

AUROBOROS™

COILS OF THE SERPENT

WORLDBOOK: LAWBRAND

PLAYER'S GUIDE

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INTRODUCTION

At a packed tavern in Innis, a nervous young bard climbs onstage for her first performance. Her audience waits in rapt attention, eager to hear new music that might lift their spirits and broaden their horizons. In the labyrinthine industrial expanse of Sargrad, a worker dashes into a burning factory, desperate to evacuate his fellow workers who remain trapped inside. Deep within the Barrier Wilds, a druid stares into an enchanted pool and glimpses visions of the blood and terror that might soon engulf the tranquil region. In the remote Tanaroch Desert, a delirious pilgrim stumbles across the scorching sand, searching for a paradise she believes is waiting for her in the heart of the searing wasteland.

And in a dark cellar beneath the grimy streets of Skarborough, a grim-faced traveler watches as a sigilist marks her flesh with a menacing symbol: a spiraling serpent devouring its own tail. Even before the tattoo is finished, she can feel the ocean of power rising in her soul. Power enough to shake the world...

Auroboros: Coils of the Serpent is a fictional world unlike any other. It espouses high-fantasy themes and concepts that will be familiar to gamers of all stripes but utilizes them in fresh ways—allowing players and GMs to shape their own imaginative narratives. Nowhere is this more evident than in the realm of Lawbrand, where ancient magic flows through the grimy streets of overcrowded, industrialized Trade-Cities. It's a collision of booming industry, heady religion, and gritty street life that creates Lawbrand's unique, raucous atmosphere, where danger and intrigue lurk around every corner. Beyond the Trade-Cities themselves, players and GMs will discover a rich, exciting world where ancient powers awaken to tear at the frayed edges of civilization.

And coiling beneath it all is the Auroboros itself—whose unimaginable energies serve as the fount of the world's magic and mysticism. Its dread power can be wielded by mortals, but always at a terrible cost to their sanity and well-being. Such reckless individuals hold power enough to shape the world—or send it spiraling into oblivion.

This **Players' Guide** contains excerpts from **Worldbook: Lawbrand** that contain all the rules and background context for creating and running player characters in the Auroboros setting. Included are rules for five new races, four unique subclasses, player backgrounds, spells, and sigils.

The **Players' Guide** also provides rules for running the **Mark of the Serpent**, a narrative game system that allows players to wield the devouring power of the Auroboros itself!



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WORKING OUTSIDE THE LAW

Danger, crime, and intrigue lurk around every corner of the Trade-Cities. Rival street gangs clash for control of their shabby territories, heedless to the innocents that might get caught in the middle. Neighborhood crime lords squeeze local businesses, already struggling financially, for tributes and protection money. Smugglers move illicit goods through the expansive black market, viciously silencing anyone who discovers their dealings. The rich and powerful employ hired muscle to intimidate their competitors and protect their secret interests.

While the Trade-Cities are governed by strict laws and edicts enforced by each city's unique constabulary, crime in all its myriad forms remains a gritty reality in the streets of Lawbrand. In most instances, the constabularies are stretched too thin to respond to every crime or request for assistance. Despite the Church's tenets of honor and civic accountability, the common citizens of Lawbrand see true justice as a rarity. Many are forced to rely on outside help from mercenaries or local adventurers to resolve their grievances.

These adventurers are often called upon to perform a wide array of dangerous services, including recovering stolen property, rescuing kidnapped loved ones, escorting travelers along dangerous highways, and even toppling petty crime lords who've overstepped their bounds.

While mercenaries and adventurers are often celebrated by the common citizens they aid, Lawbrand's authorities hold their activities with contempt. Vigilantism of any kind is seen as a serious threat to maintaining law and order across the breadth of the realm.

Though professional adventurers operate regularly throughout Lawbrand and its surrounding territories, they often attempt to keep a low profile on their activities and whereabouts at any given time. Those that are not sanctioned by either the Sularian Church or the Trade-Guilds are often seen as disruptive interlopers working against the common good of society for their own profit and acclaim.

There are some instances where adventurers and mercenaries can be sanctioned to act as deputized Peacekeepers and accomplish their various tasks within the bounds of the law. To facilitate this, local judges and authorities can grant private citizens Writs of Sanction that authorize them to execute a wide array of lawful warrants.

A list of writs can be found in the **Laws, Writs 'n' Bounties** section on page 235.

PLAYER RACES

In the realm of Lawbrand, heroes come in all shapes and sizes. While there are many races that populate the Trade-Cities, there are a few that are unique to the world of Drastnia. Whether it be the adventurous atsaad, ferocious xu'keen, shapeshifting ma'ii, resilient desert dwarves, or the brilliant salamar, players can use these races to create their own unique characters. The following chapter provides an overview of each race's culture, outlook, and gameplay rules.

PLAYER RACES IN LAWBRAND

The following section provides context for how existing 5E player races are represented in the realm of Lawbrand.

DRAGONBORN

Dragonborn do not naturally exist in the world of Drastnia but could come to exist by other means.

You may play a dragonborn, but you must either use the chart below to define your character's origins—or create a suitable origin of your own devising.

D4 DRAGONBORN BACKGROUNDS

- 1 You're from a long-dead draconic race from the Northwolds. You've been on your own your whole life and are now interested in assimilating into society...
- 2 You are seen as an aberration by the Church and are treated as a cursed pariah...
- 3 You are from another world, mysteriously deposited on Drastnia... Curious about your new home, you've decided to make the best of it.
- 4 You were summoned from another dimension by dark sorcery, but you won't let anyone define who you are...

DROW

Scarcely seen in the Trade-Cities, the drow were thought to be extinct for the past six centuries. Though some have trickled down into the southlands from their ancestral home of Alash'eth, they tend to remain aloof and keep to themselves. They are generally opportunistic—eking out specialized roles within the Trade-Guilds and commercial fields. They are fascinated by history and arcana. Despite their historical reputation for being manipulative and self-serving, most drow in the Trade-Cities work hard to maintain social equilibrium with their neighbors and coworkers.

GNOMES

Upbeat and bright, gnomes are seen as the brains behind Lawbrand's prolific manufacturing and engineering industries. Gnomes are often upper-crust, affluent citizens, given their utility to the Trade-Guilds. As a result, they can be seen as aloof, elitist, and somewhat self-serving to the toiling masses within the Trade-Cities.

HIGH ELVES

Thought to be extinct for two thousand years, high elves are almost never encountered by the common folk of the Trade-Cities. Fewer than a hundred high elves remain, and they reside exclusively within their timeless sanctum of Feyonnas. The few curious elves who choose to venture out from Feyonnas usually hide their heritage so as to not draw undue attention to themselves. Elves are generally believed to be mythological creatures by the general populace of Lawbrand.

You may play a high elf, but you must either use the chart below to define your character's origins—or create a suitable origin of your own devising to explain why you have left Feyonnas.

D4 HIGH ELF BACKGROUNDS

- 1 You left Feyonnas to wander the world and see its sights and peoples on your own terms...
- 2 You have been sent on a mission from Feyonnas and plan to return once it has been accomplished...
- 3 You fled Feyonnas because of a family tragedy. On your own in the Trade-Cities, you're not quite sure where you belong anymore...
- 4 You were magically expelled from Feyonnas for an unknown reason, but you long to find a way to return to your people...

HALF-ELVES

Like full-blooded high elves, half-elves are incredibly rare in Lawbrand. These individuals would be seen to have "elven blood"—a wondrous gift—but they have no cultural identity of their own. They get by as best they can, often hiding their true nature and trying to pass off as merely human.

HALFLING

Most of the halflings of Old Sularia were tragically lost during the Battle of the Barrier Peaks 250 years ago. The few refugee families that survived the battle helped Lawbrand's original settlers to found the Trade-Cities. Though their numbers are few, these families still thrive within Lawbrand, offering their skilled labor and irrepressible optimism.

HALF-ORCS

Most of orc-kind was annihilated to the point of extinction during the catastrophic War of Light and Shadow over four centuries ago. Some individuals with strong “orcish blood” in their veins still exist here and there. With no defining culture of their own, half-orcs make do as they can, eking out a living in the overcrowded Trade-Cities.

HUMANS

Humans occupy every corner of Lawbrand—from the heights of the Sularian cathedrals to the hardscrabble work floors of the factories and mills. They are the most common race in the Trade-Cities. They’ve come a long way since their more intolerant days as the preeminent citizens of Old Sularia. Humans are often seen as the glue that holds Lawbrand together—taking great strides to redeem their troublesome history by creating bridges between the Trade-Cities’ various peoples.

IRON DWARVES

“Iron dwarf” is the common moniker for the mountain dwarf refugees from Mitholme who helped found Lawbrand. The iron dwarves have always been the solid backbone of Lawbrand’s culture. Their toil and craftsmanship built the Trade-Cities from the ground up. Good-natured and family-centered, they take great pride in their work, even if they’re seldom appreciated for the instrumental role they’ve played in the realm’s creation.

They are hopelessly estranged from their desert dwarf cousins in Red Bluff. There may even be animosity between the two groups, as the desert dwarves see the iron dwarves as cultural “sellouts” for choosing to live in big cities apart from their kin.

Iron dwarf characters should use the “Mountain Dwarf” subrace rules, but any dwarf subrace can be used.

TIEFLING

Tieflings do not naturally exist in the world of Drastnia, but could come to exist by other means. While there are innumerable planes of existence, few in Lawbrand believe they, or the disparate entities that dwell within them, even exist.

You may play a tiefling, but you must either use the chart below to define your character’s origins—or create a suitable origin of your own devising.

D4 TIEFLING BACKGROUNDS

- 1 You are feared by members of the Church as some kind of devil and actively hide your features from others.
- 2 You are uncertain of your origins but fearlessly face the world as you are...
- 3 You believe you were born human and, at some point in your youth, fell prey to a terrible curse...
- 4 You are seen as a mutant aberration—perhaps cursed by the unholy power of the Howling...

NEW PLAYER RACES

Detailed on the following pages are five new player races that are unique to the world of Drastnia. Each race is presented with a cultural overview, visual description, name suggestions, and unique rules for creating your own characters. When creating a character using one of the new races presented, players can feel free to modify the Ability Score Increase to better fit the archetype of their hero as they see fit.

ATSAAD

EXPLORERS OF THE OCEAN DEPTHS

In the depths of the Kalnorean Sea, atsaadi scavengers weave gracefully through the skeleton of a sunken galleon. The joy of exploring the forgotten wreck is just as rewarding to them as any treasure they might find within it. On the Wassica Islands, a lone atsaad wades into a still lagoon, her scales shimmering in the sunlight. She closes her eyes and becomes one with the water, sensing where its currents have come from and the things they have touched before now. Far to the east, atsaadi merchants wander through Tidesfar's bustling Tradewind Plaza—every sight and sound a new experience. And new experiences are what this adventurous race lives for.

An insatiable curiosity has always stirred in the hearts of the atsaad. Long ago, when they ruled over the vast aquatic empire of Ardu, they explored every kelp forest and island chain in their domain. They plumbed the endless mysteries of the sea and gathered knowledge and riches beyond measure. Yet these treasures—and all of Ardu—were consumed by a sudden, catastrophic upheaval. Earthquakes and tsunamis rocked the ocean empire and scattered the surviving atsaad.

Today, the atsaad live across a broad stretch of land and sea. The more isolationist tribes dwell in the remote Wassica Islands, launching raids on Lawbrand's coastal cities and toeing the dangerous line that could lead to all-out war—a war that would likely end with their extinction.

Those atsaad that have become citizens of Lawbrand seek peace and camaraderie—even making their homes in the Trade-Cities' crowded urban centers. Many of them thrive in Lawbrand's diverse society due to their innate ability to feel the currents of emotion around them. They are quick to sense whether a stranger means them good or ill—and use those instincts to their benefit. When they forge friendships with others, the bonds are as strong as steel.

Lawbrand's atsaadi citizens are known for their positive demeanors, but changes in the weather can sometimes affect their moods. When storm clouds gather, atsaad can become irritable or forlorn. Every drop of rain that touches their skin is a reminder of the sea—and the inseparable bond they share with it. The atsaad are children of the tides. The ocean is a well of memory, a connection to their past, and a reminder that their hearts will always belong to the fathomless deep.



DESCRIPTION

Spending most of their lives either beneath the waves or on the Wassica Islands, atsaad are amphibious humanoids that live for adventure and exploration. They tend to be excellent scavengers, and their boundless curiosity makes them invaluable allies whether diving deep underwater or spelunking through dark caverns.

APPEARANCE

Atsaad are exotic humanoids with aquatic features. Their facial features are soft and thoughtful, with large dark eyes that seem to stare into the soul. Their lithe bodies are covered by fine, mottled scales, with colors ranging across the entire spectrum. Down the backs of their heads, long tendrils flow like braids—often adorned with beads or brightly colored bands. Their hands and feet have slight webbing between the digits.

NAMES

Masculine Names

Gruu, Oogle, Druul, Grabbi, Dorr, Flebb

Feminine Names

Blaya, Lamma, Abbra, Sebbu, Burus

Family Names

Salaa, Leeru, Sharan, Eeless, Lasaad



Glenn Rane 20

TIDAL BOND

Being amphibious humanoids, atsaad can flourish both on land and in the sea. They feature unique cranial tendrils that some biologists believe act as psycho-emotional antennae, allowing the atsaad to read other creatures' emotional states when they are submerged within proximity to them. The atsaad can also sense the flow of water from region to region—almost tasting the scent of distant places in the particles. They believe that all are one and bonded by the world's moving waters; emotions move like currents, and the atsaad often try to keep things in stillness around them.

HEART FOR EXPLORATION

Atsaad are driven by a deep sense of adventure and exploration—an insatiable curiosity about the horizon and the possibility of new exotic places and peoples. They enjoy interacting with others, even those not of their own kind, which drives their curiosity. They hold their family pods as the highest priority.

They are generally upbeat and positive in their outlook and seek to aid those around them for the greater good of society. They make great teammates and collaborators. If any drawbacks can be said of them, it's that some atsaad are prone to daydreaming and not keeping their head on the task in front of them.

THE TRIBES OF ARDU

While many of the atsaad have moved from the Wassica Islands and assimilated into the culture of Lawbrand, there are far more that still populate the islands, refusing to abandon their ancient heritage. These holdouts retain their ancestral tribal identities and are committed to maintaining their own cultural identity. They are often violent and xenophobic to all outsiders and see their urbanized land-dwelling brethren as traitors to their people.

There are rumored to be upwards of twenty different atsaadi tribes, but the three largest are the most commonly recognized by the people of Lawbrand. Their tribal names are roughly translated from Wassic.

L'hale "Daggermaw"

The L'hale are the largest atsaadi tribe and cling to the warrior principles of their lost empire, Ardu. They control a vast area of undersea ruins around the Wassica Islands and hold the ruined city of A'laua as their sacred capital. They hate those of their kind who have claimed citizenship in Lawbrand, seeing the urbanized realm as a threat to their own faded power and territorial holdings. They have no compunction about waging attacks and raids on Lawbrand's coastal holdings.

M'puro "Deepfathom"

The M'puro atsaad are scavengers and treasure seekers. They're a medium sized tribe but lack the territory and resources necessary to be as self-sufficient as the L'hale. They are indifferent to Lawbrand and its encroachments and generally tend to their own affairs. Among other atsaad, they are best known for their hoarding of precious stones and pearls and other natural treasures of the sea.

K'ani "Stillwater"

The smallest of the three primary atsaadi tribes, the K'ani are surprisingly industrious—and the most likely to seek interaction with outsiders. Their traders sometimes come to the ports of Tidesfar and Sargrad to trade for various goods, bringing fruit, fish, and other wares from the Wassica Islands.

ATSAAD TRAITS



Ability Score Increase

Your Charisma increases by 2, and your Dexterity increases by 1.

Age

Atsaad reach adulthood by age 14 and live on average for 60 years.

Size

Atsaad range from 5 to 5½ ft. tall and typically weigh 120 lbs or less. Your size is Medium.

Speed

Your base walking speed is 30 ft., and you have a swimming speed of 30 ft.

Amphibious

You can breathe both air and water.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. While underwater your darkvision extends to 120 feet.

Slippery Skin

You have advantage on Dexterity (Acrobatics) checks and saving throws.

Water Senses

Up to three times per long rest, while in contact with water, you can send out a pulse to sense the exact location of any other creature in contact with the same water within 100 ft. This does not require an action.

Healing Waters

While taking a short rest, if you are floating or submerged in water, double the amount of health regained for each hit die rolled.

Bioluminescent Burst

Once per long rest, the color bands on your scales can glow and burst with bioluminescent light to target a creature within 5 ft. The creature must succeed a Constitution saving throw DC = 8 + Charisma modifier. If the creature fails the save, they are blinded until the end of their next turn.

Astute Learners

You have proficiency in the Perception skill.

Languages

You can speak Common and a unique language (Wassic) among other atsaad.

DESERT DWARVES

WARRIORS OF THE EASTERN WASTES

Under the Tanaroch's blazing sun, a tattooed dwarf shaman crouches in the sand and listens to the whispers of the elements. He focuses his mind on a rushing river hidden deep underground and directs it toward the colossal mesa in the distance: the fortress city of Red Bluff. Atop the windswept mesa, a dwarf blacksmith tempers the red-hot steel of a new battle axe. A young warrior looks on, eager to hold the weapon—to wield it in defense of her beloved home. Near the forges, dwarven engineers rappel down the side of the mesa-city to repair a broken windmill. A fierce gale nearly tears them from their ropes, but they hold fast to each other until it subsides. That's the way of things in the Tanaroch—you only survive by sticking together. The desert dwarves have learned that lesson well.

During the fall of Old Sularia, the desert dwarves' ancestors came south with the empire's other refugees but had no desire to start a new society with them. The dwarves wanted a place to call their own—a place where they could live free from the discrimination and senseless violence that had plagued the kingdoms of Old Sularia. The desolate Tanaroch offered them that chance...if they could endure it.

Armed with the tools on their backs and their loyalty to each other, they overcame every hardship the desert threw at them. They carved their fortress-city of Red Bluff into the heart of the vast mesa, and they thrived.

Though the dwarves have clung to some of their old traditions, they have adopted many new beliefs and practices as a new society evolved in their adopted homeland. The ancient warrior ethos remains a cornerstone of their culture. Some young dwarves join the Gron'Almar caste and learn to fight. These honor-bound warriors hunt in the desert and defend their city from dangers like the ma'ii, a

race of nomads that also makes its home in the unforgiving desert.

Though their more traditional ancestors distrusted magic of any kind, those who came to the desert eventually embraced the spiritual path of shamanism. They fostered a deep connection with the spirits of the land, which allowed them to work in harmony with the elements and make Red Bluff a completely self-sustaining community.

Most desert dwarves see no need to ever leave their fortress-city, but some do venture west into Lawbrand's Trade-Cities. Yet, wherever they go and whatever they do, their hearts remain in Red Bluff—with the steadfast kin they can always count on in times of need.



DESCRIPTION

Forged in the heat of the Tanaroch, the desert dwarves of Red Bluff have built their lives around defiance. Defiance against the elements, against society, and against any others who would threaten their way of life. They are a rugged, obstinate people who have been hardened by both exposure to the harsh climate and their own troubled history.

APPEARANCE

Desert dwarves are of average height and build for dwarves. Their skin is a rich brown. On average, their hair can have a distinctively reddish-blond hue—a lingering trait from their northern heritage. But many desert dwarves also have brown, black, or white hair. They adorn themselves with heavy tattoos and piercings. They can appear rough and unkempt to the more urbanized citizens in Lawbrand. The desert dwarves wear skins trimmed with light fur and light leathers and cloth. Many favor leather kilts over more traditional leggings. They often wear distinctive head wraps, which help to focus their eyesight in the open desert as much as keep their heads protected from the sun.

NAMES

Masculine Names

Dunan, Gremolt, Garn, Borok, Torin, Grannik

Feminine Names

Thyra, Belora, Greyesh, Sanja, Maga, Sandel

Family Names

Redrock, Sandaxe, Shalescar, Irondune, Bloodstone



HEINRICH 20

REFUGEES OF THE WASTELAND

When the dwarven refugees from Old Sularia first trekked into the Tanaroch to find a land of their own, they were led by the mountain dwarf hero, Dragran Stonefury. The steadfast Dragran hoped to create a better, more equitable dwarven society than that of Mitholme. After establishing their stronghold at Red Bluff, the dwarves again fell to bickering about how best to rule and share power between their factional groups. Dismayed that the dwarves' cycle of mistrust might start all over again, Dragran abandoned Red Bluff to seek solitude in the wasteland. He was never heard from again. Most desert dwarves believe Dragran perished out in the desert. To honor their beloved leader, they built an ornate tomb within the Cavern of the Last Fist deep beneath Red Bluff.

The loss of Dragran's singular leadership forced the dwarves to pull together and share authority over their burgeoning new home. With the rise of the dwarven shaman, a new unity arose between the factions. The shaman's deep relationship with the elemental spirits of the land around them assured the other dwarves that they could flourish in the Tanaroch—spiritually bound to the land as a singular people.

BLOODSTONE

The dwarves discovered innumerable deposits of strange red shale embedded around the mesa and throughout the surrounding desert. They found that the shale had remarkable properties for storing heat and energy. Naming it "bloodstone," the dwarves began working it into the alloys of their weapons and tools. They created great sheets of bloodstone, which they installed around the periphery of the mesa's central cavern—its stored heat helping to keep their crops warm during the cold desert winters.

The bloodstone's red dust settled everywhere throughout the mesa-city. Over time, its particles seeped into the dwarves' pores and lungs—changing them forever. The red dust caused the dwarves' skin to toughen, making them highly resistant to the desert's searing heat.

Later, as trade was established with Lawbrand in the west, the wondrous bloodstone became a precious commodity, and its mining and refinement proved to be highly lucrative enterprises for the craftsmen of Red Bluff. In fact, bloodstone became so prolific in their society, the dwarves came to use it as a general surname for orphans or those citizens who couldn't trace their lineage from before the Fall of Old Sularia.

TERRITORIAL ENMITY

Since the founding of Red Bluff, the desert dwarves have had a long-standing feud with the Tanaroch's native ma'ii packs. Both peoples, desperate to claim the desert's meager resources for their own, have engaged in many bitter battles over the years. Still, both cultures are few in number, so they tried to avoid costly raids and fights whenever possible.

These heated skirmishes still occur from time to time—and are often compounded by the predations of the Ravenous. These monstrous, lycanthropic offshoots of the ma'ii people terrorize everyone within the desert's eastern regions. Striking from their savage holds in the Ridge of Spears, the Ravenous prey upon dwarf and ma'ii alike. The dwarves, making no distinction between the noble ma'ii and their Ravenous kin, harbor only hatred and mistrust for the whole furry lot.

DESERT DWARF TRAITS

Desert dwarves are a subrace of dwarves, inheriting many of the base abilities of the dwarf race. The abilities they inherit from the dwarf race are: Ability Score Increase, Darkvision, Dwarven Resilience, Dwarven Combat Training, Tool Proficiency, and Stonecunning. You may choose a desert dwarf when selecting a subrace for your dwarf.



Ability Score Increase

Your Wisdom increases by 1.

Tempered by the Bloodstone

Used to the brutality of the desert's heat, you have resistance to fire damage and extreme heat.

Age

Desert Dwarves reach adulthood by age 30 and live on average for 175 years.

Size

Desert Dwarves range from 4½ to 5½ ft. tall and typically weigh 180 lbs or less. Your size is Medium.

Speed

Your base walking speed is 30 ft.

Dervish of the Sands

While in an area of extreme heat and not wearing heavy armor, you gain the following benefits:

- » +1 AC
- » An additional d4 damage to your melee attacks.

Designer's Note: Some examples of what an area with extreme heat could be: a small space with a raging fire, the barren desert at high noon, or even a sauna.

Mesa Born

You have proficiency in the Survival and Acrobatics skills.

MA'II

SHAPESHIFTERS OF THE TANAROCH

As the dawn light spills across the Tanaroch, a ma'ii family gathers its belongings and sets off toward the horizon. The nomads have no destination in mind; they'll let fate guide them to their next home.

Atop a rocky bluff, an elder ma'ii shaman listens to the whispers in the wind. She has nothing to ask of the spirits. She simply likes to hear them speak.

Not far away, two ma'ii brothers shapeshift into fearsome coyotes and prowl the dunes just as their ancestors have done for uncounted generations. They aren't hunting for prey; they're just enjoying the freedom that all ma'ii know and cherish—the freedom of living in the endless, untamed Tanaroch.

A thousand years before the first Trade-Cities arose, the nomadic ma'ii were already roaming the Tanaroch. In that great span, however, they never needed to burden their society with stringent rules. The closest thing they have to leaders are the shamans, spiritual guides who pass down myths and teach their kin how to survive in the desert.

And there is no one in the world better suited to survive in this unforgiving land than the ma'ii. The key to their success lies in balancing their innate ferocity and their better natures. On the hunt, they harness their animalistic instincts and strike without mercy, most often in the form of large, ragged coyotes. But when they gather around the campfires at night, they revel in their rich traditions with family and cheerfully tell stories and jokes under the desert stars.

Most folk in Lawbrand know nothing of this delicate balance. Tales about the nomads usually portray them as nothing more than opportunistic raiders who prey on lonely trade caravans. Merchants traveling through the Tanaroch live in constant fear of ma'ii hunting packs.

But the truth is that the ma'ii are the ones who fear and distrust the people of Lawbrand. They've witnessed how the "civilized" folk treat each other, how greed and religious discrimination have driven many of them to commit horrendous acts against their neighbors. As far as the ma'ii are concerned, the less they see of outsiders from the Trade-Cities, the better. They are content to enjoy the rugged splendor of their desert home by themselves, just as they always have.

Just as they always will, even if that means unleashing the beast within to keep their land free and unspoiled.



DESCRIPTION

Often found hunting in packs, ma'ii have become masters of the open desert by trusting their instincts. With their heightened senses and ability to shapeshift into the forms of swift coyotes, they take great pride in scouting across the wasteland, tracking anyone foolish enough to trespass upon their territory.

APPEARANCE

Ma'ii are lanky, oddly lupine humanoids with coarse hair all over their bodies, sharp canine teeth, and clawlike fingernails. Their fur color ranges from sandy grays to deep browns. They possess yellow eyes that seem to pierce through any darkness.

NAMES

Masculine Names

Ahunei, Oldoa, Eavei, Thaw-hia, Tua, Uonai

Feminine Names

Aw-ki, Ahma, Bahi, Kani, Dahee, Oeba, Fana

Family Names

Na'ta, Si'elo, Tu'mani, Ko'tini, Lo'haro, Se'notara



Glenn Rane 20

WANDERERS OF THE WASTELAND

The ma'ii are a shamanic people—in tune with the spirits of the land and the spirits of their ancestors. Their culture holds the shamanic calling in the highest esteem. The ma'ii listen to the voices within the wind and earth, intent on gleaming whatever insight the capricious spirits might share. Every stone, dune, and swirling zephyr is sacred to the ma'ii. To them, the entirety of the Tanaroch is holy ground.

Their predatory senses and instincts make them master hunters and allow them to survive the grueling desert with ease. While they have no formal armed forces, their fearless and implacable warriors provide a formidable defense—striking from the desert shadows, only to fade away as if taken by the winds.

The ma'ii are generally good-natured but have an intense independent streak and hate to be confined by rules—especially those instituted by other societies. They appreciate that some in Lawbrand consider them savage and insular. It amuses them to be seen as such.

SPIRIT OF THE COYOTE

Ma'ii are shapeshifters—able to transform their bodies into the forms of large desert coyotes. This unique aspect has been part of their makeup from their beginnings. None know the true origins of this ability, but many tales have been woven over the years to account for their miraculous shapeshifting. The most famous legend—the *Tale of Laughing Paw*—is known by all ma'ii tribes.

The tale holds that a stubborn human man, Doh'bik, was the first ma'ii—and that he was known to laugh in the face of destiny. Seeking his own enjoyment, he had left his people behind and was dying of thirst and starvation in the desert. Coyotes hunted him every night. The voice of the South Wind, offering a benevolent bargain, sent him jackrabbits to eat every morning—he could live if only he would go back home to his people. But the stubborn Doh'bik laughed at the South Wind and bucked fate by feeding the rabbits to the coyotes—perpetuating the silly game. The South Wind, offended by the laughing mortal, transformed

him into one of the restless coyotes—fated to wander the desert wastes as a vagabond forever. It is said that to this day, Doh'bik's barking laughter can still be heard echoing upon the southern wind.

THE BEAST WITHIN

While in coyote form, the ma'ii possess full consciousness—though they can, at times, succumb to a base animal instinct and feral viciousness. Though rare, these tendencies can affect them even in their humanoid state. Thus, at the age of thirteen, most ma'ii children participate in the Sho'kote. During the Sho'kote, young ma'ii are sent off alone into the desert—to survive for one week and try to come to grips with the feral beast within.

Rarely, some ma'ii fail to control their bestial natures and become lost in the desert, overwhelmed by animalistic rage. They transform into the Ravenous—mindless lycanthropes who live only to murder and feed. Thankfully, most of the children return home to their packs, their humors balanced to live the rich, nomadic life of their people.

JOYFUL TRICKSTERS

The ma'ii's nomadic family groups are called packs. When gathered together, ma'ii are loud and boisterous people—reveling in family and their ancient, eccentric traditions. The story of the ma'ii is woven into the tapestry of destiny. Due to the kindness of fate, the ma'ii live carefree, as the desert provides for all their needs. This leads to the ma'ii being a cheerful, upbeat people. Older ma'ii are prone to blindly make decisions, as whatever the winds of fate have in store for them is destined to be.

However, they can be distrusting of outsiders—especially those who hail from the cities of Lawbrand. Culturally it is the way of the ma'ii to be tricksters, and when conversing with an outsider, they often speak in cryptic puzzles that leave much to interpretation. They are a witty but honorable people. Ma'ii pride themselves on always keeping their word—even if their intent is somewhat obfuscated.

MA'II TRAITS

Ability Score Increase

Your Wisdom increases by 2, and your Dexterity increases by 1.

Age

Ma'ii reach adulthood by age 25 and live on average for 75 years.

Size

Ma'ii range from 5 to 6 ft. tall and typically weigh 175 lbs. Your size is Medium.

Speed

Your base walking speed is 35 ft and you have a climbing speed of 30 ft.

Coyote Senses

You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dune Stalker

Once per long rest, the ma'ii can turn into a coyote (requiring no action), replacing your game statistics for Armor and Speed with the following profile for up to an hour. If the ma'ii is reduced to 0 hit points while in this form, they turn back into their humanoid form.

While retaining all of your statistics, skills, and saving throw proficiencies, you additionally gain the following properties.

» **ARMOR CLASS:** 13

» **SPEED:** 50 ft.

ACTIONS

» **BITE:** Melee Weapon Attack (finesse), 1d4 piercing damage. If the target is a creature, it must succeed a Dexterity saving throw of DC = 8 + your Dexterity modifier or be knocked prone.

You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. Your new form can use the same special senses as your normal form (such as darkvision).

Your equipment merges into your new form. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment visually, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Mirthful Cunning

Once per long rest as a bonus action, you can choose to gain advantage whenever you make an attack roll, an ability check, or a saving throw. You can also choose instead to give an enemy that attacks you disadvantage. Your next roll after using Mirthful Cunning always has disadvantage regardless of when and where it is taken.

Survivor of the Wastes

You have proficiency in one of the following skills of your choice: Medicine, Nature, or Survival.

Languages

You can speak Common and Ma'ish.

SALAMAR

SEEKERS OF ANCIENT CONNECTION

As a raucous celebration gets underway in Lietsin, an old salamar shuts his windows and prepares his alchemy experiments. He watches the elixirs boil and sniffs at the pungent fumes that waft through the air. He has no desire to join the frivolous festivities outside—the quest for knowledge is what he lives for. In the misty forests outside Orinfell, a salamar mother teaches her daughter the names of plants and their medicinal uses. Just as her own mother did, and her mother before that. Out in the sweltering Tanaroch Desert, a young salamar applies a poultice to a fellow traveler wounded during a ma'ii raid. He gazes out across the barren wasteland and imagines what it once was like so very long ago: a lush jungle teeming with his noble ancestors—the great salamar empire of Ax'oloth. An intense longing for connection fills his soul. Every salamar knows that spiritual desolation.

In the ancient days of Ax'oloth, the wise salamar nurtured a mystical bond with nature and with one another. They shared their experiences and emotions as if they were one consciousness, and they lived in a state of transcendent harmony. This oneness was ripped away from them five thousand years ago when the enigmatic Aldan Thei unleashed the Auroboros' catastrophic power. The destructive energies incinerated Ax'oloth and snuffed out the salamar's communal link.

Even after so many millennia, the salamar still feel the ache of what was lost. The emptiness haunts them. Most salamar have turned to alchemy, botany, and even the arcane arts to restore the bond they once shared. They spend their whole lives experimenting and recording their research. Their natural patience and profound intellect make them experts in these fields, and salamar are highly sought after for their elixirs, potions, and compounds of rare herbs.

The salamar are happy to share their knowledge, but they have earned a reputation for being somewhat indifferent and aloof to outsiders. So focused on their lofty experiments, they struggle to assimilate into Lawbrand's society and create lasting friendships. Tragically, their obsession with the past has blinded them to the present—and the potential for developing the emotional connections they truly long for.



DESCRIPTION

Often seen as aloof or uninterested to others, salamar are incredibly clever lizard-like humanoids who excel in alchemy and biology. Though these skills have their uses in day-to-day life, the salamar employ them to connect to their mystic origins and uncover the secrets of their past.

APPEARANCE

Salamar appear as diminutive lizard-folk, akin to bipedal geckos. They have smooth, rubbery skin, long tails, and large, round black eyes. Their bodies can have a broad range of natural color patterns and striping—some of these being distinctive of different tribes or family groups. They tend to move slowly and deliberately. Their facial expressions are often unreadable—causing many to believe that the curious race is aloof and disconnected from the day-to-day realities of Lawbrand..

NAMES

Masculine Names

Sess, Shri, Salass, Theel, Thress, Saffoth, Jexx

Feminine Names

Saress, Jaxxa, Axxra, Salamn, Jaya, Sissra

Family Names

Liss, Nass, Zarda, Leth, Sazzi, Talla



GLENN RANE 20

A LOSS OF CONNECTION...

The ancient salamar empire of Ax'oloth was a glorious merging of nature and craftsmanship, where stone temples were built around living trees and streams—creating a perfect natural balance. The salamar held a miraculous link between themselves and the trees within their realm—like a collective dream that bonded them to each other and to the natural world. In this way, the salamar experienced a deep, profound wholeness. Yet, five thousand years ago, a horrific catastrophe consumed the rainforests of Ax'oloth and brought ruin to its grand temples. As their beloved land burned, the salamar's delicate bond collapsed, leaving them to wallow in isolation and bitter grief.

Though many salamar survived the ruin of their paradise, their race never fully recovered from the loss of their bonded existence. For them, the longing to get back to the state of transcendent oneness was less of a desire and more of an overriding racial imperative. Over time they came to see lost Ax'oloth as less of a place and more of a state of being. Given this perspective, modern salamar set themselves to discovering a way to regain their bond with each other and with nature.

Believing that by looking closely enough in the right places and dedicating themselves completely to their experiments, they could find a way back to the unity they experienced in Ax'oloth. Using modern-day sciences such as botany and chemistry, and even the study of the arcane arts, the salamar hope to devise a means to reconnect with the natural world.

CURIOSLY DISINTERESTED

While they are generally good-willed and view Lawbrand's "younger" races with humor and patience, the salamar are often treated with skepticism and mistrust. Their non-salamar neighbors often find them hard to relate to—and while they seem nice enough, it's as if they're indifferent to the lives and experiences of others. Their big, unreadable black eyes and neutral facial expressions can add to this general impression of disinterest.

UNLIKELY HEROES

In recent years, many younger salamar have been swept up in Lawbrand's burgeoning youth movement. Drawn to engage with the world around them as opposed to ignoring it like their elders traditionally have, these curious salamar saw new opportunities to appreciate the beauty and wonderment of society—and to create lasting relationships with their fellow citizens. These youths abandoned botany and alchemy and instead took a wide array of jobs and roles within the Trade-Cities. Eager to learn and be productive members of society, many of them even became explorers and adventurers with great potential for daring heroism.



SALAMAR TRAITS

Ability Score Increase

Your Intelligence increases by 1, and your Wisdom increases by 1.

Age

Salamar reach adulthood by age 25 and live on average for 150 years.

Size

Salamar average about 4 ft. tall and typically weigh 90 lbs or less. Your size is Small.

Speed

Your base walking speed is 30 ft.

Sticky Feet

Your climb speed is 30 ft.

Adaptive Molting

Your skin markings convey a benefit to you based on the color of their banding. At the end of a long rest, you may change the color of your markings as soon as the long rest is finished. The color of the markings bestow one of the following bonuses to your ability scores:

- » Yellow Scales: +1 Charisma
- » Green Scales: +1 Dexterity
- » Blue Scales: +1 Constitution

Natural Camouflage

Your markings can also adapt to look exactly like rock, dirt, sand, or bark while staying motionless. As a bonus action, you can adapt your markings to blend against such materials, and you gain proficiency to Stealth while staying still among that material.

Studios Nature

Once per long rest, when performing an intelligence check for either Nature or Arcana, you may gain advantage.

Slow Metabolism

The effects of potions, poisons, and alcohol last twice as long on you.

Languages

You can speak Common and Salamari.

Curious Concoctions

Once per long rest, you can roll a d10 and consult the Potion Created table below, using whatever components are at hand. These potions require 10 minutes to brew. These potions have a mud-like appearance and texture. They are worthless in value and are only potent for 24 hours, after which the potions no longer grant their effects. Their unique properties and ingredients allow them to only convey their bonuses to salamar.

D10 POTION CREATED

- | | |
|----|---------------------------------------|
| 1 | Potion of Healing |
| 2 | Potion of Growth |
| 3 | Oil of Slipperiness |
| 4 | Potion of Superior Healing |
| 5 | Potion of Poison |
| 6 | Potion of Supreme Healing |
| 7 | Potion of Mind Reading |
| 8 | Potion of Heroism |
| 9 | Potion of Giant Strength (Hill Giant) |
| 10 | Potion of Speed |

XU'KEEN

SURVIVORS OF THE SAVAGE WILDS

In an illegal fighting ring beneath Sargrad, a massive ogre grins ear to ear at its opponent: a tiny xu'keen halfling. The big brute cracks its knuckles and tells the poor little fellow that it'll all be over soon. That's the last thing the ogre says before the xu'keen breaks its kneecaps and knocks its teeth out. In Lietsin's bustling Sand Markets, the crowd parts to make way for a xu'keen decorated with bone piercings and self-inflicted scars. She doesn't mind the stares folk give her—the fear in their eyes. She savors it. Deep in the Barrier Peaks, a young xu'keen files his teeth to sharp points in preparation for his rite of passage: a solitary hunt in the wilds. If he brings down a beast larger than himself, he will join the ranks of his kin as a true hunter. He will become the predator, and everything in the forests will be his prey.

Once carefree halflings, the xu'keen were reshaped in the turmoil that came after the fall of Old Sularia. Centuries ago, most other races ignored and ridiculed the smallfolk. When the chaos of the serpent-storm engulfed the empire and the panicked masses fled south, many of the halflings were trampled underfoot. Still more of them were cut down in the ferocious battle that erupted among Old Sularia's refugees at the Barrier Pass.

The remaining halflings scrambled into the surrounding forests for safety. Scarred and broken by the horrors they had suffered, they made themselves stronger. They learned to fight. They learned to hunt. They learned how to survive in the brutal, unforgiving wilds.

They changed over time, becoming something new—the xu'keen.

Many of the descendants of the first xu'keen now walk among Lawbrand's Trade-Cities without an ounce of fear in their hearts. Short-tempered and suspicious of other peoples, they tend to keep to themselves, but they have taken strides to assimilate into society. Most of the xu'keen specialize in their favorite kind of work—the bloody kind. Despite their diminutive size, they are renowned as fearsome gladiators, bodyguards, and mercenaries. Though some of them have taken on less perilous jobs in the textile and smithing industries, they still enjoy the same wary respect as their warrior kin.

Whatever their profession, no one will ever ignore or ridicule them again.



DESCRIPTION

Once peaceful halflings forced to survive the unforgiving wilds on their own, xu'keen have become hardened individualists who tend toward aggressive behavior and combativeness. They use their natural traits and experience to set their own path in life, often seeking to prove themselves against “bigger folk” that might underestimate their prowess and courage.

APPEARANCE

The xu'keen are small, wiry humanoids with taut muscles and sharp facial features. Their skin tones range from a chalky white to warm grays. They have beady eyes, often ringed with yellow irises, and sharpened teeth. They favor scarification as the primary means of decorating their bodies and have numerous piercings. They are fond of wearing outlandish bone-fetish trinkets. They often look dangerous and intimidating, as if ready to spring to violence, even when calm.

NAMES

When acclimating into urbanized society, most xu'keen choose to take on Common word nicknames, rather than use their traditional tribal or family names. Often, these nicknames are as edgy and fierce as the Xu'keen themselves.

Nicknames

Shank, Rip, Shiv, Gruff, Shrike, Bite, Spar, Gnaw, Skar



GLENN RAVE 20

UNDERFOOT AND OVERWHELMED

The halflings of Old Sularia were rarely taken very seriously by the “big people.” When the empire fell and the mass migrations to the south began, the halfling refugees were caught underfoot and nearly trampled by the other races. When the refugees bottlenecked at the Barrier Pass and the violence erupted—the halflings scurried for their lives. Most of their kind never made it out of the battlefield known as the Sea of Bones...and those that did were changed forever.

INDOMITABLE SURVIVORS

The former halflings that survived the Battle of the Barrier Peaks were left scarred and broken by their ordeal. Taking the name *xu'keen*, an old dwarven term for “feral,” they changed significantly in temperament and aspect. Their skin and eyes drained of color—leaving them with a bone-white appearance. It is rumored that many of

them even resorted to cannibalism to survive over time. This claim has never been validated, but the troubling mystique remains. As the centuries passed and Lawbrand came to power, many of the *xu'keen* traveled south into the Trade-Cities seeking to escape from their hardscabble survival in the wilderness.

NOT QUITE MODEL CITIZENS

Xu'keen tend to be solitary and abrasive. They are somewhat selfish and paranoid by nature—as if they're constantly being hunted by some predator or another. They hate the idea of confinement—either physically or emotionally—and seek to live by their own rules and desires. Distrustful and aggressive by nature, it's hard for the *xu'keen* to make friends or endear themselves to the other citizens of Lawbrand. But when they do commit to their neighbors, they prove to be extremely loyal, if somewhat caustic, friends.

XU'KEEN TRAITS

Ability Score Increase

Your Strength increases by 2, your Dexterity increases by 1.

Age

Xu'keen reach adulthood by age 16 and live on average for 30 years.

Size

Xu'keen average about 4 ft. tall and typically weigh 75 lbs or less. Your size is Small.

Speed

Your base walking speed is 30 ft.

Cut Them Down to Size

When attacking Large or bigger creatures with a melee attack, once on each of your turns, you receive one of the following bonuses for that attack:

- » Whenever you attack a Large creature, add +2 damage to the attack.
- » Whenever you attack a Huge creature, add +3 damage to the attack.
- » Whenever you attack a Gargantuan creature, add +4 damage to the attack.

Almost Utterly Fearless

You cannot be intimidated or frightened by nonmagical means from creatures larger than you—but you have disadvantage against being frightened by Tiny creatures.



Compact Chaos

You are proficient with any improvised weapon, and you deal +2 damage when attacking with an improvised weapon. Before making a melee attack with an improvised weapon, you can choose to take a –5 penalty to the attack roll. If you do so, and the attack hits, add +10 to the attack's damage. The weapon then breaks and becomes unusable after this action, regardless if the attack hits or misses.

Wild Ones

You have proficiency in Intimidation and Survival.

Languages

You can speak Common and *Xu'keeni*.

PLAYER CLASSES

The realm of Lawbrand is home to countless heroes and adventurers as well as dangerous criminals and shadowy villains. To reflect this, the following chapter provides context for playing existing classes, as well as background and gameplay rules for four new player subclasses that are unique to the world of Drastnia.

PLAYER CLASSES IN LAWBRAND

The following section provides context for how existing 5E player classes are represented in Lawbrand.

BARBARIAN

While barbarians are common enough in the wilds of the Barrier Peaks and the more desolate regions of the Tanaroch, they are a rarity in the Trade-Cities. These exotic warriors, often seen as uncultured and brutish to Lawbrand's common citizenry, are held with a mix of awe and grudging respect.

BARD

Bards are a common sight throughout the Trade-Cities. Whether performing for large festival crowds or playing for tips on busy street corners, bards are a cornerstone of Lawbrand's culture. While some are more recognized for their talents than others, bards are generally celebrated by the common citizenry.

CLERIC

Clerics are commonly seen working throughout the Trade-Cities. However, the vast majority of them are in service to the powerful Sularian Church. It is possible that some small percentage of clerics adhere to lesser offshoot faith movements or secretive sects. Regardless of their creed, most clerics in Lawbrand have no holy powers whatsoever. True healing and divine power were thought to be lost with the fall of Old Sularia. Given this fact, those rare individuals who actually possess divine gifts are often held as either hallowed saviors or dangerous witches.

When playing a cleric in Lawbrand, you must either use the chart below to define the origin of your character's holy powers—or create a suitable origin of your own devising.

D4 CLERIC BACKGROUNDS

- 1 You can't explain your holy powers and fear the Church will brand you a witch...
- 2 You're unafraid to use your holy powers, convinced you're a vessel of righteousness...
- 3 You struggle with loyalty to the Sularian Church and want to serve the community on your own terms...
- 4 You feel unworthy of such power and grace, and are determined to do whatever it takes to prove yourself to the masses...

DRUID

Few druids make their home in the bustling Trade-Cities. Their kind prefers the tranquil, unfettered wilds beyond Lawbrand's borders. While the overwhelming majority of druids active in Lawbrand owe their allegiance to the Oram Hai, a few serve nature in their own secret ways. Regardless, the common citizenry is largely unaware that the druids and their hidden enclave of Kannibus Hills even exists.

FIGHTER

Fighters are common throughout Lawbrand. From street thugs and professional security guards to Revel Inc.'s celebrity Slamstars, warriors come in all shapes and sizes. Given their prowess and dangerous natures, fighters are often treated with equal amounts of respect and trepidation.

MONK

Other than those of the Bohen Dur order, monks are rarely seen in the Trade-Cities. While the Bohen Dur's numbers are few, they are highly honored and celebrated by the common citizenry. There are other smaller monastic orders within Lawbrand, but their members tend to remain isolated from the larger populace.

PALADIN

The existence of true paladins within Lawbrand is practically unheard of. Once celebrated as the paragons of Old Sularia, the paladins were rumored to have disbanded when the empire fell—their holy magic having all but vanished from the world. A few true champions of the light exist in the present age, but they often mask their holy powers and serve the greater good in hidden ways. As with true clerics, paladins know that if their miraculous powers were ever revealed to the public, the Sularian Church would stop at nothing to conscript them and use them to further their own agenda.

When playing a paladin in Lawbrand, you must either use the chart below to define the origin of your character's holy powers—or create a suitable origin of your own devising.

D4 PALADIN BACKGROUNDS

- 1 You believe you're a throwback to Old Sularia—a righteous hero reborn to redeem dark days...
- 2 You fear others discovering what you can do and using your gifts for their own agendas...
- 3 You believe your powers were granted to right a specific wrong or bring a specific party to justice...
- 4 You believe you're cursed and fear what your powers might do if you can't control them...

RANGER

Rangers are common throughout Lawbrand and its surrounding wilderness territories. They usually stay clear of the major urban centers, preferring to operate at the edges of society; patrolling the forestlands, mountains, and vast stretches of the open desert. While the general citizenry has little use for these weathered trackers, those who live in the more outlying Trade-Cities value their services greatly.

ROGUE

Rogues are numerous in every Trade-City. Ideally suited for urban environments, rogues thrive in Lawbrand's grimy streets and densely populated industrial districts. Feared by the general citizenry and constantly hounded by the authorities, rogues live a dangerous—but often profitable—lifestyle.

SORCERER

Sorcerers are a rarity in Lawbrand—often keeping to themselves at the edges of society. Drawing their powers from various supernatural sources, sorcerers are often seen as apostate witches by the Church and dangerous renegades by the Arcanimus. Whatever the origin of their powers, known sorcerers are zealously hunted throughout Lawbrand.

WARLOCK

Few in Lawbrand believe in the existence of devils or extra-planar entities. There are fewer still who would imagine that mortals would willingly bind their souls to them. Those in the Church and the Arcanimus who know the truth keep the existence of warlocks a secret from the masses—fearful of the terror that might ensue among the faithful. The few warlocks operating in Lawbrand are seen as an absolute danger and are hunted with extreme prejudice.

WIZARD

While the students and graduates of the Arcanimus Academy are common enough within the Trade-Cities, true magic users are a rare breed. Since the common citizenry doesn't believe true magic even exists, Academy members are treated as respected scholars and academics. Those few who are fortunate enough to become full-fledged wizards often use their powers only with extreme discretion—fearful they'll be persecuted by the public as well as the Church's authorities for wielding “unholy” power.

NEW PLAYER SUBCLASSES

Detailed on the following pages are four new player subclasses that are unique to the world of Drastnia. Each subclass is presented with an overview, background lore, and new gameplay rules.

FIGHTER

WILDKEEPER

SOLDIERS OF THE DEEP WILDS

In the forested heart of the Barrier Wilds, a figure slips through the dense undergrowth—a hunter in search of prey. Camouflaged in moss and brambles, she disappears into her surroundings. Not even the woodland creatures can sense her approach, but they have nothing to fear from this Wildkeeper. She is their sworn protector, a living manifestation of nature's fury.

Only those who would defile the forest will ever know the Wildkeeper's wrath. And most likely, it will be the last thing they ever know.

The Wildkeepers are unyielding in their pursuit of nature's enemies. They give no quarter and they expect none in return—especially from the nightmarish Howling, a bloodthirsty army that periodically storms through the wilds and corrupts whatever it touches. The Wildkeepers are the bulwark against the Howling's onslaught, and they will not hesitate to give their lives to keep it at bay.

The Wildkeepers are entrusted with this sacred duty by the Oram Hai, an order of druids dedicated to upholding nature's balance. Though peaceful by nature, the Oram Hai recognized the need for warriors to defend their cause—warriors who could match the Howling's primal fury in battle. The druids were well aware of the heavy burden they asked their stoic guardians to carry. Facing the Howling in battle leaves more than just physical scars; it marks the mind and spirit as well.

The Oram Hai spare no effort or resources in arming the Wildkeepers for the horrors they will face. The warriors are trained in the arts of martial combat as well as the ways of druidic magic. But their greatest strength comes from the totemic aspects they adopt. Through grueling ritual vision quests, the Wildkeepers bond with their unique spirit animals—bears, ravens, elk, and numerous other creatures of the wild.

Once they have bonded with their totemic animal, Wildkeepers take on many of the animals' physical traits. Razor-sharp claws can split from delicate fingertips. Proud antlers could sprout from a forehead. Cloven hooves might harden around tireless feet.

Empowered by their spirit animals, the Wildkeepers disappear into the forests to wage their lonely war against the darkness. Some of them remain in the woodlands for years on end without ever seeing a sign of civilization. The isolation pushes their minds and bodies to the breaking point, as do the Howling's depraved warriors.

But no matter what hardships the Wildkeepers face, their solemn duty to protect nature always remains unbroken.



Wildkeepers are the elite warriors of the Oram Hai, tasked with guarding Lawbrand against the sinister Howling. They effortlessly wield druidic magic alongside their martial weapons, calling on the power of nature to dispatch their foes. When taking on the role of a Wildkeeper, the fighter must also take on an animal totem of their choosing, causing one of their body parts to permanently morph into an additional weapon in battle.

Glenn Rane 20

CLASS FEATURES

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast druid spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the druid spell list.

CANTRIPS

You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 13th level.

SPELL SLOTS

The Wildkeeper's Spellcasting table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell Entangle and have a 1st-level and a 2nd-level spell slot available, you can cast Entangle using either slot.

Spells Known of 1st Level and Higher

You know three 1st-level druid spells of your choice, which you must choose from the evocation, conjuration, and transmutation spells on the druid spell list.

The Spells Known column of the Wildkeeper Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be an evocation, conjuration, or transmutation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn two new spells of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation, conjuration, or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

- » Spell save DC = 8 + your Proficiency Bonus + your Wisdom modifier
- » Spell attack modifier = your Proficiency Bonus + your Wisdom modifier
- » **Spellcasting Focus:** You can use a druidic focus as a spellcasting focus for your druid spells.

Totemic Bond

At 3rd level you can bond with an animal totem by performing a vision ritual. The ritual is completed by taking a long rest after consuming your druidic herb (found in the starter gear). During the ritual, a totemic spirit animal of your choice appears in a vision—and you and the animal bond as one being. Upon awakening from the ritual, a body part of your choosing is replaced or augmented by a physical feature of your spirit animal. Examples of this include: *your feet become cloven hooves, your hand transforms into a talon, or antlers sprout from your forehead...*

Totemic Adaptation

Starting at 3rd level, the Wildkeeper may make any attack with their Totemic Adaptation for 1d6 damage. This die changes as you gain levels as a Fighter as shown in the Wildkeeper table. Your attacks with your Totemic Adaptation count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Totemic Strike

Starting at 3rd level when you take the Attack action with a weapon that isn't your Totemic Adaptation, you may immediately make an attack with your adaptation as a bonus action using the same modifier as the first attack (you do not add the ability modifier to the damage).

WILDKEEPER TABLE

FIGHTER LEVEL	TOTEMIC ADAPTATION	CANTRIPS KNOWN	SPELLS KNOWN	SPELL SLOTS PER SPELL LEVEL			
				1ST	2ND	3RD	4TH
3rd	1d6	2	3	2	—	—	—
4th	1d6	2	3	2	—	—	—
5th	1d6	2	3	2	—	—	—
6th	1d6	2	3	2	—	—	—
7th	1d6	2	5	3	2	—	—
8th	1d8	2	5	3	2	—	—
9th	1d8	2	5	3	2	—	—
10th	1d8	2	5	4	2	—	—
11th	1d8	2	5	4	2	—	—
12th	1d8	2	5	4	2	—	—
13th	1d8	3	7	4	3	2	—
14th	1d12	3	7	4	3	2	—
15th	1d12	3	7	4	3	2	—
16th	1d12	3	7	4	3	3	—
17th	1d12	3	7	4	3	3	—
18th	1d12	3	7	4	3	3	—
19th	1d12	3	9	4	3	3	1
20th	1d12	3	9	4	3	3	1

Designer's Note: Our intent is that players can use any animal they like as their totemic spirit animal, be they mundane or mystical. When determining whether or not your animal "resembles" another for other abilities, feel free to work out with your GM whether or not it is a similar type of beast.

Feral Resistance

At 7th level, you gain an additional +2 AC whenever an attack is made against you by a creature with advantage.

Animalistic Fury

Starting at 10th level, your Totemic Adaptation gains a +1 bonus to attack rolls and damage.

Totemic Surge

At 10th level, you may draw upon your totemic power to perform superhuman feats. Once per long rest, as a bonus action you can gain one of the following benefits (it does not increase the maximum ability score):

- » Increase your Dexterity by 4 and double your movement speed for one minute.
- » Increase your Strength by 4 and double your Proficiency Bonus when making Strength checks for one minute.
- » Increase your Wisdom by 4 for one minute and regain your highest-level spell slot.

Warden of the Wilds

Starting at 15th level, you become a master at traversing the wilds as well as the cityscapes. You gain the following bonuses:

- » You can move through difficult terrain unimpeded at full speed.
- » You can move stealthily at the normal pace.
- » When making attacks with your Totemic Adaptation, you have advantage.

Alpha's Essence

At 18th level, you are able to project the savage essence of your animal totem once per long rest. As an action, for the next minute, all creatures are frightened while within 10 ft. of you unless they succeed a Wisdom saving throw DC = 8 + your Proficiency Bonus + your Wisdom modifier. Any beast that resembles your respective totem (avians, predators, marine animals, etc.) within 30 ft. must follow any command you give unless it succeeds a Wisdom saving throw DC = 8 + your Proficiency Bonus + your Wisdom modifier.



MONK

WAY OF EMINENCE

GUARDIANS OF ENLIGHTENMENT

A vicious typhoon lashes a passenger ship, threatening to drag it into the deeps. Broken rigging lines whip through the salt spray. The crew has all but given up—they mutter prayers and cling desperately to whatever the waves can't sweep away. From the passenger quarters, a lone Bohem Dur monk emerges and calmly surveys the chaos. Moments later, something happens to the crew. *Their fear fades.* Courage fills their hearts. One by one, they scramble across the sea-slicked deck to right the ship and fight the tempest until it passes.

They will never know that the quiet monk who booked passage on their vessel was the one who saved them. They will never know that he granted them the strength to persevere with the power of his will.

The Bohem Dur monks call this inner power *Moru'sha*, the state of Eminence. Those who master it can project their will to every nearby mind. Through thought alone, the monks can sway a person's emotions, move objects, or even warp reality around themselves. If necessary, they can even kill. Yet violence of any kind is always a last resort.

The monks do not see their *Eminence* as a weapon, but as a means of spreading enlightenment and peace across the world. This noble ethos is ingrained in them from the moment they begin their studies at the Bohenna Monastery, nestled in the windswept peaks above Innis. For years, they study history, philosophy, art, and, most importantly, *themselves*. They look within and without to gain wisdom and perspective. They nurture a deep empathy for all cultures and beliefs. By taking this journey of studious learning and quiet reflection, some of them reach the enlightened state of *Moru'sha*.

Though most people in Lawbrand are unaware of their extraordinary powers, they hold the monks in high regard. The enlightened Bohem Dur occasionally wander the Trade-Cities, adorned in their distinctive orange ku'shak scarves. The monks do not hide their intentions; they openly extol the virtues of peace, and wherever they go, they perform acts of kindness for those in need.

Yet the monks' greatest deeds are those of which Lawbrand's common folk will never see or hear. The Bohem Dur order is ever vigilant for the rise of monstrous creatures, wayward sorcerers, or supernatural phenomena that might threaten innocent lives. In secret, the monks hunt down these dark forces and stop them before they can bring harm to innocents. And if they must use violence to do so, they will.



The monks of the Bohen Dur spend their entire lives training to harness what they have come to call “Eminence.” These warriors project a sphere of Eminence around them at all times, exerting their will to nearby beings. Through thoughts alone, they can detect creatures, strike with their minds, and even disrupt the flow of magic itself.

CLASS FEATURES

Sphere of Eminence

When you choose this tradition at 3rd level, you project an intense aura in a 5 ft. radius. The size of your Sphere of Eminence increases to 10 ft. at 6th level, to 15 ft. at 11th level, and again to 20 ft. at 17th level.

Your Sphere of Eminence can be turned on or off with a bonus action and provides the following benefits while active:

- » You know the location of all creatures within your Sphere of Eminence.
- » You have Advantage on Wisdom checks caused by any creature within your Sphere of Eminence.
- » You can use your reaction to increase your AC by 2 when you are attacked by a creature that is within your Sphere of Eminence.

Mind Strike

At 3rd level, melee attacks may be made with your mind against any creature within your Sphere of Eminence that you can see—without requiring you to physically touch them. Martial Arts attacks made in this way use Wisdom modifiers instead of Dexterity or Strength.

Expel

Starting at 6th level, once on each of your turns, when you hit a creature with a melee attack you can choose to deal your Martial Arts die instead of normal damage and force the creature to make a Strength saving throw or be knocked back outside of your Sphere of Eminence.

Overwhelming Presence

At 6th level, you can spend 2 ki points as a bonus action to force a creature within your Sphere of Eminence to make a Strength save against your ki save DC or fall prone if they fail.

Focal Lattice

Beginning at 11th level, when you spend ki points on Flurry of Blows, Expel, or Overwhelming Presence, you may spend 1 ki point to make an additional Attack action against an additional creature within your Sphere of Eminence.

Sever Mana

When you reach 11th level, you can cast Counterspell by spending any number of ki points, up to a maximum of 9, targeting only creatures within your Sphere of Eminence.

If the spell being cast is of a level higher than the number of ki points spent, make an ability check using your Wisdom modifier. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. You may use this ability three times per long rest.

Singular Will

As soon as you reach 17th level, you can spend 2 ki points to reroll one of your dice rolls, including damage rolls and skill checks. You can only reroll this dice once, and it must be rerolled before the GM declares whether a roll succeeds or fails. You can use Singular Will multiple times in a single turn to reroll different dice.

Veil of Thoughts

Upon reaching 17th level, as an action, you may spend 6 ki points to make any number of creatures within your Sphere of Eminence perform a Wisdom saving throw against your ki save DC. If they fail, they are paralyzed for 3 rounds, and can attempt to perform the Wisdom saving throw against your ki save DC at the end of each of their turns.



The two vampires charged at Belu, fangs bared and claws ready to tear the flesh from his bones. He did not run. He closed his eyes, calmed his breathing, and listened to the Trade-City.

Click. Clack. Click. Clack.

The ever-turning gears of Talis reverberated through the streets and through Belu's bones. The Bohem Dur monk enjoyed the sensation. The pure order of it all was strangely comforting. The more time he spent here, the more it seemed like his heart was beating in sync with the movements of the city's innumerable gears and colossal mechanisms.

A body in harmony with a city. *How very interesting.*

Strange that he had these vampires to thank for bringing him here. He'd been tracking them for months. From Sargrad to Orinfell. Now here. They'd left a trail of bodies in their wake. Just two days ago, one of their mutilated victims had been found floating in Talis' canals. It would be their last.

Eyes still closed, Belu channeled his inner eminence. His will unfurled like psychic tendrils, connecting him with the surrounding world. He sensed the vampires drawing closer, their hearts sitting cold and lifeless in their chests. He sensed the predatory hunger that drove them, the malice that stained their every thought and emotion.

He knew there was no chance to lead them to the path of peace but was ready for the alternative. He and the entire city were ready.

Click. His eyes snapped open.

Clack. Belu whirled with a roundhouse kick and shattered the lead vampire's ribs.

Click. Caved in the other's skull with his fist.

Clack. Spun again and snapped the first vampire's neck with the edge of his hand.

The vampires' ruined bodies lay motionless in the street. Not dead, though. Not yet. Belu could sense the sorcery in their blood, a gift from their Malisath masters. In time, the magic would mend their wounds. And then they would kill again.

Belu focused his will on the magic coursing through the vampires. With the sheer power of his will, he set it alight, igniting a fire within their veins. The creatures convulsed. Their skin cracked and smoked. Split apart. Gouts of violet fire erupted from their eyes and mouths.

As the flames reduced the vampires to ash, Belu straightened the orange ku'shak scarf around his neck. Such destruction was never his goal, but sometimes it was necessary. Sometimes removing a broken gear was the only way to bring order back to the machine—to the world.

He closed his eyes and listened to the Trade-City. He would miss this place.

ROGUE

WRAITHBLADE

HUNTERS OF THE DARKNESS

A warm summer night in Skarborough. Flanked by his ogre bodyguards, a would-be crime lord strolls through the streets—his streets, he muses. From the corner of his eye, he sees a strange mist spill out of a side alley and slither behind him. Before he can react, his bodyguards are dead—their throats slit ear to ear. The crime lord turns to run, but the mist swirls into his path and slowly coalesces into the form of a person.

A Wraithblade.

She remains still just long enough for the crime lord to understand what she is and who sent her. Long enough for him to remember the day he double-crossed the Draconis Malisath. Long enough for him to regret it. The Wraithblade punches a dagger through his heart before he can utter a word of protest. No negotiations or second chances tonight. The Malisath only sends a Wraithblade for one reason: to kill the cartel's most hated enemies.

There's no one in the world better at it, either. Wraithblades undergo intense physical training to hone their bodies into living weapons, but they are more than just ordinary assassins. At the Malisath's secretive headquarters beneath Sargrad, the cartel's sorcerers empower these elite killers. The criminal underworld is rife with rumors about what happens during these fabled rituals. Some claim that the Wraithblades drink the putrefied blood of an ancient vampiric dragon called Malis, an act that infuses them with supernatural abilities.

Though the assassins are not truly vampires, they do wield powers beyond any ordinary mortal. Wraithblades can dissolve into mist to escape danger or ambush their unsuspecting prey. The supernatural energies coursing through their veins make the assassins incredibly resilient; any wounds they suffer in battle rapidly heal on their own.

In exchange for this incredible power, the Malisath demands unwavering loyalty from its Wraithblades. As far as the cartel is concerned, they are investments—*property*—weapons to be wielded at the sole discretion of the Malisath's shadowy leaders. Any hint of disloyalty is met with severe punishment.

Yet that hasn't stopped some Wraithblades from breaking away from the cartel. These renegade assassins roam Lawbrand, selling their deadly trade to the highest bidder as mercenaries for hire. They answer only to themselves, but they live in a constant state of paranoia. They know better than anyone that the Malisath never forgets...*or forgives*. The cartel will do everything in its power to hunt down these turncoat Wraithblades and return them to the fold.



These shadowy rogues bear the touch of the Draconis Malisath—the shadowy crime organization with vampiric origins. Able to move through and bend the shadows themselves, they use their skills to strike with deadly force on unsuspecting foes. As Wraithblades grow in power, the vampiric nature of the Malisath comes to the forefront, allowing them to absorb the life force of creatures with a killing blow.

Glenn Rane²⁰

CLASS FEATURES

Wraith Strike

Starting at 3rd level, as a bonus action, you can surround yourself in mist—teleporting up to 15 ft. into an unoccupied space within 5 ft. of a creature—and make an attack with a wielded light weapon.

Wall Walk

When you choose this archetype, at 3rd level, your climb speed becomes equal to your walking speed, including any bonuses to your walking speed.

Supernatural Gaze

When you reach 3rd level, you also gain the ability to Charm an intelligent creature through supernatural means once per long rest. As an action, you can target a creature with an Intelligence of 3 or more that can see your eyes and force it to make a Wisdom saving throw. On a failure, the creature is Charmed by you as long as you maintain eye contact. When the effect ends, the creature does not know it was Charmed by you.

Shapechange: Mistform

At 9th level, you can use the vampiric art of shape changing to turn into a cold, damp mist (no action required) for the duration of your turn. While moving, you may take the form of mist, allowing you to move about undetected and fit through any gap. While in this form, you have a flying speed of 20 ft., can hover, and can move

through a hostile creature's space. If air can pass through a space, your mistform can do so without squeezing; however, it cannot pass through water. Moving away from a creature in combat grants the same benefits as a Disengage action. While in this form, you are immune to all nonmagical damage, and have advantage on Strength, Dexterity, and Constitution saving throws. As soon as you stop moving or your turn ends, you are unable to maintain Mistform and you return to your corporeal state.

Vampiric Blade

Beginning at 13th level, you may take an action to inscribe a bladed weapon with the runes of the Draconis Malisath, imbuing it with 3 charges. When you successfully hit an enemy with this weapon, you can expend a charge to regain 1d10 + Constitution modifier hit points. You may only inscribe a weapon once per long rest.

Touch of the Malisath

Starting at 17th level, whenever you make a Sneak Attack, you deal an additional 1d8 damage + your Dexterity bonus to one creature. You immediately receive healing equal to the bonus damage done with Touch of the Malisath. If this kills the target of the attack, you use the ritual of the Draconis Malisath to absorb its life force, gaining 2d10 + the target's Constitution bonus in temporary hit points. You also gain a Proficiency of your choosing that the enemy possessed permanently. The next time you kill an enemy in this manner, you can choose to replace that Proficiency with a new one.



“A splendid display of talent,” the spectral voice echoed through the street, drifting from the shadows into the lamplight and back again. “Blakeney has come into his own as an actor.”

Blakeney was jolted by the sound. He turned, searching for the source, but he was alone.

“Hello?” He tried to put on a commanding tone, but it was dripping with fear. “Who’s there?”

On the tavern rooftop overlooking the street, the Wraithblade rose from her perch. She eyed the pamphlet in her hand—a review of Blakeney’s recent play, *The Seven Spears of Sularia*. “What we witnessed this night was the rise of a new star in our great city,” she read aloud.

This time, Blakeney saw her. Silhouetted against the night sky. Eyes ablaze with the Malisath’s sorcery. She let him see her. Wanted him to see her. Wanted him to know he was being hunted. Those had been the orders passed down to her. The Draconis Malisath had helped Blakeney get his start in the acting business, and they’d asked for his allegiance in return. *A friend in high places*. But once he’d tasted fame, he’d spurned them.

Blakeney shuffled back, lost his footing on a loose cobblestone, and tumbled to the street. When he looked up at the Wraithblade, she was dissolving into a cloud of smoke, indistinguishable from the rest of Sargrad’s night haze.

Blakeney sucked in a trembling breath, got to his feet, turned, and she was standing in front of him. Ribbons of smoke drifted from her shoulders.

“Please!” Blakeney pressed his hands together like a pilgrim at the Cathedral of St. Varina. “I know I’ve ignored their missives. I will honor them. I swear! Give me another chance!”

“And I promise you,” the Wraithblade read from the pamphlet, her voice as cold and hard as the cobblestones, “we have yet to witness the heights to which he will rise.”

She carefully rolled up the pamphlet and stuffed it into the pocket of Blakeney’s silk-lined coat. The actor stared at her in confusion. A hint of relief washed over him—a hint of hope.

With blinding speed, the Wraithblade slashed her twin daggers across his throat. Deep enough to kill him but shallow enough to draw it out. She wanted to give him time to think about what it meant to die. Think about the deal he’d broken—the people he’d crossed.

As he bled out into the street, she vanished into the night.



WARLOCK

THE SOULEATER**DEVOURERS OF MIND AND SPIRIT**

Beside a quiet stream near Hearthvale, a warlock brands a new tattoo on her skin. Her flesh is covered in them, cryptic runes pulsing with dark magic. Each sigil represents a soul she's stolen—a person she has driven to madness. The body of her latest victim bobs in the stream like driftwood. He drowned himself after he caught on fire. The flames were so hot, *so excruciating*. They crawled down his throat and cooked him from the inside out.

At least, *that's what he believed*. The fire and the searing pain it brought were just illusions. Cruel tricks to break the man's mind so the warlock could rip out his soul and claim it for herself.

She can feel her victim's presence in her mind, pressed in with the other souls she's claimed. She's lost count of them by now. She can hear them whispering, babbling...raging against their fate. But one presence at the back of her mind overpowers all the rest: the monstrous entity, Karybdiss. *Her master*.

Like all members of the Fangs of Scyllia cult, warlocks like her exist only to serve Karybdiss. They recognize no other law or authority in the world. Karybdiss is the source of their power, and its endless hunger is what drives them to seek out innocents on which to prey. Sometimes the warlocks keep the souls they steal for themselves, but more often, they deliver their harvest to Karybdiss' hungering maw.

The grotesque creature to which they have given their fealty dwells in the cult's underground lair, the Pit of Scales. In the Pit's winding, haunted tunnels, the warlocks learn their dark arts: how to conjure illusions, torment their victims' psyches, and bind souls to themselves with enchanted tattoos. They become unfeeling husks, single-minded in their hunt. For every soul they feed to Karybdiss, the warlocks receive greater arcane power. Far from a blessing, this *reward* only makes them more dependent on their monstrous master—and less likely to ever break free from its oppressive will.

Less likely...*but not impossible*. Some warlocks have summoned the fortitude to abandon the cult and reclaim their freedom, but their number is few. They stalk Lawbrand's Trade-Cities and backroads in search of their own destinies. Yet they can never truly escape their past. The call to feed Karybdiss will haunt them till the end of their days.



Warlocks in Lawbrand are granted their power by Karybdiss, The Souleater—a hydra-like beast that is sustained by the souls of the living. These twisted magic users can warp the minds of others with their aura and harness Karybdiss' power to absorb souls themselves. This not without faults, however. Carrying another being's soul can be a terrible burden on oneself, but the power afforded by it is immeasurable.

CLASS FEATURES

As a warlock, you are able to select from a new pact, eldritch invocations, and a new patron. Warlocks living in Lawbrand may take the Pact of the Ink and strike a bargain with Karybdiss the Souleater for their source of power.

PACT OF THE INK

Your patron gifts you with a magical needle and ink, allowing you to scribe spells on yourself in the form of tattoos.

Once per long rest, you can scribe one of your known spells onto your skin, using the magical ink and needle. These skin etchings glow with faint, sickly green light. Once the spell is scribed, you are free to cast it without consuming a spell slot as a bonus action, but the tattoo is consumed. You cannot cast another spell in the same round that you use this bonus action.

Scribing yourself with a tattoo takes 30 minutes. You can only have one spell scribed onto your skin at a time.

ELDRITCH INVOCATIONS

Hellion of the Souleater

Prerequisite: Pact of the Ink

Hellish Rebuke is added to your spell list. Once per long rest you can cast Hellish Rebuke without consuming a spell slot.

Soul Feast

Prerequisite: Pact of Ink, 12th-level warlock

You are able to increase your exhaustion level by 3 in order to regain all spent spell slots.

KARYBDISS, THE SOULEATER

You have made a pact with the monstrous abomination, Karybdiss. This colossal, hydra-like beast is so bloated it is incapable of moving from its putrid subterranean lair within the Pit of Scales. Possessed of an insatiable hunger for souls, Karybdiss is reliant upon its minions—the Fangs of Scyllia cult—to keep it sated with stolen mortal spirits. Karybdiss is a creature of immense supernatural power, and it holds near-absolute control over the cult's acolytes, but it revels in empowering its greatest servants—warlocks with a modicum of its ravenous power.

EXPANDED SPELL LIST

The Souleater lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. Additionally, they can use the Warlock spells found in the the Spells section of this book (pg. 200).

1st	Command
2nd	Magic Mouth
3rd	Bestow Curse, Stinking Cloud
4th	Black Tentacles, Confusion
5th	Dominate Person, Cloudkill

Terrifying Aura

Starting at 1st level, you may emanate an air of psychic terror in a 15 ft. radius. When a hostile creature comes within range of your aura, they must make a Wisdom saving throw equal to your Spellcasting DC. Each creature can only be affected by this ability once every 10 minutes and the aura lasts for 1 minute.

D8 AURA EFFECT

- | | |
|----------|---|
| 1 | The character loses attention as their mind seems to skip for a moment, causing their next attack to have disadvantage. |
| 2 | A crippling dread washes over the creature, and they are struck speechless for their next action. |
| 3 | The creature is terrified at the mere sight of you. They must use their movement to move as far away from you as possible on their next turn. |
| 4 | The creature feels nauseous, its movement speed is reduced to 0 until the end of its turn. |
| 5 | The creature is overcome with rage and must use their next attack on the nearest creature. |
| 6 | Horrific thoughts flood the target's mind. They have disadvantage on saving throws until the end of their next turn. |
| 7 | The creature cowers in fear, immediately dropping their weapon. |
| 8 | The creature is stunned until the start of its next turn. |

Hallucinatory Magic

Beginning at 1st level, when you cast a spell that targets only one creature, you can choose to cast the spell subtly into the mind of your target, causing the casting of the spell and its effects to only be visible to the target. If the spell deals damage, it deals an additional 1d4 psychic damage. You can do this a number of times per long rest equal to your Charisma modifier.

Soul Shackle

At 6th level, as a reaction, you can use an eldritch tether to chain the soul of a recently killed creature within 5 ft. to yourself. This creature must have an Intelligence of 3 or higher and have been killed within the last 10 minutes. You are able to store a number of souls equal to your warlock level.

While you are storing these souls, the essence of Karybdiss gnaws away at your existence, preventing you from sleeping while taking a long rest. This causes your long rest to only restore your spell slots and hit points, and prevents any exhaustion level reduction. Additionally, you must take a DC 10 Constitution saving throw to avoid increasing your exhaustion level by 1. This saving throw's DC increases by 1 for each day that the Warlock makes the save.

You can then “devour” these bound souls to produce a variety of effects:

- » Devour 2 souls to cast a known cantrip as a bonus action (cannot be used if you cast another cantrip this turn).
- » Devour 5 souls as a bonus action to reduce your exhaustion level by 1.
- » Devour 6 souls as a bonus action to regain a spell slot.
- » Devour 10 souls as a bonus action to regain the use of an arcanum.

Devouring Cascade

At 10th level, your connection to Karybdiss grows even stronger, and you are flooded with the great Souleater's profane power. You can cast the following spells as an action by gaining a level of exhaustion:

- » Dimension Door
- » Mass Cure Wounds
- » Sending

Sacrifice Soul

At 14th level, once per short rest, you may force a target to make a Wisdom saving throw against your spellcasting DC. If your target is already charmed by you, they have disadvantage on the saving throw. On a failure, they become paralyzed and can repeat the saving throw at the end of each of their turns. If the creature remains paralyzed at the end of their fifth turn, Karybdiss consumes their soul, killing them instantly.

BACKGROUNDS AND GROUP ORIGINS

Every great character has an origin story.

The following chapter provides players with background concepts that are intended to enrich their character's history and root them in Lawbrand's unique fictional tapestry. Also included in this chapter are Group Origins—background concepts that add flavorful context for how your adventuring party first came together!

PLAYER BACKGROUNDS

When creating your character, you can choose one of the following backgrounds based on the factions of Lawbrand. Each relevant faction will provide proficiencies, starting equipment, and a unique feature. The descriptions are intended to act as a guideline for possible stories—we encourage you whenever possible to use them as inspiration for your own creations. Additionally, GMs can use them to generate NPCs for their parties to engage with while traveling the world.

In addition to the character backgrounds based on the unique factions of Lawbrand, you can also choose one based on the location your character hails from. These backgrounds are intended to be unique to Lawbrand, though in many cases are less specific than faction ones. The proficiencies and bonuses apply to any of the chosen examples for each location.

BACKGROUNDS BY FACTION

ARCANIMUS

Alumni

For over a century, Lawbrand's brightest minds have flocked to the Arcanimus Academy to study the mysteries of magic in all its forms.

Skill Proficiencies: Arcana, History

Equipment: Mystical research tomes on the subject of your choice, a set of Arcanimus robes, and a signet ring with the Arcanimus symbol.

Feature: *Magic Academia*—As an associate of the Arcanimus Academy in good standing, you can access the grounds at any time. This allows you and your companions to access the library containing a great deal of historical tomes and books, though there are some that only the most decorated faculty may access.

D10 BACKGROUND OPTIONS

1-2 I was a student at the Academy—top of my class, academically. They said I didn't have the talent to practice true magic, but the longing to do so has never left me...

3-4 I served as a Grounds Steward, guarding the Academy's gates and the artifacts held within its arcane vaults...

5-6 As a child, I had... unexplainable powers that terrified my religious neighbors. The Academy's wizards rescued me before I could be harmed. I've studied at the Academy ever since...

7-8 I was an academic research assistant, privy to arcane secrets and historical facts no one would even believe...

9-10 I once served as an assistant Arcanologist—traveling the breadth of Lawbrand seeking out rare artifacts and sites of ancient arcana...

Renegades and Dropouts

For as many students that train at the Academy, there are just as many who are expelled or hover at its mystic fringes.

Skill Proficiencies: Arcana, Insight

Equipment: Two stolen research tomes on the subjects of your choice, a set of common clothing, a pilfered potion of your choosing.

Feature: *Academy Castout*—Though you may no longer have any affiliation with the Academy, you possess knowledge about the whereabouts of particular items on its campus and likely have relationships with those who still reside there, allowing you to access things that others cannot.

D10 BACKGROUND OPTIONS

- 1-2 Wielding true magic was my joy, but I chafed at the Academy's restrictions prohibiting the casting of spells in public. I left the Academy to find my own path to power...
- 3-4 I was expelled because my casting was erratic and unpredictable. Fools. I'll show them...
- 5-6 I seek to learn about all types of magic. Necromancy. Demonology. Wild magic. There's so much the faculty fears to teach us—but I am not afraid.
- 7-8 I was elected to become an Inspector-Magus, but resigned when I was ordered to apprehend a dear friend suspected of being a witch...
- 9-10 I could never afford to attend the Academy, but I follow all the top wizards and collect their profile cards. I just love them all so much! Sometimes I camp out at the Academy gates just to catch sight of one of them...

BOHEN DUR

Moru'shani

The Moru'shani are those who come to study and train at the Bohenna Monastery. While they don't all achieve the state of hallowed Eminence, most of them find a modicum of peace and centeredness during their time among the Bohem Dur.

Skill Proficiencies: History, Insight

Equipment: A set of Bohem Dur clothing, a scroll case full of notes regarding the history of Lawbrand, and a small trinket that helps you concentrate.

Feature: *Trained at the Monastery*—As one trusted by the Bohem Dur, you are granted access to the monastery's library, as well as its rooms for staying overnight. Though they don't typically let outsiders enter the inner cloisters, your companions can accompany you unfettered.

D10 BACKGROUND OPTIONS

- 1-2 As a young monk, I briefly achieved Eminence—but my power burned out instantly. I was left blind to my inner light...
- 3-4 I once served as a Witness, using the insight and empathy the monks taught me to help families and individuals express their pain and heal from the traumatic events they had suffered...
- 5-6 I was apprenticed to one of the monks and traveled with her as she aided people all across Lawbrand. She taught me to see peoples' true worth—and treat everyone with dignity...
- 7-8 I was a monk Aspirant. I learned discipline, the art of self-defense, and developed a deep and abiding appreciation for peace and quiet. But Moru'sha—true Eminence—still eludes me, even after all this time...
- 9-10 I was honored to serve as a Watcher—guarding the prison beneath the monastery. There's no comfort for the crazed, wretched souls chained down in that darkness. The things I saw and heard during my time there still haunt my dreams...

Monastics

These laypeople come to the monastery seeking peace and solace. While they will never achieve mystic power, they care for the grounds and tend to the monastery's upkeep as best they can.

Skill Proficiencies: History, Insight

Equipment: A set of common clothing, a scroll case full of notes regarding the history of Lawbrand, and a small trinket that helps you concentrate.

Feature: *Friend of the Bohem Dur*—Though you are friendly with the monks of the Bohem Dur, you are not counted among their ranks. You can access the library, but they are not likely to let you take any scrolls or tomes from it. You can stay overnight in the monastery's rooms for free.

D10 BACKGROUND OPTIONS

- 1-2 I was a scroll keeper in the monastery's library. It was a privilege to help archive the vast body of knowledge the monks have accumulated over the centuries...
- 3-4 I had lost my way in life. I came to the monastery seeking answers. The monks took me in and showed me unconditional kindness...
- 5-6 For a few years I served as an Honor Guard, protecting the monastery grounds. Of course, they could defend themselves far better than I ever could—but it was a privilege to watch over them, nonetheless...
- 7-8 I can't recall much of my past. A few years ago, I woke up at the monastery with no idea of who I was or how I got there. The monks nursed me back to health and promised to help me find answers...
- 9-10 I ring the monastery's bells that call the monks to their daily meditations. It's a simple joy, being part of what they're doing here, taking part in all this...harmony.

DRACONIS MALISATH

Agents of the Cartel

The cartel's shadowy agents come from every walk of life and inhabit every grimy corner of the Trade-Cities' vast underworld.

Skill Proficiencies: Stealth, Intimidation

Tool Proficiency: Thieves' tools, Forgery kit

Equipment: A cartel hidden blade, a disguise kit, a set of dark fine clothing, a signet ring containing the Malisath's mark, and a crowbar.

Feature: *Belong to the Shadows*—Your training by the Draconis Malisath allows you to notice their patterns. You are able to track their safehouses in the city you worked in, but they may not want you to bring any companions along. Additionally, you are able to use your experience with the Malisath in conversations where you deem it would help you, though their existence is secretive to most.

D10 BACKGROUND OPTIONS

- 1-2 I was young when the Malisath killed my parents. I had nowhere else to go, so I took work from them to survive. I've done terrible things for them over the years....
- 3-4 I used to be an Enforcer for the Malisath. I roughed some folks up. Made collections. Threw my weight around. Small potatoes compared to some of the stuff the cartel gets up to...
- 5-6 I was promised immortality from the Malisath, but I was judged unworthy. The bite never came. Now I languish in bitter shame and monotonous servitude...
- 7-8 I was one of the Malisath's private contractors for a few years. Low-level thievery. Few warehouse heists. Some caravan hijacking. I feel bad about some of it, but the pay was just too good to pass up...
- 9-10 I was born into a powerful family with deep ties to the cartel. Life within the Malisath is all I've ever known. But it's... it's just wrong. We live like predator-kings—preying upon the weak and the less fortunate. I've broken free and hope to live a simpler life...

Victims of the Cartel

These poor souls crossed paths with the murderous Malisath, but lived to tell the tale.

Skill Proficiencies: Perception, Athletics

Equipment: A disguise kit, a set of common clothing, a bag containing belongings from your previous life, and a poorly drawn map of Lawbrand.

Feature: *Escaped from the Malisath*—Your experience in fleeing from the dangerous cartel has led to you living a particularly careful life on the run. You are able to recognize some of the signs of Malisath cartel’s presence, and you’re an expert at covering your tracks in urban environments.

D10 BACKGROUND OPTIONS

- 1-2 I was a shopkeeper forced to pay protection money to the local Malefactor. One day, I just snapped and chased the collectors out of my shop. I knew they’d be back eventually, so I gathered up my things and ran...
- 3-4 I was kidnapped by the Malisath and held for ransom. My family paid for my release, but the terrifying experience left us all fearful and paranoid. Now, I can’t even walk down the street without looking over my shoulder...
- 5-6 Our family business was ruined by the Malisath when we couldn’t afford to pay for their “protection.” I’m so tired of being afraid of them. One way or another, I’m going to take them down...
- 7-8 I did some light work for them as a street-level thief. But I didn’t want that life for myself. I skipped out on a job—and now I think they’re after me. I’m afraid I’ll be on the run from them forever!
- 9-10 I was hired as a bookkeeper and given access to the Malisath’s expansive financial records. I know way too much about their dealings for them to just let me go my own way. I’m afraid I’m the kind of loose thread they have no compunction about snipping...

FANGS OF SCYLLIA

Children of Karybdiss

The cult recruits troubled people from all walks of life—and preys upon their fears and desires for corporeal power.

Skill Proficiencies: Arcana, Deception

Equipment: A set of Karybdiss cult clothing, an ancestral dagger, five torches, and a flask containing a liquid that can render a creature unconscious.

Feature: *Cult Adept*—As a full-fledged member of the cult, you know of their magic, behaviors, and even some of their hiding locations. You can more easily recognize other cult members by their tattoos and clothing and can talk to them about the Fangs of Scyllia.

D10 BACKGROUND OPTIONS

- 1-2 I was an orphan found and raised by the cult members. I was taught their ways, but sometimes I wonder if all the suffering I’ve seen has some kind of cost.
- 3-4 I joined the cult willingly, convinced that the weak exist only to empower the strong. Everything I’ve seen since joining them just confirms the point...
- 5-6 Though it’s an unpleasant task of gathering... materiel... from the cult’s captives, I create the rarified inks the warlocks use to craft their tattoos...
- 7-8 I was a guardian of the Pit of Scales—keeping outsiders from discovering its hidden entrances. I would give my life for the cult. Karybdiss be praised...
- 9-10 I bear the cult’s tattoos proudly—and long for when I’ll be empowered with souls of my very own...

The Unchained

Over the years, a few lucky souls managed to escape the cult’s sinister clutches. But those who break their chains often realize they’re still enslaved by fear, guilt, and ongoing psychological trauma.

Skill Proficiencies: Arcana, Insight

Equipment: A set of common clothing, a small dagger stolen from the Fangs of Scyllia, a bag of survival equipment used to escape the cult, and a pouch containing 5 gp.

Feature: *Captive of the Cult*—Your time with the cult gave you limited knowledge of their particular brand of arcane magic and behaviors. You are able to detect their presence nearby, recognize some of their patterns at a rudimentary level. Additionally, you may have dreams about them and the location where you were.

D10 BACKGROUND OPTIONS

- 1-2 I lived with the cult for years before realizing how terrible it all was. Though I escaped, I still have crippling nightmares...
- 3-4 My family was taken captive by the cult when I was very young. I escaped, but my brother is still under their control. One way or another, I'll find a way to free him...
- 5-6 I was once a warlock in Karybdiss' thrall. Though I fought my way free of the curse, sometimes I can still hear his voice in my mind...
- 7-8 I was attacked by a warlock who filled my mind with horrifying thoughts and images. Even after all this time, I sometimes can't tell if my thoughts are my own...
- 9-10 I was taken captive within the Pit of Scales and held there for months. The torture I endured pushed me to my limits. I managed to escape, but I sometimes wonder if they let me go for some dark purpose I can't fathom.

NECROMANTI

Initiates

Those who seek to practice the Necromanti's dark arts know all too well that the promise of great power can be all-consuming.

Skill Proficiencies: Arcana, Deception

Tool Proficiencies: Forgery tools

Equipment: A set of common clothing, a set of cultist's robes, a tome of forbidden knowledge about the history of Drastnia, a small ritual dagger, and a pouch containing 5 gp.

Feature: *Tempted by Power*—Your learnings of the dark arts from the Necromanti gives you access to additional knowledge about evil magic in Lawbrand, as well as some knowledge of the order's hideouts. You're also able to stay at the White Palms Hotel in Lietsin at no charge as long as you are in good standing with the Necromanti.

D10 BACKGROUND OPTIONS

- 1-2 I once studied the dark arts with the Necromanti, but I cared little for their secrecy and infantile rituals...
- 3-4 The secrets of immortality will be mine, eventually. Even if I must suffer these fools to achieve them...
- 5-6 As a scholar, I studied the Necromanti's prolific influence over civilization. It was all so inspiring; I knew I had to join them and be part of that tradition...
- 7-8 The Arcanimus Academy teaches nothing of import. The Necromanti offered me a real path to power—and I took it willingly.
- 9-10 I have always had a...fondness...for dead things.

Shadow-Touched

Though their numbers are few, there are some ragged souls who have left the order or been expelled from its ranks.

Skill Proficiencies: Arcana, Insight

Tool Proficiencies: Forgery tools

Equipment: A set of common clothing, a disguise kit, stolen tome of forbidden knowledge about the history of Drastnia, and a small knife.

Feature: *Touched by the Shadows*—You’ve learned of the Necromanti’s tricks. You can spot their agents in crowds easier than others, and you know that they have something to do with that damn hotel...

D10 BACKGROUND OPTIONS

1-2 I was once one of them and took part in their rituals, but I fear I’ve damned my soul...

3-4 They tried to recruit me years ago. I had to move to a new city and change my identity to escape them...

5-6 I thought they were just another mystic cult with cool outfits, so I joined up for fun...I fled after discovering just how long they’ve been creeping around, manipulating civilization...

7-8 I saw it once... the Deathseer they worship. To this day, I still feel like it can see me no matter how far I run...

9-10 I tried to prove myself worthy to the order. I offered my mind and industry...my very soul to them. But I was found to be unworthy. Too much conscience, they said. Too much sentiment. Perhaps my rejection was a blessing in disguise?

ORAM HAI

Druidic Servants

The denizens of the wilds seek to protect nature and live in harmony with all creatures.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: One musical instrument

Equipment: A set of druidic clothing, a walking stick, a musical instrument of your choice, and a smoking pipe.

Feature: *At One with the Wild*—Your time living with the druids of the Oram Hai allows you to have a unique connection to nature. You can use this connection to sense which direction you are traveling while in nature away from an urban environment, as well as to help track living beings in the forests. Additionally, you can traverse difficult terrain in the forest easier than others and determine more efficient paths of travel for your party.

D10 BACKGROUND OPTIONS

1-2 I was an outrunner—charged with patrolling the wilds around Kannibus Hills and heading off threats before they could reach the enclave. I’ve faced off against every kind of beast that walks, crawls, or slithers at one time or another...

3-4 I was once one of the Drimir visionaries, adept at glimpsing the future’s winding possibilities. Yet it seems that years of squatting in a cave smoking pipe-weed all day has dulled my future-sight...

5-6 I trained hard to become a Wildkeeper. I’ve never wanted anything more in my life. But when the moment of truth came, I was unable to bond with my spirit animal...

7-8 I’ve always had a knack for finding rare, magical herbs in the wilds. It’s like I can just smell them. My talents always came in handy when the druids needed components for the spells and potions...

9-10 I was a tree tender, one of the enclave’s gardeners that cared for the ancient trees. I even learned to speak the trees’ language...Or at least, I’m pretty sure I did...

The Gentlefolk

Seekers from all walks of life and from every corner of Lawbrand come to Kannibus Hills to find solace and peace amid the region's natural splendor.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: One musical instrument

Equipment: A set of common clothing, a walking stick, a musical instrument of your choice, a smoking pipe, and a hand-drawn map of Kannibus Hills.

Feature: *At Peace With Nature:* You may not be one with nature as you once were, but you still know forests better than most. You can determine the most effective pathway through the forest for your party and travel through the difficult terrain there more easily.

D10 BACKGROUND OPTIONS

- 1-2 I grew up with the druids in Kannibus Hills. They taught me all about the wonder and balance of the natural world. It was a good life. But eventually, I got restless and moved to the big city...
- 3-4 I was a survivalist of a kind. I wanted to test myself against the unforgiving elements and see if I had what it took to survive in the wilds on my own. Turns out, I could do all that—but I didn't have to do it alone...
- 5-6 I dreamed of studying with the Drimir seers, obsessed with glimpsing my own future. Eventually, I realized I was just trying to avoid my gritty past. These days I just try to abide and live in the moment...
- 7-8 I ran afoul of the Knight-Paladins in the city and became a fugitive from the law. What I found in Kannibus Hills was more than just amnesty... I found real belonging with the gentlefolk there...
- 9-10 I couldn't wait to get out of the bustling city and live free in the wild open spaces. I found Kannibus Hills—or maybe it found me? I've never once thought about going back to civilization...

REVEL INC.

Wannabe Slamstars

From gladiator matches to brutal chariot races and chaotic battle royales, Revel's events draw seasoned warriors and hopeful amateurs from all over Lawbrand—each of them hoping to attain fame and riches that only Revel Inc. can provide...

Skill Proficiencies: Performance, Athletics or Acrobatics (choose one)

Tool Proficiencies: One gaming set, Vehicles (Land)

Equipment: A set of common clothing, a performer's outfit for your preferred sport, a record of your performance in your sport, and a pouch containing 10 gp.

Feature: *Prospective Champion*—Your experience and training to try and be at the top of your sport gives you a competitive edge whenever you are competing against others, especially in your preferred sport. Your familiarity with the scene allows you to easily find and compete in back-alley Revel Inc. events of your choosing.

D10 BACKGROUND OPTIONS

- 1-2 I was a frustrated chariot racer. My career wasn't going anywhere fast—that is, until Revel Inc. bought up my contract. Now I'm slated to race at RevelSLAM at the end of the season. I think it's finally starting to happen for me.
- 3-4 I've always been inspired by the gladiators and their signature moves. Slams, pins, limb-locks...I developed a few moves of my own, and I love trying them out on people whenever I get the chance...
- 5-6 Ok, I'll admit it—I was a wannabe Slamstar. I used to wear glittery spandex pants and started nearly every sentence with "Hey, brother." I could've made it to the big time, for sure. I just never got my big shot...
- 7-8 I was a young gladiator with real prospects. All the Revel bigwigs thought I'd be their next star. It all ended when I suffered a knee injury and was kindly informed that I was no longer "viable" as a contender. Revel dropped me like a bad habit...
- 9-10 I could always fight. I was even marked by one of Revel's talent scouts. But those executives said I wasn't "marquee" enough, whatever that means...

Up-and-Comers

From business folk and administrators to wealthy investors, Revel Inc.'s shameless amassing of wealth and influence attracts all those with rampant greed and ambition.

Skill Proficiencies: Persuasion, Deception

Tool Proficiencies: One gaming set, forgery tools

Equipment: A set of fine business clothing, a list of contacts in the business world, a gaming set of your choosing, and a pouch containing 10 gp.

Feature: *Well Connected*—You've spent some time moving and shaking in the business world by working with Revel, you know how to haggle for better deals, make connections, and find the information you need as it relates to business. Your knowledge of business deals also allows you to interface with the Trade-Guilds directly.

D10 BACKGROUND OPTIONS

1-2 I was what they call a "middle-management bro" for Revel. My job was drafting unfavorable contracts for upcoming "talent." Working for Revel was fun, but after a while, I got tired of screwing people over, and I quit...

3-4 I was a junior investor at a small firm—and I invested heavily in Revel Inc. when they first got their start. Needless to say, the investment paid off, and now I'm a senior partner at my firm...

5-6 I was a real partier back in the day. Such as I can remember, at least...My friends and I would travel wherever Revel events were happening, just to get trashed and tear it up a bit. I still don't really get it, but I guess Revel liked my vibe and hired me to oversee community relations at big events...

7-8 I love working for Revel! I'm a huge fan of all the Slamstars, and I still can't believe I get to work with them! I'm in charge of washing their costumes and weapons before each event—and I swear, there's no amount of caked blood I wouldn't scrub for them!

9-10 Crushing the competition isn't something that's just reserved for the arena. At Revel Corporate, it's a way of life. The Slamstars kill with blades and chains, but my methods are more subtle. Bribes, blackmail, doctored indictments—those are my weapons of choice. And I always make the kill...





SULARIAN CHURCH

Clergy

The dedicated members of the Sularian clergy give tirelessly of themselves serving their local communities by bolstering faith and performing acts of service.

Skill Proficiencies: Religion, Medicine

Tool Proficiencies: Your choice of artisan's tools or a musical instrument

Equipment: A set of vestments, a trinket containing a symbol of the Sularian Church, a set of artisan's tools or musical instrument of your choice, a writing kit (small pouch with a quill, ink, parchment, and a wax seal), and a pouch containing 10 gp.

Feature: *Acolyte of the Church*—As someone who worked extensively for the Church, you can use many of their services for free. This includes free food, lodging, and access to some of their inner sanctums and libraries, though in some of the larger cathedrals, many doors will be locked to even the most trusted members of the Church.

D10 BACKGROUND OPTIONS

1-2 I was a scribe at the local basilica. I spent my days studying and transcribing the holy scriptures passed down from Old Sularia. But looking at the world outside my window, I became interested in documenting the simple, everyday moments of faith that occur throughout the Trade-Cities...

3-4 I was once a dedicated Sularian priest. As much as I condemned the vices in those around me, I secretly fell prey to my own internal demons. It all caught up with me, and I was excommunicated in disgrace...

5-6 As an initiate priest, I clung to the strictest interpretation of Church doctrine. Like those orthodox believers in the Circle of Thorns, I believed that the Church had lost its moral authority in this complex modern age. I vowed to regain it through the example of my own discipline and piety...

7-8 I was a missionary for many years. I traveled to outlying communities like Baker and Red Bluff, bringing the light of faith and performing what acts of service I could. Not everyone I encountered was interested in what I had to share, but it was an amazing experience, nonetheless...

9-10 I was a fearless evangelist for the faith. A real firebrand. I spent my days preaching from street corners and market-centers. Strangely, I only ever converted a handful of believers; most people treated me with naked contempt. And yet they have the audacity to wonder why salvation eludes them...

Order Militant

These stalwart, volunteer soldiers serve with honor and distinction while keeping the peace throughout Lawbrand.

Skill Proficiencies: Religion, Athletics

Tool Proficiencies: Your choice of an artisan's tool

Equipment: A uniform bearing the mark of the Church, a trinket containing a symbol of the Sularian Church, a set of manacles, a small knife, and a pouch containing 10 gp.

Feature: *Soldier of the Church*—Acting as a soldier for the Church allows you unique access to both Church and Order Militant facilities. Though the Order Militant doesn't normally interfere in matters that do not concern the Church, as a member, you can requisition Church resources in emergency situations.



D10 BACKGROUND OPTIONS

1-2 I served as a Peacekeeper in the Order Militant for a few years. There was a strict code of conduct, but the pay and lodgings were decent. I remember feeling proud of the way people looked at me when I was in full uniform, like I was someone important. Worthy of respect...

3-4 I chose to become an Enforcer—indentured to a Knight-Paladin's entourage—in order to cut time off my prison sentence. I used my thieving skills to help him capture other fugitives. Dispensing justice for the Knight-Paladin felt dirtier than anything I ever did as an honest criminal...

5-6 I was an orphan, raised as a ward of the Church. The priests and attendants were always good to me. I wanted to make them all proud, so I joined the Order Militant to serve the greater good...

7-8 I was a chaplain in the Order Militant. My job was to look after the Peacekeepers and bolster their faith and morale. I had to dispense tough discipline from time to time, but I think I was well regarded by most of them...

9-10 For a time, I served as a Martial-Captain over a detachment of Peacekeepers. We saw plenty of action: quelling riots, breaking up drunken brawls—even arresting chariot street racers when we could catch them...



BACKGROUNDS BY LOCATION

BAKER

Racing Crew

Daring drivers, engineers, and crew members of all kinds come to Baker to take part in the region's grueling chariot races.

Skill Proficiencies: Survival, Performance

Tool Proficiencies: Vehicles (Land), vehicle repair tools

Equipment: A mechanics outfit or racing gear, a set of vehicle repair tools, a map of popular roads to travel in Lawbrand, and a pouch containing 5 gp.

Feature: *Chariot Expert*—Your experience with racing chariots allows you to not only pilot them with ease, but you are an expert at repairing them and even stealing them.

D6 BACKGROUND OPTIONS

1-2 *Test Driver:* I was a chariot test driver at Baker's Crash Circuit. The racing machines they built out there were insane, to say the least. After my last spectacular crash, I decided that maybe retiring from test-driving was in my best interest, so I walked away...

3-4 *Chariot Mechanic:* I was a chariot mechanic for Revel Inc. I helped various racing teams tune up their rigs before all the big races. Revel pressured me to sabotage certain rigs, thinking that spectacular crashes would thrill the spectators. I didn't want to have anything to do with people getting hurt that way, so I quit...

5-6 *Parts Scrapper:* I was a junk scrapper—combing the desert outside of Baker, looking for lost parts and wrecked chariot chassis. I found a particular crash site littered with salvageable wrecks, but the ma'ii drove me off before I could recover anything...

HEARTHVALE

Hardworkin' Folk

The hardy, dedicated people of Hearthvale are some of the hardest-working folk in all of Lawbrand.

Skill Proficiencies: Animal Handling or Nature (choose one), Survival

Tool Proficiencies: Your choice of an artisan's tool

Equipment: A set of common clothes, farming tools, a set of strong working boots, and a pouch containing your last day of work's pay with 5 gp inside.

Feature: *Hardened Worker*—Your experience in working the land allows you to find edible things in the wilderness, grow your own food, chop wood efficiently, and even raise animals.

D6 BACKGROUND OPTIONS

1-2 *Ranch Hand:* I was a ranch hand for the Staghearts. They seemed like good enough folks, but their rivalry with the Hillblooms started to get violent. I wasn't paid enough to get hurt in their stupid feud, so I quit...

3-4 *Blacklisted Farmer:* I called out the Leparte family for being in the pocket of the Harvesters Guild. They used their influence to brand me as a rabble-rouser. Now, I spend my days moving from farm to farm, finding whatever work I can just to get by...

5-6 *Lumberjack:* I was a lumberjack at Barrow Mill. We were attacked by the Howling, and my family was captured and taken into the wilds. I won't rest until I've found them and brought them home...

INNIS

Troubadours

Drawn to Innis' thriving music scene, aspiring bards and musicians of all kinds have made the City of Melodies their home.

Skill Proficiencies: Performance, Acrobatics

Tool Proficiencies: Your choice of a musical instrument

Equipment: A performer's outfit, a music instrument of your choice, a bottle of your favorite alcohol, and a pouch containing 10 gp of tips.

Feature: *Almost Famous*—Your experience in the music scene gives you VIP access to Bard-In and the various venues around Innis. You can easily play at any of them to earn some money, get discounts on food and drinks, or haggle for a room.

D6 BACKGROUND OPTIONS

1-2 *Burned-Out Bard:* I was one of the biggest acts in town, but I got tired of the constant grind of the music scene. Now I just write songs for myself. I'm not interested in the fast life anymore.

3-4 *Street Musician:* I was a wandering street musician for years. But it was Innis—this amazing city of music—that really took me in. I've learned more about music and the performing arts here than I ever could have by myself on the road...

5-6 *Roadie:* I'm a member of the Bard-In stage crew! I got the gig while I was still a roadie for Wyrmrider. Anyway, I'm learning all about stage lighting and pyrotechnics now, so I have that going for me...

LIETSIN

Truckers 'n' Traders

The hardy folks that move goods along Lietsin's highways and byways are the real drivers of the local economy.

Skill Proficiencies: Athletics, Persuasion

Tool Proficiencies: Vehicles (Land), navigator's tools

Equipment: A set of common clothes, a small simple land vehicle of your choosing, 25 gp of merchandise to sell, and an order from a favorite client.

Feature: *Trade Expert*—After years of working with customers, you've come to know your way around the mercantile business. You can easily work with other merchants and traders to obtain the best deals, or work out transportation for free.

D6 BACKGROUND OPTIONS

1-2 *Caravanner:* I made a living running caravans along the Shining Road out toward Baker and Red Bluff. I did it all—loading and unloading goods, driving wagons, fixing broken axles—even fighting off bandits when the need arose. It was hard work, but I've seen parts of the world my family back in Innis never dreamed existed...

3-4 *Junk Trader:* They say one person's junk is another's treasure. I say that's damn right! I've been scouring the edges of the Tanaroch, lookin' for broken chariot parts, lost caravan rigs, and discarded weapons for years now. A few repairs here and there—a good cleanin'—and the stuff I find earns me a nice profit in the Sand Markets...

5-6 *Long-Hauler:* I used to drive long-haul trade rigs all the way from Sargrad to Lietsin. Sometimes we'd have a full convoy of rigs—all loaded with lumber and steel—winding down the highway like a huge, slow-rollin' snake. The days were long and kind of bled together in a way—but drivin' those rigs was good honest work.

ORINFELL

Sinners of the Mile

Whether they be hiding for the law or religious persecution, the denizens of Sinners Mile are adept at keeping a low profile.

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Disguise kit

Equipment: A set of common clothes, a disguise kit, a simple dagger, enough food to last two days, and a pouch containing 10 gp.

Feature: *Living In the Fringe*—You're used to living under the radar. You can easily dodge militia and Knight-Paladins, and know their patrol patterns. Additionally, you've become rather adept at stealing from churches and know their interiors quite well.

D6 BACKGROUND OPTIONS

1-2 *Persecuted Mystic:* I was a mystic in Sinners Mile. My fellow seers and I were branded as witches by the Circle of Thorns. I alone survived the bloody purge that followed. Now, I seek to aid others who might be unjustly persecuted by the Circle's intolerance...

3-4 *Militant Subversive:* I've always hated the Church and its stranglehold over our culture. At a young age, I vowed to oppose it with any and all means at my disposal. I wouldn't want to bring any trouble down on the good folks in the Mile—but I'll never hesitate in making the Church pay for its crimes against our people...

5-6 *Disgraced Zealot:* I was a member of the Circle of Thorns—trained to root out and punish heretics and witches wherever they could be found. I spoke out against the unjust persecutions I witnessed, and for my audacity—I was expelled from the order in shame. Now I live among those poor souls I used to torment...

SARGRAD

Aspiring Performers

Performers of all kinds are drawn to the big city lights, grand stages, and adoring crowds of Sargrad's cosmopolitan Gilded District.

Skill Proficiencies: Performance, Persuasion

Tool Proficiencies: Your choice of a musical instrument or gaming set

Equipment: A set of common clothes, a performance costume or outfit, a simple dagger, enough food to last two days, and a musical instrument or gaming set of your choice.

Feature: *Stage Presence*—Your time working in show business gives you VIP access to some of the shows in town, with knowledge of how to obtain tickets to the larger ones. You also know many people in the scene, giving you access to information and contacts that others might not have.

D6 BACKGROUND OPTIONS

1-2 *Dejected Actor:* I was an aspiring actor. I'd always dreamed of making it to the big city and becoming the Gilded District's newest star. Well, I see now that it was just a silly dream. The cold hard reality of this city tends to swallow dreams like mine...

3-4 *Starry-Eyed Playwright:* I am a playwright and a composer. For me, Sargrad is like paradise. Certainly, there's crime and corruption around every corner—but the people of this city know good art when they see it! They seem to actually appreciate my genius...

5-6 *Street Puppeteer:* I love giving performances of my handmade puppets for anyone who will stop and watch. I always draw crowds as I weave stories of love and loss, adventure and everyday life. I can make puppets out of almost anything—the trick is animation. It's all in the hands!

SKARBOROUGH

Scrappy Entrepreneurs

Though often down on their luck, the resourceful citizens of Skarborough will try just about anything to make some coin.

Skill Proficiencies: Investigation, Survival

Tool Proficiencies: One type of artisan's tools

Equipment: A set of common clothes, a trinket found in the scrap, 50 ft. of rope, and a pouch containing 5 gp.

Feature: *Sifting Through Scrap*—You're familiar with making your way through seemingly useless things to find treasures. You can recognize useful things better than most and, when haggling for trinkets and other rare items, can get better deals due to your knowledge of their worth.

D6 BACKGROUND OPTIONS

1-2 *Artisan Brewer:* I used to run a small bar in the Stitches. My honey lager was the best in town, hands down. Now, I travel around the region looking for inspiration for my next craft brew...

3-4 *Junk Trader:* I spent some time as a junk trader in Rock Bottom. Anything to make some coin, right? I'd sift through rubble looking for lost valuables to hock at pawn shops—or even sell back to their original owners at a discount price, of course!

5-6 *Crooked Gem Cutter:* I studied gem cutting in Shimmerwall. Planned to make some money crafting wedding rings and custom jewelry. Turns out, there's far more profit in valuing stolen gems for the black market...

TALIS

Mechanical Designers

Some of the greatest minds in modern engineering make their living in the think tanks, design firms, and workshops of Talis.

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: One type of artisan's tools, Vehicles (Water)

Equipment: A set of common clothes, a type of artisan's tools of your choosing, a set of measuring tools, a blank scroll of parchment paper with a quill, and a pouch containing 5 gp.

Feature: *Mechanically Minded*—You can easily visualize solutions to complex issues, including mechanical puzzles and machinery. You're able to fix broken vehicles of all types, as well as work on mechanical objects.

D6 BACKGROUND OPTIONS

1-2 *Brilliant Designer:* I was trained as an industrial draftsman by the Trademasons. I always marveled at the automated levees that harnessed the river's power. All I ever wanted was to help build things like that—machines that changed how the world actually works...

3-4 *Blacklisted Engineer:* I was an engineer with the Dawnstone Company. I grew bored designing bridges and pulleys and developed a line of automated, rapid-fire cannons. The higher-ups condemned me for "war profiteering" and blacklisted me from working anywhere in Talis...

5-6 *Tinkerer:* I love crafting gadgets and gizmos for different practical purposes. One day, my work will be recognized. I just know it! I'll be a full-fledged Trademason, you'll see!

TIDESFAR

Seafarers

It's said that the citizens of Tidesfar are one with the sea.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Navigator's tools, Vehicles (Water)

Equipment: A set of common clothes, a set of navigator's tools, 50 ft. of rope, a small knife, and a pouch containing 5 gp.

Feature: *Raised on the Water:* Your experience with the ocean allows you to navigate via the stars. In addition, you're able to negotiate for passage from Tidesfar via boat for free (though your party may have to work to pay their way).

D6 BACKGROUND OPTIONS

1-2 *Fleet Survivor:* I was second mate on a navy galleon and dreamed of being captain of my own ship one day. Our galleon was attacked by pirates, but before it sank, the captain pushed me overboard. He implored me to live a good life and make good on my dream...

3-4 *Reformed Pirate:* I was a wild Zanzarra pirate for many years. Eventually, I was caught and did time in the Slam. I earned my parole and became a reformed citizen. But I still hear the call of the wild sea in my heart...

5-6 *Vengeful Fisherman:* I come from a long line of fishermen. A few years ago, our family vessel was capsized by a colossal, tentacled sea creature. I was the only survivor. A fisherman no more, I've sworn to kill the beast that took my family—no matter where it lurks in the deeps...

GROUP ORIGINS

GETTING IT TOGETHER...

Adventuring parties come together in many different ways for a variety of reasons. Whether they've come together to right some great injustice or whether they're on the run from the law, adventuring parties often benefit from having a common point of origin. Developing the story behind a party's origins can lead to strong group interactions and a richer role-playing experience for all players.

To aid this process, the following table can be used to determine a specific "type" for your player party. In addition to adding flavor and context for the group's origin, these party types also convey additional starting currency, gear, bonus proficiencies, and special "group abilities" to each player.

Your party type can be randomly determined by rolling on the following chart.

D10 PARTY TYPE

- | | |
|----|------------------------|
| 1 | Buccaneers |
| 2 | Deputized Constabulary |
| 3 | Explorers |
| 4 | Hired Security |
| 5 | Mystic Seekers |
| 6 | Outlaws |
| 7 | Professional Thieves |
| 8 | Relic Hunters |
| 9 | Traveling Band |
| 10 | Urban Missionaries |

BUCCANEERS

Your party spends a great deal of its time upon the high seas hunting pirates, stopping smugglers, and fighting rebel atsaadi forces. Sanctioned by the navy based in Tidesfar, you are authorized to use whatever means are necessary to protect Lawbrand's safety and interests from any seaborne threat.

Starting Monetary Bonus: 15 gp (per party member)

Additional Starting Equipment: A small shared boat docked in the city of your choice

Group Skill Bonus: Athletics

GROUP ABILITY

» **Shipcraft:** Party members can sail just about anything and are considered to have proficiency in any skill checks that directly relate to performing operations or maneuvers on a ship.

D4 BUCCANEERS VENTURES

- 1 Zanzarra pirates have attacked a civilian vessel and killed all aboard. The navy has asked for aid in apprehending the bloodthirsty pirates...
- 2 A navy ship, foundering off the coast of Tidesfar, has fired a distress flare—indicating that they've been attacked...
- 3 A suspected smuggling ship, headed up the Talisande toward Talis, failed to stop for a mandatory cargo inspection...
- 4 Your ship has been targeted by rebel atsaad who seem convinced that you strayed into their territorial waters...

DEPUTIZED CONSTABULARY

Your party was deputized by the local constabulary to help keep the peace and serve lawful writs to lawbreakers and fugitives (see *Laws, Writs 'n' Bounties*, pg. 235). You are sanctioned to use any necessary, non-lethal force to subdue criminals and escort them to local holding cells to await trial. Your jurisdiction only extends to your group's chosen starting Trade-City. You are not authorized to pursue criminals across Trade-City boundaries.

Starting Monetary Bonus: 25 gp (per party member)

Additional Starting Equipment: Manacles, constabulary badge (give limited access and authority)

Group Skill Bonus: Investigation

GROUP ABILITY

» **Lawful Authority:** Party members have advantage on Intimidation checks when they are attempting to give orders to criminals or unruly citizens.

D4 CONSTABULARY VENTURES

- 1 An aggressive, drunken ogre is harassing patrons at a local tavern...
- 2 Angry citizens have cornered a known thief in an abandoned warehouse...
- 3 A group of traveling merchants is suspected of having brought unauthorized arcana into town...
- 4 There have been reports of centaur gangrunners attacking travelers on the highway outside of town...

EXPLORERS

Your party revels in blazing trails through the uncharted regions that surround Lawbrand. From the dangerous Barrier Wilds to the farthest reaches of the Tanaroch, you are equipped to handle any situation in nearly any environment. Whether you're scouting new trails, mapping impassable wilderness regions, or even plumbing the depths of ancient ruins—your party is driven to venture boldly into the unknown.

Starting Monetary Bonus: 20 gp (per party member)

Additional Starting Equipment: Explorer's pack, a map of Lawbrand's known regions

Group Skill Bonus: Survival

GROUP ABILITY

» **Dynamic Traversal:** When traversing difficult terrain and using tools to climb or cross it, party members are considered to have proficiency in Athletics and Acrobatics for that traversal.

D4 EXPLORERS VENTURES

- 1 Ruins of a sunken atsaadi city have been discovered off Lawbrand's southern coast, but so far, no one's been daring enough to explore them thoroughly...
- 2 It's rumored that a subterranean vault system lies beneath the desert outside of Lietsin. Who knows what wonders might be contained within it...?
- 3 Off-road racing organizers are seeking to map out a new race course through the treacherous Barrier Wilds north of Innis...
- 4 An old sea captain from Tidesfar believes there's an as yet undiscovered island chain that lies far to the west of the Wassica Islands. He seeks daring volunteers to help him prove his theory...

HIRED SECURITY

Your party works as security for various public venues and high-profile events, as well as providing bodyguard services to the rich and powerful. Focused and disciplined, your party can be trusted to stay cool in dangerous situations and assure that your clients' safety and well-being are maintained.

Starting Monetary Bonus: 25 gp (per party member)

Additional Starting Equipment: Manacles, fine black clothing

Group Skill Bonus: Intimidation

GROUP ABILITY

» **Body Shield:** When a friendly creature within 5 ft. is hit by a nonmagical attack, you can use your reaction to reduce the damage the target takes by 1d6. Once per long rest.

D4 SECURITY VENTURES

- 1 The local warehousing facility has been targeted by gangrunners who hope to sell the pilfered goods on the black market...
- 2 A Sularian missionary seeks to make peace between various local street gangs, but the work could be perilous unless they have someone to watch their back...
- 3 The local Trade-Guild is holding a gala event for its top delegates, and the event organizers are seeking aid in keeping the "wrong sort of people" out of the posh venue...
- 4 One of the city's top actresses has received death threats from an "adoring fan" and seeks protection...

MYSTIC SEEKERS

Your party is obsessed with uncovering the truth behind the prevalence of magic and the occult throughout Lawbrand. Whether it be secret cults of sorcerers or powerful magi hiding in plain sight, you believe there's far more magic threading through Lawbrand than the authorities will admit. You're committed to investigating rumors and instances of the paranormal wherever they occur.

Starting Monetary Bonus: 25 gp (per party member)

Additional Starting Equipment: Wand of Magic Detection

Group Skill Bonus: Arcana

GROUP ABILITY

» **Arcane Awareness:** If two or more party members are concentrating and making physical contact, they can sense magic within 5 ft., and they can also read magic script together.

D4 SEEKERS VENTURES

- 1 Rumor has it that students from the Arcanimus Academy frequent a secret tavern in Lietsin, where they're free to display their magical power without fear of discovery...
- 2 Some believe that a secretive group of "seers" has taken up residence in Sinners Mile near Orinfell...
- 3 A nervous Sularian priest claims to have information about a clandestine order of sorcerers operating out of a posh hotel in Lietsin...

Recently arrived travelers have told tales of a forest commune in the deep wilds where druids, faeries, and manticores are commonplace. However, the travelers did admit that they might have hallucinated the whole sordid thing...
- 4

OUTLAWS

Whether you're actually guilty or innocent, your party is nonetheless wanted by local authorities for crimes they believe you committed. Desperate and on the run, your party has become a tight-knit group, adept at evading capture and always staying one foot ahead of the law.

Starting Monetary Bonus: 20 gp (per party member)

Additional Starting Equipment: Forgery kit

Group Skill Bonus: Survival

GROUP ABILITY

» **Notoriously Resourceful:** Party members have advantage on Persuasion and Intimidation checks when attempting to get help from others when hiding from or escaping the authorities.

D4 OUTLAWS VENTURES

- 1 One of the locals, having recognized your party as being "wanted," has alerted the local constabulary to your whereabouts...
- 2 A local bard, having heard about your situation, wants to travel with you and write a great ballad about your group's exploits...
- 3 A notorious bounty hunter has been seen in town. Their presence couldn't be a coincidence...
- 4 Seeing as how you're already wanted by the authorities, a local crime boss wants to put you on the payroll...

PROFESSIONAL THIEVES

Your party is a tight team of thieves, specializing in infiltration, burglary, and subterfuge. Rather than picking pockets out in the grimy streets, your group is most often hired to steal priceless heirlooms, invaluable industrial designs, and secret Guild communiques from some of the most well-guarded sites in Lawbrand.

Starting Monetary Bonus: 20 gp (per party member)

Additional Starting Equipment: Thieves' tools, grappling hook

Group Skill Bonus: Stealth

GROUP ABILITY

» **Coordinated Infiltration:** When all party members are entering a structure using stealth, each member gains advantage on stealth checks, lasting until they are inside the structure.

D4 THIEVES VENTURES

- 1 A desperate Guild-Delegate seeks aid in procuring sensitive trade documents from a rival Guild-Hall...
- 2 An eccentric art collector will pay an extravagant amount to anyone that can deliver them the priceless statuette known as the Weeping Saint from the local museum...
- 3 A top bard from Innis is staying at one of the city's most lavish hotels, and rumor has it that their entourage travels with huge sums of money wherever they go...
- 4 An engineer in Talis wants to get their hands on patented designs that are currently being held in a secured, local vault...

RELIC HUNTERS

Your party is adept at researching and recovering ancient artifacts and arcane items. Your services are always in demand from Lawbrand's more esoteric factions due to your consistent ability to recover treasures from dangerous, outlying locales.

Starting Monetary Bonus: 25 gp (per party member)

Additional Starting Equipment: Explorer's pack

Group Skill Bonus: History

GROUP ABILITY

» **Trap Experts:** Party members have proficiency in Perception when detecting traps, as well as Investigation checks when deducing how to disable or avoid them.

D4 RELIC HUNTERS VENTURES

- 1 The Conservatorium believes that priceless historical tomes from Old Sularia might still lie within the abandoned keeps scattered throughout the Barrier Wilds...
- 2 A special map has come up for sale on the black market. Rumor has it that it shows the locations of several Aldan Thei vaults buried beneath the Tanaroch's sands...
- 3 The Arcanimus seeks aid in recovering a series of enchanted orbs that were stolen by occultists outside of Lietsin...
- 4 A wealthy atsaadi collector is convinced that a cache of Ardu's lost ceremonial weapons might be found in recently discovered coastal ruins. He'll pay handsomely for their return...

TRAVELING BAND

You are a party of musicians, writing and performing music together on the road. You share deep camaraderie with one another and revel in playing your music—especially your new songs—for receptive audiences throughout the Trade-Cities. While you enjoy the troubadour's life on the road, you dream of making it big and playing on Lawbrand's most prestigious stages.

Starting Monetary Bonus: 10 gp (per party member)

Additional Starting Equipment: A musical instrument of your choice

Group Skill Bonus: Performance

GROUP ABILITY

» **Jam Session:** When your party plays musical instruments together, they can easily draw a crowd and earn additional gold performing. In addition, if you attempt to Charm a creature with a musical instrument, add an additional bonus equal to your Proficiency Bonus.

D4 BAND VENTURES

- 1 The headlining act at a local tavern has canceled at the last minute, and the desperate proprietor needs an act to fill the slot...
- 2 The organizers of Lietsinfest are looking for new acts to spotlight, but the bands will have to compete for the top spots in a local "battle of the bands"...
- 3 A very wealthy factory owner seeks a fresh new band to play at his daughter's exclusive sixteenth birthday party...
- 4 One of Lawbrand's most renowned songwriters wants to try out new material, but they need a reliable backing band to bring the music to the people...

URBAN MISSIONARIES

Your party came together to serve the needs of local communities that have been affected by poverty, sickness, and rampant crime. Sanctioned by the Sularian Church, you offer medicinal aid, protection, and—most importantly—hope to all those suffering at the edges of society.

Starting Monetary Bonus: 15 gp (per party member)

Additional Starting Equipment: Extra rations, bandages

Group Skill Bonus: Religion

GROUP ABILITY

» **Soothing Presence:** When two or more party members lay hands upon a creature, they can suppress any effect causing a target to be Charmed or frightened.

D4 MISSIONARIES VENTURES

1 The Church has donated shipments food and clothing to destitute neighborhoods, but local street gangs keep stealing it all for their own ends...

2 A recent trade protest turned violent as frustrated workers threw rocks and debris at their local Guild-Delegates. The constabulary intervened with force, and many protestors were left wounded and traumatized by the event...

3 The “gray fever” has ravaged its way through a local neighborhood, and the local Sularian priests are desperate to find a cure...

4 A collection has been taken up for the poor in local neighborhoods, but the money box is a prime target for thieves and bandits...



BRADIXR '21

SPELLS

The following chapter provides rules for a host of new magic spells that are unique to the realm of Lawbrand. From summoning spectral bards to overwhelm their foes with haunting music or blasting their enemies with the cyclonic “Winds of the Tanaroch,” players can access a dazzling array of new powers and effects to aid in their adventuring.

SPELL LISTINGS BY CLASS

This section provides spell lists for each class, as well as full spell descriptions listed in alphabetical order.

BARD

Aquatic Limb (Conjuration)
 Combustive Pitch (Evocation)
 Dead Man's Party (Conjuration)
 Flame Lash (Evocation)
 Strength Beyond Strength (Transmutation)
 Thundering Roar (Evocation)

CLERIC

Benediction of St. Jenhra (Abjuration)
 Endless Tankard of Toughness (Conjuration)
 Gaze of Judgment (Transmutation)
 Halo of Righteousness (Abjuration)
 Ring of Flame (Conjuration)
 Scintillating Shield (Abjuration)
 Strength Beyond Strength (Abjuration)
 Stone Burst (Transmutation)
 Wrath of Cinders (Transmutation)

DRUID

Benediction of St. Jenhra (Abjuration)
 Combustive Pitch (Evocation)
 Earthsight (Divination)
 Spirit Guide (Conjuration)
 Stone Burst (Transmutation)
 Stonehide (Transmutation)
 Wrath of Cinders (Transmutation)

PALADIN

Benediction of St. Jenhra (Abjuration)
 Blazing Smite (Evocation)
 Endless Tankard of Toughness (Conjuration)
 Flame Lash (Evocation)
 Gaze of Judgment (Transmutation)
 Halo of Righteousness (Abjuration)
 Ring of Flame (Conjuration)
 Scintillating Shield (Abjuration)
 Strength Beyond Strength (Transmutation)
 Wrath of Cinders (Evocation)

RANGER

Earthsight (Divination)
 Stonehide (Transmutation)

SORCERER

Aquatic Limb (Conjuration)
 Combustive Pitch (Evocation)
 Dead Man's Party (Conjuration)
 Endless Tankard of Toughness (Conjuration)
 Flame Lash (Evocation)
 Ring of Flame (Conjuration)
 Strength Beyond Strength (Transmutation)
 Thundering Roar (Evocation)
 Valor's Crest (Conjuration)
 Winds of the Tanaroch (Evocation)
 Wrath of Cinders (Transmutation)

WARLOCK

Blazing Smite (Evocation)
 Flame Lash (Evocation)
 Soulpurge (Necromancy)
 Thundering Roar (Evocation)

WIZARD

Aquatic Limb (Conjuration)
 Blazing Smite (Evocation)
 Combustive Pitch (Evocation)
 Endless Tankard of Toughness (Conjuration)
 Flame Lash (Evocation)
 Ring of Flame (Conjuration)
 Soulpurge (Necromancy)
 Thundering Roar (Evocation)
 Valor's Crest (Conjuration)
 Winds of the Tanaroch (Evocation)
 Wrath of Cinders (Transmutation)

AQUATIC LIMB

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Create a water appendage that protrudes from the casting creature. The limb can manipulate objects, such as opening an unlocked door, pouring liquid out of vials, and carrying small objects weighing no more than 5 lbs. All objects manipulated in this way become extremely wet.

As a bonus action, you may use the limb to make a melee spell attack against any creature within 10 ft. This attack deals 1d4 bludgeoning damage + your spellcasting modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for every two slot levels above 1st.

BENEDICTION OF ST. JENHRA

3rd-level abjuration

Casting Time: 1 minute

Range: 10 ft.

Components: V, S, M (holy oil)

Duration: Concentration, up to 1 hour

Anoint a creature within range that is visible. For the duration, the anointed creature has resistance to force, psychic, necrotic, and radiant damage and when they would make a saving throw, they can use their reaction to gain advantage on the roll.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you can target another creature for each slot level above 3rd.

BLAZING SMITE

4th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon strikes with magical fire, and the attack deals an extra 4d6 fire damage to the target. All creatures besides the caster within 10 ft. of the target must make a Dexterity saving throw, with a successful save causing them to take half as much damage from the blast.

COMBUSTIVE PITCH

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You spray highly flammable tar from your hands, covering the ground in a 20 ft. square in front of you. Creatures in that square must make a Dexterity saving throw. If a creature fails, their speed is reduced to 10 ft., and they are considered to be ensnared in the tar. An ensnared creature may use its action to try and free themselves by making a Strength saving throw against your spell save DC.

If the tar is ignited by fire, all creatures within it must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, and half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage caused by the tar when ignited increases by 1d6 for every two slot levels above 2nd.

DEAD MAN'S PARTY

6th-level conjuration

Casting Time: 1 minute

Range: 30 ft.

Components: V, S

Duration: Concentration, up to 10 minutes

Summon a band of spectral bards that perform a raucous, rollicking spectacle of music. When you cast this spell, you can designate any number of visible creatures within range to make a Charisma saving throw. On a successful save, the creature is unaffected.

Choose one of the following effects for the song to have on affected creatures:

- » All affected creatures have disadvantage on attack rolls.
- » All affected creatures have disadvantage on saving throws.
- » When attacking affected creatures, attackers have advantage on attack rolls.

Additionally, affected creatures have disadvantage on Concentration checks while the spell lasts.

EARTHSIGHT

2nd-level divination

Casting Time: 1 minute

Range: 100 feet radius

Components: V, S

Duration: Concentration, up to 1 hour

You touch the ground and enter a trance, gaining knowledge on the following subjects of the immediate

surrounding area within range: History, Nature, and Survival. While in this area, you gain proficiency in these skills and your Proficiency Bonus is doubled when making checks using these skills. You lose the knowledge when your concentration is broken or after the spell ends.

ENDLESS TANKARD OF TOUGHNESS

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Conjure a legendary tankard into your hands that can be passed around. Drinking from this tankard will temporarily grant you resistance to all nonmagical damage until your next turn. You may use a bonus action to drink from the tankard, and it contains limitless magical brew. Each time you take a drink from the tankard, reduce your Intelligence score by 2 for the duration, up to four times. If a creature drinks this brew more than four times in a day, it falls unconscious due to the magical strength of the brew.

FLAME LASH

2nd-level evocation

Casting Time: 1 reaction, which you take when a creature within 30 ft. of the caster moves 5 ft.

Range: Self

Components: V, S

Duration: Instantaneous

With a lightning-fast movement of the caster's arm, a whip of magical fire extends from your wrist, lashing a creature that makes a movement within 30 ft. of the caster. The creature must make a Dexterity saving throw. It takes 2d8 fire damage on a failed save and becomes grappled until your next turn. On a successful save, the creature takes half as much damage and avoids being grappled.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

GAZE OF JUDGMENT

4th-level transmutation

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Concentration, up to 1 minute

Make direct eye contact with a creature within range, causing their soul to be purged of the fear and guilt plaguing them, temporarily granting the creature 5d12 temporary hit

points and advantage on all saving throws while the caster's concentration is maintained or until the duration ends.

If the creature has an evil alignment, instead of granting temporary hit points and advantage, they take 5d12 radiant damage and must make a Charisma saving throw. On a successful save, they take half as much damage. Whether or not they pass or fail the saving throw, they have disadvantage on all saving throws while the caster's concentration is maintained.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, it may target an additional creature.



HALO OF RIGHTEOUSNESS

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A halo of blinding light forms above your head, striking a supernatural fear in all undead creatures within 5 ft. of you while this is being concentrated on. All undead creatures and aberrations have disadvantage while attacking you.

RING OF FLAME

2nd-level conjuration

Casting Time: 1 action

Range: Self (5 feet)

Components: V, S

Duration: Concentration, up to 1 minute

Create a 5 ft. raging ring of fire around yourself that deals 2d6 fire damage to all creatures that come in contact with it. Creatures damaged by the ring must make a Dexterity saving throw. On a successful save, they take half as much damage. This ring continues to deal damage to creatures at the start of your turn while concentrating and moves with you.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher, increase the damage by 1d6 per level above 2nd level.

SCINTILLATING SHIELD

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Surround yourself in a shield of brilliant sunlight, gaining +1 AC, and when you make a saving throw, add your Charisma modifier.

SPIRIT GUIDE

1st-level conjuration

Casting Time: 1 minute

Range: Self (10 feet)

Components: V, S

Duration: 10 minutes

Call forth an animal visage that dances around you, shedding bright light up to 10 ft. around the caster. For the duration, the Spirit Guide grants you advantage on all Survival, Investigation, and Animal Handling checks.

The Spirit Guide will also protect its summoner. Hostile creatures that end their turn within 10 ft. of the caster must make a Wisdom saving throw or take 1d6 force damage.

SOULPURGE

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Drain the soul of a creature within range, causing them to take 2d10 necrotic damage and they must make a Constitution saving throw. On a successful save, the creature takes half the damage. You then regain hit points equal to the damage dealt as a result of this spell. If a creature is killed by this spell, learn one of the creature's languages and a random skill they possess until you kill another creature with Soulpurge.

STONE BURST

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: M (a stone)

Duration: Instantaneous

You touch a piece of stone and prime it for detonation. The stone detonates at the end of your turn, dealing 1d6 piercing damage to creatures within 5 ft.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), 17th level (4d6).

STONEHIDE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Your skin hardens and becomes tough like stone, granting you advantage on Constitution saving throws and resistance to your choice of bludgeoning, piercing, or slashing damage.

STRENGTH BEYOND STRENGTH

2nd-level transmutation

Casting Time: Instantaneous

Range: 30 ft.

Components: V, S

Duration: Concentration, up to 2 minutes

A friendly creature within 30 ft. becomes bolstered, causing their muscles to tighten and their blood to boil. Their carrying capacity is doubled, and they gain advantage on all Strength checks. Once during each of their turns, when the bolstered creature makes an attack they make take a -5 to hit penalty to add +10 damage to the attack.

THUNDERING ROAR

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 minute

You augment the volume of your voice, enabling it to be heard from great distances. For the duration of this spell, as a bonus action on your turn, you may unleash a deafening scream, causing all creatures in a 15 ft. cone to make Constitution save, becoming deafened for the duration of the spell and taking 2d6 thunder damage on a failed save. On a successful save, they take half as much damage and are not deafened.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher, damage increases by 1d6 for every two spell slot levels above 2nd.

VALOR'S CREST

8th-level conjuration

Casting Time: 5 min

Range: 150 ft.

Components: V, S, M (ship in a bottle)

Duration: Until dispelled

A fully armed barge rises from the depths of the water at the location of your choosing (it must be summoned in a body of water where it can fit, the barge is 195 ft. long and 35 ft. tall). The barge is a Tidesfar vessel lost long ago, containing 30 spectral sailors that function as if summoned by the Unseen Servant spell. These sailors keep the ship clean, are able to sail it, and can man the cannons. The cannons have 40 hit points each and an AC of 10, and can be fired with +5 to hit up to 250 ft. away for 4d12 bludgeoning magic damage. The barge itself has a speed of 50 ft., 250 hit points, and an AC of 20. You can use this barge to travel along the water until it is destroyed.

WINDS OF THE TANAROC

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Release a gust of wind from your hands, pushing small objects and small creatures in a 15 ft. cone backwards. Creatures take 1d6 damage and must make a Dexterity saving throw, with a successful save causing the creature to take half as much damage. If the save is failed, the creature falls prone.

At Higher Levels. When you cast this spell using a spell slot of a higher level, it receives one of the following bonuses:

- » **At 3rd level:** Medium creatures are now affected, and all creatures take 2d6 damage instead of 1d6 damage.
- » **At 5th level:** Large creatures are now affected, and all creatures take 4d6 damage instead of 1d6 damage.
- » **At 7th level:** Huge creatures are now affected, and all creatures take 6d10 damage instead of 1d6 damage.
- » **At 9th level:** Gargantuan creatures are now affected, and all creatures take 12d12 damage instead of 1d6 damage.

WRATH OF CINDERS

2nd-level transmutation

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (brandishing a flame or ash)

Duration: Concentration, up to 1 minute

Choose up to two willing creatures you can see within range. For the duration, when an affected creature makes a damage roll, they may deal an additional 1d6 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, creatures deal an additional 1d6 fire damage for each slot level above 2nd.

SIGILS

The world of Drastnia is saturated by ancient, powerful magics and forgotten traditions of arcane lore. One such tradition, the art of bestowing magical tattoos, known as sigils, is still practiced by a select few in the realm of Lawbrand. Through their craft, these sigilists are able to permanently transfer arcane energy into another's flesh—granting the recipients powerful abilities and resistances. The following chapter provides an overview of using sigils in your campaign.

SIGILS

INTRODUCTION

Sigils are arcane symbols intrinsic to the ancient art of inscribing magic onto a person's body. This delicate but rigorous artform is still practiced today by modern artists known as sigilists. The practice can produce works of sublime beauty and power. Players wishing to be tattooed with sigils of their own can visit various sigilists that operate throughout Lawbrand. While most of them can provide a wide array of common symbols, only a select few can inscribe the most powerful sigils onto another's flesh.

THE ANCIENT ART

Despite the fact that the artform's true origins remain lost to antiquity, sigilcraft has been a constant source of power for the people of Drastnia. Though they were codified and given their current form by the high elven Tir'Assar over three thousand years ago, some believe that sigils date back even further to the ancient Aldan Thei civilization.

The basic pictorial language of sigils is such that they must retain their fundamental shapes and components to give them power. However, the Tir'Assar were the first artisans to enhance sigils by weaving in more complex patterns and visual flourishes, resulting in works of incredible artistry. Initially, the elven artists used the basic language to empower inanimate objects, but they eventually moved toward tattooing them onto the flesh of other people—empowering them in incredible ways.

Despite the Tir'Assar fading into the annals of history, their wondrous artform is still evidenced today. Sigilists of all cultures and backgrounds continue the tradition of fusing beautiful art and arcane power onto the flesh of soldiers, adventurers, and criminals alike. However, Lawbrand's strict laws and regulations surrounding the use of magic have forced many of these sigilists to work from the shadows. Each of these artisans has their own unique visual style and preferred sigils to work with—allowing those seeking their power to obtain truly unique works of enchanted art on their bodies.

OBTAINING A SIGIL

In order to obtain a sigil, you'll have to visit a sigilist—a mystical artist with the ability to inscribe magic tattoos directly onto your body. Each sigilist tends to have their own selection of sigils available, with rules for determining their inventory available later in this section.

If you're able to convince a sigilist to tattoo you, whether it be with coin or other favors, such as completing a quest for them, you'll be able to pick an available sigil to be etched anywhere on your person. The sigil itself holds the power of a specific enchantment and is then enhanced with whatever beautiful artwork you desire. Most often, visual flourishes expand and enhance the sigil's essential theme. For example, the sigil for "avian" is defined by a simplistic bird-shaped pictograph that can be embellished in a number of ways, including a full avian form, a predatory cawing head, or even the shape of majestic wings.

Sigils themselves have a rarity listed in the sigilist tables; this rarity dictates how hard they are to find, their cost, and their respective potency. Rarer and more complex symbols afford a greater degree of power to the bearer. It is very uncommon for a sigilist to willingly give a particularly powerful sigil to a stranger unless they have proved themselves worthy of bearing it.

When you obtain a sigil, it requires a tattoo session that spans the duration of a long rest. The process is exhausting for both the sigilist and the recipient, resulting in the bearer needing to take another long rest before the powers of the sigil are active. You can only have up to three sigils at a time, and only one of each. A sigilist can scribe over a previously obtained sigil at no extra cost. Any bonuses gained from having a particular sigil are lost when it is replaced.

SIGIL TABLE

LEGENDARY

SIGIL	ARTWORK EXAMPLES	RARITY	EFFECT
Blissful	flowers, rainbow, ivy leaves	Legendary	<p>Creatures near you are extremely relaxed, causing a short rest to yield the benefit of a long rest.</p> <p>Add +2 to your Wisdom score and increase the cap of your Wisdom modifier by 2.</p>
Cosmic	shooting stars, crescent moon, an eclipse	Legendary	<p>You may use a spell slot that is one level lower than the spell you are casting twice per long rest with no penalties to its effects.</p> <p>Add +2 to your Intelligence score and increase the cap of your Intelligence modifier by 2.</p>
Heroic	crossed swords, broken shield, battle scene	Legendary	<p>Increase your critical hit range by two.</p> <p>Add +2 to your Strength score and increase the cap of your Strength modifier by 2.</p>
Macabre	skulls, bones, blood-filled chalice	Legendary	<p>You may use your reaction to halve the damage taken for one minute. This sigil can be used once per long rest.</p> <p>Add +2 to your Constitution score and increase the cap of your Constitution modifier by 2.</p>
Monstrous	claws, dragon's head, owlbear	Legendary	<p>When you make a melee or ranged weapon attack, add additional damage equal to your Proficiency Bonus, and any attack with a melee or ranged weapon you make is considered to be magical.</p> <p>Add +2 to your Dexterity score and increase the cap of your Dexterity modifier by 2.</p>
Theatrical	drama masks, inscribed ribbons, poetic script	Legendary	<p>You can grant up to six friendly creatures (which can include yourself) temporary hit points equal to your level + double your Charisma modifier. This effect lasts for 1 day and can be used once per long rest.</p> <p>Add +2 to your Charisma score and increase the cap of your Charisma modifier by 2.</p>

VERY RARE

SIGIL	ARTWORK EXAMPLES	RARITY	EFFECT
Academic	books, scrolls, scripted phrases	Very Rare	<p>As a reaction, you may reroll a single dice that you have rolled. This sigil can be used three times per long rest.</p> <p>Add +1 to your Wisdom score.</p>
Comedic	grins, laughing face, clowns	Very Rare	<p>You can roll a D6 and add the number rolled to one ability check, attack roll, or saving throw it makes. You may roll the die after the d20 is rolled, but it must be before the GM says whether the roll succeeds or fails. This can be used three times per long rest.</p> <p>Add +1 to your Charisma score.</p>
Harmonious	bridge over water, sunset/dawn, clouds	Very Rare	<p>Your Unarmed Attacks have +2 bonus damage.</p> <p>You can use the following ability twice per short rest or long rest:</p> <p>You can take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.</p>
Ironclad	shield, chains, gears	Very Rare	<p>As a reaction, when you are required to make a Dexterity saving throw, you can instead use your Constitution modifier. This sigil can be used three times per long rest.</p> <p>Add +1 to your Constitution score.</p>
Majestic	crown, scepter, tower	Very Rare	<p>You can add your Charisma bonus to your saving throws. Friendly creatures 15 ft. around you also add your Charisma to their saving throws.</p>
Mighty	warriors, castles, mountains	Very Rare	<p>As a bonus action, when you hit a creature with a melee attack, you can attempt to shove them, either knocking them prone or away. If a creature is shoved into another creature, object, or terrain feature, it takes 1d4 + your Strength modifier in bludgeoning damage.</p> <p>Add +1 to your Strength score.</p>
Mystical	arcane lightning, fireballs, energy ribbons	Very Rare	<p>As a bonus action after casting a spell, roll a D6. If the number rolled is higher than the spell level of the consumed spell slot, that spell slot is not consumed. This sigil can be used three times per long rest.</p> <p>Add +1 to your Intelligence score.</p>
Stealthy	spiders, cloaked strangers, snakes	Very Rare	<p>Increase the maximum Dexterity modifier for medium armor by +2.</p> <p>Add +1 to your Dexterity score.</p>

RARE

SIGIL	ARTWORK EXAMPLES	RARITY	EFFECT
Avian	feathered wings, talons, eagle	Rare	Holding your breath allows you to fly with a speed of 10 ft.
Elemental	volcano, waves, mountains	Rare	Gain resistance to a damage type of your choice (chosen when you receive this sigil) from the following list: Cold, Fire, or Lightning.
Furious	screaming face, blood drops, axe	Rare	When you throw an object as an attack, you may infuse the item with the power of your sigil, increasing its damage by 1d6. This sigil can be used once per long rest.
Intoxicating	keg, stein, crossed bottles/glasses	Rare	You are resistant to poison and immune to the effects of alcohol.
Reflective	fancy mirror, shattered glass, a crystal ball	Rare	As a bonus action, you can copy and cast the last spell that another creature used with the same spellcasting DC by spending a spell slot of the same level. This sigil can be used once per long rest.
Scholarly	feathered quill, scrollwork, stylus	Rare	Gain proficiency in a skill of your choice (when you receive this sigil).
Wailing	banshee face, a hooded ghost, a screaming cockatrice	Rare	While performing any verbal act, you can unleash an otherworldly shout, causing all creatures within 200 ft. to hear what you said. Any creature within 15 ft. must take a Constitution saving throw to avoid being deafened for 1 minute. This sigil can be used once per long rest.

UNCOMMON

SIGIL	ARTWORK EXAMPLES	RARITY	EFFECT
Bestial	roaring lion, tiger stripes, jagged claws	Uncommon	You gain advantage on any Animal Handling or Survival roll.
Bombastic	brass horn, megaphone, yelling face	Uncommon	You have advantage on any Performance roll.
Convincing	mouth to ear, swirl of wind, law book and gavel	Uncommon	Whispering when performing a Charisma check gives you advantage on that check.
Fashionable	glitter patterns, diamonds/rhinestones, exotic fashions...	Uncommon	You may change the aesthetic of the clothes you are wearing into any color configuration or style. The value of the clothing does not change. This sigil can be used three times per long rest.
Immortal	ancient holy symbol, pillars/temple ruins, imagery of the heavens/sky	Uncommon	The first death save you fail instead is considered to be a success, and this sigil vanishes from your body.

SIGIL	ARTWORK EXAMPLES	RARITY	EFFECT
Inconspicuous	mouse, pixie, cartoonish creature	Uncommon	As a bonus action, you can change your appearance to that of a small creature. This lasts 1 hour, until you speak, or take any damage. Creatures can detect your ruse with a DC 15 Perception check. This sigil can be used once per short rest.
Indomitable	shield, fortress wall, bull	Uncommon	Increase your AC by 1 (to a maximum of 18).
Linguistic	printed words/phrases, a tongue, a grin	Uncommon	Learn a random language that the last creature you touched knows. Each time this is used, unlearn the previous language.
Odorous	fog/gas clouds, mushrooms, offal	Uncommon	You can release a noxious cloud that is extremely unpleasant, giving any creature within 10 ft. disadvantage on Wisdom saves for 10 minutes. This sigil can be used once per short rest.
Psychic	“third eye,” open hand, infinity symbol	Uncommon	You are able to use telekinesis to slowly move small objects within 30 ft. to your hand as long as you are concentrating.
Sacrificial	blood drops, winding thorns, holy symbol	Uncommon	As a bonus action, you may drain 2d8 life from yourself and heal a creature you touch. This sigil can be used once per short rest.

SIGIL PARLORS

Off of public record and hidden away from the eyes of the law, sigilists set up their parlors wherever they can, sometimes squirreled away in dark shop corners or even in the open, masquerading as legitimate businesses. These artists have mastered the mystical arts and made them their own, offering adventurers a unique assortment of sigils for the right price. Most Trade-Cities have at least one active sigilist in residence, but you’ll have to look hard or make the right contacts to find them.

One does not simply stroll into a sigilist’s parlor unwelcome. Sigilists often require their patrons to be known associates or referred by other trusted parties. While seeking sigilists might be difficult at first, in time, the underground will typically start to open up to those seeking power in its streets.

Each sigilist has a table of available sigils. GMs can choose from the table below or roll a D8 to determine how many are available to their players. At the GM’s discretion, the available sigils can be refreshed over time. The gold cost of each sigil (or other requirements) should also be determined by the GM on a case-by-case basis, but we’ve provided a table of example prices by rarity. Sigils should be attainable, but expensive luxury items, but every GM has their own sense of economy and the more expensive sigils could instead be obtained by a unique quest from the sigilist.

D8	SIGILS	SIGIL PRICE TABLE	
		RARITY	GP COST
1	2 Uncommon Sigils	Uncommon	500 gp
2	4 Uncommon Sigils	Rare	5,000 gp
3	4 Uncommon, 1 Rare Sigils	Very Rare	10,000 gp
4	4 Uncommon, 2 Rare Sigils	Legendary	20,000 gp
5	4 Uncommon, 3 Rare Sigils		
6	4 Uncommon, 3 Rare, 1 Very Rare Sigils		
7	4 Uncommon, 3 Rare, 2 Very Rare Sigils		
8	4 Uncommon, 3 Rare, 2 Very Rare, 1 Legendary Sigil		

SIGIL FORMS



ACADEMIC



AVIAN



BESTIAL



BLISSFUL



BOMBASTIC



COMEDIC



CONVINCING



COSMIC



ELEMENTAL



FASHIONABLE



FURIOUS



HARMONIOUS



HEROIC



IMMORTAL



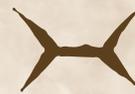
INCONSPICUOUS



INDOMITABLE



INTOXICATING



IRONCLAD



LINGUISTIC



MACABRE



MAJESTIC



MIGHTY



MONSTROUS



MYSTICAL



ODOROUS



PSYCHIC



REFLECTIVE



SACRIFICIAL



SCHOLARLY



STEALTHY



THEATRICAL



WAILING

THE MARK OF THE SERPENT



The following chapter provides players all the tools they'll need for taking the Mark of the Serpent and wielding the power of the Auroboros for themselves. While the Mark offers players access to incredible power, it can also take a tremendous toll on their bodies and minds, drawing them inexorably deeper into the perilous Coils of the Serpent.

TAKING THE MARK

Throughout the history of Drastnia, a single source of power has led to more corruption, catastrophe, and societal collapse than could possibly be conceived. The Auroboros—the *World Serpent*—is the dread power behind all things. It is the power to transform reality itself—or to shatter it beyond repair.

Mortals can harness the power of the Auroboros, but at great cost to themselves. The Mark of the Serpent—the legendary sigil depicting a serpent devouring its own tail—offers the bearer the ability to tap into the Auroboros itself. By taking the Mark, the bearer becomes one with the skeins of life and death, order and chaos, and madness and enlightenment that are woven into the very fabric of creation. Such powerful individuals are known as the *serpent-marked*.

Serpent-marked characters possess power enough to cause massive destruction to the environment, heal stricken masses, and even warp reality itself. However, as they use the Mark's power more and more, its debilitating effects take hold. Over time, serpent-marked characters begin to suffer physical detriments (permanent or otherwise), as well as the emotional and mental stresses that come with bearing the Mark.

Does your character have the will to take the Mark of the Serpent? Will you be able to utilize its unimaginable power to save the world, or will your actions damn it utterly? These are questions that can only be answered by seeing your journey through to its end.

To obtain the Mark itself, you'll have to either find a master sigilist hidden in one of the Trade-Cities or convince one of Lawbrand's factions possessing the ability to bestow it to do so. GMs can find information on this process in the **Adventuring** section, as well as additional information for running the Mark of the Serpent for your party (pg. 243). More than one adventurer in your campaign can take the Mark of the Serpent—the number of its willing vessels does not limit the Auroboros' power..

If some members of your party decide not to take on the Mark's dread burden, they might instead choose to take the path of the Marksworn—those who have formed unique bonds with serpent-marked individuals and seek to help them along their journey. The Marksworn's proximity and connection to the serpent-marked allows them to manipulate some of the Auroboros' power and share some of its terrible burden in unique ways. The following pages provide information about the role that Marksworn play in parties containing serpent-marked individuals.

The **Mark of the Serpent** is a game system intended to help players and GMs craft a narrative that invokes heavy emotional themes. The system's purpose is not to simply afford massive power boosts to characters, but to give players “power with consequences” that can be used to enrich your campaign's storytelling. Every group and every player may deal with this burden in different ways, and in turn, have their own reasons for taking it on.

When deciding to take the Mark, you should consider why your character would justify the risk—and what goals they seek to achieve with the Mark's incredible power.

Below are some unique prompts for characters who have existed in Drastnia's long history and their reasons for taking the Mark's power for themselves. Their group, known as the Five, may not have met with the happiest of endings, but the tale of their struggle proved to be a compelling and impactful one.

- » *A mighty dwarf warrior, fearful of his peoples' future, took the Mark to safeguard the dwarven homeland...*
- » *A noble-hearted human paladin, crushed by the Church's lies, took the Mark to dispense justice and redeem the faith...*
- » *A cunning elven thief, shamed by a lifetime of selfish deeds, took the Mark to rewrite his past mistakes and make the world a better place...*
- » *A troubled human warrior, desirous of attaining greater power, took the Mark to become an invincible conqueror...*
- » *A brilliant drow sorcerer, disgusted by society's corruption, took the Mark to unleash utter destruction upon civilization...*

CHANNELING THE SERPENT

When you receive the power of the Auroboros, you begin a spiraling journey through the throes of mortality and power. This journey is represented in six distinct phases known as the Coils of the Serpent. As you descend through the Coils, the experience becomes increasingly intense. The breadth of your power, the costs to your body and psyche, and the speed of your descent all accelerate until you inevitably arrive at the final Coil, where your story ends and you become one with the universal cycle of creation and destruction.

The goal of taking the Mark should always be to use it in extraordinary situations to solve problems that lie before you. A group of adventurers can solve most problems without tapping into such momentous power, so it's important to remember that doing so could take away from the experience of other players who want to solve problems by more conventional means. Rather than simply using Mark powers to defeat powerful enemies in combat, instead consider using it to solve insurmountable problems in ways you could never dream of otherwise.

While using the Mark can lead to moments of inspired creativity and clever problem-solving, there is always the lingering danger of losing control of it. In times of heightened stress, serpent-marked players may not be able to contain the power rising within them. These dangerous instances, prompted by the GM, can have a number of surprising and devastating effects upon the serpent-marked and their comrades. More information on the **Perils of the Serpent** and requisite perils checks can be found in the **Adventuring** section on pg. 245.

USING MARK POWERS

Serpent-marked characters may invoke the power of the Auroboros once per long rest by performing an action to use a Mark Power in accordance with their current Coil Tier. Examples and limitations of these miraculous feats are listed on the Coils Table and the following pages, which describe each Coil Tier in detail. The Mark Powers themselves are limited only by your imagination (and the GM's discretion, of course). You can only access the powers available to you via your current or previous Coil Tiers.

Channeling the Mark requires the bearer to focus, with any Mark Power requiring at least 12 seconds of concentration, though, in the case of extreme actions, it could require up to a minute (to be decided by the GM when the action is declared). In addition, due to the concentration required, taking damage while channeling a Mark Power will cause the power to fail, and you cannot use one again without taking a long rest.

If you are able to channel a Mark Power, it is automatically successful and no check is required. Once the effect is resolved, fill in the next blank space on your Descent Chart (found on the Auroboros character sheet as well as on pg. 216). If the spot you fill in is a circle, you must roll on the Detriment Table with the Detriment Penalty specified for your current Coil Tier.

Each Coil Tier also has a level requirement representing the minimum level required to begin descending through that Coil. This means you may be required to gain experience before you can continue through the Coils—all the more reason to consider moderation when using Mark Powers!

When a row on the Descent Chart is completed, you then descend to the next Coil Tier. If there are no more Coil Tiers to descend to, you will be utterly devoured by your own rampaging power...

COILS TABLE

Use the Coils Table to determine the details for your current Coil Tier. In addition to the specific requirements and uses, it also provides some shorthand examples of what sorts of powers each Coil unlocks—with more exhaustive descriptions and examples available in the Coils of the Serpent entries found on the subsequent pages.

When using Mark Powers, you must also check the Descent Chart (found on pg. 216 or on the Auroboros character sheet) to see if you suffer a Detriment.

COIL TIER	COIL NAME	USES	LEVEL REQUIREMENT	DETRIMENT PENALTY	POWER MANIFESTATION
1	Scales	6	N/A	1d8	Alter Your Consciousness
2	Shed Skin	5	Level 5	1d8 + 4	Alter Your Body
3	Fangs	4	Level 8	1d8 + 8	Alter Others
4	Venom	3	Level 10	1d8 + 12	Alter the World
5	Dread	2	Level 12	1d8 + 16	Alter Reality
6	Devouring	1	Level 14	Death	Catastrophic Destruction

DESCENT CHART

After resolving a Mark Power, you are instructed to increment the Descent Chart. This chart can be found below as well as on the Auroboros character sheets. When you increment the chart and the spot filled in is a Circle, you must roll on the Detriments Table (found on pg. 223) to determine the detriment suffered for using the Mark of the Serpent.



THE COILS OF THE SERPENT

COIL OF SCALES

The Coil of Scales expands your consciousness and heightens your perceptions far beyond any mortal constraint. Your mind is opened to the hidden truths of the universe and you are able to alter others' perceptions at a whim.

As the Mark burns into your flesh, the power of the Auroboros saturates the entirety of your being. You see flickering hallucinations that flash across both time and space. Slowly, they begin to coalesce into the form of ancient, shimmering scales that writhe before your eyes. They move faster, coiling around you like a thundering, serpentine river.

Each scale reflects a unique mortal soul or a particular moment frozen in time, revealing secret truths lost to the mists of antiquity, the hidden thoughts and motivations of all those around you, and even flashes of events that have not yet come to pass. As you focus your mind, it becomes easier to calm the maelstrom and see the patterns within the refractions of infinite possibility.

As the mysteries of the universe unfold before you, you momentarily lose sight of yourself. Cherished memories, the faces of loved ones—even your own name—slip away. Fear grips you with the realization that you could so easily be lost forever within the depths of the Serpent's writhing scales...

Example Abilities:

- » Reveal the entire history of an object
- » See a safe path through a volley of flaming arrows
- » Attain clairvoyance to a distant location
- » Obscure something colossal from others' perceptions
- » Create a vast, convincing illusion

COIL OF SHED SKIN

The Coil of Shed Skin deepens the connection between your consciousness and your physical form. You can reshape your body in incredible ways—or even slough it away entirely to become something terrible and new.

Descending through the maddening Coils, you see reflections of a singular, familiar form within the Serpent's writhing scales.

It is you—with all your flaws laid bare.

In a fit of desperation, you reach out toward the reflection, tearing at it violently. As you rip and rend, you see that it's you that's changing—your form falling away, morphing to your will. You can slough away your body to transform into shapes remembered or imagined. In this way, you are granted surges of incredible strength and resiliency. You can temporarily grow new limbs, adapt your body's substance, or even transform into colossal, terrifying new shapes.

However, change as you may, it becomes increasingly difficult to find your way back to your true self. Each instance of transforming and reforming cuts away a thin layer of who you are. In time, you will forget the feel of your own flesh and fail to recognize your reflection in the mirror.

Example Abilities:

- » Instantly enhance your muscles to deliver punishing blows
- » Grow wings with which to fly
- » Regenerate any amount of damage to yourself
- » Transform into a colossal elemental monstrosity
- » Become an ethereal storm
- » Make dozens of duplicates of yourself

COIL OF FANGS

The Coil of Fangs gives you the ability to manipulate the physicality of other beings. You can tear away at their fundamental forms, violently altering their shape and substance as you see fit.

Falling deeper into the Coils, you pass beyond awareness of your own physicality and begin to see reflections of the innumerable beings that inhabit the universe. As your perceptions adjust, you behold the intricate matrices that shape each of them. The deeper you look, the clearer it becomes that they are all flawed at a fundamental level. You cannot pry your eyes from their distressing faults and deviations—and your tortured consciousness is filled with a sudden rage.

You are overwhelmed by an uncontrollable impulse, a violent need to tear into another's flesh and rip away at the layers of their being. You are twin, terrifying fangs—tearing into the flesh of another, stripping away their senses, their attributes, even their physical forms. But in this violent rending, you find that you can shape what remains of them to your will.

You feel no remorse. Friend or foe, all beings are flawed. As such, you feel a deepening disassociation with all those around you—and you're uncertain if it even matters to you anymore.

Example Abilities:

- » Cause a band of brigands to burst into flame immediately
- » Permanently blind or paralyze someone with a thought
- » Remove others' ability to use magic
- » Turn a rampaging monster to stone
- » Instantly age someone fifty years
- » Devolve someone into a baser, more monstrous form



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COIL OF VENOM

The Coil of Venom allows you to shape the physical environment around you, but often with unforeseen, destabilizing effects over time.

Falling even further through the Coils, your consciousness expands yet again, flowing into the physical world all around you. With cold indifference, you survey majestic mountains, vast deserts, and verdant forests—and within it all, countless streaming rivulets of green, ruinous venom eating away at the material bonds between all things. In a horrifying moment of clarity, you realize that you are the poison seeping between the cracks in reality.

You flow through the material world, shaping it with your thoughts. In this way, you can bend the course of mighty rivers, shatter mountaintops, and even raise a castle from nothing but sand. Yet, for all your mastery, your actions only quicken reality's inevitable decay.

In a flash of cold terror, you realize that impermanence is the only true constant. Nothing lasts.

Nothing can.

Example Abilities:

- » *Create a flowing spring of fresh water, only for it to become brackish over time*
- » *Freeze a lake solid as dangerous fractals split across the grinding ice*
- » *Grow an entire forest from nothing, only to see its boughs slowly begin to wither*
- » *Conjure rains over barren fields only to have it turn into a devastating tornado*
- » *Open a volcanic chasm in the earth, causing unexpected quakes and upheaval*

COIL OF DREAD

The Coil of Dread allows you to alter reality itself—breaking the laws of physics and bending both time and space to your will.

Falling faster through the Coils, your consciousness expands outward to the frayed edges of reality itself. The vast latticework of creation is laid out before you. You see infinite worlds spinning within the void—all entwined within the Auroboros' impossible, serpentine form. It is an unimaginable monster of energy—feasting upon its tail, slowly devouring all of existence into itself.

The Serpent's limitless power is yours to wield. You can bend the past and future to your whim, create things from nothing, and even erase whole kingdoms from existence. But for all your power, the crushing truth at the heart of creation overwhelms you. Everything that ever was and will ever be is locked in an endless, unbreakable cycle of entropy and rebirth. Everything you hold dear will be consumed—and nothing you've ever done will have mattered.

This is the deepest horror. The purest dread. That fear is eating you alive.

Example Abilities:

- » *Instantly turn day to night*
- » *Turn back time/immediately undo events*
- » *Instantly summon an army to do your bidding*
- » *Open yawning portals to other worlds*
- » *Instantly create a new form of life*
- » *Reverse gravitational forces*

COIL OF DEVOURING

The Coil of Devouring allows you to consume your whole being and express it in one final act of will...

You have come to the end, at last. The end of yourself. The final Coil.

It seems there is little of you left now. Your identity, your will, and your fractured sanity—are all being slowly devoured by unrelenting fear. Perfect, smothering darkness closes in all around you. The Coils constrict. This is how you end. Shattered, hopeless, and alone.

But then, a spark—the briefest reflection flashes across shadowed scales.

You see the shining strand of your life—and all of the seemingly insignificant moments that shaped your journey and made you who you are. Light and energy flood back into you, burning away your fears and biases, even the long-held perceptions of good and evil. You see your past failures, your deepest aspirations, even the faces of your dearest comrades—all the things you ever held to be worth dying for.

Staring into the majesty of creation itself—despite all of its glaring flaws—you finally see with total clarity that your choices did matter. And in this fateful moment, you realize that there is one final choice left to make. How will you end? Will you bring justice to the wicked? Take vengeance upon a hated foe? Shape the world to your vision?

You make your choice.

And with the last precious beat of your heart, you give yourself completely to the Auroboros. Everything you are and could ever be—your body, your soul, and the infinite potential of your imagination—is consumed utterly. You are one with the Serpent, now—ceasing to exist as an individual being.

There remains only the final shockwave of your mighty will echoing out across eternity...

Example Ends:

- » *Bring down the moon as you disintegrate amid the ensuing chaos*
- » *Transform into an invincible avatar of doom before catastrophically burning out*
- » *Transform the landscape into a living hell as you're devoured by a billion screaming devils*
- » *Create a new universe of your own design as your essence dissolves into its myriad worlds...*



THE MARKSWORN

The Mark of the Serpent affords tremendous power to the bearer, but some may not be willing to take on the terrible burden that comes with it. Despite the incredible power possessed by serpent-marked individuals, it is almost impossible for mortal minds (and bodies) to withstand the damage incurred by bearing the Mark. Because of this, even the most powerful individuals require aid. A strong group of adventurers is one that supports one another, and there are none who need support more than those who bear the Mark of the Serpent.

Marksworn, as they have come to be known, are those who have bound themselves to their serpent-marked comrades. They are selflessly committed to helping the serpent-marked along their perilous journey, providing protection, support, and companionship. Through repeated exposure to the power of the Auroboros, Marksworn gain special abilities and traits, many of which can only be used in the presence of a serpent-marked companion.

By not possessing the Mark itself, Marksworn have greater clarity of mind when affected by the Auroboros' energies, and they are not easily affected by its innate corruption. By continuing to strengthen their bond, Marksworn and serpent-marked players can work in tandem to lessen some of the Mark's more debilitating effects.

USING MARKSWORN ABILITIES

A Marksworn individual gains access to a set of unique abilities known as Marksworn Abilities. These abilities can only be accessed while they are within 10 ft. of a serpent-marked companion.

As a Marksworn's connection to the serpent-marked grows over time, so too do their abilities—granting more powerful ways of interacting with their chosen ward. Each Marksworn Ability has a Coil Tier associated with it; this is the minimum Coil Tier that a nearby serpent-marked companion must be at in order for the Marksworn to use their abilities. For instance, if an ability (such as Pacify) is used on a serpent-marked individual, it uses that individual's Coil Tier.

***Serpent-Marked Companions:** When abilities refer to “serpent-marked companions,” it refers to individuals who have traveled with the Marksworn and formed a bond with them. As such, abilities that refer to this would not inherently work on any other serpent-marked individuals they may encounter during their journeys.*

MARKSWORN ABILITIES

Below is a list of available Marksworn Abilities, but there's also room for GM and players to create unique events where the Marksworn can manifest more unique abilities for narrative purposes.

» **Calming Presence (Coil Tier 3)**

A Marksworn individual can calm serpent-marked comrades in moments of intense fear or rage, preventing them from using their powers irresponsibly. This will convey a +3 bonus to a **Perils of the Serpent** check (see Running the Mark chapter in the Adventuring section of the book).

» **Reflexive Empowerment (Coil Tier 4)**

When a serpent-marked companion is knocked unconscious within 10 ft. of a Marksworn individual, that individual may then immediately use their reaction to restore a spell slot. This may only be used once per long rest.

» **Sympathetic Bond (Coil Tier 4)**

As a bonus action, a Marksworn individual may transfer 1d8 + their Constitution modifier hit points to a serpent-marked individual. Additionally, as a bonus action, a serpent-marked individual may transfer 1d8 + their Constitution modifier hit points to a marksworn individual.

» **Pacify (Coil Tier 4)**

When a serpent-marked individual within 10 ft. attempts to use a Mark Power, the Marksworn may attempt to stop them from doing so. To do this, the Marksworn must make a DC 15 check with no bonuses. If they succeed, the Mark Power is interrupted and the Marksworn individual suffers a maximum health penalty of 1d8 multiplied by the Coil Tier of the ability that was interrupted. This may only be attempted once per long rest.

» **Mark Transference (Coil Tier 5)**

When a serpent-marked companion is unconscious, a Marksworn may activate that individual's Mark to channel a Mark Power by touching them and following the same rules for activating the Mark that a serpent-marked individual does. This use of the ability will cause that serpent-marked individual's Descent Chart to increment. This may only be used once per long rest.

Designer's Note: This ability should only be used with the serpent-marked player's consent as it could cause permanent damage to their character.

MARKSWORN TRAITS

As the serpent-marked around them grow in power, Marksworn individuals gain permanent benefits from their repeated exposure to the Auroboros. Below is a list of such benefits and what Coil Tier that a serpent-marked companion must be in order for the Marksworn to receive it. These traits are able to be harnessed even while away from serpent-marked individuals.

» **Serpent-Marked Tracking (Coil Tier 2)**

Marksworn individuals can sense the general direction of their serpent-marked companions no matter how far away they may be.

» **Magic Saturation (Coil Tier 3)**

Marksworn individuals have advantage against Charm, Petrified, and Frightened condition checks due to their frequent exposure to the energies of the World Serpent.

» **Sigil Exposure (Coil Tier 5)**

A Marksworn's individual's constant exposure to the power of the ultimate sigil has conditioned their body to the magic flowing through it. The Marksworn individual can receive a fourth sigil from a sigil parlor, but it is permanent and cannot be replaced.



DETRIMENTS TABLE

1	Nothing happens.	The Mark has no effect on you. This time.
2	Your vision is clouded and blurred.	You can not gain advantage on attack rolls for 1 day.
3	You feel restless and unable to sleep.	Your next long rest does not restore spell slots or recover health.
4	Your focus is broken, and your mind wanders erratically.	You are unable to use the same action twice within 6 seconds until your next long rest (you cannot take the same action twice in a row).
5	Your reflexes are slowed considerably.	You cannot use your reaction until you've long rested on three separate days.
6	Your life is drained by the sigil.	Your hit points are reduced to 1. (You can be healed normally.)
7	The Mark pulls its energy directly from you, temporarily sapping your connection to magic.	Your spell slots are all spent immediately, and you cannot cast cantrips until your next long rest.
8	You find it incredibly difficult to hear or notice things.	You permanently have disadvantage on Wisdom (Perception) checks.
9	You find it harder to communicate with others, and you can't stop coughing.	You permanently have disadvantage on Charisma (Persuasion) checks.
10	The Mark is drained...	You cannot use a Mark Ability for 3 days.
11	You become incredibly desirable to predators.	Aggressive beasts within 30 ft. of you will always seek you out and attack you no matter what.
12	You forget something you were once good at.	You lose a proficiency (of your choosing) permanently.
13	You feel your body becoming slower, almost weighted down.	Permanently reduce your initiative modifier by 1.
14	Your reflexes and combat skills begin dulling rapidly.	You can not gain advantage on attack rolls permanently. (If an effect would trigger that requires you to have advantage, that effect can still trigger when you otherwise would have advantage such as a Rogue's Sneak Attack.)
15	Your memory is severely affected.	You lose a random Spell Slot. (Have your GM determine how to roll for it based on your current number of Spell Slots.)
16	Your energy is constantly sapped from your body.	You permanently have +1 exhaustion level.
17	One of your eyes goes permanently blind.	The distance you can throw, shoot, or cast spells is halved permanently.
18	Your body feels incredibly heavy, as if you're carrying a great weight when you walk.	Your walking speed is halved permanently.
19	You are constantly haunted by whispering voices when trying to relax.	You are permanently unable to gain any benefits from a Short Rest.
20	The Mark fizzles and cracks—you are pushing it to the edge.	Your hit points are reduced to 1 and you cannot use the Mark for 1 week.
21	Part of your soul flees your body.	Choose an ability score and permanently reduce it by 4.
22	Your body starts to resist itself.	Healing you receive is halved permanently.
23	The universe slows around you and quickly speeds up; reality is distorted.	You lose a level. (Your XP is lowered to be 1 lower than it takes to reach your current level.)
24	The Mark betrays you, causing you to suffer more than you could ever have imagined.	You must roll two more times on the Detriments Table. This can only happen once in your life. If you roll this result again, nothing happens.