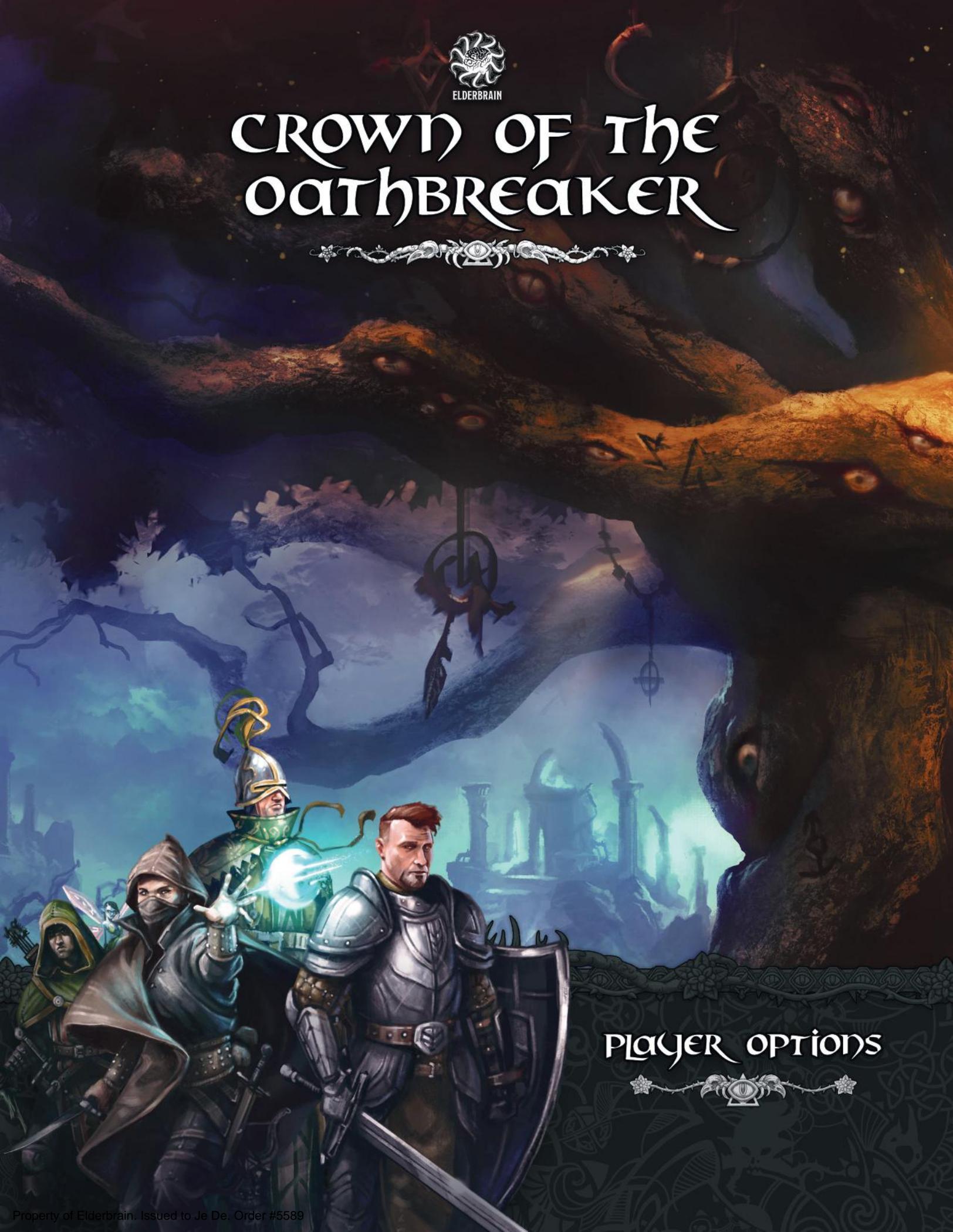




ELDERBRAIN

CROWN OF THE OATHBREAKER



PLAYER OPTIONS



CREDITS

First and foremost, a very special thanks to all of the backers who believed in us and made Crown of the Oathbreaker become a reality. You know who you are. Thank you for your kind and generous pledges, for contributing your ideas, likenesses, and for all the invaluable input you provided. Your constant feedback formed us into a community and wove this story to become rich and entertaining role-playing game content, of which we can all be proud and enjoy.

The Player Options contains all subclasses, feats, and spell from the Crown of the Oathbreaker adventure.

The over 900-page Crown of the Oathbreaker book is available at Elderbrain.com.



Game Designers:

Gábor Dán, Dávid Fehér, Tamás Marton

Illustrators:

Dávid Szabó, Gergely Kovács, Márton Kiss, Máté Veres, Éva Hudák, Hanna Hegedűs, Tamás Baranya

Cover Artist: Zsolt Kósa, Dávid Szabó, Gergely Kovács

Editors and Layout Designers:

Márton Pattantyús, Attila Lőrincz, Gáspár Lőrincz, Péter Molnár, Ágnes Kismárton, Gergely Nagy

Play Testers:

Dániel Lenhardt, Sándor Szabó, Roland Kósa, László Simó, Gábor Goldschmidt, Ders Zsüberáts, Máté Zsüberáts, Tyler Patton

VTT Implementation: Darryl Lehane

App Development: Bence Mészáros

Sound Engineer: László Zizics

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PLAYER OPTIONS

SUBCLASSES

This collection of 36 subclasses features three for each base class in the Player's Handbook. Many are woven into notable NPCs and organizations in the Crown of the Oathbreaker adventure, whether they appear on the side of the characters, as neutral players, or as villains. Since many organizations and factions are represented, they can offer integrated hooks into Crown of the Oathbreaker for the players. Players may choose to follow any of them, even ones leaning towards evil or representing evil organizations if the DM allows and can implant into the story without spoiling anything from the adventure's plot. However, all subclasses can be used in any other adventure as standalone options.

BARBARIAN

Fear Rager

Taking advantage of one's weakness is a crucial tactic in combat. These barbarians learn how to instill fear in their enemies and exploit their opponents' hesitation when facing a raging menace. The disregard and disdain these barbarians feel for those who fear them gives them an extra surge of power as if they would feed on the fear they create. Many of the Vordani war tribes use this tactic to overcome their foes.

Demoralizing Blow. Starting at 3rd level, you can break the ferocity of those whom you attack. As a bonus action, you can choose a creature that you have dealt damage to with a melee weapon during your turn. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier) or have disadvantage on its melee attack rolls against you until the end of your next turn.

Terrifying Onslaught. Starting at 6th level, you can instill fear in the hearts of those you attack. As a bonus action, you can choose a creature that you have dealt damage to with a melee weapon during your turn. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier) or become frightened until the end of your next turn.

Culling the Weak. Starting at 10th level, you can take advantage of those who fear you. You gain advantage on melee attack rolls against frightened creatures and your melee weapon attacks score a critical hit against them on a roll of 19 or 20.

Intimidating Slaughter. Starting at 14th level, the fear in the eyes of your enemies intensifies your combat prowess. As a bonus action, you can make a melee weapon attack against a frightened creature and your melee weapon attacks score a crit-

ical hit against them on a roll of 18, 19 or 20. On a critical hit, all hostile creatures within 30 feet who saw your critical hit must succeed on a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier) or become frightened until the end of your next turn.

Frenzied Mutant

Some tribes of savage barbarians keep some of their offspring in an almost feral state, training them to harness their rage in combat. When these children are initiated to the wrath of otherworldly entities the tribes venerate, they are infused with aberrant flesh that quickly spreads in their bodies like a parasite. These barbaric warriors learn a primitive way to graft their bodies to enhance themselves further with mutations that allow them to grow in power.

Grafted Appendages. Starting at 3rd level, you learn how to graft aberrant appendages into your body and use them to soak up damage from attacks. You gain 10 temporary hit points and +1 bonus to AC while you have these hit points. You regain these temporary hit points after a long rest.

Bone Claw. Starting at 3rd level, sharp, curved bone appendages grow out of both of your forearms that you can use to make attacks. The bone claws have a reach of 5 feet, can be used as part of an unarmed attack, and deal 1d8 + Strength modifier slashing damage on a hit.

Telepathic Terror. Starting at 6th level, you can telepathically project your rage into the mind of your enemies, causing them spasms that shake their will. As a bonus action, you can expend one use of your Rage feature to assault the mind of a target creature. The target creature must succeed on a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Constitution modifier) or become charmed. A creature charmed this way has disadvantage on attack rolls, ability checks, and saving throws for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Aberrant Anatomy. Starting at 10th level, your bodily mutations become so severe and bizarre that your physiology is no longer similar to that of



your original race. You become immune to critical hits and diseases. Extra eyes give you advantage on Wisdom (Perception) skill checks that rely on sight, and you gain darkvision to a range of 120 feet. You are also considered an aberration type creature for the purposes of determining effects but you otherwise retain your original creature type.



Agile Tentacles. Starting at 14th level, you sprout appendages in the form of two fully functional alien tentacles that spread disease. You gain additional tentacle limbs that you can use to manipulate objects within a reach of 5 feet. You are considered to be proficient with these tentacles when making unarmed attacks with them. You can attack with both tentacles as a bonus action. Each hit with a tentacle causes 1d6 points of bludgeoning damage + your Strength modifier. A creature hit by a tentacle must make a Constitution saving throw (DC equals 8 + your Proficiency Bonus + your Constitution modifier) or become diseased. A creature diseased this way gains disadvantage on its attack rolls and ability checks for 1 minute.

Spelleater

Some barbarians, mainly those who live under the oppression of magic users, have learned to use sheer power to overcome magic. These individuals,

called Spelleaters by the Vordani tribes, are able to withstand spells of all sorts by tensing their muscles to block magical energies from affecting them physically. Some spelleaters can even utilize these energies to vitalize their bodies and benefit from them instead of being harmed by their baleful effects.

Raging Defiance. Starting at 3rd level, you can shake off and overcome magical effects with ease. While raging, you have advantage on saving throws against spells and magical effects.

Absorb Magic. Starting at 6th level, you can soak up harmful magic while raging and revitalize yourself from its energies. When you succeed on a save against a spell or magical effect while raging, you regain 1d6 hit points for each level of the spell affecting you or 2d6 hit points if the magical effect has no spell levels associated with it.

Brawn Over Magic. Starting at 10th level, you can tense your muscles and stiffen your body to withstand the effects of magic. When you become the target of a spell or magical effect that requires a saving throw, you may choose to make a Strength saving throw instead of the original required save. In addition, if the spell or magical effect would allow you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. Once you use this feature, you can't use it until you finish a short or long rest.

Magic Resistance. Starting at 14th level, you become naturally resilient towards harmful magic. You gain advantage on all saving throws against spells and magical effects. You also gain the effects of a *haste* spell for three rounds when you successfully save against a harmful spell or magical effect.





BARD

College of Dirge Singers

The college of dirge singers was formed from the ancient funeral singers of the Inevitable, the god of Death. These pious servants of the clergy of death were able to project the feelings associated with their chosen faith through songs and poems so powerfully that they could influence the emotions of others and even kill them. The followers of the Inevitable still imitate the secret songs and poems of the original dirge singers, but only the most skilled singers can invoke their true magical powers.

Lament of Melancholy. Starting at 3rd level, you can sing a woeful lament that causes creatures to fall into a state of depression. As an action, you can expend one use of your Bardic Inspiration on your turn to choose a number of creatures that you can see within 60 feet equal to your Charisma modifier (a minimum of one). Those creatures must make a Charisma saving throw against your spell DC or become charmed. While charmed, the creature has disadvantage on ability checks for one minute but can make a Charisma saving throw at the end of each of its turns to end the effect.

Dirge of Grief. Starting at 3rd level, you can sing a song that causes a creature to fall into a state of intense grief, washing away its hostility. As an action, you can target a creature that you can see within 60 feet. That creature must make a Charisma saving throw against your spell DC or become charmed. While charmed, the target becomes indifferent about creatures of your choice towards which it is hostile. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its allies being harmed. The effect ends after one minute and the creature can become hostile again. Once you use this feature, you can't use it again until you finish a short or long rest.

Elegy of Hopelessness. Starting at 6th level, you can recite a poem about death and passing that causes creatures to lose their motivation. As an action, you can expend one use of your Bardic Inspiration on your turn to choose a number of creatures that you can see within 60 feet equal to your Charisma modifier (minimum of one). Those creatures must make a Charisma saving throw against your spell DC or become charmed. While charmed, the creature has disadvantage on attack rolls and saving throws for one minute but can make a Charisma saving throw at the end of each of its turns to end the effect.

Threnody of Death. Starting at 14th level, you can sing a song of death that creates harmful necrotic energies. As an action, you can target a creature that you can see within 60 feet. That creature must make a Constitution saving throw against your spell DC. On a failed save, the creature takes 49 (14d6) necrotic damage, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

High Speaker

Traditionally, the monarch of the kingdom chooses the High Speaker of the Minaret of the Speaker for lifelong service. The High Speaker's duty is to study the ancient scripts of the minaret that define its unique magic based on inflections of voice and use this knowledge to serve the kingdom. There are always a handful of apprentices who assist the High Speaker and train in the arts of word-magic. The High Speaker and the apprentices announce important information and call the city to action if needed. In times of war, the High Speaker organizes major movements and commands the Minaret of the Speaker that serves as a magical defense for the city.

Accentuated Tone. Starting at 3rd level, you learn how to add weight to your voice-based spells. As a bonus action, you can expend one use of your Bardic Inspiration to force your target to make a saving throw against your spell with disadvantage if that spell requires your target to hear you.



Commanding Voice. Starting at 3rd level, you learn how to force your will on other creatures by the sheer force of your voice. As a bonus action, you can expend one use of your Bardic Inspiration to cast the *command* spell without expending a spell slot or material components. The *command* spell is added to the bard spell list when you learn more bard spells of your choice.

Universal Language. Starting at 6th level, you become able to converse with anyone alive or dead. You are constantly under the effect of a *tongues* spell and you can cast the *speak with dead*, *speak with animals*, *speak with plants* spells each a number of times per day equal to your Charisma modifier (minimum of once) without using spell slots or material components. Your spells that require your target to hear you can affect any creature type that has an Intelligence ability score of 3 or higher even if that creature is immune to being charmed or frightened.

Word of Creation. Starting at 14th level, you learn to voice the word that shaped the world. As a bonus action, you can cast the *divine word* spell without using a spell slot or material components. Once you use this feature, you can't use it again until you finish a long rest.



ing techniques of make-believe. A Pretender is a bard who uses talents with words and swords to fool everyone. They are always at home in social situations where they can draw attention to themselves and manipulate people's choices and viewpoints according to their will. They also excel in combat, where they utilize the same tactics of distraction and feint, which they also use when speaking.

Battle Feint. Starting at 3rd level, you can fool your enemies with your sudden swordplay and movement, placing them in a precarious combat situation. As a bonus action, you can expend one use of your Bardic Inspiration on your turn to feint, choosing one creature within 5 feet of you as your target. Your target must succeed on a Wisdom (Insight) skill check against your Charisma (Deception) skill check. If you win the contest, you have advantage on your melee attack rolls against that creature and the creature has disadvantage on attack rolls until the start of your next turn.

Captivating Monologue. Starting at 3rd level, if you speak to an audience for at least 1 minute, you can attempt to captivate them with your style and colorful phrases. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target has disadvantage on all Wisdom (Insight) skill checks against you. This effect ends on the target after

Pretender

Not every bard in Aglarion is trained in the College of Minstrels. Some of them learn their trade on the streets by picking up survival techniques that allow them to manipulate their enemies by utiliz-



1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that you tried to charm it. Once you use this feature, you can't use it again until you finish a short or long rest.

Elusive Target. Starting at 6th level, you can avoid the melee attacks of your enemies with an unexpected move. As a reaction, you can expend one use of your Bardic Inspiration to negate a melee attack that would otherwise hit you.

The Great Pretender. Starting at 14th level, you can pretend to be someone else by projecting a visage of your pure imagination, while you remain invisible. As an action, you can expend one use of your Bardic Inspiration to cast *mislead* without using a spell slot or material components.

CLERIC

Congregation Domain

Shepherds of their flocks and great orators, these clerics can heighten the potency of their prayers when others of their faith reinforce them. The congregation's strength is in numbers, and clerics who follow this domain almost never serve alone and are almost always found in at least pairs. Priests of the congregation can favor war or competence over battle might, but all are dedicated to leading large groups of worshippers, sharing their faith, and lending a hand to their co-religionists.



Congregation Domain Spells

Cleric Level	Spells
1st	<i>bles</i> , <i>protection from evil and good</i>
3rd	<i>aid</i> , <i>calm emotions</i>
5th	<i>beacon of hope</i> , <i>mass healing word</i>
7th	<i>compulsion</i> , <i>private sanctum</i>
9th	<i>mass cure wounds</i> , <i>telepathic bond</i>

Bonus Cantrip. When you choose this domain at 1st level, you gain the *guidance* cantrip, which doesn't count against the number of cleric cantrips you know.

Communal Prayers. Starting at 1st level, you can make your spells more potent if others cast the same spell as you. When another friendly creature casts the same spell in the same round as you, but before your spell takes effect, creatures targeted by your spell have disadvantage on saving throws against your spell.

Bonus Proficiency. Starting at 1st level, you become proficient in the Persuasion skill.

Channel Divinity: Mass Aid. Starting at 2nd level, you can use your Channel Divinity to bolster your allies with toughness and resolve. As an action, you present your holy symbol and evoke healing energy that increases the hit point maximums and current hit points by your proficiency bonus x 5 for eight hours for all creatures you choose within 30 feet of you. This trait has no effect on undead or constructs.

Channel Divinity: Heighten Spells. Starting at 6th level, you can heighten your spells more effectively. If you cast a spell at a higher level that allows for additional creatures to be affected by your spell, you can use your Channel Divinity to make your spell affect two additional creatures per spell level instead of just one creature.

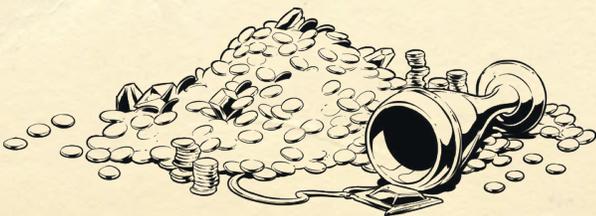


Helping Hand. Starting at 8th level, you can aid multiple creatures in the completion of a task or allow a creature to make multiple attacks. When you take the Help action, an additional friendly creature within 5 feet of you gains advantage on the next ability check made to perform the task you are helping with, provided that the check is made before the start of your next turn. Alternatively, you can use your Help action to aid up to two friendly creatures in attacking a creature within 5 feet of you and if your allies attack the target before your next turn, all of their first attack rolls are made with advantage.

Forceful Communal Prayers. Starting at 17th level, you can make spells more potent if you or others cast the same spell in your presence. After you or an ally casts a spell, creatures targeted by the same spell cast by you or an ally gain disadvantage on the saving throw until the end of the turn. Additionally, if the spell requires a dice roll, you or allies can re-roll 1s and 2s and must use the new roll, even if the new roll is a 1 or a 2.

Darkness Domain

The clerics of the Darkness Within are secretive individuals who detach themselves from society and keep to the shadows. They accommodate themselves to darkness and operate unseen, focusing on hiding what they deem significant from the eyes of those who seek them. The imprint of the Dark Star's reign still resonates with the populace of Aglarion, manifesting in the subconscious memory of the society as a whole. Those who follow the Darkness Within keep their faith to themselves even if they are not devoted to the ideology of the dark solar avatar of their dualistic god. They pray at midnight and venerate the new moon as the absolute peak of their god's power.



Darkness Domain Spells

Cleric Level	Spells
1st	<i>fog cloud, sleep</i>
3rd	<i>darkness, darkvision</i>
5th	<i>fear, nondetection</i>
7th	<i>greater invisibility, phantasmal killer</i>
9th	<i>dream, mislead</i>

Dark Sight. Starting at 1st level, you gain darkvision 60 ft. and magical darkness doesn't impede your sight. If you already have darkvision, its range increases by 60 ft.

Cloak of Darkness. Starting at 1st level, as a bonus action, you can weave shadows around you into a magical cloak that hides your form and protects you from attacks. For 1 minute, creatures have disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight or tremorsense, or can see through illusions, as with truesight. Once you use this feature, you can't use it again until you finish a short or long rest.

Channel Divinity: Darkness Descends. Starting at 2nd level, as an action, you can use your Channel Divinity to harness darkness, summoning darkness and banishing light. As an action, you present your holy symbol and summon a 30 foot radius globe of darkness that functions as the *darkness* spell that lasts for 1 minute. The globe appears in a space that you can see within 30 feet of you. Any magical light effect within the globe is dispelled. Additionally, each hostile creature within the globe must make a Constitution saving throw against your spell save DC when the globe of darkness appears. A creature takes necrotic damage equal to 2d6 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is unaffected.

Channel Divinity: Conjure Shadows. Starting at 6th level, you can spend two uses of your Channel



Divinity as an action to summon living shadows from darkness. This ability functions as a *conjure animals* spell, however it summons a single shadow, which speaks Common and does your bidding for one hour.

Void Eye. Starting at 8th level, you gain blindsight 30 ft. and become immune to the blinded condition.

Shadowform. Starting at 17th level, as an action you can transform yourself into the form of a shadow. You and your possessions become incorporeal for one hour. You gain the following benefits:

- You gain a fly speed equal to your walking speed.
- You can move through a space as narrow as 1 inch wide without squeezing.
- You can take the Hide action as a bonus action while in dim light or darkness.
- You have advantage on Dexterity (Stealth) skill checks.
- You gain damage resistance to acid, cold, fire, lightning, thunder and bludgeoning, piercing, and slashing from nonmagical attacks.
- You gain damage immunity to poison.
- You are immune to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, and restrained condition.

Once you use this feature you can't use it until you finish a long rest.



Ooze Domain

Clerics of the Ooze Domain believe in a higher level of physical existence that is represented by oozes. They serve their formless god to learn to be free from physical bounds. They believe that in the end, all organic materials will be wholly absorbed by oozes and are ready to sacrifice even themselves towards the fulfillment of this eventuality. In Aglarion, clerics of the ooze domain usually serve the Blind God, a minor entity that has only a few fanatic believers.

Ooze Domain Spells

Cleric Level	Spells
1st	<i>create or destroy water, false life</i>
3rd	<i>acid arrow, blindness/deafness</i>
5th	<i>meld into stone, protection from energy</i>
7th	<i>black tentacles, freedom of movement</i>
9th	<i>contagion, hold monster</i>

Bonus Cantrip. When you choose this domain at 1st level, you gain the *acid splash* cantrip, which doesn't count against the number of cleric cantrips you know.

Sense of the Ooze. Starting at 1st level, you can gain the senses of an ooze as a bonus action. You gain blindsight to 5 ft. for a number of rounds equal to your Wisdom modifier. The range of this blindsight increases by 5 feet at 5th, 9th, 13th and 17th level. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Bonus Proficiencies. Starting at 1st level, you gain proficiency with martial weapons.

Channel Divinity: Charm Oozes. Starting at 2nd level, you can use your Channel Divinity to charm ooz-



es. As an action, you present your holy symbol and invoke the name of your deity. Each ooze that can sense you must make a Wisdom saving throw. If the creature fails its saving throw it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

Acid Resistance. Starting at 6th level, you gain resistance to acid damage.

Gelatinous Form. Starting at 8th level, you can become as transparent as a gelatinous cube. As an action, you can become transparent, even when you are in plain sight. Your gear also becomes transparent with you. It requires a DC 15 Wisdom (Perception) skill check to spot you if you have not moved nor attacked during your turn. A creature that tries to enter your space while unaware of you is surprised by you.

Ooze Form. Starting at 17th level, as an action you can assume the form of an ooze for 1 hour. You gain a speed of 20 ft. and climb 20 ft. You gain damage immunity to acid, cold, lightning and slashing damage. You become immune to the blinded, charmed, deafened, frightened and prone conditions as well as exhaustion. In addition, you gain blindsight 60 ft., but become blind beyond the range of your blindsight. You gain the following abilities:

- You can move through a space as narrow as 1 inch wide without squeezing.
- A creature that touches you or hits you with a melee attack while within 5 feet of you takes 13 (3d8) acid damage. Any nonmagical weapon made of metal or wood that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits you is destroyed after dealing damage. You can eat through 2-inch thick, nonmagical wood or metal in 1 round.
- You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- You can make a melee attack with a reach of 5 ft. that deals 1d6 + your Strength modifier bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Once you use this feature, you can't use it again until you finish a long rest.





DRUID

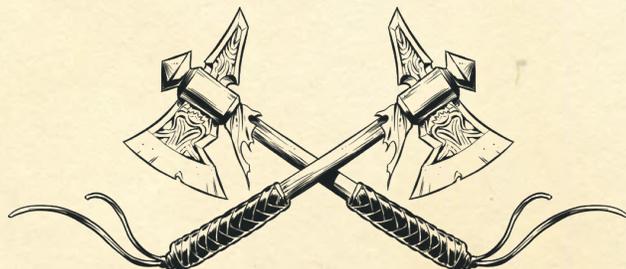
Circle of the Bloom

The Circle of the Bloom unites all druids who nurture flora and dedicate their lives to cultivating all forms of plant life. These druids tend to nature wherever their travels lead them, often tasked with important roles within farming communities but just as often living solitary lives in wilderness areas with heavy vegetation. Many druids of the circle might seem extremely introverted, slow, and even antisocial towards people, as they prefer to converse with plants and are used to the cyclical and slower nature of plant life.

Plant Form. Starting at 2nd level, your strong connection to plant life allows you to transform into monstrous forms. You can use your Wild Shape to transform into a plant instead of a beast.

Starting at 6th level, your attacks in plant form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Circle Spells. Your mystical connection to plant life infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



Druid Level	Spells
3rd	<i>barkskin, locate animals or plants</i>
5th	<i>daylight, plant growth</i>
7th	<i>control water, freedom of movement</i>
9th	<i>commune with nature, tree stride</i>

Speak with Plants. Starting at 2nd level, you gain the ability to converse with plants. You can cast the *speak with plants* spell without expending a spell slot or material components. Once you use this feature, you can't use it again until you finish a short or long rest.

Land's Stride. Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you gain advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

Blessings of Bloom. Starting at 10th level, your magic becomes attuned to the flora and your plant magic is stronger than usual. You gain the following benefits:

- When you cast the *entangle* spell, the area of the spell is increased to a 40-foot square. Whenever a creature uses a Strength check to free itself, the thorns on the plants deal 2 (1d4) piercing damage.
- When you cast *barkskin*, the target's AC can't be less than 18, regardless of what kind of armor it is wearing.
- When you cast the *locate animals or plants* spell and you describe a specific kind of plant, the area of the spell increases to a range of 50 miles.
- When you cast *plant growth*, the radius of the area covered by plants is 500 feet.



- When you cast the *commune with nature* spell, the area of the effect is doubled. You also gain an understanding of all plant creatures in the area, as well as all plant-based hazards and poisons.

Treant Form. Starting at 14th level, you can take on the form of the grandest creature of the forest, the treant. You can use your Wild Shape to transform into a treant, but must follow all other limitations presented under Wild Shape. You cannot use the Animate Trees ability of the treant.

Circle of the Savage Blood

Druids of the Circle of the Savage Bloods perceive monstrosities as a more evolved form of life. They are inspired by the wild variety of their powers and abilities that have developed to overcome the challenges they face in life. Savage Blood druids befriend and live amongst these creatures, helping them survive and learning from them what they can.

Circle Spells. Starting at 2nd level, you gain access to the *true strike* cantrip and the following circle spells, which are always prepared and don't count towards the number of spells you can prepare each day.

Druid Level	Spells
3rd	<i>enhance ability, enlarge/reduce</i>
5th	<i>blink, fly</i>
7th	<i>dominate beast, polymorph</i>
9th	<i>antilife shell, hold monster</i>

Monstrous Form. Starting at 2nd level, you acquire the ability to transform into monstrous forms. You can use your Wild Shape to transform into a monstrosity instead of a beast.

Monstrous Aspect. Starting at 2nd level, you can transform your body to manifest the feature of a

monstrosity. As a bonus action, you can apply one of the features to your body from the options below.

- **Gallop of the Centaur.** Your two legs turn into those of a centaur and become powerful. Your speed increases to 50 feet.
- **Wings of the Cockatrice.** You sprout two feathery wings that allow you to fly. You gain a fly speed of 40 feet.
- **Claws of the Griffon.** Your hands turn into savage claws like those of a griffon. You can use your attack action to make a claw attack that deals 2d4 slashing damage plus your Strength modifier.
- **Horns of the Minotaur.** Horns grow from your forehead. You can use your attack action to make a gore attack that deals 1d8 bludgeoning damage plus your Strength modifier. If the target is a creature, it must succeed on a Strength saving throw (DC equals 8 + your Proficiency Bonus + your Strength modifier) or be pushed up to 10 ft. away and knocked prone.

This manifestation persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a short or long rest.

Monster Caller. Starting at 6th level, you can summon monstrous creatures that obey your commands. Your conjuration spells can summon monstrosities instead of beasts.

Master of Monsters. Starting at 10th level, you can affect monstrosities with your spells that would otherwise affect beasts. You can target monstrosities with spells that normally affect beasts.

Monster Friend. Starting at 14th level, monstrosities sense your connection to their kind and become hesitant to attack you. When a monstrosity wants to attack you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.



Inheritor of the Unbegotten

Some druids of the vilest circles have venerated otherworldly abominations since the dawn of time. The druidic tradition of these aberration worshiping circles merging one's body with unspeakable, indescribable beings that have penetrated reality from beyond time and space. The Inheritors of the Unbegotten are not just aberrant creatures themselves, but they are also vital instruments and gatekeepers of the horrors they worship.

Circle Spells. Starting at 2nd level, you gain access to the *eldritch blast* cantrip and the following circle spells, which are always prepared and don't count towards the number of spells you can prepare each day.



Druid Level	Spells
3rd	<i>blur, detect thoughts</i>
5th	<i>gaseous form, spirit guardians</i>
7th	<i>banishment, black tentacles</i>
9th	<i>contact other plane, hallow</i>

Voice of the Void. Starting at 2nd level, you learn how to converse with aberrations. You learn how to speak, read, and write Deep Speech. You can also make yourself understood by aberrations that don't speak Dark Speech or are not capable of speech.

Incomprehensible Intellect. Starting at 2nd level, your mind becomes as obscure and alien as the beings you venerate. Your thoughts can't be read by magical means and you become immune to being charmed.

Manifest Aberrant Trait. Starting at 6th level, you can call forth specific powers of your revered entities. As an action, you can expend one use of your Wild Shape feature to emulate one special trait of any aberration type creature of CR 3 or lower for one minute. If there is a saving throw associated with the special trait then the DC equals 8 + your Proficiency Bonus + your Wisdom modifier.

Enslave. Starting at 10th level, you can manifest your dominance over humanoids. As an action, you can cast the *dominate person* spell without expending a spell slot or material components. Once you use this feature, you can't use it until you finish a long rest.

Conjure Abomination. Starting at 14th level, the otherworldly beings you venerate allow you to summon their more powerful servants. As an action, you can cast the *conjure celestial* spell without expending a spell slot or material components, but instead of a celestial creature, you conjure an aberration type creature of your choice within the limits of the spell. The spell lasts 1 hour and doesn't require you to concentrate on it. Once you use this feature, you can't use it again until you finish a long rest.



FIGHTER

Commander

Giving orders is second nature to a commander. These exemplary fighters lead their squadrons by inspiring their subordinates and bolstering their fighting prowess through the strength of their voices and their presence. As a result, the forces under their command can achieve incredible feats of battle, even when odds are stacked against them.

Commander's Orders. Starting at 3rd level, you can inspire others through the power of your commands. To do so, you use a bonus action on your turn to choose any number of creatures other than yourself within 60 feet of you who can hear you. Those creatures gain one Command die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check. The creature can wait until after it rolls the d20 before deciding to use the Command die, but must decide before the DM says whether the roll succeeds or fails. Once the Command die is rolled, it is lost. A creature can have only one Command die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Command die changes when you reach certain levels in this class. The dice becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Order of Charge. Starting at 7th level, you can expend one use of your Commander's Order ability to double the movement speed of the creatures you choose until the end of their next turn.

Order of Defense. Starting at 10th level, you can expend one use of your Commander's Order ability to allow the creatures you choose to gain and roll the Command die and add the number rolled to one saving throw.

Order of Attack. Starting at 15th level, you can expend one use of your Commander's Orders ability to allow the creatures you choose to gain and roll the Command die and add the number rolled to one attack roll.

Legendary Commander. Starting at 18th level, your Commander's Order can influence every friendly creature within 80 feet of you who can hear you, as well as yourself. Additionally, you can cast the *command* spell a number of times per day equal to your proficiency bonus (DC equals 8 + your Proficiency Bonus + your Charisma modifier) without expending a spell slot or material components.

Mercenary

Those who offer their martial skills for hire face various challenges with each mission. Their most essential skills are surviving any threat, standing their ground in any situation they face, and overcoming their foes. A good mercenary is always prepared for the unexpected and will creatively improvise a solution to meet the requirements of the battle. Most of the large mercenary companies operate out of the Drayl City States where this type of warfare based on swords-for-hire has long-established traditions.

Iron Will. Starting at 3rd level, you become focused and confident. You gain advantage on saving throws against being charmed and frightened.

Ready For Anything. Starting at 7th level, you learn to be prepared for the unexpected. When targeted by a spell or effect, you can take a reaction to gain advantage on the saving throw.

Versatile Fighting Style. Starting at 10th level, you become experienced with all kinds of weapons and fighting styles. You can swiftly change your style of fighting to fit the challenge temporarily. You can't benefit from the same Fighting Style option more than once. Choose one of the following options at the beginning of your turn:



- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Mettle. Starting at 15th level, you have become skilled in resisting several types of threats. Choose two abilities in which you don't have a saving throw proficiency. You gain proficiency in saving throws made with the chosen abilities.

Get The Job Done. Starting at 18th level, you can overcome threats with ease. Instead of rolling, you can choose to succeed on a saving throw automatically. Once you use this feature, you can't use it until you finish a short or long rest.



Royal Guard

Guards who serve at the Royal Palace or protect monarchs must pass a rigorous selection process. They are evaluated both for their physical and martial skills as well as their loyalty and ability to work as part of a unit. Royal guards are trained to be alert and fight in formation, taking advantage of each other's movement and position in combat. The royal guards' most skilled, legendary commanders have been said to wield their weapons as if they were extensions of their bodies.

Alert on Duty. Starting at 3rd level, you can focus your attention to notice movement. Designate a 10 square foot area. If you stay in this area for 10 minutes, you can double your proficiency bonus and gain advantage on Wisdom (Perception) skill checks made to notice creatures.

Coordinated Strike. Starting at 7th level, you can use your combat training to coordinate your attacks with your allies. Once per turn, you gain advantage on your first melee attack roll against a creature if at least one of your allies is within 5 ft. of the creature and the ally isn't Incapacitated.



Coordinated Shot. Starting at 10th level, you can spot the exact moment to release a shot while your ally occupies your target. Once per turn, you gain advantage on your first ranged attack roll against a creature if at least one of your allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Swift Strike. Starting at 15th level, your combat reactions become effortless. You gain an extra reaction that doesn't count towards your single use in the turn and that you can use only to make an attack roll, but only when your reaction is triggered.

Divert Strike. Starting at 18th level, you become one with your weapon, being able to deflect melee attacks. As a reaction, when targeted by a melee attack made by a creature within 5 feet of you that you can see, you can try to negate the attack. You must make a melee attack roll contest against the melee attack roll of the creature. On a success, you negate all damage from the creature's attack.

MONK

Stonefist

A small monastery of the Stonefists exists in the Shandar Mountains, which is related to some unspeakable horrors of legend that supposedly lurk on the top of the highest peaks. The monks of the Stonefist practice the fighting techniques of earth elementals by studying and imitating their combat maneuvers. Their daily practice involves hardening their bodies to withstand blows and the rigorous focusing of their strength. Masters of this monastic tradition become almost impervious to non-magical attacks and reach a level of ascendance where they can turn themselves into earth elementals.



Resist Strikes. Starting at 3rd level, you can channel your *ki* into resisting damage from a blow. As a reaction, you can spend 1 *ki* point to reduce the damage you take from an attack by 1d10 + your Strength modifier + your monk level.

Mountain Stance. Starting at 6th level, you can tighten your muscles to enter a steady stance making you immovable and hard to grapple with. As a bonus action, you can spend 1 *ki* point to gain advantage on contests involving Strength (Athletics) ability checks made against you and on Strength saving throws for 1 minute. If you take the move action, you lose this advantage until the start of your next turn.

Stone Body. Starting at 11th level, you can evoke a protective layer of stoney skin over your entire body. As a bonus action, you can spend 3 *ki* points to gain damage resistance from bludgeoning, piercing, and slashing damage for 1 minute.

Elemental Transformation. Starting at 17th level, you can become one of the elemental creatures you learned to imitate your whole life. As a bonus action, you can spend 6 *ki* points to transform into an earth elemental for 1 minute as if you were using the Wild Shape ability of the druid class. You can use all of your monk abilities in this new form. Once you use this feature, you can't use it again until you finish a short or long rest.

Way of the Nine Seals

Only a handful of devil-bound individuals practice the Way of the Nine Seals in Aglarion or the neighboring regions. This monastic tradition was forged in the flames of Hell, and it is infused with the accuracy and mettle of the fiends who practice it. Devils teach it only to those who pledge eternal servitude in return for the knowledge of the secret combat techniques. A monk of the Nine Seals is hard to fool and even harder to overcome. Masters of the Nine Seals are offered a fate-bound contract by their superiors, allowing them to alter their fate. In return, they are obedient tools of the armies of Hell.



Hellfire Fist. Starting at 3rd level, you can spend 1 *ki* point as an action to inflame a melee weapon you touch or your fists with hellish fire for 1 minute. Your unarmed or melee attacks deal an extra 1d4 fire damage.

Deny Advantage. Starting at 6th level, you can demand equal chances from your enemies. As a bonus action, you can spend 1 *ki* point to have one creature of your choice within 30 feet lose its advantage on all ability checks, saving throws, skill checks, and attack rolls until the start of your next turn.

Pierce Deception. Starting at 11th level, the powers of Hell grant you the ability to see reality as it is for a short period of time. As a bonus action, you can spend 3 *ki* points to gain the benefits of a *true seeing* spell for 1 minute.

Contractual Fate. Starting at 17th level, you can benefit from your hellish contract that has promised to protect you from unwanted outcomes of your fate in return for your service. As a reaction, you can automatically succeed on one ability check, saving throw, or skill check instead of rolling. Once you use this feature, you can't use it again until you finish a short or long rest, unless you spend 5 *ki* points.

Way of the Tentacle

A few rare monks participate in unarmed combat practices that emulate the fighting techniques of their foul aberrant masters. They are trained in ancient monk traditions that eventually enable them to turn their limbs into tentacles, giving them combat superiority.

Tentacle Limb. Starting at 3rd level, you can turn your body into the form of an aberrant creature. As a bonus action, you can spend 1 *ki* point to transform your arm into a 10-foot long tentacle for 1 minute. The tentacle



has reach and can be used as part of an unarmed strike. The tentacle deals bludgeoning damage equal to your Martial Arts die + your Strength or Dexterity modifier. You gain advantage on Strength (Athletics) skill checks to grapple an opponent with the tentacle. At 11th level, you can transform both of your arms into tentacle limbs.





Nerve-wracking Strike. Starting at 6th level, you can channel psychic energies into your tentacle strikes. Your unarmed strikes with your tentacle limb count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can spend 1 *ki* point to deal additional psychic damage with one unarmed strike of your tentacle limb equal to one roll of your Martial Arts die + your Wisdom modifier.

Psychic Barrage. Starting at 11th level, your ability to channel harmful psychic powers intensifies. When you use Flurry of Blows after an attack made with Nerve-wracking Strike, you can replace each of the unarmed strikes with a use of your Nerve-wracking Strike without spending additional *ki* points.

Suffocating Strike. Starting at 17th level, you learn how to force your tentacle limb into the throat of your enemies to kill them. The reach of your tentacle limb becomes 15 feet. As an action, you can attempt to grapple your opponent with your tentacle limb. A successfully grappled target becomes unable to speak and if you choose, it starts to suffocate while being grappled by you.

PALADIN

Inquisitor

Seekers of the truth and judges of the faith, the inquisitors are paladins who vow to punish the guilty and upkeep the law set by their faith and tenets.

These paladins focus on divination magic to lift the veils of deception and to find truths that lie behind them. Their loyalty to their church and beliefs is unquestionable, as is their dedication to any mission on which they are sent. Inquisitors and their methods might vary from religion to religion, but every one of them holds a zealous fervor in common, which drives them and empowers their abilities.

Tenets of Inquisition. The tenets of the Oath of the Inquisitor drive a paladin to seek the truth and to eliminate the hidden enemies of its faith.

Draw out the truth. The truth is not always visible. Finding it is sometimes hard, but the effort must be made. Once found, it must be announced so that others can learn it as well.

Facts only. Facts are the only truths on which you can rely. Anything else is mere speculation. One can only make a decision based on facts. Without firm evidence, even truth cannot be proven.

Oppose heresy. Seeking those who work to ruin and undermine the church's integrity is the holiest service one can do for one's faith. Therefore, one must always stay vigilant and be on the lookout for corruption and those who spread falsehoods.

Live by the law. Law provides safety and justice to all. Order is the only truth on which one can build. Those who break the law must pay the price. Therefore, one must live by the law and keep it at all costs.

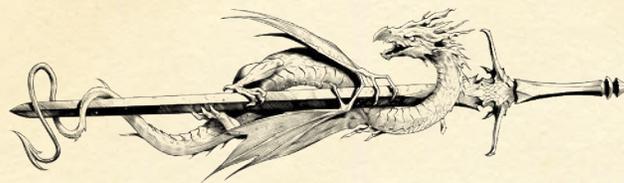
Oath Spells. You gain oath spells at the paladin levels listed.





Inquisitor Spells

Paladin Level	Spells
3rd	<i>comprehend languages, detect evil and good</i>
5th	<i>detect thoughts, zone of truth</i>
9th	<i>clairvoyance, speak with dead</i>
13th	<i>banishment, locate creature</i>
17th	<i>dispel evil and good, legend lore</i>



Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Pierce Illusion.** As a bonus action, you can use your Channel Divinity to augment your senses to overcome illusions. For the next 10 minutes, you can automatically see through 2nd level or lower illusion spells, you can automatically make an Intelligence (Investigation) skill check to discern 3rd or higher level illusion spells that allow such checks by merely looking at them, and you gain advantage on Intelligence (Investigation) skill checks.
- **Denounce Shapeshifter.** You can use your Channel Divinity to force a shapeshifting creature back into its natural form. As an action, you can target one creature within 30 feet. The target creature must make a Charisma saving throw. On a failed save, the target reverts to its natural form and can't change its form for 1 minute.

Discern Falsehood. Starting at 7th level, you can focus your senses to detect deliberate lies. As an action, you can target one creature within 30 feet. The target creature must make a Charisma saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier). On a failed save, you know if the target creature deliberately and knowingly speaks a lie. This ability does not reveal the truth. Once you use this feature, you can't use it again until you finish a short or long rest.

Prevent Escape. Starting at 15th level, you are able to prevent your enemies from escaping. As an action, you can target one creature within 30 feet. The target creature must make a Charisma saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier). On a failed save, the target creature becomes restrained by an invisible force and is prevented from using any form of teleportation, dimensional, or planar travel for one minute. Once you use this feature, you can't use it again until you finish a short or long rest.

Ultimate Conviction. Starting at 20th level, you can imprison, interrogate, and punish those you find guilty. As an action, you can create a cage made out of energy similar to a *forcecage* spell. Any creature within the cage must make a Charisma saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier). On a failed save, the creature is charmed. Creatures charmed this way must answer your questions truthfully until they are imprisoned this way. You can choose to release the target from the cage at any time, or target one of the creatures within the cage with an *imprisonment* or *power word kill* spell as if you have cast it requiring no material components. Once you use this feature, you can't use it again until you finish a long rest.

Oath of Cleansing

Paladins who swear this oath dedicate their lives to purify themselves, others, and places from malign influences. They are paragons of cleanliness, both in their dwellings, places of worship, private quarters, and persons. These paladins are often found engaged in rooting out malevolent forces, whether they be diseases or poisons. They are commonly found in places of healing, sometimes accompanying armies as medics, and rarely on personal quests to cleanse places or people from harm.



Tenets of Cleansing. The tenets of the Oath of Cleansing offer a framework for paladins of this order to keep all aspects of their lives and those of others pristine and devoid of harmful effects.

Cleanse the domain. Your surroundings reflect upon your person. Keep them spotless so that you may benefit from their immaculate nature and the purity they provide.

Cleanse the body. Your body is the shrine of your being. A healthy body is the first step to a healthy mind and soul.

Cleanse the mind. Keep your mind sharp and without filthy thoughts. Avoid substances that cloud your intellect and strive to keep it sharp.

Cleanse the soul. The soul is divine and must be protected from external influences. By righteous actions, you can fortify it and keep it unsullied.

Oath Spells. You gain oath spells at the paladin levels listed.

Oath of Cleansing Spells

Paladin Level	Spells
3rd	<i>protection from evil and good, purify food and drink</i>
5th	<i>lesser restoration, protection from poison</i>
9th	<i>protection from energy, remove curse</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>dispel evil and good, greater restoration</i>



Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Hallow.** You can use your Channel Divinity to infuse an area as sacred ground. As an action, you present your holy symbol and speak a prayer. The effect functions as a *hallow* spell with a radius of up to 30 feet and lasts for 1 minute. When you use this feature, you can only choose the *Courage* or *Energy Protection* features of the spell.
- **Cleansing Lay on Hands.** You can use your Channel Divinity to empower your Lay on Hands ability. By extending one use of your Channel Divinity, you can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands without expending hit points separately for each affliction. This use of your Lay on Hands also functions against negative influences that include being charmed, cursed, or frightened.

Exorcist. Starting at 7th level, you can exorcise evil spirits from others. As an action, you can end possession on a creature, forcing the possessing spirit out of the target. You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

Purify. Starting at 15th level, you can remove any negative condition from yourself or a willing creature you touch as an action. This ability also includes madness, petrification, and polymorph effects in addition to diseases and poisons, as well as being charmed, cursed, frightened. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Greater Purify. At 20th level, your faith gives you and your allies immunity to all negative influences that you can cleanse in your surroundings. As an action, you can remove all effects listed under your Purify ability from yourself and friendly creatures within 30 feet of you.



Oath of Protection

Paladins who swear the Oath of Protection are committed to the cause of protecting people, places, or even beliefs. Their well-grounded – and often narrowly interpreted – faith leads many who take the Oath to serve religious and secular organizations. However, paladins of this Oath have often turned against these very organizations when faced with tyrannical or oppressive regimes. Paladins who follow this path usually train frequently to maintain their capacity to offer aid in all circumstances to those that need it. They also encourage charity and lead by example in sheltering the weak and downtrodden.

Tenets of Protection. The first monarchs of Aglarion laid down the tenets of the Oath of Protection to protect their royal personages and the realm. However the oath has been shared widely by many faiths since then. Adherents to this oath hold the protection of people, places, and beliefs above all else and usually share these basic principles.

Protect those who protect us. Show respect to and safeguard those that are deserving and to whom you are sworn. Your word is your bond.

Knights of the Crown take a special oath in Aglarion that stands above all other tenets: “Protect the Realm, your Sovereign, and the Crown.”

Protect your allies. Keep those who depend on you from harm if threatened by forces greater than themselves. Shield those who are in allegiance with you as a bastion against harm. Join forces with your allies to overcome threats.

Protect those who stand behind you. Lead by example to become a beacon of inspiration to those around you, especially against seemingly insurmountable odds.

Protect yourself if there is nothing left to protect. Fortify your faith so that you may stand firm against that which makes you vulnerable. Be willing to sacrifice even your own life before all others. Tend to your own well-being, so that you may safeguard your charge until the very last.

Oath Spells. You gain oath spells at the paladin levels listed.



Oath of the Crown Spells

Paladin Level	Spells
3rd	<i>protection from evil and good, shield of faith</i>
5th	<i>protection from poison, warding bond</i>
9th	<i>magic circle, protection from energy</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>dispel evil and good, raise dead</i>

Channel Divinity. When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Vow of Protection.** You can use your Channel Divinity to bolster your defenses. As a bonus action, you can utter a vow of protection from a creature you can see within 30 feet of you, using your Channel Divinity. That creature gains disadvantage on attack rolls against you for 1 minute or until you drop to 0 hit points or fall unconscious.
- **Divine Ward.** You can use your Channel Divinity to offer protection to those around you. As an action, you present your holy symbol and each creature of your choice that you can see within 30 feet of you becomes warded for 1 minute. Any creature who targets a warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this effect ends. This effect ends on the creature if you are incapacitated or die or if the warded creature is more than 30 feet away from you.

Dedicated Defender. Starting at 7th level, you can deflect attacks against those whom you protect.

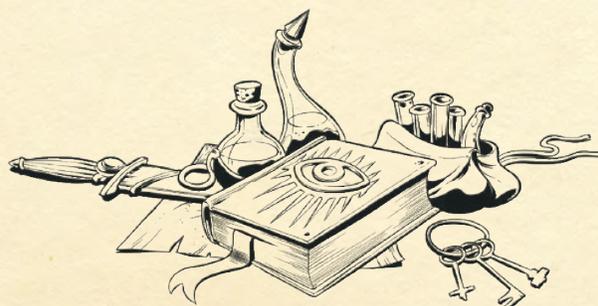
When another creature damages you or your ally within 5 feet with a melee attack, you can use your reaction to reduce the damage by 1d6 + your Charisma modifier points. This reduction increases to 1d8 + your Charisma modifier at 13th level, and 1d10 + your Charisma modifier at 17th level.

Bastion of Self. Starting at 15th level, your faith makes you protected against your foes. Any creature who targets you with an attack or a harmful spell must first make a Wisdom saving throw against your spell save DC. On a failed save, the creature must choose a new target or lose the attack or spell. Any creature that succeeds on the saving throw is immune to Bastion of Self for 24 hours. This effect doesn't protect you from area effects, such as the explosion of a fireball. This effect also ends if you are incapacitated or die.

Divine Protector. At 20th level, your dedication to become a paragon of protection makes you a bulwark against the enemies of your cause and a symbol to those around you. As an action, you recount the Tenets of Protection and gain the following benefits for 1 minute:

- You gain the benefits of a shimmering field of protection, granting you a +2 bonus to AC.
- You have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.
- Whenever you or any ally within 30 feet fails a saving throw, you can use your reaction to force the creature to reroll it. You must use this new roll.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.



RANGER

Feyfriend

Those who venture into the forests deep enough might find crossroads that connect the Fey-realm and the Material Plane. Often, mischievous fey dwell around these planar breaches, and if one can express the right attitude, they can be befriended. The fey respect those who understand their nature and are willing to become lifelong allies over time.

Resist Lure. Starting at 3rd level, you learn how to resist enchantments. You gain advantage on saving throws against being charmed.

Fey Armament. Starting at 3rd level, the fey lords grant you the armament of a sprite. As an action, you can create one of the following weapons in your empty hand:

- **Shortbow of the Sprite.** A creature hit by this shortbow must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until

it takes damage or another creature takes an action to shake it awake.

- **Sword of the Elves.** This extremely sharp longsword deals an extra 1d6 slashing damage.



These weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The weapon disappears after 1 minute, if it is more than 5 feet away from you for 1 round, if you dismiss the weapon (no action required), or if you die. Once you use this feature, you can't use it again until you finish a long rest.

Speak with Beasts and Plants. Starting at 3rd level, you can communicate with beasts and plants as if they shared a language with you. You learn how to read, write, and speak Sylvan.

Sprite Companion. Starting at 7th level, the Feyrealm blesses you with a faithful sprite companion. The sprite acts on its own and has its own will, but it is always loyal to you. It disappears if it reaches 0 hit points but a new sprite arrives the next dawn to replace the previous one.

Fey Reinforcements. Starting at 11th level, you can call fey creatures to help you. You can cast the *conjure fey* spell without expending a spell slot or material components. Once you use this feature, you can't use it again until you finish a long rest.

Sanctuary of the Fey Court. Starting at 14th level, fey creatures and creatures of the natural world sense your connection to their kind and become hesitant to attack you. When a fey, beast or plant creature attacks you, that creature must make a Wisdom saving throw against your ranger spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.



Monster Tamer

A ranger with a knack for calming and controlling beasts and creatures with bestial intelligence, the monster tamer has dedicated its life to locating and dealing with such creatures. Usually, monster tamers are called in to handle threats from the wild, but sometimes they are merely essential personnel in keeping large beasts of burden in line. Some monster tamers use their skills to subjugate animals, some to care for them and nourish them in the wild. Their favored enemies are always beasts and monstrosities. In Aglarion, tamers can be found in the countryside or as the caretakers of the Monster Menagerie in Onadbyr.

Monster Tamer Magic. You learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Monster Tamer Spell List table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Monster Tamer Spell List

Ranger Level	Spells
3rd	<i>Speak with animals</i>
5th	<i>Locate animals or plants</i>
9th	<i>Conjure animals</i>
13th	<i>Dominate beast</i>
17th	<i>Hold monster</i>

Bestial Affinity. Starting at 3rd level, you can use your body language and soothing sounds to calm animals and monsters. You gain advantage on Wisdom (Animal Handling) skill checks made to calm beasts and monstrosities with an Intelligence score of 3 or lower.

Sense Beasts. Starting at 3rd level, you can detect hostile animals and monsters. You sense the direction to the location of the highest challenge rating beast or monstrosity, and you can tell its distance from you as long as the creature is within 1,000 feet



of you. If the creature is moving, you know the direction of its movement. Once you use this feature, you can't use it again until you finish a short or long rest.

Master of Monsters. Starting at 7th level, your spells can affect monstrosities the same way they affect beasts. You can substitute the beast creature type with the monstrosity creature type in any of your spells.

Call of the Beasts. Starting at 11th level, you can conjure beasts and monsters to do your bidding. You can cast the *conjure animals* spell without expending a spell or material components and use it to summon a monstrosity with a challenge rating of 2 or lower and with an Intelligence score of 3 or lower. Once you use this feature, you can't use it again until you finish a short or long rest.

Protection of the Pack. Starting at 15th level, when you surround yourself with allied beasts or monstrosities, the pack grants you benefits. You gain the following benefits if an allied beast or monstrosity is within 5 ft. of you or if you are mounted on such a creature.

- You gain +2 to your AC.
- Whenever you are the target of a melee attack, the beast or monstrosity can make a melee attack against the attacking opponent as a reaction.
- When an attacker that you can see hits you with a melee attack, you can use your reaction to halve the attack's damage against you. However your beast or monstrosity ally takes the other half of the damage.

Siege Beast Master

Even the largest of beasts can be subdued and harnessed as siege weapons by a ranger of this enclave. A siege beast's power lies in its sheer size and ability to smash down walls or destroy siege weapons. As a result, they are at the forefront of armies, trampling anything and anyone who crosses their path, often serving as mounts for their ranger companions. Once bonded to a ranger, the siege beast be-

comes a force of devastation, gaining some magical abilities from its companion.

Beast Companion. Starting at 3rd level, you gain a beast companion that fights beside you. Choose a beast that is no larger than Large size and that has a challenge rating of 1 or lower. The beast obeys your commands and takes its turn on your initiative. On your turn, you can command the beast where to move or what actions to take, which require no actions on your part. If you are incapacitated or absent, the beast has free will and protects you and itself. If the beast dies, you can obtain another one by spending 8 hours to befriend another non-hostile beast.

Siege Beast Companion. Starting at 7th level, the maximum challenge rating of the beast that you can have as your companion increases to 2.

Your beast companion also gains the *Siege Monster* trait, allowing it to deal double damage to objects and structures.

Magical Siege Beast Companion. Starting at 11th level, the maximum challenge rating of the beast that you can have as your companion increases to 3 and can be of Huge size.

Your beast companion's natural attacks count as magical for the purposes of overcoming damage resistance.

Greater Magical Siege Beast Companion. Starting at 15th level, the maximum challenge rating of the beast that you can have as your companion increases to 4.

When you are mounted on your beast companion or within 5 feet of it, any creature that attacks you provokes an opportunity attack from your beast companion.



ROGUE

Spellthief

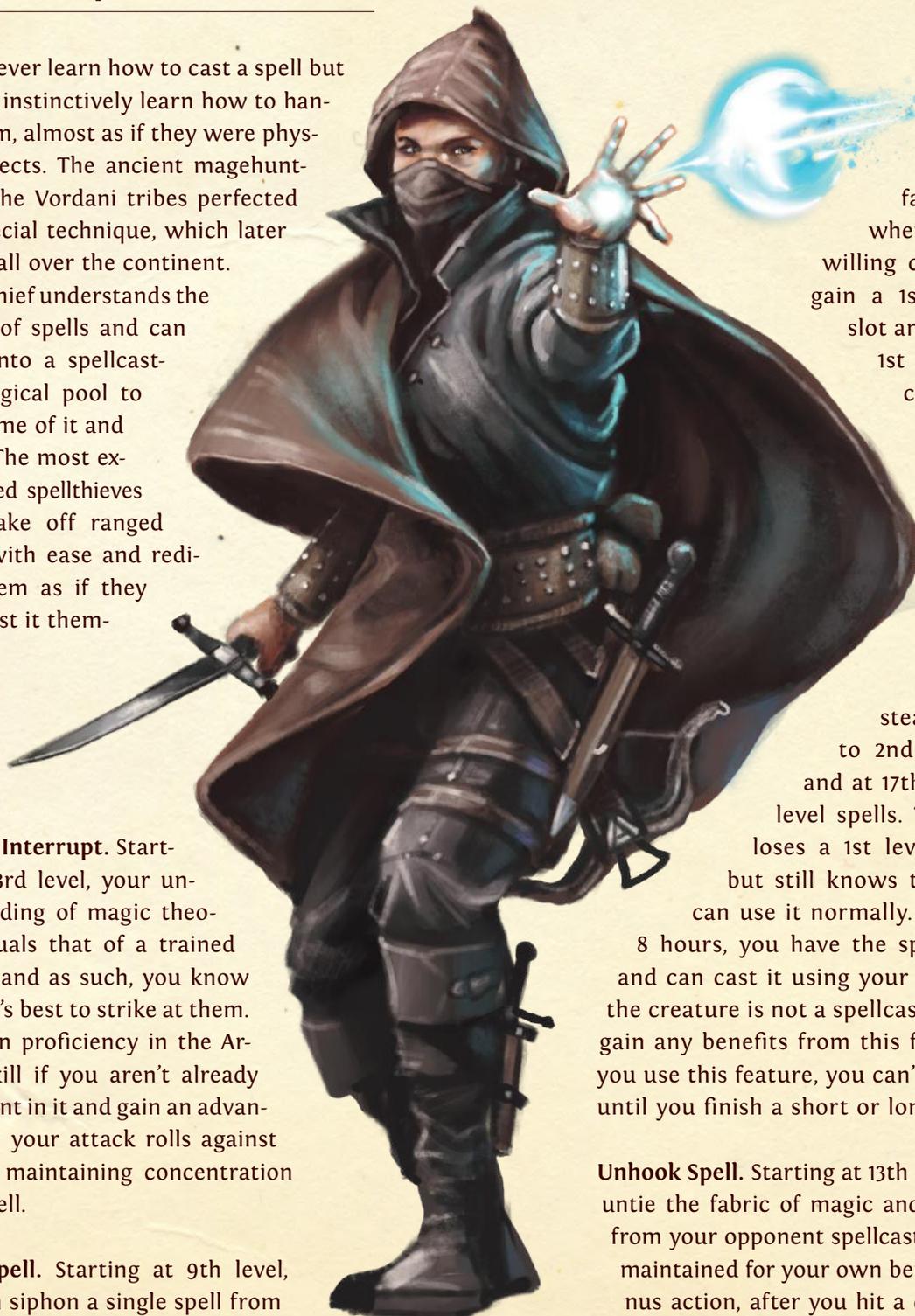
Some never learn how to cast a spell but instead instinctively learn how to handle them, almost as if they were physical objects. The ancient magehunters of the Vordani tribes perfected this special technique, which later spread all over the continent.

A spellthief understands the nature of spells and can reach into a spellcaster's magical pool to take some of it and use it. The most experienced spellthieves can shake off ranged spells with ease and redirect them as if they have cast it themselves.

Sneaky Interrupt. Starting at 3rd level, your understanding of magic theories equals that of a trained wizard and as such, you know when it's best to strike at them. You gain proficiency in the Arcana skill if you aren't already proficient in it and gain an advantage on your attack rolls against targets maintaining concentration on a spell.

Steal Spell. Starting at 9th level, you can siphon a single spell from

a spellcaster with a precise strike. As a bonus action, after you hit a creature with a melee weapon, you can force the creature to make a saving throw with its spellcasting ability modifier. The DC is 8 + proficiency bonus + your Dexterity modifier.



On a failed save or when you touch a willing creature, you gain a 1st level spell slot and a prepared 1st level spell chosen by you from the creature's known or prepared 1st level spells. At 13th level, the spell level you can steal increases to 2nd level spells, and at 17th level to 3rd level spells. The creature loses a 1st level spell slot, but still knows the spell and can use it normally. For the next 8 hours, you have the spell prepared and can cast it using your spell slots. If the creature is not a spellcaster you don't gain any benefits from this feature. Once you use this feature, you can't use it again until you finish a short or long rest.

Unhook Spell. Starting at 13th level, you can untie the fabric of magic and take it over from your opponent spellcaster, keeping it maintained for your own benefit. As a bonus action, after you hit a creature who



is maintaining concentration on a spell with a melee weapon, you can choose not to deal extra damage from your Sneak Attack. Instead, you force the creature to make a saving throw with its spellcasting ability modifier. The DC is 8 + proficiency bonus + your Dexterity modifier. On a failed save, the maintained spell ends on the creature and you gain the spell's benefits for 1 minute. Once you successfully use this feature to unhook a spell, you can't use it again until you finish a long rest.

Reflect spell. Starting at 17th level, you know exactly how to deflect and divert a ranged magical attack. As a reaction, you can reflect a magical ranged attack made against you back at any target you can see within the spell's range. The range and DC of the spell is the original caster's range and spell save DC. Once you use this feature, you can't use it again until you finish a long rest.

Spy

Spies are masters of infiltration and stealth, able to get out of seemingly impossible situations with the intelligence they seek. They train their memories to remember even the most minute details at a glance, making them valuable agents to recover information. Spies are adept at avoiding notice when needed, pocketing valuable objects or intelligence, and deceiving whoever they encounter with expertly woven cover stories. Some masters of their trade can even pierce the minds of their marks, allowing them to more effectively infiltrate the ranks of organizations they target.

Spycraft. Starting at 3rd level, you become a master of spycraft. You gain proficiency with the Dexterity (Stealth), Dexterity (Sleight of Hand), and Charisma (Deception) skills if you are not already proficient in them or double your proficiency bonus if you are already proficient in them.

Photographic Memory. Starting at 3rd level, you gain photographic memory and can recall the most minute details of what you've seen. You can recall every

detail of a single image or a single page of script that you've studied for one round. You can recall a number of images or pages up to your Intelligence ability modifier. You can memorize new images or pages, but you will lose the memory of an image or page that you have previously memorized.

Second Chance. Starting at 9th level, whenever you fail a Dexterity (Stealth), Dexterity (Sleight of Hand), or Charisma (Deception) skill check, you can reroll the check as a bonus action. You must use the new result, even if it's lower than the original roll. Once you use this feature, you can't use it again until you finish a short or long rest.

Read Thoughts. Starting at 13th level, as an action you can read the surface thoughts of one creature within 60 feet of you. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, you can continue reading its thoughts, as long as your concentration isn't broken (as if concentrating on a spell). While reading the target's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) skill checks against the target.

Master Spy. Starting at 17th level, instead of rolling, you can choose to automatically succeed on a Dexterity (Stealth), Dexterity (Sleight of Hand), or Charisma (Deception) skill check. Once you use this feature, you can't use it again until you finish a short or long rest.



Umbral Stalker

Those who spend their lives in darkness become part of it. The umbral stalker lives in the shadows and strikes unexpectedly. These rogues train to become part of the darkness they live in and to use it to the best of their advantage. Soon, its essence starts to seep into their very beings. Umbral stalkers eventually become able to open a rift into the Shadowrealm and learn to move between the planes, feeling at home in the shadows of both realms.

Eyes of Darkness. Starting at 3rd level, your eyes become adapted to even the deepest darkness. You gain darkvision in a 60-foot radius and can see through even magical darkness.

One with the Shadows. Starting at 9th level, you can blend into darkness, making your movement almost undetectable. While under the cover of darkness, you can use your Sneak Attack feature regardless of other requirements and have advantage on Dexterity (Stealth) skill checks.

Shadow Step. Starting at 13th level, you become able to move through the Shadowrealm to reach your destination. While in darkness, you can use your movement to teleport to a location within the range of your as long as it is also in darkness.

Shadow Rift. Starting at 13th level, you become able to open a narrow rift in the fabric of the planes and transpose yourself to the Shadowrealm and back to the plane from whence you came. As an action, you can travel to the Shadowrealm or return to the plane you came from as if you have cast the *plane shift* spell. You can only use this feature if you are on the Ethereal Plane, the Feyrealm, the Material Plane, or the Shadowrealm. No magical or physical restrictions can prevent you from accomplishing the planar travel made possible by this feature. Once you use this feature, you can't use it again until you finish a long rest.

Umbral Strike. Starting at 17th level, you can attack a creature's life force through its shadow. When you

are able to use your sneak attack, your target's AC against your attack becomes 10 + the creature's Dexterity modifier. You can use this feature only if your target is in darkness.



SORCERER

Entropist Bloodline

You carry the forces of entropy in your bloodline, fueled by the elemental rule of chaos, and are driven to turn all things into their natural and eventual state of nothingness. Most sorcerers who are touched by chaos in this manner embrace the gifts of their blood and find use of their abilities in everyday life, while some strive through fanatical devotion to turn all things to dust, acting as agents of destruction. In either case, the magic that infuses their blood lends itself to combat, and many entropists are experts at breaking down the fortifications of their opponents and denying them healing.



Touch of Entropy. Starting at 1st level, your touch destroys non-organic matter. If the nonmagical object isn't being worn or carried, you can choose to cause your touch to destroy a Tiny object at 1st level, a Small object at 5th level, a Medium object at 9th level, a Large object at 13th level, and a Huge object at 17th level. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw against your spell save DC to avoid your touch. If the object touched is a non-magical weapon being carried, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. If the object touched is either a nonmagical armor or a nonmagical shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Aura of Entropy. Starting at 1st level, you emanate an aura of entropy that interferes with the natural order of reality. The radius of your aura is 5 feet at 1st level, but increases to 10 feet at 6th level, 15 feet at 11th level, and 20 feet at 16th level. Within your aura, objects cannot be repaired (ex.: by *mending* spell). Additionally, all healing effects are hampered by your aura and require a DC 10 Constitution saving throw to function.

Entropic Damage. Starting at 6th level, your aura of entropy also dissolves organic flesh. Each creature you choose in your Aura of Entropy must succeed on a Constitution saving throw against your spell save DC or lose a number of hit points equal to 1d4 + your spellcasting ability modifier at the start of each of its turns. While the creature remains in your aura, its body continues to dissolve, and the creature continues to lose hit points at the start of its turns unless it succeeds on the Constitution saving throw. On a successful save, the creature is immune to this effect for 24 hours.

Resistances to Natural Law. Starting at 14th level, you are partially protected against the flow of entropy. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons. You also gain advantage on saving throws against any spell cast or effects created by lawful creatures.



Additionally, you gain advantage against petrification and any other transmutation effect that would change the composition of your body or physical form, like polymorph.

Sphere of Entropy. Starting at 18th level, as an action you can rip the fabric of space and create a swirling void in the multiverse, summoning a *sphere of annihilation* out of raw entropy. The sphere remains in existence for 1 minute, and you have advantage on rolls to control the sphere. You can't use this feature again until you finish a long rest.

Lycanthropic Bloodline

Some descendants of lycanthropes can awaken the power of their ancestors and benefit from the curse that runs in their blood. These individuals become more and more bestial as their dormant heritage slowly awakens, which they sometimes find hard to control. Lycanthropic bloodline sorcerers rely on their newfound natural savagery in combat and benefit from the defensive capabilities of their ancestors.

Keen Senses. Starting at 1st level, your senses become sharper, similar to that of a predator. You gain advantage on Wisdom (Perception) skill checks that rely on hearing or smell.



Predator's Knowledge. Starting at 1st level, your bestial side awakens, giving you the skills of predators. You gain proficiency in the Dexterity (Stealth), Wisdom (Perception), and Wisdom (Survival) skills if you are not already proficient in them.

Hybrid Form. Starting at 6th level, you can assume the form of a lycanthrope hybrid. As an action, you can spend 1 sorcery point to transform into a hybrid form for 1 minute and gain the following benefits:

- When you aren't wearing armor, your AC equals 12 + your Dexterity modifier.
- You gain damage resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.
- You become proficient with natural weapons.
- Your hands transform into claws that deal 1d6 + Strength modifier points of slashing damage. You can attack twice with your claws, instead of once, whenever you take the attack action on your turn.
- As a bonus action, you can make a bite attack that deals 1d8 + Strength modifier points of piercing damage.

Curse of Silver. Starting at 14th level, the curse coursing in your veins manifests, giving you enhanced invulnerability. You gain damage resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.

Apex Predator. Starting at 18th level, you become an apex lycanthropic predator infused with magic. When using your Hybrid Form class feature, you gain the following additional benefits:

- When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.
- Your claw damage increases to 2d4 + Strength modifier points of slashing damage.
- Your bite damage increases to 2d6 + Strength modifier points of piercing damage.
- You gain an additional attack action on each of your turns.



Primordial Energy Savant

The bloodline of the ancient primordial elementals runs in only a few creatures on the Material Plane. These creatures are partially composed of the elements that make up the fabric of all worlds, making them less vulnerable to energy effects. Primordial energy savants are conduits of elemental power who can nurture their heritage to an extent where they can freely access all of the elements to imbue their spells. At the peak of their power, the connection of these elemental-infused creatures on the Elemental Planes is so strong that they can tear a gateway to them using their sheer forces of will.

Voice of the Elements. Starting at 1st level, you innately become able to converse with those who speak the language of the elements. You can understand and speak Auran, Aquan, Ignan, and Terran.

Primordial Physiology. Starting at 1st level, your anatomy resembles that of an elemental, making you less vulnerable to elements and certain conditions that affect the body. You gain advantage on saving throws against being petrified or poisoned. You also gain a damage threshold of 2 against acid, cold, fire, lightning, and thunder damage.

Energy Admixture. Starting at 6th level, you become able to choose the element you wish to create with your spells. You can spend 1 sorcery point to change the damage type of a spell that causes acid, cold, fire, lightning, or thunder damage to any of the damage types that you can change.

Heightened Primordial Magic. Starting at 14th level, your element-based spells become harder to resist. When you cast a spell that deals acid, cold, fire, lightning, radiant, or thunder damage and forces a creature to make a saving throw to resist the effects of the spell, you can spend 3 sorcery points to give all targets of the spell disadvantage on their first saving throw made against the spell.

Elemental Gate. Starting at 18th level, you can open a portal to any of the elemental planes. You can cast the *gate* spell to open a portal to an Elemental Plane. Once you use this feature, you can't use it again until you finish a long rest.

WARLOCK

Chaos Wielder

Chaos Wielders choose the Elemental Chaos as their patron, allowing them to tap into the raw forces of chaos and manipulate fate itself. In their temperaments, these warlocks often resemble the force they serve - they are erratic and sometimes even nihilistic, not bound by any standards of laws or social norms. As a result, Chaos Wielders are usually spurned by the rest of society and are considered dangerous in their seemingly incomprehensible motives.

Expanded Spell List. At 1st level, the Elemental Chaos 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:

Chaos Wielder Expanded Spells

Spell Level	Spells
1st	<i>bane, bless</i>
2nd	<i>flaming sphere, spiritual weapon</i>
3rd	<i>blink, call lightning</i>
4th	<i>confusion, polymorph</i>
5th	<i>flame strike, reincarnate</i>

Wild Magic. Starting at 1st level, your spells can have unforeseen consequences. You can choose to apply a Wild Magic Surge effect immediately after you cast the spell. Roll for a random effect on the Wild Magic Surge table on page 104 of the Player's Handbook. You can use this feature a number of



times equal to half your warlock levels rounded down, and you regain all expended uses when you finish a long rest.

Flows of Chaos. Starting at 6th level, you can manipulate fate using the power of chaos. When any creature makes an attack roll, ability check, or saving throw, you can use your reaction to roll 1d4 and apply the number rolled as a bonus or penalty to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur. At 10th level, this dice increases to 1d6, and at 14th level this dice increases to 1d8. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Order in Chaos. Starting at 10th level, you can manipulate the energies of your spells for optimal effect. For any spell that requires a dice roll, you can roll twice and take the desired roll. Once you use this feature, you can't use it again until you finish a short or long rest.

Twisted Fate. Starting at 14th level, you can manipulate your fate and those of others. When any creature makes an attack roll, ability check, or saving throw, you can use your reaction to give advantage or disadvantage to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Dragon Patron

Warlocks who venerate a Great Wyrms are bestowed with powers that emulate those of their draconic patrons. Their patrons share their blood with these warlocks, slowly transforming their physical forms as they gain draconic features like claws and even wings, as well as the senses and frightful presence of their mighty master.

Expanded Spell List. At 1st level, your Great Wyrms patron 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:

Dragon Patron Expanded Spells

Spell Level	Spells
1st	<i>feather fall, hunter's mark</i>
2nd	<i>darkvision, enhance ability</i>
3rd	<i>clairvoyance, haste</i>
4th	<i>freedom of movement, stonewall</i>
5th	<i>geas, legend lore</i>

Dragon's Tongue. Starting at 1st level, you can speak, read, and write Draconic. Additionally, whenever you make a Charisma ability check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon's Claws. Starting at 1st level, your hands become clawlike that you can use to make attacks. The claws have a reach of 5 feet, can be used as an unarmed strike, and deal 1d6 + Strength modifier slashing damage on a hit.

Draconic Ancestry. Starting at 6th level, you become dragonlike in your nature. You gain the *Draconic Ancestry*, and associated *Breath Weapon* and *Damage Resistance* traits of the Dragonborn race.

Dragon's Senses. Starting at 10th level, you gain blindsight 30 ft. Additionally, you sense the presence of any treasure worth over 100 gold pieces within 120 feet of you. This ability merely reveals that treasure is present. You don't learn the location of the treasure, but you do learn its general value. This ability can't locate treasure if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Dragon Wings. Starting at 14th level, you gain the ability to sprout a pair of dragon wings from your





back, gaining a fly speed equal to your walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Frightful Presence. Starting at 14th level, you can channel the dread presence of your dragon ancestor, causing those around you to become frightened. As an action, you can draw on this power and exude an aura of fear to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were concentrating on a spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw against your spell save DC or be frightened until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. Once you use this feature, you can't use it again until you finish a short or long rest.

Witchservant

Hags can sense those who seek power desperately and are willing to spread the malice of their patron to cause discord and misery. Witchservants are usually bitter, power-hungry individuals who live hidden in society. They live as average citizens and practice their devotions secretly, gathering only to conduct vile rituals and contact their hag patrons for guidance. Various hags have a decent number of servants in Aglarion who treat their subjects as expendable assets.

Expanded Spell List. At 1st level, your hag patron 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:

Witchservant Expanded Spells

Spell Level	Spells
1st	<i>bane, hideous laughter</i>
2nd	<i>blindness/deafness, darkvision</i>
3rd	<i>bestow curse, tiny hut</i>
4th	<i>divination, polymorph</i>
5th	<i>commune, contagion</i>

Hag's Form. Starting at 1st level, you can mimic the shape-changing ability of your hag patron. As a bonus action, you can magically polymorph into a Small or Medium humanoid for one hour. Your statistics are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die. Once you use this feature, you can't use it again until you finish a long rest.

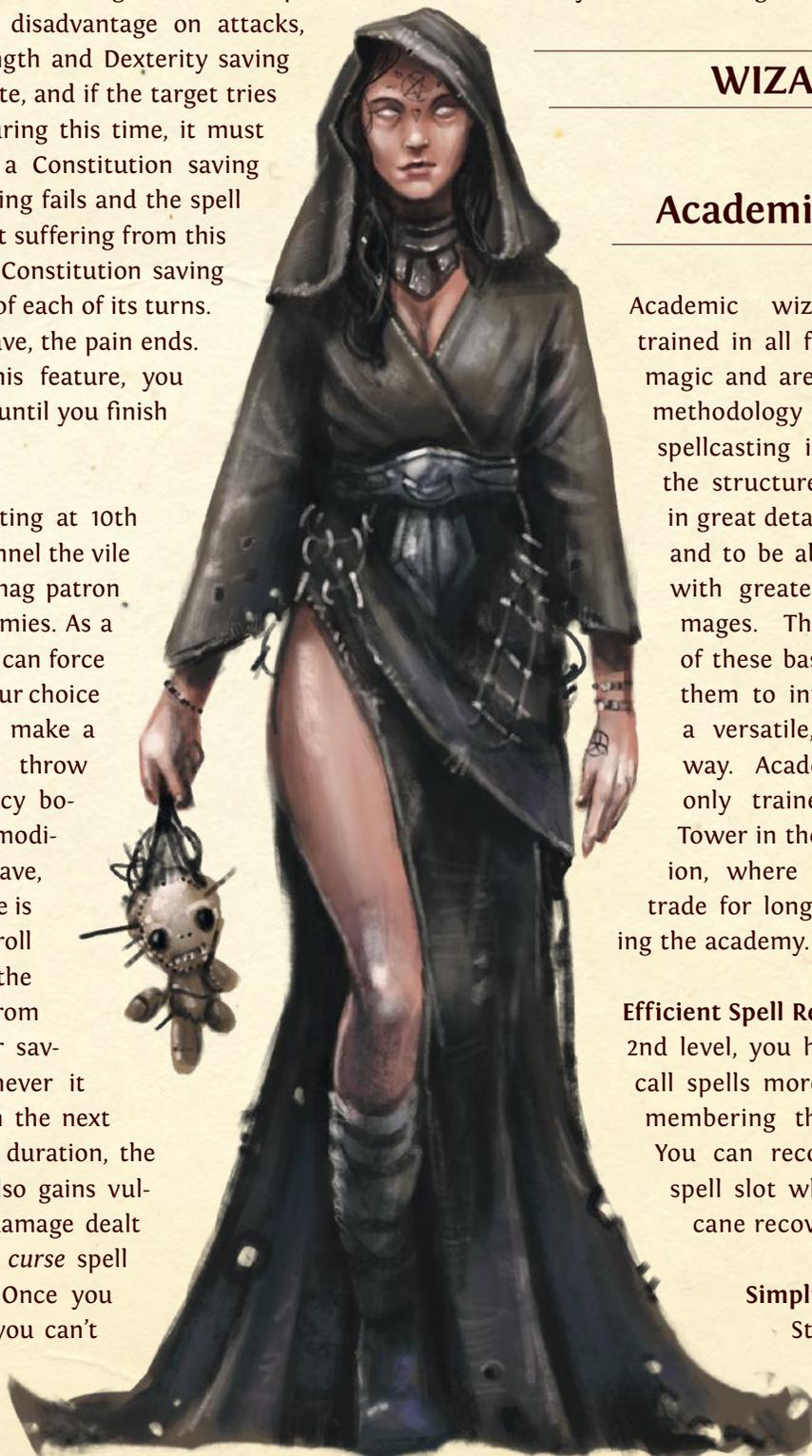
Dark Devotion. Starting at 1st level, your hag patron bolsters your determination. You have advantage on saving throws against being charmed.

Painful Incantation. Starting at 6th level, you can cause intense pain with your damaging spells. As a



bonus action, you can choose to use painful incantation when you roll damage for a spell and force the damaged creature to make a Constitution saving throw (DC 8 + proficiency bonus + Charisma modifier). On a failed save, the target creature's speed is halved, it has disadvantage on attacks, skill checks, Strength and Dexterity saving throws for 1 minute, and if the target tries to cast a spell during this time, it must first succeed on a Constitution saving throw or the casting fails and the spell is wasted. A target suffering from this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends. Once you use this feature, you can't use it again until you finish a long rest.

Malediction. Starting at 10th level, you can channel the vile energies of your hag patron to curse your enemies. As a bonus action, you can force one creature of your choice within 30 feet to make a Charisma saving throw (DC 8 + proficiency bonus + Charisma modifier). On a failed save, the target creature is cursed and must roll 1d6 and subtract the number rolled from its attack rolls or saving throws whenever it makes one within the next 1 minute. For the duration, the target creature also gains vulnerability to all damage dealt by you. A *remove curse* spell ends this effect. Once you use this feature, you can't use it again until you finish a long rest.



Ethereal Passage. Starting at 14th level, you gain the ability to traverse the Ethereal plane. You can cast *etherealness* without consuming a spell slot. Once you use this feature, you can't use it again until you finish a long rest.

WIZARD

Academic Wizard

Academic wizards are highly trained in all forms of schools of magic and are specialized in the methodology and procedures of spellcasting itself. They analyze the structure of spell formulas in great detail to optimize them and to be able to handle them with greater ease than other mages. Their understanding of these basic concepts allows them to interchange spells in a versatile, almost effortless way. Academic wizards are only trained in the Arcane Tower in the kingdom of Aglaron, where they master their trade for long years before leaving the academy.

Efficient Spell Recovery. Starting at 2nd level, you have learned to recall spells more efficiently by remembering their key variables. You can recover an additional spell slot when using your arcane recovery class ability.

Simplified Spell Rituals. Starting at 2nd level, you have mastered conducting rituals by



focusing on their most fundamental structures. Instead of the usual 10 minutes required to cast ritual spells, you can cast the ritual version of a spell in 1 minute.

Expedient Spell Preparation. Starting at 6th level, you can prepare spells faster than usual. Preparing a new spell takes 1 round per spell level for you instead of the usual 1 minute per spell level.

Elevated Spell Power. Starting at 10th level, you attain an optimized form of spellcasting methodology, which makes your spells more powerful. Spells you cast are considered to be one spell slot level higher than their actual spell slot level.

Combined Spell Effects. Starting at 14th level, you learn how to apply spells so that their effects are combined. You can apply and stack the same magical effect of a spell to a target one additional time. Once you use this feature, you can't use it until you finish a long rest.

Arcane Sentinel

Magic is reliable, it is hard to cheat, and is a more convenient tool to safeguard riches or secrets than intelligent guardians or monsters of any kind. Arcane sentinels are abjuration-spe-

cialist wizards who focus on magic that wards areas and prevents intrusion. Their spells are more durable, harder to remove, and more deadly when properly placed. Master Bertio Ranberd is the most renowned practitioner of the arcane sentinel school in Aglarion, teaching his secret formulas at his shop and boarding school, the Emporium of Marvelous Rarities.

Practiced Abjurer. Starting at 2nd level, you become practiced at learning abjuration spells. The gold and time you must spend to copy an abjuration spell into your spellbook is halved.

Advanced Alarm. Starting at 2nd level, you gain deeper insight into the working of the *alarm* spell. Add the *alarm* spell to your spellbook. The duration of an *alarm* spell cast by you becomes 24 hours, and it can be both mental and audible. You can also designate other willing creatures to be alerted by your *alarm* spell's mental alert.

Empowered Glyph. Starting at 6th level, you can inscribe the *glyph of warding* spell in an instant and make it more potent. Add the *glyph of warding* spell to your spellbook. You can cast the *glyph of warding* spell as an action without using a spell slot and reroll a number of the damage dice equal to your Intelligence modifier (minimum 1) when using the spell's explosive runes option.



You must use the new rolls. Once you use this feature, you can't use it until you finish a long rest.

Tenacious Abjurations. Starting at 10th level, your abjuration spells become hard to dispel. An attempt to use the spells *counterspell* or *dispel magic* against your 3rd or lower level abjuration spells requires an ability check. All ability checks made to dispel an abjuration spell cast by you have disadvantage.

Logical Defense. Starting at 14th level, you can deduct the outcome of a threat directed at you. As a reaction, you can add your Intelligence modifier (minimum 1) as a bonus to your AC or a saving throw made against a spell.

School of Shadow

The arcane studies of the school of illusions led some specialist mages to discover ways to infuse their spells with shadow material drawn directly from the Shadowrealm. These illusions are tangible, almost real manifestations of their creator's creativity that can physically interact with their surroundings. Most shadow wizards in Aglarion treat their knowledge as a highly kept secret that they rarely teach to others. Many of them have succumbed to the negative influence of the umbral powers they have learned to manifest, turning into bitter, emotionless versions of their former selves.

Darksight. Starting at 2nd level, your eyes have adapted to darkness. You gain darkvision with a 60-foot radius, or your darkvision's radius improves by 60 feet if you already have darkvision.

Shadow Shield. Starting at 2nd level, you can instantly create a tangled mass of shadows that make you harder to hit. You can use your reaction to conjure a shadowy aura that negates one hit by an attack that targets you. Once you use this feature, you can't do so again until you finish a short or long rest.

Pseudo Reality. Starting at 6th level, you can empower your illusions with quasi-real shadows that deal damage. When you cast a 1st or higher level spell to

create the image of an object, creature, or visible phenomenon, you can choose to cast your spell to deal 1d6 psychic damage per spell level every turn to those creatures that are affected by it. Affected creatures can make an Intelligence saving throw to halve the damage. Physical interaction with the image does not reveal it to be an illusion. A creature that successfully disbelieves the image by taking an action to make a successful Intelligence (Investigation) skill check becomes immune to the damage dealt by the spell.

Shadow Evocation. Starting at 10th level, you can create a barrage of illusory damaging spells formed out of semi-real shadowstuff. As an action, you can choose an evocation spell that deals damage. You cast this spell as an illusion spell using a spell slot equal to the spell level of the chosen spell. Otherwise, the spell works exactly like the original spell. The affected creature must make the saving throws as described in the spell's description. However, a creature affected by a shadow evocation spell must first make an Intelligence saving throw. On a failed save, the creature believes the spell to be real and takes damage from the spell as normal. On a successful save, the creature takes only half damage.

Shadow Conjunction. Starting at 14th level, you can create a quasi-real creature made out of shadows. As an action, you can cast the *conjure elemental* spell without expending a spell slot or material components, but instead of conjuring an elemental, you can create an illusory creature of challenge rating 6 or lower of any type. A creature that uses its action to examine the illusory creature can determine that it is an illusion with a successful Intelligence (Investigation) skill check against your spell save DC. If a creature discerns the illusory creature for what it is, the creature can see through the image and takes only half damage from the illusory creature, and has advantage on saving throws and ability checks made against the illusory creature. Once you use this feature, you can't use it until you finish a long rest.



PLAYER OPTIONS

FEATS

The following 13 new and unique feats establish backgrounds and special flares to a few notable NPCs in Crown of the Oathbreaker. They incorporate options that players can use to give flavor to their characters and have a deeper connection to the available subclasses that we have created as well.

Adaptive Personality

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

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



Blessed Spirit

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

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



Braveheart

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

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



Focused Aim

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

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



Gravetouched

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

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





Guardian

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

- You gain a +1 bonus to AC if there are allies within 5 feet of you.
- As a reaction, you can protect an ally who is within 5 feet from you from an attack of opportunity. If you use this action, the attack automatically misses.



- When an ally who is within 5 feet of you is attacked, you can shield them with your body. As a reaction, you switch the target of the attack to yourself, using your own AC to determine if the attack hits and taking damage if it does.

Hellfire Channeler

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

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



Mounted Charger

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

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

Scourge of the Undead

You gain powers to resist and punish the living dead.

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



Shadowcaster

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

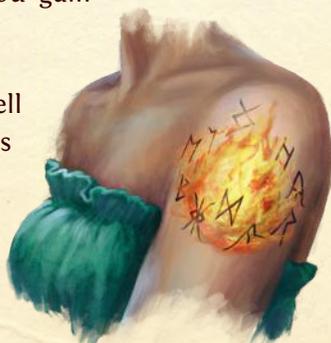
- The DC to end or dispel your illusion spell or interrupt you in casting an illusion spell is 13 + your spell's level.
- The duration of your illusion spells is doubled.
- You can spend an extra spell slot of the same spell level when you cast an illusion spell. The saving throw against your spell or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



Spell Tattoo

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

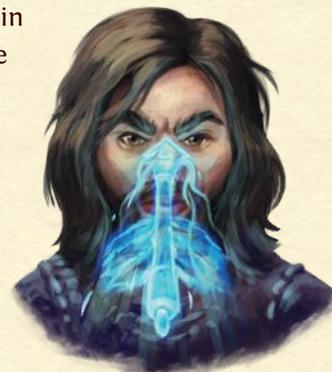
- You can cast the spell weaved into the tattoo as a bonus action. You regain the ability to cast the spell when you finish a long rest.



Stern Justicar

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

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



Trap Engineer

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

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



PLAYER OPTIONS

SPELLS

The following 16 new and unique spells give flavor to many NPCs, locations, and situations in the Crown of the Oathbreaker adventure. All of them can be researched, emulated, or accessed by the characters as they progress in spellcasting levels.

Disable Construct

4th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M
(a gear made of metal)
Duration: Concentration,
up to 1 minute
Classes: Bard, Sorcerer,
Wizard



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

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

Fortify Soul

4th-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 8 hours
Classes: Cleric, Paladin

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





Immobilize

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

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

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

Infuse with Entropy

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

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

Duration: Concentration, up to 1 minute

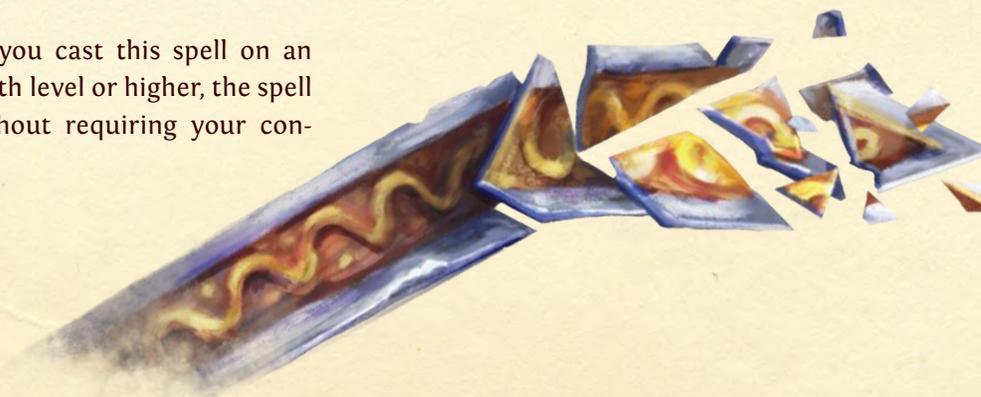
Classes: Bard, Sorcerer, Warlock, Wizard

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

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

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

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





Instant Tent

5th-level conjuration

Casting Time: 1 minute

Range: 120 feet

Components: V, S,

M (a small piece of silk cloth)

Duration:

8 Hours

Classes:

Bard, Sorcerer, Wizard



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

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

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



Lungrot Vapor

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

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

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

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

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

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

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

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.





Melancholic Melody

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

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

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

Melt Flesh

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

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

Duration: 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard



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

Music of the Spheres

3rd-level transmutation

Casting Time:

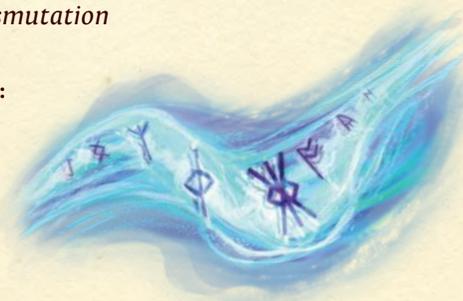
1 hour

Range: Self

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

Duration: Instantaneous

Classes: Wizard



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



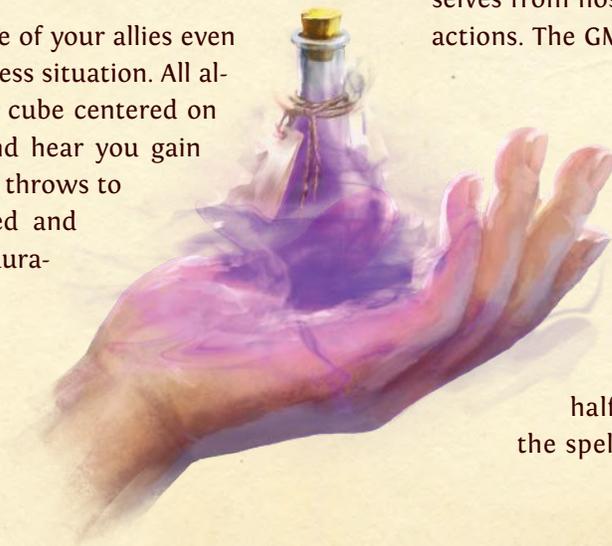


Rally

3rd-level enchantment

Casting Time: 1 action
Range: Self (30-foot cube)
Components: V, S, M (cloth from a flag)
Duration: Concentration, up to 1 minute
Classes: Bard, Cleric, Paladin, Ranger

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



Shadowcraft Conjunction

4th-level illusion

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour
Classes: Bard, Sorcerer, Warlock, Wizard

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

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

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

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



Shadowcraft Evocation

4th-level illusion

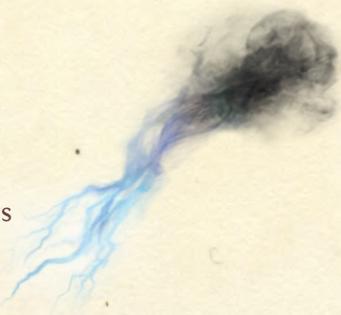
Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard



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

ing worn or carried also takes the damage if it's in the spell's area. The spell emits a thunderous boom audible out to 300 feet.

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

Shout

3rd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard



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

In addition, a creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't be-

Steadfast

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

(wood from the roots of an oak)

Duration: Concentration, up to 1 minute

Classes: Cleric, Ranger, Paladin

Your spell makes it harder to knock you down or to unseat you if you are mounted.

You gain advantage on saving throws against spells and on Strength (Athletics) or Dexterity (Acrobatics) skill checks against grappling creatures and effects that attempt to push you or force you to become prone. You also gain advantage on saving throws and ability checks against any effect that would force you to fall from the back of your mount.





Suffocate

6th-level necromancy

Casting Time: 1 action

Range: 90 feet

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

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

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

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



Wither Limb

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

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

Duration: 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

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

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

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

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



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CROWN OF THE OATHBREAKER



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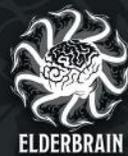
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Elderbrain.com



Player Name: _____

Class and Levels: _____

Background: _____

Race: _____

Height: _____

Weight: _____

Age: _____

Hair: _____

Eyes: _____

Size: _____

Faith: _____

Skin: _____

Alignment: _____

CROWN OF THE OATHBREAKER



Name: _____

Inspiration

Abilities

Ability	Modifier	Saving Throw	Prof. Bonus	Extra
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				



PROFICIENCY BONUS

Advantages / Disadvantages

PARTY MEMBERS



TIP

SKILLS

	Prof	Exp	Extra	Notes/Tools
<input type="checkbox"/> Acrobatics (DEX)				
<input type="checkbox"/> Animal Handling (WIS)				
<input type="checkbox"/> Arcana (INT)				
<input type="checkbox"/> Athletics (STR)				
<input type="checkbox"/> Deception (CHA)				
<input type="checkbox"/> History (INT)				
<input type="checkbox"/> Insight (WIS)				
<input type="checkbox"/> Intimidation (CHA)				
<input type="checkbox"/> Investigation (INT)				
<input type="checkbox"/> Medicine (WIS)				
<input type="checkbox"/> Nature (INT)				
<input type="checkbox"/> Perception (WIS)				
<input type="checkbox"/> Performance (CHA)				
<input type="checkbox"/> Persuasion (CHA)				
<input type="checkbox"/> Religion (INT)				
<input type="checkbox"/> Sleight of Hand (DEX)				
<input type="checkbox"/> Stealth (DEX)				
<input type="checkbox"/> Survival (WIS)				

LIMITED FEATURES

Ability save DC

8 + Proficiency Bonus + Modifier

Feature	Max Usages	SR/RL	Used	Feature	Max Usages	SR/RL	Used

COMBAT

DEFENSES



<input type="checkbox"/> Armor Bonus		<input type="checkbox"/> AC	+	<input type="checkbox"/> Magic		<input type="checkbox"/> Stealth Disadv.
+ <input type="checkbox"/> Shield Bonus			+	<input type="checkbox"/> Magic		
+ <input type="checkbox"/> Dexterity Mod				<input type="checkbox"/> Medium Armor (max=2)	Resistance/Immunities	
+ <input type="checkbox"/> Magic				<input type="checkbox"/> Heavy Armor (mod=2)		
+ <input type="checkbox"/> Misc Mod 1						
+ <input type="checkbox"/> Misc Mod 2						

INITIATIVE

Dex + Misc.

SPEED	SPEED ENCLUMBERED



WOUNDS	CURRENT HP
CONDITIONS	

BONUS ACTIONS

REACTIONS

Maximum of 1 Bonus Action per turn

Maximum of 1 Reaction per turn

Opportunity Attack

ATTACKS

Attacks per Action

Weapon / Description	Range	To Hit	Damage	Damage Type

Special Attack / Description	Range	To Hit	Damage	Damage Type

FEATURES

Racial Traits

CLASS FEATURES

ARMOR: Light Medium Heavy Shields
 WEAPONS: Simple Martial Other:

BACKGROUND FEATURES

LANGUAGES

EXPERIENCE

Total Experience:

0 Lev1	14.000 Lev6	85.000 Lev11	195.000 Lev16
300 Lev2	23.000 Lev7	100.000 Lev12	225.000 Lev17
900 Lev3	34.000 Lev8	120.000 Lev13	265.000 Lev18
2.700 Lev4	48.000 Lev9	140.000 Lev14	305.000 Lev19
6.500 Lev5	64.000 Lev10	165.000 Lev15	355.000 Lev20

BACKGROUND

Personality Trait:

Idol:

Idol:

Flaw:

FEARS

Fear:

Fear:

Fear:

Fear:

Fear:

EQUIPMENT

ADVENTURING GEAR:

Wgt.

ADVENTURING GEAR:

Wgt.

Subtotal:

Subtotal:

Attained Magical Items (max 3)

Daily Rations

ENCUMBERED

- 10 FT.SPEED

ENCUMBERED

- 20 FT.SPEED

Disadvantage with Checks, Attacks, Saves that use Str, Dex, Con

PUSH/DRAW/LIFT

Speed = 5FT. Gear and Coins

Total Weight

LIFESTYLE:

DAILY PRICE:



Platinum Pieces

1pp = 10gp



Gold Pieces

1gp = 10sp



Electrum Pieces

1ep = 5sp



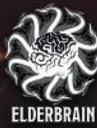
Silver Pieces

1sp = 10cp



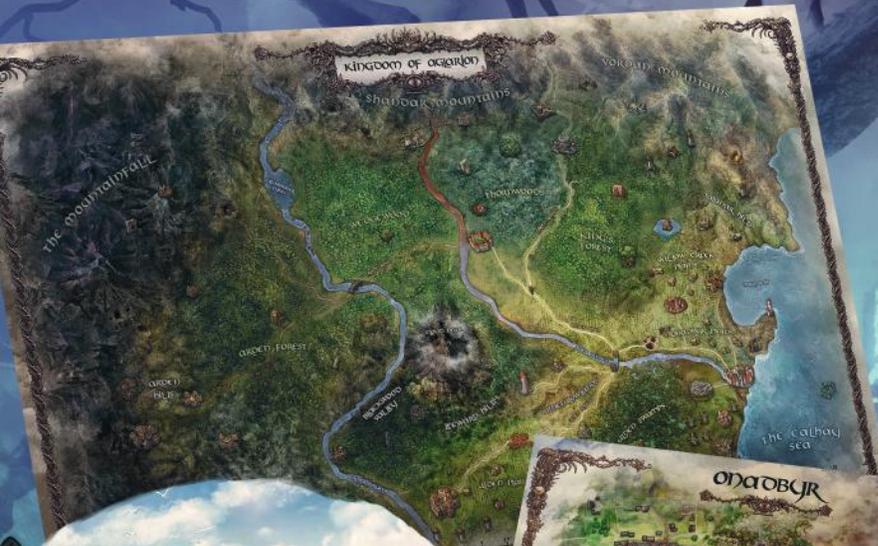
Copper Pieces

Gems and other Treasures:



ELDERBRAIN

CROWN OF THE OATHBREAKER



KINGDOM OF
AGLARION
GAZETTEER



CREDITS

First and foremost, a very special thanks to all of the backers who believed in us and made Crown of the Oathbreaker become a reality. You know who you are. Thank you for your kind and generous pledges, for contributing your ideas, likenesses, and for all the invaluable input you provided. Your constant feedback formed us into a community and wove this story to become rich and entertaining role-playing game content, of which we can all be proud and enjoy.

The Kingdom of Aglarion Gazetteer contains a detailed description of the Kingdom of Aglarion and its capital city of Onadbyr, for use with the Crown of the Oathbreaker adventure.

The over 900-page Crown of the Oathbreaker book is available at Elderbrain.com.



Game Designers:

Gábor Dán, Dávid Fehér, Tamás Marton

Illustrators:

Dávid Szabó, Gergely Kovács, Márton Kiss, Máté Veres, Éva Hudák, Hanna Hegedűs, Tamás Baranya

Cover Artist: Zsolt Kósa, Dávid Szabó, Gergely Kovács

Editors and Layout Designers:

Márton Pattantyús, Attila Lőrincz, Gáspár Lőrincz, Péter Molnár, Ágnes Kismárton, Gergely Nagy

Play Testers:

Dániel Lenhardt, Sándor Szabó, Roland Kósa, László Simó, Gábor Goldschmidt, Ders Zsüberáts, Máté Zsüberáts, Tyler Patton

VTT Implementation: Darryl Lehane

App Development: Bence Mészáros

Sound Engineer: László Zizics

We are grateful to our families for all their support and tolerance towards our fantastical devotion to the Elderbrain, which threatened to consume our sanity.

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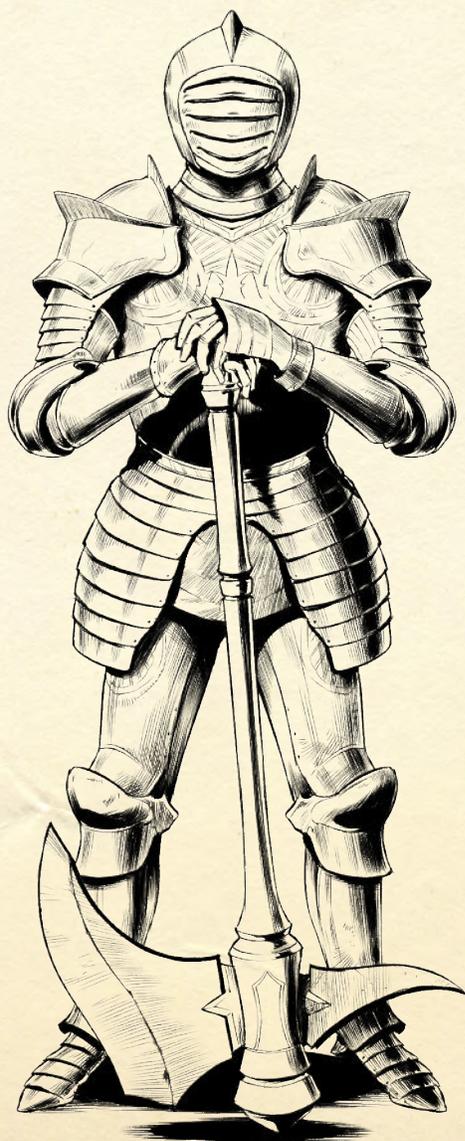
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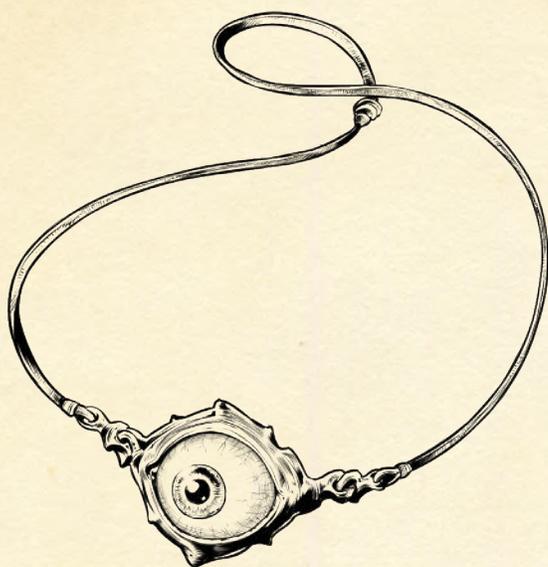
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a Land of Ancient Roots

The land known today as the Kingdom of Aglarion has a rich past spanning thousands of years, influenced by cataclysmic events that involved multiple planes of existence. Since the dawn of time and prehistory, all the way up to its current state as a monarchy, the land and its rulership has changed many times. Several key events have shaped its past, namely the descent of the Dark Star and its dark angels during the Mountainfall, the rise of Sarath of the Shining Light and a cruel theocracy, and the establishment of the Kingdom of Aglarion by King Razmyrel Melkar and Master Arlen the Constructor, the first archmage of the land. These events have all left deep marks on the history of the realm and the legacies of these dark times can still be felt in the fabric of society.



The Kingdom of Aglarion is known as a thriving realm. Times of plenty and an open-minded philosophy have resulted in a level of tolerance for beings of all types rarely encountered in other settings. The Kingdom is rich, its armies strong and well-equipped, and the rule of law is paramount under a popular king. But even in these tranquil times, the Kingdom of Aglarion is a realm filled with adventure and dangers that lurk behind the veil of peace, reaching into other planes and deep into its history.



KINGDOM OF AGLARION



history

THE AGE OF THE DARK ANGELS (YEAR -2000)

In the beginning, the gods created the world, the immortals, and the mortals, then agreed to let their creation play out without their direct intervention. For eons, the mortals lived in prehistoric tribal societies, waging deadly battles against monsters and other humanoids and fighting for the survival of their various species. Few legends remain from this time, as most traces of these precursor civilizations had vanished long ago.

The first legends that are corroborated by written records recount the Age of the Dark Angels, whose reign was terrifying, brutal, and long-lasting, and one that brought some level of civilization, magic use, and cultural advancement. All the gods of Aglarion encompass varying interpretations of their dogmas and portfolios, but the god of Light and Darkness embodied the most substantial polarity. Its positive aspect, the Shining Light, wished to see the world's mortals flourish with hope and opportunity, and it fought eternally with its other side, the Darkness Within. This darker aspect wanted power over the other gods, to rule and

torment mortals, not believing them worthy of the gift of life given by the other gods. The continuous struggle between them resulted in the rebellion of the Darkness Within. It broke away from its other half and channeled its will into a solar of immense power, the Dark Star, who led an army of angels that descended upon the mortal realms.

Engravings and runes left from this time recall the "Mountain-fall," when the Dark Star and its dark angelic army crashed into the land from their plane of existence, encased in boulders the size of mountains that formed the mountains known by this name. The Dark Star's landing is said to have created the tallest mountain at the very center of Aglarion, now called Cloud Peak. Then, as its first act of defiance of the gods, the Dark Star magically pulled the moon in front of the Sun, shrouding everything in an unending solar eclipse and allowing the Dark Star to draw enormous power from the darkness.



DARK STAR SYMBOL



The angels set out to dominate all mortal beings, enslaving and torturing them for thousands of years. They aimed to cut off all the other gods from their followers, so they banned every religion and murdered everyone who wouldn't comply. They built a society based on fear, pain, and hopelessness. The shape-changing angels almost always found out if someone was plotting against them, could see through all lies, and ruthlessly crushed any seeds of rebellion. Those select mortals who devoted themselves to the evil angels were rewarded with wealth, knowledge, magic, and in some cases even unnaturally long lives and half-celestial heirs. The rest served as slaves and toys for the powerful outsiders. The three planetar generals of the Dark Star were called Tannur (Sorrow), Morkiel (Fear), and Zaphaos (Hopelessness). The dark planetars conquered and ruled the lands by blood, fire, and steel in the name of the Dark Star, continuously expecting their ruthless leader to turn on them. Their names spread across the world and became known in all languages for the dark emotions they personified.

After millennia, Sarath, the first real foe of the Dark Star, was born into a family of mortals who served the Dark Star, working in the Library of Skins. This legendary library housed copies of all the books from around the world, kept in seclusion from everyone not initiated to the library, each book bound in the skin of its writer or their family members. She read for years, devouring the endless knowledge she found in the legendary library. Soon, she started to manifest clerical powers from the Shining Light and used the magical knowledge she learned to keep her faith secret. She hatched a plan to end the rule of the Dark Angels.



Over decades, she built a network of followers called the Order of the Eternal Light. They secretly conducted magical rituals that could turn stone into a light-reflecting crystal while Sarath crafted the Radiant Globe of Annihilation to shatter the moon covering the sun. When the time was right, the suffering slaves of the dark angels rebelled against their cruel masters and fought them with only hope in their hearts and trust in the clerics of the Shining Light. In the final battle, the fallen angels covered the seat of their power, now Onadbyr, in a dome of shadow force that trapped the mass of the rebellion inside and allowed the angels to focus their vengeance on the clerics. Sarath and her closest devotees could now use the Radiant Globe of Annihilation to shatter the moon and restore sunlight. They thus broke the power of the Dark Star, whose armies of angels were immediately banished back to the planes they came from by the power of the Shining Light itself. Balance was restored, and the remains of the torn moon still rise every night as a constant reminder of the cataclysmic events.





THE AGE OF BRIGHTNESS (YEAR -300)

After the Dark Star's demise and the banishment of its army of angels, Sarath and her followers quickly stepped into the power vacuum, but they first had to oppose the remaining devotees of the Darkness Within. In this campaign, they had the help of the members of the rebellion, all who suffered from the dark angels. Sarath's first initiate was Rodnar, a cunning priest whose role was to isolate and eradicate the remaining dark angel devotees, a task he performed for decades. Rodnar was ruthless, so much so that he allowed the sacrifice of his whole family in the war to take down the Dark Star. After the demise of the angels, Rodnar led the Fists of the Sun, a militant group whose job was to find and eradicate every living being who supported the fallen angels. The priest allied himself and converted Arzatraxos, the red dragon, to the faith of the Shining Light, who assisted in the inquisition that turned many of the followers of the fallen angels into ashes. Rodnar was highly ambitious, and as Sarath got older and more fragile, he slowly acquired more and more power. After Sarath's death, he renamed the church to the Order of the Eternal Light and took the title of Archpriest. As his power grew, Rodnar slowly agitated the populace to religious fervor and turned the Order into a force of inquisition that supported the

removal of all of his real and potential enemies, or whoever spoke out against the theocracy. These people were deemed collaborators or believers of the Dark Star and executed.



In less than a decade, Rodnar “the All-Seeing” crowned himself Priest-King. The Order of the Eternal Light became the only organization that governed his theocracy, with priests of the Order serving as judges, governors, historians, and military leaders. The Order viciously suppressed all free thought and other religions. They built magical lights that continuously bore down on every population center in shining sunlight, even at night. The Order also strictly regulated magic use and cataloged all magic users, who could only work as part of the

Order. As time went on, the Order became more and more entrenched in society and increasingly bureaucratic, with a long line of Priest-Kings who were always chosen from within the ranks of the clergy by fierce and deadly competition. For over three hundred years, the Order of the Eternal Light ruled supreme. Many times did parts of the realms revolt, trying to shake off the grip of the Order, and many times did the Order crush these rebellions, quickly eradicating the voices of opposition from history by erasing all traces of their existence.



ORDER OF THE
ETERNAL LIGHT
HOLY TORCH





THE AGE OF THE KINGS (YEAR 0-631)

Razmyrel Valsyr Melkar the True and Arlen the Constructor led the single successful revolution against the Order of the Eternal Light. Razmyrel was a noble with a distinguished lineage, an inheritor of vast landholdings and large wealth. As a small child, he had to watch as his family was executed for heresy by a local cleric who coveted their lands. Razmyrel escaped through the assistance of the benevolent house priest of the family, who hid him and lied to the Order that everyone had died in a fire in the house. Razmyrel was then sent to an orphanage under an assumed name, Valsyr. Arlen was also an orphan, but one who didn't know his parents and was raised and taught by the Order of the Eternal Light. He knew from an early age that he couldn't prescribe to the tenets of the theocracy. Both Razmyrel and Arlen grew up in the Orphanage of the Light, becoming lifelong friends.

Arlen's quick wits and magical aptitude were apparent early on, and he was sent to one of the school's training wizards to support the Order. As an initiate of the Order, he was able to access obscure and prohibited tomes and spent a long time secretly researching the origins of the Order. Razmyrel became a warrior of no equal, secretly vowing

to take down those who murdered his family and create balance in the realm. The two spent long years traveling and trying to find a way to overthrow the Order.

Arlen started to secretly build an army of golems to be ready to fight the might of the Order.



MASTER
ARLEN

Razmyrel first set out to build support from the populace and the nobles of the realm. Together with Arlen, he worked tirelessly to create divisions between the multiple sub-sects of the Order, either by mind-controlling high-level priests or via well-planned murders framing prominent Order members. He joined forces with the Drayl City-States, who



were in rare agreement within their fragmented politics, compelled by their enmity of the Order. He also received a large sum of gold from the Wyltamers to support payoffs to Order officials and build clandestine forces. This ancient elven family was under the scrutiny of the Order due to reportedly using suspicious magic and loathed the oversight.



At the right time, when the in-fighting was at its peak, Arlen and Razmyrel led a rebellion, aided by their allies and the golem army, and confronted the Priest-King in triumph. Arzatraxos, the red dragon inquisitor who became a priest of the Shining Light over the centuries, fled to the south to escape the ire of the heroes. After a short and bloody war to root out all remnants of the previous establishment, Razmyrel was crowned Razmyrel Valsyr Melkar I, King of Aglarion.

The new king outlawed the Order of the Eternal Light and expedited the dissolution of the church into multiple sects. He reinstated all other religions, with the one rule that no sect and viewpoint of any religion can overshadow the others. Arlen returned to Samkiel, and studied the fallen angel's knowledge of lost places to find ancient lore and magical secrets, which helped him build wonders across Aglarion. His works include the Arcane Tower, modeled after the magical runes of the Ziggurat of the New Moon, the Azure Bridge, and parts of Onadbyr. He disassembled the majority of his golem army, lest it fall into the hands of an enemy, and from the harvested material began building a legendary Colossus to create the ultimate protector of the realm. The people of Aglarion quickly started to call him Arlen the Constructor. King Razmyrel Melkar established a group of Lawgivers to carry out his laws in the Kingdom, even in far-away places. These agents of the crown took up the name "Red Cloaks" out of respect for King Razmyrel and his fight for justice and pledged always to remember the pain and suffering caused by unjust laws.



KING
RAZMYREL
VALSYR
MELKAR



The Melkar Dynasty (year 0–142)



King Razmyrel Melkar (year 0–42). It took a decade for the Founder of Aglarion to stabilize his realm, enact the new laws, and build an army to control the young kingdom. In this endeavor, he had a lot of assistance from the Wyltammers, who sought the elimination of the Order. They supported Razmyrel's claim to the throne both with human resources and gold, and in exchange, received high noble rank, lands, and a long period of freedom to pursue their own agenda. In the meantime, Razmyrel and Arlen focused on rebuilding and forming a lasting and legendary kingdom.

Queen Myrel (year 42–75). Razmyrel's firstborn daughter, was said to have been tutored by Arlen the Constructor himself and was an accomplished wizard in her own right and a kind and

fair queen. However, her main focus was to keep her father's legacy and laws in place. She is known to have been instrumental in finding the cure for the Laughing Plague which hit Onadbyr in the early years of her reign, and repelling an invasion of giant fire beetles unleashed on the city by a small group of Order of the Eternal Light cultists.

King Grankar the Brash (year 91–112). The seventh monarch of the Melkar line was the great-grandson of King Razmyrel, widely known to be bored with the burden of the crown. Many stories and legends relate to his life, recounting his wild adventures when he snuck out of the Palace. He was also well known for lavish spending, commissioning an array of building projects for Onadbyr to expand outside the old city. Not having the gold to pay for all of this, he offered land and title to the wealthy dwarven trading family, the Monders, who delivered most of the stone and workforce needed for the projects.

King Bidlar I (year 119–142). The last Melkar king was more of a bureaucrat than anything else, and his strongest trait was his indecisiveness. He was unable to sire an heir. His wife left him for Drayl, a scandal that facilitated the end of the Melkar line and their right to rule. Unknown to all, his unfortunate fate was plotted step-by-step by his closest advisors, the Wyltammers. When King Bidlar died of a suspicious heart attack, they reluctantly became the Stewards of Aglarion in the absence of a Melkar heir, according to King Bidlar's last will and testament.



The Wyltammer Period (year 142–215)

The Wyltammer first promised to find the proper heir and hand the throne to that person, but they stalled the process. For unknown reasons, after a century of regency, they installed King Orlon Ebrin as their puppet, claiming to have found a tertiary lineage connection to the Melkar dynasty. The act of handing power back was unheard of, and soon the name of the Wyltammer became legendary, synonymous with loyalty, wisdom, generosity, and valorous servitude to the Kingdom. From this year on, they started to organize an annual ball commemorating this act.

The Ebrin Dynasty (year 215–354)



King Orlon Ebrin (year 215–261). The first puppet monarch was the son of a minor noble and a drunkard. He could never live up to his elevated position as king, but he also didn't really try too hard either, pampered by the wealth that surrounded him. Stories abound about his drunken fits in the Royal Court, as well as his slow wit.

Queen Wedmor I (year 261–277). The young queen was the only daughter of Orlon Ebrin and an intelligent scholar who despised her father. When the old King Orlon died, she ascended the throne and made

sure to cut all ties that might have bound it to the will of others. During her reign, the Wyltammer lost most of their influence on the crown. The wise queen focused on building schools and was committed to remedying her father's inconsistent laws.



King Talanar I (year 289–314). King Talanar, the first of his name, was the grandson of Queen Wedmor. As a youth, he met a Vordani slave and became convinced throughout his reign that the Vordani tribes were the greatest threat to the realm, so he spent heavily in fortifying the northern border with fortresses and watchtower chains that still bear his name. However, due to his singular focus on building those fortifications, his time as a king was somewhat stained. The projects accumulated debt and initiated a high level of corruption, allowing noble houses and wealthy merchants to take advantage of the crown and make the lower classes live in miserable conditions while working on these projects. Early on, King Talanar stripped the Red Cloak Lawgivers of most of their authority, to get his way in every deal, making the organization more of a title than anything else. The most well-known family that got rich on the backs of these construction projects were the Karramosa, whose lands were along the northern border and who charged extraordinary fees for their local support.

King Zaxamlyn (year 326–354). King Zaxamlyn was the last of the Ebrin line and reigned when corruption was most rampant, and the power of the wealthy went completely unchecked. He was challenged in power-politics by Vacrilos Azennar, the head of an old but minor noble house. Vacrilos was a Red Cloak Lawgiver who always acted in accordance with the original vows of the organization. As such, Vacrilos was considered





a hero of the people, taking up cases where the corruption of the nobility was involved and forcing court hearings. He was famous for reminding everyone why the Red Cloak Lawgivers were originally founded and of the responsibility of the courts. He wore his red cloak as a symbol, the same way as King Razmyrel Melkar, to signify the blood of the innocents. He helped countless families, and eventually, the series of protests he led against King Zaxamlyn resulted in the marriage of the Ebrin king's only daughter, Imliya, to him. As soon as their first son was born, King Zaxamlyn abdicated the throne to his son-in-law, effectively ending the Ebrin dynasty.

The Azennar Dynasty (year 354–631)



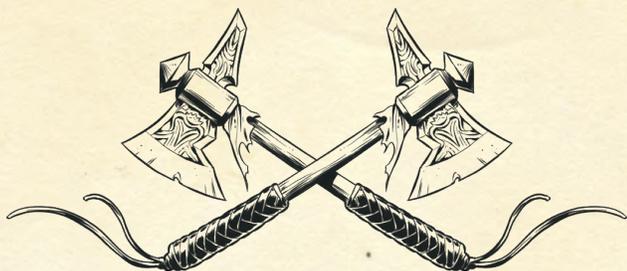
King Vacrilos I, The Regent (year 354–396). Famous for being the champion of the common folk and a true Red Cloak Lawgiver, King Vacrilos created the majority of the laws that carried on and made Aglarion a stable kingdom in these realms. He was

the one to install the Court of Voices, so everyone's voice could be heard, regardless of class. He also rooted out corruption from most organizations tied to the Palace and reinstated the Red Cloak Lawgivers to their original sphere of influence and power.

King Vacrilos II (year 396–453). The son of King Vacrilos I and grandson of King Zaxamlyn, also called the "Grandfather of the Realm" King Vacrilos II lived a long and full life to the ripe age of 99 and was well known to be a rake – so much that his epithet was really meant to imply that he could be anyone's grandfather in the Kingdom.

Queen Linolu, the Peaceful (year 453–482). A real granddaughter of King Vacrilos II, whose reign was characterized by significant clashes with the kobold tribes fleeing from clan wars in the west, from the Mountainfall. Out of fear of the unknown, nobles began amassing soldiers and demanding the king make war on the "monsters." After several large-scale battles, Queen Linolu arrived to lead the effort, but instead of attacking the kobolds, she offered to hear their story during a parlay. She saw cultural differences as the driving force behind the enmity towards the newcomers and offered a truce and a place in her kingdom to the refugees. Legends speak of the kobold bard, Skerg Nethercrest, whose song about his tribe's journey warmed the hearts of even the most heartless nobles. Queen Linolu also realized the opportunities provided by her new subjects and started to work on offering a haven for other non-humanoids, who were free to settle as long as they kept to the laws of the land. The first to take up his offer after the kobolds was the Goldtooth goblin clan, who established its village in the far western reaches of the realm and were soon granted noble titles.





King Boldizzar (year 498–521). King Boldizzar was known as the Defeater of Vordan. Finally, after over 200 years, the fears of King Talanar I of the Ebrin dynasty became a reality. Due to internal strife and a growing and hungry populace, the Vordani confederacy of tribes led by the White Mammoth Clan's Chief Jonarr, descended upon northern Aglarion in a fury of blood, testing the strength of the old and poorly maintained northern fortifications. In the bloody conflict, King Boldizzar Azennar proved to be a military mastermind, triumphing over the Vordani hordes and their war machines drawn by giant beasts, decimating the White Mammoth clan, and killing Grand Chief Jonarr in single combat. The Doomhammer clan stepped up to fill the ensuing power vacuum and agreed to a truce that is still enforced between the two nations.

Queen Eirammar (year 529–564). Known for craving fame like her uncle King Boldizzar, Queen Eirammar's main accomplishment was defending the realm from the sea against incursions by the slave fleets of the Isles of Xantharos. The returning Almeiro Ronul, keeping it secret that the reason for the attacks was due to his own pirating acts, offered his help against the threat and received land and title upon claiming victory.

King Daerios (year 581–603). King Daerios was a legendary warrior, the epitome of the knight in shining armor. However, he was also a restless soul, utterly bored with the court and the responsibilities of rulership. His rebellious tendencies got him involved in all manner of dangerous situations, which eventually led to the legendary hunt he organized for Malzdreziret, a huge shapeshifting dragon. The hunt culminated in the dragon's

attack on Onadbyr, laying waste to a large part of the city. In the end, King Daerios defeated and drove away the legendary monster, bringing peace to the realm again.



KING
WALDRANN
AZENNAR

King Waldrann (year 603–present). King Waldrann is a famed adventurer who some say bears a close resemblance to the Grandfather of the Realm, King Vacrilos II. The king has ruled a land of prosperity from a young age, even more so after the unfortunate death of his first wife Queen Elyssa, and later his son, Prince Krasnar. The king and his second wife, a former maid named and soon crowned Queen Lyrencia, rule over a land that is blessed with wealth.



ECOLOGY

CLIMATE, FLORA, FAUNA

The kingdom of Aglarion has a temperate coastal climate with mild to warm summers and cool to cold winters. Cloudy conditions and moderate rainfalls are common, and the country also usually experiences snowfall at least once a year. The broken moon cycles the night sky and is full once per week.

The kingdom has extensive forests that contain three layers of vegetation with a great variety of plant species. Lichen, mosses, ferns, wildflowers, and other small plants cover the forest floor. Shrubs fill the middle layer, and hardwood trees like maple, oak, birch, magnolia, sweet gum, and beech compose the top-most layer. The mountains surrounding Aglarion are dominated by grasses, low shrubs, and deciduous plants and trees.

Insects, spiders, slugs, frogs, turtles, and salamanders are common, as are birds like broad-winged hawks, chaffinches, blackbirds, sparrows, starlings, cardinals, owls, and pileated woodpeckers that can be found in this biome. The most common mammals include white-tailed deer, boar, raccoons, opossums, porcupines, and red foxes. Onadbyr and the rest of the towns are the habitats of vermin like rodents, foxes, and pigeons that are drawn by the byproducts of the settlements. The mountain areas are home to numerous rodents, birds, mountain goats, brown, black, grizzly bears, and mountain lions. One can also rarely encounter huge dire animals from many species.

RACES

All humanoid races are treated as equals in the kingdom of Aglarion. It has become home to all who wish

to live together in peace. Every race includes members who find this hard, but these individuals are mostly rejected because of their deeds and not their heritages. Each race fits into society slightly differently due to their natural capabilities and traits, and most of them can be found in all levels of society.

Some are fewer in number like elves, some appear only in tales or mysteries like the grimlocks, some simply live deep underground like the duergar, or are water-bound like the sahuagin, but none of them are predestined by their alignment at birth.

There are dominantly evil or good races or some communities organized around a single ancestry, but most beings live mixed in the kingdom, especially in the capital city of Onadbyr. This level of tolerance has always been so, but it has been even more pronounced since Queen Linolu and for the past decade, as the kingdom has started to flourish under King Waldrann and his new wife Queen Lyrencia.

LANGUAGES

Most inhabitants of Aglarion and the surrounding regions speak the Common tongue. In Aglarion people speak Aglarionian, and some of the neighboring countries also have their own languages, namely Vordani, or Draylish, which is spoken in many dialects. In Xantharos the half-dragons speak Draconic. Racial languages are also commonly spoken throughout the land, many of them used only within a family or in a closed community.



RELIGIONS

Those who follow a specific faith in Aglarion and the neighboring regions pray to a deity that represents a sum of its corresponding ideologies. These religions are not race- or region-specific, but instead represent generic powers and values present in life. Their followers consider them as the representations of the most valued aspect of their lives, which they believe to be the source of their success and the driving force of their destinies. Gods might be venerated under different names and through variant rituals by each race and in each region throughout the lands.

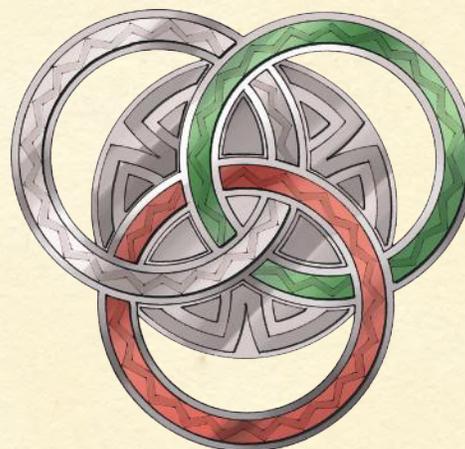
The followers of these deities might differ in their viewpoints on the same divine power, one feeling more closely related to a particular aspect of that deity than the other. This might result in differences in the alignments among religious groups of the same faith. As a result, many religions are segmented into smaller sects that don't mix well, and the more radically different one's view, the more they become separated from the other arms of the faith. All deities have their good, neutral, or evil followers whose views might ultimately oppose one another's.

Many consider themselves devotees to just one of the gods, praising their chosen dogma and ideology over everything else. Those who are not so dedicated to a single faith still believe in and know of the power of the divine, but they pray to these powers or invoke their names only in certain situations when they hope for assistance. Many only pay lip service to these religions and churches, making minor sacrifices or short prayers exclusively at their home shrines decorated with multiple holy symbols, or only when needed.

There are no specific, universally recognized holy symbols for the gods. Instead, believers and clerics fashion their own focuses on which they con-

centrate when trying to communicate with their patrons. Some sects and groups of faithful might have a commonly agreed-upon symbolism shared by their members. Still, it is not uncommon to see certain variations of holy symbols within one organization. The symbols below are just some of the most frequent representations of the divine.

LIFE



The church of the God of Life, the Redeemer, as it is widely called in Aglarion, is mainly devoted to helping others and protecting life. Clerics consider everything living as the bearer of their deity's essence. They live simple lives, sharing everything they have with those in need. Their main temple in Onadbyr is open to anyone, providing food and a place to sleep for as long as needed. The fare and the cots are simple but seemingly abundant. The Redeemer's sprawling temple can house and care for hundreds of people in times of need. The clergy uses its resources and magic to heal and remove illnesses for free but under one small condition, that the recipient helps out around the temple with any task assigned to them.

There are those few wicked followers of the faith who see the creation of life as a form of a divine act made available to them by their deity. These clerics breed new lifeforms in the most twisted ways, experimenting with creating creatures to achieve perfection without moral boundaries. Yet other fanatics of the faith consider the importance of their own life essence as the most valuable above all others. They practice their faith by stealing the life force of others to achieve eternal life without needing to continue their existence in undeath.

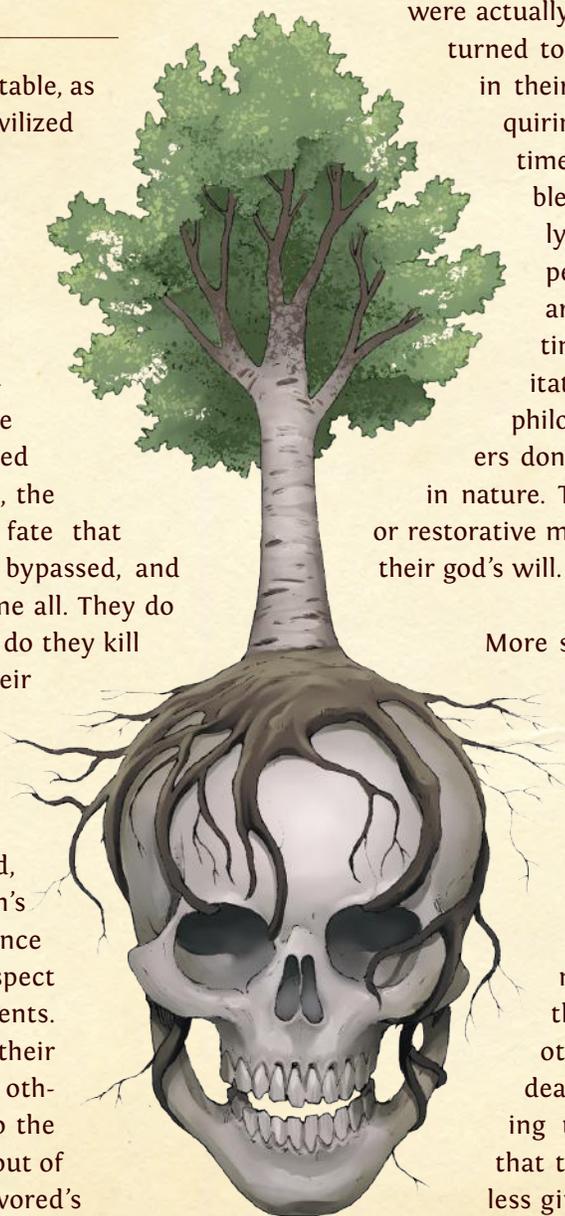
DEATH

The God of Death, or the Inevitable, as it is widely called in the civilized parts of Aglarion, is venerated by only a handful of ardent worshippers throughout the kingdom. It is an emotionless, pitiless, stern religion, and devotees of the faith carry the same demeanor. They are usually morose people whose thoughts are tied up around the inevitable end, the passing of everything, the fate that can't be argued with or be bypassed, and which will eventually consume all. They do not promote death itself, nor do they kill to collect more souls for their master, for they believe in the natural process of death and would not dare to interfere with the workings of their deity. Instead, they spread the idea of death's inevitability and the irrelevance of its timing, demanding respect towards the force it represents. They are patiently awaiting their own demise while preparing others for its arrival and tend to the dead after their passing, not out of sorrow, but to honor their favored's

power with each tree they plant over the graves of the departed.

Clerics of the Inevitable in Aglarion dress in simple black robes and paint their faces white. They pray for spells at sundown, which they consider the death of each passing day. They rarely accept new acolytes, and only on the condition that the applicant understands the true meaning and concept of death and sees the inevitable passing in everything that surrounds them, giving up their worldly belongings to the families of the deceased. Those in the clergy who have had a near-death experience or were actually dead at one time and then returned to life with magic see this event in their life as cheating their god, requiring them to repent until their time comes. Clerics of the Inevitable live a simple life without family, friends, or attachments to any personal belongings. When they aren't engaged in their daily routines and tasks, they tend to meditate or discuss the more profound philosophy of death and how others don't understand its true meaning in nature. They refuse to use any healing or restorative magic as they consider it against their god's will.

More sinister clerics who follow the religion of the god of Death sacrifice sentient beings regularly to promote the power with which they are allied. They consider these acts of murder as a way to make peace with their own mortality and also as a divine moment where they can glimpse their god's true nature. Some other vile believers of the faith of death seek eternal life by achieving undeath, a form of existence that they consider the perfect timeless gift from their god.



KNOWLEDGE

Followers of the Wise One, as the God of Knowledge is known in Aglarion, live to learn and experience as many things as possible during their lifetimes and strive to share them with anyone they can. Clerics of the faith are versed in a wide spectrum of knowledge on general studies, like nature, history, geography, and algebra, but they each try to specialize in a unique field of study, usually one that none of their brethren have yet taken up. The clergy organizes regular free classes that are open for anyone to attend, and many of the priests teach at the College of Minstrels and the Walhem Boarding School for Young Masters in Onadbyr. They encourage their pupils to pass on the knowledge they have accumulated, so it is usual even for acolytes to hold lectures to the senior members of the clergy. Clerics of the faith see keeping information to themselves as a sin, and as a result, they usually refrain from lying, withholding, or obscuring information and knowledge. Many seek out the Wise One's temples to find wisdom and knowledge, which the clerics transfer with great patience and sometimes in more detail than necessary. They are respected and are considered as one of the main pillars of Aglarion's society.

Clerics of the Wise One don't dress in special garments during their everyday activities. However, there are occasions, like the graduation of the acolytes, or the master's degree ceremony, where they put on a special colorful robe that represents the varied knowledge they have acquired. Clerics of the faith tend to have charismatic, outgoing, and talkative personalities. Some might be more reserved or introverted, but they also force themselves to excel at teaching, even if their subject delivery is a bit dull. They are people who respect skill and knowledge or a good story with a moral lesson. Members of the clergy are adept at using divination spells, but they also act as healers and devote their time as physiotherapists to teach the wounded and sick how to recover quicker from their injuries or illnesses.

Some clerics of the Wise One, usually forming small sects or acting alone, would like to keep their god's gifts to themselves. They seek obscure, hidden, forgotten, and powerful knowledge, which gives them advantages over others in life. They never teach or share their secrets with anyone but rather take them to the grave, believing in a race of souls, in which those who know the most are elevated to their god's side where they can learn the rarest and most powerful secrets.



NATURE

The God of Nature, or the Eternal Mother, as it known by most in Aglarion, is dedicated to the forces of nature, the elements it encompasses, and the flora and fauna it creates. They believe that their god's essence is the building block of everything in existence and sustains everyone and everything. They venerate the elemental forces as the purest form of the particles of nature. At the same time, they look at all complex natural formations in nature as the artful creation of the Eternal Mother. Therefore, they nurture and preserve nature, never interfering with its ways, or acting against its will.

Most clerics, many of them druids of the faith, are patient and humble, acting more as observant caretakers rather than active promoters of the expansion of Creation. They teach people to live in harmony with



nature, to protect it, and though they are usually not supported in this idea by civilized folk, they teach that none should interfere with Nature's workings. Clerics of the deity of nature are most welcomed by those who make a living from agriculture as divine blessings can assist in their everyday tasks. The same clerics see hunting as a part of nature when the hunter feeds on its prey.



Some worship the more destructive forces of nature. These fanatics of the faith focus their thoughts on the powerful forces of nature and the elements they can evoke. They see them as powers to be used and served, while achieving their goals. Some other radical sects of the faith fight anything that comes into conflict with nature, including those who call themselves civilized. They try to protect everything in Creation, even if it means the death of those who think they are above it.

COMPETENCE

The following of the God of Competence is made up of those who believe in themselves to the highest degree. The faithful worship the Efficient Master, as it is known throughout the land, for the gift of self-preservation and skillfulness that it has given them. Clerics of the faith encourage others to train and use their skills to accomplish great works, to create, and excel in something. They strongly oppose using magic to ad-

vance in life, seeing it as something that makes people and civilizations lazy and careless. They thus seldomly use their own magic, resorting to it only in the direst situations if nothing else can be done through one's learned skills. They consider the vast number of achievable competencies as an infinite number of paths one can and should take to advance oneself to achieve perfection and to further the will of the Efficient Master.

Clerics of the Efficient Master encourage practicing new skills, specializing in one's chosen path, but they do not judge the use of such skills depending on its outcome, should it be used for good or evil. They are highly skilled in a chosen field, while some of them are experts in more than one competence. Their outfits don't speak of their religion, except for the little pendant they wear with their chosen symbol of the Efficient Master, a sign of their primary profession. They can be solitary experts who don't exhibit their priestly natures or famous masters of a particular discipline known by many to be followers of the faith.

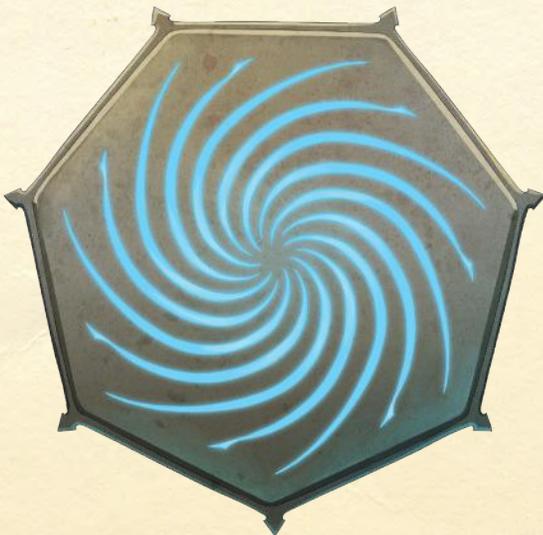
Some clerics of the faith believe in mastering specific skills to advance their agendas. These clerics of trickery and deceit are masters of manipulation, lies, stealth, and all forms of tricks through which they can gain power, wealth, and influence. Another known cult of the faith believes in altogether abandoning magic and relying only on personal endeavor. These fanatics don't cast spells and see all magic-users as their most hated enemies in the world.



MAGIC

Priests of the God of Magic, known as the Wondermaker by most in Aglarion, are scholarly people. They venerate the true force of magic and consider it a gift from their god. They believe that magic was gifted to the world to help with its problems and advance its well-being. Clerics of the faith don't distinguish between the sources of magic. Divine, arcane, innate, or even psionic are all seen as sacred powers originating from the one true source that is the Wondermaker. Priests of the faith try to use as many forms of magic as possible on all occasions and for every aspect of life. They encourage people to practice and learn spellcasting and look upon those who hold innate magical abilities as carriers of a holy blessing.

Clerics of the Wondermaker are usually brilliant individuals with a broad knowledge of the universe and its structure. They support those adept at the art of magic and encourage them to display their powers openly to awe people and demonstrate their god's magnificence. Most priests of the Wondermaker are adept at some form of arcane arts themselves. Some of them who lack empathy look down on those that are not gifted by such powers and consider them weak.



STRENGTH

The god of strength, the Relentless, as it is known by most in Aglarion, is venerated by those who believe that suffering and hardships are an indispensable component of success. Clerics of the Relentless train themselves to withstand and overcome both physical and emotional hardships. Those blessed with compassion encourage others to train and harden themselves, while some use their gifted strength to oppress them.



Clerics of the faith are usually brave and direct individuals who face challenges with great confidence. Most of them engage in some form of self-inflicted sacrifice or penance to prove their dedication and endurance. They train and live hard and celebrate their successes loudly, declaring their achievements as the glory of their god. Priests of the Relentless display their strength whenever they can by showing off their muscular physiques as well as their scars. They usually wear heavy armor and carry large weapons, adding to their imposing figures.

There are some clerics of the faith who are restricted less by their morals and are devoted more to the forces of destruction their god represents. They venerate destructive powers and stoke the dread that they evoke in others. They seek to harness forces that are hard to dominate and use





them to instill fear and achieve standing in the world around them. Some others see strength as a way to dominate others. These clerics demand subjugation and teach about the dominance of their god, who, according to their belief, is more powerful than any other force in the multiverse as it is power itself, raw and unforgiving.

LIGHT AND DARKNESS

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



Some of the clerics of the Shining Light preach about the warmth and the happiness brought on by light and wear bright colors with reflecting patterns woven into them. They maintain the night lights in all cities and towns and all lighthouses along the coastline. They believe that the sun's power can help expel any malign influence from one's soul and are called upon when people fear external effects of gloom that plague their loved ones. Some believe that light is to be shone to uncover misgivings and punish those who act against the law. The infamous sect of the faith, the Order of the Eternal Light, took this doctrine to the extreme with its inquisition against all other religions and free thinkers, but the theocracy was toppled over 300 years ago and outlawed as a result.

Some others of the faith believe in the ultimate balance between the two poles, taking it as a dogma that one does not exist without the other. They comfort others with the fact that light will always come back after the darkness, while some believe in just observing the world and accepting this duality. Some take this belief to the extreme and are compelled to preach about the balance of existence.

Finally, some clerics of this primordial duality are only focused on the Darkness Within. They believe in the importance of darkness in people's lives - a restful sleep, an evening talk, a starry night, and the other benefits that darkness can grant. Others of this interpretation of the faith believe that darkness is necessary to keep important secrets and things that need to be hidden. Even more extreme adherents to the Darkness Within sometimes willfully blind themselves never to see light again and to be able to contemplate the power of darkness. There are a few who secretly worship the legend of the Dark Star and the eternal night that it once brought to the Material Plane. They hope to claim power from this ancient avatar of the Darkness Within to further their dark goals and once again bring forth the all-encompassing darkness.

Aglarion has had a long and complicated relationship with the god of Light and Darkness. Although Sarath the Bright is revered for ending the Dark Star's oppression, the Order of the Eternal Light ruled Aglarion with an iron hand, and the memories of the evil deeds of the Priest-Kings are still bitter even after 600 years.





SOCIAL STRUCTURE

ROYALTY

The royal family represents the stability and consistency of the Kingdom. Royal families change from time to time, but the institution of royalty has a longstanding tradition in Aglarion. The king or queen rules over the realm and his or her family has absolute power over the law and the resources in their kingdom. The king or queen gives land and title only on rare occasions and in turn demands eternal loyalty from these subjects. No armed forces over twenty strong can exist in Aglarion without the approval of the king or queen. Even then, these armed units and their commanding nobles must accept the royal family as their supreme commander.

NOBLES

Titles of nobility have rarely been bestowed by the rulers of Aglarion over the past centuries. Those who have received this highest form of honor have always aided the ruler in their most dire conflicts in times of war or other significant events. Many noble families have risen and fallen over the centuries since the monarchy was established, and only a few have remained who have survived feuds and challenges. Many of the noble houses vanished with the death of their last descendant or the loss of their wealth, and only a few new ones arose due to their services to the monarch of their times. Noble families usually own wealth and resources and are recognized by almost everyone in the kingdom, proudly wearing their heraldry. The lineages of the most successful noble houses have been able to expand their fortunes and influence with each new

generation. Only the nobility has the right to raise an army with the approval of the ruling monarch, and even though they vow fealty to the ruler and the crown, they represent significant power individually as well.

GUILDS

There are three official guilds in Aglarion, namely the Crafters', the Providers', and the Merchants' guilds that have formed their associations over the past centuries to share information, regulate their trade, and set standards of quality for their professions. Members of the Crafters' Guild include every business that creates something for sale to make a living. The Providers' Guild consists of those businesses that provide services to anyone in any form, including taverns and inns. The Merchants' Guild collects all those who buy goods and resell them.

Guilds collect guild fees and taxes from their members, the latter being paid to the Royal Treasury every month. One must show expertise and a solid background and funding for their operation to be accepted as a member of a guild. Each guild has its own rules and leaders who are taken very seriously within their ranks and respected by the kingdom's citizens. They can set rules to be followed and demands that need to be fulfilled by the members, who reelect them every five years. The head of the Crafters' Guild is Jovas Paltran, owner of the Nail and Beam Carpentry, the leader of the Merchants' Guild is Zirtan Moorwalker of the Dragon's Hoard Trading House, while the master of the Providers' Guild is Omric Laronzo, who owns and operates the Golden Nectar Inn.



CLERGY

Priests are considered important pillars of society in Aglarion. They are mostly seen as sources of support, aid in everyday troubles, and guides in times of need. Still, some consider them to be overly dangerous because of the powers they hold, primarily due to the terrible historical heritage left by the legacy of the theocracy. Since the kingdom's birth, monarchs have always been cautious to balance churches' powers and curtail their respective social statuses. Clerics of every faith, except for the faith of Light and Darkness, whose religion is not of fashion lately, are treated with respect and are honored as powerful individuals who are direct channellers of their gods' divinity.

COMMONERS

Everyone who is not a noble, a guild member, or a spell-caster of a specific organization or temple is considered a commoner. Commoners in Aglarion are the proud masses who take on all the tasks at hand. They provide all the resources and the basic services that keep the realm prosperous and are aware of this fact. King Waldrann Azennar emphasizes the fundamental significance of the commoner class in all of his public speeches and demands the same respect for them from all of his subjects as those shown to the nobility. Commoners in Aglarion have many rights, and the law protects them with all of its might, enforced by the crown and the Red Cloak Lawgivers. And so, most commoners live modest lives in a safe environment. The only exceptions are the few marginalized groups that have fallen between the cracks. The clergy of the Redeemer support these poor and sometimes even desperate individuals and families on a daily basis.



ECONOMY

RESOURCES

Most of Aglarion's raw resources are owned by the kingdom's monarchs, though some have been gifted to noble families over the past centuries. However, these cases are sporadic and considered the highest form of gratitude from the royal family. Those nobles who have been granted lands have also always been mandated to provide the kingdom with armed forces. The peasants, miners, foresters, and any workforce on locations owned by the crown are paid directly by the kingdom on a regular basis through the Royal Army, which also serves as armed protection. The kingdom's most important resources are its ore deposits, precious metal mines, fertile lands, and lush forests.

Livestock, dairy products, many types of grains, vegetables, fruits, and other food resources are produced on farms of various sizes throughout the plains and hills of Aglarion. Two of the larger, most productive farming communities are Harveston and Willow Creek. The kingdom's best horses are bred and trained at the Royal Stud Farm in the south, where one can also find Aglarion's most famous brewery, the Monastery of the Spirited Leaf. Seafood is abundant by the shores of the Calhay Sea, but the rivers and lakes of the realm also provide plenty of fresh-water fish and crabs. The legs of the giant toads that live near the North Bay Lighthouse are considered a culinary delicacy by the nobility of Onadbyr.

Clay and marble, which are mined at the Sobruz quarry and penitentiary, are the most abundant resources of the kingdom. Iron and copper from the deep veins of the Smokestone Mine flows into Onadbyr steadily. Timber is cut mostly at Willow

Creek village, but Nangrath, Gorso, and Harveston also provide plenty of wood from the surrounding forests. The unique, sound-proof darkwood can be found in shadowy Blackwood Valley, but its location is shrouded in mystery.

The most scarce and precious resources of Aglarion are actually in the hands of two noble families. Pearls recovered from the North Bay by the pearl hunters of Ronul's End are owned and processed by the Ronul family and then sold in Onadbyr at an incredible profit. Gemstones of every variety are brought to the surface in the greatest secrecy by the Karramosa family through the Monastery of Past Lives at Talanar's Pond.

Aglarion imports many of the resources that it needs and can't produce itself. The Royal Treasury and Aglarion's many independent merchants trade with any foreign entity that offers a fair deal. The most significant volume and variety of goods are shipped in and out of the east through the Royal Docks or through southern routes via the Drayl City-States. These are relatively safe passages where more serious incidents such as monster attacks, pirate raids, or bandit assaults rarely happen.

TAXES

One of the most significant forms of income for the Royal Treasury is from taxes. There are many petty taxes in place, and they are regularly collected with meticulous precision by the Royal Army and the guilds. However, King Waldrann has lowered most of the taxes and even eliminated many of the smaller ones due to the great prosperity of the Kingdom. The highest taxes currently are the ones related to



COPPER PIECE



GOLD PIECE



SILVER PIECE



PLATINUM PIECE

export and import of goods through the borders of the kingdom, as well as guild, property, and harbor taxes, a wagon tax on wagons large enough to be drawn by two large animals, a tax on temples, and one on all permanent shops. Citizens usually encounter only the gate tax of Onadbyr, which costs 1 copper piece for each passing through its gates, or 1 silver piece of bridge tax collected when crossing the Azure bridge and the Overpass of the Giants. Guilds take about ten percent from the income of their members every month in the form of fixed and calculated taxes, keep some for expenses and forward the rest to the Royal Treasury. Those who don't pay their taxes to the guild representatives are reported to the Red Cloak Lawgivers, who swiftly investigate and settle the case.

COINAGE

All coins are minted with a delicate embroidered edge to make the chipping and scraping of the coin easily recognizable. The smallest of the coins, the copper piece, is round and easy to thread thanks to its hole. The silver piece is worth ten copper pieces, and it is square and easily distinguishable from the copper and gold coins even by touch. It bears the image of the Royal Palace and river Nenock. The gold piece is worth ten silver pieces and significantly larger than the other two coins of lesser value. Both sides of the gold piece bear the image of King Waldrann Azennar. The platinum bar is the largest coinage, worth one hundred gold pieces. It is rarely used and mostly only for more significant transactions, meaning that many of the realm's less wealthy subjects have never seen one in their lives. The platinum bar bears the image of Aglarion's first king, Razmyrel Valsyr Melkar I.



LAWS

The streets of Onadbyr and every other town in Aglarion are more or less frequently patrolled by the soldiers of the Royal Army, the Royal Swords as they are known, (use the **guard** monster entry) or the forces of local nobles. Their presence ensures that the streets remain safe. They confront any criminal activity they encounter and will try to ensure that it is stopped. They have the right to restrain anyone and alert the Red Cloak Lawgivers to act as judges or investigators if the culprit is missing. In Onadbyr, a Red Cloak Lawgiver usually arrives at a scene in 2d4 + 2 minutes after a soldier leaves to call them. They also immediately embark to any remote location and travel by fast horse.

Sheathed weapons can be carried anywhere in Aglarion except for the Royal Palace, where only the Royal Guards, the members of the Knights of the Crown, and the royal family can have weapons on their person. Weapons carried openly are usually considered a form of assault everywhere in Aglarion, and soldiers or Red Cloak Lawgivers intervene immediately.

Magic can be wielded freely in Aglarion until used as an instrument for criminal activity.

Only noble families can upkeep and command a group of over twenty armed combatants, and only if they and their army swear an oath of fealty to the monarch of the kingdom. The king or queen can command or disband these armed groups at any time, and rulers usually demand services in exchange for the right to form armed units.

THE COURT OF VOICES

Established by King Vacrilos Azennar I, the first of the Azennar line, the Court of Voices was created to bring the will of the people in front of the throne in such a way that no single class would have greater influence than the others. It is traditionally composed of twelve elected representatives, each delegated by different social groups. The Twelve, as they are called, has three members from the noble houses, three from the clergy, three from the three guilds, and three from the commoners. Each social class chooses its representatives every five years by voting.

They meet the monarch on the first day of each month to raise problems, suggest solutions, and voice their concerns. The king or queen is free to discuss or neglect their issues and has the final say in the matters brought in front of their royal person.

ALERTING THE AUTHORITIES

The Royal Swords can be called to a location in Onadbyr by shouting or contacting their patrols of two. They can be found or arrive at a location if called within 2d4+2 minutes. The Royal Swords assess the situation and handle it as required, including alerting the Red Cloak Lawgivers who arrive at the scene in another 2d4+2 minutes. This is true for most settlements. However, the farther away from Onadbyr, the less likely a Red Cloak is readily available.





PUNISHMENT FOR CRIMES

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

Fines must be paid to the arresting Red Cloak within one day, and the officer will order the subject to collect the money as soon as possible, following them everywhere until it is collected. If the fine is not paid, the individual is imprisoned for one day for every 5 gold pieces outstanding from the fine.

Short imprisonment can last from days to months, and sentences of hard labor can be for up to five years, depending on the severity of the crime committed. Long imprisonment means over five years, sometimes decades, or even up to life, depending on the severity of the crime committed. At least three Red Cloaks must approve and validate the sentence.

Imprisoned individuals are locked up at the Dungeon of Tears, while hard labor time is spent at the Sobruz Quarry.

Executions are done by hanging from any of the bridges designated by the Red Cloak Lawgiver who was assigned to the case. They also carry out the sentence, but at least three Red Cloak Lawgivers first must approve and validate it.

Disturbing the peace	A fine starting from 3 gold pieces up to 500 gold pieces
Obstructing justice	A fine starting from 50 gold pieces and/or imprisonment
Property damage	A fine that is double the value of the damage caused and/or from short to long imprisonment or hard labor
Impersonation	From short to long imprisonment
Forgery	A fine that is double the value of the forged money and/or short to long imprisonment or hard labor
Bribery	A fine that is double the value of the bribe and/or short to long imprisonment or hard labor
Theft	A fine that is double the value of the stolen goods and/or from short to long imprisonment or hard labor
Assault	A fine starting from 3 gold pieces up to 500 gold pieces or short to long imprisonment.
Murder	Execution or long imprisonment or hard labor
Treason	Execution or long imprisonment or hard labor
Blasphemy	Short to long imprisonment or hard labor
Slavery	Long imprisonment or hard labor



NOBLE HOUSES

HOUSE RONUL



The Ronul family is a relatively new addition to the major noble houses of Aglarion. The family's first patron was Almeiro Ronul, who served in the Royal Navy as a young cadet until taken captive by pirates near the Isles of Xantharos. He grew to be a fearless and infamous pirate, amassing great wealth from raiding Xantharosian traders. Meeting a beautiful refugee merfolk princess named Innizar, Almeiro fell in love and decided to give up piracy to help Innizar reclaim her home, close to the Aglarion coastline. Almeiro sailed to Aglarion with his fleet, the Xantharosians at his heels. Describing the Xantharosians as threats to the kingdom, he struck a deal with Queen Eirammar. He generously donated to the Queen's treasury and joined his fleet with the royal navy in return for land, title, and the northern bay's fishing rights. He then triumphed with Eirammar over the Xantharosian armada in a monumental naval battle involving hundreds of ships. Eventually, Almeiro settled on the coast with his crew and their families. He named the town Ronul's End to signify concluding the life he once led. Not able to resist the call of the sea, he started his pearl fishing business and

made a fortune on it. As a famed and legendary pirate, rumors and gossip still abound about his treasures, said to be hidden somewhere in Aglarion. Rumors also say clues to the treasure's whereabouts have been hidden in his house in Onadbyr.

The family's current head is Lord Dyzag Ronul, an elderly businessman whose sole focus is building more wealth. Together with his only living brother, he runs the house and tries to earn and get more favor with the royal family. These days, some people in Onadbyr are spreading gossip about Premil Ronul, Dyzag's only son, and the young lord's romantic involvement with Odryk Nangrath, Lord Arenbar Nangrath's younger son.

HOUSE NANGRATH



The Nangrath family prides itself on a long lineage of dwarves who made their home in the northern part of the country for centuries. They served as master builders for the fortresses and border fort systems. The family has always resided in the town named after their noble house. They are warriors, head to toe, and are expected to become master

architects of fortifications. Their family tradition is firm and strict, where all sons of Nangrath are to serve the crown and be the epitome of a dwarf. Lord Arenbar Nangrath, the elder, is a venerable dwarf who has lost his belief in this world and is slowly withering away in his fort in the town of Nangrath. His older son, Yarik, lives in Nangrath and takes care of the town's actual leadership, aided by the expertise of Captain Ick Forge-n-hammer, the town's military officer and the Lord's private guard. The younger Nangrath heir, Odryk, lives in Onadbyr and has been associated in rumors with Premil Ronul, dreaming about escaping the kingdom to see other wondrous places and live through adventures with his love.

HOUSE MONDER



The Monders were a wealthy dwarven trading family who amassed their fortunes over centuries, eventually buying their lands and title with copious amounts of gold when King Grankar the Brash needed funding to expand the city outside the Old Wall. They invested heavily into ships and armed soldiers with their newfound standing and access to the right to raise a noble army. Their secret plan was to conquer the neighboring Isles of Xantharos and carve out their kingdom. Lord Gronjyph Monder led his formidable armada of hastily recruited mercenaries and adventurous locals against the many-colored half-dragon inhabitants of the Isles of Xantharos. However, he greatly miscalculated by thinking that his gold

would be enough to win a war. The draconic onslaught of the righteously inflamed warriors of the Isles of Xantharos swept his fleet and army away, most of which deserted the noble's side. Returning home beaten and his traitorous plans revealed, the king confiscated Lord Gronjyph's lands and bound his only son and all of his heirs to serve as part of the paladin order of the Knights of the Crown in perpetuity to make up for their ancestor's sin.

HOUSE GORSO



The late Highlady Urmissa Gorso was a proud Knight of the Crown from a bloodline of loyal paladins who served the kings and queens of the kingdom for generations. Her sudden and unexplainable death took her whole family by surprise. It had an especially harsh effect on her devastated husband, Lord Ziademos Gorso, who could not get used to the changes in his family's domestic life, which he found hard to handle. The count locked himself up in his chambers for several years, refusing to accept food, help, or aid from anyone, including his daughter and sons. It was a mystery how he sustained himself, but one day he emerged from his room stinking, naked, covered in strange sigils, and a crazed look in his eyes. The lord's mad contemplations led him to the service of the entity he refers to as the Elemental Chaos. The crazed noble struck a pact with this patron, which gave him warlock talents and the ability to sire a bloodline with sorcerous powers of cha-



os. His numerous children and grandchildren are all born with these magical gifts that help them spread chaos in the world. As a result, the family took on strange, socially unacceptable, and foul habits, which caused half of their household to flee, while the other half reveled in their new powers. Gorsos are considered weird and eccentric by most people, a mad bunch, and most try to stay away from them due to their erratic, unpredictable, and often murderous natures. The village is filled with the children of the Gorsos, who all bear the chaotic bloodline of their progenitors.

HOUSE KARRAMOSA



The Karramosa noble family is an ancient one dating back to the early years of Aglarion. They own the northeastern Talanar Hills and the lands around the Talanar Pond, where they support the meditating monks of the Monastery of Past Lives. Their primary source of income comes from selling their swords to the king to protect the border, from farming and animals, and a small gem mine under the island monastery. The family's current head is Lord Dyrin Karramosa, a reserved and well-trained noble in his fifties who discreetly manages the family and their business.

HOUSE DOMIREN



The Domiren are a loud bunch, but they were not always so. The latest generation of Domirens has lost the family's conservative roots mainly due to the marriage that brought the now venerable Lady Zainda, a once-renowned prostitute, to the house. As her sons call her based on her "artist" name, Lady Zaza inherited her late husband's wealth in gold. Before sickness took him, the aged lord sold all his landholdings to King Waldrann's father. He knew that his lands would be more efficiently managed, if managed at all, by the crown rather than by his lewd wife. Lady Zaza spends her unimaginable wealth on herself, her three fat and arrogant sons, and nine small silkhair dogs, each of a distinctively different color. Lady Zaza is a control freak, overseeing every tiny detail of her household, handling the expenses that are eating away at her treasury that steadily diminishes each year, and having the final, very loud, and usually foul-mouthed say in all matters. Her three unmarried, lazy, overweight, drunkard sons - Zajeer, Malo, and Korzen - still live with Lady Zaza and always argue with her and each other over how to enjoy their family's wealth to the fullest. They hate her dogs as much as they hate each other but act according to her will and cooperate for their own survival and out of fear of their mother. Many have tried to take the Domirens for fools and soon learned through personal experience about the hedonistic and often sadistic nature of the Domiren brothers during orgies held in the cellars of their wine shop, the Hill's Nectar.



HOUSE GOLDTOOTH



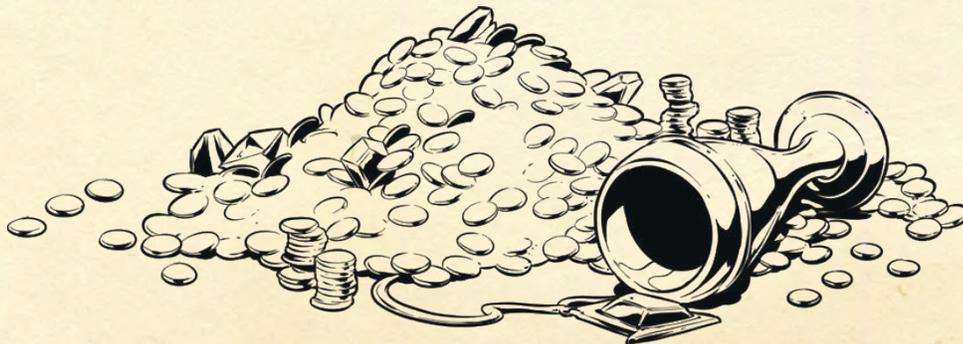
The Goldtooth tribe of goblins was always a witty and lucky bunch. Several centuries ago, their ancestor Bilakk Goldtooth acquired noble status from Queen Linolu the Peaceful by saving her from the grasp of a giant constrictor snake during one of her hunts deep in the Arden Forest. The grateful queen gifted the goblin and his very extended family with title, gold, and an estate in Onadbyr. Through the generations that followed, the Goldtooths, originally from the village of Gonshar, have either been tolerated or just frowned upon in the capital, depending on the social openness of the city. Some Goldtooths have even attended Walhem Boarding School for Young Masters, but there were times when larger mobs marched on their villa and threatened to pull out their golden teeth. Nowadays, Kabok Goldtooth, the head of the noble family, does not visit the capital too often,

but his younger brother and his wife have moved into the Onadbyrian villa with their twelve children. The family has no real wealth or any particular source of income, but Kabok is a capable illusionist who is more than efficient in finding ways to earn gold for his whole village.

HOUSE WYLTAMMER



The Wyltammer family is an ancient one whose banners have been flying in the kingdom since its very foundation. The current heads of the family, a middle-aged elf named Yram and his elven wife Taya, are at the center of the capital's social scene. They are charismatic and well-connected, liked by almost everyone in the realm, even the common folk, for the donations they raise for the city at their annual charity fundraising ball. The Wyltammer Ball is a grand event where noble and common folk are invited as equals, and everyone can enjoy the hospitality of their noble hosts.



ORGANIZATIONS

ROYAL ARMY



The Royal Army is a well-organized and structured military force, one of the realm's main pillars. It is a thousand strong, consisting of several smaller and larger specialized branches that are tightly hierarchic. The largest of these units is the Royal Swords, the regular soldiers of the army who up-keep order in times of peace throughout the kingdom and form the ranks of foot soldiers during times of war. These men and women are mostly loyal and rule-abiding warriors who are proud to be considered the first line of the Royal Army and respected members of society. Units of twenty soldiers (use the **guard** monster entry) are led by higher ranking lieutenants (use the **knight** monster entry), who are commanded by captains (use the **veteran** monster entry). All captains report to three generals under the monarch's leadership. General Sundamar Stormbreaker is a studied paladin of the Wondermaker, General Malictus Crast is a wise and reserved male hobgoblin, oldest of the generals, and General Brennur Starsmit is a charismatic dwarf of high honor, a devoted monk of the Efficient Master.

The army also has smaller specialized units responsible for tasks requiring special training: The Royal Fists is a small group of soldiers who patrol, maintain, and occasionally operate the siege engines in the bastions of the Fists of Azennar. The Royal Harpoons are stationed on the vessels of the Royal Navy and are seasoned sailors. The Royal Riders is a mobile cavalry unit composed of experts at reconnaissance and fast travel on horseback. And the Royal Arrows is a fairly large unit of archers guarding the walls of the capital and providing ranged support to other troops.

The Royal Army relies on healing magic from all of the faiths publicly worshipped in the kingdom and from the divine powers of the Knights of the Crown. In addition, the temples are bound to send as many clerics to aid the monarch's troops as required in time of need.

Some arcane spellcasters can be found in the army's ranks, but no formal unit is dedicated to them due to the low number of capable arcane spellcasters. However, in times of dire need, the wizards of the Arcane Tower provide organized arcane magical support.

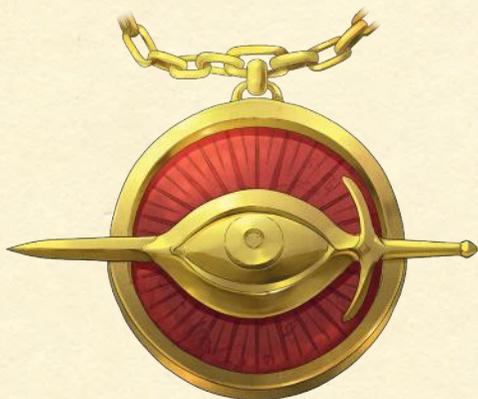
KNIGHTS OF THE CROWN



Founded by King Razmyrel Valsyr Melkar I, the True, these pious paladin champions of the realm, currently numbering only several dozen, swear a lifelong oath to protect the crown and the kingdom. Their training starts at a very young age, and it is considered a privilege to be selected as a member of the order. During their strenuous training, aspiring squires are taught several different combat techniques and introduced to the religious doctrines of the Oath of Protection. They are free to choose their specialized weapons and maintain the faith closest to their hearts if they are loyal and fearless. Knights of the Crown are held in the highest esteem throughout the realm. They serve in the front lines in times of war and act as personal guards to the royal family and the royal palace. The current high commander of the knights is Crownwarden Cyne Monder, an aging noble paladin of great renown who is doing his best to rebuild the reputation of his house.



RED CLOAK LAWGIVERS



The history of the Red Cloaks is closely connected with the Melkar dynasty. The first king, King Razmyrel Melkar, who laid down the laws that brought prosperity and equitable treatment to the Kingdom's subjects, was also known to wear a red cloak – to remind him of blood spilled and anguish caused if laws are unjust and unenforced. He organized the first Lawgivers, who took the title of Red Cloak to remember this teaching and carried on for centuries.

Leading members of the organization opposed the disadvantageous deals made by King Talanar Ebrin I in his quest to build the northern fortifications as they saw it created corruption. In response, King Talanar forcefully removed their power and imprisoned the most vocal members. Red Cloak Lawgiver then became more of a title than anything else until King Vacrilos Azennar I, himself a Red Cloak, reinstated and strengthened their power and responsibilities.

Today, the Red Cloak Lawgivers are some of the most highly regarded individuals in Aglarion, usually selected from high-ranking soldiers who have been in the kingdom's service for over a decade. Some come from arcane or divine spellcasting backgrounds or have served as highly esteemed students of the College of Minstrels, while others are trusted hunters or specialized combatants. Still, the organ-



ization has monitored all of them for years before being selected for the title. At least three Red Cloak Lawgivers must approve the nominee by measuring their personality, loyalty, trustworthiness, and their skills in making fair judgments, as well as their effectiveness in investigation and combat. Selected nominees for the title are trained and tested for three years before being given the prestigious gold-trimmed red cloak and the "Eye and Sword" amulet engraved with their names, representing their authority and title.

There are about fifty Red Cloaks in Aglarion, and though their methods and approach to solving situations might differ, their word is the law. They might work alone, in pairs, or form smaller groups and can command the Royal Swords freely if needed, making their own judgment on how many soldiers they want to commandeer until a case is solved. They can use all resources available at the Halls of the Lawgiver, which serves as their base of operations, record hall, and training grounds. As the capital does not bind their jurisdiction, Red Cloaks regularly travel to locations outside of Onadbyr to handle cases. Members are paid a reasonably high wage by the Royal Treasury every week for their highly regarded services.

A Red Cloak Lawgiver who breaks the law, which happens only on the rarest of occasions, faces much harsher consequences and more severe sentences than usual, starting from long hard labor up to execution by the organization's own members. There is no formal leader of the Red Lawgiver as they are all considered equally influential within their ranks and in the kingdom.

Red Cloak Lawgiver. Use the **veteran** monster entry with high Intelligence, Wisdom, and Charisma scores and a minimum +10 Perception, Investigation, and Insight skills. In addition to their fighter training, many might have additional spellcasting or class abilities from bard, cleric, paladin, ranger, sorcerer, or wizard backgrounds.

BLACK FLAG MERCENARY COMPANY

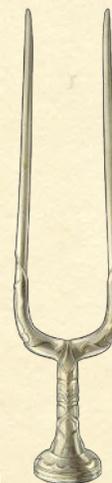
Founded by Trazz the Cruel, a rough orc bounty hunter of ill repute, this business provides mercenaries to anyone who needs protection inside or outside of the city. His prices are steep, but his dozen or so mercenaries are some of the most skilled combatants in the capital. Trazz selects the individuals he employs carefully and tests his mercenaries meticulously. He rarely accompanies



them on jobs and prefers to allocate a magic-user or two to each group sent on a mission. These groups rarely number more than five mercenaries. He has no moral qualms about the commissions he takes but always makes sure to avoid confrontations with the authorities. Trazz has a special hatred for those who underperform in his company and mar his company's reputation. Anyone who fails on a mission can consider themselves fired and disdained by the mercenary captain.

COLLEGE OF MINSTRELS

Master Conductor Fabrian Ethlairn, the college's half-elven headmaster has gathered some of the best instructors and virtuosos of the realm to teach the selected few he accepts as pupils. A couple of dozen aspiring bards are taught at the college at a single time, and even though

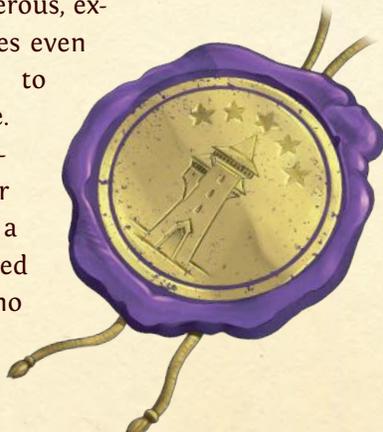




they live outside the school, they still spend most of their time there, practicing and performing their art. The college is famous for its open and liberal approach to teaching. It welcomes anyone to listen in on the pupils' performances, who are usually also busy building their reputations in the city. As one of the few spots for higher education and magical training in the realm, many consider graduate minstrels powerful individuals. The most talented graduates gain access to noble houses and even the royal court, where they are welcomed to perform regularly.

WIZARDS OF THE ARCANE TOWER

Established centuries ago by Master Arlen the Constructor, the Arcane Tower is the only wizard academy in the kingdom. There are smaller schools or individual masters in the realm. Still, anyone who seeks to truly master the arcane arts and is accepted for their acute understanding must relocate to the secluded tower, located far from the capital. Applicants must be trained wizards, thoroughly tested before being judged and accepted by the archmage. They then must serve the Arcane Tower as apprentices for a minimum period of twelve years, when they can take additional tests to become academicians. Wizards of the Arcane Tower must pledge to protect the kingdom and be available for summons to serve as part of the Royal Army anytime in Aglarion. The wizards are trained in all forms of magic within the academy's walls and are taken on dangerous, exotic, and sometimes even planar excursions to prove their mettle. The current archmage of the tower is Master Zaophas, a morose middle-aged human evoker who excels in spell combat and coaches his stu-



dents to withstand all hardships. The somewhat militaristic approach and the spartan conditions of the wizard school are not fit for everyone, so from time to time, apprentices are expelled from the institution for misbehavior or for not advancing quickly enough.

UNCANNY VAGABONDS



This group of traveling carnies and outlaws is an extended family with some outsiders mingled within its ranks with around a hundred members, most young and spirited. Many Vagabonds are expert musicians, which is their only legal form of income. They make a living mainly by thieving and illicit practices like scams, counterfeiting, drug



trade, and illegal hunting and fishing. As they travel the countryside on their caravan of wagons, or when they spend some time in the capital, they prey on the rich. However, they rarely keep their colorful tents up at one place for longer than a season and prefer to be on the move. The Uncanny Vagabonds is a very tight-knit organization, not just because of their family bonds but also because of the survival code they follow. No Vagabond will steal from another member of the group or snitch on them, even if this means giving up personal freedoms or even their lives. They are beholden to their own rules and laws and not those of the

general society, living according to the rulings of the elders of the closed community.

The Vagabonds speak their own secret language, which they never teach outsiders. True family members are trained to awaken mystical innate magical abilities that run through their bloodline, enabling them to cast a single, carefully practiced cantrip once per day, chosen from the bard class spell list. The leader of the Uncanny Vagabonds is always the most successful member of the family who has proven his intellectual and physical skills through example.



NEIGHBORING REALMS

VORDAN

When the Dark Star and its fallen angels were defeated, a confederacy of hardy mountain tribes was formed in the northern mountains to resist the theocratic oppression of the forces of the Order of the Eternal Light. These tribes, only a handful of family clans at that time, fled higher into the mountains on the north to escape their zealous pursuers, who used divine and arcane magic to track and combat them. The tribes used the mountainous environment with which they were so familiar to gain the advantage. Combined with their ferocious fighting prowess, they kept the armies of the cultists of the Order of the Eternal Light at bay for centuries. Exposed to external threats from otherworldly beings and later being continuously assaulted by the spell-wielding theocracy, Vordanis have become hateful towards magic users and magic in general. The only magic they tolerate is the one that helps destroy magic.

The people of Vordan grew in numbers over the centuries. They became an atheistic, somewhat barbaric society, where the use of any form of magic is despised and seen as an unreliable, untrustworthy power. The Vordani are hard-working people who rely on their skills and personal prowess, brandishing strength, wits, and endurance over all else. They don't consider the afterlife as something esoteric and face death knowing that they simply cease to exist. Death is seen as a natural end of life. They live every day as it would be their last, trying to fill their days with meaningful tasks and challenges. Vordani society is composed of clans based on family ties, led by the most fitting member of the tribe who has already proven their value in a significant way.

Lacking the comfort of magic use, the Vordani have advanced in technology, especially in building complex mechanical traps, war-gear, and war-machines. One of their most dreaded war-machines,



drawn by beasts, is a massive rolling battle tower, which can carry a crew of a dozen fighters and features numerous smaller and larger ballistae, as well as flame throwers. Their other famously fearsome tool of war is a hydraulic torso-mounted support with two arms, which allows its wearer to wield extra-large weapons with great agility.



The tribes of Vordan have always excelled in the domestication of various mountain beasts that they use for labor, travel, and war. Their most common mounts are giant goats and lizards, which they ride in breathtaking angles up and down the rocky mountain slopes, but they also breed massive warhorses, used for military campaigns and long-distance travel on the mountain roads. The Vordani also keep mountain panthers as their hunting pets and guardians.

Owning slaves in the Vordani lands is considered a luxury that only a few can maintain in their lifestyles. The number of slaves a Vordani holds measures their wealth to the outside world. Slaves are rarely used outside of the house of their owners, where they act as servants, guards, pleasure slaves, or work on menial tasks saving time for the wealthy Vordanis to concentrate on other endeavors. Slaves are either captured outlanders or prisoners of war from raids. All Vordani slaves are marked with the tattoo of their owner on their foreheads.

The current king of Vordan is Ralukkar Doomhammer VI, a descendant of the long lineage of the most powerful clan, the Doomhammers. King Ralukkar and his family have defended their position for over a century now, which they gained after the power vacuum created during the failed invasion of Aglarion. King Ralukkar's latest famous act, which had significant repercussions within many Vordani tribes, was settling non-spellcasting priests of the Efficient Master, the god of competence, within his borders. These priests, who call themselves "The Pure" and who are deemed radicals even within their own religion, vowed to teach and encourage manual skills and assured the king that they would not cast any spells as it is against their religious beliefs to rely on the use of magic. Under the leadership of a soft-spoken half-orc cleric named Proctor Zacchaeus Bael, a considerate man of great wisdom, the Pure don't want to heighten tensions caused by his cult's presence at Fort Stormbreaker, near the Vordani border.

DRAYL CITY-STATES

After the defeat of the fallen angels, the separatist community of the southern people refused to accept the rulership of the Order of the Eternal Light and resisted the Order's expansionism in the region. The armed conflict took decades to settle and forged the southerners into unity. They elected their first general Kalaman Drayl, a human with sorcerous powers, as their first king long before Aglarion became a monarchy. King Kalaman the First fought two major wars against the theocracy and successfully protected his kingdom throughout his long reign. He was a devout promoter of personal freedom and ruled according to his libertarian views, interfering in the least possible manner in his subjects' lives. During his long reign, he sired sixteen children from various wives, and he gave each of them land and title. One day, the old king mysteriously disappeared from his private quarters, and his heirs could not agree on the inheritance of the country. They blamed each other for their



father's disappearance, even though none of them had any real evidence or even the slightest idea where their king had vanished. Each heir already amassed a smaller or larger military force within their own settlements, and none of them wanted to move against the others without the consent and support of the majority of the other cities.

Small wars were inevitable between the more blooded heirs, and some even conquered a few other cities, which they rule even today. However, they soon realized that none of them were large enough to conquer the whole realm, and none of them were willing to give up their freedom without a fight. So the Drayl heirs decided to hold a grand council to solve their issues and avoid bloodshed. They gathered in a mass rally of their forces, over twenty thousand soldiers in a hill in the center of the realm, and the eleven heirs that remained on the council decided that it was time to end the war and to form an alliance of city-states where every heir rules over their own city. The Council of the Heirs is still held every year on top of Ancestor Hill. This is where all of the heads of the city-states, descendants of the Drayl dynasty, meet to discuss their issues and plans. The incursions from the armies of the theocracy intensified after the disappearance of King Drayl, but the forces of the Drayl heirs fought in unity every time. The war with their northern neighbors continued until the fall of the Order of the Eternal Light, which was partly achieved with the aid and intervention of the descendants of the Drayl dynasty, who discovered the resistance growing within the ranks of their enemies and supported Razmyrel Valsyr Melkar I, the True, in his successful rebellion against the oppressive church.

Each Drayl City-State has its own traditions and unique style. Their accents, customs, foods, fashion, and architecture differ slightly but also combine the elements of their shared culture. Some city-states are more prosperous or populous than others and some are specialized in specific trades or activities depending on their geographic location. Most Drayl City-States have about five to ten

thousand citizens, while Highmoor, the largest, is home to twenty thousand residents. Current life in Drayl doesn't differ much from life in Aglarion, with whom the city-states each trade separately. Drayl is a colorful, orderly realm with happy residents who usually seem stubborn at first, keeping to themselves, but are mostly good-hearted if they open up to someone.



Eldorn is a sizable river-side city, best known for its well-stocked tradehouses. Jorar Drayl, a seasoned half-orc adventurer and monster-hunter, taxes his subjects heavily and spends much of the revenues on innovation, infrastructure, and services.

Seven Gates is a large cross-town in the junction of many roads that has become a regular spot for large fairs once in every season of the year. Arusta Drayl, an elderly human noblewoman of ill reputation, runs the city with the help of her numerous sons and daughters.

Kostryl is a small city founded on precious stoneworking and mining. Over the years, it has developed a large population of deep gnomes mixed with the human and half-human Drayl locals. Pattoonia Drayl, a brash young noblewoman with a love for gems, runs the traditional family business, taking great care of the deep gnomes and their underground operations.

Brinecoast is the largest coastal city with a sizable shipyard, which hosts mainly fishing boats and a



small fleet of sailing ships. The city is famous for its skilled sailors and captains and its abundant resources of seafood. Lord Captain Samiel Drayl, the soft-speaking middle-aged human who rules over the city, is rumored to have merfolk blood running through his veins.

Highmoor is the largest city-state of the Drayl region, a vibrant city with flourishing trade and agriculture in the surrounding valleys. The city also has an ill reputation from the past when it annexed two other nearby towns by force during the War of the Heirs. Residents of these two smaller settlements, Aesthor and Willowpark, have mostly migrated to Highmoor over the centuries, leaving them as abandoned ghost towns with few residents. Bareon Rudd Drayl, the current ruler of the region, has kept his family's tradition of being able to muster an army of convincing size.

Gynleah is one of the smaller city-states that relies primarily on farming and cultivating the rare night rose, a magical and beautiful rose of black color that can be turned into a drug that takes its user to the Dreamrealm. The city's leader is Amdastrah Drayl, an ambitious female warlock with ties to the powers of the Dreamrealm and a monk assassin's guild from a land far away.

Zammastra is a small city-state that relies on farming. Valsyrio Drayl, an elderly half-elven druid of the Eternal Mother, leads the city with a firm hand and makes sure that his church nourishes the land for the benefit of the locals.

The Domain of the Sovereign is ruled by High King Alcemyr Drayl, as the mad heir refers to himself. The island city-state also governs two smaller towns on the island, Lakrian and Tallgate, and oversees the ruins of Ulantra. This third city was utterly demolished by Alcemyr's ancestors centuries ago. The island is an autonomous kingdom that does not trade with or rely on any of the other Drayl City-States since the ascension of the High King to his throne.

Zolt is a city of warriors and smiths that sits on a giant ore deposit. The city's current ruler is Wiley Drayl, a bitter, aging, fat, half-elven aristocrat who knows the value of his wares. Zolt has an impressive number of trained warriors, and rumors say Wiley is only a puppet of a sinister force hiding in his mines.

Ysmarys, the smallest of all the city-states, is home to the continent's most pompous temples. Being a city of deeply religious folk, life within its walls revolves around the temples and their services, which it lends to the rest of the realm. The city is led by Lady Zoqul Drayl, the Holy Hand of the Redeemer, an elderly high priest with numerous children.

Yellowkeep is a small city on the coast with a large castle and a network of underground tunnels. Poorest of all the Drayl cities, Yellowkeep is home to only those who cannot afford to leave it. Having seen some better days, the dirty and mostly deserted city has numerous uninhabited residential and commercial buildings. The citizens do their best to survive while their ruler, Balansyr Drayl, is a dull drunkard in his fifties, living off the remaining treasury he inherited from his predecessors.

ISLES OF XANTHAROS

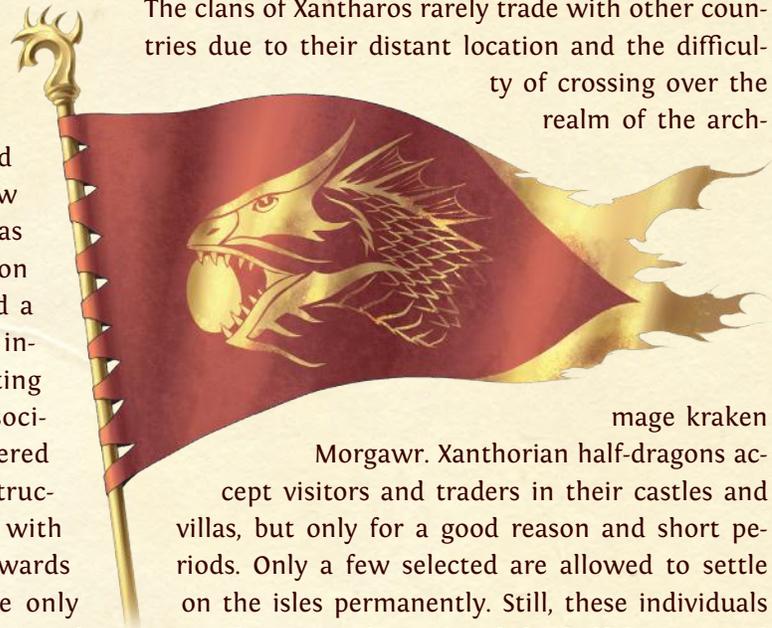
The numerous scattered smaller and larger isles to the east of Aglarion that make up an archipelago are collectively called the Isles of Xantharos. The scattered chain of islands clearly resembles a dragon's shape, which in fact, is the case. The isles formed from the remains of Xantharos, one of the two progenitor fey-dragons, the largest dragon that ever lived, spanning scores of miles. It reigned in the Feyrealm long before the Dark Star and the dark angels descended until it was banished to Aglarion. The dragon immediately confronted the fallen angels, and their battle was a bloody clash of claws and unholy powers. The Dark Star and its angels emerged victorious, slaying the dragon over the sea and onto a plateau that supported its immense carcass. As thousands of years passed, the dragon's body formed into the isles, surrounded by coral reefs.



The half-dragons of Xantharos organize themselves into clans and mate only within their own color, in which they take great pride. These extended families elect their leaders to represent them in the meetings they call the Gathering of the True. The council is always overseen by two Council Masters, who make decisions in unison. Xantharosan clans live in large households scattered throughout the islands, with only a few families occupying each. Each household has about five to ten slaves for each half-dragon present, and slaves are not just considered a commodity but also a responsibility and investment that needs to be nurtured, getting more valuable over time. Xantharosan society is one of slowly taken, well-considered actions, wisdom, emotionless cruelty, structured by laws and titles, which come with certain obligations and responsibilities towards the person and the community. There are only a few hundred Xantharosan half-dragons of many colors, who are also considered nobles by birth, even if some might not necessarily have the capacity to own a fort or extensive lands. They live very long, comfortable, and wealthy lives during which they can focus on training themselves, most commonly in arts, academic and arcane studies, combat, or philosophy. Displaying advanced skills of any form, whether mundane feats or magical

aptitude, garners great respect on the Isles of Xantharos, even to the extent that slaves who show great skill can achieve luxurious lifestyles.

The clans of Xantharos rarely trade with other countries due to their distant location and the difficulty of crossing over the realm of the arch-



mage kraken Morgawr. Xanthorian half-dragons accept visitors and traders in their castles and villas, but only for a good reason and short periods. Only a few selected are allowed to settle on the isles permanently. Still, these individuals need to earn the trust of the half-dragons and demonstrate a high level of expertise in something useful for the inhabitants: The last time the half-dragon clans fought a war against Aglarion was a century ago when they chased the fleets of Almerio Ronul back to the shores of his homeland. The army of Xantharos is small and consists of only the most skilled combatants from slaves led by their powerful half-dragon masters.



CUSTOMS

CELEBRATED EVENTS

Day of the Mortals

Previously known as the Day of the Rising Sun during the theocracy, this day marks the defeat of the Dark Star by Sarath. Families gather in their homes on the eve of this day, and the eldest of the family tells the tale of the Dark Star and its defeat to the youngest one. At the end of the story and before the Feast of the Mortals begins, the storyteller lets a drop of his blood with a needle on the ground to honor the sacrifice their predecessors made and to symbolize their mortality.

Day of the Crown

This day marks the defeat of the zealous theocracy ruled by the Order of the Eternal Light, extreme followers of the Shining Light, after the miraculous banishment of the dark angels. The monarchs of Aglarion sponsor great games on this day to entertain their subjects. Free meals and toys are distributed, and the city of Onadbyr is loud with games and revelry throughout the day and the night.

Day of the Ancestors

On the first day of winter, everyone in Aglarion commemorates the deceased and their achievements. A popular ceremony of this day includes releasing floating candles from the Crossing of the Thousand Lanterns bridge and letting them float through the city of Onadbyr until they reach the sea and disappear from sight.



Cycle's End

The last and first day of a year's cycle is celebrated at the peak of the winter. People gather to celebrate, tell tales about the most notable events of the past year, and boast about their plans for the new one. These small or larger gatherings usually end with the lighting of a huge bonfire in which children usually throw a special kind of acorn that pops loudly when ignited.

Greenfields Festival

The last day of spring and the start of summer is celebrated all over Aglarion with large feasts and days of revelry. Most weddings occur at this time of the year, and many consider giving birth on this day of the year the luckiest gift a family could receive. Large tents are erected all over the realm, and everyone is free to join at the communal tables laden with delicious fare. Refusing someone on this day brings bad luck, which will last for the whole year to come.

COMMON SAYINGS

- Rare like an honest Ebrin.
- Discreet as a Royal Guard in the King's bedroom.
- Silent as a blackwood helmet.
- Loves the country like a Wyltammer.
- Stinks like a swamp lily from the Ulden swamps.
- Strange like the gestures of a Xantharosian.
- Let's not be like a Vordani and settle it in peace!
- As smart as the Constructor.
- Beautiful as the sunset over Cloud Peak.
- As noble as a grandson of Vacrilos.
(So not noble at all)
- Old enough to have a booth on People's Plaza.
- Orphans make a Razmyrel. (One's origins don't matter. Anyone can rise to any station in life, despite their social background.)
- As bitter as Old Gnarly without his evening feeding.



KINGDOM OF AGLARION



5 10 15 20 miles





REGIONS

VORDAN MOUNTAINS

These mountains are ancient. They stretch from the River Nenock to the sea, with many high peaks and alpine valleys inhabited by the tribes of Vordan. Though the lush valleys support the populace, most cities and settlements are on cliffs carved high into the mountains. The largest one today is Windrip, the home of the Doomhammer clan, which is a cliff-dwelling, partially carved into a huge, shallow cave, accessible to the valley below only through the giant system of pulleys that can transport tons of supplies to the elevated town. The Vordani tribes patrol the area and tax non-Vordanis for passage, exempting only the grain trade on which they heavily rely.

SHANDAR MOUNTAINS

This part of the northern border of Aglarion, between the Mountainfall, from the River Halueth to the River Nenock, is an almost impassable, rugged white-grey mountain range with deep crevices and high summits. The region is shunned by most, even the Vordanis in the north and east. Legends connect the name of the mountains to an evil entity that was worshiped around here before the Dark Star, who routed it. To this day, few have ventured into these mountain ranges, and even fewer have ever returned.



THE MOUNTAINFALL

The mountain-sized, burnt black rocks that housed the fallen angels during their descent to the Material Plane created this vast, unnatural mountain range. The debris around the impacts has since settled into hills and mountainsides, but the area is full of steep inclines and deep crevices, where flash floods are common. These mountains are not traversed, and most living people avoid them due to the dark powers emanating from them.

DRAYL MOUNTAINS

A natural barrier to the Drayl City-States, these tall mountains are uninhabited due to their sheer height, continuous avalanches, and the cold climate. Traveling through this region is all but impossible.

ROADS

The King's Road is a cobbled stone road with shelters every few miles along its path for travelers to rest. East of the River Nenock and in the Ulden Lowlands, the road is kept in reasonably good condition due to the volume of trade that moves on this thoroughfare. However, the Trade Road west of Gorso through the woods is in worse shape, with wagons usually traveling alongside the road on cleared forest paths due to the missing cobblestones. In these areas, the shelters are quickly populated by all manner of beasts, so it is usually best to beware and avoid them altogether. The Green Road that cuts through the Thornwoods and the King's Forest, winding north towards Nangrath from the Crossroads, is better maintained and used for regular transports of ore from the northern mountains.



RIVER NENOCK

The majestic River Nenock flows from the far north and reaches Aglarion in a valley between the Shandar and Vordan Mountains, winding through the country and emptying into the Calhay Sea at Onadbyr. As it flows into Aglarion, the River is 400-600 feet wide, fast-flowing, ranging between 20 to 30 feet in depth with treacherous currents and a distinctly red color. Some say it is blood seeping from under the Shandar Mountains, but the sages disagree. North of the village of Gorso, the river widens into low-lying wetlands, over a mile in width, significantly slowing down and losing much of its reddish hue. The slower waters allow the Gorso ferry to operate. South of Gorso, the river narrows and deepens, allowing for barging, which is the primary method of transporting timber and ore that arrive at Gorso from the west. Apart from the Gorso ferry, only one bridge exists between Gorso and Onadbyr – the Azure bridge – built by Master Arlen the Constructor during the founding of the Kingdom.

RIVER HALUETH

The source of River Halueth is somewhere in the North Mountainfalls. It reaches Aglarion through a rift between the Shandar Mountains and the Mountainfall, in an area with hundreds of waterfalls. It is a treacherous and rapidly running river, full of cascades and river bars, making it challenging to navigate with boats. It flows south between the Arden forest, the Wedgewoods, and the Leeward Hills. Around the Arden Hills, it becomes milder in the south, allowing smaller barges to move cargo south toward the Drayl City-States. However, only the best river sailors can traverse the treacherous waterways. There is only one bridge in Aglarion over the river, the Overpass of the Giants, which stands between the Wedgewoods and the Arden Forest, built to enable transportation of cargo from the mountains and the Arden Forest to Gorso. South of this bridge, most travelers refrain from stopping on either river bank. The legends of

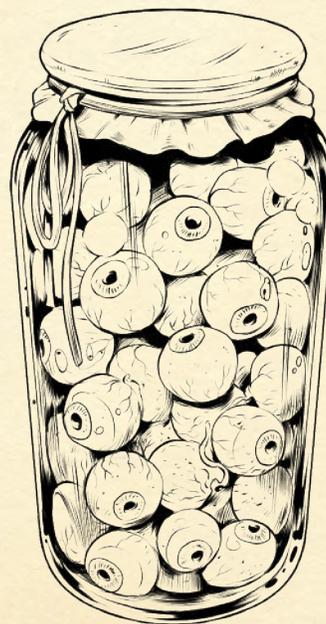
the fallen angels' lingering presence on the eastern banks and the stories of dangerous woods on the western banks are recounted all over Aglarion.

NORTH BAY

The Calhay Sea opens into a large bay with calm waters, where schools of fish abound and where a group of merfolk and lizardfolk have made their homes around the shores of Ronul's End. The village is known for the pearl divers who live here and bring up the valuable treasures fashioned into magnificent jewelry by the craftsmen in the town. A tall lighthouse stands on the southern shore of the bay, with a large family of lizardfolk that manage it, who also breed giant frogs and toads to sell as delicacies in Onadbyr.

SEAHORSE COVE

The southern bays are known breeding grounds for giant sea horses that usually live in the depths of the Calhay Sea and approach the shore to mate. As such, this is an area where those who are brave enough to confront the rough seas come to catch the seahorses in the autumn.



TALANAR HILLS

Named after King Talanar I, famous for building a chain of fortifications in the north to prepare against a potential Vordani attack, these hills are sparsely populated today. As a result of the truce with Vordan, most of the watchtowers and small keeps slowly fell into disrepair, and only a select few key locations are garrisoned. In addition, this area was once known for red-furred goats, a preferred source of meat that has been hunted almost to extinction so it is incredibly hard to find.

ONADBYR PLAINS

The plains between the King's Forest and the River Nenock are bountiful and host one of the main population centers in the kingdom, with many rural communities dotting the land. Sprawling farms, grain fields, and pastures cover almost the entire countryside region. Between the River Nenock, the Ulden Swamps, and the Calhay Sea is a plateau that rises from west to east, with jagged cliffs high above the seacoast. There is a marble mine and multiple stone quarries surrounding it, and the area is dotted by windmills due to the elevation and the constantly blowing winds from the sea.

ULDEN PLAINS

These plains are inhabited mainly by farmers, where the fields are worked for blue corn and wheat. The road to Harveston, the farming center of the kingdom, winds from the southwest to the northeast.



ULDEN LOWLANDS AND FOREST

Apart from the area around Onadbyr, this is the second-largest population center of the kingdom, with small villages and farmlands covering vast swaths of the land. The southwest part of the region supports the most fertile and coveted farmlands, where the soil is said to bring triple the crop than anywhere else. As a result, the farmers of Harveston can sell their products with a significant premium to Onadbyr through their bargain position as the breadbasket of the realm. This area also covers the Ulden Swamps, which are fed by water from the river Nenock, and as a result, the areas around the swamps are generally not well-traveled. The swampland is home to special flora & fauna, with unique herbs growing here. The monastery of the Spirited Leaf and its monks use these to make their well-known brews. North of the Ulden Forest, a chain of watchtowers reinforced and patrolled from Southkeep guard the border with the Drayl City-States.

LEEWARD HILLS AND CLOUD PEAK

The legends regarding Cloud Peak tell of the Dark Star, who perched and collected sacrifices here, establishing its power over the lands, and whence it was banished by Sarath. The surrounding areas in the Leeward Hills and the neighboring forests were home to many fallen angels at the time. The remnants of this era lie scattered in these regions - ruins overgrown by vegetation and shunned by visitors for a good reason. These dark and thick forests are unpredictable and home to horrors left behind by the reign of the Dark Star.

The Leeward Hills are rarely traveled, both because of its infamy and the dense scrubs that cover the rugged hills. Travelers are warned to avoid the tainted area because those who return come back changed, if they ever return at all. The cries of the murdered still haunt this area.



BLACKWOOD VALLEY

This valley is hidden among the hills and the forest and has been here since ancient times. The borders between the Shadowrealm and the Material Plane are thin, and the valley is covered in continuous shadow. These extraordinary circumstances allow for a particular type of tree called blackwood to grow here. These trees have pitch-black bark that absorbs sound, making the valley an eerie place to visit. From time to time, a shadow or two slips through and lairs here. Only a few know of the existence of this valley, and even fewer have actually traveled here to collect the bark, mainly small troops of lumberjacks accompanied by a druid. Once harvested, the bark of the blackwood needs to be treated with a *barkskin* spell on the spot. Otherwise, it loses its unique quality.

KING'S FOREST

This forest serves as the royal hunting grounds and has done so for centuries. Special laws prohibit hunting without personal approval from the monarch, and the woods abound with game. Based in and around the Royal Hunting Lodge, the Royal Hunters make sure that nature is not disturbed by anyone apart from the royal family and their associates. The only exception is the woodcutting license that Willow Creek has received due to the increased need for wood in the capital over the past century.

WEDGEWOOD

The Wedgewood is a large forest that covers the middle of the kingdom. It is a wildland where nature rules and wild animals abound. It is said that many black and brown bears inhabit this area. The only known road that passes through is the Trade Road, an old brick road in serious disrepair.

THORNWOODS

As the name implies, these woods are an unwelcome area with thorny plants and undergrowth, poisonous and dangerous plant life, and freely roaming wild beasts. No one enters the Thornwoods, as there are legends about hauntings, underscored by many people disappearing in the forest. Building the Green Road that cuts through the Thornwoods and the King's Forest three centuries ago was a bold undertaking, and stories still circulate about missing work crews.

ARDEN FOREST

The Arden Forest is an untamed wilderness with a couple of logging outposts, which house many who want to get away from their past and make a decent living with hard work. King Razmyrel named it in gratitude after Lord Eard Wytas "Dragonfriend" Arden, who was the first lawgiver for this region and the last of his line. In the company of his close friend Thelarmas the bronze dragon, the Red Cloak Lawgiver once patrolled these lands to keep the rule of law in the wilder, less developed regions of the Kingdom.

This area was also said to be the last region where the great Arlen the Constructor was working on something monumental, a task that most say was never finished. The south of the forest is enchanted by old magics that make everyone lose their way.

CLEARWATER POND

A large, still pond fed by water from the wild Halueth river is a favored location for the local wildlife due to its clear waters and abundance of fish.



IMPORTANT LOCATIONS

There are different types of locations in the Kingdom of Aglarion. Like all major towns and geographical landmarks, some are public and widely known.

ONADBYR

Onadbyr is the capital of Aglarion, the largest settlement in the land. See the Onadbyr section for a full description.

WILLOW CREEK

Willow Creek is a small settlement of farmers and woodcutters who make a decent living by selling their produce mainly in Onadbyr. Rowan, a reserved and resourceful ranger, is the head of the village council. This village also serves as the staging ground for any Royal Hunt into the King's Forest. The majority of the fields between the King's Forest and the Talanar Hills are owned by the townsfolk of Willow Creek.



ROWAN

RONUL'S END

LORD DYZAG
RONUL



The pearl fishing village of Ronul's End is a relatively new settlement, only a century old, founded by Almeiro Ronul – famed pirate and founder of the Ronul family. The town is inhabited by a mix of merfolk, lizardfolk, and other settlers and is a tidy and profitable little village. Lord Dyzag Ronul, the elder Ronul baron, manages the town from the old Ronul Villa built from and around Almeiro Ronul's beached flagship, the Boundless Pearl. His closest ally and friend, "Salty Eel" Sykes is a seasoned veteran who is the loyal right-hand of the aging lord.



“SALTY EEL”
SYKES

NORTH BAY LIGHTHOUSE

The primary lighthouse that guides ships in the North Bay is inhabited by a lizardfolk family that keeps it operational while also breeding giant frogs and giant toads adjacent to the building for sale as delicacies to Onadbyr’s famed inns and taverns.

MONASTERY OF PAST LIVES

In a forested area, south of the Talanar Hills, sits a small lake with an island in its center. On the island stands the Monastery of Past Lives, founded by the Karramosa family and built on top of a mine that contains a high amount of gemstones. The gems are cut and sold in Onadbyr.

ROYAL HUNTING LODGE

This lodge and the surrounding buildings were built during the Ebrin dynasty over the base of a

villa originally used by the leadership of the Order of the Eternal Light. Some say that the most important decisions were made here at the time, in the seclusion of the forest. The lodge is mostly unused during the majority of the year, with only a couple of soldiers, hunters, and a minimal staff stationed here on a permanent basis. However, in case the monarch decides to go on a hunt, the lodge is quickly filled up by the famous and wealthy.

THE GREEN ROAD

The brick road between the Crossroads and Nangrath cuts through the woods and is not as well-tended as the King’s Road to the south. Two deep grooves mark the passage of countless wagons laden with ore that have passed through the wooded area. The forest around the road is teeming with wildlife.

NANGRATH

The town of Nangrath, once the focal point of the war effort against the Vordani confederacy of tribes, is now a tiny, poor, backwater village inhabited mainly by dwarves and humans. Although most of the inhabitants have an ancestor who fought or supported the war effort, most of the populace consists of weathered peasants who make a living from farming. As trade to the north and mining activities dwindled, the village got poorer and poorer, with some inhabitants deciding to move to the south to other towns such as Willow Creek or Harveston. The buildings are sturdy and well constructed, but many are empty and unused. A large part of the old stone wall around the village was taken apart and used as a resource for repairing Nangrath Bastion, rising at the center of the circular village. The town is overseen by Lord Arenbar Nangrath, the elderly dwarf patron who still remembers the days of the war. He lives in Nangrath Bastion, which is essentially a thick-walled tower surrounded by a stone wall, guarded by the Lord’s commander, personal guard,



and confidante, Captain Ick Forge-n-hammer. The lord's elder son, Yarik manages the day-to-day activities of the village, and most townsfolk hold him in high regard as a just and honest person. His younger son, Odryk, lives in Onadbyr and manages the family villa in the capital. The town has a small magic shop operated by Thermerson the Wise, a mage and archeologist, who travels these areas in search of magic trinkets, mainly found in locations of known battles in the north.

CAPTAIN ICK
FORGE-N-HAMMER

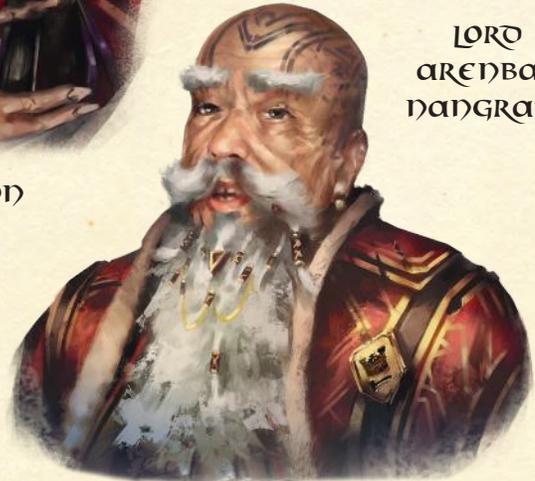


THERMERSON
THE WISE

FORT BLACKBELL

Fort Blackbell was the main fortress guarding the road to the north. As long as memory serves, there was a fortification in this location. The fort housed a magical bell that could be heard even as far as the Talanar Hills. Since the treaty with the Vordani tribes, Aglarion has removed the troops from this location and is content with just Nangrath soldiers patrolling the area from time to time. The ancient fort is uninhabited and stands in ruins.

LORD
ARENBAR
NANGRATH



FORT STORMBREAKER

The ruins of Fort Stormbreaker dominate the landscape. Dwarves and humans built the fort on top of ancient ruins to serve against the attacks of the Vordani barbarians. As part of the truce with Vordan, the two sides agreed to dismantle the forts, and two Vordani families were settled next to its ruins as part of this agreement. The Vordanis don't mingle or mix with the people of Aglarion and are ready to signal Vordan if the ruins of the fort are ever disturbed or armies were to march on Vordan from Aglarion.

CROSSROADS

The King's Road is a well-maintained red brick road overseen by the engineers of the Royal Army. The crossroads to Nangrath and Gorso also has a signpost with a multitude of planks showing the different settlements, their directions, and distances.



GORSO

The village of Gorso is ruled by a noble family, the Gorsos, whose members are entropist fanatics, nihilistic hedonists devoted to the force of the Elemental Chaos. They are led by the entropist zealot of the family, Lord Ziademos Gorso. The town is situated along the River Nenock, surrounded by stone walls and watchtowers, with the motte-and-bailey castle of the Gorso family in the center of



LORD
ZIADEMOS
GORSO

the town. There used to be a bridge next to the fort, which was destroyed in a peasant uprising, so the Gorsos now operate a ferry that transports passengers and cargo across the river. Almost everyone in the town is used to the erratic and often oppressive rule of the Gorso family, accepting it as the state of the world, given that the Gorsos provide work to the majority of the populace.

Lately, rumors say that as part of his crazed quest in service of the Elemental Chaos, Lord Ziademos Gorso has been obsessed with a hunt for a unicorn to further his studies into the forces of chaos and law, employing many hunters in this endeavor.



GIANAS LOR'GHIANKI

Gianas Lor'Ghianki, a friendly but lewd tiefling, dismissed from the College of Minstrels, runs the Flirty Nymphs brothel, catering almost exclusively to Ziademos Gorso and the members of his family.

CLEARWATER POND

The waters of Clearwater Pond are pristine, its shores teeming with life.

SMOKESTONE MINE

This mine is the source of the majority of the iron and copper ore mined in Aglarion, with rumors of several deep gold veins. Smokestone was a decent town when Aglarion was founded, but over half a millennia, people left, and it became solely a mining community overseen by the Royal Palace. The mine is under the direction of Ilberd Serpentpike, a halfling minor noble, who manages the mine with a retinue of Royal Swords. The miners are paid well, and the ore is periodically transported to Onadbyr.



LODGE OF WANDERLUST

This lodge has stood in the Arden Forest since anyone can remember. It resembles a fortification made of thick and sturdy granite blocks, protecting travelers on the road for ages. It is managed by Cygnus, a paladin of the Shining Light, who established it as an adventurer's guild a long ago. Cygnus employs adventurers to find and notify the lodge of any activity that might signal any re-emergence of the Dark Star or the Darkness Within.

OVERPASS OF THE GIANTS

This stone bridge was built centuries ago over the River Halueth and spans almost half a mile, 200 feet above the riven canyon. The bridge is not garrisoned and is not very well maintained – chipped rocks and loose stones make the traverses quite hard for wagons.

GONSHAR



LORD KABOK
GOLDTOOTH

Gonshar is a simple and relatively well-kept town with a decent community of friendly and hard-working folks made up of mostly goblins, hobgoblins, and bugbears who live under the rule of Lord Kabok Goldtooth, Supreme Wizard of Gonshar according to his self-awarded title, a descendant of Bilakk Goldtooth, the famed goblin warrior. Kabok is an illusionist and cares a lot about his village and subjects. Lord Kabok Goldtooth claims to have forged an alliance with the legendary and rarely seen gold dragon Xykot, who guards the village. Thus, buyers don't argue if the magic items sold here don't work or work differently than explained. Gonshar itself is not very self-sufficient and imports most of its food from Gorso.

CLOUD PEAK

Cloud Peak is a solitary mountain that is always covered in clouds. Legends claim the mountain has a direct connection to the Dark Star. An ancient altar was used to offer blood sacrifices to the Dark Star at its peak. Sarath broke the altar as she used this location as a focal point in her ritual to power the Radiant Sphere of Annihilation and break the moon, thereby banishing the fallen angels. Climbing the 13,000-foot mountain is a feat not many people can survive.

THE WEARY OGRE

The Weary Ogre is a relatively new establishment built only about two centuries ago to serve the needs of the travelers who come to visit the Arcane Tower. Ozar the Exquisite purchased the fortified inn decades ago. He is a jolly, fat, half-ogre master chef and transmuter who made it his life's quest to serve the best food in the kingdom. Today, the Weary Ogre competes for the title of the most famous and coveted restaurant all over the continent. The dishes he serves bring in visitors from even other countries from time to time.





OZAR THE EXQUISITE

ALDEN LOWLANDS

These lowlands are very tranquil and relatively empty. Two brick roads wind through, one in the direction of Harveston, and another, less traveled one, to the Arcane Tower.

HARVESTON

Harveston is less of a village and more of a trading ground. The surrounding farmlands and farmers come here to trade, meet, and manage their affairs. As such, Harveston has a temple to the Eternal Mother, a cattle market, a general market, a huge tavern, multiple blacksmiths, and the Kicking Bull – a festhall that can host over a hundred people at the same time. The annual Cattle Fest, during which the locals choose the Bull of the Year, is an event of drinking and revelry that many people from Onadbyr and even the Drayl City-States come to visit.

THE ARCANES TOWER

The Arcane Tower, built by Master Arlen the Constructor and his students, houses the most senior and experienced wizards in the realm and an extensive library on the wizardly arts. Entry to the Arcane Tower is rare and only for arcane spellcasters, though other magic users or sages have been admitted from time to time. The King's Road ends at the gates of the Tower. The acting archmage of Aglarion, Master Zaophas, runs a rigorous, tidy academy.

MASTER ZEOPHAS



LIEUTENANT NERMAL OTTINGTON

SOUTHKEEP

Southkeep is a garrison overseeing the kingdom's southern borders, housing a storied light cavalry that patrols the borders. Since the age of King Razmyrel Melkar, the keep has stood as a motte-and-bailey built of wood, with a large campsite outside the walls. The current commander of the keep is Captain Renrik Nuhak, a senior Red Cloak Lawgiver, and well-known military commander. His second-in-command is Nermal Ottington, a competent lieutenant and independent and uncompromising crusader for justice and adventure, who usually leads the patrols on the south border.



MONASTERY OF THE SPIRITED LEAF

The Monastery of the Spirited Leaf, home to a score of monks, is devoted to the Redeemer, the god of life. The large, two-story stone building has welcomed visitors and aided those in need for long centuries. The monks here also mastered their skills in brewing specialized alcoholic drinks. Their most famous brew is the Spirited Leaf, made out of special herbs that only grow in the Ulden Swamps. The monks are led by Tortitudo, the dwarven abbot master brewer who is the most spirited of them all.

TORTITUDO



AZURE BRIDGE

The Azure Bridge is one of the two bridges that cross the River Nenock. Master Arlen magically constructed it from a strange blue crystal that magically sticks everything to its surface. The current bearer of the rod and tasked with managing the bridge is Klinikk Jordus, a somewhat ambitious and greedy man who is looking for advancement in the kingdom's bureaucracy. Small wooden fortifications guard the bridge at its two ends, and everyone but the royals needs to pay the toll to the corrupt bridgmaster

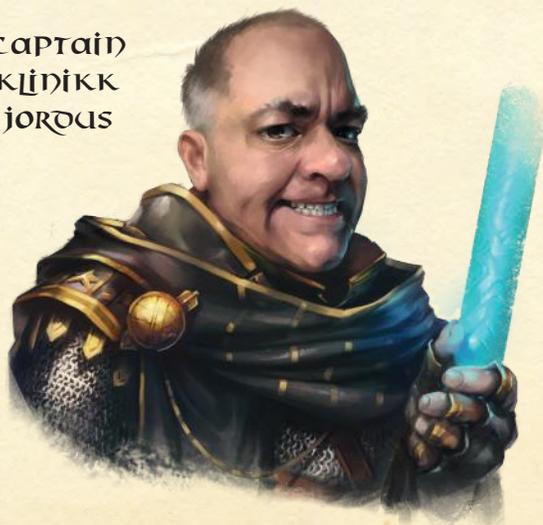
ULDEN SWAMPS

The Ulden Swamps is an extensive swampland that is unpopulated. It is a thriving natural environment where several special herbs grow that are the basic ingredients to make the unique beer brewed by the monks of the Spirited Leaf Monastery. Many dangerous animals and beasts live here, and as a result, there are not many who wander into its depths. The southern section of the Ulden Swamps is an even more densely overgrown area. A troll family inhabits this region, who keep to themselves and usually avoid contact with the outside world. They tend to their domesticated alligators and occasionally trade with Vaddon the Hermit. The head of the family is Kelzar, who hunts with its alligator turtle companion. The family lives in a massive tree log that floats on the swampy waters.

SOBRUZ QUARRY AND PENITENTIARY

The Sobruz Quarry's clay pits are worked by the convicts of the penitentiary, who are mainly there for more serious crimes. The hard labor here is considered a more severe punishment than being jailed in the Dungeon of Tears in Onadbyr. As a result, the guards protecting this penitentiary are unusual-

CAPTAIN
KLINIKK
JORDUS



ly vigilant and sometimes outright brutal with the convicts, who are some of the most hardened criminals of the realm.

ROYAL STUD FARM

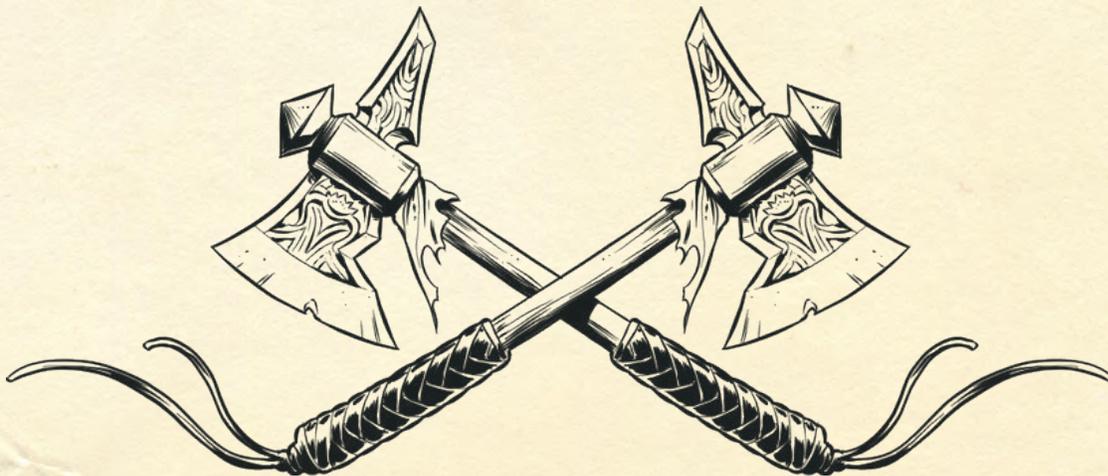
This area houses the Royal Stud Farm. The Royal Groom, Countess Unper Maritayl, lives in a manor house next to the surrounding stables and barns. She is required to take care of the King's horses, among them, his favorite steed, Blackheart.

OLD WINDMILLS

There are several old windmills in the center of a collection of large neglected farms. One of the mills is named the Old Grinder. The farmlands around the mills have long been abandoned after they lost their fertility due to a strange fungal phenomenon known as the Rooteater.

RUINS OF THE ROYAL SUMMER PALACE

On the high cliffs along the coast lie the ruins of the Royal Summer Residence of Queen Eirammar, grandmother of King Waldrann. Eirammar built the villa as a place of festivities, and rumor says the villa's walls have seen many secrets the Royal family might want to keep to themselves. Queen Eirammar was known for gambling and as a sore loser. On one of her bets, it happened that she lost a fortune to a minor noble, Count Plitvar, who had the audacity to request sexual favors in place of payment. The noble vanished without a trace soon afterwards, only to return as a ghost that wreaked havoc in the palace. It was very inconvenient for the royal family, so they simply abandoned the villa to stifle any gossip and have not used it since. However, the ghost of Count Pitvar still haunts the ruined halls, mad for vengeance against the treacherous queen.



CITY OF ADVENTURE

The capital city of the Kingdom of Aglarion is full of interesting places to explore and people to meet. It is a thriving city that welcomes all races and beliefs just like the rest of the kingdom until they don't mean harm to others. It is an ancient city built on the secrets of the dark celestials who established it and had it constructed on the sweat and blood of the mortal slaves they ruled over. Those who walk its streets with an observant eye can find remnants of its rich history everywhere.





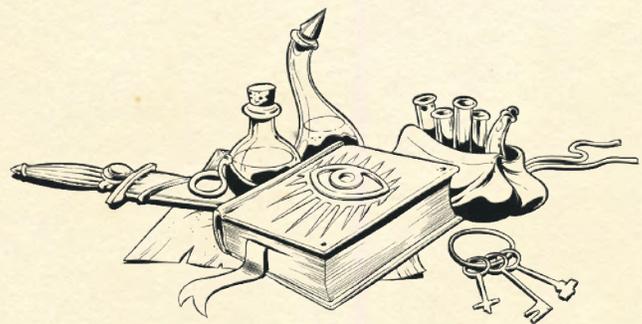
ONADBYR



history

The area where Onadbyr stands today has been frequented by migrating tribes since the dawn of history. The first permanent settlement was established by the decree of Tannur, the planetar general of the Dark Star, who claimed the Calhay Sea as its own territory, and made this location its main residence. The planetar named the city Oun Adh Eilon, meaning “The City of Chains”, and established it as a center for slave trade, a place where slaves were forced into servitude and bent to the will of their dark angel masters. Legend says that the villa and the fortifications built for Tannur were beautiful and magical beyond belief. However, its secrets were well kept, as all the slaves and workers who built it were massacred by the evil angels, leaving the bodies in a single enormous pit under the area where the Royal Palace currently stands.

When Xantharos, the Father of All Dragons, was banished from the Feyrealm to the Material Plane by the drow vampire conjurer, Faeryl Myrryn, the dragon attacked the city, killing thousands and destroying most of it. However, the fallen angels who battled it over the Calhay Sea far to the east from the coastline eventually defeated the dragon and its immense body fell into the sea, forming the Isles of Xantharos.



In the centuries that followed, the number of secret followers of the Shining Light slowly grew in the city, and when the uprising of Sarath resulted in the banishment of the angels, the mortal loyalists of the Dark Star were also punished for their deeds against their own kin. The Order of the Eternal Light renamed the city Oun Adbyr, the City Of Mortals, and made it their capital. The city’s name morphed into Onadbyr over the centuries from this archaic origin. The ruined city was rebuilt, and the Order commissioned multiple shrines to the Shining Light, one of them the Eternal Torch on the coast, which was where the souls of the heretics were consecrated by dropping them into the fires of the temple. The most significant temple was the grand Cathedral of the Sun that spread its



ever-glowing rays over the entire city. Soon after the death of Sarath, the new quarters of Rodnar the All-Seeing, Priest King of the Order of the Eternal Light, were built over Tannur's fort, laying the foundations of the Royal Palace. The Order also established the House of Brilliance, where the hand-picked acolytes of promise were indoctrinated and trained to serve and support the Order of the Eternal Light. Only pupils from these schools were allowed to use magic outside of the hierarchy of clerics of the Order. In the surrounding hilltops, the nobility, endowed and supported by the Order, moved in to claim the best plots of land.

During the revolution of King Razmyrel, all the temples and shrines to the god of the Light and Darkness were razed, Master Arlen himself melting the foundations of the Cathedral of the Sun and collapsing the structure. Having long suffered under the Order, the enraged population destroyed everything that had the mark of the zealous priests. Rebuilding took a lot of effort, and King Razmyrel consciously planned the newly-built capital with the help of Master Arlen.

During Queen Myrel's reign, several escaped descendants of the Order secretly plotted to bring a terrible plague to the capital, called the Laughing Plague. It is said that those who contracted the highly virulent disease went into fits of laughter that would not abate, and when their bodies could not take it anymore, the afflicted died. However, Queen Myrel supported by the new temples, was able to find the cure and save a lot of souls from the raging plague.

King Grankar the Brash expanded the city outside the Old Wall and built the New Wall and Grankar's Chains. This part of the city development was also consciously planned, for the most part, and made several nobles extremely wealthy.

The Vordan Wars did not reach Onadbyr, as most of the battles were fought north of the King's Forest, in the Thornwoods and Talanar Hills. During this time, the capital was further fortified and gave

place to some field hospitals. There were only two occasions when the capital was attacked after the onslaught of Xantharos. First, when the Xantharian fleets arrived on the coast, pursuing Lord Almeiro Ronul, the noble-turned pirate lord. The forces of the enraged half-dragons were repelled by the combined strength of the pirate lord's fleet and the Royal Armada. The second siege was the unexpected attack of Malzdreziret, the Scaled Impostor, who destroyed much of the city, including the Nine Arches bridge, before being forced to flee by King Daerios Azennar. King Daerios was succeeded to the throne by his son, King Waldrann. The current king is famous for his manly challenges and flirtatious adventures, but his life so far has been shadowed by the tragedy of losing his first queen, then his firstborn son. Despite his personal tragedies, the realm enjoys never-before-seen prosperity and a seemingly bright future.



DISTRICTS

Onadbyr has a long and colorful history that has left its marks on the city. It has been the seat of many different rulers who added more or less to the city's current form. As a result, Onadbyr is a mix of old and new architecture, expanding even today. During the past centuries, Onadbyr's layout and structure was developed through centralized city planning, creating each district to serve a different purpose and function. The old city was built around the Royal Palace, around which most of the old noble houses constructed their residencies. The wealthy settled in large estates on spacious plots on the northern hills, while residents with lower incomes have been drawn to the south, where buildings are more densely packed and living is cheaper. Traders and merchants populated the north-western section of the city by the main gate, close to the wealthy and the nobles. Crafters of all kinds moved to the south of the river, where they can be all found within a few minutes of walking.

The city's infrastructure has some flaws, but it is large-scale, well-maintained, and reliable. The city's roads, gates, and bridges are well-built and went through multiple repairs over the centuries, all funded from tax revenues. The outer and inner gates have enormous, iron-banded wooden wings with portcullises. The city's sewer system runs under the capital's main roads and flushes its content into River Nenock and the Cliffside on the east. The smaller streets only have drains next to the walkway's paved sections, washed off by the residents who live there. The city's street signs are mostly intact, even in the smaller alleys, but no numbers are displayed for the houses.

One can find almost any type of legal and mundane service within Onadbyr. The ones listed on the

city map are merely the exceptionally interesting or important ones, either the best in their trade or unique for some reason. Feel free to add any profession or service to the city if the characters are specifically looking for them.



COIN DISTRICT

Over the past centuries, the merchants of Onadbyr have realized that being in close walking distance from each other is advantageous for their business, especially if they are located on the Riverside Promenade. This main road brings visitors from the west. Amid the modest residential buildings, many small and larger shops await the purses of Onadbyr. Residents of the Coin District are well-to-do individuals who earn enough gold to live in a modest neighborhood that lacks luxury but provides a safe and very comfortable environment.

HIGH DISTRICT

Beautiful villas, lush gardens, well-kept roads, and fancy street lamps are the most striking characteristics of this elegant neighborhood. The High District is an enclosed, separate city within the city, where the nobles of the capital live, some not even crossing the district's gates more than a couple of times in a year. The walled neighborhood is sparsely populated, its wide roads and sizable parks patrolled by the Royal Swords night and day. Entry through the gates is tightly controlled, with passage allowed only to those who can present a stamped letter of errand from a noble house, local business, or institution.

NORTH DISTRICT

The wealthiest of the city, who are not of ancient noble lineages, live in elegant homes or large compounds on the hills of Onadbyr. This large district is less densely populated than any other part of the city outside the Old Wall, and it is also much cleaner and more well-kept. Large trees and the occasional iron and stone fence of a villa on the Short Road hide entries to small streets or private roads that run up the hills. The Royal Swords are frequently seen patrolling the area, which is considered the safest among the residential districts outside the Old Wall.

SOUTH DISTRICT

Narrow alleys and tiny houses are packed next to each other in a mix of shapes and forms in this neighborhood. Most of the buildings are in moderate or bad condition here, the streets are smelly and dirty, and the residents are loud and rude. It is easy to get lost in the dark back-alleys and zig-zagging intersections of the South District, where crime is at its peak in the city. The Long Road and the Old Man's Road are always busy, day or night, patrolled by the Royal Swords.

SWORD DISTRICT

This neighborhood is in no better condition than the South District, but its northern section is heavily occupied by many essential services operated by the kingdom's authorities. Besides the residential buildings, mostly inhabited by those who work for the crown, there are also many personal warehouses located by the New Wall, guarded by private guards.



THE CLIFFSIDE

This elevated rocky area by the sea is a barren terrain with a few houses by the wall and a single, famously lively festhall by the sea cliffs. The drop from the cliffs' top is over a hundred feet, with sharp rocks and massive crashing waves at the bottom. No gates open to this remote corner of the city, and it is accessible only from the north or through a steep flight of stairs starting at Fish Gate. These stairs descend to the sea level, where a small dock with a few Royal Sword guards awaits ships that are not allowed into the city for some reason.



THE PANTRY

This collection of large private farms is the closest agricultural site to the city. The farms don't differ from the many farms found throughout the kingdom, besides the fact that these farmers are the ones who can get their products to Onadbyr's markets the fastest. Small dirt roads entwine the ample fields and pens, leading from one family's farm to the next.

THE SEABED

The land by the sea south of River Nenock is low-lying where the fishermen of Onadbyr reside. The small docks anchor countless fishing boats in front of small residential buildings painted blue for good luck at sea. This part of the city is the liveliest in the early morning hours when the fishermen sail out and before sunset when they return with their catch to the Seafarm Fishmarket.



THE SHANTIES

Those who can't afford to buy or rent a room in the city move to the Shanties to live in self-constructed favelas. Visitors are immersed in an orgy of sounds, foul smells, and a maze of small alleys and houses constructed of wood, clay, and whatever the residents can find. It is a densely populated area where the Royal Swords only enter when pursuing someone, and as a result, the Shanties is the least safe neighborhood of Onadbyr.

TOOL DISTRICT

Crafters usually don't make enough gold to rent or buy houses and shops on the northern side of the river, and they are also happy to be close to their clients, who mostly come from the South District. Instead, they provide their services and sell their wares from small workshops throughout the neighborhood, densely populated and webbed with narrow backstreets. It is a relatively safe but dirty area, rarely visited by travelers to the city.



INFRASTRUCTURE

ROADS

Long Road

The dirtiest, busiest, and noisiest road of the city connects the two main bridges in a long curve through South District.

Old Man's Road

Serving first as a shortcut between the two ends of the Long Road, this road has widened over the years. However, it is still a dirty gravel road that is quite busy during daytime and easily flooded by heavy rains.

Riverside Promenade

This elevated, well-fortified riverside road presents a beautiful sight with tall iron street lamps and

shiny cobblestones. At regular intervals, flights of stairs descend from the high street level to piers on the river. It is a common pastime of the locals to sit on the benches by the river and watch the palace and the bustling southern side of the city.

Seaside Road

This wide dirt road is a side road from the Long Road.

Short Road

Large elegant houses, gardened villas, and small parks populate both sides of this broad and relatively clean road, which is the main thoroughfare through the elegant North District.

Skeleton Road

This wide dirt road is a side road from Short Road.





SEWERS

The sewer system outside the Old Wall was built when the city was expanded by King Grankar the Brash. It is a relatively simple network of tunnels that run under the main roads and end outside the walls, collecting sewage and emptying it into the River Nepoch and the Cliffside. The waste is carried away by the natural water flow, cleverly channeled from the river into the sewers and then redirected back into it. Rainwater and waste from the streets are channeled into the sewers through numerous drains located throughout the expanse of the roads. The sewers consist of awful-smelling, 10- and 15-foot diameter round tunnels with walkways, accessible through tight and intricately decorated maintenance holes on the main roads. Smaller streets connect to the sewer system through deeply cut overground gutters fed by the drains. The houses of the High District have their own sewage system, where each house is directly connected to the river through a narrow pipe system. There are a few primary drainage cisterns that collect the waste and empty them with complex mechanical drainage and disposal valves.

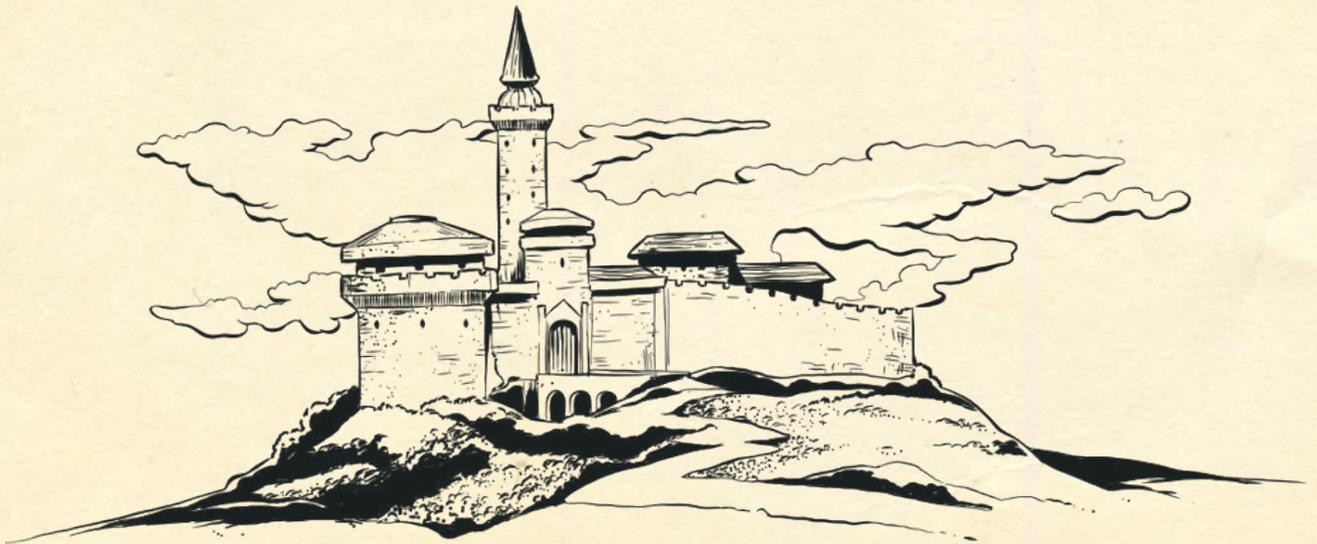
WALLS

New Wall

The outer walls of the city were built two centuries ago. They are segmented by small watchtowers at every 500 feet, which can accommodate four guards at a time. Nowadays, only two guards occupy every second tower. Signs of flooding are still visible on the north-eastern sections of the wall.

Old Wall

Weathered and visibly ancient, this 30-foot high wall was erected by the city's founders during the age of the Dark Star. Its cracks and huge blocks of dark grey stone could tell a million tales, as can the markings here and there on the surface of the ancient stone blocks. The weathered carvings are hard to find, and it's even harder to comprehend their meaning.



GATES

Crown Gate

The widest gate of the city, this massive, fortified gate, is considered the main entry into Onadbyr, where wagons and large groups can enter or leave the capital. The cobblestones on the ground are loose and worn out, leaving everything covered in mud. The gate sees heavy traffic during daytime and is always attended by a larger group of Royal Swords.

Fish Gate

This gate is busiest in the early morning hours and is mainly used by the residents and the fishermen of the Seabed, who bring their loaded wagons with their daily catch to the city.

Mule Gate

Relatively few visitors enter the city through this gate due to its proximity to the Shanties, which is avoided by most caravans and all reasonable visitors.

Sea Gate

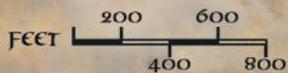
The northern seaside gate of the capital sees less traffic than any of the other gates due to the low number of residents in the Cliffside. As a result, guards are also fewer in number at this gate, which on rare occasions might even be closed for short periods due to “important duties” of the few Royal Swords present.

Skeleton Gate

Frequented mostly by farmers and visitors from the north, this gate sometimes sees heavy traffic jams due to long inspection times.



ONADBYR



important locations

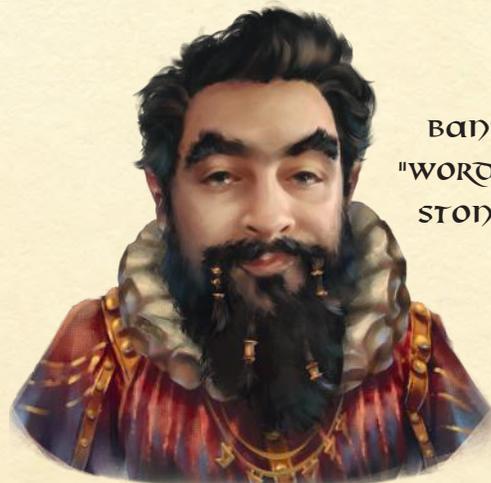
-  BRIDGES
-  PARKS AND PLAZAS
-  MARKETS
-  PLACES OF AUTHORITY
-  HISTORICAL LOCATIONS
-  HOSPITALITY
-  PLACES OF WORSHIP
-  CEMETERIES
-  CRAFTERS AND SERVICES
-  SHOPS
-  NOBLES' VILLAS
-  SCHOOLS
-  MYSTICAL LOCATIONS

1. CROSSING OF THE THOUSAND LANTERNS

This simple but massive broad wooden bridge allows crossing over the river before entering Crown Gate. Thousands of locals celebrate the Day of the Ancestors here every year by releasing floating lanterns onto the flowing waters below, representing the souls of lost ones. The lanterns float through the city for all to see before spreading out to the sea and disappearing on the waves.

2. TOTALLY LOCAL

Bantallyr "Wordplasher" Stoneshield is a young dwarven self-made poet bard with limited talent. He guides entertaining tours around the city, during which he recites the history and the legends of the landmarks in his uniquely rhythmic and dynamic style. He warns clients about the dangers of some of the locations on his tour but takes no responsibility for any harm suffered.



BANTALLYR
"WORDPLASHER"
STONESHIELD

3. HILL'S NECTAR WINERY

This cozy little shop offers the best wines of the kingdom and some even from exotic lands. Its extensive cellar system is accessible from the street level through a long ramp and a heavy iron double door that remains locked at all times. This gate is not only to serve as the protection of the wares of the Domiren family but also to keep unwanted attention away from the private bacchanalias the three Domiren sons organize in the wine cellars.

4. THYSALONIOUS' STABLES

This large stable has a good selection of horses for sale. Thysalonious is a witty middle-aged human in love with the animals he breeds. His favorite and personal horse is a black war stallion named Midnight. Many Knights of the Crown have paid a high price for a foal from its breed.

5. TRIPLE NINE GAMBLING HALL

This windowless block building is highly illuminated with colorful lanterns on the outside at all times. The proprietor is Gulfa the bugbear, who is known for his minimal tolerance policy, bringing relative stability to this operation. High-rollers are offered credit at a reasonable interest, but only after securing a lock of hair from the player. Blight, a daring flameling gambler who has provided someone else's lock of hair to remain untraceable, is the current high-roller. She is winning big for now but is planning to cover her losses if needed, by disappearing with the large amount of borrowed gold in her pockets.

GULFA



BLIGHT



6. BEARDED WARRIOR WEAPONS SHOP

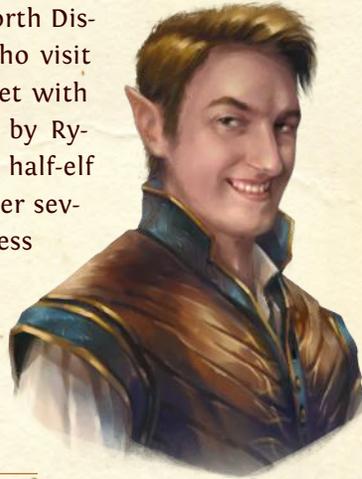
Run by Kagrian Ironsineu, a gruff former adventurer of dwarven ancestry with a long beard, this tightly packed weapon shop has every kind of melee weapon imaginable, even exotic and rare types.

Kagrian is most fond of morningstars, of which he has a large collection, even some magical ones.

KAGRIAN
IRONSIENEU

7. MERCHANT'S REST

One of the largest taverns in the city has plenty of space for thirsty travelers who enter the capital, near the vast staging ground for carriages nearby. The crowd is a mix of primarily merchants and travelers who loudly bargain and strike lucrative deals, but it is also a favored place of the modest citizens of the North District and a few nobles who visit from time to time to meet with them. The tavern is run by Rhythis Balric, a flirty blond half-elf who bought the place after several other failed business ventures.



RYTHIS
BALRIC

8. DARUSTIL'S HABERDASHERY

This shop sells the full spectrum of low-value items, trinkets, common household goods, and some toys, all packed on huge shelves. Darustil, the gnoll owner, collects everything and is reluctant to throw or even give away anything of which he has come in possession. He charges high prices for even the most neglectable items and generally overshoots the value of his wares. Darustil was formerly a depressed dwarf before he committed suicide after a mining accident he caused that took the lives of many of his family members. He was later reincarnated into the body of a gnoll by a member of his family's elders by using an ancient magic ointment. He has come to accept his new form and now clings to his wares with the same devotion as his new life.

LADY
NEZANA



9. THE PRINCESS' BOUDOIR PARFUMERY

While this all-female staffed business has a full stock of various perfumes. Elixirs of enchantment are also sold here that would be useful to achieve the customer's goals if their skills in persuasions have failed. Lady Nezana, a human lady of great charisma, is the perfumery's owner.



10. STARBRIGHT JEWELRY

Visited mostly by the elite and nobility of the city, this small, well-protected jewel and gem store is owned by the Karramosa noble family. Security is provided by a lumbering half-red dragon from the Isles of Xantharos, Draxias, who is a retired cleric of the Relentless. He is known for telling very bad dad jokes. His favorite ones are:

- Why did the old man fall in the well? Because he couldn't see that well!
- Why did the invisible stalker turn down the job offer? He couldn't see himself doing it!
- Why don't skeletons ever go to the Lucky Leap? Because they have nobody to go with!
- Within minutes, the Red Cloak knew what the murder weapon was. It was a brief case.
- I think my wife is putting glue on my weapons. She denies it, but I'm sticking to my swords!
- I once tried to tell a mummy a story. He told me to wrap it up.
- Red dragons are terrible at business. They just fire everyone.
- Sailors drink as they swim - they go down quick. Makes for a cheap date.
- I heard of a skeleton, who had a bone to pick with a necromancer about a raise.

DRAXIAS



11. TRADERSMEET

A market of caravans for traders from outside of the city dominates the center of Coin District. Special resources and handcrafted goods make up most of the merchandise sold here. The plaza is also a famous meeting place for travelers from the rest of the kingdom and the residents of the city. Unfortunately, it is also frequently visited by pickpockets and thieves who prey on travelers.

LYSANDR VON
SCHPEKLESTEIN



12. ELEGANT ELEPHANT

The "wardrobe of the High District" as some call it, this shop sells perfectly made and fitted attire for noble and wealthy ladies and gentlemen alike. A large selection of pre-made clothes are always on sale, but custom or even magical ones are created for those who can afford the exorbitant price tags. The store is run by two half-elven sisters, Hacri-la and Illistra, and their half-brother Lysandr Von Schpeklestein, an uptight human artificer with a curly mustache who enchants clothes in the most imaginative and creative ways.



13. CHOOSEY OTYUGH CULINARY TREATS

Bundaro Astrizal is the most famous chef in the capital who regularly cooks for the royal family. His selected food products are all rare culinary treats displayed in a tantalizing fashion in his lavish store. Bundaro has a spicy rivalry with Ozar the Exquisite, the half-ogre wizard chef of the Weary Ogre, an establishment located in the countryside far from the capital.



BUNDARO
ASTRIZAL

14. EMPORIUM OF MARVELOUS RARITIES

The magic item shop of Master Bertio Ranberd, a renowned wizard, is famous all over the continent. Many visit him from lands afar to get the best deals on magic items. He is patient but very secretive and trains his loyal apprentices, who are sworn to defend his valuables and become masterful abjurers.

MASTER
BERTIO
RANBERD



15. SILENT KISS BROTHEL

The hosts at the Silent Kiss never speak, and everyone who visits knows of this unique characteristic of the house of lust. They are clean, well-behaved, and making them moan with pleasure is something only a few can brag about in the city.

16. SHIMEON'S POUCHES

Even though the king is famous for disliking magic-users, this shop is one of the most frequented places by those who wish to purchase spell components of all kinds. Orz De-Quat Shimeon, the owner, a tiefling with a cunning and very charming demeanor, chooses every word carefully to lure people into buying his wares. He has pale red skin with black horns twirling around his head. He is quick to offer his spell-casting services to anyone who seeks them and can pay good coin. He is quite a capable wizard, and is very liberal when requests cross to immoral or even forbidden uses of the arcane arts.



ORZ
DE-QUAT
SHIMEON



17. THE DRAGON'S HOARD

This general trading house focuses mainly on travelers coming through the Skeleton Gate. The company maintains three large warehouses by the Skeleton Road and buys and sells bulk quantities of anything it can get its hands on for cheap. If someone needs ten shovels, a thousand feet of rope, or a ton of wood, they come to the Dragon's Hoard. The owner, Zirtan Moorewalker, is a bitter old no-nonsense man who lost his son and wife many years ago. He is dedicated to earning as much money as he can.

18. THE WANDERER'S CARTOGRAPHER

Rikka Stam buys maps he finds valuable and only sells copies of the originals in her lavishly furnished shop, decorated with exotic items. She is a capable illusionist, which helps her in copying the maps. She also has a magic scroll that stores illusionary input from spells, which she uses to build a layered world map based on the maps she has acquired so far.

19. ORYNTAR'S METALLURGY

Oryntar's large warehouse in the North District allows him to keep a stunningly wide selection of goods fashioned out of metals. From copper through silver to even adamantine, one can find any item commonly fashioned out of the given material. Oryntar is an outgoing merchant who has been in the business for decades and is no one's fool. However, he leaves it to his apprentice, Ranith Shadesong, to handle the day-to-day affairs of the shop. Ranith is a cynical half-drow with green eyes and a limited magical aptitude.

RANITH
SHADESONG

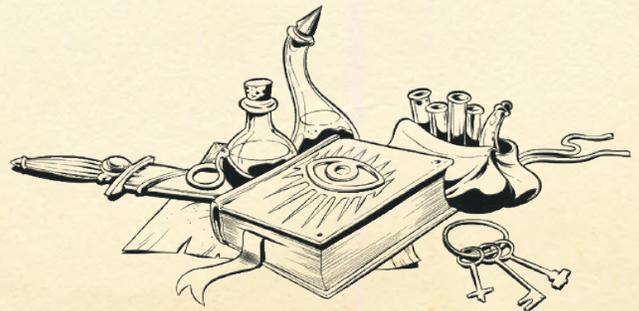


20. THE HALFLING'S TREASURE

This pastry and candy shop is owned by Taem and Gyo, a middle-aged halfling couple and their eight children who all help out. Their sweets are famous all over the capital. Their oldest daughter Byra dreams of becoming a famous adventurer.

21. MONSTER MENAGERIE

This garden with a lake at the center houses the crown's famous monster collection. It is a popular location, as families with children can enter for free to view the various magnificent beasts that have been captured or have been gifted to the royals and put on display here. The spectacles include a giant crocodile, a mated pair of triceratopses, peacocktrices, a pair of griffons, giant ants, and Softplume the owlbear.



**22. EMRIK'S
COMPLEX FLAVOR
BLACKSOUP BAR**

Emrik, a grumpy old half-elf, has a small bar wedged in between two other shops. It has pretty much been converted from an alleyway that has been blocked off. So, it is just a shop front where people order the special energizing drinks he makes for takeaway. He dabbles in alchemy and has a bit of arcane skill to roast special beans and infuse them with many different flavors. His copper and bronze equipment has a myriad of dials and tubes, operating with a hiss of steam as he makes his brews that are famous throughout the city.

EMRIK



deceased through their trees. The grumpy gnome is quite helpful when asked about a grave as he can generally recollect the location of most of them through personal interactions with the departed.



NELHELM
THE STUDIOUS

24. TEMPLE OF DEATH

A handful of black-cloaked, taciturn, low-level clerics with white paint on their faces worship the Inevitable in this temple. It is a featureless block building with small windows and a few smaller entrances. The priests hold funerals and plant the Trees of Souls - birch trees - over the graves in the Deadwoods cemetery. Clerics of this sect refuse to use any healing or restorative magic as they consider it against their god's will. Among the morose grave clerics, the most charismatic figure is Kalós Poimenikós, a depressed, tall feyrealm-born cleric who is often quite inebriated and finds it hard to focus on his tasks.

**23. DEADWOODS
CEMETERY**

Planted by the Clerics of the Dead, these tall birch trees all mark the graves of those buried here. Some say that the trees whisper the secrets of the dead. However, nothing besides a name on a small wooden sign reminds the visitors of the deceased, merely the trees that grow over their bodies. Tolerated mostly out of negligence by the priests of the Inevitable, Nelhelm the Studios wanders from tree to tree, trying to find a client for his necromantic services, mostly speaking with the recently

KALÓS
POIMENIKÓS



25. COLLEGE OF MINSTRELS

This small three-story, worn down building is always loud with the sounds of instrumental music or singing, to the dismay of its neighbors. Many locals visit the school to witness the entertainment and the magical effects conjured by the practicing bards. The headmaster of this lively place is a cheerful, enthusiastic middle-aged half-elven gentleman named Master Conductor Fabian Ethlairn. He always dresses extravagantly and is wholly devoted to teaching his pupils. The most striking figure beside the headmaster is Tallis Deepwood, the Lead Singer of Songs, an overly cheerful and loud human bard with a great voice.

TALLIS
DEEPWOOD



26. BURNING DESIRE

This brothel is one of the most erotic places in Onadbyr. Within a magical glass-domed circular central stage, naked forms perform acts of uninhibited sexuality. The brothel is run by Ravona Darkglow, the Pleasure Master. She is a tall black-haired elven woman, who relishes her dominance over both employees and guests at her establishment.



RAVONA
DARKGLOW

27. DAWN OF THE AGES

This small and packed pawn and antiques shop is stacked with all kinds of goods, from jewelry and heirlooms, to antique furniture and trinkets. The shop is owned by Balantur, an old dwarf with many tales. The face of the shop is Meiram Landau, a half-elven smuggler with a calm demeanor.

MEIRAM
LANDAU



28. NANGRATH VILLA

The Nangrath family villa looks very much like a small fortress. The noble family, who got their title and lands through their military service as generals through the wars with the northern tribes, is a very stern and frugal House. The family members adhere to military traditions and usually serve as war coun-



cilors to the monarch. Lord Arenbar Nangrath, the head of the House, lives in the village of Nangrath, together with his firstborn son Yarik, but travels to the city if the king demands his council. Odryk Nangrath, the lord's younger son, spends most of his time in the Onadbyr villa.

29. PLATINUM PEACOCK PARK

The most elegant park of the capital is decorated with beautifully polished iron statues of peacocks in majestic poses, serving as a gentle retreat to all who visit the Noble's Rest cemetery. The leader of the small team of gardeners of the park, Drefoi Trenader, is a reclusive middle-aged human who is lately very concerned about the thefts of the garden's rarest roses. He has alerted the Royal Swords on numerous occasions, but they have not been able to find the culprits and have started to neglect his calls for aid.

30. NOBLE'S REST

This enclosed section of the Platinum Peacock Park is a cemetery littered with mausoleums of small to large size. They each host smaller chambers above ground and many larger vaults underground where the blue-blooded ascendants of noble families rest eternally.

31. ZEPHRAN'S RUINS

These are the demolished remains of a villa owned by a once-great noble house, now forgotten. The family villa was abolished by a mob of the city's civilians one night over a century ago. It is rumored to be haunted by the resonances of the cruelty beyond imagination that took place here.

32. THE CROONING WILLOW

This immense tree with silvery bark and leaves has been standing in front of the Temple of Nature for centuries. Once every year, on the Holy Day of Renewal, the tree hums a tune in a soft and deep female voice.

33. KING VACRILLOS II PARK

The park bears the name of the "Grandfather of the Realm", the second of the Azennar line, a beloved king from over two centuries ago with many wives, dozens of children, and scores of grandchildren. The park is known for its many food stalls and buskers and the occasional pickpockets that mingle among the distracted crowds.

34. TEMPLE OF NATURE

The temple itself is a collection of small huts and a central open-air place of worship in the park dedicated to King Vacrillos II. The Caretakers of Life dedicate their service less to the city's citizens and more to its gardens and flora to compensate the land for what has been taken away from it. They are also frequent visitors to the Pantry district, where they facilitate the work of the local farmers with their magic. The most revered cleric of the faith is Hularis Asporal, a venerable human who is more fond of the company of animals or plants than two-legged beings.





caielin



35. PARK OF LONELY SPIRITS

This quiet park gives home to the Garden of the Sleepers, a collection of small crypts and mausoleums maintained by the families of influential residents. A mysterious half-elven wizard named Caielin sits on the same beautifully carved bench every day from late afternoon until sunset. No one knows where he goes and why he has this almost ritualistic habit. When asked, he does not respond. Some say he is mute, while others speculate that he is waiting for his lost love to return from her grave.

36. GARDEN OF THE SLEEPERS

This cemetery is the eternal resting place of those wealthier residents who are neither commoners nor nobles. This garden of graves and small crypts is part of the Park of Lonely Spirits, where families come to pay their respect to the deceased.

37. GOLDEN HECTAR

The most elegant inn in the capital for those with heavy purses and a reason to stay in the High District. The food is fabulous, the rooms are spacious, the staff is kind, and the proprietor Omric Laron-

zo is a charismatic, discreet, and observant person. The lavishly furnished taproom of the inn features a small, delicately carved ivory gazebo that serves as a private stage for the inn’s famous performer Dorian. The smug bard graduated from the College of Minstrels with a perfect score in all instruments and many recommendations from her masters and quickly became a celebrated artist in the city, especially after joining Omric’s inn. Unfortunately, she was left with a cut ear after an overly enthusiastic fan tried to kill her on stage during a performance before turning the dagger on himself in a failed suicide attempt. Dorian bears a grudge towards the half-orc bouncer of the establishment, Trym “Fang” Cul’dok, for failing to stop the assailant in time. Trym is an elegant, no-nonsense, and soft-spoken individual with an imposing physique who gently escorts the overly drunk nobles out of the inn when their behavior becomes untenable.

DORIAN



TRYM
“FANG”
CUL’DOK



38. GOLDTOOTH VILLA

The home of the only goblin noble family in town is an eclectic and confusing structure, worn down and never fully renovated. Roofed extensions pop out at unexpected places and weird angles, balconies of strange shapes hang from the facades, and walls are painted in a myriad of once brilliant hues. Nowadays, the house is loud with the cheers of goblin children as the younger Goldtooth brother of Lord Kabok, Durr, has moved in with his extended family from Gonshar. Visitors are greeted by the family's faithful triplet butlers, secretaries, and couriers - Fletch, Wheez, and Maggle - a trio of stoic goblins in matching elegant outfits.

39. GORSO VILLA

The Gorso Villa has stood uninhabited for decades because the strange Gorsos have relocated to their manor house in the town named after their family. The three-story villa in the capital has spacious

balconies and flat roofs. The building and the garden are overgrown and neglected, with crumbling shutters over the large windows and glass doors. Some say they sensed a strange and unnatural coldness near the villa on more than one occasion.

40. WALHEM'S BOARDING SCHOOL FOR YOUNG MASTERS

This elegant and spacious school for young nobles is overseen by a happy halfling who is often confused for a child by first-time visitors, to Walhem's great annoyance. Despite his child-like appearance, he is a rigorous yet empathetic teacher. He can speak most regional languages and enjoys tutoring the children in etiquette, reading, writing, art, history, and the liberal arts. Unfortunately, due to the highbrow opinions of the nobles, many of them hate him and are trying to see him removed from office to be replaced by a more pliant and also slightly dim-witted nobleman's eldest son.



FLETCH

WHEEZ



MAGGLE



41.

MINARET OF THE SPEAKER

A 200-foot tall slim tower with magical properties is used to announce essential information or raise attention to important events in the city. The voice of the High Speakers from the top of the minaret can be heard even outside the city walls when announcements are made. The current leader of the High Speakers of the minaret is Wharrynn Thelonthas, a slightly over-stressed bard who can barely take the pressure that results from the importance and magnitude of his responsibilities. The commander of the small garrison stationed at the minaret is Andrue Nihols, a steadfast human minor noble Knight of the Crown with a braided ponytail, who takes pride in his late ancestor who protected the minaret during Malzdreziret's attack.



WHARRYNN
THELONTHAS

ANDRUE
NIHOLS



42.

SILVER SCALE

This moneylending banking business is managed alone by Huran Myle, an experienced human ex-adventurer knight with magical aptitude. The vast treasure the calculating and cold knight has ac-

cumulated over his years serves as collateral for his business. Huran has many magical items with divining qualities that enable him to track down those who forget to pay their debts. He stores most of his assets in a special Bag of Holding, which he can summon at any time out of thin air.

43.

FISTS OF AZENMAR

Built over six centuries ago by Master Arlen the Constructor, these massive towers house several levels of mundane and some magical siege engines to protect the city in times of war. These siege weapons can be easily repositioned with the aid of iron railings that allow them to rotate. The bastions can also extend massive iron poles over the river on both ends to block boats from accessing the High District. The bar is operated by over a dozen soldiers and takes time to position. Damage from multiple elements is still clearly visible on both towers, where they were ravaged by Malzdreziret the Scaled Impostor.

44.

LUCKY LEAP

The locals of the North District frequent this relatively small tavern. It is usually loud with music and laughter, which Ricio Tane, the aging human owner, is always ready to motivate with an extra round of free drinks lest they should fade. Customers can make a jumping entry to the tavern and are rewarded with a free drink depending on the distance they can cover.

RICIO
TANE



45. SOAP AND CREAM

The capital's only bath, sauna, and massage parlor is owned by a friendly blind female merfolk named Coral. Her story is sad and closely related to the Ronuls. The establishment features four open-air hot baths of different heat levels and mineral compositions within the beautifully decorated courtyard. Each pool has a different gargoyle statue with a steady flow of water erupting from its mouth.

46. AUNT SALIMBRA'S NATURAL HEALING CONCOCTIONS

Aunt Salimbra crafts non-magical concoctions for sicknesses and to make wounds heal faster. Her knowledge comes from a long generation of witches who practiced their malign powers less and less with each generation.

47. PURPLE BOOK WORM

Ransdir Falconer, a middle-aged optimist, and tiefling with purplish skin tone, collects, buys, and sells books in his cozy little bookshop. One can find many types of books, from Draylish love novellas to encyclopedias, on his tightly packed and well-organized shelves. Ransdir also serves tea to anyone who cares to stay a bit to read in one of his two comfy armchairs.

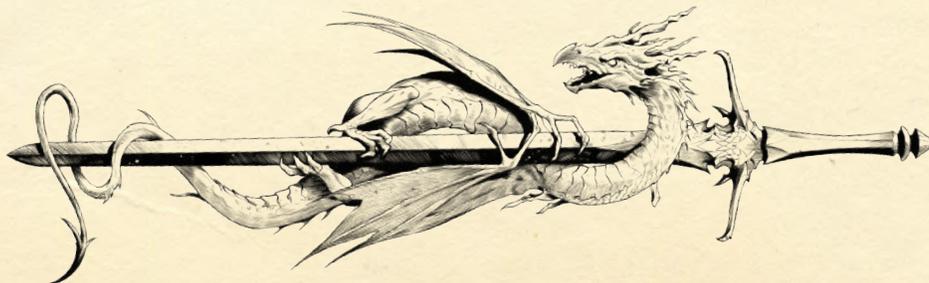
48. IMPRINTS OF THE HALF GOAT

There are two deep hoof-shaped indentations of giant size in the rocks near the sea cliffs. Everyone in the city has their own theory of why the other imprints of the other two hoofs of the goat are missing.

49. LOUD AND LUSTY

This brothel is a dirty and loud venue where the servers wear almost no clothing, drawing those who seek the pleasures of the flesh like bugs to a lantern. The madame, Yhlsaby, is a charming and outgoing young matron adept at dismissing sensitive questions about guests who have unfortunately fallen to their deaths from the balconies overseeing the cliffs by the sea. Yhlsaby's confidant is a charismatic but lewd tiefling named Thymo, who is responsible for hosting the exclusive guests of the establishment.

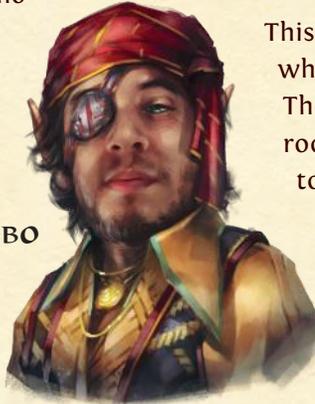
YHLSABY



50. ZHANKAR PLAZA

Few recall the tales about Zhankar, the magnificent entertainer and his performers who lived during the Wyltammer Period and held amazing shows at this plaza. Under his huge colorful self-folding tents, Zhankar entertained large crowds every night for a week at the start of every season of the year. His performances of grand illusions ended abruptly and no one knows why.

BLIMBO



51. GOLDEN TOUCH GENT'S BARBERSHOP

Dallius "Finebeard" Skrazdillar, a young human with an extravagant style, has opened his shop just lately, already outperforming his competitors with his marvelous skills. Nobles and those who can afford a silver piece for a masterful cut flock to Dallius, making it hard to secure an appointment with him.

52. TEMPLE OF LIGHT AND DARKNESS

This small island houses a sizable lighthouse that also serves as the Temple of Light and Darkness. The massive tower's ground floor functions as a communal area, while the higher-level rooms are occupied by the priests of the temple. Father Kalozark Solamyr, an aging tiefling with bright yellow-colored skin, maintains the huge lantern-like apparatus that focuses the bluish light of the magical light spells under the mirrors that can be seen from miles. His most beloved acolyte is Xeno, a young human with prodigious clerical abilities. The temple was rebuilt on the remains of the demolished Eternal Torch, a holy site originally erected by the Order of the Eternal Light almost a thousand years ago.

53. CHEEKY MERMAID INN

This seaside inn is visited mainly by those who come for a short visit to the seaside. The inn's common room is a huge ballroom with a large bar and many tables to accommodate even the full crews of several ships at once. A curious regular is Blimbo, a witty halfling sailor with a fake eyepatch who poses as a ship captain for hire. No one has ever hired Blimbo, and the first time it would happen, to Blimbo's surprise, it would put him in a difficult situation.

54. ROYAL DOCKS

These bustling docks are open to any ship that pays the daily docking fees. Numerous sailors, both local river ships and many from the neighboring Drayl City-States, frequent this location, but sometimes ships from exotic far-away regions also dock here to sell their wares at the mouth of the River Nenock. The local Royal Swords are always on the lookout for pirate ships that would try to dock and masquerade as merchant vessels. Krestanyr Wint, the harbor-master of the docks, is a seasoned mariner and a captain of the Royal Harpoons. A regular face at the port is Arios, the waterling merchant-wizard who manages trade between the isles of Xanthros and the mainland with his small fleet of merchant ships.



ARIOS

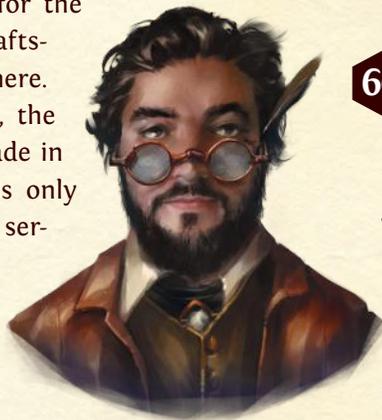


55. GRANKAR'S CHAINS

Enormous chains hold up this double-towered narrow bridge. It was built by King Grankar the Brash, who expanded the city beyond the Old Wall during the Melkar Dynasty over five centuries ago. Both bridgeheads on both sides of the river feature large sitting lions with open maws. Some say that the sculptor who created these lions committed suicide as the residents ridiculed him for forgetting to sculpt tongues for the beasts.

56. ROYAL SHIPYARD

The royal shipyards are reserved for the Royal Armada and the numerous craftsmen, sailors, and clerks who work here. The largest battleship of the navy, the *Wild Whale* has spent the past decade in the drydocks of the shipyard as is only lowered to water once a year for servicing or in times of war.



MUR SEPH

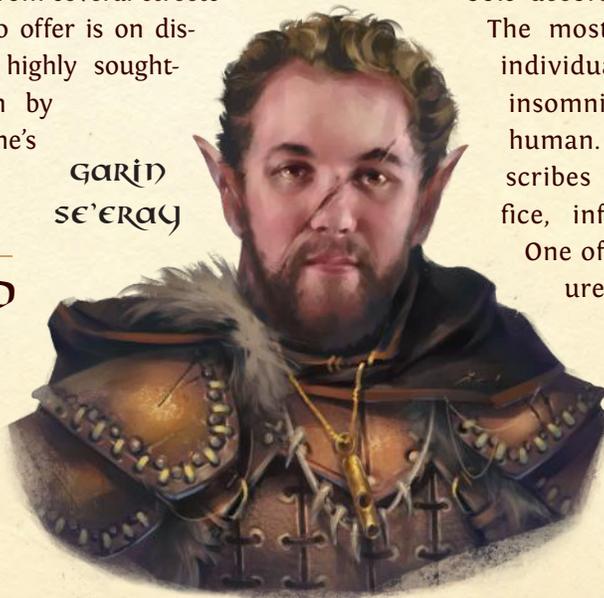
57. SEAFARM FISHMARKET

One can smell the fish market from several streets away. Everything the sea has to offer is on display here. Giant frog legs, a highly sought-after delicacy, are brought in by North Bay's lizardfolk to everyone's delight in the city.

GARIN SE'ERAY

58. THE BURIED TOWER

Only the pointy rooftop of an ironwrought tower protrudes from an indestructible rocky surface, without any way in. It has no



doors or windows and bears no signs of significance. No one knows how it got there, why it is buried deep into the rock, or how to enter it.

59. DUNGEON OF TEARS

The dungeons of the realm hold prisoners both mundane and magical. Over two dozen soldiers and a captain are present at all times, with numerous servants attending to their needs and taking care of the prisoners. The most famous prisoner of the institution is a crazed-looking middle-aged man called Terin Merduz, who has been accused of a series of murders in the Rose Garden years ago.

60. HALLS OF THE LAWGIVER

The Halls of the Lawgiver is the high court of the Kingdom and the base of the Red Cloak Lawgivers. The majestic building has austere towers with wide bases that thin out as they rise, strikingly resembling a fort rather than a typical building. Huge statues of Red Cloaks and their Eye and Sword symbols decorate the sides of the gate.

The most commonly encountered individual at the front desk is the insomniac Mur Seph, a disheveled human. He runs a small team of scribes to manage the public office, information, and contacts.

One of the most outstanding figures at the Halls is the kennel master Garin Se'aray, a looming half-giant over eight feet tall, who breeds large dogs for the Red Cloak Lawgivers for use in their pursuits and tracking.

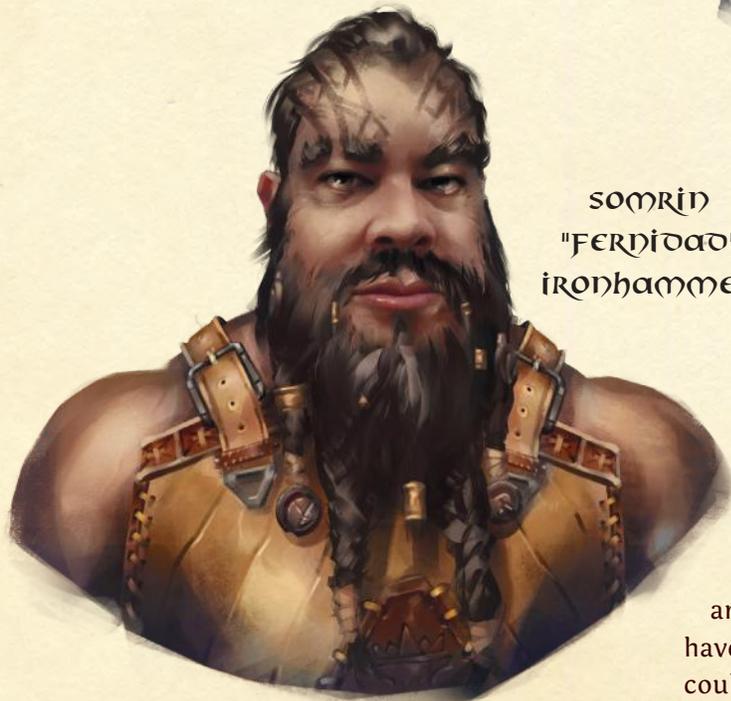


61. ROYAL WAREHOUSES

A complex of several large warehouses where everything from resources to documents, and confiscated contraband is stored. These huge storages are kept under close surveillance by the Royal Swords, and access to any of them is granted only with an official letter of authorization.

62. KING'S FORGE

The royal smithy is where everything from metalware to gears of war is crafted when the crown requires it. The official coins of the realm are also minted here. The smithy is known for its towering chimneys and hallways painted orange by the light of the dwarven' forges. It is a well-guarded location with many soldiers stationed around the premises. The most imposing figure in the swarm of crafters and workers is Somrin "Fernidad" Ironhammer, an imposing giant of a dwarf who is over eight feet tall. Somrin is a barbarian shaman from the edges of the Mountainfalls, a strange and abandoned land of endless mountain peaks, who crafts the most reliable weapons.



SOMRIN
"FERNIDAD"
IRONHAMMER

63. HOUSE OF THE SOLDIER

These are the barracks of the Royal Army, the soldiers of Aglarion. It comprises a walled compound of six long, two-story buildings and a simple large service building of bricks with a slight greenish hue. The single gate is always well-guarded, and the location is usually clamorous with the sounds of physical training and shouting. A regular face at the gate is Jacob Hammersmyth, a lazy and cynical old warrior who worked his way into a position of stamping entry and release documents. He seems like a weak-willed fellow who could easily be fooled, but in reality, he is a fiercely loyal and meticulously observant servant of the crown.



JACOB
HAMMERSMYTH

64. KARRAMOSA VILLA

This imposing villa is surrounded by beautiful gardens that speak of wealth. The gratuitously decorated structure is striking amidst its surroundings, including beautiful stables and carriage sheds. The stone pillars of the main gate are decorated with small semi-precious stones that are deeply embedded. However, some of them have been skillfully picked before the gate guards could prevent the thefts. As people call it, the



Starry Gate flickers in the night as the light of the moon shines upon it.

65. ROSE GARDEN PARK

Bordered by beautiful villas, this park is home to many varieties of roses of all colors and sizes, making it a favorite place for romantic getaways. A few years back, a serial killer was hunting for couples in the park, leaving them in macabre displays. Red Cloak Lawgivers locked a suspect in the Dungeon of Tears. Some still fear entering the park after dark, and there are always two Royal Swords on patrol.

66. TOMB OF THE FIRST KING

Within this gated building in the Royal Court is the resting place of King Razmyrel Valsyr Melkar I. It is a ten feet high unworked block of granite onto which his friend and ally, Master Arlen the Constructor, molded the king's perfect likeness with the use of magic. Engraved on the surface of the imposing rock is a single line that says, "Order is our solid foundation." The letters are hard to make out, as it is a custom to touch the engraving for good luck so the stone has smoothed out over hundreds of years from the hands of countless visitors.

67. BASTION OF THE KNIGHTS

This large building in the Royal Court accommodates the Knights of the Crown and serves as their living quarters and training halls. A broad stairway leads to an ornate stone gate that encloses a somewhat dimly lit interior with narrow corridors and small cells. A fencing hall and a chapel are located on the ground floor, while the dining hall and private cells are on the following two levels of the building.

Crownwarden Lord Cyne Monder spends most of his time with his knights at this location rather than at his ancestral villa in the High District.

68. ROYAL COURT

The Royal Court is located on a large walled island that incorporates the Royal Palace, Bastion of the Knights, and Tomb of the First King. The Palace includes such notable areas as the Royal Quarters, Mausoleum, Throne Room, Guest Quarters, and the Royal Treasury. It is a closely guarded complex where the royal family and its servants, guards, assistants, and advisors live their daily lives under the protective watch of the Knights of the Crown.

69. KING'S BRIDGE

This slim, walled, and roofed bridge, designed and built using magic by Master Arlen, allows only one carriage to cross at a single time. The bridge walls are so narrow that one can't even open the doors of a carriage in the passage, which is also dotted with arrow slits running on both sides. It is heavily guarded at all times.

70. QUEEN'S BRIDGE

This narrow bridge is almost identical to the King's Bridge, with the addition of magically movable large stone blocks at its center that can block passage on the bridge if needed.



71. WYLTAMMER VILLA

The ancient and continuously renovated villa of the Wyltammer family displays the elegance and subtlety of elven designs. Intricate ornaments extrude from seemingly natural surfaces as if the building was grown organically rather than built. Its large garden and the greenhouse that occupies its center are perfectly kept. The glass greenhouse features exotic flowers and some rare birds, harmless insects, and small rodents, which are usually found near elven settlements. The family's assistant, Xela Stormfane, is a kind and warmhearted chubby human lady. Xela graduated from the College of Minstrels and knows a lot about the Wyltammer's everyday activities and assets.

72. TEMPLE OF KNOWLEDGE

A once majestic, now neglected temple that serves as a public library is currently run by Father Golvin, a young half-blue dragon cleric of the Wise One from the Isles of Xantharos. The young cleric took over duties at the temple after the disappearance of his tutor, Father Lestor, the former head priest. Books are available for reading at the temple and sold at almost symbolic prices.



XELA
STORMFANE



73. DOMIREN VILLA

The Domiren family villa is a once majestic building now in a state of utter neglect. The iron-wrought front gates and fences are overgrown, as are its gardens. The previously magnificent and highly fashionable topiary bushes have become unrecognizable, twisted forms of themselves. The few servants who can bear the family only remain in their service because of the lavish payment. As a result, visitors are rare and also of the shady type most of the time.

74. THE NAPPING GIANT

This colossal weather-worn statue from ancient times depicts the reclining form of a green-skinned giant or a humanoid of giant size. No one is sure what form the statue depicts. It has an unidentifiable glyph on its forehead. The findings of an earlier excavation confirm that the statue has the remains of wings on its back that were broken off ages ago using chisels. This find has led historians to conclude that the statue was raised in honor of the planetar Morkiel over two thousand years ago and then toppled and de-winged by Sarath and her followers. The site is roped off from the streets, and no one is allowed to enter except for the members of the Chamber of Royal Historians. Andre, a serious-looking tattooed half-orc soldier, is permanently stationed at the site to ensure no one enters.



ANDRE



75. HOUSE OF CLENCHED FISTS

Master Aurello teaches self-defense techniques to the youngsters of the South District for free. He has a few pupils who have become trained fighting monks over the years and live at their master's house. The school is a nicely renovated two-story building with a small courtyard at its center.

76. ARNO'S ANCIENT TOMES

A small building with a few smaller windows is the home and store of Arno Hawkspear, a nerdy and nervous human librarian who collects rare and old tomes he offers for sale at reasonable prices. Some of his books date back to the times of the Order of the Eternal Light, considered banned by the monarchies that followed the era.

77. HALL OF TEMERITY

This training hall for swordsmen is run by Temerity, an optimistic and always cheerful tiefling paladin of the god of Competence, the Efficient Master, with entirely black eyes. Temerity takes only up to four pupils at a time, whom he trains individually during regular daily sessions.

78. THE FURLOUGH

This canteen is frequented mostly by Royal Swords in their free time. The kitchen is managed by Rezneq Synggris, a half-elven chef who always seems rushed and behind orders, except when in the kitchen, which is a place of organized calm. The proprietor is always fidgeting and leaves serving to his three sons.

79. THE CURIOUS CALLIGRAPHER

Kapushek Borontyr is a halfling scribe who creates beautifully illustrated and illuminated letters, cards, and even complete copies of books.

80. DRUNNAG'S OILS

Drunnag Steelarm is a dwarven retiree, who has left the managing of his oil shop to his human stepson Ralfis. Both Steelarms are extremely solitary individuals and try to keep to themselves. The shop is on the bottom floor of a narrow two-story residential building and it sells many types of natural and alchemical oils, some from the most rare of plants, animals, or substances.



REZNEQ
SYNGGRIS



81. GIANT'S BOOTS TAVERN

The entrance of this sturdy building is flanked by the actual iron boots of a fire giant. The establishment's inside is also decorated with the weapons and armor of the same fire giant, supposedly killed by the owner, Zor Nafalios, an ex-mercenary from overseas who turned the giant's enormous shield into a table in the center of the tavern. Sitting next to it is a privilege for any guest, and empty seats are rare. Many soldiers and merchants drink here, and the tavern is usually loud with physical contests, cheers, and the occasional fistfight every night. With a permanent seat at the shield, the meanest looking guest is the mercenary Yeetarr, a fully armed hulking gnoll with a vicious set of metal teeth. Yeetarr is a seeker of justice despite his deadly looks and is interested only in quests involving dangerous situations and righting wrongs.

82. IRONWEAVER'S MARKET

The "Metal Market," as the locals call it, is maintained for those who sell used or mint condition household metalware, weapons, or armor. The air is constantly filled with sounds of clanking and the scraping of metal against metal, as well as the sounds of haggling and deals being struck.

83. BLACK FLAG MERCENARY COMPANY

This small, old building is neglected both from the outside and the inside. The top level functions as the small home of Trazz the Cruel, who runs the mercenary company. The storefront is decorated with weapons, shields, and the occasional trophy of some wild beasts and smaller monsters. The courtyard is a small training ground where Trazz de-

mands his employees to train daily. Trazz keeps an eye on his favorite mercenary, Lendra Thread, a female no-nonsense, confident airling who is always ready for a challenge to a duel. Lendra's fiercest competition within the mercenary company, usually sent on separate missions by Trazz, is Tempest Umbermoor, a tiefling pact of the blade warlock who leads the team assigned him with no regard for its safety.



TRAZZ
THE CRUEL



LENDRA
THREAD



TEMPEST
UMBERMOOR



84. THE KING'S PRIDE

The extensive stables of the King's Pride are where horses in the crown's service are kept. All of the horses at the stable were bred and brought in from the Royal Stud Farm from outside Onadbyr.

85. ODDS AND ENDS PAWNSHOP

This is a ramshackle pawn shop. Some might even find their own goods in the store if they have been robbed lately. There is always a personal recommendation of "rare" goods to those the owner, a rude dwarf named Gywyn Talabosh, deems worthy of his time. He can procure many things one would not expect to be available in a pawn shop.

86. GRAZILDA'S APOTHECARY

Markya Marosta is a young herbalist who smiles a lot as she runs her late grandmother's business with great skill. She dropped out of the College of Minstrels to assist her granny and became a strong devotee of the Redeemer. Being able to cast lower-level curative magics, she also distills magical potions with limited availability. In her service are Dr. Samael Volkov, a human physician and studious necromancer with a blunt attitude who doesn't care much for anesthetics, and Bweltoe, the half-giant ex-barbarian delivery man from Vordan.

87. ANGELS' CHOIR FESTHALL

This large elegant, domed building is home to most of the birthdays and weddings of those who can pay the hefty price for renting the establishment. Its large marble central hall is lavishly furnished and the servants are dressed almost as elegantly as the ones in the Royal Palace. The catering is exquisite and highly expensive as are the rest of the services, and Raun Surefoot, the halfling proprietor of the festhall makes sure that every occasion feels uniquely special for those who attend.



BWELTOE



DR. SAMAEL VOLKOV



MARKYA MAROSTA



88. RONUL VILLA

The house of the infamous Ronul family is one with lots of balconies and open spaces akin to the helm of a ship. It is said that Almerio Ronul built his house around the mast of his original flagship, and that part of the house is underwater, catering to the few merfolk in the family. Lord Dyzag Ronul, the family's patriarch, seldom visits since he is kept busy overseeing the pearl fishing in the north bay in Ronul's end. His only son, Premil Ronul, keeps the house in order and stays here most of the time. From time to time, gossip goes around the black markets and rogues of the city that Almerio Ronul had hidden his famed cache of treasure somewhere in the city, and that the clues about its location are hidden inside the house. Lord Dyzag Ronul would tell you that this was only a bad joke that his grandfather made and regretted immediately. Since then, the Ronul family had to pay fortunes to protect the house from burglars and sometimes adventurers who believe the tale.

89. MONDER VILLA

The current Crownwarden's villa is a simple yet robust structure. His family, which has always trained its youngest members to become part of the knighthood, lives a sheltered, simple, yet generous and socially sensitive life. Lord Cyne Monder has no heirs and just a few housekeepers to manage the villa, whose wide strong gates are always open for those in need.

90. ROYAL GARDENS

These beautifully kept gardens are open to the public but are always closely monitored by the Caretakers of Life and soldiers stationed here. The park was built over the ruins of the Cathedral of the Sun, which was razed during the rebellion against the theocracy of the Order of the Eternal Light. Gorgeous plantlife from distant lands is cultivated

here, while the beautiful small meadows are open for picnics, and little hidden retreats with benches offer secluded havens for introspection. There is also a perfect view over the Royal Palace from hanging balconies by the Old Wall.

91. RUINS OF THE CATHEDRAL OF THE SUN

The place of worship of the Shining Light, raised more than nine hundred years ago during the theocracy of the Order of the Eternal Light, stands long abandoned. The vaguely recognizable structure of the ruin speaks of the imposing architecture it once displayed. The few waist-high walls that remain are only fragments of the original architecture, which once spread all over the western half of the southern section of the High District from the Angel's Choir to the Gentlemen's Refuge. There is a royal decree in effect, forbidding any excavations in the ruins, which have been maintained in their original forms as a memento of the ancient history of the realm.

92. WEEPING KOBOLD FOUNTAIN

The monument dominating the area opposite the Eyrie of the Fabled was erected to commemorate Skerg Nethercrest, renowned Court Jester and confidante of Queen Linolu the Peaceful. The statue depicts a weeping kobold dressed in a jester's robe. The statue is repainted in bright colors every year. The lost notes of the song Skerg sang to the queen and which secured his role at the court have been sought after by many of the bards of the realm, but none have yet been able to find them.



93. GENTLEMEN'S REFUGE

More of a gentleman's club than a drinking establishment, this tavern features everything from games to comfortable sofas and expensive drinks to accommodate the male elite of the capital. Access is granted only to those invited by a member and upon payment of the steep annual membership fee of the establishment.

CASSIUS
THE
HELPFUL



95. THE DEEP WARRENS

Formed out of an abandoned and partially collapsed segment of the sewers, this tavern is run by a group of ex-convicts who turned away from a life of crime. One is Schofire the Vengeful, a friendly ex-pirate from Ronul's End. The next of the gang is Chancebduun, a satyr rogue who poses as a tiefling and is a professional card player. The third member of the crew is Brak, an arrogant lizardfolk prize hunter, who regrettably reminisces of days before when he drowned wizards in the Ulden Swamps. They take care not to ruin their reputation as hard-working men in the eyes of the Red Cloaks. A regular at the tavern, Cassius the Helpful, is a human with a devilish bloodline and a flamboyant outfit who sells information to those who pay the right price. The tavern staff is not fond of his private business here but look away for now.

94. EYRIE OF THE FABLED

The Eyrrie of the Fabled is a theater where the nobility and wealthy can meet to enjoy high-quality entertainment and show off their social status. It is a small yet richly decorated venue built to fulfill every need of visitors from high society. The theater's auditorium and stage area is covered with darkwood, making it completely soundproof.

SCHOFIRE
THE VENGEFUL



BRAK



CHANCEBDUUN



96. ALLEY OF MENACE

This alley by the Old Wall is believed to be cursed. Residents avoid it, and those who live next to it urge others to stay away. At any time, day or night, accidents happen to those who enter this relatively simple, dirty, narrow street section that runs between the back walls of several residential buildings.

97. MAIN SEWER OUTLET

This nondescript building is the main entrance to the sewer system of Onadbyr, which runs under the entire city. It consists of many sublevels, the bottom of which leads to the Primary Drainage Cistern, where waste disposal is regulated to avoid clogging. The building is usually busy with sewer workers coming and going, and is always guarded by several Royal Swords.

98. KING BOLDIZZAR AZENHAR'S STATUE

Standing on a granite pedestal, this giant iron statue rises above Dragon Plaza and depicts the late king in the moment of his victory against the invading Vordani armies.



99. QUEEN'S GRACE ORPHANAGE

This large red brick building with elaborate ironwork is a highly regarded school and residence for young female orphans. Because of royal patronage, conditions in the orphanage are better than in most homes. The girls are raised very rigidly but in a noble demeanor and are trained by the calculating drow headmistress Nyx Malari in all the trades and duties of a lady who is to become a master of a wealthy household. The orphans are well regarded as suitable matches for younger sons of the well-to-do or even for the nobility on rare occasions. The orphans don't have dowries, estates, or family alliances, but they prepared on posture, courtly dances, running a household, raising children, and many financial tasks. Lady Nyx utilizes the contacts these married girls represent and keeps close contact with them after they leave the orphanage through frequent visits.



NYX
MALARI



SILENT
SHADOW



100. BLACKHORN

Owned by the Blackhorn family for generations, this is one of the oldest taverns in the Onadbyr. The family brews and sells its signature mead that is famous all over the kingdom. The Blackhorns have great pride in the recipe and are in a fierce competition with the monks of the Spirited Leaf Abbey. The tavern is frequented mainly by locals from the Sword and South Districts.

101. TEMPLE OF STRENGTH

A large, sturdy, and featureless building with small windows dominates the side of the Long Road. Its massive double doors

open into a vast training ground, an atrium decorated with weapons and large marble statues of the church's most famous muscular male and female priests.



CASIMER THE PURE

The most charismatic and approachable priest of the clergy is Casimer, an ambitious half-elf with a well-built

physique who capitalizes his knowledge of the body not only in training and keeping a healthy lifestyle but also when using his healing magic.

102. MEAT MARKET

The butcher's market sells all types of meat, live domesticated and wild animals, and sometimes even the remains or live specimens of fantastic beasts brought in by monster hunters.

103. THE DOG PIT

The Dog Pit is an arena of sophisticated duels to the first blood during the day. The place is overseen by a halfling named Joffer Pebblefoot, who loves the sight of blood and gore even more than the gold he makes on this business. The real brains of the operation is Joffer's silent partner

Ruali Oussearaheal, a reserved crafty elven rogue with sudden blazes of anger against her rivals.



RUALI
OUSSEARAHEAL

104. ENIMBROS THE RAT CATCHER

If anyone has a serious rodent infestation, Enimbros the Rat Catcher is the one to find. He is a drow druid who lives on the fringes of society in the Shanties and makes a living by providing pest and rodent control services to anyone who knows about him. He keeps a dozen ferrets in his shabby hovel, which reeks of animal musk and filth.



ENIMBROS
THE RAT CATCHER





105.

MAGGOT'S END

This building is home to many miserable wretches who live on drugs and have already forgotten what real life is. Anyone can enter and stay indefinitely if they can find a small spot where they can collapse. The house and its residents are not even worth robbing as they are poor, sick, and without any value to anyone. The only person taking care of the destitute addicts is Dromier Cutter, a middle-aged priest of the Redeemer who appears to be in his fifties. Dromier's mean demeanor and harsh temperament hides a caring soul who preaches to the homeless of Maggot's End about changing their ways before distributing alms to them.



DROMIER
CUTTER

106.

FIERY HOOVES

The little shop is tucked into the cramped space of the city's outskirts, close to Mule Gate. Its entrance is marked by a metal cut-out sign depicting a rider and a horse with flaming hooves. The shop's interior is designed to block the view of the workbench for a good reason. The shop is known by its customers for its high-quality harnesses, saddles, leather gear, and other equipment, which seem to be highly durable but at the same time light in weight. Rumor has it that the saddler, Mordio Delons keeps a little dragon-like creature in his workshop to harden the materials.

MORDIO
DELONS



107.

GREEN-EYED NYMPH

Only green-eyed servers work at this large festhall facing the Dragon Plaza. The hall features regular group dances for locals and is frequented by many of the students of the College of Minstrels, who always make sure to keep the guests and themselves entertained at all times of the day.

108.

TEMPLE OF MAGIC

Marvelous colorful, sparking columns of heatless fire dominate the entrance of this temple, which is rich in detail. Its large rose glass windows seem to shift as shapes form and disappear in them slowly. The inside of the building features magical enchantments and imagery, which always awes visitors and faithful alike. The priests of the House of the Wondermaker welcome all who are fascinated by their god's power and those who wish to hire their magical services. These services are usually provided by Wilm the Virtuous, an aged, stolid human priest who is all too pragmatic about the magical wonders he sells. The highest-ranking cleric of the temple is a venerable human named Polodrin of Gynleah, a foreigner from the Drayl City-States, who was invited by King Waldrann decades ago to take the Pulpit of Wonders. His second in command is Father Beau Semias, who is a charismatic pastor.



BEAU SEMIAS



110. **RATCATCHER INN**

The Ratcatcher is the worst place to stay at Onadbyr but also the cheapest. The proprietor, Gibras the Meek, is a silent introvert with dark sunken eyes and an air of eerie strangeness about his person. The loudest regulars at the place are always Fingle Jewelstomper, a bearded chubby gnome rogue with wizardly skills who asks way too many questions, and his friend Keeg, a charismatic, carefree con-artist and steady drinker who claims to be an ex-pirate captain of the west.

109. **BASKET OF PLENTY**

The primary food market of the capital is a vast sea of colors and sounds filled with an ever-flowing mass of people and a full range of enticing aromas. One can buy almost any type of food, even from far-off exotic lands, except for meat, which is only available at the Meat Market. Long rows of tiny curtained stalls, most with only seats for two customers, line the sides of the market where one can find any type of street food at all hours of the day.



FINGLE JEWELSTOMPER



KEEG,
PIRATE CAPTAIN OF THE WEST





111. DRAGON PLAZA

Formerly known as the Plaza of the People, this enormous empty plaza is dominated by the bronze statue of King Daerios Azennar, the current king's father. He defeated and chased away Malzdreziret the Scaled Impostor. The statue depicts the heroic king as he wounds the massive dragon with the Falcon Blade.

112. MUSIC OF THE SPHERES

The venerable gnome instrument maker Master Xagim Doubletoe undoubtedly has the most refined ears and most skilled hands in the capital. Most of the students and maestros of the College of Minstrels have their instruments made and repaired by him. Even though he has slowly gone deaf, he can still tune any instrument perfectly by feeling its vibrations.

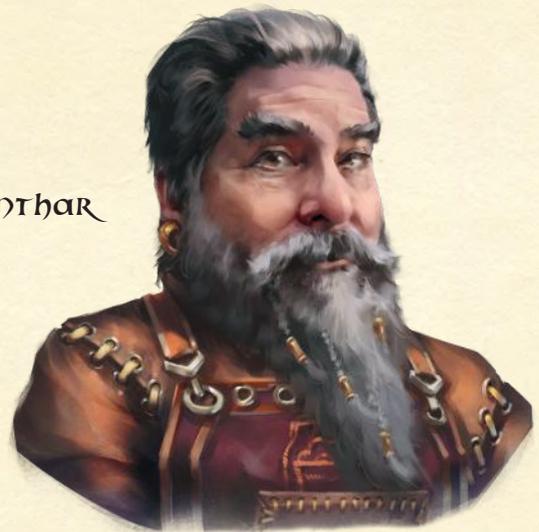
113. THE BOTTOMLESS WELL

This ancient, crumbling well looks like any other old neglected well, except for the fact that no one has ever been able to reach its bottom. Lanterns on ropes of extreme length have been lowered into it until the light just slowly faded away. The brave who have tried to climb or even fly down with magic either gave up or never returned. Inside there's a long stretch of ladders and handholds fabricated together and added continuously by those who dared to explore, but at one point, it just stops, marking the depth where the last brave explorer gave up the descent. Legends say that a few times in the past, the corpses of strange creatures, possibly fey, have mysteriously fallen out of the well.

114. MUG AND BOTTLE

A goodhearted middle-aged dwarf named Guunthar runs this fine brewery. Unfortunately, Guunthar has a sad history with a red dragon. Guunthar was a highly skilled armorsmith and adventurer back in the days before briefly meeting Arzatraxos, the red dragon in Drayl, then promptly changing his profession and life goals. He has a rotund cat named Pudge and a pet skunk that believes itself to be a cat, named Stinky.

GUUNTHAR



115. ROUNDREAD

The Roundbread bakery is an institution by itself. Long lines of hungry shoppers wait for their turn in front of its doors every morning. People would do anything for Gallad, the stern-looking but kind airling master baker, who is a renowned and respected pillar of the community.



116. GRINNING GOBLIN

Owned and operated by the goblins of the Gold-tooth noble house, this tavern is always noisy with shouting and raucous laughter. Constantly guarded by the disciplined and courteous hobgoblin house guards, the locals consider the inn as a safe place to get drunk. One of the loudest guests is Breesy Alebeard, a smuggler with a purple glass eye and a jade tooth, who is always ready to bet large in a game of cards.



BREESY
ALEBEARD

117. OLD PHARION'S REMEDIES

Jamos Pharion is the sweetest old man, always talkative, and very helpful, especially when offering his herbal remedies primarily to other elderly residents.

118. AUNTY ALANIA'S SEWING SHOP

Aunty Alania was the wife of a wealthy merchant who died decades ago. She has spent her entire life sewing since she was a child and she makes the most beautiful and fashionable dresses worn by the nobility and elite of the city.

119. SYLVAN STRIKER, BOWS OF ELVEN QUALITY

Twen Foebane came to the city from an elven conclave in Drayl to forget a tragic romantic affair. He has watched the city grow for over a century now and established a name for himself as one of the capital's most skilled

craftsmen. Twen is always accompanied by his animal companion, a loyal dog named Kylo.



TWEN
FOEBANE

120. GALNYR, MASTER ARMORER

Galnyr was a member of a Vordani tribe until he realized that his armor-crafting skills are valued much more in Aglarion and the capital of Onadbyr. The seasoned blacksmith has created many masterpieces worn with pride by their owners.



121.

FIGURINES OF WONDER

Vilter Kirtan, a middle-aged human maker of fine dolls and puppets, creates wonderful toys and dolls of various sizes to the delight of young and old alike. The puppet maker lost his wife and daughter, Dorotia, to a long and severe illness a few years ago.

122.

ZURAFKIRA'S FINE FOOTWEAR

This small cordwainer's workshop is the shop and home of Zurafkira Shoemaker, a single woman of great skill.

ZURAFKIRA
SHOEMAKER

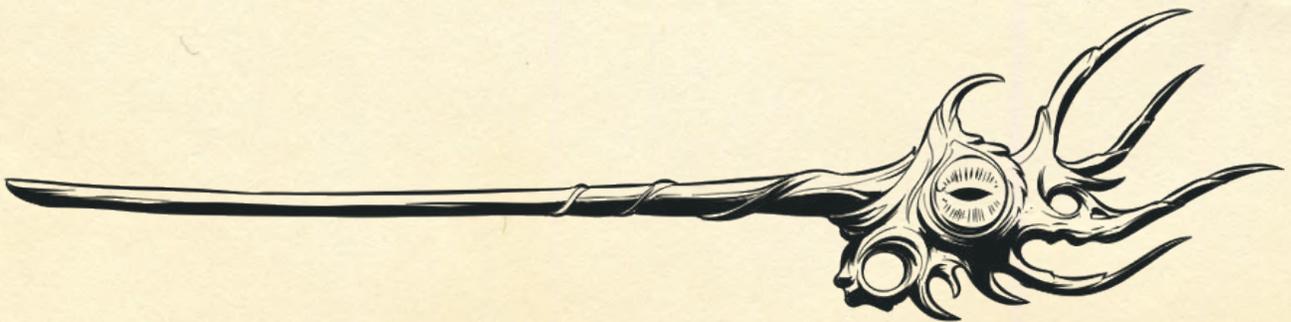


OTMER
HONORMAIL

123.

TEMPLE OF LIFE

The Temple of the Redeemer is a sprawling low-ceilinged building with large communal areas and a central pulpit. The temple can accommodate hundreds of people, and many clerics attend the hungry, wounded, sick, and destitute. Anyone can stay at the temple for free for an indefinite time, provided they assist in the daily labors of the acolyte clerics. The ranking cleric of the faith is Ry Kaly, a low-level priest who does his best to attend the most severe cases. The most dedicated and active member of the clergy is Otmer Honormail, an unarmored, unarmed dwarven paladin who tends to every need of the disenfranchised in his simple dirty robes.



124. KNIGHT'S PRIDE

This large weapon and armor smithy is run by a massive hobgoblin named Bruukattyr the Iron Grip, who served in the Royal Army for years. He received an honorable discharge after losing his left hand in a battle against a mob of sahuagin that attacked Ronul's End over two decades ago. As a result, he constructed a bulky iron left arm prosthesis for himself that has a tremendous grip but is too bulky to be used for anything else but swinging a hammer.

125. NINE ARCHES

This flat bridge is built upon nine stone arches. The bridge was destroyed by Malzdreziret the Scaled Impostor, before being rebuilt only a decade ago by King Waldrann. Newlywed couples often take rowboats and navigate to one of the many bridge pillars to carve their names there.

126. DIAMONDBACK TROUT

This cozy tavern by the riverside features its own small docks and canopied terraces over the river. The owner, Okamirou Haristan, is a knowledgeable man from a distant land to the east and a long-time friend of King Waldrann.

127. NULOBOR'S FINE LOCKS

Nulobor, the gnome, is an introvert who does nothing besides making and repairing locks and eating his favorite lemon pie strictly at sundown in his favorite chair overlooking his small fireplace. He keeps adding drops of the essential oils he buys from Old Troumbald of Natural Healing Concoctions to his fire, which should supposedly ease his frequent headaches.

128. RONNAR'S PELTS AND FINE LEATHER

Ronnar, a middle-aged half-orc, buys, cures, and sells the most exotic pelts and hides from all over the kingdom. Ronnar's best supplier is an elven druid named Theduthas Ravine, who uses his powers to find beasts with pelts of the highest quality.



THEDUTHAS RAVINE





129. TEMPLE OF COMPETENCE

An unremarkable-looking two-story building in the middle of the densest part of the Tool District is home to the devotees of the god of Competence, the Efficient Master. The temple hides many small workshops where the skilled can discuss their trade or the unskilled can learn confidence in a skill from the temple priests. There is no formal leader of the faith because all priests consider each other as equals and act as independent teachers and preachers of their own experiences. One of the friendlier faces in the temple is an acolyte named Jarlin, a former street urchin who found his way into the temple. The introvert boy is a master poet who is willing to share his art with anyone eager to listen.



JARLIN

130. NAIL AND BEAM CARPENTRY

Jovas Paltran and his team led by his three sons have built the most magnificent villas over the past years. They also do major repairs but leave the smaller, less well-paying jobs to others of their profession.

131. THE WONDERMONGER

This messy workshop, owned by Tully Vespers Skincat Watercat, is only a small room packed with strange devices and another space in the back separated by a curtain. Some might consider the animated clockwork contraptions of the warm-hearted gnome artificer wizard useless or even funny, but many have great functions that make one's life easier. Tully is always friendly and curious and does not consider it offensive when people belittle his automatons and clockwork tools.



TULLY VESPERS
SKINCAT WATERCAT



LOCATIONS BY CATEGORY

Bridges

Crossing of the Thousand Lanterns (1.)
Grankar's Chains (55.)
King's Bridge (69.)
Nine Arches (125.)
Queen's Bridge (70.)

Cemeteries

Deadwoods Cemetery (23.)
Garden of the Sleepers (36.)
Noble's Rest (30.)

Crafters and Services

Aunt Salibra's Natural Healing Concoctions (46.)
Aunty Alania's Sewing Shop (118.)
Black Flag Mercenary Company (83.)
Enimbros the Rat Catcher (104.)
Figurines of Wonder (121.)
Galnyr, the Master Armorer (120.)
Golden Touch Gent's Barbershop (51.)
Grazilda's Apothecary (86.)
Knight's Pride (124.)
Mug and Bottle (114.)
Music of the Spheres Instruments (112.)
Nail and Beam Carpentry (130.)
Nulobor's Fine Locks (127.)
Ronnar's Pelts and Fine Leather (128.)
Roundbread (115.)
Silver Scale (42.)
Soap and Cream (45.)
Sylvan Striker, Bows of Elven Quality (119.)
The Curious Calligrapher (79.)
The Halfling's Treasure (20.)
Totally Local (2.)
Zurafkira's Fine Footwear (122.)

Historical Locations

Imprints of the Half Goat (48.)
King Boldizzar Azennar's Statue (98.)
Ruins of the Cathedral of the Sun (91.)
The Napping Giant (74.)
The Weeping Kobold Fountain (92.)
Tomb of the First King (66.)
Zephran's Ruins (31.)

Hospitality

Angels' Choir Festhall (87.)
Blackhorn (100.)
Burning Desire Brothel (26.)
Cheeky Mermaid Inn (53.)
Deep Warrens (95.)
Diamondback Trout (126.)
Emrik's Complex Flavor Blacksoup Bar (22.)

Eyrie of the Fabled (94.)
Gentlemen's Refuge (93.)
Giant's Boots Tavern (81.)
Golden Nectar Inn (37.)
Green-Eyed Nymph (107.)
Grinning Goblin (116.)
Loud and Lusty (49.)
Lucky Leap (44.)
Maggot's End (105.)
Merchant's Rest Tavern (7.)
Ratcatcher Inn (110.)
Silent Kiss Brothel (15.)
The Dog Pit (103.)
The Furlough (78.)
Triple Nine Gambling Hall (5.)

Markets

Basket of Plenty (109.)
Ironweaver's Market (82.)
Meat Market (102.)
Seafarm Fishmarket (57.)
Tradersmeet (11.)

Mystical Locations

The Alley of Menace (96.)
The Bottomless Well (113.)
The Buried Tower (58.)
The Crooning Willow (32.)

Nobles' Villas

Domiren Villa (73.)
Goldtooth Villa (38.)
Gorso Villa (39.)
Karramosa Villa (64.)
Monder Villa (89.)
Nangrath Villa (28.)
Ronul Villa (88.)
Wyltammer Villa (71.)

Parks and Plazas

Dragon Plaza (111.)
King Vacrilos II Park (33.)
Monster Menagerie (21.)
Park of Lonely Spirits (35.)
Platinum Peacock Park (29.)
Rose Garden Park (65.)
Royal Gardens (90.)
Zhankar Plaza (50.)

Places of Authority

Bastion of the Knights (67.)
Dungeon of Tears (59.)
Fists of Azennar (43.)
Halls of the Lawgiver (60.)

House of the Soldier (63.)
King's Forge (62.)
Main Sewer Outlet (97.)
Minaret of the Speaker (41.)
Royal Court (68.)
Royal Docks (54.)
Royal Shipyard (56.)
Royal Warehouses (61.)
The King's Pride (84.)

Places of Worship

Temple of Competence (129.)
Temple of Death (24.)
Temple of Knowledge (72.)
Temple of Life (123.)
Temple of Light and Darkness (52.)
Temple of Magic (108.)
Temple of Nature (34.)
Temple of Strength (101.)

Schools

College of Minstrels (25.)
Hall of Temerity (77.)
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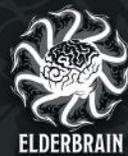
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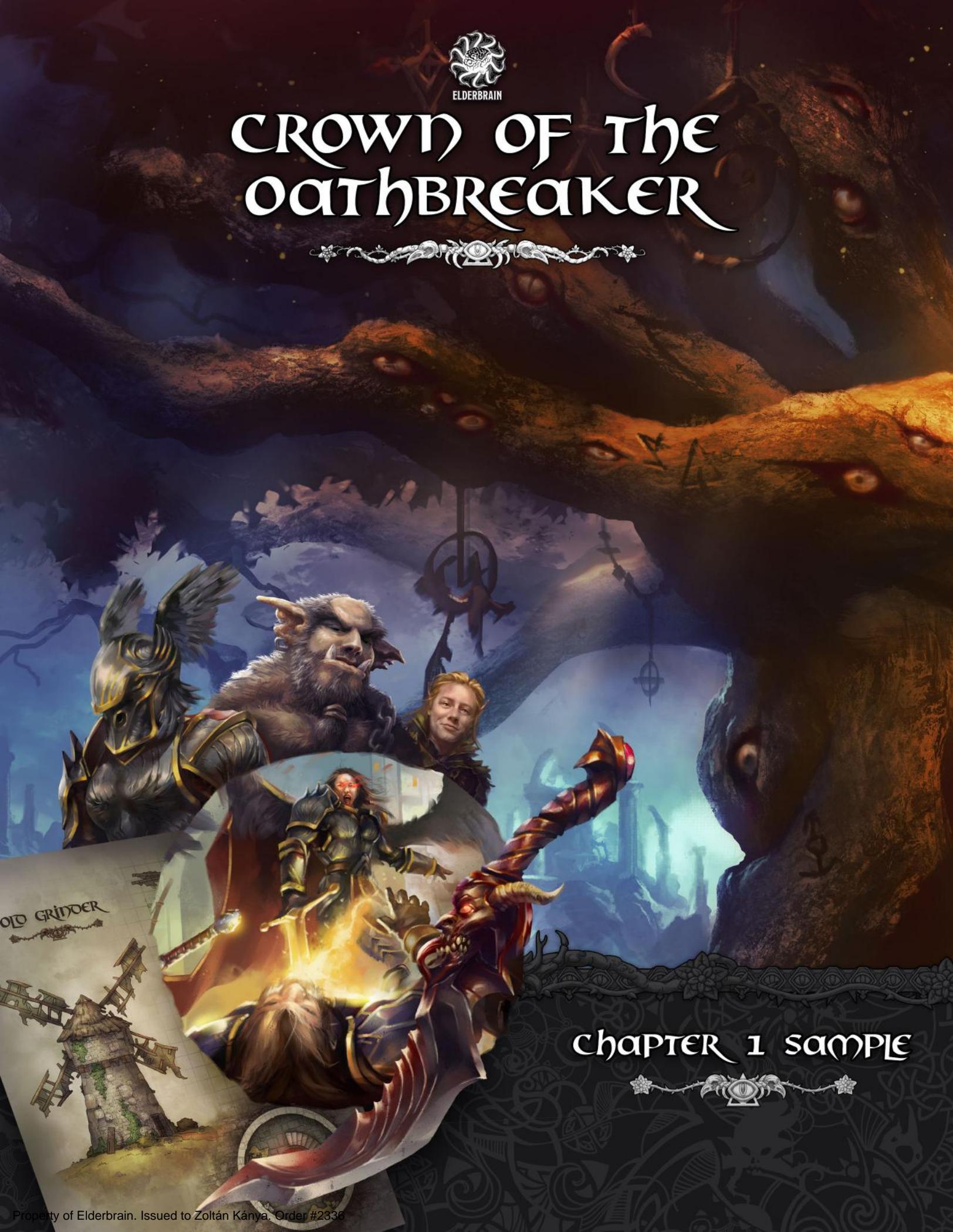
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ELDERBRAIN

CROWN OF THE OATHBREAKER



OLD GRINDOER

CHAPTER 1 SAMPLE



CREDITS

First and foremost, a very special thanks to all of the backers who believed in us and made Crown of the Oathbreaker become a reality. You know who you are. Thank you for your kind and generous pledges, for contributing your ideas, likenesses, and for all the invaluable input you provided. Your constant feedback formed us into a community and wove this story to become rich and entertaining role-playing game content, of which we can all be proud and enjoy.

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Game Designers:

Gábor Dán, Dávid Fehér, Tamás Marton

Illustrators:

Dávid Szabó, Gergely Kovács, Márton Kiss, Máté Veres, Éva Hudák, Hanna Hegedűs, Tamás Baranya

Cover Artist: Zsolt Kósa, Dávid Szabó, Gergely Kovács

Editors and Layout Designers:

Márton Pattantyús, Attila Lőrincz, Gáspár Lőrincz, Péter Molnár, Ágnes Kismárton, Gergely Nagy

Play Testers:

Dániel Lenhardt, Sándor Szabó, Roland Kósa, László Simó, Gábor Goldschmidt, Ders Zsüberáts, Máté Zsüberáts, Tyler Patton

VTT Implementation: Darryl Lehane

App Development: Bence Mészáros

Sound Engineer: László Zizics

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KING WALDRAN AZENAR, PRINCE KRASHAR AZENAR, QUEEN ELYSSA



introduction

ADVENTURE BACKGROUND

King Waldrann Azennar, the ruler of the Kingdom of Aglarion had a beautiful wife and firstborn son. Queen Elyssa adored her son Krasnar, and her son also felt a mad, somewhat unhealthy love towards his mother. The two were inseparable. On the other hand, the king was a lecherous philanderer and was soon bored of his family. He had always prided himself as the most competent and skilled individual, prime of the Azennar bloodline, focused on perfecting himself physically and enjoying life to the fullest. King Azennar is a true narcissist whose actions and behavior left deadly wounds on those around him, especially his family.

A powerful coven of midnight hag sisters, the Matrons of Malice, named Blister, Splint, and Tyke, had claimed sovereignty of the coexisting Feyrealm that they dubbed the “Bleak Mire” after corrupting and exterminating the entire court of the ruler of this domain, King Dasmag, the satyr lord. The Matrons saw the royal family’s emotional separation on the Material Plane, and they set their vile plans in motion. They widened the divide even further by seducing the king in the form of the beautiful maiden Lyrencia, whose visage they wore in turns. At the same time, they tormented Queen Elyssa to death in her nightmares to harvest her soul. The hags made a pact with an archfiend of Hell and bargained the queen’s soul in exchange for her fu-

ture services in the form of an erinyes devil. The young Prince Krasnar’s rage boiled, and he blamed his father for abandoning his mother on her deathbed. His hatred only grew when the king took the young “maiden” as his new queen.

Each of the three hags, who switched places regularly at court using their innate shapechanging abilities, gave birth to a hideous and evil daughter from the king, all named Aphinah. The hags raised all three Aphinahs in both the Feyrealm and the royal palace, substituting them for each other regularly. However, the king only knew of one daughter, deceived by the hags and the hagspawn princesses. He raised her (them) as his own, and under the effects of the hags’ regular doses of *philters of love*, the king never saw his daughters as the hateful, ugly beings they actually were. Day by day, further distancing himself from his firstborn son, King Waldrann gave every last drop of his love to his new family. But Krasnar’s suffering and deceit of the king was not nearly enough for the hags. They wanted to see the entire kingdom in torment, joyful lives and love turned into misery and agony. So they contacted Krasnar in their true forms, flattering him with promises of power, but most importantly, they offered him the chance to secure his crown and heritage with the death of his traitorous father. If only he would take them as his patrons. Krasnar, an anointed knight of the realm, broke his sacred oath to crown and king, and took the offer, acquiring new magical warlock powers in the process.



Once the Matrons of Malice secured Krasnar as their ally, they faked the kidnapping of Queen Lyrencia in King Dasmag's form and pretended that he carried her off to the Bleak Mire. King Waldrann hastily organized a rescue party, which consisted of his knight Crownwarden Lord Cyne Monder, his court wizard Master Eydan, high-priest Father Lestor, and his son Krasnar, who went along only to find an opportunity to get rid of his father as promised by the hags, in this otherworldly place, far from home. The company followed the clues left by the hags and entered the Feyrealm through the Hagtree portal. Once in the Bleak Mire, they found the disguised hags in the Court of King Dasmag and negotiated a pact under whose terms the queen would be released, as part of a magical bargain:

The kingdom of Aglarion would be blessed and blossom in riches as long as the crown sits atop the head of the rightful heir. But should anyone else claim the crown of the Aglarion, it would bring misery and suffering upon the whole realm.

Unknown to the king, he agreed to the Midnight Curse, a vile hag pact that would open the way for the midnight hags to bring misery and suffering to his kingdom.

Thinking his line was safe and secure, King Waldrann agreed to the bargain and got his "queen" back. But on their way back to the Hagtree portal, his son confronted him and demanded that he be proclaimed the rightful heir forthwith, instead of the young princess whom the king loved so much. In the form of the queen, Blister obstructed and used her charm abilities to turn the two sides against each other. When the first-born prince became furious and attacked, his father drew his Falcon Blade. The king was a much more experienced warrior, a champion among his knights, but the bitter son drove on relentlessly. His furious attacks would not abate, infused with his madness, and the king was forced into a defensive position. The "queen" intervened once again with mind-bending magic and demanded that the

king slay his son for daring to lift a blade against the royal person. Krasnar soon lay dead at the hands of his father the King, his corpse slowly engulfed by the swamp's waters.

The distraught King Waldrann had his company swear an oath of secrecy about the dreadful events that took place, but his high priest and advisor, Father Lestor - a cleric of the knowledge domain - refused. King Waldrann declared him an exile and forbade him to return to the kingdom of Aglarion. Thus, the high priest fled into the depths of the Bleak Mire while the king returned to his kingdom with his remaining vassals, to rule with his queen and daughter by his side. For long years, the fate of the firstborn and the bargain over the crown has remained shrouded in secrecy.



Meanwhile, in the Bleak Mire, the Matrons of Malice took Krasnar's corpse to their lair, where they resurrected him, but only to steal half of his soul and to keep his enervated, half-dead body in torment. Like every curse, their own also required a way to be broken, so they set an impossible clause. Firstly, only the three members of their coven could lift the curse, working in unison. But during this ritual, the satyr King must sing his lament, and the dead body of the rightful heir to the crown must be burned on a pyre built from the Hagtree. And only then, placing the crown on the heir's head, would the Midnight Curse be lifted from the crown. To secure their plan even further and as the last twist, they bound the portion of Krasnar's soul that they siphoned off into the iron statue that King Waldrann had created for his son's memory in the palace mausoleum. They fashioned it into a phylactery that would be ready to receive the other half of Krasnar's soul



when they raised him as a lich-knight, should anyone force them to conduct the ritual of breaking the curse.

King Waldrann knew nothing of the continued fate of his firstborn son, and the years passed in blissful ignorance as the realm flourished and provided plenty for all. Meanwhile, the Matrons of Malice planned the demise of the king and the coronation of one of their daughters, who would soon come of age. They patiently awaited the day when the effects of their curse would take hold over the kingdom of Aglarion and lost interest in tormenting the miserable firstborn. As their attention was focused on their plans for the kingdom and building a cult of followers in the city of Onadbyr, the hags' lair in the Bleak Mire was assaulted by a clan of aberration-worshipping feyrealm-born drow from the depths, House Ausstyl and its druid circle named the Inheritors of the Unbegotten. The forces of the drow stormed the hags and forced them to retreat, then discovered the broken Krasnar and rescued him from his prison. They infused the soul-drained prince with the essence of a powerful entity from beyond the known dimensions, turning him into an aberrant being and an ally in their war against the hags. The now half-aberration Krasnar and his drow allies soon attacked the hags again, this time with overwhelming force and with the aid of a shapechanging dragon, Malzdreziret the Scaled Impostor, a doppeldrake. They managed to capture two of the three hags, Splint and Tyke, binding them in their dungeons in the deep caverns. The remaining hag, Blister fled into hiding to wait out the coming of the Midnight Curse, since the coven's plans still remained in motion.

With the hags eliminated in the Bleak Mire, Krasnar, now a powerful aberrant oathbreaker witch-knight, claimed the coven's surface domain as his own and considered his revenge fulfilled. Twisted by the alien bonds that warped his flesh and soul from the inside, and driven by his hatred for the Matrons of Malice, he no longer cared about his father or his heritage, as he had a new domain to rule and prepare for the ultimate sacrifice to his new alien masters.



CHAPTER 1

BLOOD ON THE CROWN

The characters get acquainted with Crownwarden Lord Cyne Monder after encountering some doppelganger con artists who are members of the local criminal organization of various shapeshifters named the Golden Masks. The doppelgangers try to trick them into paying for a forged item, for which they pretend to have a buyer, namely, the Crownwarden. After settling this issue and meeting the warden, he hires the characters for a personal favor to investigate missing people. They turn out to be held captive at the Old Grinder mill, about to be sacrificed by a group of the hags' witchservant cultists, the Children of the Coven. The cultists have already sacrificed some members of the family members to summon devils, one of whom is the transformed soul of the King's first wife Elyssa, in her erinyes form. Her compact: to kill King Waldrann at the upcoming King's Games. However, the erinyes has already left the summoning chamber when the characters arrive. The characters defeat the cultists and a bearded devil monk at the Old Grinder, and can prevent them from sacrificing the rest of the family. Unaware of the true nature of the conspiracy that has been set in motion, the characters return to the capital of Onadbyr and can prepare for the King's Games, a



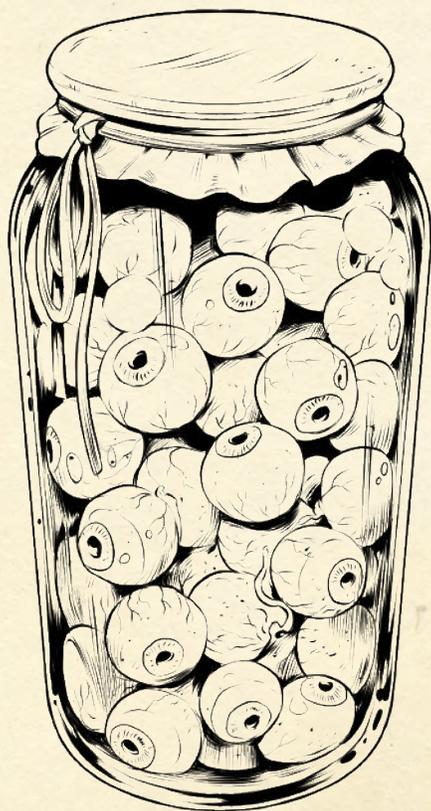
series of festivities in honor of the King. The festival takes place at several locations throughout the city, allowing the characters to explore their environment while engaging in fun contests and activities and optional sidequests. The final event of the games is the Battle of the Champions, a tournament of knightly combat, in which even King Waldrann takes part as the undefeated champion. Any of the characters can join in to match their skills against the warriors who challenge the King for the title. The king and a mysterious helmed champion match their skills in the final battle, but when King Waldrann surrenders, his opponent reveals herself to be the erinyes that was once his first queen, Elyssa. The devil demands to take the king's life as her reward and slays the king in front of everyone before vanishing back to Hell. Following these dreadful events, the kingdom of Aglarion falls into despair and prepares to lay the King to rest. The characters accompany Crownwarden Lord Cyne Monder to the royal funeral, where an emanation of Krasnar's wrath manifests at the ceremony, tormenting the gathering until the characters find a way of repelling it.



CHAPTER 2

The MIDNIGHT CURSE

Soon after King Waldrann's funeral, the coronation ceremony of the young Princess Aphinah is announced. All prominent members of the city are present at the ceremony and the characters can attend as guests of the Crownwarden. As the crown is placed on the head of the hideous hagspaw princess, the Midnight Curse of the hags takes effect! Under a wild magical storm that suddenly erupts over the coronation hall and spreads over the whole kingdom, the newly crowned Queen Aphinah demands allegiance from the knightly order of the realm. However, their leader, Lord Cyne Monder suspects villainy and refuses. The knights who bend the knee are turned into werhellhounds by the powers of the curse. The characters must flee with the warden and a handful of loyal knights through the chaos that erupts, considered rebels and fugitives by the new ruler. The fugitives take refuge under the Lucky Leap tavern owned by the Crownwarden's old friend, Ricio Tane, once a renowned criminal before he changed his ways and helped the Crownwarden, the king, and the kingdom during a quest. Ricio gladly offers a secret haven to the characters and the knights. The old rogue and the warden devise a plan, asking the



characters to help them collect the necessary tools to organize a heist, during which they would steal the *crown of Aglarion* and attempt to lift the curse even if it involves killing Queen Aphinah.

To accomplish this daring task, they will need to find Narder Tyk, the royal architect who, according to Lord Monder's knowledge, had built a secret tunnel for the king through which the monarch could sneak away from the palace unnoticed on his various secret liaisons. The problem is that the royal architect had left his family to join the Uncanny Vagabonds, a group of traveling performers who turned into rebels as a result of the change of events and shift in power. The characters can find and follow some clues to their hideout at the Monster Menagerie, where things have gone quite wild since the outbreak of the curse. Here the characters can encounter the Uncanny Vagabonds, and Gren, a man who claims to be the bastard son of King Waldrann. He is a possible ally against the new queen.

Ricio Tane knows of two items that would be of great utility during the heist. One of these is the *master key*, a magical key that opens any door, even if magically sealed. It was in the possession of a long-lost partner of his, Divos the Uninvited, who ventured into the tomb of Master Arlen the Constructor, first archwizard of Aglarion. Unfortunately, Divos never returned from this quest. The characters will have to visit the tomb and retrieve the key. Still, they will find it already partially explored by a diplomatic and highly intelligent intruder, Eshkilrantossiazz, a young green dragon.

The other item is the *chest of magic nullification*, which is actually in Ricio's possession. This chest can hide any magic item enclosed within and nullify its abilities. He has never used it because it already holds the statue of a powerful abomination, one which continuously summons forth blighting energies from other dimensions when exposed. His late wife stole it a decade ago from the antimagic vault of a famous local archwizard named Master Bertio Ranberd, a collector and purveyor of valuable magic items in the city. The only way to empty the chest

for the crown to be placed in it, making it undetectable and powerless, hopefully even breaking the curse, is to steal it back to the wizard's anti-magic vault where the statue can be safely removed.

During these missions, which take place in the twisted, magically disfigured city and kingdom, they find their hideout exposed and Lord Cyne Monder and Ricio Tane dead at the hands of the authorities. The characters enter the burning and dangerously damaged Lucky Leap and its dungeons, defeat the werhellhound knights who are spreading the flames and killing the inhabitants, and finally find the Crownwarden's dead body.

Following the clues left by the old knight, the characters find out that Lord Monder has hidden his memoir in his family's secret vault, a place currently being looted by the Golden Masks and their lamia lieutenant Yhlsaby. After dealing with the criminal gang and finding the information, the characters learn the story of King Waldrann's quest to the Bleak Mire and that Master Eydan, the court wizard or Father Lestor, the high priest, who were both by the king's side in the Bleak Mire, might know more about the origin of the curse and the magical requirements of removing it from the *crown of Aglarion*.





CHAPTER 3

TRAPPED UNDER SHADOWS

To acquire the crown, the characters enter the royal quarters of the palace, and face off against all three of the hagspawn queens, their loyalist knights and cultists, as well as Blister. The hag immediately retreats from the fray via dimensional travel to activate a dome of shadow over the city from the Shadowrealm. Once the crown is secured and the characters exit the palace, they see that the city of Onadbyr is enclosed by a shadowy barrier that blocks everything in and out. Soon afterward, another hagspawn princess under the name Queen Aphinah takes the palace. The authorities start hunting the characters and the *crown of Aglarion*. The characters cannot escape the city to find Master Eydan, the former court wizard in the Arcane Tower outside of the city. Their every attempt fails as the city is sealed airtight.

The patriarch of the Uncanny Vagabonds, Taris, offers a seemingly reasonable solution, suggesting using the only type of transport entering and leaving the city – the armored wagons of the queen’s army. He orchestrates a way for the characters to pretend to be part of the army. The characters soon

find themselves boarded on a massive wagon full of soldiers. As the wagon arrives at the gates, it is inspected and then, strangely, locked from the outside. A vile gas pours in, choking the characters and killing all soldiers who immediately rise as hungry undead to feed upon their breaths. As the characters break out of the wagon and the apparent trap, Blister and her forces confront them, and they are hard-pressed to make their escape into the depths of the city. Soon they can face the traitorous Taris and decide how to punish him.

Soon after the betrayal attempt, Samsadur, the rakshasa crime lord of the Golden Masks learns about the characters, their role in the story, and their intentions. The crime lord offers to take them to the Shadowrealm to destroy the dome that exists in both worlds and blocks travel from and to the city. Samsadur informs the characters that the dome is fueled by a magical melody that plays all over the shadow version of the city and siphons the sadness and hopelessness of the locals, who have been captured and brought to the Shadowrealm. After exploring the shadow version of the city and confronting the hags’ despair giants who extort the demoralized victims, the characters find out that the only way to sever the shadow dome from its source of power is to end the effects of the melody. First, they must brave the Shadow Ziggurat and deal with Sabrael, the dirge singer deva of the Dark Star, fueling the melancholic effect with its Song of Lament. Once the characters have negated the song, they still need to remove the hopelessness from the many victims collected at the Dungeon of Tears and guarded by a hag called the Gloom Widow at the local version of the famed prison of Onadbyr. The most expedient way to break the lament from the rescued survivors is to gather them at the run-down theater house, the Eyrie of the Fabled, which is the only place where the melody cannot be heard due to the building’s soundproofed walls. However, the building is haunted by past crimes and their perpetrators. When the theater has been cleared, the survivors can be finally saved from the bonds of melancholy. Before re-



turning the characters home, Samsadur demands a final favor to assist him in tying up a conflict with a business partner, namely Baendretarixus, the Eternal Hive, an undead black dragon who guards a portal to the Material Plane. After successfully negotiating with the dragon, the characters can return to Onadbyr, where the dome of shadow no longer encloses the city. They can finally leave to seek out Master Eydan at the Arcane Tower located in the countryside.



CHAPTER 4

THE VANISHED TOWER

After traveling through a ravaged and wild realm, in which the effects of the Midnight Curse make life a living nightmare, the characters arrive at the Arcane Tower only to find that it has vanished. The wizards activated the protective mechanisms of the tower when the curse took hold and have transferred the entire tower to the Astral Plane to weather the storm there. When the characters descend to the vaults of the Arcane tower that still remain behind, the characters learn of the six *torcs of the tower* that can be used in conjuncture to conjure the tower back to the

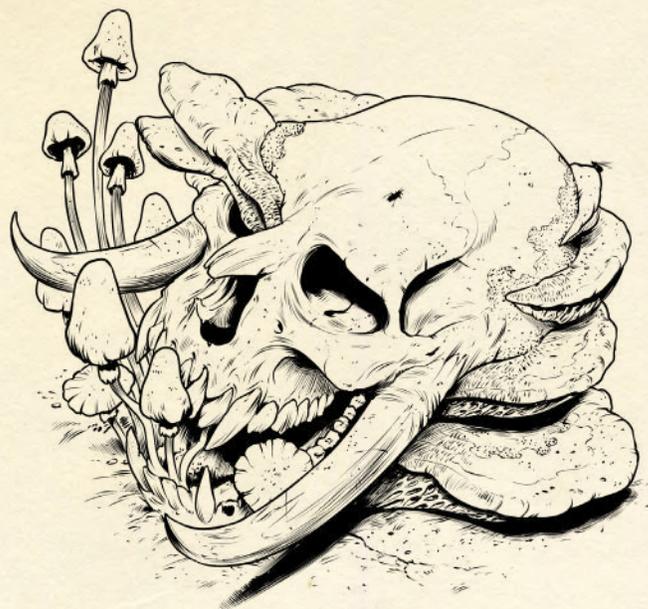
Material Plane. However, over the centuries since their creation, the torcs have been scattered in the Kingdom, some remaining in the possession of their forbears, some having been looted long ago, and some lost to time. They also learn of Abulior Whitegate, an expelled wizard who might be able to help them in this task. During their quest to secure the necessary components for the conjuring, the characters will need to secure all six of the *torcs of the tower* and travel far and wide in the Kingdom of Aglarion. They will also need to find the last *torc of the tower*, which is located in the Ziggurat of the New Moon that has been exiled to the Astral Plane by the fallen angels of the Dark Star thousands of years ago. They will need to figure out the location of the ziggurat, the time when it can materialize on the Material Plane, and the command phrase needed to recall it. Along the way, the characters will face a multitude of encounters within the realm, taken in any order. Some include:

- The location whence the Arcane Tower disappeared and its underground vaults, recently looted by a group of rival adventurers called the Heroes of Virtue. This adventuring party preys on the frightened inhabitants of the land and bears one of the *torcs of the tower*. However, they roam the land and must first be found.
- The village of Gorso, oppressed by the nobles of the Gorso family, who are entropist fanatics tormenting a shackled paint-covered unicorn, and possessing one of the *torcs of the tower*.
- The village of Nangrath with a frightened populace, hunted and fed upon by savage gargoyles from the nearby Fort Blackbell and the duergar vampire spawns of Bakator the Onyx, who have captured some prisoners and one of the *torcs of the tower*.
- The camp of Selvaro, a blind young bronze dragon with premature powers in human form, seeking his father's hoard that lies in a haunted temple of an evil ooze entity, the Shrine of the Blind God, where the young dragon was blinded.



- A half-dragon hydra, offspring of Malzdreziret, the famous shapeshifting dragon that ravaged the country centuries ago, at the only bridge crossing over the river Halueth.
- Gonsnar, a ramshackle village of goblinoids that is protected by Kabok, an illusionist goblin who maintains the illusion of a gold dragon named Xykot to keep the village safe from visitors.
- The Lodge of Wanderlust, home and lair of Cygnus, the couatl paladin of the Shining Light, whose lodge is being invaded by druids that command swarms of vermin. Once aided, Cygnus can be invaluable to locating all the *torcs of the tower*.
- The trail of a Red Cloak Lawgiver named Ha'aren Black-bone, bearer of one of the *torcs of the tower*, who sought the lost Ziggurat of the New Moon and its prisoner Samkiel, the treacherous deva imprisoned there millennia ago. The Ziggurat only appears from its exile to the Astral Plane

When the conjuring of the Arcane Tower can finally be performed, the tower reappears but regrettably, it is under an invasion by a group of marauding incubus pirates. During the fight, as a result of a *time stop* spell gone wrong, the entire tower is caught in a time loop, resetting everything to its original state within its confines, an infinite number of times. Caught in the time loop, the characters have to figure out the shortest and quickest way to stop Master Zaophas, the headmaster archmage of the college, from casting his *time stop* spell, so that the loop can reset and they can meet with Master Eydan, the former court wizard. They will need to explore the tower during several loops and overcome all obstacles within three minutes in order to achieve their goal.



Once they have successfully reversed the flow of time, the characters learn that Master Eydan is in a permanent dream state and that they have to visit him in his dreams with the use of the night rose flowers he had cultivated – magical flowers that allow shared dreams and dream travel. Meeting Master Eydan in his dreamscape, they can learn more of the story of King Waldrann and his company, the way to the Hagtree portal to the Bleak Mire, and that Father Lestor, the exiled high-priest, still hides in the Feyrealm. Before they can leave, the gigantic dream-form of Krasnar, the aberrant witch-knight and Malzdreziret, his shapechanging doppeldrake steed, attack them. The characters must defeat these dream entities by shaping reality to their will, dreaming effects into existence, bound only by their imagination. Finally, they can find their way to the Hagtree, whose secret location is known only to Freall, the cursed bird-creature held prisoner in the nest of a roc named the Cackling Crow. Once rescued, Freall can lead the characters to the Stride of the Elders, an ancient druidic pathway that leads to the Hagtree. They can then cross into the Bleak Mire and find a way to lift the curse from the crown of Aglarion.





CHAPTER 5

BREAKING THE MIDNIGHT CURSE

Crossing through the Hagtree is an excruciating ordeal that takes a mental toll and involves a personal sacrifice in return for access through the dimensions. Arriving in the Bleak Mire, the characters soon realize that they are in a dark and unforgiving fey land, once magnificent but now a ruined landscape, having been ravaged first by the Matrons of Malice, the coven of midnight hags, then by Krasnar's wrath. They must explore their surroundings to find the solution to lifting the curse from the crown. They will visit the Awakened Library, a library of sentient books, which they have already seen during their encounter in the Dreamlands, and learn the exact nature of the Midnight Curse - most importantly that only the hag coven who created the curse can lift it. Eventually, the characters can find Blister at the hag's secret hideout on the Bleak Mire and learn that the other two members of the coven are imprisoned by Krasnar's aberration-worshipping drow allies and that they will have to rescue the hags from the drow stronghold located in the Dark Below. Once the hags themselves are defeated, their souls return to their phylactery in Hell, ready to be reborn and seemingly out of the reach of the characters. The characters

must discover the location of a portal to the hags' lair in Hell and defeat them again to force them in line and to cooperate in lifting the curse from the crown. They will also have to accomplish the impossible tasks set by the hags as requirements to lift the curse from the *crown of Aglarion*. They must enter the slain King Dasmag's court, now inhabited by Malzdreziret, Krasnar's doppeldrake, and summon the spirit of the satyr lord to convince him to work with his murderers and sing his song for the Cleansing Ritual. The characters will have to confront Krasnar and his mutant drow allies in his lair, which is a colossal living mass of eyes and mouths that gibber mad thoughts. The characters must also fell the Hagtree, which is their only way home, and build a pyre on which to burn the body of Krasnar. When all the components are assembled, the Matrons of Malice complete the ritual, but as a result, Krasnar rejuvenates from his phylactery in the undead form of a lich-knight on the Material Plane and the characters have no way to escape the Bleak Mire and return home. The characters' only option is to take sovereignty of the realm and remove the conditions blocking planar travel to and from the domain. For this glorious task, they need to collect materials from every region of the Bleak Mire, and present the remains of the hags to claim rulership of the realm.

Meanwhile, the druidic leaders of House Ausstyl, the Inheritors of the Unbegotten are preparing a domain-wide ritual to gain this sovereignty over the Bleak Mire from the hags and sacrifice the entire domain to their alien masters in the Farrealm. The druids have summoned an Elder Cortex from outer dimensions, which is growing roots that sprout Cortex Pods in the aberrant ground left in the wake of the Krasnar's Gibbering Fort, Bwael Phindar, the Magnificent Beast. With the defeat of the Elder Cortex, the characters can gain sovereignty of the Feyrealm domain and lift the barriers to planar travel.

Throughout their adventures in the Bleak Mire, the characters will encounter wondrous creatures and locations that they can explore in any order. Their travels will take them through a land that has been doubly smitten by malign influences, a land of danger, corruption, and evil.





CHAPTER 6

REIGN OF THE LICH-KNIGHT

After finding their way home, the characters enter a torn, sunless, and dead land, razed by the now lich-knight abomination that once was the firstborn heir to the crown. They also learn that years have passed since they entered the Feyrealm, and months since they accidentally released the lich-knight onto the land they are seeking to protect. Onadbyr has fallen to the hordes of undead that swarm out of the Royal Palace and spew forth from a hovering ziggurat above the city. Krasnar is barricaded within the royal palace in an impregnable wall of zombies that continuously pour out from every opening of the palace, so he is practically unreachable.

The characters must gather forces allied against the hordes of undead, but first, they must find the camp of the forces gathering at Cloud Peak for a final effort to save the realm. Units of capable soldiers can be recruited from many locations in the torn land, for a final push towards Onadbyr and against the undead-infested capital. The armies will have to cleave their way through rotting flesh until they can reach Krasnar in the palace. This can only be done by a force, which can

be formed from the remaining forces gathered under General Sundamar Strombreaker, including local commoners in most towns of the kingdom, Gren's rebellious Uncanny Vagabonds, the Golden Masks criminal organization led by Samsadur the rakshasa, and the wizards' college of the Arcane Tower. These forces have to battle the seemingly unlimited undead army for strategic locations within the city, freeing more supporting forces and weakening Krasnar's grasp over the city.

Once the allied forces gain the upper hand in the city, the characters can brave Morkiel's Ziggurat in the skies to halt the flow of zombies, however, Morkiel Reborn is a planetar general of the Dark Star who has been raised from death as a lich by the grace of Orcus, so it is not a challenge to take lightly. When Morkiel is defeated and the gate to the land of death closed, the characters can coordinate their forces to start a climatic, focused siege against the palace. They can thin the armies of the dead and finally reach Krasnar in the royal quarters. The characters can once again vanquish his reborn Lich-Knight form to finally end his rule and place the crown on his defeated head. With this last act, the curse is lifted from the Crown of the Oathbreaker, once and for all.

WHAT THE CHARACTERS KNOW

The Kingdom of Aglarion is a relatively safe, wealthy, and joyful nation. The citizens pride themselves on being Aglarionians because the land and their king provide them with an easy life. Resources are plenty, especially for the past two decades, taxes are low, safety is ensured by the Royal Palace and its many soldiers and Red Cloak Lawgivers, and the kingdom has not been engaged in a war for decades. As a result, people have had more spare time to indulge in pastime activities or simply enjoy life.

King Waldrann Azennar has the public image of a perfect warrior hero, who is a proud and self-absorbed individual. The king is also seen as a righteous ruler who provides for his people and shares the gifts of life



with his subjects. He is known to be a casual, fun-loving person who, in cases of significance, becomes a headstrong, serious man who evaluates every word he utters and rarely listens to his royal advisors. The whole country knows about his love for his wife and daughter and the tragic loss of his previous family.

Queen Lyrencia Azennar is considered a charming lady in high-society and Onadbyr's social scene, but no one really knows her well due to her rare public appearances and reserved behavior. She is known to take on personal requests by her subjects and is deemed to be doing her best to serve the people.

Princess Aphinah Azennar is a spoiled, loud, and very ugly teenager who looks much older than her age. She is definitely a memorable figure to encounter. She is not only seen as melodramatic or headstrong like her father but is also whispered to be manic, cruel, and lacking all empathy. She is known to take advantage of her father, who adores her and always absolves her from any blame.

Most of the organizations of Aglarion are publicly known except for those involved in criminal or secret activities or those that have been long forgotten. Those in the know are informed about the Golden Masks as the only organized crime syndicate in the capital, but no one knows more besides the fact that it exists and is actively operating in the city. Common folk have much more knowledge about and experience with the Uncanny Vagabonds, who are always avoided when recognized, especially when encountered in numbers.



The recorded history of Aglarion dates back a few thousand years, and the most important events are also remembered throughout the year's holidays. The most recent legendary events in history from the decades before the start of the adventure are the attack on the capital by Maldreziret the Scaled Impostor, and the kidnapping of Queen Lyrencia by the satyr-lord King Dasmag from the Feyrealm. There are many different versions of the tale circulating about the rescue mission that took the king to the Feyrealm, where the king defeated the Satyr King, and where his first-born son, Prince Krasnar perished. No one knows what really happened and the sometimes contradictory versions told by the king have spread and given birth to even some absurd interpretations.

Players can refer to the Aglarion Gazetteer and the Player's Options booklets for detailed information about the history, religions, organizations, and significant locations of Aglarion and Onadbyr, where they are sure to find deep backgrounds for their characters and weave them into the plot of the Crown of the Oathbreaker adventure.

RUNNING THE ADVENTURE

Content Depth

Crown of the Oathbreaker is a highly elaborate adventure with layers upon layers of references. We recommend you familiarize yourself with the campaign settings of Aglarion, Onadbyr, and the Bleak Mire, including their histories, organizations, religions, and locations before starting the adventure. There are many fine details, relevant connections to the plot, instances of foreshadowing, faction relations, and NPC motivations woven into story. This is even more important for the sandbox nature of the adventure in Chapters 4 and 5, where the characters can forge their own paths without any constraints to the order of the encounters.



The Midnight Curse is an integral element of Crown of the Oathbreaker. You should constantly emphasize its effects on the realm and the characters to build continuous pressure on them and make them feel the effects of the curse and their personal involvement in saving the realm (see Appendix A: The Midnight Curse for details).

Style

Crown of the Oathbreaker is about the tragic selfishness of a king, about the evil forces that take advantage of his weaknesses to cause suffering everywhere, and about the final consequences and the curse that results. The story should be initially presented as a high-fantasy setting where signs of concern and corruption emerge, and very soon they take over the realm, all cheer fades away when the king is slain, and the curse planned by the Matrons of Malice engulfs the realm. From this point on, the story should be interpreted more as a dark, horrific nightmare, where the characters always need to keep their heads above the water to survive and to execute their plan to lift the curse.

Content Rating

Crown of the Oathbreaker is intended for adult audiences only. The adventure module describes and depicts many forms of physical and psychological abuse, assault, violence, and sexual references that might offend or trigger some of your players. Please consult them on this issue before starting the adventure or adjust the scenes accordingly.

Formatting

The Monster Manual contains stat blocks for most of the creatures found in this adventure. All other necessary stat blocks are included in Appendix D: NPCs and Monsters. When a creature's, poison's, disease's, or effect's name appears in bold type, it

is a visual cue pointing you to its stat block in the NPCs and Monsters section of our book, the Monster Manual, or the Dungeon Master's Guide.

Special abilities, feats, spells, and magic items mentioned in the adventure are in italic type and are described either in Appendix C: Magic Items of this book, the Player's Handbook, or the Dungeon Master's Guide.

Sample dialogs that emphasize the style of a character appear close to their point of use and are done in a custom design with the image of the speaker added if available.

The adventure is structured into chapters and their subsections. Each subsection is organized into the following categories of descriptions, which always appear in the same order and are also marked with a uniquely colored dot. A description appearing earlier in a subsection is relevant to the whole subsection, while descriptions that appear later contain more specific information.

Every dungeon in the adventure has encounter locations keyed to a map. The adventure text often presents the most important features of a location in the form of a list with boldface headings for ease of reference. These are:

● Background

Describes the background of a situation, the history of a location, or the previous activities of the NPCs or monsters that are involved.

● Environment

Describes the actual physical parameters of an area or location. This is usually where statistics for objects, traps, and hazards are listed.

● Scene

Describes the actions that occur within an area or location and includes any checks that the characters might need to make. This is also where specific motives and tactics of NPCs and monsters are described if present.

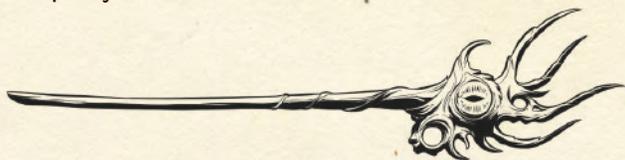


● Treasure

Describes the treasure that can be found at a location or on the person of an NPC or monster.

● Experience

Describes any bonus experience points awarded to the party.



Books to Use

To run this adventure, you need the Dungeons and Dragons 5th edition core rulebooks: Player's Handbook, Dungeon Master's Guide, and Monster Manual.

Character Levels

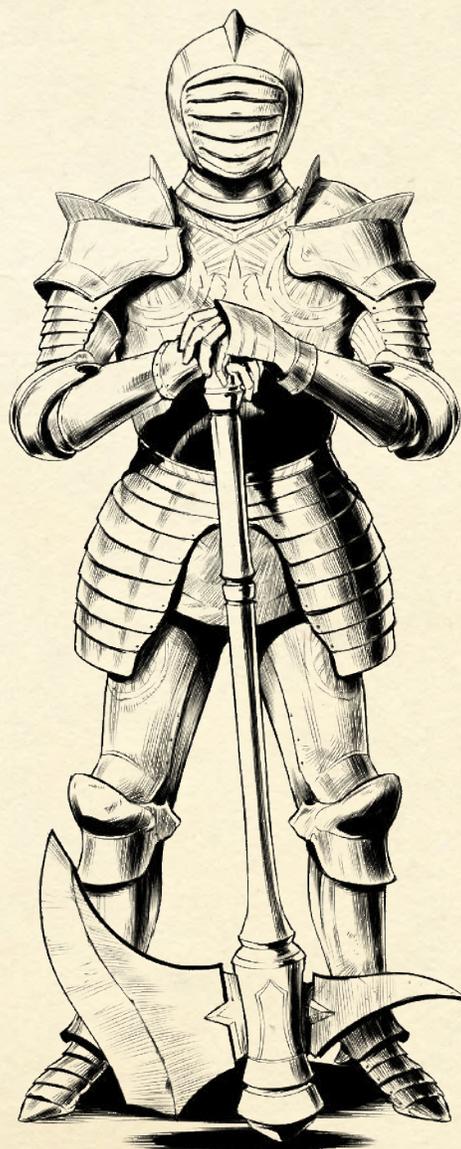
The adventure module was optimized for four player characters. Characters gain experience points for creatures defeated or overcome and bonus experience points for some situations they solve during the adventure. We recommend that characters should be of the following levels when starting each chapter:

Chapter 1.	5th level
Chapter 2.	6th level
Chapter 3.	7th level
Chapter 4.	9th level
Chapter 5.	11th level
Chapter 6.	13th level

If you want to start playing with 1st level characters, please see the Introductory Adventures section of the adventure module, which contains some mini-adventures. They might not be enough to bring your player's characters to 5th level, so feel free to add more. The area descriptions of Aglarion and the capital city of Onadbyr are also full of adventure hooks, which were intentionally left open.

EVIL PLAYER CHARACTERS

Most of the adventure's events and the required motivations are applicable for any character regardless of their alignment. For example, evil characters might indulge in situations and take on quests for their own gain, or to further their own agendas or those of their dark masters. However, the motivations for some of the events in the adventure are based purely on the goodwill of the characters. If necessary, you, as a DM might need to find a way around these obstacles and provide the characters with a hook that involves the same or similar outcomes.



THE COUATL FEATHER

The characters are lured into a con by the Golden Masks, which leads them to make the acquaintance of the Crownwarden Lord Cyne Monder.



SUMMONS AT THE OLD GRINDER

On Lord Cyne Monder's request, the players investigate the case of a missing family and find evidence of a devilish conspiracy.



KING'S GAMES

The characters take part in the colorful festivities held in memory of the establishment of the kingdom.



BATTLE OF THE CHAMPIONS

The duel of the best champions of the realm is cut short by the murder of the king at the hands of the former Queen, Elyssa, returned from hell.



FUNERAL OF THE KING

While the king is laid to rest, the restless soul of the betrayed Prince Krasnar rises and begins a furious massacre.

CHAPTER 1



BLOOD ON THE CROWN

Characters should be level 5 when they start Chapter 1 of Crown of the Oathbreaker. They should have normal starting equipment, plus an additional 600 gold pieces, and one uncommon magic weapon or item.



THE COUATL FEATHER

● Background

Raxiontar (use the **doppelganger** monster entry) and Hauris are members of the Golden Masks crime syndicate. Hauris has been posing for many years as Gulfa, the bugbear proprietor of the Triple Nine Gambling Hall, a notorious figure in town. The Golden Mask doppelgangers have decided to pull off one of their oldest cons. The scam involves raising a victim's attention to an enticing business opportunity, letting the victim initiate the business, and selling a worthless item to the dupe for a lot of gold before disappearing into the city.

If Hauris is confronted as Gulfa, it aggressively denies any involvement in the incident. The doppelgangers cut short any discussion if their trick is revealed or if the characters' suspicion grows to a degree where finishing the con becomes unachievable. At this point, they both try to escape into the city, changing their forms and clothes using their shape-changing abilities and their *robe of the wardrobes*.

Ricio Tane, the owner of the Lucky Leap, is a good friend of Lord Cyne Monder. They talk and meet quite often.

● Treasure

Each doppelganger wears a *robe of the wardrobe* and carries 15 silver pieces, 22 gold pieces, and a dagger.

THE HOOK

● Environment

The crowded main taproom of the Lucky Leap (Onadbyr location 44.) is busy with guests. It is a regular night at the tavern. Use Lucky Leap areas 1-4.

● Scene

Hauris takes on the visage of Crownwarden Lord Cyne Monder, a recognizable and much-respected member of the Royal Court as Lord Protector of the Crown. He enters the Lucky Leap in a hurry. He curtly nods to his old friend Ricio Tane before approaching one of the private booths to conduct a seemingly important discussion with Raxiontar, who is wearing the form of a humble and innocent-looking young halfling named Raffolk Ginsi. They make sure that everyone sees and hears their negotiations over the price



COUATL
FEATHER



of a large colorful feather, which they both handle with great care as if it was of a very exquisite and expensive nature. Hauris, to make his appearance more compelling, uses its *Captivating Monologue* class ability during his performance to target the characters as Lord Cyne Monder. It requires a successful **DC 26 Wisdom (Insight)** skill check to notice that the two parties are enacting a well-practiced play.



LORD CYNE
MONDER

“I know it is rare, but is it this rare?”

Lord Cyne Monder haggling with Rafffolk Ginsi.



RAFFFOLK
GINSI

“I can go as low as 535 gold pieces, not a copper less. I have seven children to feed and some significant debts to settle.”

Rafffolk Ginsi to Lord Cyne Monder.

THE BRUTE

● Environment

The crowded main taproom of the Lucky Leap tavern.

● Scene

The two parties shake hands after settling on a deal, and shortly thereafter, Lord Cyne Monder leaves, nodding again to Ricio, who is busy with his guests at the bar. Hauris leaves the tavern, changes form, and returns to the tavern as his main persona, Gulfa. The bugbear loudly confronts Rafffolk, demanding him to pay up on his debt that the halfling took on as credit to play at the Triple Nine. To raise the most attention, he knocks the lantern over on the halfling’s table and feeds the flames with hard liquor, making sure that the fire consumes the flammable couatl feather. The halfling screams, asks for more time, and cries loudly and pitifully about the loss of his only source of income, from which he was planning to repay the bugbear. The bestial gambling hall manager doesn’t seem to care and threatens the halfling with his life if he doesn’t deliver the required 200 gold pieces within a day. It requires a successful **DC 26 Wisdom (Insight)** skill check to notice that the two parties are enacting a well-practiced play.



GULFA

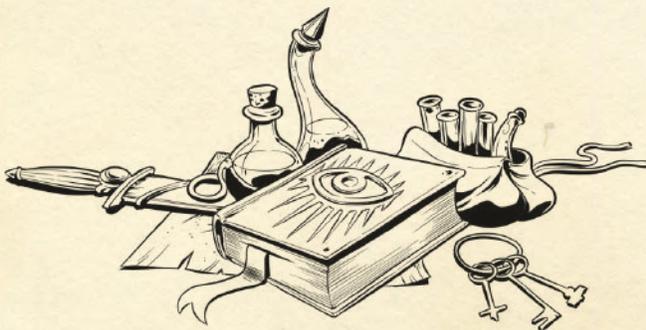
“I’ll plukk all’o’yo fedder if yo don’t bring me da gold by noon tomorrow!”

Gulfa at Rafffolk’s burning table.



The rest of the tavern shies away from the scene, which starts unexpectedly and only takes a minute to settle after Gulfa leaves, as the flames are quickly doused with mugs of beer. Ricio Tane comes to Raffolk's soaked table, has it cleaned by Madrika, one of the barmaids, and invites the halfling for a drink to console him. Raffolk avoids Ricio as much as possible and explains the events to him with only a few diversionary explanations.

If the characters don't approach the halfling themselves to offer their help after witnessing both incidents, he approaches the characters and asks for aid himself. He acts shaken and desperate, telling them about his gambling debt repentantly and that Gulfa will surely maim or kill him if he doesn't deliver 200 gold pieces by noon the next day. He tells the characters that his granny has the same exact couatl feather as part of a shared inheritance, which she might surely sell to them if asked nicely. He explains that these two feathers are one of their greatest family assets and that Granny Pearla would never give it to him on faith, only if enough gold were presented upfront and if she is convinced that his life was in danger. Raffolk admits that he has already asked too many favors from his granny to cover his gambling addiction and she has cut him off. The halfling tells the characters that Lord Cyne Monder was willing to buy the feather of the rare heavenly creature for 535 gold pieces, at about double its value, but he only has 50 gold left to cover the purchase from his granny. He only needs the 200 gold to cover his debt, so if characters could finance the purchase from Granny Pearla, they could keep any profits at the end of the deal. He refuses to be handed any money, but instead asks the characters to accompany him to Granny Pearla's house.



“You look like decent folks. I know my request might sound crazy, but trust me, I have no other choice. Can you help a halfling in trouble, please? I’m in a dire situation, but there’s a way out. We can all benefit from this, I promise.”

Raffolk Ginsi after the incident.

THE TRANSACTION

● Environment

After leaving the Lucky Leap as Gulfa, Hauris relocates to the small flat where Raffolk Ginsi will take the characters and changes form and clothing to become Granny Pearla. If the characters agree to help him out, Raffolk Ginsi takes them to a small flat accessible from one of the side streets in the South District. Granny Pearla doesn't let the characters into the flat, which is a Golden Mask hideout that is rarely used by the criminals.

● Scene

When the characters arrive with Raffolk Ginsi, he knocks on the door, which Granny Pearla opens and comes outside. Raffolk Ginsi tells Granny Pearla about his unfortunate case, his debt to Gulfa, and about the characters who are willing to pool some gold for him to buy the other feather from her. She scolds the young halfling and shuts the door in his face. Raffolk looks at the characters wearily, then knocks again. The two doppelgangers enact a longer discussion in which Raffolk Ginsi takes on a guilty expression while Granny Pearla slowly gives in, but demands a fair payment for the rare feather. You can have any of the characters roll **Charisma (Persuasion)** skill checks if they want to interfere, but their rolls don't influence the outcome. She comes up with a price of 250 gold pieces, at which point Raffolk Ginsi offers up his 50 gold pieces and asks the characters to cover the rest. It requires a successful



DC 26 Wisdom (Insight) skill check to notice that the two parties are enacting a well-practiced play.

GRANNY
PEARLA



“You are just as irresponsible as your father was. Now get lost and solve your problems on your own!”

Granny Pearla before shutting the door on Raffolk Ginsi.



*“Granny?! Granny!
You know you are the only one who can help me.
Please don’t be so mean.”*

Raffolk Ginsi knocking on Granny Pearla’s door.

If the characters buy the couatl feather from Granny Pearla, Raffolk Ginsi thanks his “grandmother” with a hug and a kiss and tells the characters to follow him to Lord Cyne Monder’s villa in the High District. If the characters examine the feather, it requires a successful **DC 20 Intelligence (Nature)** skill check to identify it as the feather of a large exotic parrot, nowhere near the rarity and value in question.

If the characters don’t recognize the feather as a fake, Raffolk Ginsi walks a few blocks with them, then takes a sudden turn at one of the alleys and starts running, trying to lose the characters. It only needs two rounds to change shape and change its clothing using his *robe of the wardrobe* to completely blend into the crowd on one of the busier streets. Use the chase rules to see if the doppelganger can gain advantage on

the characters. It tries to fight its way out of any confrontation, but only if facing the threat of death. The doppelganger remains relatively calm if handed over to a Red Cloak, as it knows that it will soon be back on the streets after serving time for the theft and for impersonating an officer.

THE DELIVERY

● Environment

Lord Cyne Monder’s villa in the High District.

● Scene

If the characters take the feather to Lord Cyne Monder’s villa (Onadbyr location 89.) or if they visit him to inform him of the trick that involved someone wearing his likeness, they only need to get past a few guards and servants until they can meet the lord. He denies any involvement with the halfling and knows nothing about the feather. He feels sorry for the characters if he finds out that they have been tricked and he thanks them for letting him know about the impersonator. He also invites them for a talk and to have some refreshments at his villa. His best guess is that this con could only have been organized by the Golden Masks, who often use costumes and magic to appear as someone else, according to his best knowledge. He tries to measure the characters by asking questions about their backgrounds and current situation. He is looking for some people for certain services, and he considers the characters as resourceful and skilled individuals, especially if they handled the con-artists successfully. He is also willing to hire them for a job because he wants to help them recover their losses if any.



*“Good people, are you sure you saw me?
I never had any intentions to buy this feather.
This must be a severe misunderstanding.”*

Lord Cyne Monder if presented with the feather.



LUCKY LEAP TAVERN



TOP LEVEL



SECRET LEVEL



GROUND LEVEL



CELLAR



1 TILE = 5 FEET

THE LUCKY LEAP

● Background

The pub is the hangout of many groups of friends who meet here regularly, giving the place a familial atmosphere. The owner, Ricio Tane, a human in his late fifties, is a well-known figure in the capital and a reformed rogue adventurer who has many tales to tell. He is always ready to motivate the crowd at his establishment with free drinks and well-timed jokes or occasional witty comments on patrons. Ricio's two server assistants, Hala and Madrika, are two locals in their thirties, both seasoned and experienced bartenders who know how to handle overly enthusiastic guests.



RICIO TANE

● Environment

The Lucky Leap tavern is a small, musty, and stale-smelling place frequented by mostly the well-to-do locals of the North District. The establishment is a bit dirty, a bit smelly, the chairs squeak, the tables are scratched, but the service is satisfactory and the drinks are of outstanding quality.

Doors. Doors (including the main double door) open inwards and are made of thick, sturdy wood fitted with iron hinges and handles. They feature masterfully crafted locks, which can be picked with thieves' tools on a successful **DC 15 Dexterity** ability check, or can be forced open with a successful **DC 15 Strength (Athletics)** skill check.

Windows. Windows open inwards and have a wooden frame and a single layer of thick glass. The wings are held together by iron latches, which can be picked with thieves' tools on a successful **DC 15 Dexterity** check, or can be forced open with a successful **DC 15 Strength (Athletics)** skill check.

Secret Doors. Secret doors are fashioned of the same material as the surface in which they are set (usually stone) and require a successful **DC 20 Wisdom (Perception)** skill check to locate if characters search for them.

Lock-Down Mechanism. Large levers in areas 2, 6, and 12 set the lock-down mechanism of the Lucky Leap on or off. Any of the levers can be pulled down freely at any time, which activates the mechanism, but can be set back only after rotating the handle to click exactly three times clockwise and four times counter-clockwise in quick succession. This code is known only to Ricio Tane. Setting one of the levers changes the setting of all other levers in each of the rooms. When the lock-down mechanism is activated, shutter plates made of thick metal drop down from hidden compartments to cover every door and window accessible from the outside, except for the tavern's numerous secret doors. The shutters snap back to their places with the same ease when the levers are set to the top position. The metal plates have AC 19, 30 hit points, a damage threshold of 10, and immunity to poison, psychic, piercing, and slashing damage. It requires a successful **DC 22 Dexterity** ability check with thieves' tools to deactivate the mechanism. The metal shutters can be forced open with a successful **DC 22 Strength (Athletics)** skill check and can be held open with the same skill check every round.

1. TAPROOM

● Background

The main taproom of the Lucky Leap is usually crowded, especially at night and on the weekends. The tavern's doorway is part of a game that Ricio came up with to entertain his guests. Anyone who jumps from the doorstep into the tavern with a running start can earn a free drink depending on the distance they cover. A 10-foot jump qualifies for a small glass of beer, a 15-foot jump for a mug of ale, a 20-foot jump earns two mugs, a 25-foot jump, which is very rarely seen, is rewarded with three bottles of red wine. If anyone can hit the 30-foot marker, which has never been



achieved so far, the leap would earn an entire barrel of fine red wine from Ricio. The crowd always cheers loudly over the attempts of the drunk patrons, who usually land hard on their bottoms.

● Environment

The air is heavy with the smell of beer and tobacco smoke mixed with sweat, and the sounds of cheering and laughter can be heard from far down the street, especially on hot summer nights when many of the patrons prefer to socialize outside, in front of the main entrance. The private booths can be separated from the main room with a thick curtain, each comfortably accommodating up to four guests.

2. BAR

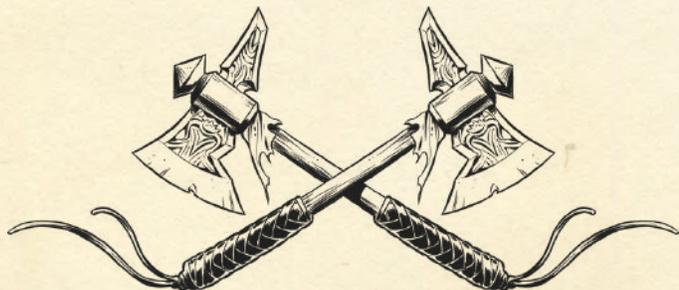
● Background

The bar is the busiest part of the tavern, where many of the guests spend their time standing and talking, or ordering drinks and snacks, which are otherwise not delivered to the tables.

● Environment

The bar is made of thick wood that has soaked in more liquid than the mast of a ship. A small, 2 feet wide segment of the counter can be lifted to allow access, but no guests are permitted behind the bar. There are many barrels and bottles of ale, beer, liquor, and wine of various qualities stored here.

Large Lever. The large lever built into the wall activates and deactivates the Lucky Leap's lock-down mechanism.



3. STORAGE

● Environment

This area is stacked with the most frequently used household items, like mops, buckets, glasses, and mugs, as well as stocks of many of the most requested beverages. A secret door, concealed as part of a wine rack, leads directly to the streets.

4. LAVATORIES

● Environment

These lockable private lavatories are relatively clean at the beginning of the night and become more unpleasant as the evening progresses. Many short, and supposedly meaningful graffiti decorate the walls and doors of each booth, including the one with the secret door, which opens to a small alley next to the building.

5. PRIVATE LIVING ROOM

● Background

This is Ricio's private living room where he spends most of his free time. He only invites friends and trusted allies to this room, as well as his occasional lovers.

● Environment

The fine leather couches and armchairs are worn but very comfortable. His cabinets contain fine liquors and a few books of literature. The paintings on the walls mostly depict landscapes from distant lands and are not of great value. A combat practice dummy with the symbol of the Red Cloaks painted crudely upon its chest stands in the room and has several deep gashes on it.

● Treasure

Ricio's selection of fine liquor includes three heavy glass bottles of the finest Xantharosian peach brandy, each worth 30 gold pieces.



6. PRIVATE BEDROOM

● Background

Ricio doesn't bring anyone to this room or beyond into his private quarters.

● Environment

Ricio's bedroom contains a king-size bed, which is loosely covered with sheets, as well as a large elaborately decorated wardrobe with clothes chaotically tucked onto its shelves. Hidden under the bed, fastened to its frame, is a rapier coated with **wyvern poison**.

Large Lever. The large lever built into the wall activates and deactivates the Lucky Leap's lock-down mechanism.

● Treasure

Ricio's wardrobe contains five sets of fine clothes and three sets of traveler's clothes. Altogether the clothes have 14 gold pieces, 12 silver pieces, and 23 copper pieces in their pockets.

7. PRIVATE BATHROOM

● Environment

The large wooden tub in the middle of the room and the lavatory are both magical and were gifted to Ricio by his late wife, a flamboyant half-elven wizard named Avrathia Silverstar, who studied at the Arcane Tower. When commanded, the water inside the tub becomes fresh and warm, while the lavatory instantly disperses any fluids it contains.

● Treasure

Ricio's dresser holds three vials of rare perfumes, each worth 15 gold pieces, and a silver hand mirror inlaid with small rubies worth 100 gold pieces.

8. SECRET STORAGE

● Environment

Ricio stores all of his books, maps, adventuring gear, and tools here, including his vast collection of weapons and armor. The secret door serves mainly as an escape route should anyone follow Ricio into his private chambers.

● Treasure

Three *potions of invisibility*, two *potions of greater healing*, and a *universal solvent* are placed in a small portion holder on one of the shelves. A rack holds three long swords, four short swords, three rapiers, and eight daggers, each of a different design. On another rack, there are two short bows, two hand crossbows, and two quivers with 60 arrows and 60 bolts. Two worn-out but still functional pieces of studded leather armor are packed on a shelf next to a plethora of other equipment like a burglar's pack, an explorer's pack, two grappling hooks, two manacles, a hunting trap, three lanterns, a magnifying glass, a tinderbox, two bags of caltrops, and several empty vials.

9. HOUSEHOLD STORAGE

● Environment

Mundane household and cleaning supplies like ladders, mops, buckets, and pieces of cloth are stored here.

10. MEETING ROOMS

● Background

Ricio conducts his illicit businesses in these rooms when meeting clients or when the opportunity presents itself. His favorite way of doing business is arranging the seller and the buyer in the two separate rooms and listening in on their conversations by using the special secret rotating wall panel, under the effects of a *potion of invisibility*, while his two bartenders draw the attention of his business partners upon themselves.



● Environment

These meeting rooms are identically furnished and decorated. A large wooden table stands on a thick carpet in both rooms, surrounded by six wooden chairs. A few jugs of water and glasses are placed on the tables, along with some writing equipment.

Secret Rotating Wall Panel. This mechanism involves a small circular platform with a wall panel in the middle. The wall panel rotates in a semicircle with blinding speed in absolute silence when a small secret button is pushed on either side of the wall. If searched for, it requires a successful **DC 15 Wisdom (Perception)** skill check to notice the button or the rotating movement of the wall panel when it is used. Anyone using the mechanism for the first time has to succeed on a **DC 12 Dexterity (Acrobatics)** skill check or become prone when the platform rotates due to its sudden and violent movement.

The Secret Level

● Background

The stairs to the basement of the tavern descend an unusually long way. If asked about this, Ricio explains that he can keep his drinks especially cold this way. Next to the stairs, there's a flat section where a special pulley can be pulled up or lowered to the basement to carry heavy loads with ease. In the middle of the stairs, there is a secret door known only to Ricio Tane, leading to the secret level of the tavern.

At the beginning of the adventure, these rooms hold only some of Ricio's personal belongings, as well as the food and equipment necessary for him to survive for a few weeks without leaving the secret level. Later in the adventure, in Chapter 2, these rooms become occupied by the renegade Knights of the Crown and Lord Cyne Monder, to whom Ricio offers shelter. The description below reflects the original state of the level.

11. FAKE SECRET ROOM

● Background

This room is designed to fool anyone who finds the secret door in the stairway and keep them away from venturing further into the secret level.

● Environment

The room is furnished with a small desk with some fake notes on non-existent transactions of illicit goods with made-up clients, some maps, and writing equipment. The room also features a few unlit lanterns, a bedroll, and a chest, which holds some treasure to keep unwanted visitors from exploring further. Picking the lock requires a successful **DC 20 Dexterity** ability check using thieves' tools. The secret door to area 12 is exceptionally well crafted and disguised, requiring a **DC 25 Wisdom (Perception)** skill check to notice.

Poisoned Spike Trap. The chest is trapped. It requires a successful **DC 15 Intelligence (Investigation)** skill check to deduce the presence of a needle trap, which activates when the chest is opened. When sprung, the trap extends small poisoned needles from all sides of its lid. The needles make a melee attack with a +6 bonus against anyone using their hands to open the lid. The needles deal 1 point of piercing damage and are coated with **wyvern poison**. Anyone subjected to the poison must succeed on a **DC 15 Constitution** saving throw or take 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

● Treasure

The chest contains 350 gold pieces, 3 bars of platinum, three *potions of healing*, and a *potion of invisibility*.

12. SECRET PRIVATE HIDEOUT

● Background

This room is Ricio Tane's secret private hideout. He stores a permanent stock of dried food and equipment on this level in case he should need to vanish for a more extended period.



● Environment

The room is simple and a bit damp. It features a large mattress on the floor, next to a large wooden chest. The large dresser is empty but lifting its bottom plank reveals a secret shaft with a 20-foot wooden ladder descending to area 15. The chest has an explorer's pack and a burglar's pack inside.

Large Lever. The large lever built into the wall activates and deactivates the Lucky Leap's lock-down mechanism.

13. SECRET ARMORY

● Background

Ricio likes to be prepared for any eventuality. He has stacked up on equipment, weapons, and armor in case he would ever need to arm and mobilize a small squadron.

● Environment

The room features a large rack filled with weapons, a large dresser packed with armor, and some crates with other equipment.

● Treasure

The two racks in the room hold ten spears, five hand axes, five short swords, five long swords, a maul, ten light crossbows, two hundred crossbow bolts, six leather armors, two chain shirts, two ring mails, and five metal shields. A few crates hold twenty torches, ten flasks of oil, four tinderboxes, two hundred feet of rope in four bundles, five tents, two bullseye lanterns, and three healing kits.

14. SECRET PANTRY

● Background

Ricio has stacked up on rations in this pantry, enough for two months for himself.

● Environment

The room is filled with barrels of ale, water, smoked meat products, sacks of hardtack and other non-per-

ishable food. Three barrels marked with yellow flames on their tops are filled with a highly flammable liquid called **Hell's Water**. Each barrel weighs 150 pounds and holds 100 pints of **Hell's Water**. Identifying the substance requires a successful **DC 15 Intelligence (Nature)** skill check.

Hell's Water. Hell's Water works exactly like oil, but it burns at a much higher intensity, dealing 10 fire damage instead of 5. When lit with a fuse on the top of the barrel, it bursts in a 30-foot radius blast in three rounds that deals 55 (10d10) fire damage that can be halved on a successful **DC 15 Dexterity** saving throw.

15. STOCKROOM

● Background

This cellar holds the main stock of the Luck Leap. Ricio and the bartenders come here every few days to replenish the stores upstairs or deposit fresh supplies.

● Environment

This large cellar room holds the complete stock of the Lucky Leap. Numerous ale and beer barrels of different sizes and bottles of wine and hard liquor are stored here on racks and in several crates. Shelves with table cloths, utensils, and different types of glasses and mugs line the walls. The cellar is also packed with old and new furniture alike, including chairs and tables, and various everyday household items. A small trolley stands at the bottom of the stairs to pull up or lower heavy loads into the cellar on the ramp next to the stairs.

The secret door on the north leads to a small shaft with a ladder that leads to area 12. The secret door on the west is an extractable sliding panel glued to the wall section and fitted into it using a magical *sovereign glue*. Ricio rarely opens this sealed safe, but he uses another magical substance called *universal solvent* to do so when he does. It requires an hour of work to apply the universal solvent drop by drop to the panel's frame. After neutralizing the



glue, the panel can be pulled out and slid to the side to reveal area 16.

● Treasure

There are twenty expensive bottles of rare hard liquor and wine in the cellar worth 20 gold pieces each. The rest of the drinks are common alcoholic beverages of various types and quality, totaling over a hundred gallons altogether.

16. SECRET TREASURY

● Background

This room holds the three most valuable treasures Ricio Tane has collected during his days of adventuring.

● Environment

This room features a large wooden desk with some unlit candles and three unusual-looking items laid out on top.

● Treasure

The odd-looking smoldering cube is a *chest of nullification* (described in Chapter 2), which Ricio Tane stole some years ago from the anti-magic vaults of the Emporium of Marvelous Rarities. If opened, the anti-magic quality would cease to function on the gruesome idol placed within.

Idol of Thyargylosh. This cursed magical idol depicts a black withered tarrasque. It is of a dark greenish hard substance, oily and cold to the touch. The Idol of Thyargylosh constantly emanates an aura of *blight* in a 50 feet radius, which expands 5 feet every round without end. The emanation passes through any obstacle or substance, eventually consuming the world in negative energy if not stopped. The Idol of Thyargylosh can only be destroyed by being brought to the Plane of Negative Energy, where the undead tarrasque, Thyargylosh, must consume it.

The jewel on the red cushion is a golden tiara worth 500 gold pieces with its front designed as a sun symbol, inlaid with a ruby worth 500 gold pieces. The tiara also functions as a *circlet of blasting*, but

instead of fire damage, the *scorching ray* spell deals radiant damage. This jewel is an antique that dates back to the times of the Order of the Eternal Light when it was gifted to some of the most pious clerics of the theocracy.

The sword with the velvety red scabbard is made out of ivory and its blade is inlaid with tiny diamonds. It is a perfect replica of the king's Falcon Blade and is worth 2,200 gold pieces. The art piece does not function as a weapon, breaking in combat on the first hit.





SUMMONS AT THE OLD GRINDER

THE CROWNWARDEN'S CONCERN

● Background

Lord Cyne Monder heard rumors from his friend, Lord Wedras Rumlyn, about suspicious gatherings and whispers about dark rituals reported to him from around the old windmills. Lord Monder has asked the local baron to keep an open eye and let him know about anything he hears, or even to find evidence if he can. Lord Wedras soon discovered that a mysterious group is performing rituals related to witchcraft. The clues pointed to the Royal Stud Farm and indirectly to the Royal Groom, Countess Unper Maritayl, who owns and operates the Royal Stud Farm. The location is an hour's walk from the city, through an area dotted with crumbling windmills and barren fields. The baron reported his findings to Lord Monder with growing enthusiasm and asked him to call for the Red Cloaks. Still, Lord Monder demanded evidence in such a delicate matter involving such a respected noble with an important position. So Lord Wedras Rumlyn once again set out to the area around the Stud Farm for further investigations.

However, the baron has been late in reporting his findings and Lord Monder is growing concerned. The lord fears that something has happened to his friend and feels guilty about acting late because of his misgivings in accusing another noble without evidence. Lord Cyne Monder is hesitant to report to the Red Cloaks or ask his knights for help, but the characters seem to be a good option for keeping the case confidential and the information from spreading.

● Environment

Lord Cyne Monder invites the players to his house in the High District. The dwarven paladin welcomes the players in the majestic main hall, which features a high ceiling and comfortable sofas with built-in mug holders.

● Scene

Being busy with the security preparations for the King's Game and the Battle of the Champions, and also to cover up his true concerns, **Lord Cyne Monder** requests the characters to secure his beloved horse, Miss Ivory, from his friend, Lord Rumlyn. He tells the characters that he will ride his beloved horse in the ceremonial procession before the king. A character who succeeds on a **DC 13 Wisdom (Insight)** skill

check can notice that the crownwarden is concerned about more than his horse. He is unwilling to disclose any further information about the baron's mission. Still, if the characters keep pressing the issue, he tells them that they should keep an eye out for suspicious activities in the region.



“They speak about witchcraft. Dark rituals even. But it could be only the imagination of the locals.”

Lord Cyne Monder revealing some of his concerns.

BLOOD AND FIRE

● Background

Blister was the only member of the Matrons of Malice who escaped imprisonment by the drow of House Ausstyl in the Bleak Mire. She can finally set the hags' plan in motion to cause endless misery in Aglarion. She has tasked the Children of the Coven, her **witchservant cultists**, with the covert mission of activating the Shrouding Gate. This is an ancient portal from Hell located below an old abandoned windmill called the Old Grinder. The cultists are led by Countess Unper Maritayl, who has received dreams sent by the hag coven about her mission and how to activate the Shrouding Gate. She is eager to get rid of the nosy baron who has been hounding her and the other cultists for the past weeks. Blister has bound each of the witchservant cultists with a *geas* spell cast through its *nightmare* ability, commanding them to keep silent regarding their missions, even to each other. The witchservant cultists have kidnapped the noble Rumlyn family from their residence and activated the gate with a *hellish sacrificial dagger*. They have already sacrificed Lord Wedras and his father Zakar Rumlyn to summon Eldon Lobo, a bearded devil monk, and the Raven Knight, an erinyes formed from the soul of the late Queen Elyssa. The devil has been tasked to kill King Waldrann Azennar in the Battle of the Champions.

● Environment

The Rumlyn family estate is situated near the Royal Stud Farm (Kingdom of Aglarion location 59.) at the end of a long dusty road surrounded by old oak trees, to the southwest from the capital. The small manor comprises the main villa, with several agricultural buildings and multiple large stables around it. It can be seen from far away that the villa is on fire, the smoke rising high into the sky and the horses in the flaming stables neighing loudly in panic.

● Scene

The corpse of a human soldier dressed only in leather armor lies in a pool of blood in front of the Rumlyn estate. It requires a successful **DC 12 Intelligence (Investigation)** or **DC 12 Wisdom (Medicine)** skill check to determine that the corpse was slain within the hour with a slashing weapon. The wounds are still slowly dripping with blood. A character assessing the state of the burning building can make another successful **DC 12 Intelligence (Investigation)** skill check to confirm that the fire has likely been lit just recently. Anyone who enters the burning building or stables takes 3 (1d6) points of fire damage every round at the start of its turn. The estate can be saved from burning to the ground only by the work of at least ten individuals spending over three hours extinguishing the flames. Even then, the building is badly damaged and needs to be fully renovated. It requires a minimum of three rounds to get in and out of the stables and to calm the horse. A character must succeed on a **DC 15 Charisma (Handle Animal)** skill check to calm Miss Ivory. On a failed skill check, the task requires an extra round as the horse is thrashing in pain. Miss Ivory is burned to death if not saved within 3 rounds.

Going around the house reveals several barrels by the backdoor leading to the kitchen. A character that succeeds on a **DC 10 Wisdom (Perception)** skill check notices a scared elderly cook, Jeagan (use the **commoner** monster entry), hiding in one of the overturned barrels. The frightened cook tells the characters in a shaky voice that Countess Unper Maritayl, accompanied by three gruff stablehands and three other creepy figures in dark capes and hoods arrived



at the house. When invited inside by Lord Rumlyn, they attacked the baron and kidnapped him and his father, the baroness, and their young child. She bursts out crying and sobbingly recounts the conversation she overheard about the kidnapped victims' imminent sacrifice at the Old Grinder, one of the abandoned mills nearby.

● **Experience**

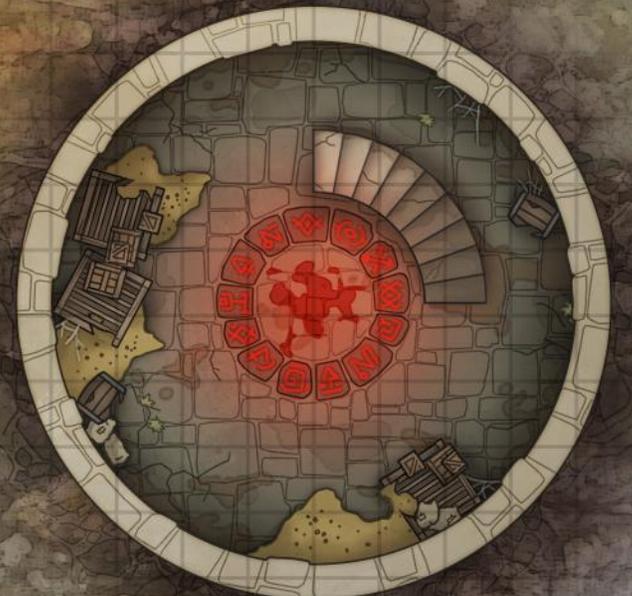
Award the party 450 experience points for saving Miss Ivory from a fiery death.

"Oh ye kind folks, blessings to you for saving me life! I'd be sittin' in that barrel o' fish until my bones rotted! Oh, Redeemer bless us! Ye have to help Master Rumlyn and his kin, before those monsters murder them!"

Jeagan the cook after being saved.



OLD GRINDER



2 —

1 —

3 —

1 TILE = 5 FEET

SOULS FOR THE GATE

● Background

The witchservants of the Matrons of Malice have already used two of the available summoning rituals of the Shrouding Gate. The Raven Knight has already flown to Onadbyr, waiting for the moment to strike, while Eldon Lobo stays behind to secure the summoning of the last devil that can be conjured with the gate. The witchservant cultists have never experienced the might of the binding *geas* spell cast upon them by Blister and consider it a blessing of their patron's attention. As a result, they can't be forced to divulge their plans to their enemies. A character must succeed on a **DC 18 Charisma (Deception, Intimidation, or Persuasion)** skill check to convince them to talk, at which point, their heads crack from the psychic damage dealt by the spell, killing them instantly.

● Environment

The Old Grinder (Kingdom of Aglarion location 60.) stands on a small hill, and its ruined state is clearly visible from far away. The windmill's fan is missing large pieces and is torn in multiple places. The building is made of large and sturdy stone blocks, and there are two windows on the two sides of the top level, and a single, sturdy wooden door at the ground level.

Walls. Loose stone blocks extrude from this old and slightly leaning building. Climbing the walls requires a **DC 13 Strength (Athletics)** skill check.

Doors. The entrance opens outwards and is made of wood. The lock on it is old and rusty, and can be picked with thieves' tools on a successful **DC 12 Dexterity** ability check or forced open with a successful **DC 12 Strength (Athletics)** skill check if locked.

Windows. Windows open outwards and feature wooden frames with a single layer of thin glass broken in many places. The old and rusty iron latches can be opened with a successful **DC 10 Dexterity** ability check or can be forced open with a successful **DC 10 Strength (Athletics)** skill check.

1. GROUND FLOOR

● Environment

This circular, neglected, and dirty room has a few crates and boxes on the sides and a table and chair in the center, where the millstone used to be. It was originally the central workplace for the millers but has not been used in decades. The crumbling millstone is propped up against the wall and bolstered up on one side with a few wooden blocks, and secured with a wedge on its other end. A rope is stretched above the door and attached to the wall with spikes to secure the millstone from falling on its side even if it rolls. On the south side of the room, a wooden ladder connects to the top floor.

Rolling Millstone. The cultists have installed a trap, which frees the old millstone from its position and crushes anyone in the doorway, rolling into position to block the entrance. The trap is triggered when the wedge holding it in place is removed. A character inside the room who succeeds on a **DC 10 Wisdom (Perception)** skill check notices the trap. When triggered, the millstone rolls over the door crushing any creature standing on the tile in front of the door on the inside. Targeted creatures must succeed on a **DC 12 Dexterity** saving throw or take 16 (3d10) bludgeoning damage and become prone, trapped under the millstone. The millstone deals 3 (1d6) bludgeoning damage every round to a creature trapped under it. The millstone can be rolled with a successful **DC 17 Strength (Athletics)** skill check if still held by the rope, or it can be moved with a **DC 22 Strength (Athletics)** skill check if it has fallen on its side.

● Scene

Three stableboys, Sem, Rebrov, and Tobron (use the **thug** monster entry), loyal henchmen of Countess Unper Maritayl, sit at the table, drinking. If alerted by the cultists in area 2, they hide in the room, ready to activate the trap. They will fight until dropping to half of their maximum hit points, at which point they try to flee. The stableboys have no knowledge or understanding of the motives of the witchservant cultists or their actions below the Old Grinder.



“I’m telling you, they can do whatever the mistress wants them to do down there. I just feel lucky I don’t need to be there.”

One of the thugs whispering to the other.

2. TOP FLOOR

● Environment

This room houses the rusty and broken machinery that connects the windmill’s fans to the first floor. The small circular room is devoid of furniture, with two windows to the outside and a trapdoor with a ladder leading down to area 1.

● Scene

Two **witchservant cultists** hide at both windows and keep watch on the outside. Anyone trying to approach the windmill must succeed on a **DC 11 Dexterity (Stealth)** skill check or be noticed by the witchservant cultists, who shout to alert their allies downstairs and in the basement.

“Someone’s coming, call the Countess!”

The witchservant cultists shouting to the thugs downstairs if they spot anyone approaching the Old Grinder.

● Treasure

The witchservant cultists each have 16 copper pieces, 9 silver pieces, and 8 gold pieces on their persons.

3. BASEMENT

● Background

Eldon Lobo and the Children of the Coven are waiting for the gate to be accessible again for the third and last summoning (see The Shrouding Gate below).

● Environment

The walls and the floor of this circular room are made of large stone slabs. The side of the room is lined with rotting, broken chests and sacks that once held grains for production. A glowing magic circle with deep runes carved into the floor dominates the center of the room. Dark red candles are placed all around, many already melted, but some still lit.

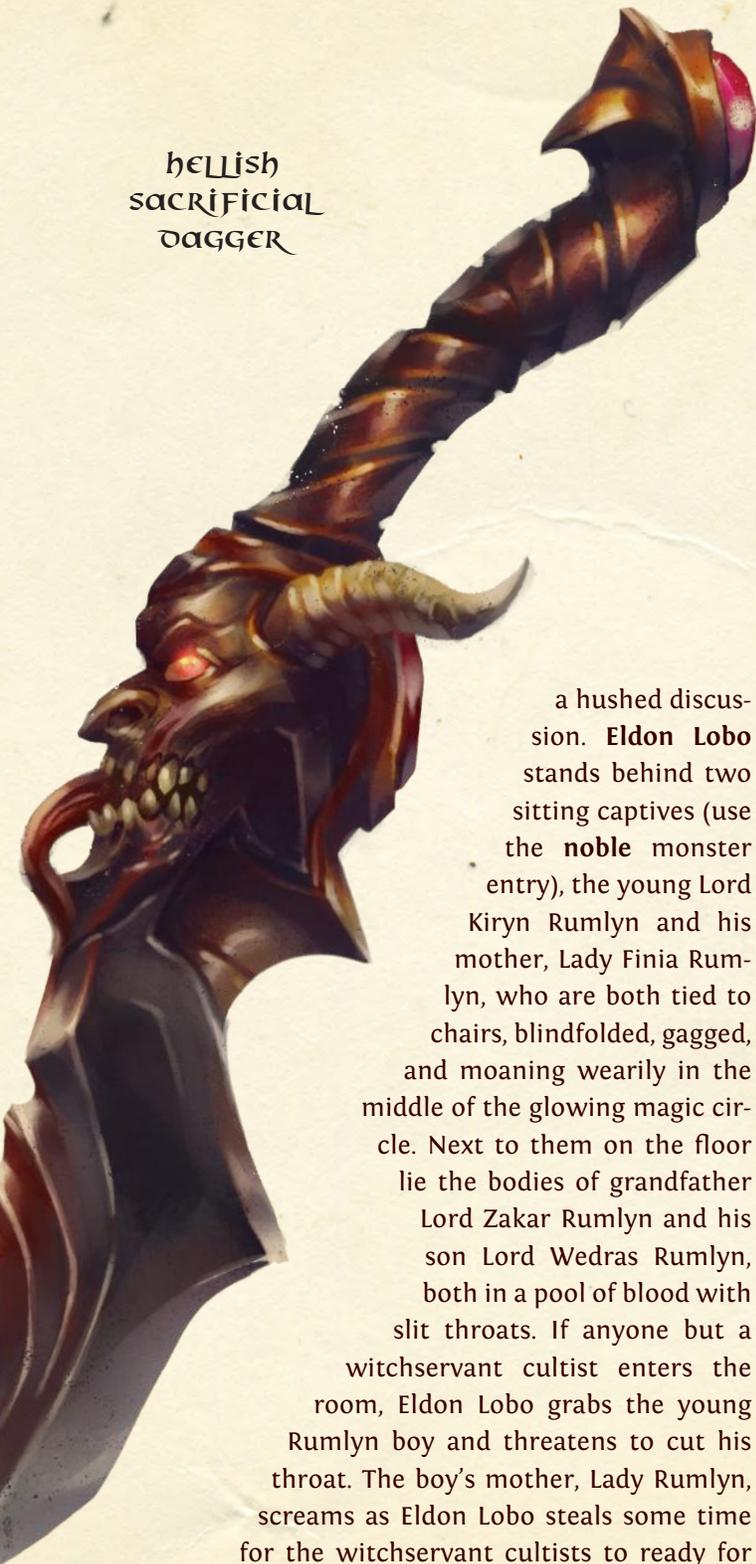
The Shrouding Gate. This ancient one-way portal from Hell can only be activated with a specific ritual performed only once per day. When activated, the Shrouding Gate functions as a *gate* spell, and it can be used up to three times before it is rendered useless for an entire year. The ritual involves a specific rhyme in Infernal that acts as a command word, and a living sacrifice of a creature with an Intelligence score of 6 or more. The sacrifice must be performed within the circle with a *hellish sacrificial dagger*, a specific magical weapon forged in Hell. Upon the completion of the ritual, the Shrouded Gate summons a specific devil named during the ritual, or a bearded devil. The devil is unsummoned and banished back to Hell when the requested task is performed or when the devil dies on the Material Plane. In addition, the Shrouded Gate grants the effects of a *nondetection* spell on the summoned devil, which lasts until the devil is unsummoned. The features and the functioning of the Shrouded Gate can be revealed only by a *legend lore* spell.

● Scene

When the characters enter the room, they see four **witchservant cultists**, one of them Countess Maritayl, standing by the walls and engaged in



hellish sacrificial dagger



a hushed discussion. **Eldon Lobo** stands behind two sitting captives (use the **noble** monster entry), the young Lord Kiryn Rumlyn and his mother, Lady Finia Rumlyn, who are both tied to chairs, blindfolded, gagged, and moaning wearily in the middle of the glowing magic circle. Next to them on the floor lie the bodies of grandfather Lord Zakar Rumlyn and his son Lord Wedras Rumlyn, both in a pool of blood with slit throats. If anyone but a witchservant cultist enters the room, Eldon Lobo grabs the young Rumlyn boy and threatens to cut his throat. The boy's mother, Lady Rumlyn, screams as Eldon Lobo steals some time for the witchservant cultists to ready for combat. If the characters attack, their main agenda is to kill the captives so they can't talk, and then turn on the intruders. The cultists would never compromise their mistresses willingly and are willing to die for their patrons.



ELDON
LOBO

"You will be disciplined for your intrusion, like the Matrons disciplined the fool Lord Rumlyn for nosiness. Kill them, kill them all."

Countess Maritayl, calmly standing behind the towering and snarling Eldon Lobo.

If the characters manage to save any of the captives, they find them in a state of severe shock. They have to be removed from the Old Grinder and given time to calm to explain how they were captured and what they know. They tell that they were forced to wear hoods and could only hear the sounds of the two rituals, taking place a day apart, during which the two lords were sacrificed. They recall ritual chanting done in an evil-sounding language and the flapping of large wings after the death throes of Lord Wedras subsided. They are sure that the cultists killed Lord Zakar in the second ritual to summon the bearded devil.

● Treasure

Eldon Lobo has a *hellish sacrificial dagger*. The witchservant cultists each have 16 copper pieces, 9 silver pieces, and 8 gold pieces on their persons. Countess Unper Maritayl has 5 silver pieces, 37 gold pieces, 5 platinum bars, a silver necklace worth 100 gold pieces, and a gold ring decorated with small diamonds worth 315 gold pieces.

● Experience

Award the party 450 experience points for each Rumlyn captive saved.





KING'S GAMES

THE COMPETITIONS

● Background

The King's Games was first held by King Vacrilos I, the first ruler of the Azennar dynasty. It originally included only the Battle of the Champions, but over the years, it has grown to become an Onadbyr-wide celebration with many smaller contests available for the broader public. Preparations for this extraordinary day start weeks before, and the whole kingdom, especially the capital, buzzes with anticipation.

● Environment

Most towns and villages of the kingdom and especially the capital, where the events take place, are decorated with small colorful flags bearing the symbol of House Azennar. The streets are cleaned for days before the grand day, and people dress up in their most festive outfits when it finally comes. Most of the shops are closed except for the taverns and inns of Onadbyr, which are full of locals and numerous visitors from the countryside, and many from the neighboring country of the Drayl

City-States. The streets are crowded with people who wander around the city following the event locations opening up one after another. Most major roads of the city become dotted with small tents and stalls of vendors who sell food, toys, clothes, jewelry, and many other handcrafted products. Posters outline the eight events to come, with small maps of Onadbyr marking their timing and locations. The High Speaker of the Minaret of the Speaker also announces each event half an hour before it starts.

● Scene

On the morning of the day of the King's Games, the royal family takes a tour around the city on a beautiful carriage surrounded by their pompous entourage composed of court musicians playing marches, servants and maids throwing petals from large baskets, and most importantly the Knights of the Crown riding their well-groomed warhorses. The procession exits the Royal Palace through King's Bridge, turns onto Short Road, reaches Long Road via Grankar's Chains, and makes its way to the Fists of Azennar at the Nine Arches before returning to the palace through Queen's Bridge.





KING WALORANN
AZENNAR



QUEEN LYRENCIA



PRINCESS APHINAH

The first event starts late in the morning, about an hour after the royal procession, and each new event begins after the previous one has announced its winner. Finally, the last event finishes late in the afternoon when most families head home for a quick meal and to put the little ones to sleep, only to prepare for the grand finale of the day, the Battle of the Champions.

The Royal Palace has appointed a fitting host for each game. There are many contestants at each game, but in most cases, the description mentions only a few of the most noteworthy.

Rules. Contestants are free to use spells during any contest, but only if they can cast it themselves. No outside help can be accepted except for verbal advice. The host of the event acts as a final judge in case of a dispute.

● Experience

Award the party 1,800 experience points for each competition won.

BATTLE OF THE TIPSY TUNES

● Environment

This game takes place in the late morning on Dragon Plaza (Onadbyr location 111.), in front of the bronze statue of King Daerios Azennar and the foul dragon, which are both decorated with colorful little

flags and ribbons. Next to the statue stands a huge open-sided “Big Top” tent made out of separate long strips of brightly colored textiles, surrounded by colorfully painted long benches.

“Welcome to the Battle of the Topsy Tunes! The 1st prize is a magic scroll of the Instant Tent spell, which was also used to create this tent, sponsored by the Emporium of Marvelous Rarities.”

The large glowing colorful magical text displayed on the top of the tent.

● Scene

The first event draws a large crowd to the wide and open Dragon Plaza. All the bench seats are taken, and the crowd extends from the packed terrace of the Green-Eyed Nymph to the Bottomless Well and even into the nearby streets. The master of the ceremony is none other than Master Conductor Fabian Ethlairn of the College of Minstrels, with his instructors, Tallis Deepwood, the Lead Singer of Songs, and Craspartio Olescrito the Lead Strummer of Strings as judges. They invite any prospects they find during the competition to audition at their college.

Rules. Anyone can participate in the contest if they pay an entry fee of 3 gold pieces. Each contestant takes turns performing for up to 5 minutes, measured



by a large hourglass, in front of the crowd and the judges, and each contestant must participate in three separate rounds to win. These rounds of performances each take a maximum of 30 minutes altogether. In each round, every contestant must succeed on a **DC 15 Charisma (Performance)** skill check with an instrument to gain 1 point in the competition. For every 5 points of success above the DC, the contestant gains an extra point. The performer with the most points at the end of the third round wins the competition and is awarded the prize. In case of a tie, extra rounds of performances are held if necessary.

At the start of each round, each contestant must drink a double shot of Spirited Leaf Liquor, a distilled version of the herbal brew prepared by the monks of the Ulden Lowlands. Each double shot calls for a **DC 12 Constitution** saving throw or the imbibers gain the poisoned condition for 1 hour and also makes Constitution saving throws against the Spirited Leaf Liquor with a disadvantage while being poisoned this way.

“Don’t be shy, drink! I know exactly how you spend your private practices anyhow, my boy.”

Master Conductor Fabian Ethlairn to one of his performing students.

Contestants. Use these contestants for the Battle of the Topsy Tunes event.

Zamozza Olafrin, a jumpy male half-elven **Minstrel of the College** (Perform +5, Constitution +1), who dances while playing cheerful fast melodies on his violin.

Gertrudia Balen, a soft-spoken female human **Minstrel of the College** (Perform +5, Constitution +2), who plays guitar and sings heart-rending songs.

Dorian, a female human **Minstrel of the College** (Perform +7, Constitution +1), the star of the Golden Nectar inn, who sings while playing several different instruments in turns.

Lord Durval “Nightingale” Axcadikus, a half-orc minor **noble** (Perform +4, Constitution +3), blessed with a beautiful tenor singing voice.

Critical Failure. If a performer fails two DC 15 Charisma (Performance) skill checks by five or more, the crowd bursts into boos at the second fail and throws rotten vegetables at the performer who also becomes the subject of talk in the city for the coming week.

● Treasure

The winner of the contest is rewarded with a *scroll of instant tent* spell and might gain advantage on Charisma ability checks in the capital for the next week, depending on the situation.

THE NIMBLE EAGLE

● Environment

This game takes place by the wall of the House of the Soldier (Onadbyr location 63.) on the Long Road. At one end of the road, near the Giant’s Boots tavern, is a large colorful archery target mounted on a stand, 10 feet above the ground. A few servants stir about under the target, ready to remove arrows from it, and to cover the target with signs mounted on long poles. The signs depict distinguishable animal silhouettes (duck, chicken, goose, rabbit, dog, and many more) painted in black ink.



TWEN FOEBANE

*“Welcome to the Nimble Eagle!
The 1st prize is a Potion of Fire
Resistance, sponsored by the
Emporium of Marvelous Rarities.”*

A large glowing colorful magical text displayed in mid-air above the target.

● Scene

The crowd strolls about on the street, seemingly enjoying the thrill of arrows flying above their heads. They cheer loudly when a well-placed shot lands or laugh when someone falls from their stilts. Twen Foebane coordinates the event, the conceited elven master bowmaker of the Sylvan Striker, who announces contestants and results in an unpleasant, almost belittling way.



*“It’s okay to use magic
to craft a bow, but
to shoot it...”*

Twen Foebane, shaking his head,
when he sees a contestant use magic.

Rules. Anyone can participate in the contest if they pay an entry fee of 3 gold pieces. Each contestant has to stand and balance on a stilt and fire three arrows at the target that is 60 feet away. It requires a successful **DC 10 Dexterity (Acrobatics)** skill check to stay on the stilt for each shot. Those who fail the skill check fall from the stilt and are punished with a 1 point penalty in their score. Before each shot, one of the signs is lifted in front of the target and the contestant must loudly name the animal displayed on it. It requires a successful **DC 15 Wisdom (Perception)** skill check to identify the correct animal sign. Those who fail to name the right animal are punished with a 1 point penalty in their score.

The target is 60 feet away from the position where the contestants fire their bows. Everyone can use their own bow or are given a longbow and arrows to use. A ranged attack roll with a bow or crossbow that hits between AC 10 and AC 14 means that the contest-

ant hits the target on the rim, earning no points for the contestant. It requires a successful ranged attack against AC 15 to score 1 point, hitting AC 20 scores 2 points, and hitting AC 25 means a bullseye and scores 3 points for the contestant. The contestant with the most points at the end of the third shot wins the first prize. Subsequent shots decide a tie until a winner can be announced.

Contestants. Use these contestants for the Eyes of the Eagle event.

Mavis Gryduhrr, a confident male human guard captain (use the **bandit captain** monster entry, ranged attack +6, Acrobatics +3, Perception +0) from the Drayl City-State of Zolt, who constantly celebrates himself and speaks in an almost incomprehensible accent.

*“Watch this Aglarionians!
This is how we do it in Zolt.”*

Mavis Gryduhrr, before shooting his first arrow.

Vargos Hawkfriend, a reserved member of the Royal Arrows (use the **scout** monster entry, ranged attack +4, Acrobatics +2, Perception +5), a loner, who is teased by the other guards during the competition.

Achy Tusra, a cheerful young halfling, the first mate of the Weaveripper, a Draylish ship from Brinecoast (use the **spy** monster entry, ranged attack +4, Acrobatics +2, Perception +6) who cheats on recognizing the signs with the help of a sorcerer shipmate of hers who tells her the right answer via *message* spells. It requires a successful **DC 15 Wisdom (Perception)** skill check to notice the spellcaster in the crowd cast the spell and point at Achy before every shot. They both flee back to their ship if confronted, where their captain, Bybra Kalahis, tries to protect them from being prosecuted until a Red Cloak is summoned, in which case both culprits have to pay a fine of 6 gold pieces each.

Wohl Stormseeker, a haughty middle-aged male hobgoblin wizard (use the **mage** monster entry, ranged



attack +2, Acrobatics +2, Perception +1) who casts *true strike* spells to hit his target.

Critical Failure. A fumbled attack roll on a natural 1 or an attack roll of AC 5 or less has an equal chance of hitting a bystander or doing some damage to the nearby stalls or buildings. The contestant will have to face the judgment of a Red Cloak and also becomes a subject of shameful talk in the city for the coming week.

● Treasure

The winner of the contest is rewarded with a *potion of fire resistance* and might gain advantage on Charisma ability checks in the capital for the next week, depending on the situation.

MERFOLK LUMBERJACKS

● Environment

This event takes place at Zhankar Plaza (Onadbyr location 50.), where a large farm wagon stands in the middle of the square, painted yellow, green, and white - the colors of the Azennars. Thirty heavy tree logs are placed alongside it. A few barrels sit a bit further away from the wagon, and next to them, a couple of odd-looking glass spheres and tubes are laid out on the ground.

“Welcome to the competition of the Merfolk Lumberjacks! The 1st prize is a Dust of Dryness, sponsored by the Emporium of Marvelous Rarities.”

A large glowing colorful magical text displayed on the side of the wagon.

● Scene

A large crowd has gathered to watch this event, cheering for their favorites and loudly commenting on the events. A couple of Royal Swords have been stationed here to act as assistants in resetting the contest area and preparing each contestant for the event. The host of the event is Krestanyr Wint, the no-nonsense harbormaster of the Royal Docks.

“I suggest you all keep your heroism to a minimum. I don’t want to ruin this fine day with a funeral.”

Harbormaster Krestanyr Wint when addressing the contestants in private.

Rules. Anyone can participate in the contest if they pay an entry fee of 3 gold pieces. There’s always a single contestant taking the challenge at one time. A contestant has two glass hemispheres fitted around their head that form a glass helmet. The complete sphere has an elastic leather collar that seals the bottom part at the contestant’s neck, and the top of the globe has a hole that can be plugged with a cork. The two parts are held together by a leather belt that attaches to the two sides of the glass, making the sphere watertight. At the start of the contestant’s challenge, the globe is quickly filled by the Royal Swords with water from a small barrel. Next, the contestant must lift the logs and place them on the wagon while holding their breath. A contestant can hold their breath for a number of minutes equal to 1 + their Constitution modifier (minimum of 30 seconds). Each minute the contestant must make a **DC 5 Strength (Athletics)** skill check to see how many of the logs they can place on the wagon. A contestant lifts one log for every 5 points of success above the DC.



Every minute the contestant must make a **DC 10 Constitution** saving throw to see if they run out of air while making these feats of strength. On a failed saving throw, the contestant has a number of rounds equal to its Constitution modifier before they start dying. The Royal Swords immediately rush to the contestant’s aid and remove the water-filled glass helmet from their head. Contestants can remove the glass helmet any time by unstrapping the leather belt and releasing the water within by separating the two hemispheres.



The contestant with the most logs on the wagon wins the competition. In case of a tie, the contestants involved must repeat the challenge until a winner can be announced.

Contestants. Use these contestants for the Merfolk Lumberjacks event.

Raim Tolescy, a rough-looking middle-aged human adventurer (use the **thug** monster entry, Athletics +2, Constitution +2) who has a few very loud friends in the crowd.

Draskara Ironeye, a female **orc** (Athletics +3, Constitution +3) lumberjack from the Ulden Forest.

Eeshayl, a male **merfolk** (Athletics +0, Constitution +1) who tries to disguise his true identity with a robe and a tight leather mask covering his face. It requires a successful **DC 15 Wisdom (Perception)** skill check to notice his features. Eeshayl does not need to make suffocation checks and takes his time trying to lift the logs. The crowd is amazed at his ability to hold his breath, but if they find out about his ruse, he gets booed, and after some time, the Royal Swords must stop the crowd from throwing him out of the competition. Check every minute to see if the crowd (Perception +2) notices his trick.

Ystair Karramosa, a powerfully built young male human noble (use the **knight** monster entry, Athletics +3, Constitution +2) who commands his family's troops with an iron hand. Many of his soldiers cheer for him during the competition.

Critical Failure. If any contestant is unable to place even a single log onto the wagon, they become the subject of ridicule in the city for the coming week.

● Treasure

The winner of the contest is rewarded with a *dust of dryness* (with one pinch of dust in the packet) and might gain advantage on Charisma ability checks in the capital for the next week, depending on the situation.

THE GREASY POLE

● Environment

This event is held at King Vacrilos II Park (Onadbyr location 33.), where many 45 feet long poles have been erected from the ground, each one covered with a thick layer of oil, making them extremely slippery and hard to climb. A bright yellow ribbon twirls in the breeze, tied in a complex knot to an iron loop on the top of each pole.

“Welcome to the Greasy Pole competition! The 1st prize is a Potion of Climbing, sponsored by the Emporium of Marvelous Rarities.”

A large glowing colorful magical text hanging in the air.

● Scene

The crowd gathers in a large circle around the competition ground, cheering and laughing as usual. Several Royal Swords are standing close to the poles, acting as observers. The event is hosted by Loria Sewyn, a dark-haired human captain of the Royal Swords with a powerful build and a crowd-teasing manner.

“Please cut the dirty jokes, we are to witness greatness!”

Captain Loria Sewyn, addressing the crowd with her big wink and a smile.

Rules. Anyone can participate in the contest if they pay an entry fee of 3 gold pieces. The contestants have to climb the slippery poles, and the first one to untie the knot on the top wins the competition. In case of a tie, the contestants involved must repeat the challenge.

Each contestant must succeed on three successive **DC 15 Strength (Athletics)** skill checks rolled with disadvantage to reach the top of the pole. On a failed check, the contestant must succeed on a **DC 10 Dexterity (Acrobatics)** skill check to slip back safely to



the bottom of the pole to restart from the ground. A contestant who fails the Dexterity (Acrobatics) skill check falls from the pole and takes 3 (1d6) bludgeoning damage per 10 feet of falling.

A contestant who reaches the top of the pole can immediately try to untie the ribbon with a successful **DC 12 Dexterity** ability check. Holding on to the top of the pole in subsequent rounds requires a successful **DC 12 Strength (Athletics)** skill check in each round. On a success, the contestant can try to untie the ribbon again. On a failed check, the contestant can try to slip down the pole.

Contestants. Use these contestants for the Greasy Pole event.

Talindra Mosdew, a muscular young female half-elf adventurer (use the **knight** monster entry, Athletics +3, Dexterity +0) with a wild look in her eyes.

Morullaz Longfang, a half-orc **veteran** (Athletics +5, Dexterity +1) with a disfigured face, who quit the Royal Swords before becoming a captain.

Mavis Gryduhrr, a confident male human guard captain (use the **bandit captain** monster entry, Athletics +4, Dexterity +3) from the Drayl City-State of Zolt.

Diarnatrio Dantrin, a mysterious traveler from an unknown land with jet-black skin and flaming red hair (Athletics +6, Dexterity +2).

Critical Failure. A contestant who falls from the top of the pole and takes bludgeoning damage is a subject of talk in the city for the coming week.

● Treasure

The winner of the contest is rewarded with a *potion of climbing* and might gain advantage on Charisma ability checks in the capital for the next week, depending on the situation.



MASTER OF THE WILD

● Environment

This event takes place at the Temple of Nature in King Vacrilos II. Park. The temple ground is not decorated for the event except for the natural wonders created by the clerics and the druids. The usual glowing magical letters that welcome visitors and advertise the Emporium of Marvelous Rarities are also missing. An unusual number of dandelions are growing in a patch next to the trunk of the Crooning Willow.

● Scene

There are much fewer spectators at this event than at the earlier ones during the day. There are also significantly more children with their parents in the thin crowd, which is more like a gathering of interested people. The quiz game is hosted by the introverted misanthropist and venerable Hularis Asporal, the highest-ranking and elderly priest of the Temple of Nature, who grudgingly accepted the invitation from the Royal Palace.

“I am glad His Majesty asked me to host this event. This way, I can show this city how negligent you all are about the gifts of the Eternal Mother. Now. Let’s start and be over with it quickly.”

Father Hularis addressing the crowd at the start of the event.

Rules. Anyone can participate in the contest if they pay an entry fee of 3 gold pieces. Contestants are asked to pick a dandelion before each question and to blow on them as quickly as possible to win the right to answer. Each contestant has to make an **Initiative** check and the highest value speaks first. If the contestant fails to answer the question correctly, then the remaining contestants can pick a new dandelion and participate again in a contest of **Initiative** checks. This continues until someone answers correctly or until everyone fails their skill checks. In this case, the old priest presents a new question.



There is always a show-and-tell question first, followed by a trivia question. The first question involves the cleric showing a piece of fur, plant or animal part, footprint, bite mark, manure, or similar physical object to the contestants and asking what plant or animal it belongs to. To answer correctly, the contestant must succeed on a **DC 15 Wisdom (Survival)** skill check. The second question is always a trivia question about a plant or animal, which requires a **DC 15 Intelligence (Nature)** skill check to answer correctly. Questions like this are based on plant or body parts, nutrition, habitat, secret abilities, resistances and vulnerabilities, cures, diseases, or habits. The first contestant to answer three questions correctly wins the event and the prize.

Contestants. Use these contestants for the Master of Nature event.

Rikas Tangaremp Junor, an enthusiastic young gnome father (use the **commoner** monster entry, Nature +1 Survival +0), who competes to prove himself to his three sons and wife.

Vargos Hawkfriend, a reserved member of the Royal Arrows (use the **scout** monster entry, Nature +4, Survival +5), a loner, who is still mocked by the other guards constantly during the competition.

Valrik Wallen, a young human male **acolyte** (Nature +2, Survival +2) of the Efficient Master, who trains his knowledge about nature.

Agnasta Rockwood, an old human lady from the Willow Creek Plains (use the **commoner** monster entry, Nature +4, Survival +2), who has much experience in the countryside.

Critical Failure. A contestant who wins the Initiative three times and fails the associated checks every time becomes a subject of talk in the city for the coming week.

● Treasure

The winner of the contest is rewarded with a *portion of animal friendship* and might gain advantage

on Charisma ability checks in the capital for the next week, depending on the situation.

TRUTH OR BEAN

● Environment

This competition is held at the spacious main taproom of the Merchant's Rest tavern (Onadbyr location 7.). Several tables are prepared in the room with chairs or long benches on both sides. Each seat has a deck of playing cards and two bowls with 30 dried beans painted in red in each. The Merchant's Rest is decorated with large colorful banners that depict large beans.

“Welcome to the Truth of Bean competition! The 1st prize is a Potion of Greater Healing, sponsored by the Emporium of Marvelous Rarities.”

A large glowing colorful magical text displayed above the entrance of the tavern.

● Scene

A large crowd gathers at the tavern, which is fully packed with contestants and spectators. It becomes difficult to order at the bar or even to move around in the establishment. Describe Truth or Bean to the characters as a card game of chance where the players collect and show several sets of card combinations to win their opponent's beans by calculating their own and their opponents' chances and bluffing and betting against each other's hand strengths. As the event begins, all contestants receive their bowls of 30 colored beans and can shuffle the deck of cards prepared for each pair of competitors once before drawing three cards to their hands and placing six mutually available cards on the table. During the game, players pick up shared cards from the table, pay a bean to the pot to draw a card from the deck, or pay three beans to their enemies to take a card from their opponent's hand before betting on each subset. The event is hosted by Rythis Balric, the charismatic half-elven proprietor of the tavern, who loudly comments on the outcomes of some of the matches.



RYTHIS
BALRIC

“That hand was as weak as my grandmother but was presented as one of the finest of the Silent Kiss. Those 15 beans are well deserved. Let’s give this brave cardslinger a big cheer!”

Rythis Balric’s comment on a successful bluff.

Rules. Anyone can participate in the contest if they pay an entry fee of 3 gold pieces. Each contestant is seated at a table, which they can’t leave until they are reseated or eliminated from the game.

Each contestant must make the following checks during each round against their opponent to defeat them.

- **Intelligence** ability check against opponent’s **Intelligence** ability check.
- **Wisdom (Insight)** against opponent’s **Charisma (Deception)** skill check.
- **Charisma (Deception)** against opponent’s **Wisdom (Insight)** skill check.

A contestant who succeeds on more checks than their opponent wins the round. A tie results in a rematch.

A contestant who loses in a round is eliminated from the game. A contestant who wins four rounds wins the game and first prize.

Contestants. Over twenty contestants are participating in the event. Roll a d20 to randomize opponent levels for each round.

1st round	easy (1-13)	moderate (14-16)	practiced (17-19)	master (20)
2nd round	easy (1-8)	moderate (9-13)	practiced (14-17)	master (18-20)
3rd round	easy (1-3)	moderate (4-10)	practiced (11-15)	master (16-20)

A player who gets to the final table in the fourth round will face a master-level competitor named Rodnirr Steelshield, a grumpy old dwarf with a very slow response time. If more than two characters would win two rounds, then match them against each other to announce a winner.

Use the following ability and skill scores for the opponents against the characters.

AN EASY OPPONENT HAS

Intelligence +1, Insight +1, Deception +1.

A MODERATELY SKILLED OPPONENT HAS

Intelligence +1, Insight +2, Deception +2.

A PRACTICED OPPONENT HAS

Intelligence +2, Insight +3, Deception +3.

A MASTER OF TRUTH OR BEAN HAS

Intelligence +3, Insight +5, Deception +5.

● Treasure

The winner of the contest is rewarded with a *potion of greater healing* and might gain advantage on Charisma ability checks in the capital for the next week, depending on the situation.

GIANT’S BOARD

● Environment

This event is held on an open field near the Buried Tower (Onadbyr location 58). A large chess-like game board is carved into the hard earth and is set up with enormous pieces of figures carved out of wood, weighing 100 pounds each. The black figures are shaped in the form of dragons, giants, manticores, and similar creatures, while the whites are knights,



wizards, clerics, rogues, bards, and similar types of heroes from different humanoid races, all bearing the symbol of House Azennar. Next to the board stands a large rotatable hourglass.

“Welcome to the Giant’s Board competition! The 1st prize is a Potion of Growth, sponsored by the Emporium of Marvelous Rarities.”

A large glowing colorful magical text hanging in the air.

● Scene

There are a decent number of people watching the event, though many of the citizens are already at home preparing to have dinner before the final Battle of the Champions. The event’s host is a bearded, strict, but polite human wizard named Laromarius, the Golem Controller of the Arcane Tower.

LAROMARIUS



“I presume everyone is prepared both mentally and physically. I would like to ask the first two contestants to please take their positions on the board. The first match starts in two minutes.”

Laromarius holding a small, very detailed magical sundial in his hand while addressing the contestants.

Rules. Anyone can participate in the contest if they pay an entry fee of 3 gold pieces. Contestants

are matched into pairs randomly at the beginning of the event by drawing their names from an urn. A match between two contestants is decided by a contest of **Intelligence** ability checks. For each contest won, the contestant must also succeed on a **DC 12 Strength (Athletics)** ability check to move the desired figures. On a failed Strength check, the contestant drops the figure before moving it where it was planned to be placed. A dropped figure can not be lifted again. On a successful Strength check, the contestant wins 1 point. The contestant who earns three points first wins the match, eliminates the opponent from the competition, and can continue to participate in more matches. A player who eliminates all their opponents wins the event and the first prize. Laromarius stops each match after two hours and declares no winners.

Contestants. Use these contestants for the Giant’s Board event.

Mavis Gryduhrr, a confident male human guard captain (use the **bandit captain** monster entry, Strength +2, Intelligence +2) from the Drayl City-States of Zolt, who celebrates himself and speaks in an almost incomprehensible accent.

Mezir Thyras, a middle-aged courteous tiefling wizard (use the **mage** monster entry, Strength -1, Intelligence +4) who first casts *telekinesis*, then if needed, he casts *polymorph* to turn into an **ape** to move the figures (Strength +3). The rules allow him to do so, and the best option to ruin his *telekinesis* spell is to play for time. Anyone with a successful **DC 15 Intelligence (Arcana)** skill check knows that Mezir can’t maintain his *telekinesis* spell for longer than 10 minutes or his *polymorph* spell for longer than 1 hour. A player can decide to delay the match for an hour without losing position by succeeding on one of the Intelligence ability contests made during the game. Mezir is best friends with Okamirou Haristan, the owner of the Diamondback Trout tavern, who enthusiastically cheers him on.

Viko Vadermo, a young muscular **commoner** (Strength +3, Intelligence +0) who is showing off to his beauti-



ful girlfriend, who stands in the front of the crowd, throwing kisses at him.

Ylakos, a silver-blood dragonborn captain of the Royal Swords (use the **bandit captain** monster entry, Strength +3, Intelligence +2) who wants to prove the superiority of Aglarion over the Draylish captain Mavis Gryduhrr.

Critical Failure. A contestant who fails three Strength ability checks becomes a subject of talk in the city for the coming week.

● Treasure

The winner of the contest is rewarded with a *portion of growth* and might gain advantage on Charisma ability checks in the capital for the next week, depending on the situation.

LEAP OF DEATH

● Environment

This competition takes place near the Imprints of the Half Goat (Onadbyr location 48.) outside of the city walls by the edge of the extruding cliff formation, some 60 feet high above sea level. A small yellow podium with flagpoles bearing the colorful banners of House Azennar has been placed at the edge of the cliffs. It is high tide, and the rocks below are menacingly turbulent as the incoming waves change the level of the seawater. Sharks are also quite frequent in the waters below.

“Welcome to the Leap of Death competition! The 1st prize is a Potion of Water Breathing, sponsored by the Emporium of Marvelous Rarities.”

A large glowing colorful magical text displayed in mid-air above the podium.

● Scene

A large crowd gathers for the final and one of the most daring events of the day. Many are lying or sitting by the edge of the cliffs not to risk falling be-

low but to ensure that they see when the contestant lands in the watery depths. The event’s host is young Lord Premil Ronul, only son of the illustrious Lord Dyzag Ronul of Ronul’s End. The well-built human, a seasoned warrior, has a gentle demeanor and a compulsion to act benevolently by praising every contestant. The young dwarven noble, Lord Odrik Nangrath, the youngest son of Lord Arenbar Nangrath, stands close to Lord Premil and admires his love.

“What a beautiful torso, oh dear Eternal Mother! Please take care of it!”

Lord Premil Ronul to one of the contestants before their jump.

During the event, any time at the DM’s discretion or after someone takes damage during the event in the water, a **hunter shark** swims up and attacks anyone in the water. The hunter shark can be spotted from the cliffs with a successful **DC 16 Wisdom (Perception)** skill check. The contest continues after the hunter shark is defeated or chased away.

Rules. Anyone can participate in the contest if they pay an entry fee of 3 gold pieces. Each contestant has to jump into the sea from the podium. It requires a successful **DC 5 Strength (Athletics)** skill check to jump far enough from the cliffs to avoid crashing on them. On a successful jump, the contestant gains 1 point. For every 5 points of success above the DC, the contestant jumps further into the sea and gains 1 additional point. On a failed skill check, the contestant lands on the rocks and takes 21 (6d6) bludgeoning damage.

During the jump, the contestant can try to add acrobatic elements by succeeding on a **DC 5 Dexterity (Acrobatics)** skill check. On a successful maneuver, the contestant gains 1 point. For every 5 points of success above the DC, the contestant’s jump becomes more complex and gains 1 additional point. The contestant with the most points wins the contest.

To reduce the falling damage when landing into the water, a contestant must succeed on a **DC 5 Dexterity** saving throw. On a failed save, the contestant takes 14



(4d6) bludgeoning damage. For every 5 points of success above the DC, the damage is reduced by 7 (2d6).

On a tie of points, the contestants have to jump again for more points for the host to announce a winner.

Contestants. Use these contestants for the Leap of Death event.

Mavis Gryduhrr, a confident male human guard captain (use the **bandit captain** monster entry, Athletics +4, Acrobatics +3, Dexterity save +5) from the Drayl City-State of Zolt, who celebrates himself and speaks in an almost incomprehensible accent.

Borx Helas, a middle-aged female human adventurer (use the **assassin** monster entry, Athletics +0, Acrobatics +6, Dexterity save +6), who uses a *potion of jump* (as *jump* spell) to increase her distance. She gains double the points for her Strength (Athletics) check. Borx tries to hide the fact that she is using the potion, but characters with a successful **DC 13 Wisdom (Perception)** skill check can expose the cheating. If she is called out, she is disqualified.

Blimbo, an athletic halfling (use the **bandit** monster entry, Athletics +0, Acrobatics +2, Dexterity save +2), who is obviously afraid of the jump but wants to win the prize to loot some of the pearls at the pearl farms of Ronul's End.

Lurthilith Belvarax, a female dragonborn barbarian with a black dragon ancestry (use the **berserker** monster entry, Athletics +6, Acrobatics +2, Dexterity save +2), who jumps while raging loudly.

Critical Failure. A contestant who takes damage from the fall becomes a subject of talk in the city for the coming week.

● Treasure

The winner of the contest is rewarded with a *potion of water breathing* and might gain advantage on Charisma ability checks in the capital for the next week, depending on the situation.

MALICIOUS TREASURE HUNT

● Background

Aphinah enjoys seeing the exertion and the failures she can witness at the game events every year, but she has gotten bored with them. This year, she wanted something special, only for herself. So she has created a series of riddles and challenges for those foolish enough to follow the clues that she has left around the city. She used some of the Royal Swords to plant the clues and forbade them to talk about them. Aphinah moves between spots as the first curious individuals react and watches them from hidden positions, laughing at their daring struggles and greed for treasure.

● Experience

Award the party 450 experience points for each stage of the treasure hunt completed.

Writing on the Bridge

● Environment

A mysterious text appears in the middle of Grankar's Chains (Onadbyr location 55.) bridge on the morning of the King's Games.

“A curious thing lies at the top of the chain, claiming it is truly a hero's game.”

Written in Common in black paint done with a broad brush.

● Scene

Many people on the bridge are trying to decipher the riddle, and many look upwards to the top of the two arches of the structure, which are 40 feet above the bridge and 60 feet above the river, but only a few have dared to climb up to see if there's any hidden treasure on top of the arches. Climbing one of the two arches is an obviously dangerous task that can be done only through the chains or the sheer wall of the arch.





Aphinah has ordered a couple of Royal Swords (use the **guard** monster entry) to patrol the area. It requires a successful **DC 12 Dexterity (Stealth)** skill check to climb the bridge's arches without being noticed by the soldiers. On a failed skill check, two of the Royal Swords notice the characters and approach them, asking questions about their actions and persons, forcing them to exit the area while threatening legal punishment.

It requires a successful **DC 16 Strength (Athletics)** skill check to climb to the top of the arch. On a failed check, the character can choose to make a **DC 15 Dexterity** saving throw to twist their body and try to fall on the bridge instead of the water. On a successful save, the character hits the bridge and takes 14 (4d6) bludgeoning damage. On a failed save, the character falls in the water and takes falling damage. To reduce the falling damage when falling into the water, a character must succeed on a **DC 5 Dexterity** saving throw. On a failed save, the contestant takes 14 (4d6) bludgeoning damage. For every 5 points of success above the DC, the damage is reduced by 7 (2d6).

On the top of one of the two arches (decide which one randomly for the character who climbed up), another text is painted with a broad brush.

“To find your treasure, you need to do less than you expect, visit the green giant, and to the bugs you must pay your respect.”

Aphinah watches the arches from a large bushy area surrounded by a few Knights of the Crown, her personal bodyguards, who protect her when she is out in the city. It requires a **DC 20 Wisdom (Perception)** skill check to spot her laughing at anyone falling from the arches of the bridge.

Bugs under the Giant

● Environment

The excavations around the Napping Giant (Onadbyr location 74.) are roped off from the streets and no one is allowed to enter the site except for the members of the Chamber of Royal Historians.

● Scene

Aphinah has ordered a couple of Royal Swords (use the **guard** monster entry) to patrol the area. It requires a successful **DC 12 Dexterity (Stealth)** skill check to get close to the enormous statue without being noticed by the soldiers. On a failed skill check, two of the Royal Swords notice the characters and approach them, asking questions about their actions and persons, forcing them to exit the area while threatening legal punishment.

A few bugs crawl on a large flat rock painted with an X lying next to the statue. When moved, four **swarms of insects** crawl up from under it and attack the characters. Any loud noise that would disturb the currently relatively empty neighborhood draws the Royal Swords to the site within 1d4 rounds.

The bottom of the rock has a new text painted in black with the same broad brush.

“To find your next clue, look under the venerable, tread through his bile most unbearable.”

Aphinah watches the site from behind the trees, surrounded by some of the Knights of the Crown. It requires a **DC 20 Wisdom (Perception)** skill check to spot her laughing at anyone attacked by the insect swarms.



Old Man's Bile

● Environment

There is an intricately decorated maintenance hole on both ends of Old Man's road, which is bustling with people. The maintenance holes lead down to the sewers through an iron ladder. Foul-smelling waste flows slowly at the height of 3 feet in the tubular tunnels that run for almost 2,000 feet under Old Man's road.

● Scene

Aphinah has ordered a couple of Royal Swords (use the **guard** monster entry) to patrol the area. Lifting the maintenance hole in the middle of the busy street attracts two Royal Swords within 1d4 rounds. The soldiers start questioning the characters and hush them away if they catch them. They will casually follow them on the streets from a distance, keeping an eye on them for 2d6 minutes. The Royal Swords will not risk entering the sewers to pursue the characters and only do so if they have been threatened by them.

The waste in the tunnels has a gut-wrenching sickening smell, so strong that anyone within 10 feet of the sewage must succeed on a **DC 12 Constitution** saving throw or become poisoned for 10 minutes and lose concentration on spells. Anyone in contact with the waste for more than 3 rounds risks catching **sewer plague**.

Another one of Aphinah's rhyming clues is painted in large letters on the tunnel wall, spelling it out as it stretches all the way on the side of the sewer section.

*"You proved you are persistent,
the treasure is no longer mine,
it awaits you high in the crown,
at the feet of the nine."*

Aphinah watches the site from a faraway corner, surrounded by some of the Knights of the Crown. It requires a **DC 20 Wisdom (Perception)** skill check to spot her laughing at anyone exiting the sewers through the maintenance holes.

The Treasure Tree

● Environment

At the southern end of the Nine Arches (Onadbyr location 125.) bridge, a large oak tree grows that is over two hundred years old. The streets are busy with people around its massive trunk.

● Scene

The enormous tree stands 90 feet tall and has sprawling, twisted branches and rough, ridged bark. A character who examines the tree's crown can spot a small wooden potion rack with four vials inside, carefully balanced on one of the wide outlying branches with a successful **DC 15 Wisdom (Perception)** skill check. Climbing the tree requires a **DC 15 Strength (Athletics)** skill check. The branch where the box sits has been cut almost all the way through, sabotaged by a Royal Sword under Aphinah's command. A character who gets close to the wide branch can notice the fine cut with a successful **DC 15 Wisdom (Perception)** skill check. The branch breaks off under the weight of more than 10 pounds of pressure. Anyone on the branch when it breaks falls to the ground and takes 24 (7d6) bludgeoning damage, which can be halved with a successful **DC 13 Dexterity** saving throw.

The long and heavy branch threatens to hit three bystanders on the ground, who are just passing below the tree. It falls at an Initiative count of 10. Any character who is quicker can try to save the citizens, who would otherwise get killed by the force of the branch if not warned. The Royal Swords arrive at the scene in 1d4 rounds and restrain those who fell from the tree until a Red Cloak comes. The Red Cloak inspects the scene thoroughly, noting that the tree was sabotaged, and at the end, lets everyone go. If the characters tell the Red Cloak about the clues and the treasure hunt, the official takes note of every detail and leaves with a befuddled expression. The Red Cloak visits all of the mentioned sites, and soon, every hint leads through the Royal Swords to the Royal Palace. Finally, the Red Cloak reports the incident. As a result, King Waldrann, who is under the constant effects of the *philters of love* dosed to him



by Queen Lyrencia, will soon have yet another one of those very forgiving discussions with Aphinah.

The potion rack on the branch shatters along with its contents when the branch falls. The vials in the rack contain perfumes, all with especially strong and distastefully sweet odors.

If anyone has fallen into her devious trap, Aphinah passes the scene in a carriage followed by two Knights of the Crown and snickers to herself at the torment of those present as she passes by.

CRIMINAL ACTIVITIES

● Background

The large crowd and the heavier than usual purses draw criminals out from the shadows onto the streets every year on the day of the King's Games. The Royal Swords are prepared and are patrolling the main roads and larger squares, keeping an eye out for suspicious activities, but the numerous small nameless gangs and more so the daring and organized Uncanny Vagabonds and the Golden Masks have learned how to avoid them. Use the following encounters throughout the King's Games whenever you feel like adding some background events to the King's Games.

Cakes of Coma

● Background

This robbery is usually a safe and easy way for the Uncanny Vagabonds to make some quick gold. They sell some poisoned food and follow the victim until it knocks them out, to then rob them of their belongings.

● Scene

The Uncanny Vagabonds are swarming in one location, keeping an eye out for each other and the patrolling soldiers, until they have drawn enough attention onto themselves, when they move to another prospective location in the city where many people

gather. Nanushka, an elderly woman (use the **bandit** monster entry with the ability to cast *vicious mockery* once per day) who is one of the Vagabonds, is selling small pastries, cakes, and candies from a large basket suspended from her neck. She is looking for customers who flash a fat purse, or anything valuable when buying her goods and who are also possibly alone. She hands a poisoned version of the snacks to these targeted victims, laced with a special poison. Anyone eating such a poisoned snack must succeed on a **DC 16 Constitution** saving throw 10 minutes after ingesting the sweet or become poisoned for 1 hour. The poisoned creature falls unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

*“Sweeeats, candieees, caaakes!
Two coppers each! I taught your
grandmother how to bake them.”*

Nanushka shouting over the noise of the crowd to prospective clients.

Two of the more capable Vagabonds, Jaroshk and Sranly (use the **assassin** monster entry with the ability to cast *vicious mockery* once per day), follow such victims for an hour and try to rob them when and if they collapse due to the drug. The two criminals can be spotted trailing their victim with a successful **DC 14 Wisdom (Perception)** skill check. The vagabonds jump the victims as soon as they fall unconscious, rob them of any visibly valuable belongings, and then run off into the crowd. If caught or cornered, they whistle hard and their reinforcements arrive within 1d4 rounds in the form of three members from their family (use the **thug** monster entry with the ability to cast *true strike* once per day).



Turtle Balls

● Background

This is one of the oldest and simplest hustles of the Uncanny Vagabonds, used to make some easy and fast money in a crowd. It involves a dealer named Ikkos, two planted players named Darlam and Valistro, and a pickpocket named Rados (use the **spy** monster entry for all of them with the ability to cast *vicious mockery* once per day).

The dealer shuffles a soft red ball under three small turtle shells, showing it regularly to the spectators who can bet on any of the shells when the shuffling stops. If the ball is under the shell, then the bettor wins double their bets. The dealer does the shuffling very fast and hides the ball with a pinky finger when showing. The only ones who actually win in the game are their Vagabond allies, who pretend to be players. They comment, bet and sometimes win, doing it all very loudly to attract the bystanders' attention and maybe some dupes who would bet coins.

● Scene

The dealer stands behind a makeshift table in the middle of the street, shuffling the shells. A small group of people has gathered in front of him, watching the game, with some bettors who seem very enthusiastic and dedicated to win or curse loudly about their bad luck.

*“Three old turtles in a brothel,
they share one ball, but they don’t
seem to bother! Which one is it?
Can you guess it! You good Sir, in the
blue tabard, can you pick the one?
Double or nothing! Try your luck!
You look like a lucky fellow.”*

Ikkos gabbling while rapidly shuffling the shells.

Noticing the trick with the ball requires a successful **DC 14 Wisdom (Perception)** skill check. On a failed

check, the player believes to know the ball's location under one of the shells. Noticing Rados, the pickpocket in action also requires a successful **DC 14 Wisdom (Perception)** skill check from anyone who actively surveys the crowd, but anyone who has made a skill check to notice the trick with the ball has disadvantage on this check. On a failed check, Rados is able to lift a small valuable object like a light weapon, a potion, wand, or scroll, or a purse with no more than 20 coins in it. Rados attempts to pickpocket multiple victims.

All four Vagabonds start to run in the same direction. If the trick is revealed or if the pickpocket is spotted if caught or cornered, they whistle hard and their reinforcements arrive within 1d4 rounds in the form of three members from their family (use the **thug** monster entry with the ability to cast *true strike* once per day).

Two Royal Swords (use the **guard** monster entry) arrive in 2d4 rounds if alerted and restrain anyone involved in the incident before one of them leaves to call in a Red Cloak. They pursue and capture anyone who disobeys their orders or tries to flee. A Red Cloak arrives in 2d4+2 minutes with two more soldiers and arrests and charges the criminals (see Laws in the Kingdom of Aglarion section for more details).

The Secret Level

● Background

Samsadur, leader of the Golden Masks, has long suspected the existence of the secret level at the Lucky Leap. It is curious to know about the secrets of the crafty and seasoned ex-adventurer who has his hands in many pots. The rakshasa expects to find treasure and information within the tavern, which it knows is well protected. Samsadur plans to have its agent explore the Lucky Leap during the day, while Ricio Tane is busy managing his temporary drink stands scattered all over the city for the day of the King's Games.



● Environment

The Lucky Leap is busy with guests, especially in the late morning before and after the Merfolk Lumberjacks event takes place at Zhankar Plaza. An unusual number of guests try the jumping challenge for the free drinks. The tavern is decorated with yellow, green, and white ribbons in honor of the king and House Azennar.



● Scene

One of the characters returning from the lavatories sees a dark figure standing on the stairs that lead to the basement. The humanoid male figure's features are unrecognizable in the dim light. He opens a secret wall section, enters through, and closes the door. Anyone investigating the scene finds the fake secret room (area 11 of the Lucky Leap tavern) and a young human in ordinary clothing standing in the middle of it. The man is Khoglit Agatehands, one of the **deep gnome** infiltrators of the Golden Masks under the effects of his *disguise self* innate spell ability. The *svirfneblin* immediately tries to flee when discovered, casting *blindness/deafness* at anyone in his way and *blur* to protect himself. If he successfully climbs the stairs and leaves the tavern, his two **deep gnome** brothers, Gritlit and Zorfbit, and their **doppelganger** commanders named Sanjalar, Bratiusto, and Xalomox, who are hiding amongst the customers disguised as ordinary citizens, also soon leave the tavern. The deep gnomes use their *disguise self* innate spell ability, which lasts only for one hour, and their permanent *nondetection* innate spell ability.

If Khoglit is caught or prevented from escaping, Sanjalar jumps over the bar (area 2 of the Lucky Leap tavern), activates the lock-down mechanism, and grabs one of the confused and frightened young maids named Hala, taking her as a hostage by holding a dagger to her neck. The doppelganger demands everyone sit down on the floor and remain silent while one of the deep gnomes, preferably Khoglit, who has already been exposed, searches the Lucky Leap for its secrets. Sanjalar tells the guests that others of his kind are hidden amongst their ranks, ready to strike. The guests (use the **commoner** monster entry) are ordinary people who are slightly intoxicated. Seeing the young barmaid threatened in such a manner angers many of them, especially capable people, who slowly form into a mob to rescue Hala, not seeing the threat it poses to her. The doppelganger is ready to kill Hala with one flick of a wrist. It viciously attacks anyone to defend itself after discovering that it cannot reset the mechanism to escape. A character who wishes to calm the forming mob or take over negotiations can do so with a successful **DC 12 Charisma (Persuasion)** skill check. On a failed check, the doppelganger kills Hala and three customers from the mob who deal 10 damage to Sanjalar before backing off. The other doppelgangers don't reveal themselves at this point. Sanjalar takes another hostage and orders the guests again to stay put until they find some evidence of the secret level and can steal some of Ricio's treasure. The other deep gnomes act as guests until their disguise lasts.

*“Stay put, you incompetents!
I will tell you when to move.
I didn't come alone. My kin could
be the person right next to you.”*

Sanjalar threatening the crowd
of guests trapped at the Lucky Leap.

Khoglit or one of the other deep gnomes goes back to the fake secret room (area 11) while their doppelganger leader keeps the crowd of frightened guests at bay. He searches the room and triggers the poison trap on the chest, which instantly kills him. At this



stage, the doppelganger angrily orders another of the deep gnomes to resume the search quickly. The next gnome recovers the body of his dead brother and the treasure from the fake secret room (area 11), then searches the storage (area 3) and the stockroom (area 15), but finds nothing.

When the deep gnomes find nothing other than the fake secret room, one of the doppelgangers discharges an *eversmoking bottle*, which suddenly fills the taproom with smoke and panics the trapped crowd, which tries to break free at all of the exits of the taproom at once, tumbling over each other in the blinding smoke. The main taproom and the bar become difficult terrain at this point. Sanjalar releases its hostage and polymorphs into a new form using his shapechange ability to blend in with the guests before trying to destroy the metal plate together with its doppelganger subordinates. They attack the main door with their slam attacks, which are ineffective due to the object's damage threshold. Once the metal plates are forced open, the disguised doppelgangers and the deep gnomes exit the tavern together with a number of coughing, frightened guests and try to get away. If the characters question all of the guests to find out who the disguised assailants are, it requires a successful **DC 9 Wisdom (Insight)** skill check to identify the deep gnomes, and a **DC 16 Wisdom (Insight)** skill check to unveil Sanjalar or the other doppelgangers.

When bystanders outside the tavern see the metal plates shutting down the exits of the building on all levels, they call for the Royal Swords, who arrive in 1d4 minutes. They are hesitant to interfere and will not force the metal plates open unless they hear an-

yone screaming from the inside. Ricio Tane is soon alerted by one of his neighbors, and he arrives twenty minutes after the lock-down mechanism is activated. Either after the soldiers detect actual danger, or when Ricio Tane arrives and immediately calls for help, a Red Cloak arrives at the location within 2d4+2 minutes. In the meantime, Ricio Tane enters the tavern via one of his secret doors and opens the lock-down mechanism. If the Royal Swords or the Red Cloak catch any of the deep gnomes or the doppelgangers, they immediately sentence them for the crimes they committed.

● Treasure

One of the doppelgangers has an *eversmoking bottle*, and all of them are equipped with a *robe of the wardrobe*, 5 silver pieces and 26 gold pieces, and a dagger. The deep gnomes each have 14 silver pieces and 8 gold pieces.

Fake Robbery

● Background

Gambling is not regulated in Aglarion and it becomes a case for a Red Cloak only if the organizer cheats the announced game rules. The Golden Masks have set up a raffle lottery with a guaranteed prize of 100 gold pieces. Anyone can add any amount of gold pieces and each gold coin gets painted with the name of the owner before being added to the pooled bets. The game promises that a coin is drawn randomly outside the Mule Gate before the start of the Battle of the Champions, and whoever has their name on the lucky coin wins the entire pot of gold. The event is also advertised on large posters throughout the main traffic hubs of the city. The drawing is organized by two **doppelgangers** named Mezanux and Verenkilar. The Golden Masks plan to enact a fake robbery before the drawing to steal all the money and then disappear into the Shanties. Yhlsaby, the **lamia** captain of the Gold Masks, stands near the crowd in an unrecognizable human form and helps its doppelganger subordinates with her innate spells.



● Environment

A glass bowl, the size of a large basket, stands on a 5 foot high large wooden platform on the Long Road, near the Fiery Hooves. The two doppelgangers wear the visage of two young women and are standing on the platform next to the bowl in bright, elegant dresses, smiling widely as they handle each coin's bets and signatures. A large wooden board stands next to the bowl, decorated colorfully and describing the game's simple rules. A sizable crowd whirls around the podium, some people just staring, others betting, or discussing chances.

● Scene

The streets become less and less crowded as the time for the Battle of the Champions draws near. Those who have added their gold to the bowl remain around the podium, around a hundred people. Quite a few voice their demand for the draw to start as soon as possible, as they don't want to miss the opening ceremony of the main event.

"If I win, I'm going to buy something nice at the Elegant Elephant for my wife. She spends more time in the shop staring at those fancy pieces of fabric than anywhere else these days."

An enthusiastic bettor to his friend while waiting for the draw.

Suddenly a closed carriage with covered windows drawn by two horses races out from a nearby street and crashes into the crowd in front of the podium. Each creature standing in front of the platform must make a **DC 13 Dexterity** saving throw, taking 18 (4d8) bludgeoning damage on a failed saving throw, or half as much damage on a successful one as the horses and the carriage hit the crowd. The carriage is driven by a half-orc ruffian named Xalistran (use the **thug** monster entry) who shouts at the crowd to back off, while four muscular figures jump out of the carriage, each wearing splint mail and armed with a longsword and a light crossbow, which they point at the bystanders. These four figures are created by Yhlsaby's (use the

lamia monster entry) innate *major image* spell, which she casts imperceptibly from a corner of the street. A creature that uses its action to examine the image can determine that it is an Illusion with a successful **DC 13 Intelligence (Investigation)** check. The figures threaten the two doppelgangers (who pose as the young hosts) at sword point and order them to board the carriage together with the bowl. The lamia captain ends the spell as its illusory warriors board the carriage, and walks away from the scene.

The two doppelgangers jump into the carriage even if the illusory nature of the assailants is discovered, heading out of the city through Mule Gate at full speed, crashing into and wiping away some of the Royal Arrows (use the **scout** monster entry) who guard the gates. The carriage moves at a speed of 60 feet per round and travels for several miles, stopping only when the Golden Masks on board make sure that they are not followed.

The scene at the podium soon draws more of the Royal Swords (use the **guard** monster entry), but the Royal Arrows at the gate react immediately and call for a Red Cloak who arrives in 2d4+2 minutes. The officer quickly organizes a chase party, which follows the tracks but finds only the empty carriage without the horses near a forested area. Xalistran, Mezanux, and Verenkilar use their advantage to ride into the woods with the gold if the characters are unable to stop them, later returning to the Loud and Lusty to deposit their plunder.

● Treasure

The glass bowl contains 1032 gold pieces at the moment of the robbery. Each doppelganger wears a *robe of the wardrobe*, and carries 9 silver pieces, 19 gold pieces, and a dagger.





BATTLE OF THE CHAMPIONS

IN THE DOG PIT

● Background

The Battle of the Champions is the culmination of the King's Games and is held in the Dog Pit (Onadbyr location 103.) arena soon after nightfall. It features bouts of single, hand-to-hand combat between champions over multiple rounds. Even the king takes part as a renowned veteran and the usual champion of the event. Each combatant offers a magical item or valuable possession on their person that they must relinquish to their opponent should they lose their bouts. The main prize is a private audience with the reigning monarch, but since King Waldrann usually takes the trophy, the joke of late and one that encompasses someone's superiority has been "a royal audience of one."

One of the entrants of the event, the Raven Knight, is actually an erinyes formed from the soul of the former Queen Elyssa, just recently summoned from Hell through the Shrouding Gate at the Old Grinder Mill and imbued with a *nondetection* effect that keeps her nature and intentions hidden. The Raven Knight has been commanded by Blister to take part in the battle and kill the King. Her helmet fully covers her visage,

and her plate armor and heavy cloak hide her wings. She tries not to speak so as not to be betrayed by the devilish tint of her voice, and only tersely claims to have come from a faraway land to the south, beyond the Drayl City-States. Her task is to wait until matched against her former husband, the King, so she may slay him in retribution for his wrongs and to finally set the Midnight Curse in action. When her task on the Material Plane is completed, her pact compels her to return to Demonbane Isle in Hell (Bleak Mire location 64b. in Chapter 5).

● Environment

The walls of the Dog Pit and the stands are illuminated with torches and packed with cheering crowds, while food vendors hawk fried giant frog-legs in the stands. The crowd extends to the areas surrounding the Dog Pit, as the live commentary of the battles is presented by Joffer Pebblefoot, the Pit Master of the arena. His voice is enhanced by magic and can be clearly heard outside the walls of the Dog Pit as well. The air is thick with dust, sweat, and anticipation for the bouts to start. The pit is an oval 150 by 100 feet wide. On one side, a royal's pavilion is set up on the grounds, seating King Waldrann, Queen Lyrenca, and Princess Aphinah, who await the festivities



flanked by Lord Cyne Monder and six Knights of the Crown. Healers congregate on the broader sides of the arena, ready for any accident that might befall the contestants.

● Scene

When the sun sets, Joffer Pebblefoot stands forth and starts to officiate the event, outlining the rules of combat and introducing the Champions as they assemble in front of the royals, raising their weapons in honor to the King and his family. They each also present the prizes they offer, pledged as the entry fee to the event.

“Long live the King! Please calm and welcome our champions of the battle! Let me introduce them and their prized offerings to you one by one!”

Joffer Pebblefoot starting his opening speech, his voice booming over the arena.

Rules. Combat is broken into matches, where each champion will face another in single combat. The names of the combatants are drawn randomly from a velvet bag and matched against each other by Princess Aphinah, who is constantly giggling at her own mockeries thrown at the contestants. A fight lasts until one of the combatants forfeits and the defeated contestant can't join a new match. After each match, champions who qualify in their round are cured of all wounds by clerics delegated by the city's numerous temples. The winner of a match receives the item offered by the loser at the start of the tournament. Outside assistance is prohibited, as are effects that damage anyone in the stands. In these cases, the recipient of outside assistance or whoever damages the crowd is immediately disqualified and is handed over to the Red Cloaks.

Contestants. Use these contestants for the Battle of the Champions event and pair any of them, except for King Waldrann and the Raven Knight, with a character on a random basis or by selecting them. You can

also pair characters to fight each other. Match opponents in multiple rounds until only one character remains, but make sure to start out with an even number of contestants, even if you have to remove some of the premade NPC contestants to achieve this. That character has won the semifinals. The other pair battling to get into the final match will be King Waldrann Azennar and the Raven Knight.





GRATUS ULTIO

Gratus Ultio is one of the most loyal and honest of Lord Cyne Monder's Knights of the Crown. He is of angelic descent, clearly visible in his slightly glowing yellow eyes. He is a shrewd individual, distrusting of everyone who is not known to him. Gratus pledges his *+1 silvered shortsword*, a family heirloom.

Gratus Ultio is a **Knight of the Crown** with the following modifications:

- Gratus is *lawful good*.
- He has darkvision to 60 feet.
- He has resistance to necrotic and radiant damage.
- He is able to cast *light* once per day.



“I greet you, worthy opponent. Let us not forget that this is purely a contest.”

Gratus Ultio's first words before combat.



havelpov WOLF-FANG

Havelpov Wolf-fang, an orc barbarian from the lands beyond Vordan in the north, was chosen by his tribe as the strongest and mightiest to take part in the Battle of the Champions in distant Onadbyr. He is a seasoned warrior, scarred by many battles, and wears a wolf pelt around his massive shoulders. Despite his ferocious appearance, Havelpov is fun-loving and boisterous, singing his own praises and those of his tribe loudly for all to hear. The orc is quite drunk during the event (see The Mask's Edge event below). Havelpov Wolf-fang pledges his *barbed net of entanglement*.

Havelpov Wolf-fang is a **berserker** with the following modifications:

- Havelpov is *chaotic neutral*.
- He has darkvision to 60 feet.
- He has the poisoned condition.
- **Aggressive.** As a bonus action, Havelpov can move up to his speed toward a hostile creature that he can see.
- He fights with a lance instead of a greataxe.
- He is equipped with a *barbed net of entanglement*.



“You want my net? I will make you wear it! Bhhaaaa!”

Havelpov Wolf-fang charging.





KAGRIAN IRONSNEW

Kagrian Ironsnew is a gruff dwarven weaponsmith who was formerly a renowned adventurer and warrior, now running the Bearded Warrior weapons shop in Onadbyr. He uses the Battle of the Champions as an annual advertisement for his shop and has no illusions about winning. He wears an old and worn splint mail and an ancient helm decorated with a few gems. Kagrian is most interested in creating a spectacle and showing off his flail, which is truly a masterfully crafted item, to attract customers to his shop. He is not overly concerned about his armor that has been sabotaged by the Golden Masks (see The Mask's Edge event below). Kagrian Ironsnew pledges his helm, which is actually a *helm of brilliance* from the time of the the Order of Eternal Light with three opals and two rubies remaining in its mountings.

Kagrian Ironsnew is a **veteran** with the following modifications:

- Kagrian is *neutral*.
- He has darkvision to 60 feet.
- He has advantage on saving throws against poison.
- He has resistance against poison damage.
- He has a -4 penalty to his AC due to his sabotaged armor.
- He fights with a +1 *flail* instead of a longsword, which he wields in two hands. He has +6 to hit and deals 9 (1d10 + 4) damage.
- He is equipped with a *helm of brilliance* with three opals and two rubies.



“See this flail? It has been quenched with special mineral oils. Visit my shop if you want to own something of similar craftsmanship.”

Kagrian Ironsnew addressing the crowd rather than his opponent before battle.



VRAGI

Vragi is a traveling monk from the Shandar Mountains, where he has been mastering the ways of the Stonefist to make his body as hard as granite. He has a clean-shaven head, and his body is decorated in tattoos, giving his skin a stony texture. Vragi is a laconic person, often single-minded and impatient but can be temperamental at times. He is also generous, sharing his meager earthly possessions if need be. Vragi pledges his +1 *adamantine quarterstaff*.

Vragi is a **stonefist devotee** with the following modifications:

- Vragi is *neutral good*.
- He fights with a +1 *adamantine quarterstaff*. He has +7 to hit and deals 7 (1d6 + 4) damage.



“It takes time to carve a mountain.”

Vragi commenting on his opponent after deflecting a strike.



CAY
TALI
VALBERG

Cay Tali Valberg is a half-copper dragon sorcerer-spellthief from the Isles of Xantharos, who has been living in Aglarion and making a living as a very creative part-time adventurer and burglar. He is reserved and kind, finding particular delight in silly riddles. Cay uses his golden lion figurine to gain advantage against opponents in melee combat. Cay is also cheating, using his *Steal Spell* ability to draw spells from an allied spellcaster in the first row of the arena (see the Spell Smugglers event below). Cay Tali Valberg pledges a single golden lion *figurine of wondrous power*.

Cay Tali Valberg is a **spellthief adept** with the following modifications:

- Cay is *neutral*.
- He has blindsight up to 10 feet and darkvision up to 60 feet.
- **Breath Weapon (Recharge 5-6)**. Cay Tali Valberg exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a **DC 11 Dexterity** saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.
- He is equipped with a *figurine of wondrous power* (a single golden lion).



“Say hello to my kitty. She bites.”

Cay Tali Valberg smiling while activating his golden lion figurine.

The Raven Knight (use the *erinyes* monster entry) is a mysterious female figure clad in plate armor fashioned in the likeness of a raven, with feathery embellishments and iron wings folded onto its back under a heavy cloak. The Raven Knight offers her magical flaming sword (which really is a *nine lives stealer* longsword engulfed in flames by her *Hellish Weapon* ability).

After all the pledges have been made, King Waldrann Azennar, King of Aglarion, stands and readies his signature *spriggan shield* and *falcon blade*, striking an imposing figure in his lavishly decorated armor. Next, the king offers up his *ring of prestidigitation* inlaid with a diamond worth 1000 gold pieces.



“We declare the Battle of the Champions commenced! We thank you for your offerings, made with brave and noble spirit. May the best combatant triumph again...”

- (the crowd laughs and cheers) -

and the entertainment be rousing!”

King Waldrann Azennar’s pronouncement signaling the start of the Battle of the Champions.

RAVEN
KNIGHT

OUTSIDE THE RING

● Background

Since probably not all the characters will be taking part in the Battle of the Champions, some events taking place in the stands could impact the tournament's outcome.

Severe Wounds

● Background

Healers are in short supply, and as the battles progress, the wounds pile on. Characters who don't take part in the battles can lend a hand in the rounds of healing after each round if they have access to healing spells or have proficiency in the Medicine skill. Some wounds will be serious and immediate emergency care is often needed to avoid fatal injuries or long-term damage.

● Scene

One of the contestants suffers a mighty blow to the head and falls unconscious. The victim can be brought back with a **DC 15 Wisdom (Medicine)** skill check or curative magic. However, noticing that the victim suffers from a concussion requires another successful **DC 15 Wisdom (Medicine)** skill check. The concussion can be cured with a *lesser restoration* spell or long-term care. If characters are successful in aiding the victim, they can gain an important ally.

One of the contestants suffers a deep gash on their face, and though healing magic will cure the wound, the scar that might remain would disfigure the injured contestant for life. On a successful **DC 15 Wisdom (Medicine)** skill check, a character can mend the skin in a skillful way that it doesn't leave a scar after healing magic is applied, or natural healing cures the wound.

One of the contestants suffers a deep cut through one of their eyes, and though healing magic will cure the wounds, the eye must be saved to avoid permanent blindness. On a successful **DC 15 Wisdom (Medi-**

cine) skill check, a character can carefully tend to the wound and save the contestant's eyesight.

● Experience

Award the party 450 experience points for each successful treatment.

Spell Smugglers

● Background

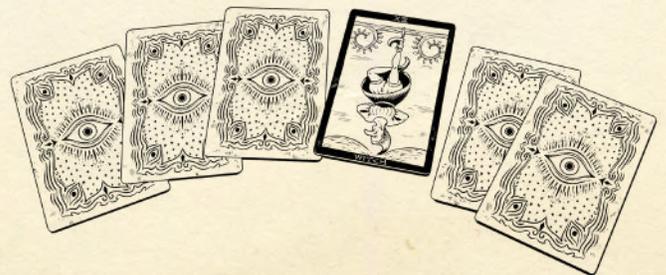
Cay Tali Valberg leaves nothing to chance, especially regarding his own safety or winning valuable magic items. The tricky half-dragon has arranged a front-row seat for one of his long-time friends and adventuring companions named Galtaro Moonstone. Galtaro is a seasoned human **mage** who agreed to seamlessly transfer spells to Cay by allowing him to use his steal spell ability on him.

● Scene

During the battle, if Cay runs low on spells or if he finds himself in a situation where a certain spell might come in handy, he navigates to the side of the battleground and touches his friend unobtrusively to use his *Steal Spell* ability. He can choose from Galtaro's list of known spells, which are the following: *color spray*, *false life*, *hideous laughter*, *mage armor*, *magic missile*, *shield*, *sleep*. Noticing the outside help requires a **DC 18 Wisdom (Perception)** skill check. Cay Tali Valberg is eliminated from the tournament if his trick is reported to the authorities.

● Experience

Award the party 1,100 experience points if they uncover Cay Tali Valberg's trick.



The Mask's Edge

● Background

Hauris, the doppelganger Golden Mask lieutenant, is handling the organization's gambling enterprise during the event in the form of Gulfa the bugbear. Naturally, the odds have been heavily influenced by the schemes of the Golden Masks.

● Environment

Two Golden Mask street soldiers accompany Gulfa as muscle (use the **thug** monster entry) and two Golden Mask operatives (use the **spy** monster entry) who act as lookouts and secure the perimeter. They stand at the top of the stairs of the Dog Pit in the middle of a circle of people, taking and handing out notes on bets made.

● Scene

Gulfa (use the **doppelganger** monster entry) will take bets on the final outcome of the tournament before it begins and before each round for the upcoming round, with a minimum bet of 20 gold pieces for the final winner and 5 gold pieces for each match. His odds are 1 to 5 for the final champion and 1 to 1.5 for each match, except for a match that involves the King, on which he will not accept bets.



*“Chekk da runnarz!
One to four on da
champ, ovah and undah.
Da books are open!”*

Gulfa gathering punters
in the crowd.

Hauris, posing as Gulfa, has befriended Havelpov Wolf-fang and has been drinking with the barbarian before the battles. The gang has spiked the orc's drink and he is now poisoned as a result. The Golden Masks make sure that Havelpov stays clear of healers and will discourage any interference into his state. A character who can get past Hauris and his gang, or one that faces the barbarian in a battle can notice his inebriated state with a successful **DC 13 Wisdom (Insight)** or **Wisdom (Medicine)** skill check. The bar-

barian will be grateful for the assistance and new drinking companions after the games.

The Golden Masks have also sabotaged Kagrian Ironsnew's splint armor, stealthily cutting a crucial shoulder strap while distracting the weaponsmith with interested buyers for his wares. He takes a -4 penalty to AC as a result. Kagrian has no means to mend the armor on the spot without his tools. A character who makes a successful **DC 16 Wisdom (Perception)** check can spot the cut links of the armor and hear the grumblings of the dwarf, who is preparing his catchphrases about the Bearded Warrior weapons shop. If a character mends his armor, Kagrian will be grateful, offering a one-time 20% discount in his shop for the assistance.

Meddling in either scheme will immediately draw the ire of the Golden Masks. They will try to intimidate characters with threats of unforeseen consequences in their future endeavors and general well-being. This is expertly done by Hauris, using its innate *Read Thoughts* ability, mind-affecting spells, and the muscle that swarm any meddler. The gang will not draw blood in the stands but will start to gather intelligence on the characters, with a plan to ambush them and even to infiltrate their ranks at some point with chosen identities.

● Experience

Award the party 450 experience points for each contestant assisted.





QUEEN'S RETRIBUTION

THE QUEEN'S RETRIBUTION

● Background

After only one character remains in the tournament after their third match, the other qualifier match of the semifinals starts between the Raven Knight and King Waldrann Azennar.

● Scene

At the beginning of the bout, King Waldrann uses his *spriggan shield* to grow to large size and occasionally seems to shift in space as his *falcon blade* is activated. The Raven Knight's longsword bursts into flames and it attacks from below, primarily targeting the King's feet and lower abdomen. Feel free to describe the battle as an even one between the two mighty warriors, and while it seems that King Waldrann will be triumphant, his blows cannot seem to pierce the Raven Knight's exceptional defenses. In the end, the Raven Knight parries a crucial hit and wounds the King's leg, causing him to fall to the ground, her sword raised to the King's heart. At this point, the King smiles and forfeits.



"Well done! It has been long since anyone has bested us. Especially one of such intricate... skills.

Claim your prize noble lady knight, as it is rightfully yours! I greatly anticipate our private audience. Show your face and be celebrated!"

King Waldrann Azennar as he lies at the feet of the Raven Knight.

The Raven Knight looms over the prone king, as she throws back her helmet and releases a catch on her armor that frees her wings from under the iron embellishments. All can see the former queen in her devilish form. The erinyes makes a declaration in a dolorious tone.





“Waldrann, you are a kinslayer and traitor to your house! Not even death can avenge your deeds. I claim your soul as punishment. It is in Hell where we shall meet again!”

The Raven Knight before striking down King Waldrann Azennar.

The Raven Knight pierces the King’s heart with a mighty thrust and her longsword flares with dark

energies. The devil wails triumphantly and then vanishes in a swirling vortex as it is transported back to Hell, its contract fulfilled.

A wave of silence washes over the crowd, then suddenly panic and cries erupt from everywhere. Lord Cyne Monder and his knights, healers, friends, and family rush to the fallen king. Princess Aphinah and Queen Lyrecia stand almost still in the crowd of abrupt chaos. All healing magic of the desperate clerics fails, as no healing magic can restore the king’s soul that has been stolen by the erinyes’ *nine lives stealer*. The king is dead, and no winner is announced for the Battle of the Champions this year.





FUNERAL OF THE KING

● Background

The entire city of Onadbyr is in a state of mourning after the tragic death of King Waldrann Azennar. Following an entire week of public mourning, the King's casket is led around the city in a ceremonial procession, led by an honor guard composed of the Knights of the Crown and the members of the royal household while the populace takes to the streets in somber tribute. The burial ceremony is planned for the hour of sunset in the Royal Mausoleum under the Royal Palace, which is open to the public during this woeful time.

If the characters were instrumental in saving Lord Cyne Monder's friends and the reporting of the events at the Old Grinder, or if they were noteworthy or even the winners by elimination at the Battle of the Champions, Lord Monder asks the characters to accompany the procession to the Royal Mausoleum. The private audience with the King would be a final farewell at his tomb.

● Environment

Flags are flying at half-mast all over the capital and the majority of the populace wears black garb to show solidarity in grief with the royal family. A funeral pro-

cession carries the body of King Waldrann Azennar through the city, accompanied by his knights, led by Crownwarden Lord Cyne Monder, who all slowly ride their horses with expressions of penitence on their faces. They return to the Royal Palace and stop at a wide stairway that descends to the Royal Mausoleum (Royal Palace area 3.) through a pair of double stone doors to a vast, constantly expanded underground chamber. This is where the monarchs of Aglarion and their families have been laid to rest since the founding of the Kingdom during the Melkar Dynasty over 650 years ago. The chamber's vaulting is 20 feet high, illuminated by torches that have been lit for the occasion. The mausoleum features alcoves where 15-foot dense iron and thick stone statues of the departed monarchs and their family members stand in various poses, at their feet sarcophagi with their mortal remains. King Waldrann's statue and sarcophagus have been commissioned by the king well in advance, showing the king in a glorious stance with his spriggan shield and the falcon blade in hand. On the right of the king's statue stands the silvered statue of Queen Elyssa. On its left an iron statue of the king's firstborn son and young Knight of the Crown, Krasnar holding his signature glaive, both with their sarcophagi at their feet.



● Scene

The funeral procession enters the mausoleum through the wide gates, and as the body of King Waldrann Azennar is about to be deposited in his sarcophagus along with his signature armaments, the temperature in the room suddenly drops, the flames of the torches seem to dim and the double gates of the Royal Mausoleum bang shut with a tremendous clamor. Opening the doors requires a successful **DC 25 Strength (Athletics)** skill check.

The gigantic glaive in the hand of Krasnar's iron statue starts to glow with an eerie green light as a ghostly emanation in the shape of the glaive separates from the statue and flies menacingly, cutting anyone whose path it crosses, and lashing out at those that try to flee from its reach. Panic erupts among the crowd as people try to evade the ghostly glaive and to flee towards the locked doors that bar their exit from the crypts, which they cannot open. Lord Cyne Monder and four Knights of the Crown immediately form a protective ring around Queen Lyrencia and Princess Aphinah.

The **ghostly glaive** is a manifestation of Krasnar's tortured soul fragment that was bound in the iron statue by the Matrons of Malice when the statue was raised in the prince's memory many years ago. Krasnar's lingering soul-fragment is now angered by the arrival of his father's body in the chamber, awakening and manifesting his spirit to spread the fury of his tortured soul to anyone in its path. The ghostly glaive attacks anyone who uses divine spells or radiant energy to damage it or attacks the iron glaive itself on Krasnar's statue.

While the ghostly glaive is manifested, a sad melody fills the air, functioning as a *melancholic melody* spell.

“Murdereeeeer! Your line will end here and your deed will be avenged!”

Krasnar's voice booming in the chamber in an otherworldly and spine-chilling tone.

Ghostly Glaive (CR 4, 1,100 XP). The ghostly glaive functions as a *spiritual weapon* spell of large size that can attack two adjacent creatures with one melee spell attack. It has a +10 to hit and deals 16 (2d10 + 5) force damage. The ghostly glaive has 42 hit points, can only be damaged by radiant damage, and can also make attacks of opportunity. It cannot be dispelled, however, *Turn Undead* can be used against it. The ghostly glaive makes a Wisdom saving throw with a +4 bonus. The ghostly glaive also dissipates if the iron glaive in the hands of Krasnar's statue is destroyed. The iron glaive has AC 19, 38 hit points, and a damage threshold of 5. The statue's body itself cannot be seriously wounded, as it is made of dense iron. The statue houses Krasnar's phylactery with half his soul inside, which it will have a crucial role later in the adventure.

Once the ghostly glaive is defeated, the *melancholic melody* spell also ends and the force holding the door shut dissipates. The crowd flees from the Royal Mausoleum. It remains closed until a closer inspection is conducted by a group of local clerics, who eventually find no further evidence of any lingering haunts. Finally, King Waldrann Azennar's body is laid to rest in a shortened ceremony attended only by Queen Lyrencia, Princess Aphinah, and four Knights of the Crown, who carry the king's body.

Lord Cyne Monder falls deep into his thoughts and looks very careworn. He thanks the characters for their help in defeating the manifestation and leaves with a mumbled apology.



MAGIC ITEMS

This vast collection of magic items appears either as treasure or in the possession of various NPCs in the Crown of the Oathbreaker adventure. Many serve important plot elements and can aid the characters in their quest to break the Midnight Curse and restore the land of Aglarion. Only a few items are specifically unique to Aglarion, and all can be used in any other adventure as standalone options.

BARBED NET OF ENTANGLEMENT

Weapon (net), rare (requires attunement)

As an action, you can animate the net and command it to attack a single opponent of up to Large size. It flies towards a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained. A creature hit by the net is restrained until it is freed and suffers 4 (1d4 + 2) points of piercing damage at the start of its turn as long as it remains restrained. As a bonus action, you can direct the net to release any creature currently restrained in it and direct it at a new target that is no more than 20 feet away. The net remains animate for 1 minute or until you command it as a bonus action to turn inanimate. It has no effect on creatures that are Huge or larger. A creature can use its action to make a DC 16 Strength check,



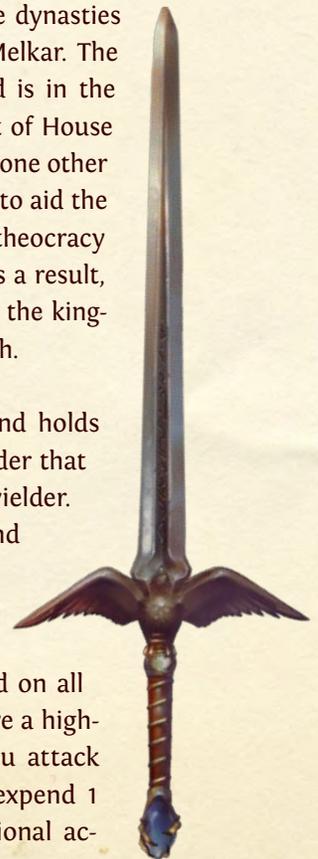
freeing itself or another creature within its reach on a success. Dealing 25 slashing damage to the net (AC 16) also frees the creature without harming it, ending the effect and destroying the net. Using the leash attached to the net, you can drag or pull creatures restrained by the net towards you with a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you move while using the net this way, your speed is halved, unless the creature is two or more sizes smaller than you.

FALCON BLADE

Weapon (longsword), legendary (requires attunement)

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

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

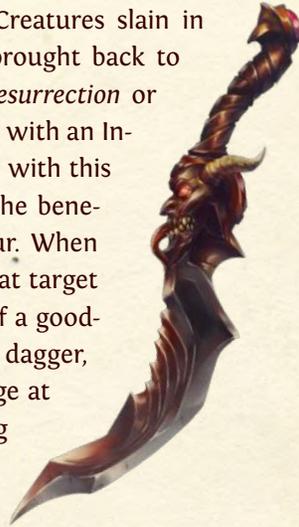


tion. This action can only be used to take the attack action with the Falcon Blade. The Falcon Blade regains all of its charges daily at dawn.

HELLISH SACRIFICIAL DAGGER

Weapon (dagger), rare (requires attunement)

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



like jewelry, head-pieces, and footwear. The robe can also emit smells to match your outfit.

SPRIGGAN SHIELD

Armor (shield), uncommon (requires attunement)

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



RING OF PRESTIDIGITATION

Ring, uncommon (requires attunement)

While wearing this ring, you can cast the *prestidigitation* spell at will.

ROBE OF THE WARDROBE

Wondrous item, common

While wearing this robe, you can use a bonus action to transform the robe into any piece of clothing of any style, color, or appearance, including accessories



SPELLS

The following 16 new and unique spells give flavor to many NPCs, locations, and situations in the Crown of the Oathbreaker adventure. All of them can be researched, emulated, or accessed by the characters as they progress in spellcasting levels.

Instant Tent

5th-level conjuration

Casting Time: 1 minute

Range: 120 feet

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

Duration:

8 Hours

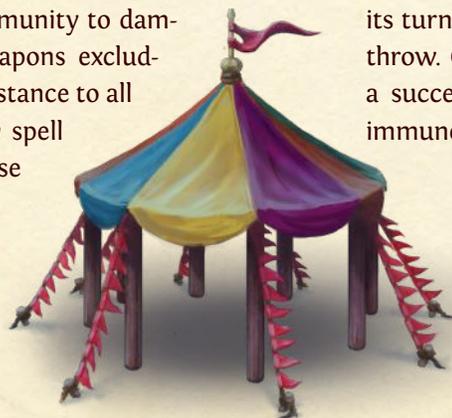
Classes:

Bard, Sorcerer, Wizard

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

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

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



Melancholic Melody

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

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

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

NPCS AND MONSTERS

ELDON LOBO

Eldon Lobo is a member of an elite monastery dedicated to focusing on the laws and power of Hell through an ancient tradition known as the Way of the Nine Seals. The bearded devil monk was recruited from its masters by the Matrons of Malice to serve for soulbound magical weapons donated to the monastery by the hags.

ELDON LOBO

Medium fiend (devil, bearded), lawful evil

Armor Class 15 (unarmored defense)

Hit Points 97 (15d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	9 (-1)	14 (+2)	11 (+0)

Saving Throws Str +6, Con +5, Wis +5

Skills Acrobatics +6, Athletics +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)



Devil's Sight. Magical darkness doesn't impede Eldon Lobo's darkvision.

Magic Resistance. Eldon Lobo has advantage on saving throws against spells and other magical effects.

Steadfast. Eldon Lobo can't be frightened while it can see an allied creature within 30 feet of it.

Martial Arts. When Eldon Lobo uses the Attack action with an unarmed strike or its dagger on its turn, it can make one unarmed strike as a bonus action.

Ki Points (Recharges after a Long Rest). Eldon Lobo has 3 ki points.

Flurry of Blows. Immediately after Eldon Lobo takes the Multiattack action on its turn, it can spend 1 ki point to make two unarmed strikes as a bonus action.

Hellfire Fist. Eldon Lobo can spend 1 ki point as an action to inflame a melee weapon it touches with hellish fire for 1 minute. Melee attacks made with the weapon deal an extra 1d4 fire damage.

Patient Defense. Eldon Lobo can spend 1 ki point to take the Dodge action as a bonus action on its turn.

Step of the Wind. Eldon Lobo can spend 1 ki point to take the Disengage or Dash action as a bonus action on its turn, and its jump distance is doubled for the turn.

ACTIONS

Multiattack. Eldon Lobo makes two attacks: one with its beard and one with its dagger.

Beard. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hellish sacrificial dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 13 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time Eldon Lobo hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can

take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage.

REACTIONS

Deflect Missiles. Eldon Lobo can use its reaction to deflect or catch the missile when it is hit by a ranged weapon Attack. When it does so, the damage it takes from the attack is reduced by 11 (1d10 + 6). If the damage is reduced to 0, Eldon Lobo can catch the missile if it is small enough for it to hold in one hand and if it has at least one hand free. If it catches a missile in this way, Eldon Lobo can spend 1 ki point to make a ranged attack (range 20 feet/60 feet) with the weapon or piece of ammunition it has just caught, as part of the same reaction. (+6 to hit, range 20 ft./60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.)

EQUIPMENT

Eldon Logo wields a *hellish sacrificial dagger*.

HAURIS

Hauris is a crafty doppelganger agent of the Golden Masks, overseeing the gambling operations of the organization. He runs the Triple Nine Gambling Hall, the primary source of gambling income for the criminal organization. Hauris also masterminds and undertakes daring cons and heists in Onadbyr under the guise of multiple personalities and its lies bolstered by bardic abilities. Hauris will not pause to bend opponents to its will and is a vengeful creature if anyone should dare to interfere in its schemes.



HAURIS

*Medium monstrosity
(shapechanger, doppelganger), neutral evil*

Armor Class 15 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Deception +7, Insight +3, Intimidation +7, Persuasion +5, Sleight of Hand +7

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Thieves' cant

Challenge 4 (1,100 XP)

Shapechanger. Hauris can use its action to polymorph into a small or medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. Hauris is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Hauris has the following bard spells prepared:

- Cantrips (at will): *message, minor illusion*
- 1st level (4 slots): *cure wounds, heroism**, *hideous laughter, illusory script*
- 2nd level (2 slots): *invisibility, suggestion*

*Hauris casts these spells on itself before combat.

Ambusher. In the first round of a combat, Hauris has advantage on attack rolls against any creature it has surprised.

Battle Feint (Recharges after a Short or Long Rest). As a bonus action, Hauris can attack with a feint,

choosing one creature within 5 feet of it as the target. The target must attempt a DC 17 Wisdom (Insight) check. On a failed check, Hauris has advantage on its melee attack rolls against that creature and the creature has disadvantage on attack rolls until the start of Hauris' next turn.

Jack of All Trades. Hauris can add +1 to any ability checks he makes that doesn't already include his proficiency bonus.

Surprise Attack. If Hauris surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. Hauris makes two melee attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Captivating Monologue (Recharges after a Short or Long Rest). If Hauris talks to an audience for at least 1 minute, it can attempt to captivate them with style and colorful phrases. At the end of the performance, Hauris can choose 3 humanoids within 60 feet of it who watched and listened to the monologue. Each target must succeed on a DC 13 Wisdom saving throw or be charmed. While charmed in this way, the target has disadvantage on all Wisdom (Insight) checks against Hauris. This effect ends on the target after 1 hour, if it takes any damage, if Hauris attacks it, or if it witnesses Hauris attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that Hauris tried to charm it.

Read Thoughts. Hauris magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Hauris can continue reading the target's thoughts, as long

as its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Hauris has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

KNIGHT OF THE CROWN

One of a few dozen, these pious paladin champions of the realm swear a lifelong Oath of Protection to the crown and the kingdom. Knights of the Crown are held in the highest esteem throughout the realm, serve in the front lines in times of war, and act as personal guards to the royal family and the royal palace.

KNIGHT OF THE CROWN

Medium humanoid (human), any lawful

Armor Class 20 (plate, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Wis +4, Cha +5 (+2 on all saving throws from Aura of Protection)

Skills Athletics +6, Insight +4

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Spellcasting. The Knight of the Crown is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Knight of the Crown has the following paladin spells prepared:

- 1st level (4 slots): *command, cure wounds, divine favor, heroism, protection from evil and good, shield of faith*

- 2nd level (2 slots): *magic weapon*, protection from poison, warding bond**

*The knight of the crown casts these spells on itself before combat.

Aura of Protection. Whenever the Knight of the Crown or a friendly creature within 10 feet of it must make a saving throw, the creature gains a bonus to the saving throw equal to the knight of the Crown's Charisma modifier (+2). The Knight of the Crown must be conscious to grant this bonus.





Divine Health. The Knight of the Crown is immune to disease.

Divine Smite. When the Knight of the Crown hits a creature with a melee weapon attack, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 9 (2d8) for a 1st-level spell slot, or 13 (3d8) for a 2nd-level spell slot. The damage increases by 1d8 if the target is an undead or a fiend.

ACTIONS

Multiattack. The Knight of the Crown makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Divine Sense (3/Day). The Knight of the Crown can detect evil forces. Until the end of its next turn, the Knight of the Crown knows the location of any celestial, fiend, or undead within 60 feet of it that is not behind total cover. It knows the type (celestial, fiend, or undead) of any being whose presence it senses, but not its identity. Within the same radius, the Knight of the Crown also detects the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Lay on Hands (Recharges after a Long Rest). The Knight of the Crown can touch a creature and draw power from its pool of 30 hit points to restore a number of hit points to that creature, up to the maximum amount remaining in its pool. Alternatively, the Knight of the Crown can expend 5 hit points from its pool of healing to cure the target of one disease or neutralize one poison affecting it. The Knight of the Crown can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Protection (Recharges after a Short or a Long Rest). The Knight of the Crown can channel divine energy to fuel either of the following magical effects.

- **Vow of Protection.** The Knight of the Crown can use its Oath of Protection to bolster its defenses. As a bonus action, it can utter a vow of protection against a creature that it can see within 30 feet. That creature gains disadvantage on attack rolls against the Knight of the Crown for 1 minute or until the Knight of the Crown drops to 0 hit points or falls unconscious.

- **Divine Ward.** The Knight of the Crown can use its Oath of Protection to offer protection to those around it. It can present its holy symbol and each creature of its choice that it can see within 30 feet becomes warded for 1 minute. Any creature who targets a warded creature with an attack or a harmful spell must first make a DC 13 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this effect ends. This effect ends on the creature if the Knight is incapacitated or dies or if the warded creature is more than 30 feet away from it.

REACTIONS

Protection. When a creature the Knight of the Crown can see attacks a target other than the Knight of the Crown that is within 5 feet of the Knight, the Knight of the Crown can use its reaction to impose disadvantage on the attack roll. The Knight of the Crown must be wielding a shield to use this feature.

LORD CYNE MONDER

The current high commander of the Knights of the Crown, Crownwarden Lord Cyne Monder is an aging paladin of great renown, a noble of an ancient lin-



age of dwarves with a sordid past, the Monders. As a result of his forebear's folly in attacking the Isles of Xantharos, the family pledged every firstborn of the line to protect the crown, and Lord Cyne Monder is the latest to serve. He is doing his best to rebuild the reputation of his house, his oath binding him to protect the crown, his sovereign, and realm.

LORD CYNE MONDER

Medium humanoid (dwarf), lawful good

Armor Class 21 (plate, *animated shield*; 22 if there are allies within 5 ft., defense)

Hit Points 120 (16d8 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Wis +6, Cha +6 (+2 on all saving throws from *Aura of Protection*)

Skills Insight +6, Persuasion +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish

Challenge 8 (3,900 XP)

Spellcasting. Lord Cyne Monder is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Lord Cyne Monder has the following paladin spells prepared:

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

*Lord Cyne Monder casts these spells on himself before combat.

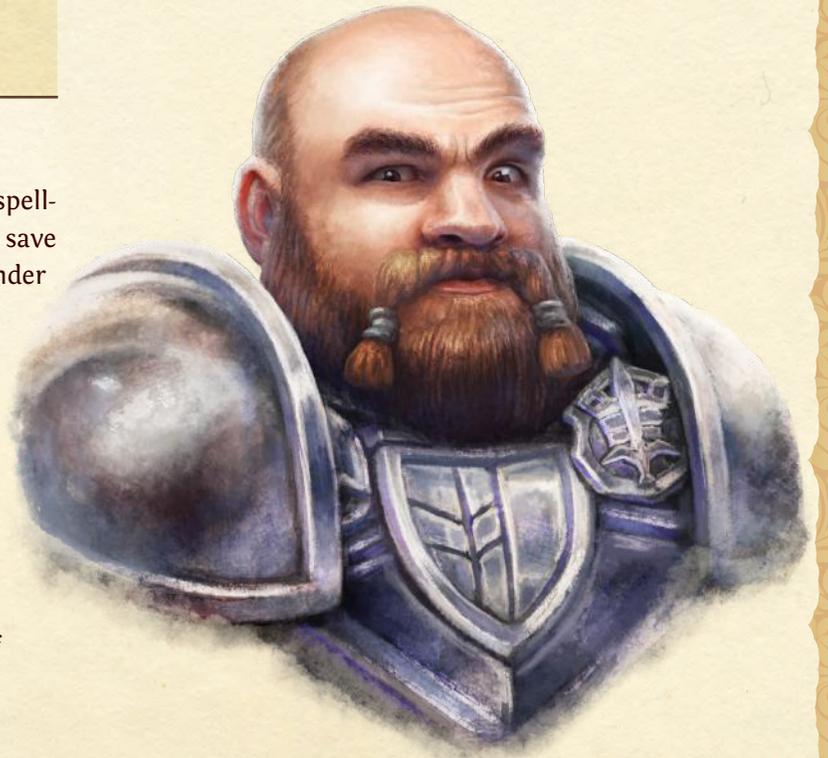
Aura of Protection. Whenever Lord Cyne Monder or a friendly creature within 10 feet of him must make a saving throw, the creature gains a bonus to the saving throw equal to Lord Cyne Monder's Charisma modifier (+2). Lord Cyne Monder must be conscious to grant this bonus.

Defense. When Lord Cyne Monder is wearing armor, he gains a +1 bonus to AC.

Divine Health. Lord Cyne Monder is immune to disease.

Divine Smite. When Lord Cyne Monder hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 9 (2d8) for a 1st-level spell slot, 13 (3d8) for a 2nd-level spell slot, or 18 (4d8) for a 3rd-level spell slot. The damage increases by 1d8 if the target is an undead or a fiend.

Dwarven Resilience. Lord Cyne Monder has advantage on saving throws against poison, and resistance against poison damage.





ACTIONS

Multiattack. Lord Cyne Monder makes two melee attacks.

+1 Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Divine Sense (3/Day). Lord Cyne Monder can detect evil forces. Until the end of its next turn, he knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. He knows the type (celestial, fiend, or undead) of any being whose presence he senses, but not its identity. Within the same radius, Lord Cyne Monder also detects the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Lay on Hands (Recharges after a Long Rest). Lord Cyne Monder can touch a creature and draw power from his pool of 45 hit points to restore a number of hit points to that creature, up to the maximum amount remaining in his pool. Alternatively, Lord Cyne Monder can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it. Lord Cyne Monder can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Protection (Recharges after a Short or a Long Rest). Lord Cyne Monder can channel divine energy to fuel either of the following magical effects.

- **Vow of Protection.** Lord Cyne Monder can use his Oath of Protection to bolster his defenses. As a bonus action, he can utter a vow of protection against a creature that it can see within 30 feet. That creature gains disadvantage on attack rolls against the Lord Cyne Monder for 1 minute or until the Lord Cyne Monder drops to 0 hit points or falls unconscious.

- **Divine Ward.** Lord Cyne Monder can use his Oath of Protection to ward off threat to those around him. He can present his holy symbol and each creature of his choice that he can see within 30 feet becomes warded for 1 minute. Any creature who targets a warded creature with an attack or a harmful spell must first make a DC 14 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this effect ends. This effect ends on the creature if Lord Cyne Monder is incapacitated or dies or if the warded creature is more than 30 feet away from it.

REACTIONS

Dedicated Defender. Lord Cyne Monder can deflect attacks against those whom he protects. When another creature damages Lord Cyne Monder or an ally within 5 feet of him with a melee attack, Lord Cyne Monder can use his reaction to reduce the damage by 1d6 + 2.

Guardian. Lord Cyne Monder can protect his allies and sense danger before it happens. He gain the following benefits:

- As a reaction, Lord Cyne Monder can protect an ally within 5 feet from him from an attack of opportunity. If he uses this action, the attack automatically misses.
- When an ally who is within 5 feet of Lord Cyne Monder is attacked, he can shield them with his body. As a reaction, Lord Cyne Monder can switch the target of the attack to himself, using his own AC to determine if the attack hits and taking damage if it does.

Protection. When a creature Lord Cyne Monder can see attacks a target other than him that is within 5



feet, the Lord Cyne Monder can use his reaction to impose disadvantage on the attack roll. Lord Cyne Monder must be wielding a shield to use this feature.

EQUIPMENT

Lord Cyne Monder has 12 copper pieces, 15 silver pieces, 63 gold pieces, a +1 maul, an animated shield, his plate armor, and his ivory holy symbol worth 50 gold pieces on his person.

MINSTREL OF THE COLLEGE

Senior members of the College of Minstrels can bear the associated title, proving their aptitude through rigorous study and examinations. Minstrels are taught a wide range of entertainment skills, including various styles of singing and oratory, instruments, juggling, and even acrobatic arts, bolstered by bardic magic.

MINSTREL OF THE COLLEGE

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

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

Saving Throws Dex +4, Cha +4

Skills Arcana +4, Acrobatics +4, Insight +3, History +4, Performance +6, Persuasion +6, Sleight of Hand +4

Senses passive Perception 11

Languages Common plus any three languages

Challenge 2 (450 XP)

Spellcasting. The minstrel of the college is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). A minstrel of the college has the following bard spells prepared:

- Cantrips (at will): *minor illusion, prestidigitation*
- 1st level (4 slots): *charm person, comprehend languages, hideous laughter, identify*
- 2nd level (2 slots): *enhance ability*, enthrall*

* The minstrel casts these spells on itself before combat.

Bardic Inspiration (Recharges after a Long Rest). The minstrel of the college has 2 bardic inspirations (d6).

Jack of All Trades. The minstrel of the college can add +1 to any ability checks it makes that doesn't already include its proficiency bonus.

Song of Rest. The minstrel of the college can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any hit dice to regain hit points at the end of that rest. The minstrel of the college can confer this benefit on itself as well.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Cutting Words (Recharges after a Short or Long Rest). When a creature that the minstrel of the college can see within 60 feet of it makes an attack roll, an ability check, or a damage roll, the minstrel of the college can roll 1d6 and subtract the number rolled from the creature's roll. The minstrel of the college can choose to use this feature after the creature makes its roll, but before the DM determines whether the Attack



roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear the minstrel of the college or if it's immune to being charmed.

RICIO TANE

Many stories circulate Onadbyr about the owner of the Lucky Leap tavern, a known adventurer and charismatic figure who can get things done. Ricio Tane was always a fixer and a compelling character, having minimal respect for the law and its enforcers. He wanted to live an easy and memorable life, and he was never afraid to achieve this by delving into deep dungeons or other people's houses. He pushed his luck daringly only until a tragedy befell his wife, Avrathia Silverstar. However, the now-retired adventurer and thief still keeps dealing in illicit goods to make a significant side income next to the earnings from his tavern.

Cunning Action. On each of his turns, Ricio Tane can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. Ricio Tane can nimbly dodge out of the way of certain area effects. When it is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Ricio Tane instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fast Hands. Ricio Tane can use a bonus action granted by his cunning action feature to make a Dexterity (Sleight of Hand) skill check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work. Ricio Tane can climb at his normal speed. When Ricio Tane makes a running jump, the distance he can cover is increased by 4 feet.

RICIO TANE

Medium humanoid (human), neutral

Armor Class 17 (+1 studded leather)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	15 (+2)	12 (+1)	17 (+3)

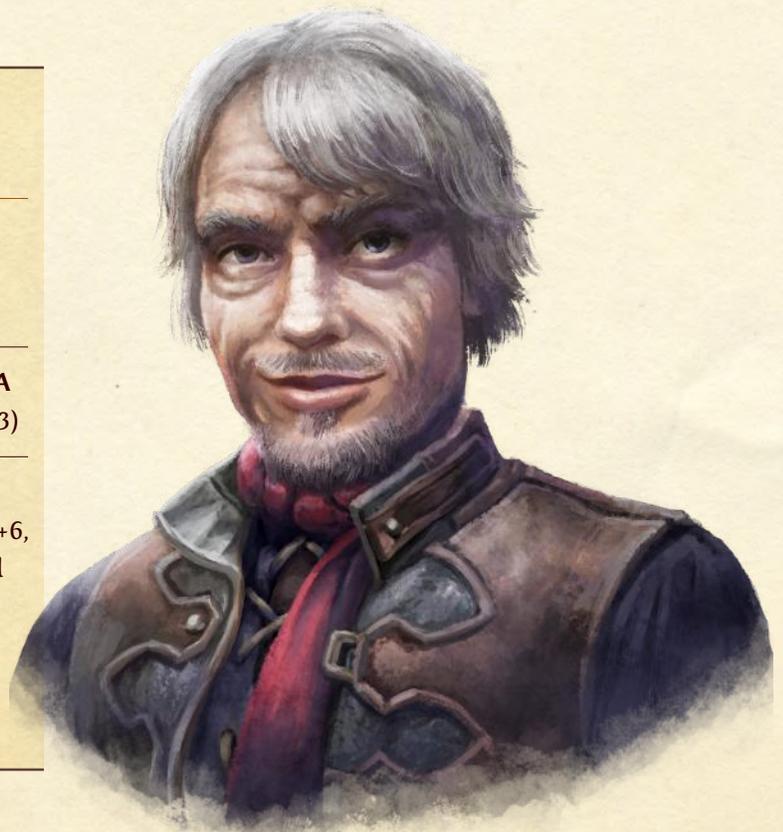
Saving Throws Dex +8, Int +6

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

Senses passive Perception 15

Languages Common, Elvish, Thieves' cant

Challenge 7 (2,900 XP)



Sneak Attack (1/Turn). Ricio Tane deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of his that isn't incapacitated and Ricio Tane doesn't have disadvantage on the attack roll.

Supreme Sneak. Ricio Tane has advantage on a Dexterity (Stealth) skill check if he moves no more than half his speed on the same turn.

ACTIONS

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

+1 Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

REACTIONS

Uncanny Dodge. Ricio Tane can use his reaction to halve an attack's damage against him if can see the attacker.

EQUIPMENT

Ricio Tane has 9 copper pieces, 5 silver pieces, 281 gold pieces, a +1 rapier, a hand crossbow, a +1 studded leather armor, and a *potion of greater healing* on his person.

SPELLTHIEF ADEPT

A spellthief adept is a sneaky operator who has acquired actual spellcasting abilities throughout the prolonged use of spell-stealing abilities. Some spellthief adepts are drawn to occupations involving the arcane arts, a few are dedicated to the collection of magical items, and many find their calling in crime, for which their abilities make them most suited.

SPELLTHIEF ADEPT

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Dex +5, Int +4

Skills Arcana +4, Deception +5, Insight +3, Investigation +4, Perception +3, Persuasion +5, Sleight Of Hand +8, Stealth +8

Senses passive Perception 13

Languages Common, plus any one language

Challenge 5 (1,800 XP)

Spellcasting. The spellthief adept is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The spellthief adept has the following sorcerer spells prepared:

- Cantrips (at will): *acid splash*, *mage hand*, *minor illusion*, *true strike*
- 1st level (4 slots): *color spray*, *expeditious retreat*, *mage armor**
- 2nd level (2 slots): *invisibility*

*The spellthief adept casts these spells on itself before combat.



Cunning Action. On each of its turns, the spellthief adept can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. The spellthief adept can nimbly dodge out of the way of certain area effects. When it is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the spellthief adept instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

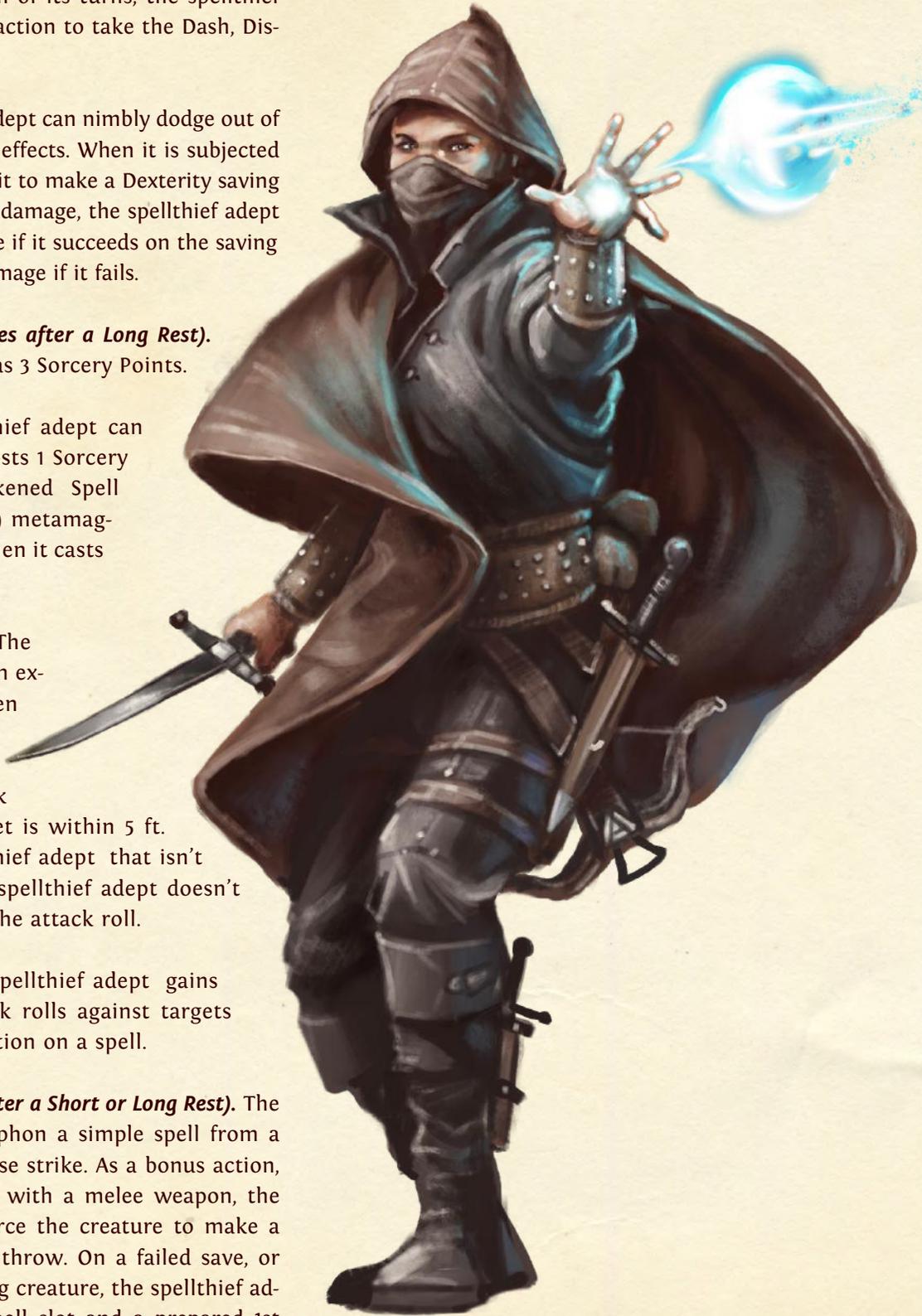
Font of Magic (Recharges after a Long Rest). The spellthief adept has 3 Sorcery Points.

Metamagic. The spellthief adept can use the subtle spell (costs 1 Sorcery Point) and the Quickened Spell (costs 2 Sorcery Points) metamagic options on a spell when it casts the spell.

Sneak Attack (1/Turn). The spellthief adept deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spellthief adept that isn't incapacitated and the spellthief adept doesn't have disadvantage on the attack roll.

Sneaky Interrupt. The spellthief adept gains advantage on its attack rolls against targets maintaining concentration on a spell.

Steal Spell (Recharges after a Short or Long Rest). The spellthief adept can siphon a simple spell from a spellcaster with a precise strike. As a bonus action, after it hits a creature with a melee weapon, the spellthief adept can force the creature to make a DC 13 Dexterity saving throw. On a failed save, or when it targets a willing creature, the spellthief adept gains a 1st level spell slot and a prepared 1st level spell chosen by it from the creature's known or prepared 1st level spells. The creature loses a 1st



level spell slot, but still knows the spell and can use it normally. For the next 8 hours, the spellthief adept knows the spell and can cast it using its spell slots. If the creature is not a spellcaster the spellthief adept doesn't gain any benefits from this feature.

ACTIONS

Multiattack. The spellthief adept makes two melee attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

REACTIONS

Uncanny Dodge. When an attacker that the spellthief adept can see hits it with an attack, the Spellthief adept can use its reaction to halve the attack's damage against it.



STONEFIST DEVOTEE

A stonefist devotee is a practitioner of the fighting techniques of earth elementals, studying and imitating their combat maneuvers. Daily practices have hardened the stonefist devotee's body to withstand blows and focus their strength into their stone-like fists. Though far from elevation to Master, this monk has dedicated long years of its life to the rigorous training of mind, body, and soul.

STONEFIST DEVOTEE

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)

Hit Points 39 (6d8 + 12)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	9 (-1)	14 (+2)	11 (+0)

Saving Throws Str +3, Dex +5

Skills Acrobatics +5, Athletics +3

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Ki Points (Recharges after a Long Rest). The stonefist devotee has 6 ki points.

Flurry of Blows. Immediately after the stonefist devotee takes the multiattack action on its turn, it can spend 1 ki point to make two unarmed strikes as a bonus action.

Martial Arts. When the stonefist devotee uses the Attack action with an unarmed strike, it can make one additional unarmed strike as a bonus action.



Mountain Stance. The stonefist devotee can tighten its muscles to enter a steady stance making it immovable and hard to grapple. As a bonus action, the devotee can spend 1 ki point to gain advantage on contests involving Strength (Athletics) checks made against it for 1 minute. The devotee loses this advantage if it takes a move action.

Patient Defense. The stonefist devotee can spend 1 ki point to take the Dodge action as a bonus action on its turn.

Step of the Wind. The stonefist devotee can spend 1 ki point to take the Disengage or Dash action as a bonus action on its turn, and its jump distance is doubled for the turn.

Stunning Strike. When the stonefist devotee hits another creature with a melee weapon attack, it can spend 1 ki point to attempt a stunning strike. The target must succeed on a DC 12 Constitution saving throw or be stunned until the end of the devotee's next turn.

(range 20 feet/60 feet) with the weapon or piece of ammunition it has just caught, as part of the same reaction. (+6 to hit, range 20 ft./60 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.)

Resist Strikes. The stonefist devotee can channel its ki into resisting damage from a blow. As a reaction, the stonefist devotee can spend 1 ki to reduce the damage it takes from an attack by 12 (1d10 + 7).

Slow Fall. The stonefist devotee can use its reaction when it falls to reduce any falling damage it takes by 30 hit points.

ACTIONS

Multiattack. The stonefist devotee makes two attacks with its unarmed strikes.

Unarmed Strike. *Magical Melee Weapon:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

REACTIONS

Deflect Missiles. The stonefist devotee can use its reaction to deflect or catch the missile when it is hit by a ranged weapon attack. When it does so, the damage it takes from the attack is reduced by 14 (1d10 + 9). If the damage is reduced to 0, the stonefist devotee can catch the missile if it is small enough for it to hold in one hand and if it has at least one hand free. If it catches a missile in this way, the stonefist devotee can spend 1 ki point to make a ranged attack



WITCHSERVANT CULTIST

Witchservant cultists are usually bitter, power-hungry individuals who live hidden in society, serving the cause of their Hag patrons in exchange for dark warlock powers. They live as average citizens and practice their rituals secretly, gathering only to conduct vile rituals and contact their hag patrons for guidance. They are usually uninitiated into the deeper schemes of their patrons and superiors.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

WITCHSERVANT CULTIST

Medium humanoid (any race), any evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4

Senses passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

Spellcasting. The witchservant cultist is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following warlock spells:

- Cantrips (at will): *eldritch blast, poison spray*
- 1st level (1 slot): *charm person, hellish rebuke*

Dark Devotion. The witchservant cultist has advantage on saving throws against being charmed.

Hag's Form (Recharges after a Long Rest). The witchservant cultist can magically polymorph into a small or medium humanoid for one hour. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



OLD GRINDER



1 TILE = 5 FEET

LUCKY LEAP TAVERN



TOP FLOOR



SECRET LEVEL



GROUND FLOOR

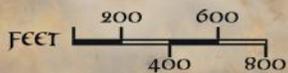


CELLAR



1 TILE = 5 FEET

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