every minute, ignoring hardness and damage reduction. Entire forests are brought down to their roots, mountains slough layers of rock, homes are completely evaporated, and the ground is left empty and barren.
7. Objects are awakened on a grand scale. As #9 from Severe Effects table, except it applies to 10% objects within hearing range of thunder claps, not just those struck by lightning.
8. The landscape is blasted by one of the following: torrential rain and floods; fire; earthquakes; freezing winds that leave the landscape iced; a strange magical radiation that sickens and kills; negative energy withers everything in the territory.
9. Those who see lightning strikes suffer permanent amnesia; those who hear the thunder are dizzy and disoriented.
10. Souls and memories of 5% of the population are switched - complete body-swap.
11. Caliban appears at the center of the storm's vortex.

Portions of the Soul

A person's soul is made up of many parts. Only together do they make a person whole. Without one part, the result is something less than human. In some cases it's a horror. The five parts of the soul are the ib, the sheut, the ren, the ba, and the ka.

Ib. The heart. The ib is 'formed' of a single drop of blood taken from the mother during gestation. The ib is the most perceptible part of the soul. It's the body, essentially. When magic calls for the blood of a practitioner or a sacrifice, it's drawing power from this part of the soul.

Sheut. The shadow. The shadow of a person is inextricably linked to that person, and that person alone. There are many schools of magic that use the target's shadow as a sympathetic link. The behavior of a person affects their shadow, and their shadow affects them in a lesser way.

Ren. The name. This part of the soul remains in the world as long as it is remembered and used. Storytellers know that there's something of a person in a name, and that stories have power. Any mage that's worked with true names is also intimately familiar with this principle.

Ba. The spirit. This is the name given to a person's personality, their memories, their unique nature. When magic affects a living being it most often modifies the ba. Memory alterations, charms, most curses – these all wrap around and change the ba.

Ka. The vital animating essence, what you might call the spark of life. The ka is lost when the life ends. It leaves the body and returns to either the Veil or the Greenwood, depending on where it came from in the first place.

Akh. The akh is the ghost of a person. The akh is created when the ka, ba, and ren fuse after death. The ghost has the person's name, has their memories and their personality, and has their spark. The tragedy is that the ghost no longer has ties to the material world (like a sheut) and no longer has a body or blood.

Shadows are the opposites of ghosts. They, too, lack a body, but they don't have even the intellect of the living person, nor the drive to accomplish anything, nor any individuality.

The parts of the soul coalesce at birth when the ba (spirit) and ka (vital essence) are named (the ren), develop a sheut (the shadow) and are granted an ib (blood of the heart) by the mother. At death the ib is extinguished. The ren continues, attached still to the ba. The ba and ka either remain together as an akh (a ghost), or return to the Veil of Souls. The sheut continues *if* an akh exists when the ren is lost (that is, a ghost that is forgotten and loses its name creates a shadow). If the name is forgotten, the akh and ren split. The akh becomes mindless and dangerous, the sheut 'lives' but loses all memory and must begin 'life' again.

Study of the ren teaches truenaming. Study of the sheut is the source of shadowcasting. Study of the akh is essential to binders.

Aberrations have vital essence (the ka), a name (ren), a shadow (sheut), and a heart (ib); they simply lack a ba (a spirit) - their uniqueness, their 'soul' is absent. Aberrations disagree with this assumption, pointing out that each aberration is as unique as each human or goblin. Living scholars point out that they lack a ba, and are therefore wrong. Aberrations, most animals (those that are not awakened like bearhounds or similar), and plant life lack a ba and therefore cannot become ghosts.

Most aberrations hate Manifest, seeing it as a place where all that they lack is showcased. This is particularly true of yuan-ti. Their jealousy and fear drive frequent raids and infiltration attempts of the city.

Humans, halflings, and anything else brought along with the gods are born, as usual. They possess all parts of the soul, and the ib is extinguished upon death. They are native outsiders, and can manifest as an akh after death. These are tied to the Well of Souls. Their animating essence, their spirits, come from the same place as the new gods. While humans have been around for ages, they are not truly *from* this world.

Goblins and blues (the psychic goblins) came to this world like humans did, on the coat-tails of the gods. While they don't mix their societies with the tallfolk, goblins do have more in common with humanity than anyone likes to admit. It means that there are, in fact, goblin ghosts out there, and they appear in Manifest just like humans' do.

While less common than humans and goblins, there are a number of other races that also appeared alongside the new gods. Aasimar and tieflings, of course, are humankind and extraplanar entities blended together. Genasi are touched by the elements of this plane, but their essence is still that of humanity. The races of stone, dwarves, goliaths, and gnomes, were also 'imports' from elsewhere, though they may have been even earlier conquests by the gods.

Native creatures, unlike humans, are animated by the forces of the Prime Material. Their ka returns, after death, to the Greenwood. They can also spawn an akh after death. These creatures were here long before the gods showed up, and many of them were favored by the titans.

Before humanity ever appeared elves had empires, and hobgoblins founded great cities. Orcs roved in bands just as they do today. The firbolg walked the forests, aarakocra and kenku took to the air. Tabaxi stalked through tall grasses and bugbears crawled over the mountains. The titan Amunet created all of the scaled things, including dragonborn, kobolds, and lizardfolk.

Those last few creatures that no-one takes responsibility for may have come from elsewhere, or been disowned by their creators. They are classified, as a whole, as aberrations or as monsters. They do not appreciate this designation. The yuan-ti, for example, are aberrations that have been around since long before the new gods arrived, but are not natives of this place in the same way that elves or kenku are.

Their larger kin – beholders, mind flayers, aboleths – are aberrations as well. Some arrived with the gods. Most aberrations come from elsewhere. They are infections that spread with spores, or they arrive in the wakes of incursions from terrible mad gods, or seeds seem to fall from some distant place like meteors and spill out new horrors.

Necromancy in Society

Necromancers occupy a particularly hated and yet necessary role in society. Necromancers are the only mages that can raise the dead, preserve corpses, speak to ghosts or make them material outside of Manifest, etc. but they also have a bad habit of raising zombies and the like and are therefore hated by the gods of the dead.

Agents of some otherworldly force occasionally cross over into the Material plane to apprehend or kill ghosts, necromancers, sheut or aberrations. No one is entirely certain what motivates them, nor where they come from or return to. These agents are tall, muscular humans with no pigment at all and the heads of great jackals.

Spirit shamans maintain the Greenwood and help the Arboreal Guardians. The Greenwood is where certain souls retire - those that came from the Greenwood like aranea, hobgoblins and lizardfolk. These are true natives of the Prime Material plane, and unlike most other races they do not draw their life from the Well of Souls, and so do not return to the Veil of Souls upon death. Their life is drawn from the motivating force of the Material plane, the center of which is the Greenwood. Otherwise, their ba, sheut, ib and ren are exactly like other, foreign races.

Aberrations don't leave behind ghosts, but do sometimes spawn shadows. These shadows are invariably vicious, crazed and dangerous. Many occupy Caliban, the doomed fortress.

The Church

The Orthodoxy is an organization that oversees churches and empowers paladins to hunt heretics. It is perhaps the farthest reaching group on the planet. Every preacher and priest tries to earn their endorsement, or at least avoid their censure.

The Orthodox Church is presided over by the Hierophant. He is the high priest of the ten gods of the Small Pantheon. His duty is to interpret their divine will and make religious and moral decisions that pertain to the church as a whole. The Hierophant is also the direct head of the Ordo Fidelius, the Order of Faith, also known as the Priesthood.

The Hierophant presides until death, at which point a new Hierophant is chosen by the Body of Counselors. The Counselors are High Priests that have been chosen by the Hierophant. There is a body of 178 High Priests. Traditionally there are nine from each of the churches of the ten gods of the Small Pantheon, with the other 88 being elected from the churches of the Greater Pantheon. Like the Hierophant, Counselors remain for life. Unlike the Hierophant a Counselor can retire before death, and they retain their title as High Priest during service as a Counselor.

Reporting directly to the Hierophant are the High Priests. Each High Priest preaches to a major congregation, or oversees the territory. High Priests sometimes deliver sermons only on special occasions, though some take a more active role in their local temple.

Anointed Priests, sometimes called simply the Anointed, are the spiritual and moral leaders of large congregations. They report directly to their High Priests. The Anointed are selected from the elder priests of a territory.

Each temple is maintained by a Priest. A Priest may act as a preacher, a confessor, a moral guide, or as a teacher. Priests perform holy rites, offer guidance and support to their people, and act as conduits for requests to the gods. Each Priest chooses a patron god from one of the Pantheons. The priest practices rites dedicated to that god and they earn favor from their patron.

A temple also often employs several Deacons. Deacons are acolytes learning the ways of the Orthodoxy, though they have not yet chosen a patron god. Many deacons spend their time in solitude or in contemplation of the lives of the saints and martyrs of the Orthodox Church. Deacons may perform some rites and may preach sermons, though they are not yet Ordained and cannot perform major rites such as marriages, burial rites, naming rites, etc.

Vicars are those laypersons that have dedicated their lives to the Church but have not begun walking the path of the priesthood. Vicars report directly to their Priests or Anointed Priests. They run errands, collect for charities, keep the vestry clean, and sometimes run the business concerns of the Church.

Outside the typical Church hierarchy are the monasteries and abbeys. An abbey or monastery is overseen by an Abbot or Abbess. The Abbot reports directly to an Anointed Priest as a spiritual and clerical leader. The heads of some abbeys are raised by a High Priest to a ranking of Archabbot or Abbot Primate. These abbots are typically scholars and theologians considered remarkable for their acuity and piety.

Each abbey or monastery houses monks, friars, or nuns that look to their Abbot or Abbess as a religious guide and teacher. Monks spend their lives in seclusion and do not interact with the outside world for the most part. Monasteries are places of learning and contemplation, and many young Priests visit their nearest monastery before taking their vows and becoming ordained. Friars and nuns have also opted for lives dedicated to the church but they enact their gods' will by helping those in their community.

The Orthodox Church has many moving parts, of which the Priesthood is only one. The Ordo Pugilis or Order of Battle is the militant arm of the Church. The Ordo Pugilis is a military composed of paladins, knights, soldiers, squires, and mercenaries. These are arranged in ranks much like a secular military, with field marshals commanding up to ten thousand men, captains heading up regiments of two to four thousand, lieutenants with five hundred to a thousand soldiers, ensigns bearing the banner of a company of fifty to one-hundred-fifty men, and corporals with platoons of ten to twenty privates. The Church's naval force is less remarkable but there is an acting Admiral in control of the fleet. Commanding the entire militant arm of the Orthodox Church is the Lord High Marshal, a post selected from the Priests Militant by the Hierophant to command the nearly 100,000 soldiers of the Ordo Pugilis.

The paladins of the order are known as the Knights Radiant, and are the only part of the Ordo Pugilis that serves the Priesthood solely. The Knights Radiant are expected to lead the charge in battle and take part in the Church's military actions, but they technically act at the behest of the Hierophant, not the Lord High Marshal. Many of the Knights Radiant do not act as part of a standing army, instead traveling the continent and offering their services to individual temples and churches. Like Priests, Knights Radiant typically choose a patron god. Unlike Priests they may instead choose a patron saint or martyr.

Within and apart from both the Ordo Pugilis and the Priesthood is the Ordo Veritatis, the Order of Truth. This is the investigative and diplomatic arm of the Church. The Ordo Veritatis is less rigidly structured and regimented than the Ordos Fidelius and Pugilis. The Lord Investigator of the Ordo Veritatis has control of the Order, composed of Inquisitors, Emissaries, and Penitents.

The Inquisitors of the Order investigate threats to the Church both within in and without, and act on them when there is occasion. The Emissaries of the Church maintain relationships with the lands that the Church occupies and help to spread the holy writ by diplomacy. Finally, Penitents are the members of the Orders of Battle and Faith that report to the Ordo Veritatis to help keep the Church safe.

There is some fear of the Inquisitors and the Ordo Veritatis in general. The Order is intimidating and there are a number of frightening rumors about the organization. Some are true, some are not.

Other Oddities

Portals:

Certain places, due to magical confluxes of energy and remnants of essence storms, harbor semi-permanent portals to other planes. The portals are often difficult to pass through (are only accessible one day a year, or only accept a certain kind of person, or have a bizarre kind of key to open it, or what have you).

The portals are usually stable and stationary, though some roam within a small area (like one to Arborea may take the form of a walking tree that wanders through a patch of woods, and when one passes between the roots of the tree it activates the portal). The portals are also often the lairs of beasts that study them or use them to travel (especially spell weavers and similar).

These portals transport travelers by different means. Some teleport those that walk through, while some merely shorten the journey by passing between planes. The most common natural portals are pathways through the fae lands, though some go through the shadow plane or the astral. These paths are invariably dangerous. Those portals that offer swift and safe travel are sought out and tended by clerics of Avaleya, and shrines to her are often built at the entrance and exit.

Some very few portals are not naturally occurring and tended, but instead constructed. These gates are generally permanent *gates* or *teleportation circles*, and offer instantaneous travel between locations or planes. These incredibly expensive constructions are unknown outside of great cities and arcane sanctuaries.

Magic Items:

Magic items are extraordinarily difficult to create, and so very few mages spend their time doing so. Those who dedicate a lifetime to it may produce a single major item or a dozen lesser relics. The tradeoff is generally considered unacceptable. Instead, magic items are generally brought to the Prime Material by outsiders, since even the materials of their home planes take on unusual qualities in the Material planes. Other sources include blessings of minor deities, spell weavers, sharn, phaerimm and a few aberrations that have many, many lifetimes to spend crafting magical items in their off time.

Watchtowers

Scattered throughout the land are great structures called Watchtowers. Watchtowers are structures built to not only withstand the vicious Essence storms but harness them. These structures vary in size and shape, from a slender tower of glass to a floating wooden cube to a monumental stone mountain fastness. Each Watchtower must have a master to be functional. Mastery over a Watchtower is unique. The Watchtower's designer and creator decides how mastery is gained. Some require the mixing of powerful elixirs, some require solving fiendishly difficult puzzles, and some require being painted in the blood of enemies.

Once mastery of a Watchtower is gained it is held until another master claims the Watchtower or the current master dies. Mastery grants unique and remarkable powers. All of these powers are magical in nature. Some towers grant their master the ability to cast spells, some allow their master to summon assistance from other planes, and some grant great skill in combat.

Not all Watchtowers are equal. A Watchtower is classified as lesser, moderate, or greater. Lesser towers are not weak - the master of a lesser tower will gain remarkable abilities that wouldn't be possible without many years of training otherwise. A moderately powerful tower makes its master a formidable general, a renowned thief, or an intimidating spellcaster. Greater towers grant their masters god-like powers over a very small domain, and a master of a greater tower may command armies, cast earth-shattering spells, or go toe-to-toe with demons and dragons.

A master of a Watchtower gains certain abilities just for establishing control of the tower. The master of a tower also gains abilities upon reaching certain levels. The master gains these powers upon attaining the listed level, no matter what class levels. Hit dice gained from spells or creature level adjustments don't count. Some towers have additional requirements or tests before level-dependent powers can be claimed. If a tower grants the ability to cast a spell the related ability score is always Charisma. If a tower grants a spell a number of times per day equal to Charisma it grants the spell a minimum of once per day.

There are dozens of Watchtowers, and only a handful are claimed. Not all of the masters are known to the public. A list of towers is below.

Tower of Aid (lesser): This tower is a modestly sized mottled white hemisphere protruding from the ground with only one entrance. The tower requires a supplicant to pray at the center of the dome for ten days and ten nights. The supplicant must be of a good alignment, and must prepare for a month beforehand by tending to the sick, weary, and needy. A test of moral questions takes place at the end of the prayer and the tower lends its power to the supplicant.

Native: The master of the tower grants a +1 bonus on ability checks to allies within 5 ft.

Level 2: The master of the tower can use *lay on hands* as a paladin of half their level, rounded down.

Level 5: The master of the tower can use the Help action in combat as a bonus action.

Level 8: The master of the tower can use *raise dead* once per day (with no material component cost).

Tower of Ash (moderate): A seeker at the tower of ash must be someone that's broken a major vow (a cleric or paladin that turned from their god, a monk that has given up their ki powers and changed classes, a warlock that has broken their pact, etc.). The tower's seeker has to perform a complex ritual and solve several puzzles before burning the tower down. From the ashes of the old tower a new one pushes up, made of charred black wooden beams and soot-covered stone.

Native: The master of the tower is immune to fire damage, does not suffocate in smoky conditions, and can see through smoke.

Level 3: The master of the tower learns the *fire bolt* cantrip and can tell the location and size of any fire within 1000 feet. With an action the master of the tower can extinguish or ignite fires the size of a torch or smaller (though to ignite something there must be something to burn) within 100 ft.

Level 7: The master of the tower can step into one fire and out of another once per turn as part of a movement action, moving up to 500 feet between the flames. The fires must be campfire sized, at least

(big enough to step into). The master of the tower can also extinguish or ignite fires of that size as an action.

Level 11: The master of the tower can heal using fire damage. Spells and effects that cause fire damage to the master of the tower instead heal them for half the damage dealt (rounded down). The master can also cast the *fire storm* spell a number of times per day equal to their Charisma modifier. In addition, the master of the Watchtower of Ash can extinguish or ignite fires of bonfire size as an action. Finally, things that the master of the tower burns stay burnt - spells like *mending* cannot be used to repair them. Even the shadow or ethereal reflections of burnt things are gone permanently. This cannot destroy artifacts or other indestructible objects. *Requirement:* To gain this suite of powers the master of the tower must burn down a dozen buildings at once with no other intent than to watch them burn or to satisfy this requirement.

Tower of Battles (moderate): The tower of battles is a fortress of gray stone and iron that can only be breached by the strongest combatant. Gargoyles and golems roam the halls and ward off intruders. A warrior must fight their way to the center of the keep and best the tower's patron spirit in solo combat to gain mastery.

Native: The master of the tower is proficient in all weapons, no matter how strange. This includes unarmed attacks. He also has a +1 luck bonus to armor class, attack and damage rolls.

Level 3: The master of the tower gains a fighting style, like a ranger or fighter, learns two maneuvers from the battle master abilities of a fighter and gains two superiority dice. The master can also cast the spell *aura of vitality* a number of times per day equal to his Charisma. *Requirement:* To gain this power the master of the tower must seek out, challenge, and fight an enemy with more class levels than he has.

Level 7: The master of the tower gains two more superiority dice and learns two more maneuvers. In addition the master gains resistance to bludgeoning, piercing, and slashing damage. *Requirement:* To gain this power the master of the tower must seek out, challenge, and fight an enemy with more class levels than he has.

Level 11: The master of the tower doubles the damage of all weapons (rolling twice the usual number of dice), and learns another fighting style and two more maneuvers. *Requirement:* To gain this power the master of the tower must seek out, challenge, and fight an enemy with more class levels than he has.

Tower of Blight (moderate): A blight not only in name but in shape, this tower appears to be a ragged blot or growth on the side of a cliff. Black tendrils spread from the tower and a noxious fog surrounds it. Becoming the master of the tower of blight requires devising a new ritual or spell that has never been seen or used before, and which must be destructive, dangerous, or otherwise evil. The tower is filled with its own dangers to overcome first, of course.

Native: The master of the tower has resistance to necrotic damage, and advantage on damaging necromancy spells. Mastery of the tower causes the master's blood to turn black and sludgy, and his skin to become waxen and corpse-like.

Level 3: The master of the tower is infused with necrotic energy and can make unarmed attacks with proficiency. These touches deal 2d6 necrotic damage, and on a hit the master of the tower gains half that damage as hit points.

Level 7: The master of the tower can cast *blight*, *bestow curse*, and *blindness/deafness* a number of times per day equal to his Charisma modifier.

Level 11: The master of the tower is considered kin by the undead and they will not attack without being provoked or commanded. As well the master of the tower can animate the dead once per day, as per the *create undead* spell. This requires dripping a bit of the caster's own blood on the eyes and tongue of the corpse. The undead type created is dependent on the caster's level, as shown below. *Requirement:* To gain this power the master of the tower must kill a loved one or innocent (usually a child) and defile the corpse at the Watchtower of Blight.

Level	11-13:	skeleton,	zombie,	or	ghoul
Level	14-16:	ghost		or	wight
Level 17-20:	mummy				

Tower of Blood (moderate): In the middle of a glen and surrounded by pools of clotted and fresh blood is a slick marble spire. Inside the spire is only blood. When the doors open blood spills out. When the walls are struck, they bleed. A veritable wellspring of blood seeps up through the foundations below. Those who wish to claim the tower must let the blood of a hundred willing participants over ten days, and then dive through the lakes of blood to reach the heart of the tower and make a deal with the tower itself. This often involves a sacrifice.

Native: The master of the tower does not bleed. Spells and abilities that cause bleeding damage have no effect.

Level 3: The master of the tower is able to expend three hit points to form a lash of blood for one minute. The master of the tower is proficient with the weapon, which takes one action to create. The whip of blood can target any creature within 30 feet as an attack. It deals 3d10 bludgeoning damage, though the target can make a Reflex save for half damage. The master of the tower can choose to pull or push the target 25 feet in any direction on a successful hit or knock the target prone, though the Reflex save negates this effect.

Level 7: The master of the tower can draw the blood from others in droplets or in fountains. As an action the master targets a single injured creature (with blood - no undead or constructs) within 60 feet. That creature must make a Constitution saving throw. That creature takes 1d10 points of damage for each unhealed wound they have. The master of the tower heals half this much. Any excess hit points are gained as temporary hit points that last 10 minutes. *Requirement:* The master of the tower must bleed a living creature of at least 100 hit points. Whether or not this kills the creature is irrelevant.

Example: During a fight the master of the tower is struck twice, once for 6 damage and once for 4. His enemy, an ogre, is struck four times for 3, 9, 10 and 14 damage. The master of the tower drains the ogre's blood. This forces the ogre to make a Constitution saving throw immediately. The save fails, and so

the ogre takes 4d10 damage; 1d10 per each wound it had taken. The master of the tower rolls 29 damage, and gains half that (14 points). 10 points go to heal the master's wounds, and 4 points are gained as temporary hp that will fade or be used in 10 minutes.

Level 11: The master of the tower learns how to push people's bodies around using their own blood. This functions as *dominate person* with the following changes: the saving throw is a Strength saving throw instead of Wisdom; being openly hostile to the target does not allow advantage on the saving throw; the master must spend a bonus action each turn controlling the target's movement. This ability can be used once per day. *Requirement:* The master of the tower must bathe in blood once a month. This requires around 30 gallons of blood (around 20 humans' worth). If the master of the tower skips this requirement he loses this power until the requirement is met.

Tower of Cages (lesser): Some mad and heretical priest must have built this temple to Werethekau's works. The tower of cages is a single slender structure with pillories, cages, and gibbets hung from spars on the side of the spire. The tower has hundreds of ingenious traps, most of them designed to capture or trap the supplicant. To master the tower a supplicant must bypass every trap to reach the top, and then choose a cage to hang in for a month straight.

Level 2: The master of the tower gains proficiency in thieves' tools. He is also considered proficient when making ability checks to restrain a target, whether using shackles, ropes, etc. The master of the tower can also cast *arcane lock* a number of times per day equal to his Charisma modifier.

Level 5: The master of the tower can cast *hold person* a number of times per day equal to his Charisma modifier. Additionally the master of the tower can spend a week crafting a *glyph of warding*. The glyph contains the spell *magic circle*. The circle is inverted (containing a creature rather than barring it from the circle), and targets only the creature that triggered the *glyph*, no matter the creature's type. This glyph is permanent until triggered, and the *magic circle* has a duration of one day.

Level 8: The master of the tower cannot be tied up or restrained by shackles, cuffs, etc. The master of the tower has advantage against magical effects used to restrain (such as *hold person*, *imprisonment*, etc.). The master of the tower also has advantage when attempting to escape magical restraints (enchanted manacles, for example). Finally, the master of the tower can cast *forcecage* once per week.

Tower of Changes (greater): Not a single person could say how the tower of changes looks - after all, it's always changing. Brick by brick the structure warps and shifts. This presents the first challenge to intruders. Finding a way through the ever-altering maze inside is a devilishly difficult challenge. Beyond that the tower was built at the center of an unstable magical field, and a minor Essence storm surrounds it at all times. The tower does not protect against it, but intensifies it, and inside it is a severe Essence storm (less the winds and rain, of course). A number of creatures roam the halls, most of them agents of Limbo drawn to the powerful chaotic aura.

Native: The master of the tower has advantage on saving throws against polymorph effects, and can wild shape as a druid of the circle of the moon, using his total levels as his druid levels when calculating the limits of the wild shape.

Level 4: The master of the tower can use *alter self* at will, and *enlarge/reduce* a number of times per day equal to his Charisma modifier.

Level 9: The master of the tower can make use of any transmutation spell of fifth level or lower once per day. The master of the tower need not select this spell when preparing spells in the morning, but can choose at the time of casting.

Level 14: The master of the tower can cast *shapechange* once per day, with the following changes: there is no material component required, the spell's duration is only 10 minutes, and the form assumed can be any at all including the undead or a construct.

Tower of Day (greater): This turret shines fiercely from every open window. The master of the tower of day is chosen personally by Foyes, the god of the sun. However, some say Foyes can be tricked.

Native: The master of the tower learns the cantrip *light*.

Level 4: The master of the tower is able to fire bolts of searing fire as a ranged weapon. The master of the tower is proficient with this attack. The bolts deal 2d6 radiant damage, have a range of 120 feet, and leave the target shining as though struck by a *guiding bolt*.

Level 9: The master of the tower can cast *daylight* at will, though only targeting a held item or himself. The radiant bolt weapon available to the master of the tower now deal 3d6 damage. Once per day the master of the tower can cast *circle of power*. In addition the master of the tower can Channel Divinity as a cleric with levels equal to his own. This channel can only be used to turn the undead, or to use Radiance of the Dawn if he has access to that ability.

Level 14: The master of the tower can become the sun incarnate for up to 10 minutes a day. The caster's form becomes that of an elder fire elemental, though attacks deal radiant damage rather than fire damage. While in this form the master of the tower gains the ability to cast each of these spells once: *burning hands*, *faerie fire*, *flaming sphere*, *scorching ray*, *fireball*, *guardian of faith*, *wall of fire*, *flame strike*, *scrying* as a cleric with the Light domain. He also gains access to the abilities Warding Flare, Channel Divinity: Radiance of the Dawn, Improved Flare, and Corona of Light while in this form, again as a cleric with the Light domain.

Tower of Deceit (lesser): Unique among the Watchtowers, the tower of deceit has no single way to be claimed. The tower is infused with a powerful air spirit and it appreciates attempts to fool it or steal the mastery of the tower. The straightforward path is to find the tower (not easy, as it appears to be a run-down farmhouse at first glance), find a way in (all entrances are locked and most of them are trapped), and then find a way to the heart of the tower (drop-walls, hidden doors, and cunningly placed sliding stairs characterize this particular tower). At the center of the tower is a golem sphinx that asks three riddles, all

of them deceitful and tricky. If they are all three answered 'correctly' then mastery is bestowed. However, most masters of the tower achieve their station by tricking others.

Level 2: The master of the tower can mimic the voices and mannerisms of those he's observed for at least ten minutes. The imitation is perfect, though of course he doesn't look like his target. This grants the master of the tower advantage on ability checks made to imitate someone, provided an adequate disguise can be found.

Level 5: The master of the tower may use *disguise self* at will, and *nystul's magic aura* a number of times per day equal to his Charisma modifier.

Level 8: The master of the tower may cast the spell *glibness* a number of times per day equal to his Charisma modifier, with the following changes to the spell: the duration is one round, and the casting time is a bonus action. In addition the master of the tower can deceive detection spells at will, including showing any alignment when in the area of a *detect evil/good* spell and being able to create false responses to *detect thoughts* or similar. This does not counter *protection from evil/good*, or other alignment-based spells - only detection spells. *Requirement:* The master of the tower must skin a doppelganger and craft a cloak from the hide.

Tower of Focus (lesser): Windows studded with glass lenses, arcane markings pressed into the very bricks, ivy crawling up toward the green copper roof - everything about this building speaks of careful tending. The tower is a rambling structure with many rooms and a number of spires. The tower is rumored to be what remains of the college Obeccai founded during his life. Those that seek the tower must meditate for a dozen days in the courtyard, then enter the tower and solve a series of riddles and puzzles to claim mastery of the tower.

Native: The master of the tower gains proficiency in the Arcana skill, and can cast *detect magic* at will.

Level 2: The master of the tower can cast *identify* a number of times per day equal to his Intelligence modifier, with the following change: the casting time of the spell is one action.

Level 5: The master of the tower can cast *dispel magic* a number of times per day equal to his Intelligence bonus, with the following change: the master of the tower must make a check for all spell effects, not only those of fourth level or higher. In addition the master of the tower reduces the time needed to learn a tool proficiency or language from 350 days to 100, and reduces the time needed to research something by two thirds as well.

Level 8: The master of the tower can cast *legend lore* once per week, and the spell requires no material components. Further, the master can spend one hour per day as a polyglot, benefitting from the spells *speak with animals*, *speak with plants*, *speak with dead*, *tongues*, and *comprehend languages* all at once. *Requirement:* The master of the tower must eat an entire book, one at least 250 pages long. The book can be consumed page by page or all at once, but must be eaten in a day.

Tower of Gold (lesser): Masters of the tower of gold are masters of trade as well. Having money is required to enter the tower - several pounds of the potential master's own gold must be melted and cast into a

huge key to get in. Once in there are a number of deals, trades, and trials before the tower can be claimed. The tower's powers can be difficult to understand, but every master has grown immensely wealthy after obtaining the tower's blessings.

Native: The master of the tower earns twice what they normally would when performing, plying a trade, or running a business.

Level 2: The master of the tower has advantage when making ability checks to understand an economic system, arrange a trade, or run a business.

Level 5: The master of the tower can cast *bestow curse* once per day, though the curse does only one thing. A target cursed by the master of the tower will fall into financial ruin. For the space of one year the target of the curse will lose half his coin each night, businesses will fail, stock will go bad twice as quickly as normal and products will break with alarming regularity.

Level 8: The master of the tower can cast *creation* once per day, with the following changes to the spell: the spell can only be used to create gemstones, precious metals, and works of art; and the spell's duration is until sundown or sunup comes.

Tower of Growth (moderate): Green and growing things surround this tower and even make up the tower itself. An enormous and hollow but still living tree forms the outer walls. Roots and branches cross to other trees nearby that are tied into the tower as well. Those that seek to establish control of the tower of growth have to show a kindness to good and growing things. Befriending a bearhound is a start, and after that a druidic circle must bless the supplicant. They must then live off the forest alone and see no other civilized people for thirty days. Then the tower will accept the supplicant only then.

Native: The master of the tower learns the *druidcraft* cantrip, and gains proficiency with the Nature skill.

Level 3: The master of the tower can *speak with plants*, as the spell, and is immune to any non-magical poison made of plants.

Level 7: The master of the tower can cast *plant growth* a number of times per day equal to his Charisma modifier. In addition the master of the tower is affected as if by *freedom of movement*, with the caveat that only natural restraints are affected by the spell (that is, a druid's *entangle* spell cannot reduce the master's speed, but a wizard's *web* spell might).

Level 11: The master of the tower can cast the following spells once per day: *tree stride*, *transport via plants*, *wall of thorns*. Further, the master of the tower gains the plant type, resistance to bashing and piercing damage, and immunity to poisons and diseases that do not affect plants. *Requirement:* The master of the tower must abstain from eating plants, choosing instead to consume only flesh. This does not put the master of the tower at risk of scurvy, as might be expected.

Tower of Health (moderate): Holy to followers of Umain, the Watchtower of Health is an impeccably clean cube of white marble and nickel. Inside and surrounding the tower are hundreds of deathlights (lantern archons). The deathlights both guard the tower and judge those attempting to master it.

Native: The master of the tower has advantage on saving throws against diseases and poisons, and automatically stabilizes when reduced to negative hit points. Damage dealt to the master of the tower while he is at negative hit points can still cause automatic failures on death saving throws.

Level 3: The master of the tower gains the ability to heal others. The master of the tower gains a number of 'health dice' equal to twice his level. With an action the master can target any living creature within 15 feet and spend any number of these dice. The target rolls that many d6s, and gains hit points equal to the result. These health dice refresh when the master of the tower finishes a long rest.

Level 7: The master of the tower is affected by *death ward* continually, as though it were cast on the tower's master once each eight hours. As well, the master of the tower may expend three health dice to remove one of the following conditions from a target: blinded, deafened, paralyzed, poisoned. This can be done as part of a greater healing (spending eight health dice to cure a target of 2d6 damage and the blinded and poisoned conditions would be a single action, for example).

Level 11: The master of the tower can expend ten health dice to cast *heal*. *Requirement:* The master of the tower must spend at least one day each month ministering the sick and needy.

Tower of Ice (moderate): Atop a frosted mountain in the far north is a mound of blue ice riddled with tunnels and halls. This gigantic igloo is guarded by a construct of stone, silver, and glass shaped like a dragon. The dragon-golem guardian has powerful magic of its own and has placed a number of curses and wards on the tower. Those that evade or defeat the guardian, survive the bitter cold, and bypass some wicked traps can stake their claim to the tower.

Native: The master of the tower has immunity to cold damage, and moves normally on ice (no slipping or sliding). Further, the master of the tower can see with clarity even in a blizzard.

Level 3: The master of the tower can chill targets with a touch. This is a melee attack with which the master of the tower is proficient. The attack deals 2d10 cold damage.

Level 7: The master of the tower can cast *sleet storm* a number of times per day equal to his Charisma modifier. The master of the tower also gains a ranged attack. This attack deals 2d10 cold damage to a single target within 120 feet. The master's skin turns icy and stiff, and he is affected by a permanent *barkskin* effect, though the armor class granted by the spell is 13 rather than 16. The downside to this is that the master of the tower now has a vulnerability to fire damage.

Level 11: The master of the tower can cast *flesh to stone* once per day, though the target is turned to ice rather than stone. If the creature melts while made of ice it is dead. The master of the tower can also create an ice storm as though using the *control weather* spell once per day. He can move the weather

conditions two steps by using this power, though he can only make conditions stormier and colder. Finally, the master of the tower is protected by *armor of agathys*. This protection grants the normal 5 temporary hit points, and deals 5 cold damage to an attacker. This pool of temporary hit points increases by 5 each hour to a maximum of 5 per 2 class levels (so a thirteenth level master of the tower would have 30; $13/2 = 6.5$, rounded down to 6, $6*5 = 30$). The damage dealt to a melee attacker is always equal to the remaining temporary hit points granted by this ability. *Requirement:* The master of the tower must

Tower of Instinct (moderate): The Druidic Circle of the Moon reveres this place, and druids are the most common masters of the tower. Despite the name this place is more a burrow than a tower. Many miles of tunnels are dug out beneath an unassuming wooden and clay hovel. At the center of the warren a perpetual bonfire rests. Supplicants must throw into the fire all their ties to civilization and renounce the affects of modernity and humanity in a dance with beasts.

Native: The master of the tower gains proficiency with the Handle Animal skill, and can cast *animal friendship* a number of times per day equal to his Charisma modifier.

Level 3: The master of the tower can *speak with animals*, as the spell, at will.

Level 7: The master of the tower can call a pack as though casting *conjure animals*. These summoned creatures remain indefinitely, following the master of the tower. If the pack is slain they are replenished by one animal per hour until the pack is complete again. These animals are always aware of the location of the master of the tower and will obey his commands. If the master of the tower is separated from the pack he can send out a telepathic call and the animals will return as quickly as they can.

Level 11: The master of the tower can use the spell *animal shapes* once per month. Each creature to be transformed must consume the heart of the animal they will transform into.

Tower of Night (greater): While most towers are obvious, or at least physically present, the Watchtower of Night exists only on the plane of shadow. Those that seek it will find only a flat stone plinth with inscribed hints and clues to the tower's location on another plane. A devotee of the Watchtower of Night not only has to make it to the shadow plane but defend against a circle of thirteen deathless shadowcasters tasked with guarding the tower, then find a way to make their ties to the shadowplane permanent (by becoming a shade, or being a shadowcaster, or otherwise taking some of the substance of the plane into themselves).

Native: The master of the tower can see into the shadow plane, and while on the shadow plane can see into the material plane.

Level 4: The master of the tower can cast *darkness* as a ritual spell, and gains darkvision 60 feet.

Level 9: The master of the tower can see 120 feet in darkness (magical or natural), and can use *plane shift* as a ritual spell once per week to shift to the plane of shadow.

Level 14: The master of the tower gains control of the Templar of Shadow. The Templar of Shadow is the remains of the previous master of the Watchtower of Shadow, a shadow-wreathed incorporeal being. The

Templar has an alignment that matches the master of the tower's. The Templar of Shadow has the statistics of an greater air elemental on the plane of shadow, but does not physically manifest on the material plane, though it does appear as a column of black smoke or a black ghostly figure. It casts spells as a fifteenth level sorcerer, and these spells can easily cross the barrier between planes. The Templar follows its master, always attempting to stay within 60 feet unless commanded to guard an area or wait somewhere. The Templar awaits orders from its master before acting and never takes its own initiative (effectively it readies an action each round to do whatever the master of the tower commands it to do). *Requirement:* The Templar of Shadow comes to the master of the tower and offers its services, but the master of the tower must be willing to become the next Templar of Shadow. At the time of his death the master of the tower becomes a shadowy wraith and instantly teleports to the Watchtower of Shadow. He must obey the next master of the Watchtower of Shadow, and wait until a worthy supplicant reaches the requisite level. If the master of the tower refuses this deal he is stripped of all abilities granted by the Watchtower.

Tower of Pestilence (moderate): Shunned by all those but the darker priests of Umain the Plaguelord, this citadel of pestilence and plague corrupts and poisons the land around it. Animals in the area are mangy, frothing, and ill-tempered. Plants bloom only flowers with sticky, sickly petals. Those that remain too long without adequate protections contract rare and frequently disgusting diseases. Beyond the tower's reach the diseases are not communicable and so the tower does not spread plague everywhere. Supplicants must be adequately protected against this aura of disease. Beyond this there are legions of flesh golems made of the previous postulants, constructed in the laboratory in the bowels of the tower. Those who reach the laboratory and master the secrets of the tower by constructing their own golem can lay claim to the Watchtower of Pestilence.

Native: The master of the tower gains proficiency with the Medicine skill.

Level 3: The master of the tower gains immunity to diseases, and can cast *ray of sickness* a number of times per day equal to his Charisma modifier. The master of the tower gains a body modification from the list below.

Level 7: The master of the tower contracts one of the following diseases permanently: blinding sickness, filth fever, flesh rot, mindfire, or the slimy doom. Being immune to diseases, the master of the tower takes no damage and has no disadvantages. However, the master of the tower spreads the disease naturally. Those that come into contact with the master's bodily fluids contract the disease. The master of the tower also gains a body modification from the list below.

Level 11: The master of the tower can cast *animate objects* as a ritual spell once per day. The object animated this way acts as a carrier for the same disease the master of the tower carries. The master of the tower can have a maximum of four animated objects active at any one time. These animated objects can only be created with the help of the laboratory in the Watchtower. The master of the tower can carry enough ichors and wires and springs to craft one animated object while on the move. Finally, the master of the tower gains a body modification from the list below.

Body Modifications:

The following modifications cannot be taken more than once. The master of the tower can choose to forgo an ability score improvement (such as that granted by most classes at fourth, eighth, twelfth, and sixteenth level) and instead take a body modification.

Amphibious Skin: This replaces your skin with a thick membrane. You become amphibious and can breathe in water or air.

Inksac: A thick and oily ink spreads in a cloud around the master of the tower if he is in water. A rancid smoke spews if he is on land. The effect is similar either way: in a ten foot radius the cloud provides concealment. A *daylight* spell dispels the cloud. This ability can be used once per minute.

Mucus Projector: The master of the tower gains an attack with a range of 30 feet that has a recharge of 6. A target struck by this phlegmy projection must make a Strength saving throw or begin to transform. Over the course of 1d4+1 minutes the target's skin turns clear and jelly-like. Once the transformation is complete the target must stay moist or take 1d12 points of damage every 10 minutes. If *remove curse* is cast during the transformation it is immediately stopped. If the transformation completes it can only be cured by casting *heal*.

Burrowing Claws: This graft replaces both the recipient's hands with thick-fingered claws. The master of the tower gains a burrowing speed of 20 feet, but has disadvantage on rolls involving fine manipulation (such as opening locks or writing fine calligraphy). The master also gains a natural melee attack dealing 1d6 slashing damage.

Wolf Eyes: The master of the tower gains darkvision 60 feet.

Chitin Plating: This series of interlocking plates acts like scale mail that can be worn at all times, even while sleeping. The master of the tower is, of course, considered proficient with this natural armor.

Flexible Skeleton: The master of the tower rubberizes his own skeleton. He has advantage on ability checks made to balance on narrow surfaces, squeeze into tight spaces, or to tumble and roll.

Extended Legs: The master of the tower gets a fine new set of legs, increasing his height by a few inches and his base speed by 5 feet.

Healing Blood: The master of the tower gains fast healing 1.

Rudimentary Eyespots: The master of the tower gains advantage on sight-based Perception checks.

Silthilar Bones: The master of the tower replaces his skeleton with artificially grown bones, gaining +2 bonus to Constitution.

Silthilar Heart: A new artificial heart is grafted into the master of the tower. If the master of the tower ever drops to 0 hit points (but is not killed outright) the heart activates on the next round. This cures 1d10 hit points immediately, restoring the master of the tower to consciousness. This can be used once per day.

Silthilar Muscles: The master of the tower inserts newly grown muscles, gaining a +2 bonus to Strength.

Silthilar Reflexes: A series of nervous tissue and tendon grafts grants a +2 bonus to Dexterity.

Tower of Poison (lesser): On the outside this tower looks like a needle of black glass. On the inside it's full of stacked tomes and bubbling glass mechanisms. Light comes dimly through the black glass windows, supplemented by smoky fireplaces and elaborate candelabras. Thousands of retorts and vials line moldering wooden cabinets, each a sample of a distinct poison. Those looking to master the tower have to pass a series of tests and riddles, mostly pertaining to poisons and venoms. Failing one of the tests invariably means being poisoned by something vile and deadly.

Level 2: The master of the tower has advantage on saving throws versus poison, and learns the *poison spray* cantrip.

Level 5: The master of the tower can secrete a poison. This poison is delivered by a bite attack. The master of the tower is not necessarily proficient with this bite attack. The poison can be 'milked' from the master of the tower and used to coat a weapon. The poison has a Constitution saving throw DC equal to 8 + the master's proficiency bonus + the master's Constitution bonus. On a failed saving throw the poison deals 1d10 points of poison damage per three levels (so, for example, a tenth level master of the tower would deal 3d10 points of poison damage), and the target is poisoned for 1 minute. The poison retains its potency for one day.

Level 8: The master of the tower is immune to poison. As well the master of the tower can secrete his poison through his skin. This allows him to poison a held blade as a bonus action. A touch can communicate the poison as well, including unarmed attacks. The poison can also be ingested along with food or drink. Any creature that succeeds on a bite attack against the master of the tower must immediately save against the poison, as the master's blood is also poison. Finally the master of the tower can breathe out a cloud of poison in a ten foot cone, poisoning anyone that inhales it. The master of the tower can choose to delay the poison, with it taking effect up to ten minutes later. The master of the tower must choose the onset delay of the poison at the time it is secreted. Multiple doses of poison can build up in a single target - up to a maximum of ten. This means, for example, a master of the tower with unrestricted access could apply ten doses of poison to a target, all of which could be timed to take effect at once. The target would then save against the poison ten times in a row, potentially taking damage each time.

Tower of Rain (lesser): A perpetual halo of rainclouds surrounds the tall rain-slicked walls of this crenellated tower. At the center of the storm the wind doesn't blow and the rain slackens. The rainwater collects at the bottom of the tower in a black tarn, a moat full of pike and barracuda. Within the tower is trapped Matariel, the angel of rain. Appeasing or defeating the angel allows someone to claim mastery of the tower.

Level 2: The master of the tower can cast *create or destroy water*, but can only use it to create water. In addition the master of the tower gains a familiar: a tiny raincloud. The raincloud follows the caster around, even indoors when possible. The cloud is a 10 foot cube that hovers at an altitude of 30 feet or so. It has the intelligence of a smart dog and complete obedience to its master. The master of the tower can ride the raincloud like a steed. It can carry only the master and 50 pounds of equipment, and has a fly speed of 50 feet. At the beginning of the master's turn each round the thundercloud can make a spell attack

using its master's proficiency bonus and Charisma score and deal 1 damage to a target within 50 ft. This damage increases to 1d4 at 5th level, to 1d8 at 11th level, and to 1d12 at 16th level.

Level 5: The master of the tower can cast *call lightning*, *water breathing*, and *water walk* once per day.

Level 8: The master of the tower can cast *control weather* once per week, and *control water* once per day. In addition the raincloud familiar learns how to move its master by means of lightning. This can be used three times per day, and has an effect identical to *dimension door* as the cloud's lightning bolt strikes the master of the tower, then snaps out to the desired location.

Tower of Reeds (moderate): In the shallows in the sea, surrounded by low reeds is a spire built of lacquered reeds. It is empty except for a circle of stone beneath several inches of water. The circle summons a powerful water spirit. The water spirit controls the interior of the tower. When properly questioned and called upon the spirit will release the tower. Reeds and papyrus spring from the tower's outer walls, forming furniture, floors, stairs. The tower's interior is covered in blue octopus ink that spells out the secrets of the Watchtower. By completing the many logic and word puzzles the tower's visitor can claim mastery.

Native: The master of the tower can cast *detect magic* at will, gains advantage on linguistic cyphering and puzzles, and if the master of the tower has a spellbook the costs to copy a spell are halved. The master of the tower can also read scrolls and use wands from the sorcerer or wizard spell lists, whether or not he can cast sorcerer or wizard spells. If the master of the tower does not yet have a spellbook he gains one. This spellbook is empty. This does not grant the master of the tower the ability to cast spells, though at later levels he may trade sorcery points for spell slots as though they had been expended. The maximum level of the spell slots regained this way is always half the master's total class level.

Level 3: The master of the tower gains a pool of 3 sorcery points. These can be used to recover spent spell slots as described on page 101 of the Player's Handbook. The master of the tower also increases the number of spells he can prepare per day by one.

Level 7: The master of the tower gains 2 more sorcery points, and can prepare an additional spell each day. The master of the tower gains advantage on saving throws against spells cast by wizards and warlocks (though not warlock incantations).

Level 11: The master of the tower's sorcery pool once again increases by 2 points, and he can prepare an additional spell each day. When the master of the tower casts *contingency* the contingent spell's spell slot is not expended.

Tower of Serpents (greater): Amunet's oldest and most sacred temple has been rechristened as the Watchtower of Serpents. The temple is a ziggurat with many outlying houses and turrets connected by underground tunnels. Amunet herself keeps a presence here; a supplicant must follow Amunet's teachings to obtain mastery. The tower is policed by lizardfolk and scaled creatures of all kinds and one of the most ancient dragons waits at the altar beneath the ziggurat. The dragon must not be slain, merely

made to submit. Once this is done the priest of Amunet will gain the blessings of Amunet and the Watchtower of Serpents.

Native: The master of the tower is immune to any venom produced by a scaled thing, and can *speak with animals* with serpents and lizards of all kinds. The master of the tower can also read snakes as yuan-ti and medusas do.

Level 4: A thin sheen of reptilian scales covers the master of the tower. When the master of the tower is not wearing armor his AC is equal to 13 + his Dexterity modifier. In addition the master of the tower can summon a giant snake familiar. This snake has a venomous bite, and acts as a divine focus for clerical spells granted by Amunet. The snake also grants spells to the master of the tower, allowing him to cast spells as a cleric of Amunet. His cleric level is half his total class level. If the master of the tower was already a cleric of Amunet he can prepare one additional spell per day and adds 1 to his spell DCs and attack rolls.

Level 9: The master of the tower can *polymorph* a number of times per day equal to his Charisma modifier. The master can only use this ability to assume a reptilian or draconic form. He can still cast cleric spells while in this form. The master of the tower can use an action to assert the majesty of Amunet, producing an aura of awe or fear. The aura can be activated once per day, has a radius of 60 feet, and can be resisted by a Wisdom saving throw. This effect lasts for one minute. Creatures in the area are charmed or frightened, at the master's discretion.

Level 14: The master of the tower is blessed by Amunet personally and can no longer die. If he would be killed by hit point damage, poison, disintegration, etc., he is instead immediately teleported back to the Watchtower of Serpents with 1 hit point. Magical effects that prevent teleportation or inter-planar travel prevent this as well, though the master of the tower is allowed a saving throw against the effect. This effect can be negated by a *wish* or by divine intervention.

Tower of Shades (moderate): While Manifest is the city of the dead, the Watchtower of Shades allows incredible control over and insight into the remains of the deceased. Shadows and ghosts are in thrall to the master of this tower. The tower itself exists only partly in the material plane, and in part in the ethereal plane. Those seeking entrance must be able to move back and forth between the two with ease. Those who manage the feat are confronted by three ghosts, the remains of powerful mages. Past these guardians a seeing stone rests. The stone forces one to view all the things on each plane, and all the differences that divide the two. Such a sudden revelation is harmful and difficult to withstand, but those that can recover are masters of the tower.

Native: The master of the tower can see into the ethereal plane, and while on the ethereal plane can see the material plane. This allows him to see ghosts, clearly perceive force effects, and target creatures on the ethereal plane (though this does not grant the master the ability to strike those foes).

Level 3: The master of the tower can cast *gentle repose*, *speak with dead*, and *charm person* a number of times per day equal to his Charisma modifier. *Charm person* can be used only on the deceased (ghosts, shades, even the corporeal undead).

Level 7: The master of the tower can physically affect targets in the ethereal plane. His full armor class applies against incorporeal attacks, he can attack corporeal targets normally, and can even cast spells into the ethereal plane. The master of the tower can also enthrall a ghost or shade. The spirit must have a challenge rating no higher than the master's level minus two. This spirit is *dominated* for an indefinite period. The master of the tower can release the spirit at any time.

Level 11: A number of times per day equal to his Charisma modifier the master of the tower can use an action to move to the ethereal plane, and can remain there indefinitely. He can also return with an action. Once per day the master of the tower can *plane shift* to the ethereal plane, as the spell. The master may also retain a retinue of souls. These souls swarm around the master of the tower continuously and can be unleashed once per day. This takes an action and takes the form of a 20 foot radius burst centered on the master of the tower. The burst deals 1d8 necrotic damage per level to targeted enemies in the burst radius. A Charisma saving throw can halve this damage. While the souls still swarm (before they have been unleashed, or 24 hours later) they provide protection from force effects. This grants immunity to *magic missile*, resistance to other force damage, and advantage on saving throws against force effects.

Tower of Shields (lesser): "The best defense is a good offense," - this is folly. The best defense is not being hit. The Watchtower of Shields is a concrete manifestation of this truth. Claiming mastery of the tower is simple once a supplicant finds a way in. However, there are no doors. The tower is protected from ingress by teleportation, by passing through other planes, protected from magical intrusion by passwalls or shaping the earth, etc. Inside the impermeable bastion is an empty and barren, but highly defensible, single room.

Native: The master of the tower's skin is studded by small metal plates. When not wearing armor the master's armor class is equal to 15 + half the master's Dexterity modifier.

Level 2: The master of the tower can animate a shield. This requires a ten minute ritual, after which the shield leaps up and begins to dart about its master. The shield provides its normal armor class bonus but frees up the master's hands.

Level 5: The master of the tower can cast *shield* a number of times per day equal to his Charisma modifier. Further, any shield worn by the master of the tower or animated in service to the master gains a +1 enhancement bonus. If the shield is already magical this has no effect.

Level 8: Dozens of semi-tangible shields surround the master of the tower. This grants the master of the tower half cover. The master of the tower also gains resistance to piercing, bludgeoning, and slashing damage.

Tower of Sight (moderate): Legends abound of seeing stones and scrying pools. This tower is the world's greatest scrying tool. The tower is broad and low and inside is a deep and very still pool that takes up the

entirety of the tower's floorspace. At the bottom is a mirror. On the ceiling above is a lens open to the sky. Floating on the surface of the water, half submerged, is a large crystal orb. To attain the tower's use the crystal must be removed from the water without a single ripple disturbing the pool beneath.

Native: The master of the tower can use the tower's pool as a scrying focus. The crystal orb allows the master of the tower to view and use the pool from anywhere. The scrying pool is a powerful focus, imposing disadvantage on the target's saving throws against the scrying.

Level 3: The master of the tower can activate the scrying pool's powers three times per day. This allows the master of the tower to cast any of the spells accessible to the scrying pool. Any of the spells granted by the tower can be cast through a scrying sensor or using the scrying sensor as an origin point for the spell as well. For example, if the master of the tower casts *scrying* on a target using the pool, he can then cast *locate object* to search for something near the scrying sensor rather than near himself. Divination spells that the tower's master can cast without assistance can also be used through the scrying sensor without expending one of the three uses of the pool. The pool's granted spells are *detect magic*, *locate object*, *clairvoyance*, and *see invisibility*.

Level 7: The master of the tower gains access to the following spells through the scrying pool: *arcane eye*, *locate creature*, *scrying*. Casting these spells still counts against the three uses per day granted by the tower. Additionally the master of the tower can cast any first level spell or cantrip using the scrying sensor as an origin point for the spell.

Level 11: The master of the tower gains access to the following spells through the scrying pool: *true seeing*, *telepathy*. The master of the tower can also use the scrying sensor as a spell origination point for any spell of third level or less. Finally, the master of the tower can *teleport* directly to the scrying sensor once per week.

Tower of Souls (greater): Claiming a soul from the underworld requires the permission of Jagus for any but the master of the Watchtower of Souls. The tower's golden walls house fields of unstable magic, devious traps, messengers of Jagus, and a blessed mausoleum filled with the bodies of all the previous masters of the tower. A genius loci animates the mausoleum and presents the final and most dangerous challenge of the tower. Etching a name into the next golden plaque of the mausoleum grants mastery.

Native: The master of the tower gains a lantern archon as a spiritual guide and familiar.

Level 5: The master of the tower gains three 'death points' to use on the following abilities. The master can expend a death point to cast *speak with dead*, *gentle repose*, *revivify*, or *spare the dying*. The master of the tower gains one death point at the end of a long rest. The master of the tower can regain a death point by performing a one hour ritual sacrifice of a living being. The living being must be someone that has sinned against Jagus or has requested (of their own free will) that they be sent to Jagus for judgment.

Level 9: The master of the tower gains two death points to add to his pool. He also learns new ways to spend these points. He can expend two death points to cast *raise dead*, can spend a point to ignore the material component requirement of *raise dead*, and can spend a point to cast *aura of vitality*.

Level 14: The master of the tower gains two more death points to add to his pool, and learns new ways to spend these points. The master of the tower can spend three death points to cast *resurrection*, two death points to ignore the material component of *resurrection*, four death points to cast *true resurrection*, three death points to ignore the material component of *true resurrection*, and can spend eight death points to *plane shift* to the throneroom of Jagus to request an audience. While in the throneroom the master of the tower and any allies brought with are under a protection unless they act against Jagus' angels. Finally, if the master of the tower is killed he can choose to expend death points at the moment of his death. These can be used to raise or resurrect the master of the tower if there are sufficient death points remaining to do so.

Tower of Strength (lesser): Beaten and battered but still standing, the rough sandstone of the tower juts up from a forest floor. It is covered in vines and surrounded by enchanted animals. The tower is easy to enter but difficult to leave: impossibly heavy stone walls and oaken portcullises close the supplicant in. At the center is a mock gladiatorial arena filled with ready champions and creatures. Defeating them in turn earns the favor of the Fight King, and mastery of the tower.

Native: The master of the tower can call out a target for single combat. This requires an action and targets one intelligent creature within 100 feet. That creature and the master of the tower make opposed Charisma checks. If the target loses this contest it must do what it can to arrange or engage in solo combat with the master of the tower. If any other combatant enters the fray the charm is broken and will not work on the same target again.

Level 2: The master of the tower gains the ability to rage as a barbarian of fourth level. If he can already rage he counts his barbarian level as four higher when calculating rage benefits and limits. Additionally the master can cast *enlarge/reduce* once per day on himself, though this can only enlarge the caster.

Level 5: The master of the tower increases his Strength by two. Additionally he gains three strength dice. To use these the master of the tower expends one or more strength dice and can add them to melee weapon damage rolls or to Strength ability checks or saving throws. These dice are d10s, and the master of the tower regains one strength die after completing a short rest, or three after completing a long rest.

Level 8: The master of the tower can wield melee weapons of outrageous size. A specially made weapon increases its normal damage dice by a step (so a d6 becomes a d8, or 2d4 becomes 2d6, etc.). The master of the tower can also use a bonus action to cast *enhance ability score* by spending a strength die.

Tower of the Eastern Wind (lesser): The home of the Eastern wind is blustery and overbearing. It is made of glassy bricks of blue and gray and sits atop a swiftly rolling cloud. Attaining the cloud and entering the tower are the primary challenges facing a supplicant. Once the tower is breached the spirit of the Eastern wind offers a choice. Becoming master of the tower requires performing the duties of the Eastern wind, but offers many perks.

Native: If the master of the Eastern Wind is also master of the Northern, Southern, or Western Winds he gains a +1 bonus to Dexterity. If he is a master of three towers the bonus increases to +2. If the master claims all four towers the bonus increases to +4.

Level 2: The master of the tower has advantage on saving throws against wind effects, magical or otherwise. The master of the tower increases his movement speed by 10 feet.

Level 5: In addition when the master of the tower deals damage, whether from a weapon or a spell, he can push the target back 10 feet.

Level 8: The master of the tower gains a flight speed equal to his movement speed. *Requirement:* The master of the tower must make a binding pact with the Eastern Wind. This pact includes assuming the duties of the wind, spending at least one month of the autumn overseeing the movements of the winds and directing the spirits of air.

Tower of the Northern Wind (lesser): On a thin and scattered cloud is a low building of glassy gray bricks. Here the soul of the freezing cold Northern wind resides. Attaining the cloud and entering the tower are the primary challenges facing a supplicant. Once the tower is breached the spirit of the Northern wind offers a choice. Becoming master of the tower requires performing the duties of the Northern wind, but offers many perks.

Native: If the master of the Northern Wind is also master of the Eastern, Southern, or Western Winds he gains a +1 bonus to Constitution. If he is a master of three towers the bonus increases to +2. If the master claims all four towers the bonus increases to +4.

Level 2: The master of the tower has advantage on saving throws against wind effects, magical or otherwise, and gains resistance to cold damage.

Level 5: The master of the tower can cast *sleet storm* a number of times per day equal to his Charisma modifier.

Level 8: The master of the tower gains a flight speed equal to his movement speed. *Requirement:* The master of the tower must make a binding pact with the Northern Wind. This pact includes assuming the duties of the wind, spending at least one month of the winter overseeing the movements of the winds and directing the spirits of air.

Tower of the Southern Wind (lesser): A towering cumulus cloud hides the home of the Southern wind. The walls are blackened with lightning, but a dark glassy blue beneath. Attaining the cloud and entering the tower are the primary challenges facing a supplicant. Once the tower is breached the spirit of the Southern wind offers a choice. Becoming master of the tower requires performing the duties of the Southern wind, but offers many perks.

Native: If the master of the Southern Wind is also master of the Eastern, Northern, or Western Winds he gains a +1 bonus to Strength. If he is a master of three towers the bonus increases to +2. If the master claims all four towers the bonus increases to +4.

Level 2: The master of the tower has advantage on saving throws against wind effects, magical or otherwise. The master of the tower may also type his weapon damage as electricity damage.

Level 5: Three times per day when the master of the tower deals lightning or thunder damage he can opt to deal maximum damage instead of rolling.

Level 8: The master of the tower gains a flight speed equal to his movement speed. *Requirement:* The master of the tower must make a binding pact with the Southern Wind. This pact includes assuming the duties of the wind, spending at least one month of the spring overseeing the movements of the winds and directing the spirits of air.

Tower of the Western Wind (lesser): Sitting atop a sprightly and fluffy white cloud is the resting place of the warm Western wind. The tower is made of well buffed white bricks. Attaining the cloud and entering the tower are the primary challenges facing a supplicant. Once the tower is breached the spirit of the Western wind offers a choice. Becoming master of the tower requires performing the duties of the Western wind, but offers many perks.

Native: If the master of the Western Wind is also master of the Eastern, Northern, or Southern Winds he gains a +1 bonus to Wisdom. If he is a master of three towers the bonus increases to +2. If the master claims all four towers the bonus increases to +4.

Level 2: The master of the tower has advantage on saving throws against wind effects, magical or otherwise. The master of the tower also learns the *mage hand* cantrip, with the following changes: the spell produces a fluffy cloud-let that moves the target and the cloud-let carries 5 pounds per level.

Level 5: The master of the tower can assume a *gaseous form* for up to ten rounds a day. These do not need to be in consecutive rounds. Turning gaseous takes one action, while turning back takes a bonus action.

Level 8: The master of the tower gains a flight speed equal to his movement speed. *Requirement:* The master of the tower must make a binding pact with the Western Wind. This pact includes assuming the duties of the wind, spending at least one month of the summer overseeing the movements of the winds and directing the spirits of air.

Tower of Travel (greater): Very few people are lucky enough to find the Watchtower of Travel at all, as it flies and floats about. The tower is less a tower, more a cube of wood and brass. The tower floats at the whim of the breezes, though it rarely approaches cities. The tower is difficult to find, difficult to catch, and nearly impossible to gain entry to as it tumbles through the air. Once it's been opened the tower's seeker must find their way past the dangerous mechanisms and genius (but generally harmless) traps to reach the control room. Once there a seeker merely has to work out how to steer the great floating cube to master it.

Native: The master of the tower knows North at all times, and can tell how far and in which direction he's moved at all times. This makes navigating mazes to find the way back out fairly simple, and all rolls to

locate a place with the aid of a map are made with advantage. The master of the tower knows where the tower is and can always find his way back to the tower, or direct another to its current location.

Level 5: The master of the tower can direct the Watchtower of Travel from up to a mile away through a magical remote control. The master of the tower can also cast *dimension door* a number of times per day equal to his Charisma modifier.

Level 9: The master of the tower can create a permanent *teleportation circle* in the heart of the Watchtower of Travel. This circle can send the master of the tower anywhere, though it cannot bring him back. Creating this circle takes a full month of careful work for one hour each day. Once the circle is created it remains until the master of the tower creates a new circle to a different destination. The sigil sequence of the circle in the Watchtower of Travel cannot be learned by a spellcaster, since it is always changing. However, the master of the tower could successfully target a *teleportation circle* to match this ever-changing sigil sequence and teleport into the tower.

Level 14: The master of the tower can cast *find the path* a number of times per day equal to his Charisma modifier. In addition the master of the tower can spot any manufactured or natural portal, and open it. This ability allows the master of the tower to ignore the normal requirements of portals, including specific times they must be opened, specific people that can open them, or keys that must be used. Finally, the master of the tower can incorporate a *plane shift* effect tied to the permanent *teleportation circle* in the tower. This requires spending a full year of working at least one hour each day on it. When the circle is activated the teleportation effect takes anyone in the area to a targeted place on a specific plane. As with the normal teleportation effect it is one-way and does not enable returns.

List of Heretical Vestiges

Acererak, the Devourer (a half-human lich)

Amon, Void Before the Altar (a monstrous fallen angel)

Andras, the Gray Knight (a hobgoblin blackguard)

Chupoclops, Harbinger of Forever (a harbinger of the end times, now deceased)

Geryon, the Deposed Lord (a deceased lord of hell)

Haagenti, Mother of Minotaurs (a frost giant goddess)

Karsus, Hubris in the Blood (attempted and succeeded apotheosis, warping magic forever)

Malphas, the Turnfeather (regicidal celestial human druid prince, dead of a broken heart)

Marchosias, King of Killers (legendary aranea assassin who hunted other killers for sport)

Otiax, the Key to the Gate (a fucking alien made of mist)

Shax, Sea Sister (a storm giantess that spawned a civil war)

Tenebrous, the Shadow that Was (A ghost of the demon prince Orcus)

Zagan, Duke of Disappointment (a yuan-ti lord that attempted and failed apotheosis)

List of Orthodoxical Vestiges

Agares, Truth Betrayed (earth elemental general)

Andromalius, the Repentant Rogue (a perfect prankster who refused death by trickery)

Aym, Queen Avarice (a greedy duergar queen, now loathed by the small people)

Balam, the Bitter Angel (an angel embittered by his impossible task)

Buer, Grandmother Huntress (a huntress, race unknown)

Dahlver-Nar, the Tortured One (an obsessive goblin binder)

Dantalion, the Star Emperor (a conglomeration of ancient royal souls)

Eligor, Dragon Slayer (a half-giant dragon slayer)

Eurynome, Mother of the Material (the remains of a titan that spawned the world itself)

Focalor, Prince of Tears (a creature left dead of grief)

Halphax, the Angel in the Angle (a hybsil war engineer and architect)

Haures, the Dreaming Duke (a rakshasa illusionist)

Ipos, Prince of Fools (a binder king and dedicated occultist)

Leraje, the Green Herald (tragic bow mistress of the lizardfolk)

Naberius, the Grinning Hound (a protector of the gates of hell, and inveterate trickster)

Orthos, Sovereign of the Howling Dark (the original vestige, perhaps, mainly unknown)

Paimon, the Dancer (a mutilated dandy with blades for arms and legs, once human)

Ronove, the Iron Maiden (an early hybsil monk, perhaps the first, and a spiritualist psychic)
Savnok, the Insitgator (servant of the ancient titans of war, now rewarded and punished)

Common Monsters

MM:

Servants of the Veil: *Hound archons* with jackal-like heads. LN alignment.

Yuan-ti: Civilized city-builders, but evil and manipulative.

Illithidae: Underground scavengers, lurkers and masterminds of evil plots.

Beholders: Rare urban dwellers, often found controlling underground markets and crime rings.

El-Toway: *Giants* Uncivilized, unsubtle, territorial, tribal nomads.

Dire/Giant Animals: Sometimes revered by nature-worshippers and shamans.

Aboleths: Rarer even than other aberrations, aboleths live in underground pools and form cults.

Allips: Shadows that have gone mad.

Animated Objects: An object granted a ka.

Barghest: They seek to claim a heart (ib) so that they may have a whole soul, but never can.

Bulette: Predators of the plains and deserts.

Dragons: While not common by any means, dragons do lair in the far reaches of the world, until they are old enough to change shape and wander into civilization. Dragons are one of a very few creatures that can be considered immortal, since they do not age. Each dragon is unique, many with unique powers, and the truly ancient ones can be killed only by one thing (for example, one might be slain by a sprig of

mistletoe, another by saying its name backwards). If a dragon is brought low but not killed by his/her specific geas it simply molts and rises again. Most dragons seek out positions of quiet power, dedicating their time to research, amassing wealth, or simply wandering.

Golems: A shell of clay bound to an elemental power and granted a name and a ka.

Ghouls: They try to fill the emptiness left after the spirit has left their body - often created when a ghost is born but the body is not cremated or mummified.

Medusas: Mainly solitary librarians, truenamers and arcane researchers, they are fiercely competitive and very secretive.

Hydras: The guardians of giants' caves.

Inevitables: Immensely rare, these clockwork guardians act as agents of the gods, like a higher breed of golem.

Deathlights: Lantern archons, they guide the restless dead to the Veil.

Mummies: Results of horrific mistakes in the death rites, or curses of a god of death.

Oozes: Slimy things that live deep in caves, often spawned by essence storms.

Purple Worms: Apex predators of the desert.

Treants: Guardians of the Greenwood.

Vampires: The foulest of the undead, they are cursed (not raised) to hunt for their mothers' blood - which they will, alas, never find.

Zombies and Skeletons: Necromantic servants.

White Children: As elves, these beings are one of the few immortal races, never aging. They are shorter than humans and have a consistent even coloring, usually in a white, ivory or cream color. They are genderless, and if cut do not bleed. In fact, they have no muscles or organs at all, appearing not unlike soft wood or very firm mushrooms if bisected. They can die by violence, however – bisecting usually does it. They hide in the deepest parts of the forest and spend their days in quiet contemplation. Their thoughts are alien and their magics are powerful (all of them have levels in at least one spellcasting class).

MM2:

Ash Rats: Pests that immigrated from the elemental plane of fire.

Automata: The unthinking companions of truenamers and magicians.

Boguns: Companions of some rangers and spirit shamans.

Chain Golems: Aggressive constructs that guard mages' towers.

Clockwork Horrors: A deadly mistake loosed by a machinist.

Dread Guards: The favored protectors of shadowcasters.

Greenvises: One of the most aggressive protectors of the Greenwood.

Grimalkins: Shadowcasters' pets.

Nethersight Mastiffs: Hunters bred and kept by the yuan-ti, used to stalk ghosts.

Rogue Eidolons: Horrifying remnants of some unknown event at the Faith Hearth.

Spell Weavers: The first arcanists, they hide for solitude and never communicate very usefully with mortals. It is not known if they are immortal or not, and until it is confirmed they cannot be added to the list.

Spirits of the Land: Powerful quasi-ghosts (ka) that inhabit land, not ectoplasm.

MM3:

Bearhounds: The creatures that bridge spirit and flesh, guiding shamans and protecting woods.

Dragon Eels: River predators, the most dangerous fish.

Dust Wights: Spirits awoken in the desert by rogue magic, hunting for life.

Susurrus: The spirits of solitude, they stalk lone travelers in the Gardens of Sand.

Voidmind Creatures: Illithidae servants that enact their masters' plans above ground.

FF:

Bloodbloaters: Swamp-bound oozes that prey on travelers and large mammals.

Caryatid Columns: Mystical guardians of ruins, towers and temples, empowered by gods and demigods as stone avatars.

Iron Cobras: The Orthodoxy's trackers, controlled by the Investigators to hunt heretics.

Jackal Lords: Children of the god of death, they are menacing and difficult to understand.

Shadow Asps: An invasive pest from the plane of shadow that gained purchase on the Prime Material.

Yellow Musk Creepers: A dangerous sickness that spreads in the Greenwood, perhaps engineered by the yuan-ti anathema.

Yuan-ti Anathema: The foulest of the yuan-ti, the anathema are their champions and leaders.

MoF:

Beasts of Xvim: Those that run in the pack of the God of the Bloody Hunt.

Spectral Panthers: Like nethersight mastiffs, the panthers were bred by the yuan-ti to hunt ghosts. However, the panthers were far more difficult to tame, and now hunt whatever they please - material or not.

Sharn: Creatures born of pure essence, they are an embodiment of magic and one of the first things to slip through the Well of Souls from outside of creation. They are one of the two "true immortal" species, creatures that neither age or die by violence. If they are killed they simply pass back through the Well, essentially respawning.

Phaerimm: The counterpart to the sharn, the phaerimm were also swept through the Well. Like the sharn, these creatures are true immortals.

Darkenbeasts: Creatures empowered by shadowcasters, and sometimes by wicked binders.

Unique Monsters:

The Leviathan: A tremendous serpent that was one of the first titans. While technically something akin to a god, the leviathan is too mindless to control a deific portfolio and too dangerous to inspire worshippers. The leviathan resides in the Bay of Horrors north of Faith Hearth, where the gods landed on the planet. Whether the leviathan's mind was struck from its body during the battle between titans and gods or whether it was always just a mindless destroyer is up for debate. Whatever the origins of the leviathan, the beast now slumbers in the muck at the bottom of the bay. The leviathan swims to the surface only once every hundred years in order to feed before going back into its slumber. Anything represents prey to the leviathan: ships, swimmers, whales and orcas. For statistics, use those of a purple worm advanced to 34 hit dice and with a swim speed of 50 feet, with a land movement speed of 5 feet. It has a CR of about 18. The leviathan also has a special condition for being slain: it must be decapitated by a golden sickle blessed by Jagus after reaching 0 hit points. Otherwise it simply sinks down to the bottom of the ocean, hibernates for another hundred years and regenerates completely (even if cut in half). It can also be destroyed by complete disintegration.

Ziz: The soul of thunder and lightning, Ziz is a primordial weapon created by the gods to war against the titans. While it resembles a gigantic bird in appearance, it is actually a magically animated mechanical construct. The Ziz is no longer active, but could be turned on by any god with the commanding codes. A few other creatures of great power also have the means to activate Ziz, but none know the construct's location. The Ziz is buried somewhere beneath the mountains in the Empty Wastes. If activated, it would be a dangerous weapon with no means to control it short of deific intervention. For statistics, use those of a roc, but with the damage resistance, spell resistance and construct qualities of an iron golem. As well, the Ziz has a breath weapon: a line 1,000 ft. long and 10 ft. wide that does 12d8 points of lightning damage with a DC 19 Reflex save for half. This breath weapon has a Recharge of 6.

Hagiiz: A displaced devil with a long and strange history, Hagiiz was torn from hell and cursed by the benevolent powers that be as a punishment for war crimes between heaven and hell. The Prime Material plane was chosen as his place of imprisonment since it is convenient both to hell and to heaven. Hagiiz's curse prevents him from doing evil directly - he is not allowed to torture, kill, lie or anything of the sort. As well, a second and more infuriating curse prevents him from doing evil by extension or anything but pure accident and chance. He cannot manipulate others, allow them to act on his behalf, command minions to do wicked deeds - nothing that would have a negative impact that could be traced back to him. His only chance to escape from the curse, or even affect reality in a negative way, is to start a series of events completely by accident that frees him. In hopelessness, Hagiiz has simply retired to a cave to ponder and hate and sleep for the last thousand years. Hagiiz has impressive power despite his crippling condition - treat him as a Balor that is elementally oriented to acid rather than fire, and has spellcasting capabilities as a level 18 shadowcaster. His titles include "Pharoah of Silence and Darkness," and he is

surrounded by a perpetual *silence* effect, and thus communicates by telepathy (100' telepathy, constant). His regalia is notable for the inclusion of a stone that allows him to turn intangible for 10 minutes a day (in one minute increments), and a staff of living obsidian that is identical to the *blackstaff* held by Khelban Arunsen (of Faerun).

Oad: The only undead to assume the title of "demilich" since Vecna's ascent into godhood. While Oad is well on the way to defeating Jagus permanently, he has not yet gained the power to escape death. He has just a few more rituals to enact before he becomes an unstoppable demon-god. Vecna has a vested interest in being the only deathless lich-god around, and so has begun crafting elaborate plans to stop Oad in his tracks without destroying him permanently - no sense in wasting what may be an asset later on, after all.

Sethavok: An atropal. The god-child died in utero and was born a hideous, hating, deformed monster. Sethavok has no real plans as yet (and it's been near on three thousand years) but it would, were it ever to act beyond the astral plane, pose a serious threat to creation. Sethavok's parents are unknown, and all prayers to the gods have been shut down soundly when related to Sethavok.

Zaratan: The island-turtle! Zaratan is a massive turtle with a shell a half mile long and 1800 feet across. On the back of the monumental turtle are buildings. The buildings have been collected, it seems, from every era. There are wooden huts, clay homes and stone towers crowded together haphazardly. The turtle has no permanent occupants since it spends most of its time underwater. Instead, creatures use zaratan as a place to banish things that ought not see the light of day. Safer than any stationary fortress, zaratan's many buildings are rife with traps, ancient guardians and hidden treasures. This makes zaratan a prime target for treasure hunters, but very few are successful first in finding the island, much less in breaking in and then looting the place before the island sinks back beneath the waves. Zaratan's only natural predator would be the leviathan, and the two have crossed paths only once - the turtle's shell protected it for long enough that the leviathan became distracted and left. Statistics for the zaratan are in the 3E Arms and Equipment Guide.

Utha Verhart: The Deathknight. His actual name is lost to history completely. The most common legend about him is that he was the first of Xvim's avatars, a leader of the Bloody Hunt, but he became too vicious even for Xvim's taste. He began to slaughter, rape and hunt any creature he came across, becoming less an avatar of Xvim and more a force of violent death. Xvim disavowed him, leaving him hollow but still powerful. The deathknight was barred from the realms of death forever by Jagus and must walk the earth forever. However, Jagus also wants him extinguished or captured, and so the deathknight must hide from the jackal lords, the deathlights and the agents of the veil. He is hunted also by Vecna's black cabals, the members of the Church's Ordo Veritatis and the Bloody Hunt. With all this power arrayed against him, the deathknight retreated to find solace with Caliban, the only being that was more vile than he. Since then he has been the foul temple's foremost general and warrior.

The Sunchild: The sunchild is a bizarre creature that claims to be a bringer of light and a force for good in the world acting on behalf of the gods of light and healing. While no god has ever laid claim to the animal, it does seem to have pure intentions. The sunchild takes the form of a massive radiant lion's head supported by a wheel of five lion's legs. It can communicate intelligibly and has extraordinary magical powers including but not limited to expressing light like a miniature sun, healing the sick and the injured,

foretelling the future, blessing crops, and banishing the undead. It travels around from town to town doing good deeds and mystifying locals.

Groups, Organizations, and NPCs

Balain: A very influential shadowcaster, Balain maintains a small empire of informers, blackmailers, spies, carriers and smugglers. She seeks to gain the upper hand in any meeting and is always looking for fresh individuals of wealth and influence to hire or indebt.

Boazoar! Beastlord!: Leader of the beasts of the woodlands and the mountains, Boazoar holds dominion over creatures great and small! Mainly great, though. He runs with a great pack of dire animals and a bearhound at his side.

Changrami Monks: The Changrami are an elite group of martial artists that train to fight in any condition - specifically without weapons so that they only use sticks and hands. The Changrami accept anyone into their college, provided that they accept the arrangement. The arrangement is that all graduates of the school eliminate their debt to the college by either paying an extravagant amount (50,000 gold pieces) or working for the Changrami for five years. Those who work do not get to choose their assignments: they simply do what they are told for as long as they must for whoever they must. The Changrami are almost entirely mercenary and take work from anyone (for truly absurd amounts of money).

Guard Captain Edelein: A king's man though and through, Edelein is the scion of a military family in service to the crown since the founding of the empire. His strange secrets are that he owes a great gambling debt to Lucky Lins. He has agreed to pass along any information that Lins desires about the court and even the military, with the exception that he will not do or say anything that endangers the empire or the emperor. Another thing to note is that he has sway over Son of Cyran. Son of Cyran is held by the Guard Captain in the dungeons more or less perpetually, kept secret in solitary from the rest of the court. His restraints are of the highest quality and caliber.

Hierophant Blessed Lord Amus, Beloved of Heaven, Protector of the Faith Hearth, the Golden Lion: The highest post of the Orthodox Church is that of Hierophant. The Blessed Lord has broad powers and ultimately decides what is orthodox and what is heretical. Amus has been a conservative Hierophant, resisting change in favor of stability and relative peace.

Jackdaw Guards: In Culper's Cove there is a group of lawmen more feared than any other. They can be seen only on special occasions or a show of force, each wearing a black leather mask in the shape of a beak and feathers. At other times they look just like everyone else, and that is their most frightening tool. The entire organization is a secret police force of undercover agents. They first came to light when the leading members of every criminal organization in the city were killed in a single night by Jackdaws that had been undercover for years. The next day the pasha announced to the city that there was a force of trained law-keeping killers in the city, that no one knew who they were, and that they answered only to her. Since then the criminal element in Culper's Cove has stepped very carefully indeed, though this development has made both citizens and the rulers of Hein very, very nervous.

Ksh'shk: The yuan-ti anathema, perhaps the first of their kind. His cave is a hole of horrors where he experiments on live animals and humans, and sometimes even his own kind. His creations are uniformly dangerous. He is worshipped by many of the pureblood. None know his true goals, but trust him implicitly. For now, he simply releases his experiments into mammalian settlements to test them.

Lantern Jack: Lantern Jack is a young squire of the Summer Court, and much enamored of the ways of mortals. He is frequently chosen as an emissary to the courts of mortals that the Summer Court wishes to keep good relations with. He spends much of his time hiding in opium dens and getting into fights with thieves and pimps. The time he does not spend in such a way he spends making blatant and largely unsuccessful attempts to woo the ladies of the human courts. He has a mischievous streak and was once known for luring travelers away from their paths with a lantern. These days his bloodlust is slaked by kidnapping the occasional thug - someone who will not be missed.

Lord Agelstrom: A vampire bent on turning all of his mortal descendants into vampires. He seeks to, eventually, dominate kingdoms and empires with one relative at a time. For now, though, he waits until each descendant has a few children and then turns them, to guarantee a steady supply of new relatives. He and his clan guard their living relatives quietly.

Lord Investigator De Lonn: Commands the 'practical research' arm of the Church, the Ordo Veritatis. The Ordo investigates, interrogates and inquires on behalf of the Orthodoxy, searching out heretics and lynching them.

Lord Marshal Hovrick II: The Fist of the Church, Hovrick is in command of the armies of the Orthodox Church and personal aid to Hierophant Amus. Graduated from the post of Lord Investigator of the Ordo Veritatis.

Maha-O: The fire elemental protector of Gedport. By some ancient treaty or agreement, the citizens of Gedport keep his fire lit eternally, and he protects them. The elemental takes the form of a vast blazing tiger with stripes of soot and a pair of massive golden antlers that drip molten metal as he walks. He typically rests in the huge firepit in the town's central square, rising up only to talk to citizens or stretch his legs around the borders of the town. Maha-O is old, and gentle to city residents though dismissive of others. Use statistics of an elder fire elemental, but with the ability to cast spells as a ninth level cleric with access to the fire domain, the ability to fly at 45' (poor), and a breath weapon that has a range of 100' and does 5d6 damage in a 10' radius with a Reflex DC 13 for half damage.

Monduth, the Binder Bandit: Monduth holds entire towns hostage. He holds up a hundred coaches a day, he rustles herds of unicorns, he fights off whole guard divisions and is the bane of every caravan and lonesome traveler! His host of bloodthirsty land-pirates is a hundred strong and he rides bulettes like lesser men ride oxen! His dick is huge and he smells both delightful and manly! Stories of his arrogance and egotism have been greatly exaggerated.

Pashameen: The most enterprising and social medusa in the area, Pashameen has a fondness for books on the subject of pre-deific history. She has, in particular, a fondness for a many-volumed set of enchanted historical accounts in the possession of a powerful truenamer in the mountains called The Worded One. The truenamer has as little contact with the outside world as Pashameen. She is anxious to feel him out and perhaps establish a raiding party to take the book by force. Alas, she doesn't know who she can trust, nor how she might convince them to help her. Her social graces are out of practice.

Pievo: A jackal lord that harbors a blind and ceaseless hatred of Caliban, and spends much of his time hunting the roving fortress. He spends the rest of his time raiding and overtaking hamlets, thorps and small towns for fun and profit.

Prime Children: A militant group of religious zealots. The Children believe that they, natives of the Prime Material plane, are the only ones that ought to live here. Hobgoblins, hybsils and aranea gather together to enact their political agendas and sometimes violently bring down non-native leaders. The group is small, but aggressively expanding and using any tricks they can to gain power.

Regnus Steelheart: Veteran of three wars that left him with sixty-eight battlescars. Currently leads the city guard and is the most dangerous man to ever pick up the sword against organized crime. His genius is a nearly impossible to fool gut sense and an intuitive understanding of the criminal mind. He earned the name Steelheart by hammering a small bit of every weapon he's ever confiscated into a badge. His guardsmen do the same, and are called in common parlance Steelhearts.

Stone Blood, Spirit of Talmussin: The Spirit of the Land that resides in the great city. Rigid, reclusive, mild and very old. Remarkably well-educated and placid, much like the city.

Tannor Salvat, Marquis de Cealvash: The family Salvat have been rulers of the northeastern plains bordering on the Greenwood for many, many generations. Some five hundred years ago a powerful seeress of the family presented a prophecy. The prophecy stated that the clan of Salvat would one day be kings of kings. When the Heian Empire overtook that territory the family gave up the prophecy as a dud. However, with rumors that the Heian Emperor is unwell the Marquis thinks that there may be a chance to resurrect the prophecy and claim control of the empire for himself.

Tesh Havak: A half-giant plutocrat and member of the Orthodox Church. He commits a series of ever-more grotesque murders in an attempt to secure ever-lasting fame. He is a genius, but truly and deeply mad. He kills under the nom de guerre of the Gray Beast. His journals have just a few lines repeated hundreds and hundreds of times (like, "You call me mad because what you find impossible to face is merely a fraction of my genius! History shall forget your name but I will LIVE FOREVER.")

The Anglers: The Anglers are not unlike a guild of private investigators. They are little known outside of their native Hwarth Bay, but there they are deeply respected. The Anglers are one of the many guilds that control the city, ostensibly a guild of fishermen. Indeed, most of the members are fishermen. A rare few are trained in secret to apprehend criminals. Those in the know can hire them to investigate missing persons, criminals and the like. Each of those trained to undertake these investigations carries a fisherman's pole fitted with a stone or lead weight in place of a hook. Even when not carrying these marks of skill they wear sashes in varying materials, colors and cuts to identify their guildmembers, much like those of other guilds.

The Gauntlet: Prisoners convicted of heinous crimes who would be imprisoned for life are offered the option of running the Gauntlet to obtain the King's pardon. The Gauntlet is rife with traps, monsters and a few other prisoners. Success is unlikely - perhaps one in a hundred survive.

The Huntsman: Caller and leader of the Bloody Hunt, the Huntsman is the avatar of Xvim. BLOOD FOR THE BLOOD GOD.

Unch: A rogue golem that lives in solitude in the sewers under the city, seeking to find and then murder his creator and the woman that magically corrupted his purpose and drove him insane.

Vakker: A barghest who's found a niche hiding as a shop owner in town. He disguises himself and picks his targets carefully while running a rag-and-bone business. His offerings are often the pickings of his victims, aged a few months or years to avoid suspicion. He is also a passable gemcutter, and makes a significant trade recutting stolen gems and fencing them for the underground market.

Vicious Reavers: A gang of rather nasty ghouls that haunt local graveyards but have no problem with gathering materials from the living. Their numbers have grown too much to simply snack on the dead, and now they raid towns in small numbers. They gather together families to kill, stash and later consume. They like to ambush hunters in their graveyards where they have the upper hand and know the land.

Vokuth, Servant of the Void, The Tyrant: An ancient, withered beholder that commands a loyal guild of assassins in the heart of the city. While much of the work is paying, Vokuth also sends his assassins on missions that further their hold in the city. He always sends his assassins on these particular missions through middlemen, thus keeping his own subordinates out of the loop in terms of the guild's secret activities. Vokuth is, of course, paranoid. He rests in a subterranean lair, the remains of ambitious but unused sewer tunnels, winter walkways and the like.

Wraith Captain Ibarra: Ibarra was once a strong and cunning traveler and explorer, a member of the fleet of the fledgling empire. His entire armada was torn apart in a war by foreign shores with only three battered vessels returning to the port. These three ships would have made it to the

Gods

The Big Ten:

The Great Hunter, Xvim the Spear: God of the bloody hunt. Blood for the blood god! Demands the hearts of prey (eaten raw in a religious ecstasy by his worshippers, tossed to the dogs on the first hunt of the year by those less devout). Occasionally takes an avatar, the horned hunter, and leads bloody and violent hunts under the full moon.

Harvest's Hands, Ceremar: Ceremar asks the smallest of sacrifices: the burned husks of corn, the chaff of the last season and the like, and the seed of men to fertilize her fields. Brings rain, good harvests and so forth.

Plaguelord, Umain the Healer: The god of doctors, medics, healers, sanitation workers and the plague. Can heal or harm and does so with seeming whimsy.

Jagus, The Jackal, Lord of Death: After death, weighs the hearts of the dead against his own heart to decide punishment - only those more pure than he earn paradise. Also commands the jackal lords, servants of the veil and deathlights. Maintains the boundaries of life and death, and the Well of Souls. Despises the undead (with the exception of vampires, who are not undead in the strictest sense and therefore are just not his problem).

Seducer, Senya, Reaper of Debts: The arbiter of vengeance, debts and love. Oh, and also lust. Senya commands hearts, presides over marriages (which are a kind of debt), gamblers and particularly romantic vengeance (preferably way out of proportion to the original slight).

Timekeeper, Protiorius, the Keeper of the Cosmic Almanacs: Protiorius changes the seasons, dictates when lives end, arranges natural disasters, ensures that the sun rises and the moon changes - the whole shebang. She's a kind of godly accountant and book-keeper, and has a vast (infinite) tome of the past, present and future.

Obeccai, the Learned One, Messiah of the Mind: Legendarily, the only living being to ascend to the pantheon of ten. Obeccai is the patron of all mages, educated people, teachers, craftsmen, etc. Anyone that places a high value on hard work, learning and practice pays homage to Obeccai.

God of the Grape, Mithron, Reveler: The dictate of Mithron is 'party,' who encourages his followers to drink, dine, dance, sing and entertain. The goal is not to subsume life in revelry, but rather to celebrate the joy of a fleeting existence.

The Shield and the Blade, Zhako, Warmaster: The great general of the sky that oversees all war. He leads the armies of the gods, and is a meticulous planner. Known as much for his mercy as his rage, Zhako is mercurial and harbors grudges and debts over decades (mainly so that they do not interrupt his carefully laid plans).

Winged Walker, Avaleya, the Perfect Messenger: Goddess of roads, travel and exploration, Avaleya is also the creator of the written word, which she invented to deliver messages. Avaleya blesses anyone that explores or seeks to broaden themselves through new experiences, as well as travelers and messengers of course.

The Great Pantheon

Amunet, Serpent Mother: One of the few remaining titans, Amunet is the origin and progenitor of all serpents (not, technically, the yuan-ti, though they do revere her as a mother figure). Her children are called, collectively, 'scaly-kind.'

Angenona, Unbidden Smile: Goddess of relieving pain and easing sorrow, both emotional and physical.

Anti, the Hawk-father: God of birds, with a special love of birds of prey.

Anuket, Horned Woman: A gazelle-headed goddess of rivers, streams and the like.

Aset, Shadow-Weaver: The spider goddess of shadow magic and secrets hidden by darkness. Consort of Du, the god of the moon. Had an affair with Hushet, which somehow resulted in the birth of grimalkins.

Ash, Jewel in the Desert: God of oases and mirages.

Aurae: Goddesses of the winds (one each for north, south, east and west - all sisters).

Avernuncus, Foresight's Friend: God of foretellings, predictions and auguries.

Banebdjet, the Bedroom God: God of fertility and sex, has the head of a ram.

Djehuty, Geomancer: God of mathematics and physics, and the study thereof. Also the god of ritual magic. Another of the remaining titans, he has the head of an ibis.

Du, the Moon: Works with Khnum to maintain the tides. Controls night and the moon. Half-brother of Foyes, the sun.

Foyes, the Sun: God of the sun, he warms the clay and also blesses fire - from candles to infernos.

Hanhet, Endless: Goddess of infinite things and endless concepts, along with her other half, Huh.

Hatmehit, Scaled Protector: Goddess of guards, knights and fish.

Hethert: Goddess of music and singing, she also has some control over flight and the sky. Typically accepts only white animals as sacrifice.

Hushet, Cat-Eyed Woman: Goddess of cats and mother of grimalkins. Also a goddess of disguise, shapechanging and illusions.

Khnum: The ram-headed titan of the sea, now holds power over the waves, the tides and floods.

Maahes, the Lion: God of war and weather. Specializes in naval battles.

Neper: God of oats and grains.

Nu-Het, Deep Lord: The god of the abyss, Nu-Het watches over caves, caverns, fissures and undersea trenches. Many dungeoneers offer prayers to him.

Rem: God of beer and liquor, specifically of brewing and distilling.

Serket, the Scorpion: Goddess of stings, bites and poisons - as well as the healing thereof.

Tefnut, Dew-Sparkling Lady: Goddess of the dew, the rain and the fog.

Tolianna, Midwife: A goddess of childbirth and infant care, she takes care of pregnant women and ensures safe births. She's also known to protect children traveling over water (be it by bridges or ships).

Vecna, Secret-Keeper: Once a human lich, Vecna became powerful enough to evade Jagus forever, thus earning himself a place in the roster of gods. He is a god of death (mainly by default of having beaten Jagus) and of secrets. He lost his hand and eye to Jagus' avatar in combat, but escaped. He is also a god of truenaming and presides over the most secret of names and spells.

Vreik, Lash-brother: God of torture and breaking prisoners.

Werethekau: God of binders and entrapment, with power over cages and exiles.

Places

Caliban:

Caliban is a place of evil, pure and simple. The origins of the place are unclear, but learned scholars often posit the following: A creature named Caliban once roamed the land. He was a depraved and insane figure. Through demonic pacts and blood rites he summoned hell to the Material plane, or attempted it. He attempted apotheosis at this time, trying to bind hell to the Well of Souls to taint it. By some unknown hero's actions he was stopped and killed. His death left a kind of blight on the land that became a shrine of sorts for all those creatures attracted by evil and death. Aberrations, demons and the undead paid homage and worshipped his attempts there, building a temple to his memory. Eventually the temple became a fortress. Then the fortress became permeated with Caliban's evil. His memory became a kind of malevolent animating intelligence - a genius loci, a spirit of the land. The very land rejected Caliban and so the temple was forced to move, traveling by magic to other lands. The fortress temple became a gathering place for evil of all stripes. To this day its appearance heralds death, doom and destruction. Some believe that Caliban is a Watchtower, the most vile and powerful of all. This belief is based on really nothing at all.

Hein:

A vast, mainly empty steppe and desert, home of the barbarian tribes. Central leadership is extant but nominal, with a king in Hillport but each settlement ruled by a local governor.

The men of Hein wear bells on their clothing and in their hair. Most notable for this are the warriors, though most men above the age of 16 wear them. Commoners wear copper and tin, while the wealthy wear silver and gold. These bells are a remnant of a time when sneaking up on an enemy from behind was a legitimate concern. The bells are a sign of trustworthiness for Heian men.

Northport: The largest settlement of the Hein Kingdom. Northport is one of the few points of contact with the lands across the Great Western Sea. The city is built at the edge of the desert of clay and shingles. Endless wind blows through the streets, so many streets are blocked at each end by canvas wind-breaks. This far north the sea is interrupted by ice floes, and not far to the north the ground is covered in a permanent frost marking the end of the deserts. Those who make the trek to Northport are rewarded with the goods of the blue-lipped, pale, tattooed people from across the waves.

In Northport prostitution is legal, but strictly regulated. A consortium of pimps and madames decides how many prostitutes can be active in the city, where they can work, etc. These pimps and madames are not empowered by any city official, but are simply a powerful group of players.

Hillport: The center of Hein, Hillport is a wood-and-stone city set into the mountainside. Hillport's most notable feature is the standing circle of hundred-foot-tall logs that surround a sand pit. The pit is the place where annual celebrations and the meetings of the clan chieftains take place. The pit is used as well for trial by combat, though other coliseums exist for lesser games.

At every major intersection is a wide stone plinth with a few steps up the back for guards to stand atop. Each street corner has three guards watching across the road. The broad streets are lined on either side by stalls and tents during all seasons. Some are rented by street vendors from the shops backing them, and others are owned by the shops backing them. Striped cotton, silk, linens and canvas are all fringed with beads and the like. An observer well versed in the patterns of those beads can tell exactly what kinds of wares are sold by the length, color and arrangement of the bead patterns.

Of note in Hillport is a prominent square near the center of the city called the Shattered Pavilion. The pavilion is a broad stone floor scattered with broken stone shards like needles. The shards resist being moved, returning to the square almost magnetically. The needles point toward any use of shadow magic in the city. A few quiver and shake in a certain direction when minor magic is used, and for more powerful workings the whole field suddenly orients. Ritual magic or other workings related to the shadow plane will also cause disturbance.

Greenport: While technically a part of Hein, Greenport is so rife with creatures of the wood and pilgrims that the native population is dwarfed. The city is cold and wet, constantly raining, and the city's architecture reflects that in gray stone. Trade is lean, but travel is frequent both to the city and to Virren.

Greenport is close enough to the center of the Orthodoxy that religious icons can be seen everywhere. Churches, temples and statuary make up a significant portion of the city. Their catacombs run underneath the city, with vaults of paupers' bones and the crypts of lords all beneath the streets. In the midst of the city is a massive building of gray stone that still bears the carvings and statuary from its days as a temple of Vreik, Vecna and a handful of other dark gods. This temple was forced into retirement by the Orthodoxy nearly a hundred years ago and repurposed as a jail. The deepest, darkest dungeon of the jail is called the Vault of Bones and is a series of small cells walled entirely in skulls and bones.

Valsport: A large fishing village recently invigorated by whaling for oil and ambergris. The town is split into lots of picturesque log cabins among wooded dunes. The sudden boom in production of valuable material (that is, ambergris) has enticed all manner of dangerous people into the town. Most notably, the town is now home to two small family run criminal gangs. The gangs have created their own tiny villages in clusters of ramshackle shacks outside of the town to reduce interaction with the villagers.

The people of Valsport are particularly prone to knife fights, and not a person there goes unarmed. Everyone from gentlemen to farmers' wives keeps a curved blade behind their belt and each person is marked with a handful of scars. Duels are ritualized but never delayed; a few words are said and knives are drawn. Sometimes a circle is drawn in the sand, sometimes not.

Agate Oasis: One of many settlements perched on the western coast, notable primarily for its impeccable martial arts college. They train all manner of generals, specialists and warrior sages. This is also the second home of the Changrami monks, where they keep hiring offices (their training facilities are in the frozen wastes). Outside of the town spread clusters of farms ruled by small regional lords that keep their territories firmly under control. These small lords are usually graduates of the martial colleges and train their farmers as levies in case the need arises for the Agate Oasis to help defend Hein.

The town is built atop the ruins of earlier cities and has never been particularly defensible, excepting the Changrami facility and the dozens of martial colleges. White spires of plaster rise above dusty yellow stone that lies on foundations of black and red brick. Recycled stones and bricks make for a patchwork looking city with confusing staircases and alleyways and tottering buildings.

Culper's Cove: Home of the pasha Yasuin Mathia, the wealthiest woman of the coast. She elects to levy little pressure in the government, instead focusing on making money. The Cove is now indescribably wealthy and attracting notice. Also the home of the Jackdaw Guard, a very intimidating force indeed; everyone feels watched, likely because they are.

One thing everyone recognizes from Culper's Cove is the Bank of Tethia. The bank lends against the income of merchants and the holdings of nobility, and even commoners. The bank is the only major bank that allows interest on deposited sums, provided that the depositor signs papers allowing the bank to make a short delay on returning their funds when requested, if necessary. The Bank of Tethia is one of only three banks large enough to have their notes accepted most everywhere.

Dodd City: Source of Hein's finest steel, with facilities to process the copper and tin ore from up and down the mountain range, respectively. Smiths of all kinds practice as apprentices in Dodd, but the most respected are the swordsmiths. The legends of the swordsmiths of Dodd are inflated due to the actions of a few strange hermits.

Every generation the three best smiths retreat into the mountains to found their own smithies and keep their techniques secret. Thus hundreds of smithing schools exist scattered through the mountains, though three at any given time can be called "the best." The swords produced by these smiths have attained the status of legend, some saying they test them by throwing a silk handkerchief into the air and allowing it to come down onto the blade to be cut by its own weight.

Makay: Makay is the breadbasket of the east, producing grain and tobacco for all of Hein and even some export to the Empire of the Sphinx. In the rolling hills is the center of the town built of red brick and tiled in shingles of the same red clay. The town itself is nothing much to speak of: a few churches, a broad cluster of shops and store-houses, and a single spire of black iron, black stone and black painted wood. The spire can be seen from a hundred miles away guiding merchants and farmers into the town. The rest of the population of Makay is spread across the hills and fields for leagues.

There are a few things that people come to Makay to pursue: horses, horse-racing, dog-racing, gambling and gaming of all kinds, and whiskey. The town is not large enough to support a genuine culture of vice, but it does serve as the source for many other towns' vices. The horses bred here are of distinguished bloodlines and some of the longest, fastest runners in the world. The whiskey comes flavored by honey, jasmine, herbs from all over, and comes in a dozen different breeds of grain. The dogs are tall, lean and fast, and run like horses. People come from Makay from all over to buy horses, dogs and drink and take them back to the tracks in larger, more prosperous cities.

Shayfield: A city built to protect the Green, and later changed to take advantage of the trade and travel around the Green, regulating everything going in or coming out. They make most of their money on tariffs and customs, which is not much appreciated by the bric-a-brac sellers and luxuries merchants that make their way to the city, but the high taxes are counted as worth the value of doing business in the city. Pilgrims are willing to pay top price for the small luxuries they forgot to bring, and a shady circle of merchants fixes the prices to ensure that they are never given the true price of an item. Indeed, merchants are organized into circles (the Circle of Grocers, the Circle of Butchers, the Circle of Cartwrights, the Circle of Ironmongers, etc.) that help maintain the law through private guards and regulate all manner of trade and even law, pushed through the local lord's teeth.

A second shady consortium helps guide the path of Shayfield, sometimes in tandem with the Merchants' Circles and sometimes in opposition. The Prime Children have a strong presence in Shayfield and they intend to keep it that way. For this reason the Prime Children are wary of starting real trouble in Shayfield.

Instead they fund a thieves' guild and use them to support certain sabotages in the city. As well the Merchants' Circles of Shayfield are sometimes bribed with exorbitant sums to look the other way when hunted members of the Children must be hidden, providing a safe haven that does not like to extradite citizens.

Gedport: On the warmer eastern sea, Gedport is a town poised to become a city - even a metropolis. Known for local arts, music and philosophers, it has yet to gain the respect and acclaim of Talmussin. A few colleges have grown up, but many of them are not academically focused, instead encouraging education in a hundred artistic pursuits: a College of Oil Painting that competes with the College of Watercolors, a College of Poetry, one of Literature, etc. These colleges each boast a master or two and may only have a dozen serious students there on scholarships, though usually a half a hundred more students have paid their way in and make the colleges remarkably wealthy. These colleges are therefore sprawling compounds with open courtyards, fountains and statues, beautiful in every way.

There is also a hidden College, never spoken of and not proven to exist. It is called the College of Shadows and is the only stable, 'reputable' place to learn shadow magic outside of Talmussin. The College is deep within the grounds of several other colleges, the mansions of a few nobles and even a bit of it underground: a courtyard might be appropriated from a nobles' garden maze, a few rooms accessed in the midst of another College's store-rooms, and an abandoned warehouse near the docks, all connected by a series of narrow underground tunnels. The College of Shadows has a strict code of obedience, secrecy, etc.

The city is home to a powerful fire spirit called Maha-O. Whether Maha-O was exiled from the plane of fire, or made a deal with Gedport, or was tricked into his duty, it has become clear that Maha-O has developed a fondness for the city. Maha-O takes the form of a gigantic tiger of red coals striped with black and gray ash, bearing antlers of molten, dripping gold. Citizens often make their way to Maha-O's square to ask a blessing of the spirit or ask a favor, to admit their sins or to just ask some wisdom and advice from the ages-old tiger. Sometimes the spirit wanders the streets, often to visit a college and find out what lovely things they've created. In the rare cases that Gedport has been attacked Maha-O has defended the city viciously, destroying the invaders.

Empire of the Sphinx:

The Empire of the Sphinx is a collection of cities that banded together more for convenience than to share a common ethnic or cultural identity. The cities have since then established common laws - though a very few of them - that all cities and towns in the Empire obey. They employ traveling magistrates and judges that also act as messengers for a central Council. The Council is composed of a single representative from each town with a population over 1,000 (taken by a traveling judge in a census every 10 years).

Giant's Feet: The city of the northern jewel, Giant's Feet is arrayed in a gorgeous sprawl around a pair of truly colossal feet of some white stone. The city tumbles down a hillside to the sea in a wave of plaster walls and brightly colored roofs. Cobbled stone roads and stairways make frequent turns, and windows look out across layers of bridges, balconies and even cliff sides. Pools and canals make their ways through the city providing frequent river traffic. In between the houses and workshops is an all-year-round open-air bazaar. Awnings stretch out from balconies and tables rest on the lips of canals with merchants quietly

talking to their neighbors and friends. Trade has a hushed, familiar sound in the Giant's Feet, where even a new face is treated like a family friend. Traditionally customers are treated like guests, and a deal is often sealed with a small gift (frequently calculated into the price, of course) of a sweet roll, fruit, tea or wine.

The hills north of the Giant's Feet are rocky but fertile and produce tremendous crops of dry grapes and olives each year. Brandy and wine are made all along the coast, with wealthy vintners competing to have their best products recognized. An exclusive culture has grown up around the collection of certain limited runs, often of truly exotic wines spiced with expensive herbs or hinting at flavors rarely tasted. There is a story that a few casks a year are made with a truly distinctive flavor of leather, smoke and a little of meat to round out a full and wet fruity taste – the flavor comes from the scorched flesh of a ritual sacrifice of a thinking being. Whether or not this is true, there have been many collectors over the years who come looking for such a rarity. Never to drink, they say, merely to have; after all, who would drink such a wine?

Giant's Head: The southern jewel, Giant's Head almost perfectly mirrors the Feet, except that the city is built around the remains of a colossal cranium. The warm sea air keeps both cities alive and active year round. Like its northern twin the Giant's Head is crowded with bustling markets year round that sell all manner of produce and products. The specialties in Giant's Head are stonework, fireworks and a range of drugs that are refined from the forests and jungles to the south. The most popular of them is a thick gum called Chel that is smoked to produce a dazed euphoria.

The fireworkers in Giant's Head are very secretive about their craft, holding several guildhouses that are considered technically sovereign territory. The laws of the fireworkers hold in their houses in all ways and their laws even apply to fireworkers when outside their houses. The fireworkers are under some powerful pressure from the Orthodoxy to give up their secrets, but have so far held themselves well apart. The growing friction is causing some messy confrontations though nothing has come out into the open. Instead it is all cloaks and daggers and a few rough scraps in the back alleys.

Hwarth Bay: On the rocky coasts in the east, Hwarth Bayers carve a living out of the cliffs, fishing and sailing. Hwarth Bay is home to dedicated shipwrights, but a little inaccessible. Nearly everyone in the city belongs to a guild, from the beggars to the weavers. These guilds are strictly segregated and very controlling. The most powerful guild in the city is the Honorable League of Wrights, which claims as a member every shipwright in the area. When guilds begin to overstep their bounds there is often blood spilled, sometimes in open brawls and sometimes in suspicious accidents. The members of the guilds are identifiable by their sashes – each guild has a different color and cut, and method of wear. Fringes, pins, brooches, embroidery and the like help identify high-ranking members of the guilds, though many of the symbols are known only to other members of the guild. The Anglers make their home here, though many are not aware of their specialties.

As the nearest coastal village to Adas Bay there are significant defenses against piracy. Stone walls around the city help protect them from ballista strikes and fire flung from raiders. A strong fleet of maneuverable ships bearing rams and archers helps keep the bay free from pirates as well as smugglers, unlicensed fishers and sailors that get too close to secret fishing grounds. These ships are small but travel in fleets and are harbored on a half-dozen small islands nearby as well as along the coast, making finding the fleet

or crippling it near to impossible. A series of lighthouses under the control of the Honest Brotherhood of Lamp-Lighters provide lookouts as well.

Adas Bay: Adas Bay has developed a reputation as a wretched hive of scum and villainy. The place is a tumble of disorganized shacks, hovels, cabins and even a few mansions and manors placed at random in the city. In this warren thousands of pirates, buccaneers, and freebooters loiter until the next raid. There is no universally recognized leadership or infrastructure, things just seem to get done when they need to get done. That is, provided the one needing the thing is able to pay for it.

The islands are able to keep their independence due to a series of ancient obelisks that provide a kind of field of displacement that makes finding the place nigh impossible. The islands never appear quite where they are, so anyone trying to sight a safe harbor will run their ship aground, and they are protected as well against magical detection. Attempts to divine the location of the islands seem to scatter results across the seas, and attempts to force someone to tell their location by magic seem to turn up the wrong answer time after time. The only way to find Adas Bay is to have someone tell you the location willingly, guide you there unwittingly, or with a piece of one of the obelisks (which seem to home back to their obelisks, where they reattach). This weakness in the obelisks means that they are viciously guarded by a council of captains (an example list of fun pirates is below). The Council as a ruling body usually consists of thirteen pirate lords (and ladies), though pirates join and leave the council frequently.

The Ships of the Black Fleet – the Rogue Traitors

1. Anne Dieu-Le-Veut captains *The Black Angel's Death Song*, whose crew is curiously fortunate.
2. *The Grey Knight*, a floating library, serves Jacquotte Delahaye, a priestess of Jagus who cannot die.
3. Terrian Bendacier's vessel *Morian's Child* is home to untold depravities.
4. The crew of Smiling Charlie Tann's *Perdurabo* attempts to summon unholy things from the briny dark.
5. Ching Shih commands the *White Scar*, the fastest ship in the sea.
6. The *Fenris* is commanded by Aelfhild, who is cursed with lycanthropy.
7. The *Phalanx* is a fearsome dreadnought. Its captain, Terra Dorn, will duel anyone over anything.
8. Duke Curse captains the *Dart of Harkness*, and her methods, involving snails and straight razors, are unsound.
9. The Sleeping Captain Ba'Al'Sheeba is an exiled vampire of Gyorsla, her ship is the *Blood Angel*.
10. Seela, a medusa, sails the sea in the *Iron Hand*. Her crippled crew is adorned with a wide variety threatening prosthetics.
11. The *Dead Templar* belongs to the Marquis de Majeron, married to the High Lady of Riang.
12. Anthony Geryon leads the bloodthirsty crew of the the *World Eater*.
13. The iron-clad *Ultramarine* leads the fleet of Geord McCaul, an entirely typical pirate king.
14. The crew of the *Dusk Raider* carries 1000 diseases. It is said Commodore Gyar prefers it that way.
15. Arturan the warlock researches unspeakable magics aboard the *Thousandth Daughter*.

16. Cthonia the Despoiler, Warmistress of the Rogue Traitors has three flagships: the *Daughters of Nephthys*, the *Lunar Wolf* and the *Black Fifty*.
17. The *Word Bearer* bears Sullen Culchis, Priest of the Slime on his endless inquisition.
18. Mad King Noctur incinerates all that oppose her from the deck of the flame-resistant *Salamander* with oil bombs and flaming arrows. His fleet is (predictably) small, and (predictably) much feared.
19. Lord Korax is captain of the *Deliverer*, and his crew are dead men walking.
20. The Conjoined Queen Alpha Lygeia rules the *Hydra* and the largest fleet in the Traitor navy.

Howay: Howay has little strategic importance, it's just a nice place to settle down. At least, now it is. The town is located in a series of remarkably fertile hills that can grow nearly any kind of crop, beneath mountains with rich veins of ore, and near the sea where the fishing is bountiful. The only real trouble with the area is that it is located immediately next to what is considered one of the last refuges of the wild. To the south and to the west lays the Cold Jungle, a sprawling mess of overgrowth and constant chilly rain. The jungle is home to a hundred tribes of giants, rapacious man-eating beasts and more bugs than anyone could ever want to count. The bugs are usually not a problem, but periodic incursions by clans of giants cause no end of trouble to the people of Howay, and everyone fears the day that a rogue monster stumbles out of the jungle to wreak havoc on the town.

The people of Howay have long debated the best way to defend against this eventuality, and have yet to settle on a method. Some advocate calling on other planes for guidance and for protection, but their riches have yet to pique interests. A few members of the fire plane are amenable to trading souls for a legion of djinni, but the town has not become so desperate yet. Others believe that they must court a more powerful nation-state and subjugate themselves to gain protection, but many are as wary of mortal rulers as they are of immortal djinni pashas. Still other citizens wish to hire mercenaries, some wish to found a school of battle-magic, and some simply wish to cut Howay from the land and move it out to sea where it can be an island, linked perhaps to the mountains and fertile hills by great bridges.

Free Cities:

The following places are unaffiliated with any greater government, though each city has its own rulership. Often the boundaries of a city extend to a hundred miles outside the city walls, making each town in effect a tiny independent state.

Talmussin: This city is the center of travel and trade in the southern lands, and also home to the greatest libraries and universities in the world. It is perhaps the largest metropolis in history, with sprawling urban squares and narrow alleys and side streets. The city is strictly segregated between the city's three primary populations: those who come for education, those who come for business and those who come for pleasure. The three areas of the city are called Wards.

The Old Ward is filled with alchemists, small libraries and bookstores, high-class shops, historic homes and, of course, colleges and universities. These colleges teach mainly academic pursuits, including shadowcasting, binding, writing, history and politics, but the colleges that are most famous teach truenaming. Abutting the Old Ward is the Ivory Ward, the exotic destination of choice for many tourists. In the Ivory Ward there are too many gambling and gaming dens to count, menageries, operas and theaters of all kinds. Stretching alongside and around the other two wards is the Glass Ward. In the Glass Ward industry and commerce are rife. Shops, manufactories, laboratories, alchemists, traders and shippers, wealthy heirs and businessmen of all stripes meet to make deals and shift their goods.

One might expect such a magically aware city to have some strange goings on, and one would be completely correct. Talmussin is the site of so many alchemical experiments that the sewers frequently spawn things spontaneously. Rogue or undereducated binders frequently let things loose, or else release bizarre energies from other worlds. Truenamers have been known to accidentally awaken buildings, to change the names of huge crowds all at once, or to attempt resurrection (which almost always ends in a shambling monster full of alien hate and fear). With all of this trouble the Talmussin city guard has become quite skilled at reacting to unusual threats. Not a man of the guard bats an eye when some horrendous ooze pulls itself up from the earth and begins wrecking the city. However, when things get too rough for even the guard to take care of they call upon the spirit of the city, Stone Blood.

Filiat's Point: Perched on the road to Manifest and built atop ancient ruins, Filiat's Point offers amenities to weary pilgrims. The city is yet small but takes pride in offering every kind of thing. The new rich of the city have had mansions built in every style, making for a patchwork of houses from every era and culture. The permanent residents of the city are immigrants that ended their pilgrimage here, deciding to stay close to Manifest rather than return to their home. As such the city is full of people from every land, as patchwork as their homes. The wealthy look for ways to spend their money, and sometimes influence a vote for a City Council seat. Parades are thrown, holidays are declared, and sporting events are sponsored, all for show or for garnering support from the public.

Not surprisingly in a newly rich city, the local thieves' guild has become a powerful entity. The poor of the city gravitate to the thieves' guild for protection and sometimes a sense of fairness. Many people join the thieves' guild because it seems to be the best way to get rich quickly, or at least a surer bet than trading or working for someone else. The guild has hundreds of dedicated members and over a thousand informants, fences, and sympathetic friends. Safehouses are never far away, and the sewers (and their associated catacombs, tunnels and chambers) are completely under the control of the thieves. They also own (outright or secretly) the vast majority of the gambling dens, boudoirs, and drug dens in the city are under the control of the Guild, though they have yet been unsuccessful in wresting control of the racetracks from the merchants. Recently the city has been buckling under the strain of the secret war between the merchants and the thieves. Hired private guards and the like are close to making this a gang war taking place in broad daylight.

Weej: While Talmussin offers education in any academic pursuit you could shake a stick at, it leaves something to be desired for more practically-minded people. A day's ride away, Weej benefits from being near a center of learning but occupies itself with more useful trades. Here live the most imaginative masters of their professions and their apprentices. Clockmakers, glassblowers, herbalists, and

papermakers all ply their trade in Weej. In essence Weej supplies the raw materials (and finished but mundane products) that Talmussin consumes. In return the alchemists of Talmussin create new ways to harden glass against scratches and chips, make waterproof cloth, hot-burning fuel, rubber and gum, all the things that will revolutionize the trade for the first master to make it useful.

This competition to be the best of a certain trade has made it imperative that secrets be kept tightly between master and apprentice. Apprentices are worked hard for years before they are trusted enough to learn the secrets of their trade. Even so, apprentices have been known to defect from one master to another to gain favor or for absurd sums of money. In rare cases masters have tried to go undercover as apprentices themselves to learn the tricks of another school. These rivalries have sometimes led to bloodshed, though rarely to killings. An unusual side effect of this fighting has been the building of massive complexes, compounds that are well protected by hired guards and ingenious traps.

These compounds are far too large and expensive to be maintained by any one master, so alliances have grown up. However, these alliances are never between two masters of the same trade – that would be counterproductive – so instead a single compound might house a watchmaker, a wheelwright, a potter and a silversmith, for example. These compounds house the masters, their families, their apprentices, their workshops and the storefronts from which they sell their wares. Some even have enough space to hold massive orders of stock for later shipping.

High-Hold: There are few towns more unpleasant than High-hold. The wind is constant, the cold is bitter and the trade is nonexistent. The locals are the elders and the infirm of the nomadic bands that hunt in the mountains. The only crops are those that can grow in soil that's closer to stone. The only livestock are cantankerous yaks and ornery mountain goats. In fact, there is a single reason that High-hold persists and is not an abandoned cluster of shacks: it is the nearest settlement to the secret Changrami training grounds.

Somewhere in the snowy peaks is a sprawling monastery carved from the mountain's own stone and heated by hot water springs. The courtyards that are exposed to the elements are frozen nearly year round and constantly filled with red-robed acolytes standing stock still or working through complex exercises. Students here learn philosophy, history, tactics and warfare, and of course martial arts. The monastery brings in tremendous amounts of money from the hiring out of Changrami and the fees of educating those who come to learn but not pledge. With this money it keeps the nearby town afloat, spreads the reputation of the Changrami across the world, and of course keeps the monks comfortable in the monastery.

Fork at Millain: Trade between the Hein Empire, the Orthodoxy cities and the western Free Cities has been increasing in the current era of peace, and Fork at Millain is well placed to take advantage of this trade. Any trader going from Talmussin to Hein must go through Fork, and the same is true for those travelling between Shavill and Manifest. Fork even has the best seaport to reach Broken Chapel or Hillport. This steady flow of travelers has made for a city that swells and shrinks with the seasons. From spring until harvest time the walks are brightly lit, the inns are full and the city operates in a kind of carnival air. In winter, when fewer goods from far off are making their way through the moderate climates, the wealthy merchants that specialize in rarities take their vacations in more interesting locations. This leaves the city with an empty feel as many shops board up for the winter and houses sit unattended.

One of the first things visitors notice in Fork is the profusion of unusual animal life. Some time ago a fad began on the East coast and exotic animals became highly desirable. Sitting in the middle of a trade route, Fork merchants began to adopt these exotic creatures as well. In fact merchants began to intercept shipments of exotic animals as a way to stay on the cutting edge, and in time Fork was the last place that really prized unusual animals and it matured from a fad to a persistent identity. As animals were lost, escaped or were tossed out feral packs of bizarre pets began to roam the streets. Everything from apes and lemurs to boar-sloths, great jeweled scorpions to painted leaf-dogs, howling lizards to ruby-eyed flutterers make their homes on the streets of Fork. Inexperienced travelers are warned to take care of the local wildlife, because a significant portion of it is poisonous, venomous, or magically dangerous. Of course, people still keep pets, and often keep them by their sides at all times. Children are given brightly colored birds for their birthdays, and adults always have an animal partner. The wealthier the merchant, the more likely they are to have something truly exotic (like a long-legged monitor lizard that speaks fluent Church Chant, or a desert dog that can smell good luck on a person).

Broken Chapel: A mystery set atop a barren island in the middle of the choppy Kohn Sea, Broken Chapel is a collection of ruins. Of course, the ruins have become a popular tourist destination and so a small town has grown up around them. The town is populated mainly by fishermen, potato farmers and charlatans. The charlatans are often styled as historians or adventurers offering information about, or tours through, the ruins. Every ship brings a handful of wealthy or stupid tourists that want to see the ruins for themselves and perhaps bring back some of the fabled riches. The rulers of Broken Chapel charge first a small fee for anyone looking to enter the ruins, and then a hefty tax on anyone looking to leave with goods or treasure looted from the ruins, but otherwise allow it. After all, the ruins aren't doing any good stuck where they are, they might as well be looted.

The ruins in question are a series of black basalt towers that rise in the center of the island in a rough circle. They are all different heights. Some have windows, some do not; some have doors, some none; some are marked and carved, and some are plain. Alongside all these towers are gaping pits, caverns and wells that lead to a series of dangerous tunnels under the island. These tunnels flood with the tide, though pockets of air can be found. Some contain nothing but deactivated traps and the corpses of monsters and men, while others are still pristine except for the bodies and supplies of other unsuccessful thieves and adventurers. Where the ruins came from and what they were for, no one knows. The only clues left are the strange flickering lights and apparitions that appear during the frequent thunderstorms. As lightning flashes sometimes faces can be seen staring out of every window, and when thunder peals it sometimes seems the rumble of thousands of voices. Visiting the tunnels during a storm is not advised.

Orthodoxy Cities:

These cities are ruled directly by the Church, and all laws are also religious dictate. Church doctrine is legally enforced, and heretical ideas are purged regularly. Trade is severely restricted in the cities, leading to them producing little of worth but subsisting instead on tithes and tribute from faithful pilgrims.

Shavill: A religious city of the Orthodox Church, called the Southern Gauntlet. The city garrisons the warriors of the Church and is ruled directly by the Lord Marshal. Like other cities ruled by the Orthodoxy there are churches aplenty to be found here, but in contrast to Faith Hearth and Virren there are hundreds of barracks, martial colleges and parade grounds here as well. While the city is never full, it is intended to

be able to house every paladin of the Church were they all to be recalled at once. As well, it houses hundreds of reliquaries and is one of the few cities where all gods are revered (except Vecna and other gods worshipped only by heretics). The weather is cold and so homes are built with their windows high and shuttered. The ground is layered in red clay, used to make the red bricks of the city and streets. The trimmings are all iron, mined from the mountains to the south.

The city was originally built here, so far from other Church cities, as a guard against the bizarre incursions into the world that occurred in the south. The city served as a bastion of mortals against the strange and horrifying things that invaded from the sea and the land. Gates were known to open at random in the fields to the south of the Cold Jungle, and creatures like mad gods walked out of the frozen wastes. At that time in history the Church provided the strength to fight these things off, and Shavill became a towering fortress of brick and iron. While most people have forgotten this, historians recognize that Shavill is mortality's oldest stronghold. It is rare that these gates open now, but on rare occasion they spill out foreign dangers and the wardens of Shavill must hunt them down.

Virren: Home of the Church and seat of the Blessed Lord. As well, it is the nearest habitation to Faith Hearth. A church city that relies on tribute for sustenance and tradition for permanence. This is the location of any faithful churchgoer's great pilgrimage. The city itself is a fortress surrounded by blocky, low buildings.

Faith Hearth: A single huge temple that lays across miles of land surrounding a vast crater. The temple is dedicated to every god, even the nasty ones. They say (the priests do) that this is where the gods first touched the earth. Many signs and relics remain. The Orthodox Church prevents visits by pilgrims.

Magic Items!

Anchor Token

(common wondrous item)

This small token is made of wood and appears to be a simple carving of an anchor about the size of a grown man's palm. The wood is smooth and well-oiled and slightly warm to the touch. When activated the wood seems to take on new life and grow, sending out shoots and adding mass. Over the course of three rounds it assumes the size of an actual anchor, and then darkens as it turns to iron. The anchor can be used as an anchor for a boat for a full day, after which it reverts back to a tiny wooden figurine. This token is useful once, and then the magic is gone.

Making these tokens is simpler than it seems to the uninitiated, but takes a bit of time. An iron must be planted alongside the sapling of a tree – quick growing species like river birch are preferred. As the tree grows it carries the anchor up with it. Once the anchor is completely surrounded by the tree the wood can be harvested to create these tokens. The wood is treated with alchemical oils and the process is done.

Apparatus of Kwalish

(legendary wondrous item)

These devices were once amusements for the extremely wealthy, but most have since been consigned to basements and museums as curiosities. The apparatus looks like a metal barrel crossed with a tremendous crab. A large cylindrical body is festooned with six spine-like legs, four fins, two massive claws and a pair of everburning waterproof headlamps perched over a set of viewing ports. The apparatus has a small locking hatch located at the top of the vehicle. With a twist of a handle the hatch opens into a space large enough to hold two medium creatures that are willing to hunch a little bit. There are two seats inside, simple deck-chairs that are bolted to the interior, and alongside them run banks of levers, wheels and pedals. The levers are usually marked with simple pictographs or numbers to indicate their purpose.

1. Extend/retract legs and fins.
2. Uncover/cover fore viewing ports.
3. Uncover/cover port and starboard viewing ports.
4. Extend/retract pincers.
5. Snap pincers.
6. Move forward/backward.
7. Turn left/right.
8. Cover/uncover headlamps.
9. Rise/sink in water.
10. Open/close hatch.

Throwing a lever is a standard action, and no lever can be thrown more than once per round. The device functions in water up to 900 feet deep before it begins to groan ominously and spring leaks. It holds enough air for the two-man crew to breathe for 1d4+1 hours (or a single person for 2d4+2 hours, of course). When it is active the apparatus has the following statistics: hp 200, hardness 15, speed 20', swim 20', AC 16, attack 2 pincers +4 melee (2d8).

Making an apparatus of Kwalish is a significant undertaking, requiring hundreds of hours of construction alone before the shell is animated. It requires a truenamer and a spirit shaman working in tandem to bind five air elementals to the lever mechanisms, a strong fire elemental to provide motive force, and a water elemental that has the task of preventing leaks. The truenamer finds the names of these elementals and binds their essences to their given tasks. This is usually performed as a magic ritual.

Arrowcatch

(rare wondrous item)

This clever device is a favorite of merchants wealthy enough to afford one. The arrowcatch looks like a heavy lantern with eight sides made all of iron rather than glass. When an arrow is fired within 20 feet of the arrowcatch it is stopped by a magical force. This works on any thrown or fired weapons with metal heads (so throwing knives, lead sling bullets, arrows and crossbow bolts are all affected, but a stone is not). The attacks fail if they pass through the 20' radius at any point, so bows cannot be fired through the radius, or into, or out of it. The arrowcatch works eight times before it becomes useless, with each stopped projectile cracking one of the panes of the device.

Creating an arrowcatch requires fine, detailed work with runes, as well as the collection of a few unusual items. The heart of an arrowcatch is crafted from the mirrored panels of a susurrus, then surrounded by runes, and it is all bound together by a varnish made from the carapace of a bulette.

Bead**of****Force**

(uncommon wondrous item)

These beads are unpleasant surprises usually kept in reserve by Orthodoxy priests and nobles. The bead appears to be a lusterless pearl the size of a thumbnail. On any sharp impact the bead erupts in a powerful blast dealing 2d6 damage in a 10' radius. Once it is broken and the damage is done everyone within 30 feet is subject to a bull rush with a bonus of +4. The bead can be thrown up to 60' without penalty. These beads are made by trapping an air elemental and then crushing it down to as small a size as it can be made, trapped in a fragile glass shell.

Bearhound's**Shield**

(legendary magic armor)

As a lion's shield. This shield has the shape of a bearhound's face and muzzle extending from the front, made in gold and imprecise in the details. On the inside, though, the shape is exact. The shield is made from an actual bearhound, who must be willing to give the remainder of its life for the shield. The bearhound must be laid on a field of snow in a natural setting, belly up and still alive but near to death. As the bearhound dies a full four pounds of molten gold are spilled across the animal's face and breast. Once the animal is dead the throat is cut and the bearhound's blood is mixed with the snow. The snow is then packed onto the gold to chill it again. After this cast is made the remaining gold is beaten into the circle of the shield.

Bezoar

(uncommon wondrous item)

This stone is actually a tightly packed clump of hair, and is found in the belly of a goat. Wrapped inside the shell of keratin in about one of every hundred bezoars is an actual, useful bezoar, a smooth deposit of pure alchemical materials weighing a few ounces. This bezoar is tremendously useful in preventing poisoning and diseases of the gut. If eaten it will rest in the stomach of a person for 2d6 months, and grant them advantage on saving throws against ingested poisons and bacterial infections. Extracting the useful portion of a bezoar is delicate work, and making it ready for ingestion requires a few tools.

Bronze**Griffin**

(very rare wondrous item)

This small figurine of a griffin is simply carved and has a greater weight than it seems the statuette's size accounts for. When the figurine is set down on the ground and is sprinkled with a bit of salt it begins to hum at a high pitch and stretch. It grows in fits and starts and after just a few seconds becomes a fully sized griffin that still seems made of bronze, but acts as a griffin in all ways. The creature understands and obeys commands that are spoken aloud, and can be used twice per week for up to six hours at a time.

Should the figurine ever be broken it loses all powers, though if the griffin is slain while it is transformed it simply returns to the shape of a bronze figurine and cannot be used again for a year and a day. If the griffin is injured it heals at a rate of 1 hp per hour while in figurine shape. These figurines are found in the hands of the djinni, who view them usually as a rarity or an amusement, and part with them for gold, favors, or items of similar value.

Brooch-Which-Sacrifices-Itself-In-Interest-Of-Its-Inimitable-Master-Or-Mistress

(uncommon, rare, or very rare wondrous item)

These brooches are a specialty of the people from across the sea, and are more commonly called shield brooches. They almost always take the form of a rabbit, a pelican or a beetle, which are animals associated with sacrifice or selflessness across the ocean. These brooches are usually crafted of amber or alabaster, and always have a gold setting and detail work, though some are simply plated in gold.

The brooch works to shield its owner from harm from magical sources. Whenever the wielder would be harmed by magic, such as a shadowcaster's arrow of dusk, or a the sting from a plague knife, the brooch instead absorbs the magic. The rabbit brooch can absorb ten points of damage, the pelican takes fifty points of damage, and the beetle takes a hundred. Once the brooch is used up it cracks and crumbles. Making one of these brooches requires techniques unknown on this side of the sea.

Brother

Blade

(rare magical weapon)

Like a returning weapon. These weapons bear hilts or details carved from mothering stones. Sometimes the stone is carved into bands for the grip, sometimes turned into dust and then enameled into the blade. The blade returns when thrown, cannot be sold or given away, and always returns to its chosen bearer by sliding, rolling or flipping. The weapon follows until death, at which point, like a mothering stone, it rests over the grave. Some brother blades have been known to kill those who tried to defile their graves.

Brother's

Hate

Blade

(rare magical weapon)

This dangerous and extremely rare use of a mothering stone mimics a seeking weapon. In this case a weapon, ranged (arrowheads or sling bullets) or melee is made out of a mothering stone that has already developed a bond. Unlike a brother blade it is always worked into the blade somehow, never the hilt. This weapon is ever after very dangerous to its bonded charge, since when swung or shot it seeks to be closer to them. This negates miss chances for concealment or from effects such as displacement, though not for effects that make the target temporarily incorporeal. As well attacks made with this weapon against the chosen target are considered to have advantage, a +2 to attack and damage, and deal an extra 2d8 damage on a hit).

Brutish Shield: While a shield is usually solely defensive, some fighters are known to surprise their opponents by striking out with the shield in the midst of combat. For those fighters a brutish shield is worth its (considerable) weight in gold. Instead of striking like a large plank of wood or a serving dish, a brutish shield strikes like a well-balanced weapon with a will of its own that is driven to hurt enemies. This shield works as a bashing shield.

Brutish shields are best made out of violent, thinking creatures. The preferred material is the breast scale of a dragon, but those are both unreliable and difficult to come by. In place of that many armorers use the scales of a dragon eel stretched over a frame of rhinoceros bones, and the very daring use a scale from a purple worm. This scale must be treated with alchemical solutions and then layered with a thin sheet of enamel mixed from the teeth of predators.

Candle

of

Invocations

(uncommon wondrous item)

One of these fat, foot-tall red candles is all a ritualist needs to perform most incantations. For each of these candles that is burnt during an incantation the ritualist can get away with skipping a ritual requirement, or reducing the time taken for the ritual by 10 minutes (to a minimum of 10 minutes). For example, in a ritual that required five colors of sand and the oil of a particular flower, three candles could be burnt in place of two colors of sand and the oil. For this reason ritualists seek these candles out and keep them as emergency ritual kits for when they lack certain reagents.

However, creating these candles is not a pleasant process. It requires a ritual in itself, and the makings of the candle are less than pleasant. First a virgin is killed and their blood drained. The blood is heated and skimmed until just the clear juices are remaining, and this is rendered along with the fat of the body to make tallow. Hair is braided into a wick. As the ritual is completed the candle begins to turn red from the base upward. A single victim can provide the means to make a hundred candles.

Candle **of** **Truth**
(common wondrous item)

The candle of truth is a remarkable product, made of golden-white beeswax and standing eight inches or so high. Inside the wax are thin papers with prayers and promises written on them. While the light is burning (it burns for an hour and cannot be quenched and re-lit) anyone in the light of the candle is forced to tell the truth (Charisma saving throw DC 12 to negate, check is made for each lie told).

Making one of these candles takes care but is relatively simple. A colony of bees must be raised on pure clover, having never heard a lie, and someone must chant a prayer to the bees at dawn, noon, and dusk. The bees must never be threatened enough to use their stingers either – if a single bee stings, the process is ruined. When the wax can be collected it is melted for dipping candles just like normal. Between each dipping the chandler writes a prayer or a promise on thin paper and sticks it to the candle so that they are thickly layered through the candle. No dyes or scents are used for these candles.

Cape **of** **the** **Mountebank**
(very rare wondrous item)

These capes are typically brightly colored and covered in intricate, flashy designs. The capes are traditionally short, hanging only to the hip, though some more practical creators will make capes that hang to the ankles of sturdier material. These capes, once per day, can be swirled and flourished and with a gentle pop the wearer disappears, to reappear somewhere else up to 800 feet away. This works like a *dimension door*, and can be performed as a bonus action.

Making a cape like this takes the silk of a dozen phase spiders and a dye made of illithid ink. Once the cape has been woven, sewn and treated it fades to translucence. Most makers then sew this thin translucent silk sheet into the lining of a more substantial cape. More powerful capes can be made by layering multiple silken capes into the lining of another. This doesn't add significantly to the weight or bulk of the finished product, but for each additional layer it can be used once more each day.

Celestialabe
(legendary wondrous item)

Looking like a complicated astrolabe, a celestialabe allows for precise and sophisticated prediction of astrological positions and events, which are then interpreted to divine the future. This ability works like augury, and it takes 1d6 hours and an Arcana check DC 15 to get a precise reading. Making a celestialabe is more a question of accurate diagrams and clever clockwork than magical acumen, and the celestialabe does not have a magical aura.

Changrami **Amulet**
(rare magical item)

This simple amulet is a copper symbol of the Changrami order wrapped in red thread to form a configuration something like a dream-catcher and worn around the neck on a red-dyed leather cord. Those looking at the thread's pattern often become dizzy or confused before experiencing a deep calm. Wearing the amulet allows the wearer to add their proficiency bonus to Athletics rolls. If the wearer is proficient in Athletics already they add double their proficiency bonus to Athletics rolls. Further, someone wearing one of these amulets for a year uninterrupted is ever after considered proficient in the Athletics skill. If the bearer of the amulet is a monk they have one extra *ki* point. The construction of these amulets is mainly in the tying of the red thread. It is remarkably complicated and taught to and performed only by the elders of the Changrami order.

Changrami **Gi**
(rare magical armor)

One of the most immediately identifiable features of a Changrami monk is the thick cotton gi dyed a deep scarlet color. These gis are often bound across the chest and at the joints with soft leather straps to keep the fabric out of the way of the practitioner. The gi is sewn with runes, and mystical prayer strips that give it remarkable properties. The gi allows the wearer to cast *feather fall* once per round, with a recharge of 6. Additionally the gi counts as leather armor but does not interfere with monk class abilities.

Changrami

Headband

(rare wondrous item)

The Changrami headband is a broad strip of white cotton with red runes sewn along the entire length. These headbands grant the wearer improved powers of concentration and mental defense equating to proficiency with Wisdom saving throws. As well, the rune at the center of the band allows the wearer to cast *light* three times per day.

Changrami

Jo

(rare magical weapon)

Seen most often in the hands of the Changrami novices, these weapons are made of bleached yew and dyed red, then lacquered to a high gloss. The staves are not particularly strange excepting that every one is enruned beneath the lacquer (so that enemies can't see them). This trick should make the runes useless, but somehow does not – a Changrami secret. The staves strike as +1 weapons and once per day the bearer may pick any number of targets within 20 ft. Each target must make a DC 12 Intelligence saving throw. *Failed save:* The target is frightened for 1 minute. As an action the frightened target can make a DC 12 Intelligence saving throw to end this effect.

Changrami

Slippers

(rare wondrous item)

The preferred footwear of Changrami monks are simple slippers of heavy red cotton soled in leather that has been treated to have a sticky, gripping bottom. These slippers improve the traction of the monks, increasing base speed by 10', and allowing the Changrami to run along horizontal walls for up to 20' in a single move action so long as the move begins and ends on horizontal surfaces. These enhancements are alchemical and the slippers must be retreated once every year.

Changrami

Tattoo

(very rare wondrous item)

While some might consider a Changrami deprived of mystical reinforcement if they are stripped, they are not quite in the right. The final ritual of initiation for Changrami is to be tattooed with a sophisticated rune surrounding the Changrami school symbol. This process should not be practicable, since runes cannot be tattooed, but there is some alien mixture of inks that the Changrami use that allows these tattoos to be inked, albeit with extreme pain. The rune is a stylized animal, and the animal depends on which of the four orders the monk belongs to: White Tiger, Golden Serpent, Black Bear, or Red Wolf. A Changrami monk can wild shape as a 2nd level Druid of the Circle of the Moon. The monk can only assume the shape of the tattoo (tiger, constrictor snake, brown bear, or dire wolf). In addition the monk has an extra *ki* point.

Changrami

Wraps

(rare magical armor)

Like the headbands, these long wraps are made of white cotton or silk and are covered in red patterns and runes. They are wrapped around the arms and knuckles to protect from breaking bones and pulling tendons. Additional wraps are sometimes bound around the shoulders and abdomen, and some even wrap the legs, such that they look like a mummy underneath the gi. The wraps grant the wearer resistance to bludgeoning and slashing damage.

Charlatan's**Mask**

(rare wondrous item)

These distasteful items are highly illegal but are nevertheless always in high demand from the less-than-legal set. This mask, when placed on a person's face, writhes and clings until it is formed there perfectly, and then begins to shape the outside of the mask as the wearer's wants. The mask moves naturally, making for a near-perfect disguise. Anyone wearing a charlatan's mask can disguise themselves as another humanoid without making a check. This effect is physical, so cannot be seen through like an illusion, but *true seeing* will reveal the face beneath. The construction of these masks is somewhat gruesome, since they are made from the skin of a doppelganger treated with alchemical solutions so it retains its receptiveness to the wearer's thoughts. An average doppelganger has enough unblemished skin to make three masks.

Chime**of****Interruption**

(very rare wondrous item)

Chimes of interruption take the form of crystalline objects, not always chimes, that ring gently when struck. Even speaking too loudly near one will create a gentle humming. When one is struck firmly it produces a piercing and clear tone that interrupts magical effects within 40 feet. The ringing persists for one round, and during that time any incantations, binding rituals, shadow mysteries, bardic effects, etc. are disrupted. A caster or ritual leader can rebuff this effect with some quick work requiring roll as though the caster's concentration had been interrupted by 10 points of damage. Each time a chime is struck there is a 1 in 10 chance it will shatter as the note draws to a close. These things are not made intentionally, but are a side effect of an incantation gone wrong, which leaves a nearby object crystal. This mistake cannot be duplicated intentionally.

Clicking**Sack**

(legendary wondrous item)

This dusty burlap bag contains a portal to an outer plane. With a swish and a command the holder of the clicking sack can usher a medium target within reach into the sack. This takes an action. The target must make a Strength saving throw with a DC of 10 or be forced into the bag. The bag can hold up to four targets at a time. With the addition of each target there is a cumulative 25% chance that all of the contents of the sack are disgorged (so there is no chance for one target, 25% for two, 50% for three, etc.). This sack is remarkable in that targets held within the sack do not age - creatures do not get older, food does not spoil, etc. The bearer of the bag cannot choose to release something from the bag - once in there it remains until disgorged. Things disgorged are sometimes altered for the worse by their time in the outer darkness.

Climbing**Rope**

(common wondrous item)

A useful item for any spelunker or adventurer, the climbing rope can climb up a wall or cliff and fasten itself at the top. The rope is sixty feet long and on command it snakes upward, downward, sidewise or whatever at ten feet per round. When it finds a suitable protuberance it fastens itself (shortening the total length to fifty feet). One end of the rope must be held in one hand to make it function, and it can extend straight up into the air if need be to reach an overhand or suspended beam. The rope is made of fibers stripped from a plant awakened by a spirit shaman and then treated alchemically.

Darkskull

(very rare wondrous item)

Most often found in the hands of necromancers or their pets, darkskulls appear to be misshapen skulls carved of ebony or dark polished ivory. Usually the skulls are surrounded by motes of shadow, or a gray flame, or some other

similar sign of evil. The skull carries a moving zone of desecrated ground that functions as a permanent *holy aura* spell in reverse. To create one of these skulls a necromancer has to have a child with another necromancer, and then together they must kill their child after ten years, and the skull is then treated in blood and many spells are cast.

Pasha's

Armor

(legendary magical armor)

This is *efreeti chain* that allows the wearer to cast *haste* once per day. This armor is crafted of tight brass ringmail layered with tiny black iron plates. While such an arrangement would normally be impossibly heavy the armor of the djinni is imbued with smoke and fire, lightest of the elements. The armor seems almost to lift itself up, and is so finely made it has no parts that might bind, lock or chafe. This armor is worn by the champions of the Pashas of the City of Brass, and are not allowed to slip into mortal hands if it can be helped. Alas, every generation or so a suit of it falls into the material plane and is found by a champion. The armor is usually hunted by the djinn that lost it, or his replacement if he is dead, and they will not rest until it is reclaimed.

Djinni

Ring

(very rare ring)

Not actually always a ring, but sometimes a lamp, a carved wooden figurine, or a never-dying flower, these items have a servant bound to them. The servant is one of the djinni, and each item has a single djinn bound to it. If the djinn ever dies the ring becomes useless. The ring is activated by a quick rub, which sends out the call. The djinn arrives at the beginning of the next round and serves for up to an hour in whatever way it is able. These rings are not precisely naturally occurring, but seem to crop up every now and again. Some theorize that as there is a single djinn for each of these rings, perhaps there is an object for every djinn, somehow enchanted at the moment the djinn is born. These people tend to put a great deal of time and effort into rubbing as many things as they can find, and are rarely successful.

Dragon's

Breath

Whiskey

(common potion)

This golden liquor is produced in tiny batches in the eastern provinces of Hein and allows an imbiber to spit flame for a short time afterward. After drinking the imbiber can make three attacks as though casting *burning hands* with a DC of 11. The fire breath must be used within 30 minutes of drinking the potion or the effect is lost. If the potion's effects are not used the drinker becomes very, very intoxicated 30 minutes after drinking.

Executioner's

Blade

(very rare magical weapon)

An executioner's blade is immensely deadly in trained hands, adding 2d6 to a rogue's sneak attack damage. The blade is almost always either an actual, unwieldy and impractical executioner's blade enchanted by accident, or a long assassin's stiletto enchanted with intent. These assassin's blades are usually marked for what they are with black wooden hilts carved in the shape of predators, corpses and skulls, or invocations to dark gods. The blades take on a dull gray sheen with no glimmer along the razor-sharp blade. To create an executioner's blade one starts with a piece of steel plucked from the belly of a predator (favorites include oozes like gelatinous cubes, since the steel within is usually easy to gauge before the hunt begins and the metal is plentiful). The metal is melted and forged into a blade, which must then be used to kill a hundred thinking creatures with a single blow each, usually under the breastbone, across the throat or into the skull from behind. Strikes that later kill the target by infection or by poison do not count. Once the hundred victims have been killed the blade is enchanted and provides a +1 bonus. If the run continues to two hundred the bonus increases to +2, a three-hundred perfect kill run will make for a +3 bonus, etc. with a maximum bonus of +7.

Feather**Fetish**

(legendary wondrous item)

These clever talismans are usually silver feathers that are so finely crafted they look to be plucked straight from a tremendous bird. This is close enough to the truth, since they are angel feathers treated with liquid nitrogen and dipped in alchemical silver. These charms act as though they were rings of feather falling. The ring also allows the bearer to call on guidance from an angel or deity as though they were a tenth level cleric using the divine intervention ability. A bearer with an evil alignment can use this ability but automatically takes 10d6 radiant damage for doing so.

Feather**Charm**

(common wondrous item)

A distant imitation of a feather fetish, these charms are crudely crafted of wood and protect their bearer from falling. This item allows the bearer to cast *feather fall*. When the charm is used the bearer rolls a d10. On a result of 1 the charm is burnt out and useless after the casting.

Ghostwalker's**Armor**

(legendary magical armor)

This finely crafted armor exists both on the Material plane and on the Ethereal, providing protection against spirits, ghosts, etc. This armor is the mark of a truly experienced ghostwalker, and is remarkably rare to find outside of Manifest. Some say that these suits of armor are the ceremonial armor of Jagus' royal guards. Lending credence to this the armor is often engraved with jackals and sets of scales. Wherever they came from these rare suits of armor are only found in Manifest, in the hands of the hooded ferrymen that take souls to the other side. Particularly pessimistic or suspicious folks have claimed that the ferrymen somehow forge unworthy souls (or all souls) into these armors. After all, who knows where souls go? The ferrymen are loathe to give up these suits of armor, so something truly remarkable must be traded for them.

Hope**Armor**

(artifact magical armor)

This armor protects as +1 plate mail. It is a series of overlapping plates laminated with sheets of canvas, cloth, paper or papyrus and lacquered. The paper coverings bear powerful truenames that are designed to apply to different situations, with over a thousand names being written on any given set of armor. Allies within 360 feet of the wearer have advantage on saving throws against fear or curses (such as the effects of *hex* and *bestow curse*). Additionally, a fighter with the battle master specialty wearing this armor gains one superiority die and adds the maneuvers Commander's Strike and Rally to their list of known maneuvers.

Horn**of****the****Alliance**

(artifact wondrous item)

Those that swear on a horn of the alliance can hear the horn blow no matter how far from it they are (or if they are deaf, or in a zone of magical silence, etc. - they hear the horn, period). Further, any time they are traveling toward the horn they are not exhausted by movement or travel and need to rest only four hours a night. For up to an hour per day they can move at double speed, running without tiring. Swearing on the horn takes one minute and a drop of blood.

Lucky**Rock**

(common wondrous item)

It's a lucky rock!

Righteous

Chain

(rare magical weapon)

These weapons are prized by Church paladins. A solid metal baton about two feet long and covered all over in cramped engraving extolling the virtues of the Orthodox visages and gods, the lurking chain has a pair of endcaps that unscrew to reveal the real utility of the weapon. When one end is unscrewed the cap unfolds in ways that confuse the eye and a fine chain comes out after to provide a powerful and well-weighted flail. When the other is uncapped it spools out a hundred feet of strong, fine chain and the endcap becomes a simple but effective hook. Treat this weapon as a +1 mace or a +1 flail. These tools are remarkably difficult to obtain, since they must be obtained by making a deal with the crystal scribes of Mechanus. There is only one person with consistent access to the scribes: the Hierophant of the Orthodoxy. He is not keen to bargain for too many of these weapons – the few hundred that he has already obtained for the highest ranking among the Church's army have cost him and the church dearly in ways that are rarely clear to those outside the clergy. Church officials make certain that they do not fall into the wrong hands.

Magician's

Hat

(uncommon wondrous item)

A magician's hat takes the shape of a tall black silk top hat with a red lining and a wax seal on the hat's band. This curiosity allows the wearer to cast *thaumaturgy*, *prestidigitation*, *mending*, and *mage hand* at will. Prolonged use of the hat is dangerous (inside the red silk lining is an infernal contract). At the end of every week in which the hat is used the wearer rolls d%. Consult the table below for results:

- | | |
|-------|--|
| 01 | A gate opens to the nine hells, and remains open for 1d6 hours. |
| 02-03 | An imp appears and offers to serve the wearer of the hat, free of charge and with no (additional) strings. |
| 05-05 | The infernal contract that powers the hat comes due; a contract devil shows up to collect. |
| 06-25 | The wearer of the hat suffers a day long headache and has devilish, demonic dreams. |
| 26-99 | Nothing strange happens. Not a single weird thing. |
| 00 | An angel or archon shows up, confiscates the hat, and admonishes the wearer gently. |

Oil

of

Teng

(legendary potion)

A thick black grease that is the sole product of a magical ritual consisting of four young eagles, a woman, forty candles and a few horrible acts that leave the woman dead, the candles burnt and the eagles emotionally scarred. The grease is thinned and mixed with turpentine, resulting in a foul oil that acts as a very potent poison that takes effect on injection or blood contact. The poison is magical in nature and cannot be healed or mitigated by the usual methods. The only way to sap the poison's potency is to kill the ritualist. If the ritualist is not killed the poison results in death within 24 hours, usually sooner. If someone is struck by a weapon laden with Oil of Teng the best option is usually to put them into a magical sleep, coma, or knock them unconscious. This delays the poison until they awake. Upon being poisoned with the oil the victim takes 1d6 poison damage and gains the poisoned condition. The victim then suffers an additional 1d6 damage each hour. At the end of the 24 hour span the victim dies. The poison cannot be resisted until the end of the 24 hour period, at which point the victim makes a DC 18 Constitution saving throw or succumbs and dies immediately.

Plague

Knife

(very rare magical weapon)

Plague Knives are rare: difficult to make, easy to break. At any given time there are a few in the world (2d6 or so). The Knives are dangerous not just to their initial targets, but to everyone that comes into contact with them. In essence, the Knife turns physical injury into a communicable disease, contracted through physical skin-to-skin contact. Plague Knives strike as +1 weapons and do 1d10 damage.

When a target is struck with a Plague Knife, s/he must immediately make a Strength saving throw with a DC equal to (8 + half the damage dealt). If the target of the attack survives, he then becomes a carrier of the disease. Each person he comes into contact with must make the same saving throw or suffer the same amount of damage as the initial wound (so an injury that dealt 12 points of damage would become a disease that dealt 12 points of damage with a DC of 14; 8 plus half of 12).

Those who fail their save against the disease take the damage after a 1d6 hour incubation period, after which they also become carriers. A single person can be affected by the disease multiple times, but not by the same 'case' of the disease. For example, if a Plague Knife struck three targets, doing 4, 6 and 7 points of damage, then these three targets are all carriers of different cases of the disease. As well, a single target can be struck multiple times by the Plague Knife, thus contracting multiple cases of the same disease. Carriers are not immune to other carriers' diseases.

A casting of *cure disease* will not stop the spread of this disease, but casting *dispel magic* on the first carrier will stop the spread (though it will not cure or resurrect anyone affected by the disease). This spell *must* be cast on the first carrier – it will not stop the spread of the disease if cast on anyone else.

A plague knife is made by cutting the throat of a powerful healer (a twelfth level cleric of Umain) with a cursed blade made of glass. The glass drinks in the blood, turning a deep red color and firming to a hardness similar to iron. If a plague knife is ever used to kill a better healer (a more powerful cleric of Umain) it will shatter. This includes someone killed by the plague the knife spreads. It can also be broken by rolling a natural one on an attack roll against an armored target.

Pyre

Oil

(rare potion)

This oil is an alchemical concoction not unlike naptha or regular lamp oil. However, it burns much hotter, much longer and much more cleanly. The magic of alchemy has imbued the fire with a rudimentary will and desire to obey its creator (the one who lit it). This oil will burn like normal oil if spread on the ground, doing 1d6 damage to anyone that steps in the square (DC 15 Dexterity saving throw for half, second save at same DC or be lit on fire), but will expand into one adjacent square each round, trying to reach an enemy (the oil is semi-sapient and seeks out targets to burn). The fire burns for 2d6 rounds, after which it goes out (and anything lit on fire otherwise loses its magically imparted intent but stays on regular fire). As well the oil can be spread on a weapon and lit (often paired with a rune of sparks to be easily lit), in which case the fire leaps out aggressively at anyone struck, dealing 1d6 fire damage to those struck by the weapon. The weapon coated in oil burns for 2d6 rounds. The oil is made mainly of normal reagents, but it must be heated and bubbled by a fire elemental that's bright enough to think for itself (meaning Huge, at least). For this reason the oil is made almost exclusively in Talmussin and in Gedport.

Pyre

Sheathe

(rare wondrous item)

This sheathe is a particular way of keeping pyre oil such that the blade is always kept oiled. Lined in lead and arranged with cleverly hidden valves and vials of pyre oil. A sheathe can keep up to six vials of pyre oil, and both puts out a

blade that is sheathed and coats one that is drawn. As well most pyre sheaths have a stub of flint at the mouth of the scabbard that lights the blade as it is drawn. These sheaths are not mystical, merely clever.

Quick

Hands

Knife

(rare magical weapon)

These knives are particularly popular in Valsport, where they are fought over constantly. A blade of speed is difficult to craft, requiring the heart of a hydra with nine heads. The heart is boiled, then the meat is removed and the broth is boiled until a thick red goop remains. The goop is then kneaded into bread and baked into nine loaves. Each loaf is eaten by a different swordsmith and they go to work making knives. Each smith then duels each other to first blood, making sure that each blade is bled on by each smith. Once this is done each blade is struck by a hammer until eight of them break. The last one, dented and chipped, is a quick hands knife.

Usually the knife is then repaired (which does not remove the enchantment), though some smiths choose to sell them nicked and bent to prove what they are (the blade's sharpness and enchantment are not lessened by looking like this). The blade allows its wielder to make one extra attack when making the Attack action.

Reaper's

Sickle

(very rare magical weapon)

Despite the name this weapon is not always a sickle, it merely refers to a weapon borne by one of Jagus' representatives. It is always golden, always bladed, has a +2 bonus to hit and deals an extra 1d6 radiant damage. These blades are particularly treasured because they can force beings to face Jagus' judgment. Anything slain by one of these, even ghosts, elementals, celestial creatures or freakin' rocks, is instantly brought to the scales and weighed. More useful, a reaper's sickle is particularly effective against the undead, with a +4 bonus. Any critical hit against an undead creature with 15 hit dice or fewer instantly destroys it. An undead creature with more hit dice takes an extra 4d6 points of damage. Mortals found with a reaper's sickle are rarely treated kindly, the exception being priests and paladins of Jagus. Those that steal these sickles are themselves usually killed with a sickle and forced to stand against Jagus' judgment immediately. However, some particularly stupid, arrogant, righteous or desperate people are willing to take that chance.

Shadow Armor: Peeled from the shadow plane itself by a powerful shadowcaster, shadow armor is tough to come by. It requires a shadowcaster to make the dangerous trek into the shadow plane, and then craft armor from the native stuff of that place, and then bring it back. [Craft: shadowstuff DC 20, Craft: armorsmithing DC 20, must be a level 12 shadowcaster] The improved version is merely higher quality [DC 25, must be level 14], and the greater version is yet still finer.

Spellweaver's

Stave

(very rare wand)

These staves are powerful tools that allow their holders to move objects merely by pointing and waving the staff. Truthfully they are not staves, but slender sticks about three feet long and slim as a switch. They are always made of some sort of light material with a texture like waxed leather. Their color is consistently white or gray but mottled along the length. The stave allows the wielder to use *telekinesis* as the spell with a caster level of their own level plus three. This takes one charge from the wand. The wand has seven charges, and if the last charge is ever used the wand has a 50% chance of becoming disenchanting. At each sundown the wand recovers 1d6+1 charges.

The creation of these is a closely guarded secret by the sharn, phaerimm and spell weavers. They appear only where one of the sharn or phaerimm have died and been sent back to the Well of Souls. The ground there seems to bubble and boil for a moment and the soil is power-bleached white and transmuted somehow. The body dissolves in this bubbling cauldron and as the mixture cools it leaves behind this waxy white material and sugary white sand. With

careful extraction and carving 1d6-1 staves can be carved from the remains. This secret is of course guarded because the sharn and phaerimm don't want to become game animals. Why the spellweavers guard it is unknown, but they are the only creatures that know how to actually carve and construct these sticks.

Static

Ring

(legendary ring)

These rings are almost always made of simple steel or unadorned copper, intended to be totally unobtrusive. The ring is activated by slowly turning it on the wearer's finger. Doing so produces a powerful psychic static that blocks any magical attempts to charm or influence the wearer, and also prevents mind-reading or attempts to divine the target's location, state of well-being, etc. These rings are favorites of nervous politicians and criminal bosses that need some assurance they can't be found. These rings are forged through an arduous and complicated but safe ritual. The ritual needs a shadowcaster, a binder, a truenamer, a spirit shaman, a bard and five spellthieves. These magicians all form a circle along with the ring and a number of ritual implements and undertake an exceedingly long task of infusing the ring with essentially just a mess of magic that causes all other magic around it to go haywire.

Mothering

Stone

(uncommon wondrous item)

A magical item that is really nothing more than a largish brick or rock given semi-sentience and a mode of motive power. It wants just one thing: to protect someone and care for them. While traveling through a dungeon, a single large loose rock pulls itself slowly from the wall and flips and rolls and slides until it butts gently against the foot of an adventurer. The stone then follows them at a slow pace, rolling and bumping along where it can – over mountains, through streams, down halls, etc. The rock can always sense where its charge is and never stops until it can confirm their death, at which point it finds the body and rests over it like a grave marker. During its charge's life, the stone will try to protect its charge as best it can. The stone will roll between the feet of enemies, attempt to push its charge's unconscious body out of dangerous situations, make soup when its charge is sick, spy on romantic partners when its charge is infatuated, and generally try to mother its charge as well as it is able.

Unfortunately, as a stone, it can't do very much. It cannot cook, though it would like to. It can't really climb ladders and stairs present a difficulty. It can't attack others effectively, nor provide defense against an arrow, sword or fall. It can't heal or feed anyone. Really, it's quite ineffective. Nevertheless, it tirelessly tries to take care of its chosen hero. A mothering stone can be made by capturing a deathlight and heating it in a blown glass structure above a flame made of rowan and sugar (which 'kills' it, of course). The smoke that this produces will settle into a fine, gummy grit that is then worked into stone dust and gray clay with a mortar and pestle. The resulting brick will be harder than granite, and possess a keen sense of compassion and responsibility but have no way to really affect the world. Making mothering stones is considered a very cruel joke.

Watching

Rock

(common wondrous item)

This item is not actually a rock, but a skull called a rock or stone as a euphemism. They are in high demand among travelers and caravan drivers. The skull is placed at the center of a camp and everyone in camp puts a dab of saliva on the top of it. For the next eight hours the skull will alert the camp to incursions. Anyone coming within twenty feet of the skull who has not dabbed spit on it prompts a loud shrill whistle. This screech only starts if the intruder is living or undead (not a construct) and if it is larger than a cat. This is so that insects and vermin won't set it off (which would render it useless). The whistling continues for 3 rounds. Making one of these watching rocks is simple. All it requires is the skull of a guard dog (usually a mastiff or shepherd of some kind) that died on duty, and then was treated with clay and painted with a few symbols and blessed by a wind elemental. The resulting construction looks like a large red-clay whistle or ocarina shaped like a dog skull and painted with blue spirals.

Woodfriend's

Charm

(*uncommon wondrous item*)

This charm always takes the form of a bone from some large forest animal supported on a long strap of leather. The charm is usually carved with simple but elegant designs. Sometimes simple polished wooden beads are strung along the leather cord as well. This charm grants the wearer a way to commune with woodland creatures, allowing the wearer to use *speak with animals* at will and *charm person* once per day. This works against birds and mammals, but not fish, reptiles or amphibians. To create such a ring someone that is not a spirit shaman has to care for an animal from its birth to its death, and the creature has to be killed saving that person from danger. Afterward the creature's largest bone is cut and carved into the charm and strung on a cord of the animal's own leather.

Timekeeping and Calendars

The calendar is split into nine months of forty days each (360 days) with a five-day "month" inserted between the ninth month and the first month of the next year. The new year typically starts at the beginning of winter. The five-day festival celebrates the completion of the harvest in most temperate places, and is followed by the difficult work of preparing for the cold.

Months are split into ten-day-long weeks, with workers often taking off either the ninth and tenth or fifth and tenth days of the week as days of rest or religion. Each day is named after a god of the Ekletheon (in Church-fearing lands, at least), and so a given town might take off the days most important to their favorite gods rather than the fifth and tenth. The most common order is:

Protorius, the Timekeeper: Proday

Obeccai, the Learned One: Obeday

Umain, the Plaguelord: Umaday

Avaleya, the Winged Walker: Avaday

Ceremar, the Harvest's Hands: Cereday

Xvim, the Hunter: Huntsday

Zhako, the Warmaster: Shielday

Jagus, the God of Death: Jaday

Senya, the Reaper of Debts: Senday

Mithron, the Reveler: Mithday

Each day is split into ten ‘bells,’ called such after the chiming of church bells that separate them. First bell starts at the days first light, with second bell separating dawn from morning, third bell around noon, fourth bell separating afternoon from evening, and fifth bell running through evening until dark at sixth bell. Bells seven through ten are often not chimed to avoid waking folks up. In reality, since daylight often lasts up to 15 or 16 hours (seven or so bells) in the height of summer the sun might rise during tenth bell and set well into seventh or even eighth bell.

Each bell is further separated into one hundred ‘ticks,’ which are further split into a hundred ‘tocks’ each. This means there are ten-thousand tocks per bell, or one-hundred-thousand tocks a day.

In real-world terms, there are 24 hours in a day, 60 minutes per hour, 60 seconds per minute, resulting in 86,400 seconds per day. Tocks are, therefore, just a little shorter than second (one second is 1.15 tocks). There are 1,440 minutes in a day, and 1,000 ticks, so a tick is a little longer than a minute (about 1.43 minutes, or 1 minute and 25 seconds).

Of course, nobody will ever use these in-world measurements of time. Luckily it’s just as common to hear someone refer to a day as “fourthday,” or as “the seventeenth day of the fifth month,” or similar.

CALENDAR																													
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11	12	13	14	15	16	17	18	19	20	11	12	13	14	15	16	17	18	19	20	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	31	32	33	34	35	36	37	38	39	40	31	32	33	34	35	36	37	38	39	40
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21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	31	32	33	34	35	36	37	38	39	40	31	32	33	34	35	36	37	38	39	40
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21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30

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1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0
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Defroid

Proday	Obeday	Umaday	Avaday	Cereday	Huntsday	Shielday	Jaday	Senday	Mithday
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
						Holy Day			

Centiver

Proday	Obeday	Umaday	Avaday	Cereday	Huntsday	Shielday	Jaday	Senday	Mithday
1	2	3	4	5	6	7	8	9	10
							Holy Day		
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
	Holy Day								
31	32	33	34	35	36	37	38	39	40

Finaison

Proday	Obeday	Umaday	Avaday	Cereday	Huntsday	Shielday	Jaday	Senday	Mithday
1	2	3	4	5	6	7	8	9	10
						Holy Day			
11	12	13	14	15	16	17	18	19	20
		Holy Day				Holy Day			
21	22	23	24	25	26	27	28	29	30

21	22								
31	32	33	34	35	36	37	38	39	40
Holy Day									

Recolte				
1	2	3	4	5
Holy Day	Holy Day	Holy Day	Holy Day	Holy Day