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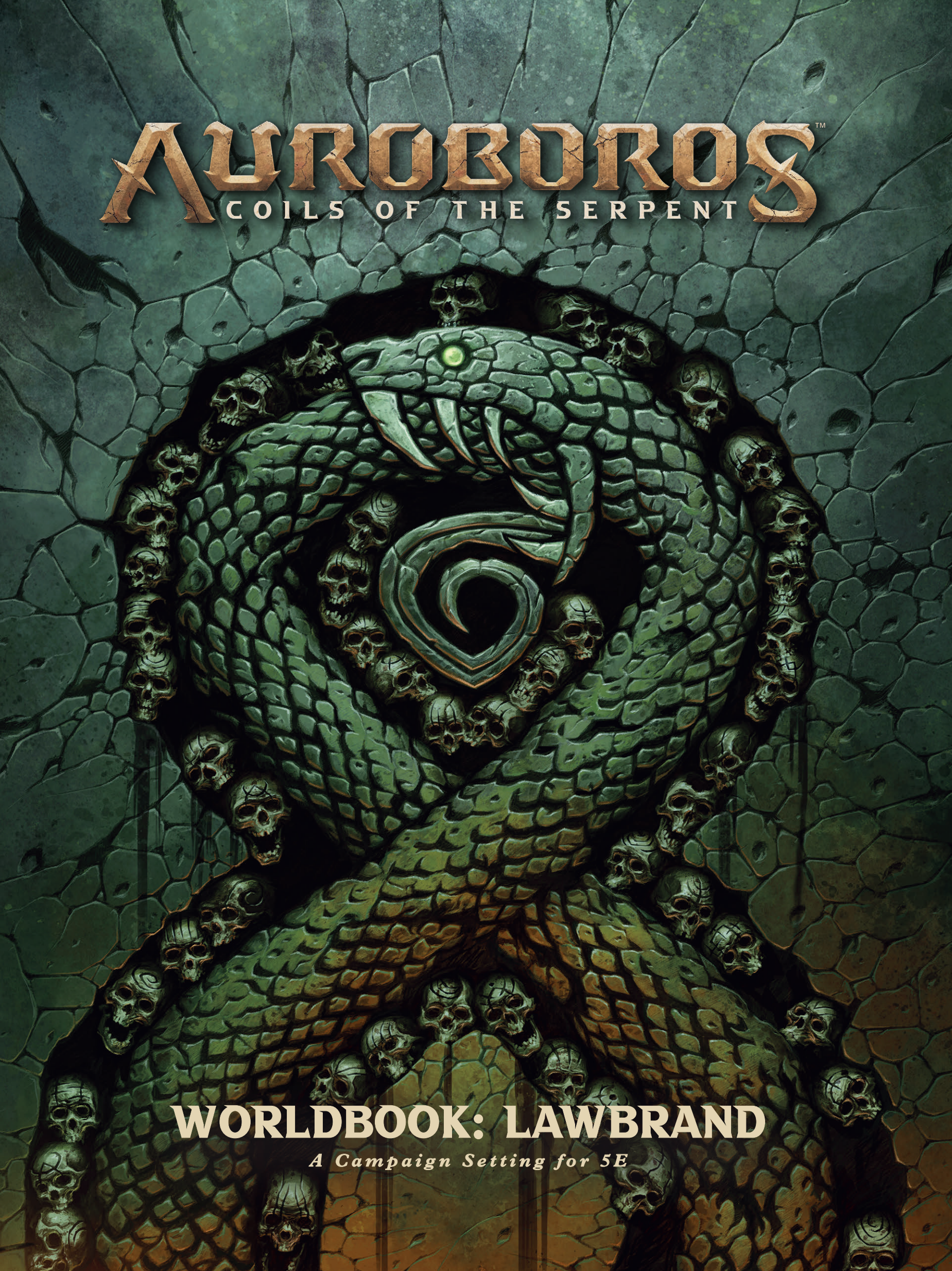
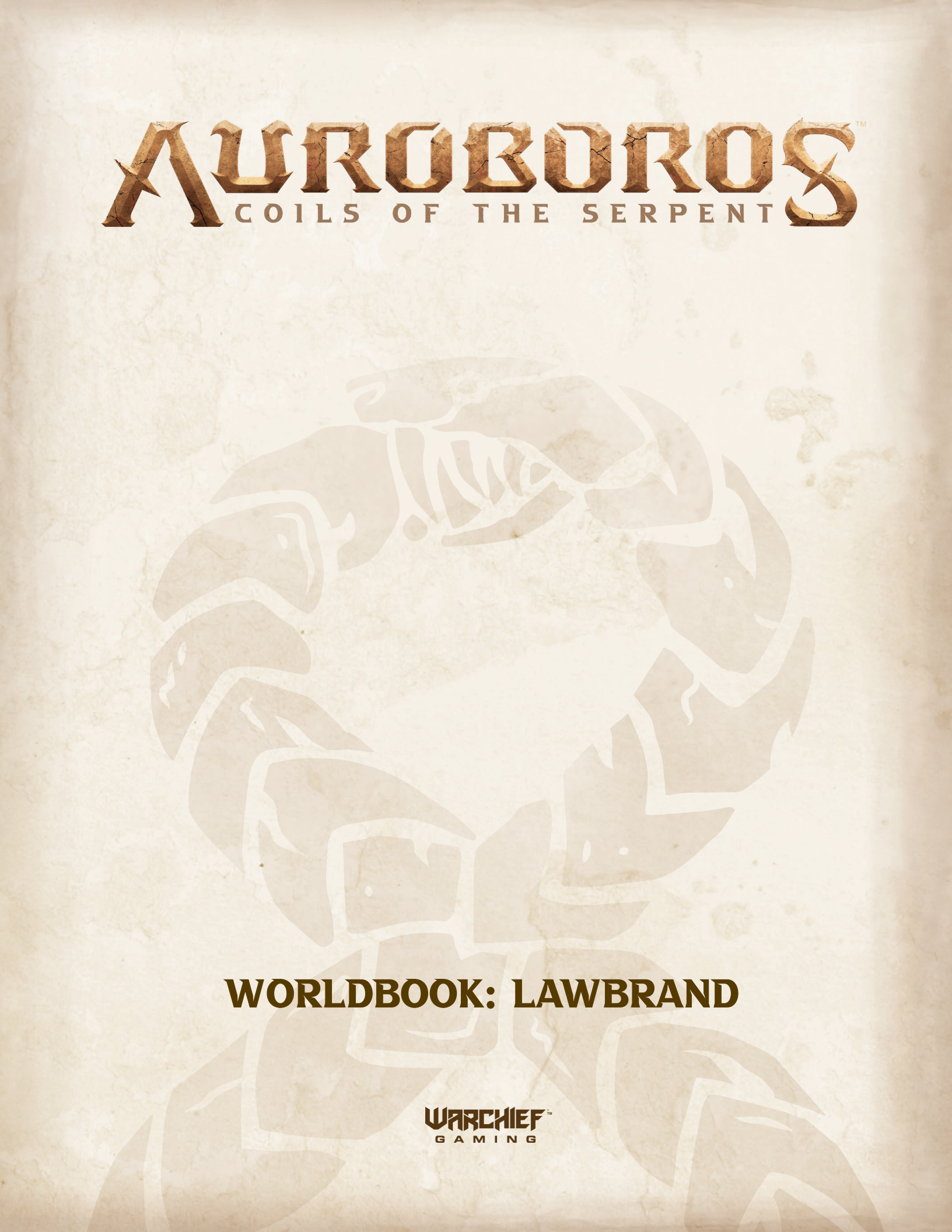
COILS OF THE SERPENT



WORLDBOOK: LAWBRAND

A Campaign Setting for 5E

AUROBOROS
COILS OF THE SERPENT



WORLDBOOK: LAWBRAND

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INTRODUCTION

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

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

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

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

Worldbook: Lawbrand is separated into three distinct parts that provide everything players and GMs need to run their own adventures within the realm of Lawbrand.

PART I: WORLD contains chapters on Lawbrand's culture and rich history, as well as detailed overviews of its distinct factions, Trade-Cities, and frontier locales. These sections illustrate how Lawbrand actually functions—how its factions compete for people's hearts and minds, how regional dangers shape its overarching politics, and even how music and art affect everyday life throughout the realm.

PART II: HEROES provides players rules for creating new characters using the five races and four subclasses that are unique to the Auroboros setting. It also provides context for running existing 5E characters in Lawbrand, as well as background and rules for using the **Mark of the Serpent**, a narrative game system that allows players to wield the devouring power of the Auroboros itself!

PART III: ADVENTURING offers GMs myriad tools and guides to help them shape and run their own epic campaigns. It includes sections on using campaign archetypes, creating compelling villains, running the Mark of the Serpent system, a full Bestiary, and much more. This section also provides exhaustive Adventure Guides for each of Lawbrand's factions and locations.

While the various tools and gameplay systems found in **Worldbook: Lawbrand** are intended to help GMs and players develop campaigns for the Auroboros setting, they can also be used in homebrew worlds or even in other established adventure settings. At the end of the day, tabletop role-playing is all about being creative and enjoying adventuring with friends!



The Serpent coils throughout creation.
All lives, all moments of history are reflected in its scales.
It is all-consuming; its hunger knows no bounds.
And when all else is done and dust, it will devour itself.

The Auroboros coils within you.

PART I

WORLD



CULTURE

Lawbrand is a realm comprised of elements of both the old world and the new. Unified by the Sularian Church, itself a remnant of the former age, Lawbrand's various cultures have eschewed their previous societal identities to forge a new kind of civic bond. Living and working together in the overcrowded, fast-moving Trade-Cities, the people of Lawbrand look toward building a brighter future where the tragedies of the past are eclipsed by the modern age of reason, innovation, and community.

THE REALM OF LAWBRAND

To understand the dynamic, multifaceted culture of Lawbrand, it's necessary to look back at the tragic events that shaped its origins.

THE LEGACY OF OLD SULARIA

For over five hundred years, the mighty empire of Sularia reigned over the vast lands of the north. The powerful Sularian Church, based in the capital city of Torune, held dominion over the disparate peoples of the age. Chief among these was humanity, which believed it held a sacred right to rule over Sularia's non-human populations. Sularia's human lords and high priests consolidated their power by driving the non-humans out of their shining cities and into impoverished enclaves. These mass relocations created untold misery and tension within the empire. While the Church's authority was largely uncontested by foreign powers, its arrogance and zeal made it vulnerable to the ravages of civic chaos and the possibility of violent insurrection. At the height of Sularia's authoritarian power, anarchistic forces arose and, wielding the unbridled energies of the Auroboros, brought utter ruin to the empire.

Legends hold that the Auroboros—a near-mythic source of incalculable power—was unleashed in the form of a serpentine storm of magic. This serpent-storm rolled across the Sularian Empire, devouring the land and sky in an unbridled cataclysm of *uncreation*. Panic and chaos ensued as mass migrations of refugees traveled southward, away from the unimaginable destruction. Humans, ogres, dwarves, and all the disparate peoples of Sularia fled in terror before the ending of their world.

Eventually, the ragged refugees reached the safety of the southlands as the serpent-storm burned itself out in the north. With the old-world dead behind them, Sularia's determined survivors were forced to face the harsh reality of the unknown frontier in which they found themselves. Putting aside their old hatreds and divisions, they banded together and combined their talents and meager resources in a bid for mutual survival. Even the few Sularian priests who remained recanted their corrupt ways and set to aiding the survivors in the true spirit of the faith.

Despite having lost their holy powers to heal injuries and banish evil, the priests proved themselves to be invaluable by aiding and comforting the weary refugees. In time, their genuine efforts won over many of the non-humans who had suffered so greatly under the Church's authoritarian rule. Eventually, the stoic survivors made it through treacherous wilds and scorching deserts to establish the first city in what would become a bustling new realm.

Unified for the first time in centuries, the people of Old Sularia forged a society that would be based on order, equality, and prosperity for all. For the past 250 years, that society has grown to encompass a number of bustling, urbanized Trade-Cities. Known collectively as Lawbrand, this new society has overcome the tragedies of the past to forge a new, brighter future.

A REALM OF TRADE AND INDUSTRY

The realm of Lawbrand is a confederation of densely populated, industrialized Trade-Cities that maintain certain commercial and industrial specializations. Each Trade-City is controlled by a Trade-Guild—large, unionized organizations that oversee all commerce and resource production in their respective territories. The Trade-Cities exchange their goods freely under a set of stringent laws known as the Trade-Pacts. These laws protect the common marketplace and prevent the guilds from overstepping each other's unique commercial domains. A bevy of shipping companies moves goods back and forth along the Talisande River, which runs the length of Lawbrand from Sargrad in the west to Hearthvale in the north. Resource caravans and merchant convoys are commonplace on the highways that wind through the vast, lawless tracts of wilderness that separate the Trade-Cities.

Lawbrand's various cultures inhabit the same neighborhoods within the cities themselves and work shoulder to shoulder in factories, mines, and sprawling commercial districts. This diversity is the source of Lawbrand's unique civic unity as well as a lingering source of underlying social tension. Though on occasion, some of Lawbrand's citizens still suffer from old hatreds and mistrust: ogres are sometimes thought of as unthinking brutes, dwarves as callous fortune-seekers, and humans as opportunistic elitists. But despite these outmoded notions, the vast majority of Lawbrand's citizens have come a long way from their cultures of origin—and recognize that they have far more in common than not.

Despite their differences, artists and musicians from all walks of life find mutual inspiration in their craft. Priests and tradespeople alike draw together in common identity and purpose. The children of the Trade-Cities attend the same institutions and play in the same streets. The new generation has mostly discarded the stereotypes of the old world in favor of a common civic identity. To them, the Trade-City they reside in is a far more significant influence on social stratification than any other cultural factor.

GALVANIZED BY FAITH

Despite its past abuses, the reformed Sularian Church remains the central unifying force among the Trade-Cities. Threads of the Church's ancient traditions run throughout Lawbrand's social fabric. Faith in the inherent goodness of all mortal hearts is the foundational lynchpin of the Sularian faith. This conviction has served as a great equalizer since Lawbrand's humble beginnings, reinforcing the universal belief that all people, regardless of culture and background, are equal.

Most of Lawbrand's citizens see themselves as dedicated members of the Church. They look to their community priests and ministers for leadership and spiritual guidance. While the general level of zeal and passion for the faith has waned somewhat over the centuries, most citizens still recognize the Church's annual High Feasts as cultural touchstones, as much as spiritual sacraments.

There are local basilicas in most of the Trade-Cities, as well as smaller neighborhood churches. The priests serve their communities with dedication and compassion—overseeing daily rites such as marriages and funeral services. They run soup kitchens and tend to the poor as best they can. Some local churches aren't always well funded, and many densely populated communities often go unaided as the Church leadership focuses its attentions on more affluent city-sectors. Despite the many positive changes in the Church since its reformation, many are wary that some of its leadership is just as invested in the Trade-Guilds' financial success as the population's spiritual welfare. Nevertheless, the Church's everyday servants do all they can to tend to the faithful at the community level.

TENETS OF THE LAWBRAND

The followers of the modern Sularian faith do not believe in any gods or otherworldly denizens. They hold a pragmatic view of the world as it is, forswearing the fanciful myths and superstitions of ages past. Despite this pragmatism, the faith's foundational belief is more esoteric. It posits that there is an innate, manifest power moving through the world that is a force for great good—empowering mortals to rise above their everyday burdens and ennoble one another. While this power, sometimes referred to as "the Ascension," is not sentient in any way, the faith asserts that mortal souls can experience it—and through it, find a deep, abiding connection to one another.

The faithful believe that if they help to create a more perfect kingdom in the physical world by performing acts of compassion and living honorable lives, they will "ascend" to a divine paradise at the moment of their death. Ultimately, they believe that one fateful day, the "redeemed mortal kingdom" will rise up to join with the shining afterworld and be unified forever after. Heaven and earth become one.

At the core of the Sularian faith are four tenets: order, justice, wisdom, and compassion. These tenets—intended to frame the outlook and actions of all believers—are unified in the symbol of the Sularian Cross, also known as the Lawbrand. It is from this ancient symbol that the realm takes its name.

HIGH FEASTS OF SULARIA

There are many annual celebrations, known as the High Feasts of Sularia, which serve as doctrinal observances or commemorations of sacred historical moments within Church history. These ritual celebrations are still observed today in various forms throughout Lawbrand. Some, like the Feast of Memrance, have become watered-down, bastardized holidays—heavily influenced by pagan rituals that were incorporated over the centuries.

Some of the major High Feasts still observed in Lawbrand today are listed below.

- **The Feast of Fields**—*A lighthearted High Feast still observed in rural areas like Hearthvale, this ancient festival celebrates the harvest and nature's bountiful rewards.*
- **Feast of Memrance**—*This feast was once a solemn celebration of lost loved ones and ancestral bloodlines. It is still observed annually in many Trade-Cities. In Lietsin, it has morphed into the raucous citywide festival known as Lietsinfest.*
- **The Harrowing**—*This ancient observance is still observed in the Trade-City of Orinfell. In a mass ritual of atonement, believers confess their deepest fears and sins while burning effigies of the saints.*
- **The Day of Cups**—*Celebrated primarily in Innis, this annual observance calls believers to provide food and coin to the poor in their local communities as an act of contrition for their sins.*

...AND JUSTICE FOR ALL

Despite the abundance of faith and communal goodwill, keeping the peace within the densely populated Trade-Cities is no small feat. Strict laws and dedicated constabularies have been staples of Lawbrand since its inception. Drafted by the early Trade-Guilds in partnership with the Church, the Trade-Pacts codified a set of laws and edicts that created equity and accountability between the Trade-Cities—and defined how they were meant to interact. The Pacts also codify the role of Lawbrand's citizens and the behaviors expected of them. They outline a multitude of illegal activities and the punishments associated with civil disobedience.

The laws of the realm are regulated by the Church itself. The High Council of the Church's ruling Cardinals, based at the Cathedral of St. Varina in Sargrad, appoint and oversee judges in each Trade-City. These local judges hear criminal cases and dispense justice according to the prescribed statutes.

While the laws and codes within the Trade-Pacts were created to assure a generalized code of conduct for Lawbrand's citizens, it is common for individual Trade-Cities to adopt localized laws enforced by their own constabularies. However, in instances of severe criminal violation or grave civic crisis, local

constabularies can call upon the Church to intervene directly. The Church's Order Militant is a sizable military force that can be rapidly mobilized to Trade-Cities to help quell riots, protect vital civic assets, or assist the citizenry in times of dire emergency. The Peacekeepers of the Order Militant are dutiful soldiers, all sworn to protect the interests of Lawbrand with their very lives.

In extreme cases, the Church will call upon its Knight-Paladins to hunt the most dangerous criminals or restore civic order within the Trade-Cities. These Knight-Paladins, lacking the holy bearing and sanctified powers of their ancient namesakes, are often seen as brutal and intimidating in their unrelenting pursuit of justice. As the realm's foremost peacekeepers, they are sanctioned to employ private retinues of highly skilled enforcers: agents, trackers, and men at arms—all dedicated to the pursuit of criminals, no matter where or how far they might run. These dogged manhunters often pursue their quarries across Trade-City lines and even into the dangerous wilds beyond Lawbrand's borders.

Wielding weapons and artifacts crafted for them by the Arcanimus, the Knight-Paladins and their servants are formidable foes. Accountable to the Church alone, they often rely on subterfuge and outright intimidation to accomplish their goals. Knight-Paladins are often more terrifying to the general populace than the criminals and heretics they are charged with apprehending.



MUSIC FOR THE MASSES

MUSIC OF THE OLD WORLD

Since its founding over two centuries ago, the society of Lawbrand has always embraced music and storytelling as a means of connecting with the past and maintaining fellowship among its disparate cultures. The bardic musical traditions of Old Sularia—largely defined by classical folktales, Sularian spirituals, and historical epics—served to underpin the common roots of society and shape Lawbrand's emergent civic identity.

Classically trained bards and musicians would wander between the Trade-Cities, performing their music and spinning their tales for commoners and upper crust Guild-Delegates alike. While bards were common enough throughout Lawbrand during its first two centuries, the traditional music of Old Sularia often failed to capture the unique energy and tenor of the changing times.

That creative stagnation was disrupted roughly thirty years ago by the onset of the brutal and costly uprisings of the Great Trade War. As tensions rose between the various Trade-Cities, the citizenry suffered through widespread economic and social upheaval. Tens of thousands of laborers were put out of work, and entire industries were shut down. Poverty and deprivation took hold in many corners of the larger Trade-Cities, and the frustrated population lost faith in their civic institutions.

Even after the Sularian Church intervened and ended the costly conflict by brokering a new peace between the Trade-Cities, a large portion of the population held on to their resentment and skepticism toward authority. It was in this cauldron of social tension and discontent that a new era of music and creativity began brewing.

VOICES OF THE MODERN AGE

The youth of Lawbrand, tired of the status quo and what they saw as the Church's empty platitudes, found a new voice with which to express themselves. A new generation of bards arose across the land—eschewing the musical traditions of Old Sularia in favor of their own contemporary brand of music and storytelling. These new bards and musicians crafted songs and performance styles that reflected present times and their own gritty, working-class neighborhoods—the music of everyday people…everyday struggles. This new wave of street-level music spread throughout the Trade-Cities like wildfire.

From the hardscrabble backstreets of Sargrad to the progressive Academies of Lietsin, all the way to the free-flowing taverns of Innis, a new breed of musicians and songwriters emerged to pioneer groundbreaking forms of music. These "street bards" were eager to perform their music for anyone who would listen, even those beyond the bounds of their own familiar communities. Taverns and inns across Lawbrand became popular music venues that featured the best and brightest upcoming bands and singers. As the burgeoning music scene grew, the new bards found exuberant audiences hungry for their innovative sounds and stylings.

However, a warm welcome does not guarantee success for all. As more and more bards competed for the masses' attention, many of them met with failure and were forced to abandon their dreams. The fates of many of these bards hinged on their individual musical styles and the audiences' unpredictable willingness to embrace them. As time wore on, the audiences' appetites changed, and whole new genres of music—such as the steel-pounding Ironcore, the trance-inducing Aertherskip, the haunting Macabrea, and even the upbeat urban Sidewave—took hold throughout the Trade-Cities.

HEADLINERS AND OUTLIERS

Many bards of the new generation rose to great heights of popularity and notoriety. Bayor Lightfoot, Miss Begotten, Este Vez, Wyrmrider, and Nos Irrom all stand as wildly divergent examples of popular success in the new bardic world.

Bayor Lightfoot

Bayor Fulwar was born to a family of prominent academics in Lietsin and spent his early life surrounded by intellectuals. From an early age, he became restless—obsessed with becoming a bard and living, what seemed to be to a young boy's mind, the greatest life a person could lead.

He walked away from the future his family had mapped out for him and struck out on his own, beginning his bardic career in earnest. However, when the meteoric rise to fame he expected never came to pass, he was forced to accept that his belief in his talents was nothing but a delusion. Faced with this disappointing reality, he turned, as so many do, to alcohol. His drinking grew worse and worse until he gave one fateful performance that would crush any hope he had of a mainstream career.

At the birthday party of a wealthy lord, Bayor got thoroughly drunk before his performance. When the time came, he played a well-known tune but began to improvise his own lyrics. His new verses were highly detailed, wholly inappropriate descriptions of the rumored dalliances of the party's influential host. After being severely beaten and ejected from the lord's estate, Bayor found himself blacklisted from venues throughout the city.

Flat broke but stubbornly unwilling to abandon his dreams, Bayor ventured to the other Trade-Cities to find work. He toiled on for a year, playing anywhere that would have him, ending up with nothing to show for it but a growing bitterness. Then his life took another unexpected turn. Once again, the worse for alcohol, he gave a repeat of his most infamous performance. This time, instead of a beating, he received cheers and calls for more from the rowdy audience.

Bayor immediately set about creating a new act based on the day's most popular songs, but rewritten with lyrics that mocked the rich and powerful. Where working as a mainstream bard had earned him little notice, his new act was an immediate success. He was soon living an easy life filled with fame, free libations, and adoring fans. It was the life of which he had always dreamed.

His growing fame and the scandalous content of his songs soon came to the attention of the people they targeted. One night, Bayor faced an audience packed with stone-faced guardsmen in the service of a certain nobleman. The night before, that noble had been the subject of several salacious verses. Despite the danger, Bayor continued his performance to its end, boldly finishing with the very same lyrics that had brought him so much trouble before. While the crowd cheered, he made a hasty escape through the back door with the guardsmen hot on his heels.

Bayor evaded the guardsmen that night—but his easy life was over. With a sizable bounty on his head, he was forced to travel incognito and could only risk one unannounced performance wherever he might appear. To his surprise, this fugitive lifestyle only increased his fame. Rather than ending his career, it was the beginning of a new path to renown and acclaim.

He became known as Bayor Lightfoot, the Outlaw Bard. While not the glamourous life that he had once envisioned, the adoration of his fans keeps him on the road and always on the run.

Miss Begotten

The story of Miss Begotten begins with a small girl named Kerla, who was plucked from an orphanage in Sargrad and inducted into a secret order of assassins. In the dark, subterranean halls of the Ossuary, she spent her formative years training as a professional killer for the Draconis Malisath. Along with the primary skills of assassination, she received an education in a range of useful secondary skills, including music. This musical education made it possible for young Kerla to pass as a background player in traveling music shows, a cover she would often use to penetrate the security of hard-to-reach targets.

Kerla used this tactic successfully for several years, but she found herself practicing the music more and more as time went by. Able to express her innermost fears and longings through a variety of instruments, she found true solace in music. As a musician, she was able to foster her own identity—one that wasn't programmed by her cruel, unfeeling masters. She started writing her own songs and began to wonder if she might be a bard pretending to be an assassin rather than the other way around.

This uncertainty carried on for the better part of a decade until she was assigned a time-sensitive assassination contract on a reclusive and well-protected target. The only way to penetrate her target's tight security on such short notice was to get herself hired as entertainment for an extravagant party held on the target's estate. This time, there was no musical group for her to infiltrate, so she had no choice but to take the gig as a solo act.

Performing by herself for the first time, she took a risk and decided to test the stage persona she had been secretly developing. Rather than the colorful clothes she usually performed in, she dressed in tight black leather with an elaborately embroidered cloak of purple velvet. She dyed her hair black and wore it hanging down so that it covered half her face. It was the way she had always wanted to look—the way people thought assassins dressed but never really did. Playing a silver harp, she performed a set solely of songs she had written herself. They were bleak but soulful—filled with the loneliness and despair Kerla had felt her entire life.

Her performance was received coldly by most in attendance, but she found a warm response among a group of young ladies who were quite taken with her dark and dramatic persona. Later that night, Kerla successfully eliminated her reclusive target. It would be her last contract as a professional assassin.

Taking the name Miss Begotten, she began her career as a full-time traveling bard. Her brooding yet gripping performances gave birth to a whole new genre of music—Macabrea. Like her, those following her path focus on the darker sides of life and longing across Lawbrand. Though they are seldom invited to feast day celebrations or village festivals, Miss Begotten and the performers she inspires have carved out a distinct niche in the bardic world.

Este Vez

Despite his fame, the origins of the Silent Bard, Este Vez, remain shrouded in mystery. There is no record of him ever speaking a single word. No one is even sure of how the young salamar came to be called Este Vez in the first place. The slight youth, ragged and filthy as a beggar, simply appeared one day at the Classical Music Exhibit at the Conservatorum in Lietsin. There, he took one of the few remaining elven aethari from a display case and began to play.

No living soul had ever heard the ancient instrument played, but Este Vez seemed to have an instinctive understanding of its complex arrangement of delicate strings and resonant crystals. Despite having never touched an aethari before, he produced music of such startling beauty that no one gave a single thought to taking the instrument away from him. He offered no resistance to being brought before the Conservatorum and installed as one of its resident musicians. After only a short time, he was drawing rapt audiences from across Lawbrand, delighting them with compositions not heard for a thousand years. Then, one day, he and his aethari were gone. Este Vez had left the Conservatorum just as abruptly and mysteriously as he had arrived.

Months later, he reappeared at a country fair outside of Innis, where he stunned the crowds with music the likes of which they had never heard before. He had moved beyond the ancient aethari compositions and played music of his own creation. His legendary three-day performance there was so inspiring that every year thereafter, vast throngs of fellow bards and music fans converge on the fairgrounds to celebrate him. That annual celebration would eventually become known as the Bard-In Music Festival.

With every appearance he's made over the years, his music has changed and grown more powerful. The sound of his aethari can inspire despair and hope in equal measure, dragging a person's heart through the blackest of hells, then sending it soaring to the brightest of heavens. It is said that anyone who hears him play emerges from the experience a changed person—though not always a better one.

He now appears around Lawbrand, performing at venues that range from palatial Guild-Halls to dingy barns, all seemingly chosen at

random. He arrives without notice or invitation but is never refused. His silent and persistent disinterest in fame or money confounds those who would entice him to remain in any one place for long. Even frequent and reverentially offered invitations to Bard-In have gone ignored. The Silent Bard's feelings, whatever hopes and dreams he may have, remain unspoken. It appears that his only care is for the road, the performance, and the music yet to be written.

Wyrmrider

Magun Rocksteady came from a long line of iron dwarf metalsmiths. The young dwarf was slated to carry on the family business in Skarborough, but he developed an obsession with the rhythmic "music" he heard in the sound of forge hammers striking anvils. Before long, his work began to suffer, and his percussion-craft was banned from the family forge. Unwilling to quit, Magun set up a pair of secondhand anvils in a crumbling warehouse, where he practiced for hours, pursuing the rhythmic crash and bang of his ambition.

Around this time, a half-drow named Malrendael Sotherene set his sights on becoming a poet. However, his personal brand of poetry was filled with fantastical imagery that was just too strange for most people to understand. Frustrated by constant rejection, Malrendael took to wandering Skarborough's grimy streets in search of new inspiration. It was on one of these sojourns that he encountered the heavy, earth-shaking sound of Magun's anvil-hammering beats. The music stirred something new in Malrendael, and for the first time, he considered turning his poetry into lyrics.

The poet introduced himself to his soon-to-be partner with his first attempt at song. He sang out from the shadows of the warehouse where Magun practiced. The dwarf, transfixed by the half-drow's voice echoing from the darkness, took up a beat that paired perfectly with the tentative melody. From that first loose jam, the two fell into an easy partnership. Magun's heavy and complex percussion somehow combined with Malrendael's powerful voice to create a musical sum that was far greater than its parts. This new brand of music would later be known as Ironcore. Less than two weeks later, their newly formed band, Wyrmrider, played its first gig before a small audience right there in the shabby warehouse. Reactions were mixed, but the pair emerged certain that they had a future in music together.

Over years of constant touring, the band built a dedicated fanbase that carried their name across Lawbrand. Eventually, they received an invitation to perform at Bard-In. There, they played their hearts out—unleashing all the strength in Magun's mighty arms and the full range of Malrendael's soaring voice. The sheer power of their performance overwhelmed the festival's crowds. They ended their set with an hour and a half rendition of their eponymous song "Ride the Wyrm (Seven Miles)." The audience's ears were left ringing with the sound of anvils and their heads swimming with visions of indescribable beauty and utter terror that would haunt their dreams for years to come. The triumphant Wyrmrider took home Bard-In's coveted Brass Helmet Award—signifying their status as the most renowned musical act in all of Lawbrand.

Soon after their legendary appearance, the duo declared that they were going on a world tour. However, to their fans' confusion, they set off without announcing any concert dates or locations and have not played live since. Diehard followers believe that the pair is traveling the world, looking for some lost sound or extraordinary, epic muse—and that when Wyrmrider returns, they're going to blow everyone's minds.

Whatever their fate, the legend of Wyrmrider lives on…

Nos Irrom

Decades before the youth movement took root across Lawbrand, one bard single-handedly redefined music as an art form, setting new standards of fame and success. The enigmatic Nos Irrom first started performing in inns and taverns out in Lawbrand's rural fringes. His smooth and entrancing voice was enough to captivate any listener on its own—but like most of history's greatest bards, his stage presence was just as impactful as his voice.

Handsome, tall, and rail-thin, his striking face was framed by a mane of wild platinum hair. Given his otherworldly magnetism, rumors circulated that he was of elven descent—but the scandalous speculations could never be confirmed, as Nos always hid his ears under a wide headband.

Whatever the case, he commanded the stage, flowing from one side to the other, effortlessly



shifting between the lithe grace of a dancer and the sensual masculinity of a hunting predator. Clad only in his headband and a pair of tight leather pants, he proudly displayed a panoply of tattoos that seemed to entrance his audiences as much as his bright violet eyes.

Seduced by his voice and enthralled by his presence, audiences were drawn deeper and deeper into his power. Their souls stirred, and their primal instincts were awakened—giving reign to long-suppressed desires. Every performance was a display of unrestrained passion and boundless energy. As his fame exploded, everyone in Lawbrand, from lords to laborers, longed to see him perform. Scores of imitators appeared, attempting to ride the wake of his success. Even reproductions of his intricate tattoos began to appear on people from every walk of life. He had achieved a level of fame never dreamed of by any bard before him, becoming Lawbrand's most idolized celebrity.

Nos' life became a frantic whirlwind of wild performances and never-ending travel. He reveled in his fame and success, though his hedonistic lifestyle eventually took its toll. His health suffered, and his behavior grew increasingly erratic. He began arriving late to shows, cutting performances short, and even missing shows entirely. Finally, he reached the end of his strength. In the middle of his final, frantic performance, he fell to his knees and cried out desperately in an unknown language—then collapsed in the middle of the stage. His adoring fans were shocked, as soon after, Nos removed himself from the public eye.

No one in Lawbrand could have imagined the truth of his long, troubled life. The rumors of his elven lineage were true—Nos was, in fact, one of

the handful of high elves remaining in the world. As a youth in Feyonnas, he studied with the Tir'Assar, an order of master sigilists renowned for their enchanted body art. Obsessed with the Auroboros and the power it offered, Nos abandoned his elven kin and made his home among the mortals in Lawbrand. Giving himself the dread Mark of the Serpent, the Auroboros' power flooded him. In his arrogance, Nos believed he could control the transcendent force that now permeated his being, and he set out to experience life as none of his kind had before. The rest, as they say, is history.

Over the course of his music career, Nos suffered greatly in secret as he was slowly devoured from within by the Serpent's power. Seeking to arrest its effects, he added more and more sigils of power to his body art. While he eventually arrested the Auroboros' consumption of his body, the effort left both his health and his spirit irreparably shattered.

Though his career ended in infamy, many credit Nos as the catalyst for the new world of bardic exploration and cite the peak of his fame as the point at which a new generation began to consider the possibilities of music with open eyes. He stands as a living legend, a pioneer in a brave new world of creative exploration and artistic expression.

THE AUROBOROS AND THE NATURE OF MAGIC

THE WELLSPRING OF PRIMORDIAL POWER

Though rare and scarcely seen by the vast majority of Lawbrand's citizens, many forms of powerful magic exist in the world. For as many forms as there are, at least as many theories exist about their origination and how they're expressed in practical terms. A small number of scholars believe that the different currents of magic all flow from a single wellspring of power: the *Auroboros*.

Some legends refer to the Auroboros as the *World Serpent*, a primordial force that coils throughout all creation—symbolized by a serpent devouring its own tail. Evidenced in the folklore and written histories of the world's earliest civilizations, it is held that all moments in time and all mortal souls are reflected in the Serpent's scales. The elves claimed that their ancient forebears, the Aldan Thei, had mastered the Auroboros' limitless power. By harnessing it in its purest form, they shaped the world around them to their liking and built a civilization of wonders. But ultimately, the Serpent's power proved far too volatile, and the Aldan Thei's temple-cities were consumed in an apocalyptic firestorm.

Yet, the radical theory that all magic fundamentally derives from the Auroboros itself is not widely held by modern scholars. Most of them cleave to the traditions established by the elves at the height of their power. The brilliant sorcerers of long-lost Ereth'iel made an intensive study of magic in all of its forms.

They divided the magic they observed into explicit schools, each with its own rules and methodologies. By codifying magic in this way, the elves gave anyone with the means and talent enough to practice it a path to mastery. They ushered in their own age of wonders.

Present-day Lawbrand is a far cry from those heady times. In any of its incarnations, magic is a rarity; most citizens will live their whole lives without ever seeing a spell cast, scarcely believing that magic is even real. In the modern era, wonders are not wrought with spells but with the powers of reason, inventiveness, and ambition. But there are those who still practice the arcane arts. Due to social taboos and laws forbidding the overt use of magic, most magi keep their activities secret. The forms of magic they pursue, however, are still based on the schools established by the elves in ancient times.

An obscure, ancient form of magic that's made a resurgence in recent years is known as sigilcraft. This art of transferring magic through enchanted tattoos was first mastered by the high elven artisans of the Tir'Assar. When tattooed onto mortal flesh, sigils retain their properties over time—granting their bearer a wide array of benefits, such as magical protection, increased strength, and even the ability to influence others' thoughts. Given their lasting utility, and that they can be discreetly hidden under clothing, sigils are highly sought after by the realm's mercenaries and outlaw adventurers.

Those possessing the skill to grant these powerful tattoos are known as sigilists. While there are many of them working throughout the Trade-Cities, sigilists tend to keep a low profile to avoid Lawbrand's authorities. They work from secret, underworld sigil parlors and are highly selective about those they confer their art to.

THE LEGACY OF THE SERPENT

The power of the Auroboros has had a massive impact on history, being both the source of all magic and the direct cause of two civilization-ending catastrophes. Given the volatile, devouring nature of the Auroboros' power, most of those with knowledge of it gave it a wide berth over the ages.

However, those daring enough to risk their minds, bodies, and souls can tap the Serpent's unbridled power for themselves. While the Auroboros can bestow the ability to perform truly miraculous feats, that power comes at significant cost to the wielder, inevitably driving them into the depths of madness and self-destruction. Mortals can only tap the Auroboros' power by taking the *Mark of the Serpent*—a uniquely dangerous sigil that is tattooed upon the flesh, infusing the bearer with the Serpent's vast power.

There are few modern sigilists who can even bestow the Mark upon another. The Tir'Assar, an ancient group of elven sigilists, are masters of granting the Mark, but they'll only perform the task if they feel the bearer is fated to have it. The few mortal sigilists capable of the technique often keep a low profile, making them incredibly difficult to find.

Those who bear the dreaded Mark begin descending through the *Coils of the Serpent*—a perilous metaphysical journey that draws them deeper and deeper into the Auroboros' power as their newfound abilities grow in potency. As they descend through the Coils, these "serpent-marked" individuals slowly go mad as their consciousness expands; their mortal minds are unable to rectify the unfathomable secrets of the universe. In the face of such extraordinary scope and power, the serpent-marked start to lose their own identities, being unable to recognize friend from foe or tell what is real from what is imagined. Often, their intentions for taking the Mark in the first place—whether noble or otherwise—are blurred and devoured by their madness.

Serpent-marked individuals who descend to the lowest Coil of the Serpent are ultimately consumed, body and soul, by their own power—echoing the dreaded mythology of the "serpent devouring itself." These tortured individuals go out in a blaze of glory, often expressing their near-limitless power in one last, dramatic act of will. They might shatter a mountain, cure the land of a wasting disease, or even change the flow of time itself before succumbing to the end.

Given that the Auroboros' power has caused such calamity over the long arc of history, those in the modern age who know of it, including factions such as the Sularian Church, the Bohen Dur, and the Arcanimus, have worked hard to keep its existence hidden from the masses. Few of Lawbrand's citizens are even capable of imagining that such a terrible power could exist—or the sheer, horrific destruction that might ensue if it were ever again unleashed upon the world.

LAWBRAND

BARRIER WILDS

BARRIER PASS

MOUNT EFFRON

KANNIBUS HILLS

KOROSOTH MOUNTAIN

INNIS

HEARTHVALE

BAKER

RED BLUFF

WALLAROO

ORINFELL

SKARBOROUGH

TALISANDE RIVER

THE SHINING ROAD

TANAROCH DESERT

SARGRAD

TALIS

LIETSIN

ILLIAN FOREST

TIDESFAR

TANASRAEL

FEYONNAS

WASSICA ISLANDS

KALNOREAN SEA

HISTORY

The world of Drastnia has a long, tragic history, one defined by cycles of catastrophic upheaval, despotic authoritarianism, and inevitable societal disintegration. It is a world that, from its infancy, has been gripped by powerful sources of magic and mysticism—as well as inexhaustible founts of mortal faith and determination.

**For clarification purposes, the terms Before the Storm (BTS) and After the Storm (ATS) refer to the two principal eras of history that are separated by the catastrophic serpent-storm event and the subsequent collapse of the Sularian Empire.*

PART I:

EMPIRES OF THE ANCIENTS

ELDERS FROM BEYOND

10,000 BTS

While the origins of the world of Drastnia remain shrouded in mystery, many historians have sought clues as to the nature and tenor of the world's earliest civilizations. The high elves, one of the longest-lived of the world's races, kept some records of this prehistoric era that preceded their own civilization.

The elves' ancient rune-scrolls spoke of an enigmatic elder race—the Aldan Thei—that came to Drastnia during the dawn of civilization. These legends held that the Aldan Thei had crossed the stars to reach Drastnia—and that the power they brought with them could shape whole worlds to their whim. It is unknown whether their culture was expansionist or whether they were seeking to escape some dire threat from their point of origin. Whatever the case, they made Drastnia their home—and left an indelible mark upon its history.

The Aldan Thei had embraced a power that they called the Auroboros. They saw it as a primordial source of inexhaustible energy, a vast serpent of power entwined throughout the worlds of the physical universe. The World Serpent. The Aldan Thei learned how to manipulate the Serpent's energy to miraculous effect—and with it, built a civilization of wonders. The Aldan Thei spread across Drastnia, cultivating new life and bringing peace to its primordial landscapes. They erected mighty temple-cities from which to oversee the burgeoning world.

As the Aldan Thei pursued their grand ambitions, a native people known as the salamar looked on in curiosity—and mounting concern. In the lush rainforests south of the Barrier Peaks, they had built the peaceful empire of Ax'oloth. Unlike the strangers to the north, the salamar did not remake or tame the wilds to fit their desires; they sought to maintain balance with their natural surroundings.

The people of Ax'oloth cultivated harmony with the land, and through it, with each other. The entire ecosystem was bound together by a mystical link that allowed the salamar to share emotions and experiences, even across vast distances. They rarely felt hate or jealousy toward others of their kind. The joy of one was the joy of all, and the wise salamar lived in peace.

When the Aldan Thei eventually crossed the Barrier Peaks and made their way through the southern rainforests, the salamar made no move to stop them. They were not a people versed in the ways of war, and the newcomers did not appear hostile. The salamar simply watched from afar as the Aldan Thei called upon their extraordinary power to raise, in a matter of moments, a colossal temple-city at the heart of the jungle, a city they would call Tanasrael.

At that moment, alarm rippled through the salamars' collective spiritual bond. They sensed that the Auroboros was more than just a force of creation—it also had the potential to be a force of unspeakable annihilation.

THE SERPENT AWAKENED

5,000 BTS

At the very apex of their power, a rift formed between the two greatest tribes of the Aldan Thei. The first, known as the Tal'Naril, came to believe that continued manipulation of the Auroboros would tear away at the fabric of reality and result in an unimaginable catastrophe. By contrast, the ambitious Tal'Gorah insisted that simply relinquishing their mastery of the Serpent would lead to the inevitable deterioration of their society as a whole. In a way, both factions were proven correct. For reasons unknown, the Auroboros energies at the heart of the Aldan Thei civilization erupted in an apocalyptic explosion that consumed their temple-cities as well as their high-minded dreams.

Not even the distant temple-city of Tanasrael was spared from this cataclysm. Nor were the salamar who lived in the jungles surrounding it. The Auroboros energies shattered Tanasrael in a blinding flash of light. A firestorm swept through the southern rainforests, burning them and the whole of Ax'oloth to ash. Life would never take root there again. A massive tract of the once verdant land became a desert wasteland that future generations would know as the Tanaroch.

The few salamar who survived the cataclysmic event were left deeply traumatized. Like the rest of their empire, the empathic bond they had shared was consumed in fire. The catastrophe inflicted deep cultural scars on the remaining salamar, who evermore would be tormented by spiritual and emotional isolation.

Despite bringing devastation to the salamar, the surviving Aldan Thei were in no position to ease their suffering. Over the ensuing centuries, the few remaining descendants of the Tal'Naril and the Tal'Gorah scrambled to survive amid the wreckage of their once

glorious civilization. The knowledge of the Auroboros and the arcane means of controlling it were all but lost. Without its energies to aid them, both tribes diminished in physical form and power. Eventually, they would beget the ancestors of the high elf and drow cultures, respectively.

THE GOLDEN REIGN

3,000 BTS

In the millennia that passed since the fall of the enigmatic Aldan Thei, countless creatures and terrifying monstrosities had risen to vie for dominance over the ruins of the once glorious civilization. Dragons, giants, and other colossal beasts ravaged their way across the lands of Drastnia, devouring whatever and whomever they pleased. Younger cultures such as dwarves, orcs, and centaurs rose to the fore—intent on establishing their own enclaves and bases of power. But resilient and resourceful as these cultures were, they seemed unlikely to survive the savage epoch that had birthed them.

It was during these chaotic times that the true children of the Aldan Thei rose to prominence. The elves, both high born and drow, surmised that the time of their ascendancy had come. Though separated by fundamental differences in culture and outlook, the two tribes determined that neither would survive in a world overrun by monsters. They united with the singular purpose of hunting the colossal predators that threatened the mortal cultures. Once those were driven away, it would be safe for a new society to take root.

To face the great monsters of their age, the elves knew they would need a mighty weapon. Thus, the drow recalled the tales of their Tal'Gorah ancestors—and of the World Serpent from which they drew their awesome power. Believing they could safely syphon ambient energies from the Auroboros without "waking the Serpent" in its fullness, the elves carefully developed the world's earliest disciplines of formalized magic. Their mastery of magic gave them the edge they needed—and the elves promptly set out to accomplish their great undertaking. Wielding devastating magics, the elves made war against the monsters of the wilds. Unable to withstand the elves' sorcerous onslaught, the dragons, giants, and nightmare beasts were hunted to near extinction or driven into the remote corners of the world.

Peace settled over the lands of Drastnia. In that calm dawning, the elves founded the shining empire of Ereth'iel. Under the empire's benevolent stewardship, the younger cultures prospered. The dwarves and orcs lent their talents and industry to build great cities and monuments in the elves' honor. It was an age of wonder and noble aspiration—one that would later be known as the Golden Reign. While the high elves desired to share the empire's magic and resources to elevate the younger cultures, the drow were content to harness their own secret power—and plan a future with more selfish ambitions in mind.

TRANQUILITY OF THE SOUTHLANDS

2,200 BTS

As the northern empire of Ereth'iel grew in size and authority, its rangers explored the wild frontiers beyond its borders. A number of expeditions traveled far to the south beyond the Barrier Peaks. The lush, unspoiled forestlands and vast, scorching deserts they discovered were home to many exotic peoples and cultures who had peacefully coexisted for untold centuries.

One of the greatest southern kingdoms was Ardu—the coastal domain of the noble atsaad. These amphibious humanoids dwelt beneath the waves but made regular excursions into the densely forested mainland. The elven rangers were welcomed by the atsaad they encountered and given all manner of precious jewels and offerings of friendship. They were surprised to find that the atsaad's territory stretched over vast tracts of the ocean floor. Their undersea temples and habitats suggested an empire of unsurpassed riches and power. Despite this, the atsaad assured the elves that they had no interest in expanding their surface holdings. They were no threat to Ereth'iel, and the rangers left them in peace.

The rangers also had multiple encounters with the descendants of the ancient salamar. While they never appeared to be aggressive, the suspicious salamar seemed to track the elves' every move across the southlands—as if watching for some sign of ulterior motives in the newcomers. The salamar remembered the tales of the Aldan Thei of legend and suspected that the elves might one day try to harness the unspeakably destructive powers of their forebears.

Upon returning to the north, the rangers reported that the inhabitants of the southlands were, by and large, uniformly intelligent and peaceful. The lords of Ereth'iel came to see great promise for trade and expansion in the tranquil southlands and dispatched their rangers to find sites for potential colonies and trading posts. One such location, a coastal vale ringed by majestic waterfalls, was given the name Feyonnas. The rangers noticed a dark power emanating from beneath the otherwise idyllic vale but failed to determine its exact source. Undaunted, they vowed to return with more of their kin—and one day build Feyonnas into a bustling paradise.

BETRAYAL

1,700 BTS

The elves' glorious Golden Reign lasted for over a thousand years. Peace was maintained without any significant recorded conflicts marring the northlands or its people. Magic, in all its incarnations, was widely practiced without calamitous results. The younger cultures of Ereth'iel prospered and grew in number. The grand experiment of the elves' unified empire had proven more than viable. However, the ages-old enmity between the high elves and the drow was always there—simmering just beneath the surface.

The high elves held mortals in great esteem and believed that helping them rise together would create peace for uncounted future generations. But the drow had always held them with barely concealed contempt. They began to argue that peace between the mortal cultures could only be maintained through dominance and subjugation. This drastic contrast in worldview would ultimately lead to the destruction of the elves' longstanding alliance.

Obsessed with achieving the status and influence of their legendary Tal'Gorah ancestors, the drow eventually decided that they alone should rule. After years of secretive planning, they staged a murderous coup against their unsuspecting high elf cousins. Despite their considerable arcane power, the high elves were caught entirely unaware and slaughtered throughout the empire. The drow's merciless purge succeeded in wiping out the high elves forever.

The drow consolidated their hold over Ereth'iel by establishing a new capital city—Alash'eth, the City of Midnight—built beneath the Twin Cliffs region of the empire's midlands. Alash'eth would become a nexus of decadent affluence and sorcerous might.

As the years passed, faint whispers arose that perhaps a handful of high elven families had survived the terrible purge. In truth, less than one hundred ragged survivors escaped to the distant southlands. There, they took sanctuary within the forested enclave of Feyonnas—intent on preserving the last precious remnants of their murdered culture.

THE UNDERSIEGE

1,000 BTS

As time wore on, the drow tightened their chokehold on the citizens of Ereth'iel in numerous alarming ways. In an attempt to prevent the orcs, dwarves, and centaurs from rising up against them, they ceased patrolling the wilderness beyond the empire's borders. Slowly, giants and predatory monsters returned to ravage the countryside and sow terror throughout the population. The mortal cultures were left to fend for themselves as their callous overlords watched from afar. The noble centaurs took it upon themselves to defend the realm's borders for a time, but their numbers quickly dwindled in the face of such monstrous aggression.

Unconcerned that the empire was fraying at the edges, the drow slipped ever deeper into their obsession with magic. As their sorcerous might increased, they became insanely jealous of others using the mystic arts. The use of magic was outlawed throughout the empire—save, of course, for themselves. Any orcs or dwarves caught practicing magic were executed as enemies of the empire.

The dwarves, increasingly distrustful of the drow, saw that the situation in the empire was rapidly deteriorating. They delved deeper into their mines, focusing on their own concerns. Fearful of an uprising, the drow pushed the dwarves to work even harder by setting unreasonable quotas for raw ore and precious minerals. This enraged the proud dwarves, and they refused to comply with the drow's authoritarian demands.

Convinced that the dwarves had outlasted their usefulness, the drow sought to exterminate them just as they had their high elven kin. While their sorcerous might was undoubtedly enough to annihilate the dwarves in a direct confrontation, the drow knew that rooting them out of their mines and subterranean lairs would be a costly, protracted undertaking. To this end, they conscripted the orcs and goblins to do the grisly work for them. Having been promised power and high honors within the empire, the orcs and goblins agreed to turn upon their dwarven neighbors.

A great war, known as the Undersiege, raged for many years beneath the lands of Ereth'iel. The dwarves fought valiantly to protect their mines and industry—but they knew that ultimately the drow and their mercenary armies could not be overcome. In an unprecedented display of daring and ingenuity, the dwarves dug a series of secret tunnels that led out beyond the empire's northern borders. As the devastating Undersiege reached its apex, the dwarves staged a mass exodus from Ereth'iel. They

escaped into the wilds and set powerful explosives to seal the great tunnels behind them. After years of costly conflict, the fickle drow simply let them go.

As the tragic disintegration of Ereth'iel continued, a new power arose in the shadowed wilds of the far north. The Necromanti, a secretive order of sorcerers ruled by a triumvirate of immortal Deathseers, gathered power to themselves. They watched the feckless drow be consumed by their obsessions.

The Necromanti knew that the time of their ascension would soon come…

MITHOLME FOUNDED

975 BTS

The ragged dwarves, emboldened by their escape from Ereth'iel, marched far into the northwestern wilds. There, they took refuge within the bowels of a colossal mountain. They surmised that the mountain could offer them shelter and protection against any external threat. However, the vast lakes of lava within the mountain caused persistent geothermal eruptions that made the environment too unpredictable and unsafe to settle. To calm the seismic activity, the dwarves constructed massive machinery that would channel the lava flows and vent the steam pressure away from the mountain itself. These magma-caps worked perfectly, and the mountain was made safe for the dwarves to begin their true work. They set out to build an impregnable fortress-city—a true homeland for their people. They would name it Mitholme.

Long years passed as the dwarves tended to their great work. Mitholme was shaped into an impregnable bastion. But far to the south, their old enemies learned of their mountain-city. The orcs and their goblin allies, still enraged that the dwarves had escaped their fury so long ago, decided to march north and exact revenge upon their hated enemies. They were desperate to regain their good standing in the eyes of their cruel drow overlords.

The orcs mobilized in unprecedented numbers and staged a series of attacks against the walls of Mitholme. But the sturdy dwarves held fast, and the orcs were never able to breach the mountain's gates. The defeated orcs returned to Ereth'iel in bitter shame.

RISE OF THE NECROMANTI

410 BTS

With no one to stand against their sorcerous might, the drow became increasingly decadent and complacent. They couldn't see the shadows encroaching upon the edges of their domain. It was the opportunity for which the secretive Necromanti had been waiting—a chance to topple Ereth'iel and cast down the haughty drow. They sent their dark agents into the depths of Alash'eth to steal the arcane lore and enchanted artifacts the drow had hoarded for so long.

To protect their newly appropriated treasures, the Necromanti erected an arcane bastion of their own. They laid claim to one of the Aldan Thei's ruined temple-cities in the mountainous wilds of the Northweald. The ancient ruins had lain dormant for many millennia and were thought to be haunted by the restless spirits of the departed Aldan Thei. Using the broken ziggurat at the ruins' center as a foundation, the Necromanti focused their dark sorceries on calling forth shadow and stone to shape a colossal obsidian tower. Named Gil'Galar, or Spire of Perdition, the tower became the epicenter of the Necromanti's growing influence. From this place of power, they sent out their emissaries to parley with the oppressed denizens of Ereth'iel.

The orcs and goblins had grown to hate their feckless drow masters over the centuries. Tension and discontent swelled within the various clans and warbands. The Necromanti saw a clear opportunity to turn the orcs against their masters. Their manipulative emissaries convinced the orcs that they had been treated little better than slaves and that they deserved to rule over a mighty empire of their own.

Spurred to violence, the orcs and their allies rose up against the drow and marched upon Alash'eth. They had become seasoned tunnel fighters during the protracted Undersiege, and the orcs flooded into the drow's subterranean palaces. The rampaging orcs hit the drow hard in the very heart of their dark empire.

The Necromanti, knowing that the orcs could never repel the drows' sorcerous might, sent their wizards to support the orcs' attack and counter the drows' magic. Not to be undone, the drow struck back with a dazzling display of arcane force that ultimately drove the orcs from their city. Pushed back to the surface world, the orcs were content to seal the gates of Alash'eth behind them. The surface lands of the empire were now theirs.

Their numbers drastically diminished, the remaining drow sealed themselves away within the darkness of their ravaged city—slipping even further into depravity and madness.

WARLORDS OF THE NORTHWEALD

358 BTS

After centuries of cruel oppression, the orcs and goblins reveled in their victory. Finally, they were free to live as they pleased—to pursue their own goals and destinies. While many stayed and settled in the foothills of the Twin Cliffs region, the vast majority of their forces marched back to establish new bastions within the Northweald. For a time, peace ensued as the orcs and goblins established their own territories. Ultimately, their tentative alliance fell apart in a whirlwind of petty bickering and tribal infighting.

The once-mighty armies collapsed into dozens of disparate warbands intent on dominating one another. This vicious fighting lasted for decades. All the while, the manipulative Necromanti secretly played the warbands against one another—orchestrating the rise and fall of various territorial leaders to forward their grand scheme. This barely organized chaos allowed the Necromanti to groom mighty warlords that would serve them with unquestioning loyalty.

With no central governance, the last vestiges of Ereth'iel withered away. Darkness and evil arose across the land. Emboldened by the empire's fall, giants and monsters returned from the deep wilds to prey upon the orcs' and goblins' outlying communities. The vengeful giants smashed their way through the orc fiefdoms as chaos and deprivation engulfed the trampled ashes of Ereth'iel.

PART II: THE RISE OF SULARIA

FAITH AND HONOR

300 BTS

Far to the southwest, several human tribes rose to prominence and founded settlements along the mild Kalnorean Coast. The young race of humans, with their boundless determination, set out to establish a mighty kingdom of their own. United under the charismatic leader, Saldred Oth'Sular, the human tribes solidified into a formidable force, one that was prepared to move forward either by blade or outstretched hand. Saldred, horrified by the tragic history of Ereth'iel and the centuries of chaos caused by the drows' reckless arrogance, sought to forge a new societal vision. He and his followers were at the forefront of a growing faith movement that espoused honor and justice as the means of creating a better world for all. Vowing to bring order to the lands of the north, Saldred made treaties with the dwarves of Mitholme as well as the surviving centaur and ogre populations.

The unlikely allies took a chance on Saldred's grand vision, eager to put the dark centuries of drow control behind them. They freely shared resources between their territories and lent military aid to each other in times of crisis. As tensions eased and a new hope rose across the land, other peoples, such as the gnomes and halflings, also rallied to Saldred's banner. All the while, the new faith spread through the burgeoning society, creating a common identity across racial and cultural divides. Dubbed "Sularia" in honor of Saldred's surname, the new empire would hold faith and societal order as its most sacred tenets.

The sprawling capital city of Torune was founded on the coast of the Kalnorean Sea, and the Sanctorium—a great temple to the faith—was built at its center. From the Sanctorium's hallowed halls, the emergent Church established its authority as Sularia's preeminent ruling body. Under its auspices, more peoples and cultures were assimilated into the fold. Saldred, held as a benevolent emperor over Sularia, created a lasting partnership with the Church's Cardinals, trusting their guidance to assure peaceful governance throughout the realm.

It was a time of rapid expansionism and booming commerce for the people of Sularia. The dwarves were overjoyed as trade and industry returned to their mountain, and the outlying ogre enclaves bent their tireless workforces to building great cities and citadels across the realm.

While many prospered under Sularia's banner, some outliers refused to relinquish their sovereignty. The ragged orc warbands that inhabited the Northweald region vowed that they would never recognize any authority but their own. They pulled their forces into the untamed wilds, reinforcing their bastions as a bulwark against potential Sularian incursions. Though the Northweald was seen as crucial to Sularian lumber industries, the Church leadership had little interest in being enveloped in a costly wilderness war. The orcs and their goblin allies were left to consolidate their power bases.

And in the mountainous outlands beyond the Northweald, the secretive Necromanti watched the rise of Sularia with rapt interest. The cunning sorcerers began arming the orc bastions with infernal weapons and creatures conjured from the darkest magics…

THE WAR OF LIGHT AND SHADOW

205 BTS

Saldred Oth'Sular lived to see his unprecedented vision realized. Within only a single generation, Sularia had risen to become a mighty, prosperous empire. With no heir apparent, the dying Saldred transferred the reins of imperial control to the Church, decreeing that the Cardinals would rule from an elected council body. The Knight-Paladins, holy champions blessed with divine abilities, were charged with protecting the realm as leaders of the empire's vast armed forces. As per Saldred's vision, the Cardinals declared that Sularia would continue to manifest its destiny of bringing enlightenment and order to the known world.

As the empire reveled in unprecedented growth and prosperity, the emboldened Church began to consolidate its hold over the continent. The Cardinals chafed at the fact that the orcs controlled the vital Northweald region. To claim what they believed was theirs by right, the Church made an unprecedented decree. They established the Theses of Purity, a philosophical treatise that branded Sularia's outlying cultures—including orcs, goblins, and gnolls—as morally impure and denied them the right to citizenship and protection under Sularia's banner. The Cardinals then rallied their armies and launched a crusade to destroy the foul bastions within the Northweald and exterminate the orcs and their kin for good.

But the clever Necromanti, having anticipated the Church's audacious gambit, had already rallied the orc warlords and their allies. One hundred thousand orcs, goblins, and gnolls prepared to defend their mighty fortresses. Backed by giants, dragons, and a host of infernal creatures summoned by the Necromanti, a great battle was set to erupt across the northlands.

Dwarves, ogres, and human cavalry marched north and smashed into the orc bastions. The orcs held their positions, launching a series of crippling counterattacks as giants smashed through the Sularian formations and dragons rained destruction from the skies. The stalwart Sularian clerics used their healing abilities to keep their forces in the fight. To break the Sularians' will, the Necromanti unleashed demonic hordes upon their self-righteous foes. The carnage that ensued was indescribable. Devils and holy paladins clashed with abandon throughout the Northweald's burning forestlands. Against seemingly impossible odds, the brave Sularian paladins eventually overcame the Necromanti's infernal minions—banishing them back into the hellish netherworlds from which they were summoned.

As the balance of power tipped in the Sularians' favor, the orc bastions were overthrown. Emboldened by what they believed to be righteous victories, the Sularian forces pushed the Necromanti's remaining forces all the way back to the dark tower of Gil'Galar itself. There, they ruthlessly exterminated the last defiant vestiges of the orc warbands.

In their desperation, the Necromanti proposed a secret treaty with the Sularian leadership. They argued that, given their sorcerous power, they could never be truly defeated—that even from the dark wildlands, they would continue to harry Sularia and sow dissent and terror across its territories. However, if the Church agreed to grant them amnesty and share a stake in the realm's prosperity, they would go underground and keep the peace from the shadows. Content with having retaken the Northweald and eager to end the devastating conflict, the self-interested Cardinals agreed to the heinous treaty.

True to their word, the Necromanti disbanded their remaining forces and retreated into the shadows of their cursed tower.

THE HOWLING UNLEASHED

180 BTS

The devastating war between Sularia and the Necromanti caused widespread destruction to both factions as well as to the surrounding wilderness. One tragic casualty of the carnage was the benevolent forest-god, Ralavak. As the immortal lord of the manticores, Ralavak cared little for the Sularian Empire or its expansionism. He saw the Necromanti and its infernal minions as a far more immediate threat to the balance of nature. Leading a cohort of his mightiest manticores into battle, Ralavak tore into the winged devils and infernal dragons that filled the darkened skies above the Northweald.

Grievously wounded during an aerial battle with an infernal dragon, Ralavak crashed to the earth, hemorrhaging its precious lifeblood. Wounded as it was by the dragon's demonic claws, its body could not heal the damage that had been inflicted. The roaring demigod dragged itself from the battle, half-crazed with pain.

Ralavak felt the demonic poisons permeate its being. Knowing it would be driven to madness and potentially harm its own children, it summoned the last of its strength and took to the skies.

Fleeing the raging battle, it flew far to the south before finally succumbing to its pain and weariness. Ralavak plummeted from the sky and crashed in the mountainous wilderness of the Barrier Peaks. There, wedged within a deep stone fissure, its corrupted blood seeped into the deep places of the land.

Howling in agony, Ralavak's voice thundered across the mountaintops. Its tortured cries drove the region's creatures mad with rage and grief. Given its immortal nature, it could not truly die; instead, it slowly decomposed within the corrupted fissure while its once-noble heart was overwhelmed by rage.

A band of gentle staggoth druids, indigenous to the region, were horrified by the transformation they saw take hold of the area's flora and wildlife. The stag-like humanoids saw that all manner of creatures had been affected by the demigod's terrible howls, as satyr, dryads, and even the mighty treants succumbed to rage and unfettered violence. Seeking the source of the madness, the staggoth found Ralavak's corrupted resting place. Knowing they could never heal Ralavak's wounds, they sought to quell its rage as best they could. To this end, they performed an ancient ritual that put the demigod into a semidreaming state.

At first, the great spellwork was only partially successful. Ralavak slept fitfully—its agonized nightmares lashing out into reality, further corrupting the land and driving the hapless staggoth themselves into the depths of mutation and depravity. In time, the warped staggoth came to worship Ralavak as their god—and believed that all those that remained untouched by its rage should be butchered. Thus, they rallied the sylvan creatures that had been cursed by Ralavak's wailing and forged them into a motley, ravaging horde. Known as the Howling, the horde set out to slaughter everything it encountered to sate its terrible bloodlust. The Howling raged its way across the Barrier Peaks for many years—driving whole populations to the edge of extinction with no signs of slowing its rampage.

Eventually, the powerful dream-ritual overcame Ralavak's rage and calmed its agonized cries. The mountains, at last, fell silent. As Ralavak slumbered and dreamed, the Howling's creatures disbanded and crept back into the shadowed recesses of the wild. In desperation, the now blood-crazed staggoth attempted to reawaken their master's fury by reversing the dream-ritual. Knowing that undoing such powerful magic would take considerable time, they committed to tending Ralavak's grizzled remains until they could ensure that the Howling would erupt once again.

FEAR AND ORDER

80 BTS

In the aftermath of its war against the Necromanti, the Sularian Church further consolidated its power within the empire by adopting increasingly extreme and authoritarian practices in maintaining societal order. Citizens from across the realm had protested against the previous war's excessiveness and expressed their outrage at the orcs' cruel extermination. While the vast majority of the populace remained faithful, they began to question the Church's leadership of the empire. The Cardinals, realizing that faith alone could not assure the unity of the empire's disparate cultures, took desperate measures to protect their power. If they could not control the masses through faith, they would weaponize its opposite—fear.

In secret, the Cardinals called upon their treaty with the defeated Necromanti. They tasked the wicked sorcerers with creating isolated threats throughout the empire, which would, in turn, sow terror throughout the population. In exchange for their dark work, the Church agreed to give the Necromanti an even greater share in the empire's spoils—and a share of political power. The Necromanti enthusiastically agreed.

Whether it was through empowering puppet-tyrants, fomenting conflicts between the citizenry, or unleashing rampaging monsters into the wilderness, the Necromanti took to their task with zeal. As these engineered threats gripped the populace with fear, the Church would call in its Knight-Paladins to deal with the crises and mete out indiscriminate justice. The thankful citizenry adored the Knight-Paladins for their heroic service—and looked again to the Church for leadership and inspiration.

Bolstered by the citizens' support, the Church brazenly expanded the Theses of Purity's bounds by adding ogres, atsaad, hill dwarves, and the remaining hobgoblins to the infamous list of impure peoples. The Knight-Paladins and their armed forces began systematically removing these groups from the major cities and resettling them in remote enclaves throughout Sularia. While many human citizens passionately protested these unjust events, the vast majority stayed silent, believing that their economic fortunes would increase as Sularia's population thinned.

Distrust and unrest took root throughout the empire.

When protests or localized uprisings against the Church's authority occurred, the Necromanti would engineer a crisis event or unleash some new horror upon the land. In this way, the population's attention was drawn elsewhere—and the Cardinals were allowed to pursue their unscrupulous goals with impunity.

THE WAR OF THANES

64 BTS

The Sularian Church's increasingly authoritarian measures deeply unsettled the dwarves of Mitholme. The eldest among them had witnessed similar events before, when the power-hungry drow had ruled Ereth'iel with callous self-interest. The Council of Mitholme met regularly to discuss the state of affairs beyond their mountain home. They feared that history was about to repeat itself and that the Arch-Cardinals would soon brand them as impure as well.

The Church's forced removal of the hill dwarves was already stirring up chaos in Mitholme. With nowhere else to go, dwarf refugees from across the empire flooded into the mountain city. The people of Mitholme did not have the heart to turn away their cousins, and overpopulation strained Mitholme's resources. Ancient feuds between the dwarven clans surfaced as they squabbled over food and shelter. Each of the mighty thanes proclaimed that they alone should rule the mountain.

The Council of Mitholme tried to uphold order, but it succumbed to infighting as well. Its members could not agree on how to deal with the city's new residents, and bitter arguments eroded the council's ability to rule.

Without a high king to unify the clans, war erupted throughout Mitholme. Battle spilled into every corner of the mountain, and blood soaked the glittering halls. Amid the violence, a group of duergar dwarves sabotaged the city's magma-caps, releasing a wave of lava into one of the clan-holds and killing everyone in its path. There was no safety to be found within the mountain.

The vicious close-quarters fighting raged on and on, but none of the clans could gain the upper hand. The various factions were too proud and resilient to give in. In time, the war ground to a bitter stalemate. Many of the dwarves were forced to admit that they would destroy each other—and all of Mitholme—before a true victor ever emerged. Recognizing the futility of the conflict, the thanes forged a tenuous peace. Try as they might, they could not agree on a single figure to lead them, and so they divided control of the city among themselves.

The years that followed were relatively peaceful, but the dwarves lived in constant suspicion of each other. The war had scarred the clans deeply and left irreparable marks upon Mitholme itself. The damage caused to the city was extensive. The dwarves repaired much of their home, but they left the area flooded by lava untouched. It would remain a monument to the dead and a painful reminder of the dwarves' folly.

KANNIBUS HILLS FOUNDED

52 BTS

Nearly a century and a half had passed since the bloodthirsty armies of the Howling had first stormed through the Barrier Peaks. Life in the wilds had slowly returned to normal, and a quiet tranquility had settled over the forestlands. As the years of peace stretched on, the sylvan creatures who had survived the Howling's onslaught dared to hope that they would never have to live through it again.

Their hopes were shattered by a tortured cry that pierced the night. The cursed demigod Ralavak thrashed in its restless slumber, overcome with its immortal pain and rage. From the depths of its nightmares, it let loose a primal howl that echoed across the Barrier Peaks. Once again, madness poisoned the hearts of every creature that heard the terrible wailing. The twisted remnants of the previous Howling emerged from the shadowy corners of the forestlands, eager to spill blood once more. The Howling had returned, and it was more ferocious than ever. It rampaged through the wilds, spreading Ralavak's curse and murdering every living thing in its path. Forest creatures fled in terror, but few could outrun their ravenous hunters.

As chaos engulfed the Barrier Peaks, a wise treant named Oram Moonsong gathered his druid followers and searched for a refuge to escape the unfolding massacre. They found one at the foot of Mount Effron, in the shadow of a rocky outcropping resembling a roaring bear. Many of nature's potent ley lines converged on this spot, and the land there trembled with wild power.

Moonsong called on his druidic knowledge to harness this convergence of ley lines. Nature's power flooded through his boughs, and he wove a spell that shrouded the area in magic, creating a protected sanctuary from the Howling's depredations. From that day forward, it was called Kannibus Hills. Moonsong awakened nearby treants to act as guardians. He placed enchantments on the forests, leaving no distinct path by which the Howling could discover this new safe haven.

When his work was done, Moonsong set his roots in the ground at the foot of Mount Effron and passed away. This site would become a sacred place for the treant's followers, who dubbed themselves the Oram Hai in honor of their benevolent mentor. They vowed to safeguard the sanctuary he had created.

In time, whispers of the secret enclave spread throughout the wilds. Satyr, faeries, centaurs, and all manner of creatures sought out Kannibus Hills to escape the Howling's murderous rampage. The Oram Hai offered unconditional sanctuary to these refugees, just as Moonsong had intended.

THE FIVE

4 BTS

As decades passed in Sularia, the Church tightened its iron grip on society. The Cardinals passed more oppressive edicts and dispatched the Knight-Paladins to oust those decreed as undesirables from cities across the empire. All the while, these same religious leaders secretly conspired with the Necromanti to unleash new threats upon the countryside, thereby keeping the populace in a perpetual state of fear.

It was during these dark times that a group of rugged travelers crossed paths in Sularia. They came from different walks of life, but they shared a common goal: to find their place in the world. Through the friendship they forged, they would do just that—and change the course of history forever. Their names were Bronjar Barrowulf, Jenhra Thornehawk, Alrich Steelblade, Robert DeSangris, and Galandil Frood.

Future generations would know them as the Five.

Opportunity and curiosity led the Five on adventures across the empire. They explored Sularia and aided the troubled inhabitants they encountered along the way. During their travels, they befriended a drow named Xan'Gro Creppit, who told them of the long-forgotten power of the Auroboros. Not even Xan'Gro and his sorcerous kin knew much about this legendary force, but they were convinced that it was real—and that they could find a way to harness it.

Intrigued by what they had learned from Xan'Gro, the Five agreed to help him uncover the Auroboros' secrets. They scoured the far corners of Sularia and beyond, unearthing clues about the Auroboros and its effect upon the world's earliest civilizations. They realized that they were not the only ones hunting for this knowledge, nor were they the first…the sinister Necromanti had long pursued the secrets to mastering the Auroboros.

Through their violent encounters with the Necromanti's agents, the Five eventually learned of the terrible secret at the heart of Sularia. The tragedies that had plagued the empire over the years were not random occurrences but had been orchestrated by the Necromanti with the consent of the Church's Cardinals. For nearly seventy-five years, the two sides had clandestinely worked hand in hand to sow terror across the empire as a means of controlling the population.

The Five were infuriated by the discovery, and they vowed to make the Cardinals pay for their duplicity and betrayal of the public trust. To this end, they revealed the unholy alliance to the empire's persecuted masses.

The revelation sparked universal outrage among the gnolls, ogres, hill dwarves, and atsaad. After suffering so many hardships under Sularia's supposedly righteous government, the downtrodden victims called for rebellion. For blood. The Five were committed to helping. They knew that the Church was rotten to its core and that the only way to free the populace from its tyrannical rule was to shatter its power structure beyond repair.

THE BREAKWAR

2 BTS

The Five understood that toppling Sularia's government would be a monumental undertaking. Even if they mustered the full strength of those who were persecuted, they could not match the numbers or martial training of the Knight-Paladins' armed forces. Fighting a conventional war would be suicide. Thus, the Five engineered an audacious plan to create disorder amongst Sularia's leadership and draw its military into a devastating ambush.

For their gambit to succeed, the Five sought help from Xan'Gro and his drow kin. During the long years of their isolation within Alash'eth, the drow had experimented with tapping the Auroboros' tremendous power. It was this very power that the Five desired. Though the drow feigned apprehension about bestowing such dangerous power upon mortals, they were secretly eager to oblige. Centuries had passed since the fall of Ereth'iel, but they still resented their ignominious fate. They despised Sularia and its self-righteous zeal, and they dreamed of bringing ruin to the upstart empire that had usurped their reign. The drow believed they could sow chaos throughout Sularia by empowering the Five with the cataclysmic power of the Auroboros.

The drow theorized they could impart the power of the Auroboros to the Five by tattooing each of them with the dread Mark of the Serpent. These enchanted sigils would act as conduits for the Auroboros' raw energies. The drow had never sought to mark themselves in such a way—their sense of self-preservation precluded that. They knew that the Auroboros was not a power meant for mortals. It would irrevocably change the Five…and possibly even kill them.

Though they feared the cost, nearly all of the Five agreed to take the Mark. Xan'Gro, standing apart from his kin, also embraced the unknown and took the Mark onto his flesh. Primordial energies surged into their souls and granted them speed, strength, and intellect beyond anything they had ever known. Only Jenhra refused to be tattooed, convinced that her faith alone was enough to empower her for the fight to come. She vowed to do everything in her power to aid her comrades and hold their fellowship together.

Thus empowered, the Five launched their bloody campaign to liberate the people of Sularia. The first stage of their plan took them beyond the empire's borders—into the dark lair of the Deathseer triumvirate that ruled the Necromanti. The Five infiltrated the tower of Gil'Galar, shattering through its protective wards and decimating its infernal guardians. The Deathseers were immensely powerful sorcerers, but not even they could stand against the Auroboros power that was unleashed. The Five cut them down and butchered their remaining servants within Gil'Galar.

Without delay, the Five returned to Sularia's capital of Torune. There, they slipped unnoticed into the Church's hallowed seat of power, the Sanctorium, and made corpses of the unsuspecting Cardinals. Before they departed, the Five left a Necromanti relic among the broken bodies—a cursed scepter they had taken from the vaults of Gil'Galar.

When the Knight-Paladins discovered the slain Cardinals, they found the cursed scepter and assumed the Necromanti had done the killing. It was just as the Five had hoped. Only the Church's inner circle had been privy to the secret pact with the Necromanti, and they were all dead. The enraged Knight-Paladins rallied for war against the dark forces they believed had struck at the heart of Sularia's sovereignty.

All that remained for the Five was to stage their brutal ambush of Sularia's military. For this, they asked a final favor from the drow. Once more, the drow welcomed the opportunity to turn the world upside down. Shrouding themselves in illusions to appear as the Deathseers, Xan'Gro and his fellow sorcerers deceived the Knight-Paladins into believing that a mighty Necromanti army was amassing in Sularia's midlands. Using their magics, they created an illusory army and staged it in a vast forest clearing known as Auroch'Thiel.

Accompanied by massive war machines, the Knight-Paladins and their shining armies thundered into Auroch'Thiel. As the Sularians formed their battle lines, the illusory force vanished into thin air, and the Knight-Paladins realized they had been deceived. In the ensuing confusion, great war-horns blared from the surrounding forests.

The Five and their rebel army burst forth from the woods and smashed into Sularia's military on all sides. The Breakwar had begun.

A mass, frenzied melee enveloped the glades of Auroch'Thiel. Prayers, battle cries, and the clang of steel filled the air. No quarter was given by either side. None was expected. Even caught off guard, the Knight-Paladins mounted a valiant counterattack, but it was not enough. One by one, Sularia's holy banners fell. The Five and their allies overwhelmed the beleaguered Knight-Paladins and won the day.

The price of victory was high. Corpses and mangled war machines lay strewn across the ruined, blood-soaked glades. The survivors would never forget the horrors they witnessed at Auroch'Thiel.

Word of the battle spread like wildfire throughout Sularia. The cultures that had been marginalized and branded impure by the Theses of Purity celebrated in the streets. Humans who had chafed under the Church's oppressive laws joined in the revelry. With the Cardinals dead and Sularia's military in shambles, the common folk reclaimed power over their lives. They vowed that they would build a new society founded on the tenets of true justice and freedom for all.

Unbeknownst to the masses, their hopes for a brighter future were about to be devoured…

THE SERPENT UNLEASHED

1 BTS

As Sularian society underwent drastic change, so too did the drow, Xan'Gro Creppit. While his kin were content to return to the shadows of Alash'eth after playing their part in the empire's downfall, he hungered for something more. His time spent experimenting with the Auroboros' power had warped his mind and soul—but it had also opened his eyes to a far broader perspective. Xan'gro had glimpsed the full scope of the Auroboros' true power.

He beheld that it was like a great serpent coiled through the heart of reality, its undulations locking the world in a perpetual cycle of destruction and misery. There was no escape from its influence.

Sularia's people were busy establishing a new society, but Xan'gro was certain they would simply repeat the same mistakes as before. Empires would rise and fall in an unending cycle. Power would simply amass in the hands of a few, who would then lord over the masses as they always did. Xan'Gro became convinced that mortals were too shortsighted to realize that they were destined to fail.

Disgusted by the futility of it all, he decided that the only way to break this pattern of false hope and inevitable misery was to scour mortal civilization from the world once and for all. Xan'Gro believed he could accomplish such a feat if only he could find a way to unleash the Auroboros' destructive energies on a mass scale. The solution he sought lay within the sealed archives within Gil'Galar. The fallen Necromanti had spent centuries plumbing the depths of the Auroboros' mysteries and gathering knowledge of the long-dead Aldan Thei. Xan'Gro would not let that precious knowledge go to waste.

With the Necromanti's triumvirate defeated, there was no one powerful enough to stop Xan'Gro from claiming Gil'Galar for himself. Obsessed with his dread purpose, he ransacked the Necromanti's libraries and pieced together a terrifying ritual that would unleash the raw fury of the Auroboros. He would wake the Serpent in its fullness by performing the same ritual that had consumed the mighty Aldan Thei millennia ago.

Augmenting his own magic with the dark energies that suffused Gil'Galar, Xan'Gro invoked the long-forgotten spell. A vast, devouring storm of uncreation uncoiled across the sky above the tower in the form of a horrifying serpent. At Xan'Gro's command, it swept over the surrounding region, devouring villages, cities—even entire cultures—with its passing.

In Mitholme, the dwarves saw the serpent-storm approaching on the horizon. One of the Five, Bronjar, had returned to the mountain following the Breakwar to help lead his people into the future. He appealed to Mitholme's elders that the gates be sealed to protect the dwarves from the coming devastation, but his pleas were disregarded by many, and his request denied. Bronjar's close friend and ally, Dragran Stonefury, was convinced that Mitholme would become their tomb if they remained sealed within it. He rallied thousands of his kin to abandon the mountain and join him on a desperate migration to the south.

Elsewhere in Sularia, panic seized the masses. The serpent-storm reached the empire's capital city of Torune, annihilating its graceful spires and mighty citadels in a horrific conflagration of otherworldly fire. As Torune fell, the surviving population abandoned their homes and fled south, just as Dragran and his dwarves had.

The rest of the Five could have fled the cataclysmic destruction as well, but they were burdened by guilt. Touched by the Mark of the Serpent, they sensed who had unleashed the calamitous serpent-storm upon the world. They had helped Xan'Gro unravel the Auroboros' secrets—thus, the blood of the devoured masses was on their hands too.

As the serpent-storm tore across Sularia, the remaining members of the Five stormed Gil'Galar and confronted Xan'Gro. The once close-knit group of companions set upon the drow they had once called brother—and the ensuing battle rocked the Black Tower to its foundations.

Ultimately, Xan'Gro fell before the wrath of his former allies, and his horrific ritual unraveled in spectacular fashion. In an unimaginable collapse of otherworldly energies, the great serpent-storm coiled back and turned inward—devouring itself utterly.

Only Jenhra emerged from Gil'Galar alive. She had little time to recover from the heartbreaking battle, however. Though the serpent-storm was fading, its lingering magic lashed out across the land, setting off apocalyptic quakes and seismic upheaval.

The quakes reached as far as the atsaad's oceanic kingdom of Ardu. Just like Torune, the atsaad's glorious undersea realm fell to ruin. The survivors scrambled from the roiling seas and sought shelter along the southern coasts.

BATTLE OF THE BARRIER PEAKS

1 BTS

What remained of the once mighty empire would soon succumb to the last raging vestiges of the serpent-storm and the quakes that thundered through the land. Jenhra and the remaining Sularian clerics tried to maintain order among the fleeing throngs of terrified citizens. They helped organize the survivors into caravans that would travel south, away from the land's destructive upheaval.

However, the clerics—and even the mighty



Knight-Paladins—realized that their holy powers were rapidly fading. Horrified, they couldn't discern whether their loss of power was due to the devastating storm of magic or from a genuine loss of faith in the fallen Sularian Church. Whatever the case, the healing and restorative blessings they might have otherwise used to calm the fearful masses were no longer theirs to bestow. Daunted but unbroken, the priesthood's remaining servants committed to uphold their vows and care for the masses as best they could.

Nearly every surviving soul in the empire had joined the mass exodus to the south. Hundreds of thousands of refugees of every creed and culture clogged the roadways. When this flood of refugees reached the narrow pass that led through the Barrier Peaks, it broke like a wave against the mountains. Chaos ensued. The panicked survivors argued over who should go through the pass first. Soon these arguments erupted into violence. The desperate refugees gave in to their terror and basest instincts—cutting each other down.

In one terrible day of bloodshed, tens of thousands died.

Among the fallen were the last of Sularia's holy Knight-Paladins. Even stripped of their vaunted powers, they stood resolute in their sacred charge to protect the weak and innocent. In a final act of selfless atonement, they gave their lives to rescue hundreds of refugees from the senseless killing.

The chaos would have spiraled further into bloodshed if not for the efforts of Jenhra and a handful of other Sularian clerics. They stood before the raging mobs and appealed for peace. Jenhra and her followers reminded the refugees that after the fall of the empire's old government, they had all talked of building a better, more caring world. Now was their chance to do so. They could show that they were a people capable of compassion, or they could succumb to the same fear and mistrust that had plagued their fallen homeland.

As the clerics pleaded with the refugees, Jenhra subtly used the last of her faith-borne power to calm the hearts of the unruly crowd. It was this combination of wise words and true holy magic that restored peace. The mobs laid down their weapons, and Sularia's survivors organized an orderly passage through the Barrier Peaks.

Jenhra, her holy power now utterly exhausted, was overtaken by grief. Though she was thankful that the refugees would survive the arduous passage to the south, she mourned the loss of her beloved church and the sanctifying powers she had once wielded.

PART III:

THE AGE OF LAWBRAND

EXODUS TO THE SOUTHLANDS

0 ATS

The going was hard, and not all the refugees who ventured into the unforgiving mountains made it through to the other side. Those who made it to the southlands were greeted by a disheartening sight: the vast, inhospitable Tanaroch desert that seemed to stretch to the horizon. No one knew where it ended—or if it had an end at all. It seemed they had traded certain death in the north for much of the same in the south.

As the last of their hope faded and the refugees stood on the edge of total despair, they saw a faint light glimmering in the distance. Jenhra and her clerics led the masses toward this enigmatic beacon. Across the scorching sands they marched, always with the light ahead of them. Eventually, they reached the source: a giant obelisk, shimmering with latent power. The refugees did not know it, but this monolith was a remnant of the Aldan Thei's once prolific civilization. Even abandoned for uncounted ages, it still held a spark of their extraordinary magic.

West of the obelisk, the refugees finally found hospitable land. If not for the Aldan Thei's light, they would have died wandering aimlessly in the Tanaroch. Sularia's survivors proclaimed the obelisk's site, which they called Searchlight Hill, a holy place. They would build the small town of Baker around the monument. For generations to come, pilgrims would visit it and remember the trials and tribulations their ancestors had faced to reach their new home—*their new destiny.*

RED BLUFF FOUNDED

5 ATS

Not all of Sularia's refugees headed west from the obelisk. Dragran and his dwarves forged eastward into the heart of the Tanaroch to make their own way. After suffering decades of persecution in Sularia and witnessing the senseless violence at the Barrier Peaks, they wanted nothing more to do with the empire's survivors. They would build a new home for themselves on their own terms.

For weeks on end, the dwarves trudged across the scorching wasteland. They soon discovered that the Tanaroch was not as lifeless as it seemed. A nomadic people known as the ma'ii thrived in the desert, and they did not take kindly to outsiders. Already starving and exhausted, the dwarves had to fend off ambushes and night raids from hostile packs of ma'ii raiders. But never once did Dragran or his people consider turning back. They had come too far, and they were committed to risking everything.

The dwarves' stubborn persistence paid off when they reached an enormous mesa sitting atop natural cisterns and steam geysers. Dragran and his kin wasted no time: they began carving out a city known as Red Bluff into the heart of the great mesa. Despite being in the remote reaches of the Tanaroch, the ingenious dwarves found ways to make their new home self-sustaining. They hung crops from the cavern walls and watered them with the regular eruptions of the steam geysers. Atop the mesa, they erected windmills to harness the fierce desert winds and power the city's lifts and other machinery.

Living in the desert put the dwarves in touch with an aspect of themselves they never knew they possessed. Some of Dragran's followers found they could communicate with the spirits of the elements. They adopted a form of spiritual shamanism and learned to bend the scarce waters and the howling winds to their will. As much as their engineering prowess, this burgeoning relationship to the elements secured the dwarves' survival in the Tanaroch.

As they explored their surroundings, the desert dwarves also discovered a rare crimson shale that they dubbed bloodstone. Their master smiths and metallurgists realized that heat and other energies could be stored within this miraculous material. Bloodstone became the cornerstone of Red Bluff's burgeoning society and its main export to the refugees who settled beyond the Tanaroch.

LAWBRAND FOUNDED

25 ATS

Far from Red Bluff, the rest of Sularia's survivors laid the foundations of a new society—with a rekindled faith to guide them. Most of the refugees were eager to put the past behind them. They had no desire to carry on the traditions of the old Sularian Church, especially after it had caused so much suffering.

But Jenhra did not see wisdom in completely abandoning Sularia's religious heritage. She believed that the Church could give the refugees a shared identity and keep them united moving forward. To this end, she reformed the Sularian faith and taught its priesthood to devote themselves to the people above all else. Rather than seeking power for themselves, they would live with compassion and selflessness. This new Church would not hold any one people as superior to others; it would foster a society based on equality and justice for all.

Jenhra did not assume the refugees would blindly accept the reformed Church, especially after everything they had been through. She and her followers proved their noble intentions through tireless acts of kindness and service. They sought to lead by example. They rolled up their sleeves and got to work alongside their fellow refugees—cutting wood, piling stone, washing clothes, cooking—whatever was needed to help their people survive in the unknown wilderness. In time, Sularia's survivors embraced the new Church and its benevolent priesthood.

With the Church binding them together in the most practical of ways, the refugees explored their new home. The densely forested southlands were fertile, but the work required to sustain the refugees' large communities seemed endless. The settlers crossed paths with salamar, atsaad, and other indigenous cultures from time to time, but these encounters were largely peaceful. The refugees had no desire for bloodshed, and there was open land in all directions for them to claim as their own.

The refugees splintered into separate communities and founded towns across the breadth of the southlands. The greatest of these settlements would eventually become known as the Trade-Cities.

The first to be founded was Lietsin, at the edge of the Tanaroch desert. Five others were established along the banks of the mighty Talisande River and one on the coast far to the south. The few dwarves who had not followed Dragran into the Tanaroch became instrumental in the building efforts. Known henceforth as iron dwarves, these skilled masons and engineers strengthened the fledgling Trade-Cities with stone and metal to protect them from the elements and dangerous wildlife.

Each of the seven Trade-Cities flourished in a different industry. Together, they formed an interlocking economy of mutual benefit. Trade-Pacts were drafted between the settlements, ensuring the uninterrupted flow of resources and commerce. This climate of economic stability and prosperity ushered in an age of unprecedented peace and technological innovation.

Powerful Trade-Guilds formed in each Trade-City to oversee economic and legal matters, but the task of upholding order throughout the entire region fell to the reformed Sularian Church. Its presence was everywhere. Majestic cathedrals were among the first structures the settlers had raised in

the Trade-Cities. They named these places of worship after Jenhra and the other clerics who had guided them from darkness into this land of light and promise.

In the early days, the Church imposed strict laws to keep the peace. A new order of Knight-Paladins was forged to act as the faith's stalwart defenders. But these grim, often intimidating officers were nothing like their holy forebears in Old Sularia. Still, under their watch, all cultures flourished in the Trade-Cities. Just as Jenhra had hoped, the Sularian faith created a shared culture, binding the disparate settlements together in a way that trade alone never could.

As the decades passed, the Trade-Cities cemented their political, economic, and religious unity by forming a grand confederation. It took its moniker and official signet from the name of the ancient Sularian Cross…

Lawbrand.

THE GREAT TRADE WAR

212 ATS

Generations passed, and the horrors of Old Sularia were largely forgotten. Lawbrand and its people thrived. The Trade-Cities grew into bustling urban centers as their populations swelled. The long years of peace and plenty allowed the citizenry to pursue the arts, novel ideas, and feats of extraordinary engineering.

The industrial powerhouse of Sargrad emerged as Lawbrand's foremost Trade-City. Its foundries and ironworks churned day and night, supplying the rest of the region with the most prized commodity in the land: steel. Though Sargrad's influence was unrivaled, its political might depended on the Trade-Pacts it had forged with the other cities, specifically Skarborough.

Built atop a vast mineral deposit rich with ore and precious gems, Skarborough supplied Sargrad with the raw materials that fed its steel industry. These deliveries abruptly stopped when an economic dispute flared up between Skarborough and Talis, a neighboring Trade-City that controlled the shipping lanes along the Talisande River.

Skarborough had fallen behind on shipping payments, and Talis had retaliated by confiscating all of the ore shipments bound for Sargrad. The immediate economic effect was felt everywhere. The commercial system that connected the Trade-Cities unraveled at the seams. After the Trade-Guilds failed to settle the disagreement in the courts, violence erupted. Skarborough formed a militia and vowed to besiege Talis until it released the seized ore supplies.

Divisions formed between the rest of the Trade-Cities as they threw their support behind either Skarborough or Talis. As Lawbrand's economy faltered, riots erupted throughout the region. Conditions grew so bad that Sargrad dispatched its well-armed and highly trained militia into Skarborough, demanding that it settle its payment disputes with Talis. The Trade-Guilds were powerless to stop it, and the common folk began to lose faith in the realm's legal and economic institutions.

With Lawbrand on the brink of an all-out civil war, the Church stepped in and averted catastrophe. It used its influence to broker peace between the Trade-Cities. To ensure an event like this would never happen again, the Church oversaw drastic changes to the economic system. Beyond implementing new ways to resolve disputes, it forced the Trade-Guilds to improve working conditions for the common people.

Peace and prosperity returned to Lawbrand, but the Great Trade War had a lasting impact of which few people were aware. Amid the economic and civil unrest, a secretive group called the Draconis Malisath began to spread its influence across the Trade-Cities. Through acts of bribery, blackmail, and violence, it seized overall control of criminal activity throughout Lawbrand. The Malisath gradually dug its claws into respected business owners and politicians as well. Over the years to come, it would lurk in the shadows, manipulating Lawbrand's power brokers for its own gain.

THE HOWLING REPELLED

244 ATS

Following the Great Trade War, a different kind of conflict erupted in the remote Barrier Wilds. The cursed demigod Ralavak had cried out from its tortured slumber once again, and a new Howling had arisen to terrorize the wilds.

Sylvan creatures fled through the Barrier Wilds to escape the Howling's merciless advance. Many of them sought safety with the Oram Hai druids in Kannibus Hills. As they had for generations, the sanctuary's guardians embraced the refugees. The newcomers were free to stay in Kannibus Hills for as long as the Howling still roamed the wilds.

But some among the Oram Hai wondered if that was enough. Kannibus Hills protected those fortunate enough to reach its enchanted borders, but what of those in the other, more outlying forest communities? Without someone to protect them, they were doomed. The druids agreed that they had to do more than simply hide from the Howling—they must take the fight directly to the nightmarish army. To do so, the Oram Hai created its own warriors, empowered with druidic magic and bonded with powerful animal spirits. These formidable warriors were known as the Wildkeepers.

The Wildkeepers fanned out across the Barrier Peaks, often traveling alone or in small bands. They moved unseen through the dense thickets, their heightened senses alert for any sign of the Howling's marauders. When they found their prey, the Wildkeepers struck without mercy and then disappeared back into the forest shadows before their enemies could retaliate.

Though the Wildkeepers were few in number, their vicious hit-and-run strikes were highly effective. They bled the Howling's numbers, stalling its campaign against the Barrier Wilds, which ultimately saved thousands of lives.

Few would ever know of their heroic feats, even among the forest-folk they had saved. The Wildkeepers did not seek praise or boast of their victories. The terrors they had witnessed haunted them, and most of them preferred to roam the forests in quiet solitude.

PATH OF THE SUN

246 ATS

Though the Great Trade War had nearly brought Lawbrand to its knees, the march of progress could not be stopped. The Trade-Cities quickly rose to new heights of prosperity and technological achievement. Business owners, merchants, and politicians reaped the benefits of this economic boom, and their coffers overflowed with gold. Members of the Trade-Guilds became akin to celebrities, attracting adoring crowds wherever they went.

But not everyone enjoyed this newfound wealth and prestige. For every well-off merchant living a lavish lifestyle, a thousand impoverished laborers toiled away in smoky factories. The divide between the haves and the have-nots within Lawbrand grew wider by the day. The people with the power to enact change for the common folk cared more about their own prosperity than anything else. Greed and avarice even spread throughout the Sularian Church's upper echelons, leaving many of the faith's leaders rich in coin but morally bankrupt.

Though many common folk grew disillusioned with the current state of affairs, they had no choice but to accept their fate as cogs in the grinding machineries of industry. There was simply no other way to make a living. But an enigmatic man known as Tikanen was compelled to take a different path. To escape the injustice and exploitation of the modern era, he set out on a pilgrimage deep into the heart of the Tanaroch desert.

In the remote reaches of the wasteland, he discovered the remains of Tanasrael—the ancient temple-city built by the Aldan Thei at the dawn of history. Tikanen explored the abandoned ziggurat and the lost knowledge it contained.

Among this knowledge was that of the Auroboros.

Tikanen emerged from the ruins filled with power and purpose. In his mind, Lawbrand's governing bodies were irredeemably corrupt and oppressive. The only way the common folk could attain freedom and unlock their true potential was by destroying the failed institutions that framed their lives. Tikanen formed a new faith movement—the Children of the Sun—that not only espoused his newfound philosophy but embraced the sun-worship of the Tanaroch's ancient desert-tribes. Harnessing the Auroboros' power, he transformed the barren earth around Tanasrael into an oasis of life—a paradise for his faithful.

Tikanen's first followers spread his teachings throughout Lawbrand, enrapturing crowds with tales of the miracles he performed out in the desert. Enticed by the promise of a better life, many among Lawbrand's working class abandoned their toilsome existence and made the dangerous trek across the desert to Tanasrael. The Sularian Church largely ignored the upstart cult and its zealous missionaries who wandered the streets of the Trade-Cities. Lawbrand's Archbishops never imagined the true threat posed by the Children of the Sun.

Far from the Church's eyes, the oasis around Tanasrael swelled with new aspirants. They were more than just a community of the faithful—they were an army. Indoctrinated by Tikanen's extremist teachings and trained in martial combat, they prepared to wage a holy war against civilization.

They looked toward a time when Lawbrand would be consumed by holy fire—and a more perfect society would rise from its ashes…



FACTIONS

The factions of Lawbrand represent a wide array of institutions and mystic sects. Some have existed for centuries, or even millennia—while others are upstart groups that have only recently risen to prominence. Some exist as foundational elements of society, while a dangerous few are content to skulk in the shadows, eating away at the common bonds of civic unity. Whatever their origins or areas of focus, all of the factions vie with one another for sovereignty—as well as for influence over the hearts and minds of Lawbrand's vast citizenry.

THE ARCANIMUS

MASTERS OF MAGIC

"When grounded in knowledge and discipline, true magic elevates all of society."

—Chancellor-Invictus Sorkin Serelvar



Most folks in Lawbrand believe that true magic disappeared from the world long ago. Probably for the best, as far as they're concerned. But now and then, rumors of strange happenings spread through the taverns and marketplaces—tales of robed figures conjuring objects out of thin air, whispering incantations in forbidden tongues, and performing other inexplicable acts. In the end, though, there's never any evidence that these occult musings are anything more than ale-induced hearsay.

And that's just how the members of the Arcanimus prefer it. In a society that views magic with suspicion and fear, they use their very real power with intense discretion.

The existence of the Arcanimus, and its prestigious Academy in Lietsin, is common knowledge to the world at large. At the Academy, students from across Lawbrand study the lost arts of magic with relentless curiosity. The public believes these pursuits are limited to scholarly explorations of the history and theory of the arcane.

For most students, that is indeed the extent of their education. But for others, it is only the beginning.

The most promising students graduate into a stratum of higher mysteries, where the mastery of true magic is held as the pinnacle of mortal achievement. Under the tutelage of esteemed mentors, these initiates learn to wield the arcane in all its varied forms. From day one, these exceptional few are ingrained with the Arcanimus' noble maxim: magic is a tool for enriching the whole of society, not a means of amassing personal power or renown.

Those who make it through this rigorous training become true magi, dedicating their lives to the service of the Arcanimus. Magi spend much of their time teaching at the academy, but they also undertake missions in the outside world. Some investigate rumors of magical phenomena in the far corners of Lawbrand. Others hunt down ancient curios or dangerous artifacts that can be studied at the academy or sequestered safely within its enchanted vaults.

The Arcanimus painstakingly conceals its sorcerous activities from public view, but some members of the Sularian Church know full well what really goes on behind the Academy's closed doors. While they disapprove of magic on principle, they permit the magi to use their power for noble purposes—provided they employ the utmost discretion. In exchange, the Arcanimus provides the Church's Knight-Paladins with enchanted armaments with which they keep the peace throughout the Trade-Cities. It is an uneasy arrangement, and the magi know that they are constantly under the Church's watchful eye.

The only true ally that the Arcanimus can call on in times of need is the Conservatorum—Lawbrand's principal repository of culture and history. The scholars and archivists of the Conservatorum help the magi keep their activities from the public eye and provide them with useful information related to the lost arts. They share the Arcanimus' belief that magic can benefit society, but that it is vital to conceal its existence.

Perhaps one day the world will know of the extraordinary lives and accomplishments of the Arcanimus' magi. But for now, their deeds must remain little more than rumors and tales of fancy.

THE BOHEN DUR

STEWARDS OF ENLIGHTENMENT

"Enlightenment is rarely found solely within oneself. It is reflected in every interaction."

—Guru Amendajar



In a smoky back alley in Sargrad, a stranger hands out bread to starving street urchins. Outside a rundown tavern in Lietsin, a passerby steps between two drunkards' blades and disarms them with a few wise words. Along the lawless back roads, a traveler defends a merchant caravan from brigand gnolls.

These selfless acts share a common thread: they were all performed by the gentle Bohen Dur monks. Adorned in their simple robes and orange ku'shak scarves, they wander Lawbrand bringing peace and enlightenment to everyone they encounter.

The monks never ask for payment or thanks. They have no political agenda. They seek only new experiences to deepen their understanding of the world and its people.

Most folks will live their whole lives without ever encountering one of the reclusive monks. It's said that the enlightened members of the Bohen Dur only make pilgrimages through the world every seven years. They spend the rest of their time at the tranquil Bohenna monastery, perched high atop Korosoth Mountain in central Lawbrand.

The monastery is a sanctuary of knowledge, beauty, and self-reflection. Young aspirants meditate beside tranquil waterfalls, seeking to free themselves from their inner desires and fears. They study by lamplight in the archives, consuming every scrap of history and culture that they can. They sit with mentors and deliberate how to live with compassion and love for all people—all things—in the world.

And if their hearts are true and their minds are in perfect balance, the young monks might one day achieve Moru'sha—the hallowed state of Eminence.

These awakened monks can project their will outward, influencing the thoughts and emotions of everyone around them. It is said that while in the state of Eminence, the monks can even move objects with their minds and project fields of pure force to protect them and others from harm. The monks hold their Eminence as a great and terrible power, one that should only ever be used to serve the greater good of society.

The order does not use the Moru'sha to impose its beliefs on anyone, and Lawbrand's authorities do not consider the Bohen Dur a threat. The Sularian Church views the monks as benevolent curiosities more than anything else—a collective of mystics who seek only to share their knowledge with the world. And that is true, barring one critical exception: knowledge of the Auroboros.

The Bohen Dur have made intensive study of the World Serpent and its catastrophic effects upon civilization throughout history. They have concluded that its primordial power is a danger to all living things. They actively hide details of the Auroboros' existence from the public and keep a watchful eye on anyone who shows signs of being affected by it. They have sworn to prevent the Auroboros from bringing further calamity to the world.

THE CHILDREN OF THE SUN

THE FAITHFUL AND THE ZEALOUS

"Belief sets hearts aflame."

—The Prophet Tikanen



Everyone in the Trade-Cities has seen the vagrant missionaries in the streets, proclaiming the dawn of a new era. There's a fiery intensity in their eyes and a fierce passion in their words. They speak of a time when Lawbrand's common folk will cast off the shackles of corrupt authority and rise to meet their true potential. They speak of an innate power that stirs in mortal souls—a power capable of miracles. And they speak of a paradise that lies at the heart of the desert, a utopia of equality and freedom for all.

Most of the populace doesn't pay much mind to the Children of the Sun's impassioned missionaries. Even the Sularian Church considers them more of a nuisance than a real threat to their power. After all, who would ever believe the words of raving vagrants?

But some do. The exploited and the forgotten. The factory workers and the street dwellers. Enticed by the promise of a better future, they pledge themselves to the Children of the Sun and renounce their ties to society. Family, friends, the church—they leave it all behind to venture boldly into the blazing heart of the Tanaroch Desert.

What they find there is even greater than what the ragged street-preachers had promised.

Nestled around the ruins of an ancient temple complex known as Tanasrael lies an oasis of verdant farmlands and ever-flowing canals. The Children of the Sun hold that their reclusive leader, the Prophet Tikanen, transformed the land with his own inner will. The abundance of life in such an inhospitable place only strengthens the conviction of new adherents. If the Prophet performed these miracles, they believe they can too. With zeal, they embrace the faith's mystical rites, a blend of sun-focused mythologies borrowed from Tanaroch's ancient desert tribes.

Adherents believe that the sun holds great power to awaken the soul and reveal profound inner truth. Members adorn their clothes with sacred symbols of light rays and flames. They burn them into their flesh as well. Ritual brandings are commonplace—the faith holds that only fire can cleanse the spirit and reveal one's true will. As the elders teach, momentary pain is a small price to pay for everlasting empowerment.

They hold the same sentiment for Lawbrand itself. In the great meeting tents surrounding Tanasrael, the elders prepare their followers for the day when they will burn away the tyrannical Sularian Church and its corrupt Trade-Guilds. There will be pain, yes. Death and suffering as well. But from the ashes, a glorious new society will rise and fill the world with its purifying light.

With every fiery sermon, the devout become more radicalized—and more numerous. The movement's ranks are growing. The faithful come not just from the dregs of society but increasingly from all walks of life. Perhaps out of arrogance or hubris, Lawbrand's authorities have yet to recognize the Children of the Sun as the existential threat it is.

One day, they will. But by then, it may be too late.

THE DRACONIS MALISATH

LORDS OF THE CRIMINAL UNDERWORLD

"Commerce is the lifeblood of Lawbrand.
We shall gorge ourselves upon it…"

—Vaalesh Dargonnas



An assassin slinks across Orinfell's rain-slick rooftops, dagger at the ready as he searches the streets for his target. In Talas, thieves break into a famed engineer's vault and pilfer the priceless schematics within. Far to the south, in Sargrad, a respected politician stumbles home from a long night at the casino to find hooded figures waiting for him. They've come to collect a debt. Not in coin, though—material wealth is easy to come by. They require a friend in high places, and they've brought steel should the politician need convincing.

Crimes like these are commonplace in Trade-Cities of Lawbrand. Though they might seem unrelated, an invisible web connects them—a web woven of strands originating from the secretive Draconis Malisath.

Headquartered beneath Sargrad's seedy Meatpacking District, the Malisath oversees a vast and lucrative criminal empire. Theft, extortion, and murder—no crime is too big or too small to escape the organization's influence. Through its army of street-level enforcers, the Malisath exerts control over everything from small business owners to the powerful Cardinals of the Sularian Church.

Few of Lawbrand's citizens know that the Malisath even exists. Secrecy is paramount to the organization, and it ruthlessly silences anyone who threatens to expose the breadth of its prolific control.

The Malisath does not foment chaos with its immense power. Money and influence are far easier to acquire in times of peace and plenty—and money and influence are what the organization wants above all else. To promote economic stability, the Malisath uses violence or bribery to ensure the passage of favorable new laws and religious edicts. Anything that keeps the gears of commerce turning is fair game.

Most of the coin that floods into the Malisath's coffers is hoarded by a secretive cabal known as the Nightlords. Even among the organization's own members, rumors swirl about the identity of these powerful individuals. Some say they are beloved and respected public figures. Some say they are far more than what they seem…

The Malisath's shadowy leaders hold court over the criminal underworld from their subterranean sanctum, the Ossuary. Located beneath the streets of Sargrad's Meatpacking District, the Ossuary was once a network of crumbling funereal catacombs. All that remains of the former burial pits are the old bones that accentuate the gold leaf marble columns and priceless works of art that grace every corner of the Malisath's opulent base of operations.

Very few people have been invited into the Ossuary. And of those that have, few have ever been seen again.

THE FANGS OF SCYLLIA

DEVOURERS OF SOULS

"The souls we brand into our flesh
can never replace the ruin of our own."

—Lady Scyllia

There are stories of macabre cultists who wander the lonely back roads of Lawbrand. Hollow-eyed figures draped in tattered rags, their skin etched with faintly glowing tattoos. Soulstalkers, some call them. *Living nightmares*. Their power lies not in weapons of steel, but in the mind. They can make folk see things that aren't there, poison courageous hearts with terror, and turn dear friends into mortal enemies.

These Soulstalkers belong to the Fangs of Scyllia, a nefarious cult of cursed outcasts, and meeting them never ends well. Most people who survive encounters with them bear mental scars until the end of their days. *And they're the lucky ones*. The Soulstalkers dominate their victims' minds and lure them back to the cult's subterranean lair. Not to sacrifice them, though. *Nothing so merciful*. The Soulstalkers break their minds and draw them into the cult as its newest unwitting aspirants.

Deep beneath Korosoth Mountain exists a network of caverns known as the Coiled Path; a winding fever dream made real. Otherworldly forms writhe in the shadows. The labyrinthine tunnels tremble with the constant screams of raging spirits. From every torchlit recess echoes the *tap, tap, tap* of a hammer. The cultists doing their dark work, chiseling profane tattoos onto the flesh of the victims they've lured down into their dark lair.

The tattoos are more than just symbols of the cult; they are chains of enslavement—the end of one life and the beginning of another. The tattoos fuse the restless ghosts that inhabit the Coiled Path to the souls of new members. With their flesh forever bonded to the hateful spirits, members become Soulstalkers in their own right. And thus, the cycle of pain and terror repeats without end.

This dark practice originated with the cult's founder, Lady Scyllia. Once an honored Bohen Dur monk, she ventured down into the Coiled Path to investigate rumors of a mysterious psychic presence. A monstrous hydra-like creature awaited her in the deepest shadows: Karybdiss. Unable to move its bloated bulk from its warren, the gluttonous abomination had sustained itself over the centuries by feeding upon the souls of those who strayed too close. In Scyllia, Karybdiss saw more than just sustenance; its devouring sentience took control of her mind and transformed her into its mortal champion.

The compassion Scyllia had embodied as a Bohen Dur monk vanished, but the precious knowledge she had gained from her time in the order remained. In her studies, she had learned of a nearly forgotten art practiced by the ancient Tir'Assar sigilists—a way of merging body and soul through enchanted tattoos. She used it to shackle the agonized spirits in the Coiled Path to her own flesh. Power more extraordinary than any she had known as a Bohen Dur monk thundered in her veins. She taught this vile art to the first members of her cult, who in turn taught it to their victims.

The Fangs of Scyllia have no ideology to impose upon Lawbrand. No need for commerce or industry either. They exist only to harvest soul essence from the outside world and feed it to their master, Karybdiss. They will do so as long as the creature demands sustenance, and there is no end to its hunger.

THE HOWLING

BEASTS OF PRIMORDIAL TERROR

"We are the rage that echoes across the mountainsides.
We are the fury of your fevered dreams."

—Goruu-mog the Ragebringer

Every few generations, a tortured howl echoes across the Barrier Wilds. It shakes the forests to their roots like primordial thunder. Creatures great and small scurry into burrows and caves to escape the piercing wail. But for them, there is no escape. Once that terrible howl reaches their ears, it is too late. All they will know after that is madness and blood.

In the wake of the howl, the forests stir with creatures twisted by its supernatural power. Sentient beings and wild beasts alike are overcome with rage—a primal need to destroy. They are now warriors of the *Howling*. Frothing with mad fury, they storm through the Barrier Wilds, ripping apart everything in their path.

The Howling's forces are driven to murder by the will of a fallen demigod: the once noble manticore known as Ralavak. During the ancient War of Light and Shadow, the mighty being brought its fury to bear against the dark powers of the Necromanti. Ralavak was unstoppable in the skies above the battlefield until it was mortally wounded by a demonic dragon.

Driven mad from its wounds, Ralavak flew south across the Barrier Wilds until it plummeted into a deep chasm. There it stayed, writhing in agony, boiling with rage. Its demon-corrupted blood soaked into the land, poisoning everything it touched. When a group of staggoth druids discovered the curse spreading through the wilds, they tracked it to Ralvak's broken form. They called upon nature's blessing to heal the creature, but the demigod was beyond saving. The druids' magic threw Ralavak into a restless eternal slumber—a tortured sleep from which it would periodically awaken only to howl in fury.

Not even the druids escaped Ralavak's curse. They became the demigod's willing servants. To this day, they tend to Ralavak's rotting carcass, ensuring each new generation of the Howling carries out its desire to destroy all life in the wilds. In the wilds where they once nurtured balance, these fallen druids now sow hate and destruction. Whenever Ralavak awakens, they gather at hidden altars scattered across the Barrier Wilds and soak them in the demigod's putrefied blood. These grisly fanes imbue the Howling's bloodthirsty warriors with otherworldly strength and stamina.

Over the centuries, few have survived the Howling's rampage. The denizens of the Barrier Wilds have learned it is always better to run than to stand and fight. But there are some exceptions, namely the courageous Oram Hai druids. They have sworn to safeguard the wilds from the Howling, and stories of their bravery occasionally reach Lawbrand.

Folk in the Trade-Cities who hear about the Howling rarely think of it as anything more than a fairy tale. If they're lucky, that is how it will remain.

THE NECROMANTI

SORCERERS OF ANCIENT DARKNESS

"History is but a game to be relished."

—Kyssh the Everlord



In Lietsin stands a gaudy grand hotel, the White Palms. One of the oldest landmarks in the desert city, it is a place filled with history and rustic charm. The employees are polite and well dressed, by all accounts. The strange thing is, they always turn prospective boarders away. The rooms are booked up full, the staff say, even though there's never a guest in sight—and never anyone in Lietsin who seems to be staying there.

Locals ignore the hotel for the most part. Travelers treat it as a quirky landmark, another oddity in the eccentric desert city. No one would ever suspect what the White Palms actually is…

A den of evil. The last bastion of the sinister Necromanti. Long before the rise of Lawbrand, Necromanti sorcerers wielded the power to topple empires and shape the course of history. They drew the wicked and the vile into their fold: monsters, devils, and reckless mortals enraptured by the allure of dark magics. Their reign ended four hundred and fifty years ago during the fabled War of Light and Shadow, a devastating conflict waged between their infernal armies and the righteous crusaders of the Sularian Empire.

In the modern era, the order is a shell of what it once was, but its aims are just as diabolical—as is its immortal master.

The order serves the will of the mummified Deathseer, Kyssh—the Necromanti's only remaining founder. From his nightmarish pocket dimension anchored to the White Palms upper floors, Kyssh sends his meager forces out across Lawbrand to gather rare reagents and lost knowledge. With these in hand, the order performs the recurring Ritual of Dominion—a powerful spell that keeps Kyssh's ravaged undead form from crumbling to dust.

Kyssh's followers could be anyone. A quiet pupil at the Arcanimus Academy, studying by day and stealing arcane artifacts by night. An unassuming archivist of the Conservatorum, pilfering passages from forbidden texts. Even full-fledged magi have fallen under Kyssh's sway, lured into the order by promises of forbidden power.

The Necromanti's members move through Lawbrand unseen through glamour spells, hidden tunnels, or aboard the order's elusive Black Coach—a shadowy carriage drawn by spectral steeds. Even the reanimated black skeletons that the order dispatches for menial work are enchanted to disintegrate into nothingness once their tasks are complete.

The order's need for secrecy is purely practical; it is too fragile to risk drawing attention from Lawbrand's authorities. The Necromanti is not waging a covert war against the Sularian Church. It is not manipulating society as it once did. Not yet, at least. Kyssh and his tenuous existence are the immediate focus of their efforts.

Until the order can unlock the secrets of true immortality for its decaying master, it will bide its time and remain safely in the shadows.

THE ORAM HAI

PROTECTORS OF THE WILDS

"All life is sacred."

—Archdruid Goshaedas



Birdsong fills the secluded groves around Kannibus Hills. Flowers bloom along the mossy forest paths. Predators hunt and prey forage. The grand cycle of nature goes on as it should, manipulated adroitly by the hands of the Oram Hai. They are the shepherds of the forest, its oath-bound guardians.

The Oram Hai druids and their followers come from all walks of life: fey creatures and humans alike tend to the forest and protect it from harm. Some can speak nature's tongue, possessing the ability to harness the power of the wilds and turn it against their enemies. Some patrol the remote wilderness empowered by totemic spirits that imbue them with animal-fury. Some can even see visions of the future. Regardless of their role within the Oram Hai, they have all vowed to safeguard Kannibus Hills from the bloodthirsty armies of the Howling. Thus is the grim duty passed down to them by the order's founder—the noble treant, Oram Moonsong.

Moonsong experienced the horrors of the Howling when it awakened over four hundred years ago. He saw, firsthand, the twisted bodies and ravaged villages it left in its wake. He felt the pain of the wilds in his own gnarled boughs.

After witnessing this carnage, Moonsong established Kannibus Hills as a place of refuge from the Howling's madness. He used his potent druidic power to bend nature's ley lines and draw them together at the forest's tranquil heart. From that place of hallowed magic, he sang the ancient songs of his people, rousing his treant-kin from their long slumber. The mighty treants vowed to help him defend the enclave with their lives. Last of all, Moonsong gathered the scattered mortal druids from throughout the land and united them as the Oram Hai. Together, they would carry on their mentor's charge of protecting the wilds from harm.

And then, his great work done, Moonsong set his roots deep into the earth and passed away.

To this day, the towering tree that Moonsong became still stands at the base of Mount Effron below the bear-shaped mound where he first wove his great magic. It is the Oram Hai's most sacred site, a place of healing and enlightenment. The order's seers conduct rituals deep in the heart of the bear mound, which locals refer to as the Ursalis. Sometimes they glean wisdom from what they see, while other times they're granted the power to mend the physical and spiritual wounds of the injured.

Though the Oram Hai goes to great lengths to conceal Kannibus Hills from unwanted guests, it still welcomes peace-seeking visitors whose fate delivers them there—just as Moonsong had always intended. In recent years, many newcomers have flocked to the tranquil woods. Some are refugees fleeing rumors of the Howling's return. Others come from the Trade-Cities, seeking guidance from the seers or eager to lend a hand protecting nature.

Often, visitors from Lawbrand bring news of political affairs or stories about the latest industrial innovations to come out of Sargrad or Talis. The Oram Hai cares little about such things. It seeks only the truth in the trees above and the soil below, the harmony between the forest and all living things that dwell within it. Everything else is simply a distraction.

REVEL INC.

THE VERY BEST IN BLOODSPORT ENTERTAINMENT

"When the blood flows, profits surge."

—Revel Inc. CEO, Sala Tjaad

Revel Inc.'s bloody fingerprints are smeared all over Lawbrand. The upstart corporation runs every gladiatorial match, bone-crushing chariot race, and illegal fighting ring in the realm. And it does a damn fine job of it too. Revel's smooth-talking promoters canvas the Trade-Cities, convincing rich and poor alike to buy tickets for the next big event. Talent Scouts prowl the slums looking for fighters they can turn into champions. All the better if these prospects come from nothing—audiences always love an underdog story.

If there's one thing Revel Inc. knows, it's their audience. The corporation excels at creating dramatic spectacle and packaging violence as must-see entertainment. These days, it rarely holds an event that isn't sold out.

Revel Inc. claims that it uses the lion's share of its considerable profits to benefit its performers, but more often than not, the gladiators and charioteers are treated like indentured servants. The contracts they sign with Revel Inc. are masterful works of deception. Winners only get a fraction of the prize money they're due, and losers often find themselves in debt to the corporation! Most of the performers end up becoming hired street-thugs and mercenaries just to pay off what they owe to Revel Inc.

Only the big shots at the top ever truly enjoy the spoils. They live like royalty, and what money they don't spend on themselves, they use to buy influence with politicians, Cardinals and Trade-Guild delegates. Most Trade-Cities welcome Revel Inc.'s bloody brand of entertainment, but some places have outlawed such violent spectacle… *for now*. Revel Inc.'s execs know from experience that everyone has a price. With enough coin you can change hearts, minds, and even laws!

Every year, Revel Inc. gets wealthier, stronger, and more brazen. It has already taken over historic parts of Lietsin, where the corporation is headquartered. Through a combination of money and not-so-subtle threats, Revel Inc. has acquired rights to the Trade-City's ancient Coliseum, where it holds gladiatorial bouts such as RevelSLAM and other bloody events year-round. It also organizes the legendary and highly lucrative *Lietsin 100*, an annual, no-holds-barred off-road chariot race that runs between the city and the small frontier town of Baker.

Surprising to no one, Revel Inc.'s true ambitions extend far beyond its current attractions. It seeks to become a full-fledged Trade-Guild in its own right, which would afford it even greater power in Lawbrand.

Not everyone is keen on seeing Revel Inc. succeed. The scholars and historians of Lietsin's respected Conservatorum view the corporation with naked contempt. They actively undermine its efforts to gain more influence, but it is not a fight they can win easily—or without sacrifices. Revel Inc.'s brutal public spectacles are tame compared to the consequences that befall anyone who stands in its way.

SULARIAN CHURCH

STEWARDS OF FAITH AND HONOR

"Order. Justice. Wisdom. Compassion.
These are the compass points of enduring faith."

—Grand-Justiarch Laravess Kelwynde

In Skarborough, humble missionaries tend to slum dwellers afflicted by the pox, oblivious to the fever blisters rising on the backs of their own tired hands. Two Knight-Paladins spar at the training grounds in Sargrad, their breath steaming in the cold air. They've been at it for hours, and they've no intention of stopping. Nor does the Confessor in a damp cell beneath the Basilica of St. Jenhra in Orinfell. She flourishes another steel implement before the bound prisoner. Tough bastard still has that defiant look in his eyes, but he'll admit his crimes soon enough. *Everyone does*.

The missionaries, Knight-Paladins, and Confessors are only a few of the Sularian Church's many agents that operate throughout the Trade-Cities. How they practice their devotion to the faith might differ, but they all wear the same Sularian Cross—the *Lawbrand*. The power of that symbol and what it stands for is felt in every bustling city-center and back alley hovel. The church and its venerated saints built Lawbrand from nothing and molded it around the four pillars of compassion, justice, order, and wisdom. Through these tenets, they dreamed of creating a society that guaranteed safety and equality for *all* people.

But it wasn't always so inviting. The old Sularian Empire held that the human race alone was divine. Its leaders preached of an eternal heaven that awaited believers, but they did little to improve their followers' daily lives. Aloof and plagued by corruption, the empire eventually collapsed. Sularian refugees brought the remnants of their faith to the south, where they established Lawbrand and reformed their religion.

Even without the supernatural powers of healing and insight possessed by their predecessors in Old Sularia, the new generation of Sularian priests spread the faith through simple acts of compassion and charitable works.

In Lawbrand's early years, the Church proved instrumental in unifying the fledgling Trade-Cities with the application of harsh laws and severe punishments. But after years of peace and prosperity, this obsession with preserving order has faded somewhat. The orthodox Trade-City of Orinfell still adheres to the old ways, but most other places in Lawbrand have become more lenient. The Church's role in society has also transformed. It has forged deep ties with the powerful Trade-Guilds. These days, the Sularian church wields its influence through commerce as much as faith.

The Church's headquarters, the Cathedral of St. Varina in Sargrad, is a massive steel embodiment of the faith's strength and power. It is from here that the Council of Cardinals weighs new laws and edicts and oversees the Church's good works throughout the realm. At the street level, the faith's priests and missionaries stand as tireless believers who still carry on the dream brought south by the Sularian refugees—the dream of a better Church and a better society for the faithful.

TIR'ASSAR

IMMORTAL ARTISANS

"Only upon the unfettered canvas of another's flesh can lasting expression take form."

—The master-sigilist, Celethrien



In a secluded grove in Feyonnas, a Tir'Assar sigilist conducts a ritual that she has performed countless times over a thousand years. She lays out her needles. She grinds ink in a rune-etched silver mortar. She sits in quiet contemplation, eyes searching her canvas: the bare skin of a fellow high elf. Only when the sigilist's mind and soul are in perfect harmony does she make her first move. Her needle pierces flesh, but it leaves behind more than just ink—it leaves behind a part of her essence as well.

That is the magic of the Tir'Assar. Its gifted artists imprint a piece of their own souls into the tattoos and sigils they create. For over two thousand years, they have practiced this ancient art. The Tir'Assar elves are among the greatest artists who have ever lived. Every tattoo they create is a masterpiece. Many of their intricate, meticulous designs take decades to complete, many even longer.

The tragedy of the Tir'Assar is that its magnificent art form is doomed to be forgotten.

Like the rest of the elves, the Tir'Assar order is trapped within Feyonnas. The enclave lies within a pocket dimension separated from the outside world. The elves who dwell here can never change or give birth to new generations. They can never pass on their culture or arts. All they can do is persist in their beautiful prison and keep the monstrous power that sleeps beneath it at bay.

To keep the Auroboros coiled and dreaming, the remaining elves must sacrifice a part of themselves. Each night they gather to sing a sorrowful hymn that draws out their darkest thoughts and feeds them to the hungering World Serpent. *Except for the Tir'Assar*. They do not add their voices to their people's mournful song. Rather than casting their emotions to the devouring serpent, the order's members preserve them through tattoos that they give to each other. In this way, the sigilists believe that their spirits will remain whole.

Some elves have called this act selfish—even profane—but none can deny the beauty of the Tir'Assar's work. And few have resisted the temptation of having their skin inked. Nearly every elf in Feyonnas proudly bears at least one of the order's sigils or tattoos.

To most of their kin, the Tir'Assar's true power and the depths of its knowledge remain something of a mystery. It is rumored that the sigilists know more about the Auroboros than they will readily admit, including how to tap into its power through their inkwork. But such things are never spoken of by the reclusive artisans.

The Tir'Assar masters pour everything into their work, despite knowing that their achievements will never inspire future generations. It is the same with everything in Feyonnas. The exquisite wonders and priceless knowledge within this enchanted realm are destined to stay locked here forever, unseen by the world.

LOCATIONS

From Lawbrand's urbanized Trade-Cities, to the forested enclaves of the Barrier Wilds, and even the outlying desert communities of the Tanaroch—the varied locales of the southlands offer a wide range of environment types and localized dangers.

BAKER

FRONTIER OUTPOST

The desert wind blows through the streets of Baker, peeling advertisements for an upcoming race from the door of the Angry Axle. Inside the dingy, grease-stained tavern, a one-armed charioteer recounts his glory days over a mug of ale. A faded painting of him, back when he still had all his limbs, hangs on the wall alongside portraits of other past champions. They're heroes in these parts.

The best charioteers in the world call Baker home. They and their teams are always sweating in the desert heat, either tinkering away at new vehicle designs or test-driving their contraptions on the local tracks. Some of the chariots are built for speed or endurance. Others are built just to make trouble.

And there's always trouble in the races. Always trouble in Baker too. The surrounding Tanaroch Desert is a savage place, crawling with dangerous creatures and ma'ii hunting packs. Baker's meager but rugged militia patrols the outskirts of town to ensure safe passage for the few visitors who come through town.

Now and then, a trade caravan rolls into Baker laden with rare goods and buzzing with tales of the mysterious dwarves who live even farther out in the desert. Then there are the pilgrims and archeologists who flock to the ancient obelisk on Searchlight Hill.

No one knows who built the monolith or what its purpose is, but the faithful of the Sularian Church hold it as sacred. When the first refugees from Old Sularia arrived in the southlands, the inexplicable light shining atop the obelisk guided them through the harsh desert. A Sularian priest later blessed the hill, and Baker was founded in its shadow.

But whatever was holy about the region in those days has long since faded under the desert sun. The folk here don't answer to the Sularian Church—they answer to Revel Inc. Year-round, the shady corporation's promoters are planning events or securing new sponsorship deals for the local chariot teams. Everyone in Baker owes something to Revel Inc., and one way or another, its enforcers always collect on the debts.

Sometimes that means coin. Sometimes that means a favor. Sometimes it means throwing a race or a gladiatorial match.

As unsavory as Revel Inc. is, they have made an art out of promotion and grandstanding. The official races held in Baker draw large crowds from other Trade-Cities, despite the town's remote location.



MOVERS AND SHAKERS

Mayor Mikkie Tomson
(Male iron dwarf, Veteran, Chaotic Good)
Former top charioteer Mikkie Tomson is Baker's grizzled yet trustworthy mayor. He comes from a time when people raced simply for the thrill and the pleasure of it—a far cry from the big business that racing has become under Revel Inc.'s control. As much as Tomson dislikes the corporation and how it exploits charioteers, he knows that Revel's funding is the only thing keeping Baker on the map.

Vice President of Racing Events, Chad Chadsworth
(Male human, Noble, Neutral Evil)
As one of Revel Inc.'s highest-ranking members, Chadsworth wields great power—and he uses it to bully and blackmail everyone he can. He organizes the local races, but he doesn't really give a damn about them or anything else in Baker. He sees his current job merely as a stepping stone to run more prestigious (and far more lucrative) events like Lietsin's annual RevelSLAM.

Irwin Ironwrench
(Male gnome, Commoner, Lawful Good)
The gruff but brilliant gnome, Irwin Ironwrench, is the chief engineer at the Pits in Racers Run. He once dreamed of being a charioteer, but a leg wound he suffered in the Great Trade War set him on a different path. He achieved renown as an engineer at the Dawnstone Company in Talis, where he was destined for success, but the hustle and bustle of the Trade-Cities wasn't for him. He gave up his promising career for a simple life building cutting-edge chariots and enjoying the quiet serenity of the open desert.

POINTS OF INTEREST

THE HUB

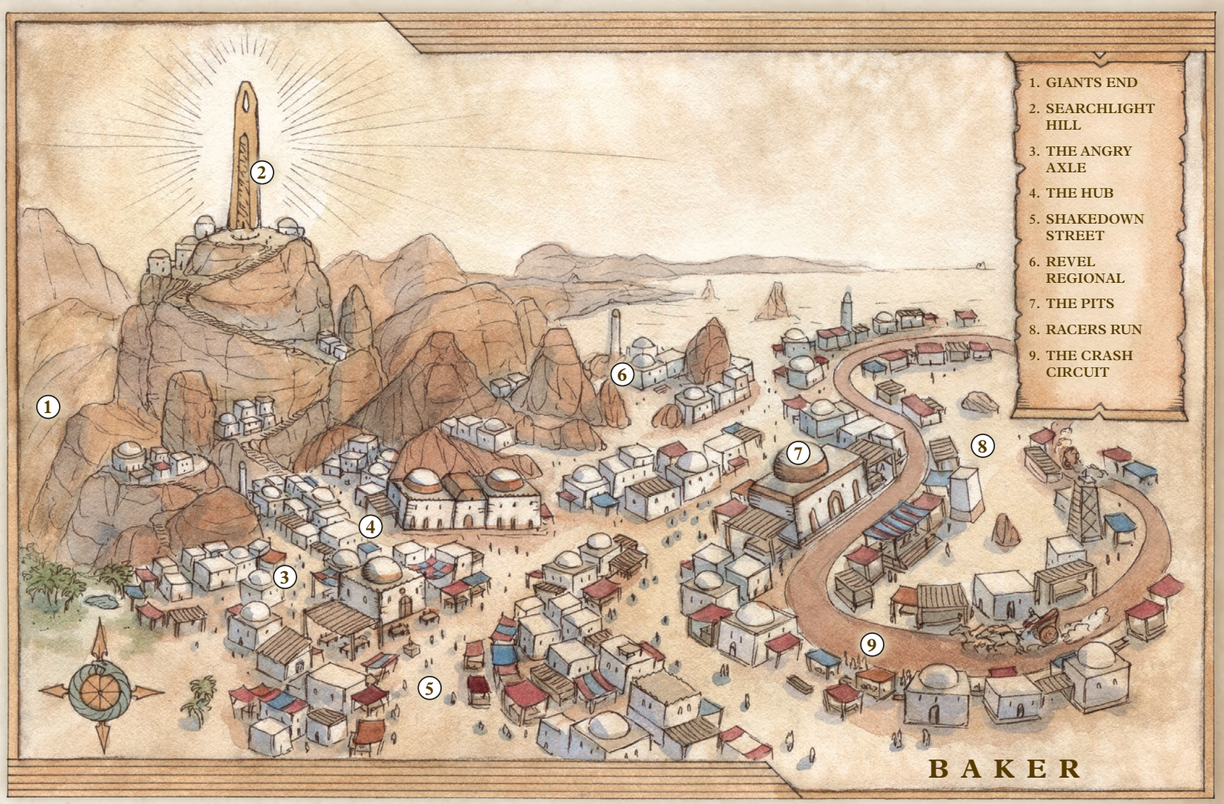
Most days, tumbleweeds outnumber people in Baker's sleepy downtown area. The weatherworn city hall is rarely open. Few travelers are brave enough to stay at the flea-infested inn. The eateries serving exotic ma'ii delicacies are almost always empty. How any of these places stay in business is one of the desert's great mysteries…

Shakedown Street
Shakedown Street is the heart of commerce in Baker—a sleepy junkyard of stores selling scrap parts, odd trinkets, and quirky racing memorabilia. The merchants are infamous for opening and closing their shops at random times throughout the day, much to the annoyance of anyone seeking services in Baker.

Brother Abrathan
(Male satyr, Priest, Chaotic Good)
Brother Abrathan is the local recruiter for the Children of the Sun. The friendly and inquisitive satyr is always happy to espouse the tenets of his faith to any who will listen, but he's never pushy about it. Abrathan prefers making small talk with visitors and inquiring about the Tanaroch's local cultures, such as the desert dwarves and ma'ii.

The Angry Axle
The Angry Axle is a monument to Baker's racing heritage. Old trophies, knickknacks, and portraits of past racing champions line the walls of the shabby tavern. Beneath a wrecked chariot that hangs from the ceiling above the bar, racing crews meet to tell stories, share advice, and blow off steam after a hard day of pushing their limits at Racers Run.

Trix's Trading Post
The smooth-talking hobgoblin Trix sells an assortment of goods at her trading post—everything from basic supplies to more exotic fare like ma'ii quilts, bloodstone weapons, and necklaces adorned with Ravenous claws. She insists that everything is authentic, but she also has a strict no-refund policy…



POPULATION	RULING AUTHORITY	PRIMARY INDUSTRY	CONSTABULARY
700	Revel Inc.	Caravan Trade, Chariot Racing	The Flat Trackers

RACERS RUN

Located just to the east of Baker, Racers Run is always buzzing with activity. Chariots thunder along the dusty test tracks. Engineers tinker away at their rigs in the Pits. Now and then, a wealthy sponsor might visit to check up on their racing team investments—and try not to get too dusty in the process.

Revel Regional
Compared to Baker's worn and faded facades, the newly constructed Revel Regional office resembles a palace. It sits above the dingy garage bays—a reminder of the power and influence that Chad Chadsworth and his corporate staff wield over the racing teams.

The Pits
The Pits are a haphazard collection of garages and warehouses where the racing teams build and repair their chariots. The facilities are packed with tooling machines, state-of-the-art equipment from Talis, and often cranky, foul-mouthed engineers.

The Crash Circuit
The Crash Circuit is where charioteers test out their rigs—and hope to make it back in one piece. The course is mainly composed of long straightaways broken by dangerous berms, jarring "whoop-de-doos," and treacherous gravel washes. Though rare, ma'ii hunting packs have been known to ambush racers on the back leg of the track that cuts through the nomads' ancestral territory.

SEARCHLIGHT HILL

Baker lies nestled at the base of a lone rise called Searchlight Hill. Towering over the surrounding desert, the hill is more than just a useful landmark for navigating the Tanaroch; one of the region's great archaeological mysteries stands at its peak: the obelisk.

The Obelisk

The obelisk is an ancient monolith from a long-forgotten culture. Hundreds of years ago, the first settlers of Lawbrand claimed that an intense light shone from the top of the monolith, leading them across the desert to safety. But the unexplained phenomenon happens only rarely. The archeologists who frequent the site theorize that the obelisk might be part of a more extensive system of monoliths that marked the way to the fabled temple of Tanasrael at the desert's heart.

Giants End

Colossal bones and artifacts litter the earth of Giants End, the site of an ancient battle between the ma'ii and hill giants. Though the area and its adjoining cave system appear deserted, they're not; the ma'ii are always nearby—always watching. They consider Giants End sacred ground, haunted by the ghosts of their fallen warriors, and they will attack anyone who trespasses upon their people's hallowed bones.



LIETSIN 100

On the day of the *Lietsin 100*, the backwater desert town of Baker resembles a staging ground for a mercenary army. Chariots amass at the edge of town, most of them scarred and pitted from past races. They come in all shapes and sizes. Some are pulled by animals—horses, massive reptiles, or other more exotic beasts. Some are infused with arcane magic or powered by the fire and steam of modern industry. The chariot teams are just as varied as their chariots. Honorable, reckless, sadistic—there's a little bit of everything.

The cutthroat annual race sends chariot teams speeding across one hundred miles of the inhospitable Tanaroch Desert, from Baker to the Trade-City of Lietsin. The path they follow is the same that Old Sularia's refugees walked centuries ago to reach the hospitable lands beyond the Tanaroch. But for the racers, the competition isn't about honoring their ancestors; it's about the glory and riches that await the winner. Maybe a portrait up on the wall of the Angry Axle too. For the losers, the best they can hope for is to make it through the gauntlet in one piece.

Devastating crashes are commonplace along the course's rugged terrain: a mix of towering dunes, salt flats, narrow canyons, and boulder-strewn ravines. Dangers lurk everywhere. The fierce ma'ii nomads who inhabit the desert have been known to ambush the racers for trespassing on their sacred ground.

But, by far, the greatest threat the chariot teams face is one another. Revel Inc., the organization that runs the competition and has contracts with many of the racers, encourages violence. There are rules prohibiting direct combat, but they're more of a formality than anything else. With no judges in the remote desert to actually enforce the regulations, anything goes. Some teams relish the opportunity to fight, and they pack their chariots with blades, spiked chains, explosives, and other weapons. Others rely on speed to outpace their more aggressive opponents.

Each team usually brings along at least one mechanic to make repairs en route, and these engineers are always busy. One thing is for certain in the race: no one ever reaches the end unscathed. Some of them never reach it at all.

The arrival of the first chariot at the gates of Lietsin kicks off a raucous citywide celebration known as Lietsinfest. The winning team receives coin and other valuable prizes, but the greatest reward is the glory. Throughout Lietsinfest, the champions are treated like royalty. And after the celebration ends, their names will be acclaimed by racers for generations to come.

FEYONNAS

THE VEILED CITY

Feyonnas is a place of both transcendent beauty and unfathomable sorrow. Its inhabitants, the high elves, are the last of their kind. Fewer than one hundred of them remain, and that is all there ever will be. Burdened with this knowledge, the elves stoically tend to their garden sanctum and fan the last dying embers of their ancient culture.

Each day, elves can be found wandering the valley's tranquil woodlands or rejuvenating in the therapeutic waters of the city's lakes. Artisans and poets gather in the Singing Gardens to commiserate, barter, or find inspiration in the elegant melody that rises from the enchanted flowers. In the archives, nestled among the highest boughs of an ancient grove, scribes copy crumbling tomes to preserve their people's history—regardless of the fact that there will be no future generations to whom it will be passed.

This has been the way of things for the high elves ever since they came to Feyonnas. Two thousand years ago, they escaped their homeland after a brutal uprising led by their treacherous drow cousins. Following a long, harrowing exodus from the northlands, the elves took refuge in Feyonnas, hoping to elude the drow who pursued them. Only later did they discover that an extraordinary power slept beneath the tranquil valley. Confident that their powerful sorceries could harness this latent energy, they desperately channeled it into sealing Feyonnas off from the waking world.

Soon after, they realized the consequences of their spellwork. Locked within their beautiful, timeless sanctuary, they would never grow, change, or be able to replenish their dwindling numbers. Instead of a refuge, Feyonnas became the elves' gilded prison—leaving them locked in time, utterly disconnected from the mortal world.

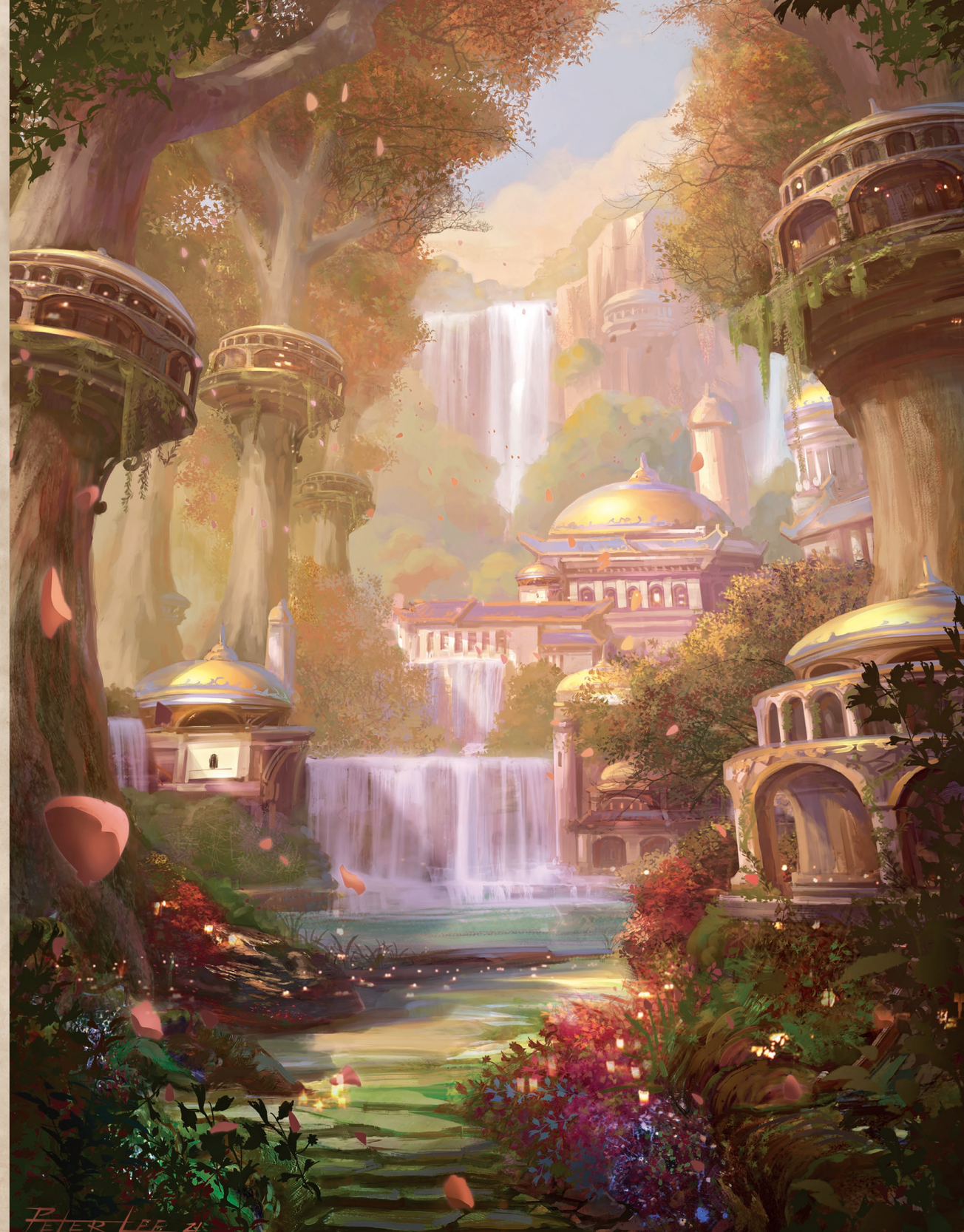
What's more, none of the elves could fathom the monstrous force coiling in the earth beneath their feet. The World Serpent. *The Auroboros*. Their reckless spell had awakened the very power that felled their Aldan Thei ancestors in ancient times.

To keep the Auroboros' power from devouring everything they hold dear, the elves continually sacrifice a part of themselves to sate its unending hunger. Every night, they gather at the Shrine of Nar'lithyl above the vast tunnels where the power is most focused, and they sing. Like Feyonnas, the song is beautiful but tinged with sorrow. It is a stirring choral hymn that expels the elves' darkest thoughts and feeds them to the Serpent so that its power remains subdued.

Some of these emotions never merge into the Auroboros. They coalesce and linger as disembodied wraiths, wandering within the enclave's caverns and woodlands. These specters appear rarely, thankfully, as this means that the ritual song is accomplishing its purpose—keeping the Serpent coiled and dreaming.

At least for one more night.

But despite their burdens and the timeless prison of their existence—the elves still carry on. For each other. For the last few who remain.



MOVERS AND SHAKERS

Shallandra
(Female high elf, Archmage, Lawful Neutral)
High Seer Shallandra watches over the elves, preserving unity and peace among the last of her people. Over the centuries, there have been a few elves that wished to escape from their timeless prison, but Shallandra has always stood against such individuals—knowing that the elves would fade away without all of them helping to maintain Feyonnas' protective magics. Ensuring that her kin stay confined in Feyonnas is a grim task, but Shallandra performs it with the grace and care of a benevolent guardian. More than anything, she wants her people to find joy in their lives and discover meaning, even in their eternal isolation.

Atha'vas
(Male high elf, Archmage, Neutral Good)
As the High Librarian of the Preservers, Atha'vas is the foremost authority on elven history. A stringent traditionalist, he believes that preserving the old customs is the only way to hold his doomed culture together. Atha'vas spends his days at the Library of Atesh'ar, chronicling his people's history and composing haunting poetry of the world that might have been had the drow not betrayed his kin. Yet he does not do so for fame or recognition—no one outside of Feyonnas will ever read his works. Atha'vas' writings are born out of his deep and abiding love for his people and their rich heritage.

Celethrien
(Male high elf, Archmage, Lawful Neutral)
Celethrien is a master Tir'Assar sigilist, regarded as the greatest artist alive. The beauty of his tattoos—and the power they hold—have no equal. Celethrien is one of the few sigilists who can grant the Mark of the Serpent, but he has vowed never to do so unless his people's very survival is at stake. He knows firsthand what the Auroboros' corruptive influence can do. His greatest pupil, Nos Irrom, fell victim to it. After abandoning Feyonnas long ago, the promising sigilist branded himself with the Mark and was all but devoured by its power—mind, body, and spirit. Celethrien is still haunted by his pupil's fate…

POINTS OF INTEREST

ILLIAN FOREST

Illian Forest lies along the coast of the Kalnorean Sea at Lawbrand's southernmost border. The vast woodlands are home to many independent races such as bearfolk, trolls, and goblins. Their remote settlements are scattered among the overgrown ruins of even older civilizations, including those belonging to the fallen salamar empire, Ax'oloth. Near the boundaries of Feyonnas, the forest takes on a different tenor—transforming into an enchanted realm inhabited by all manner of fey creatures.

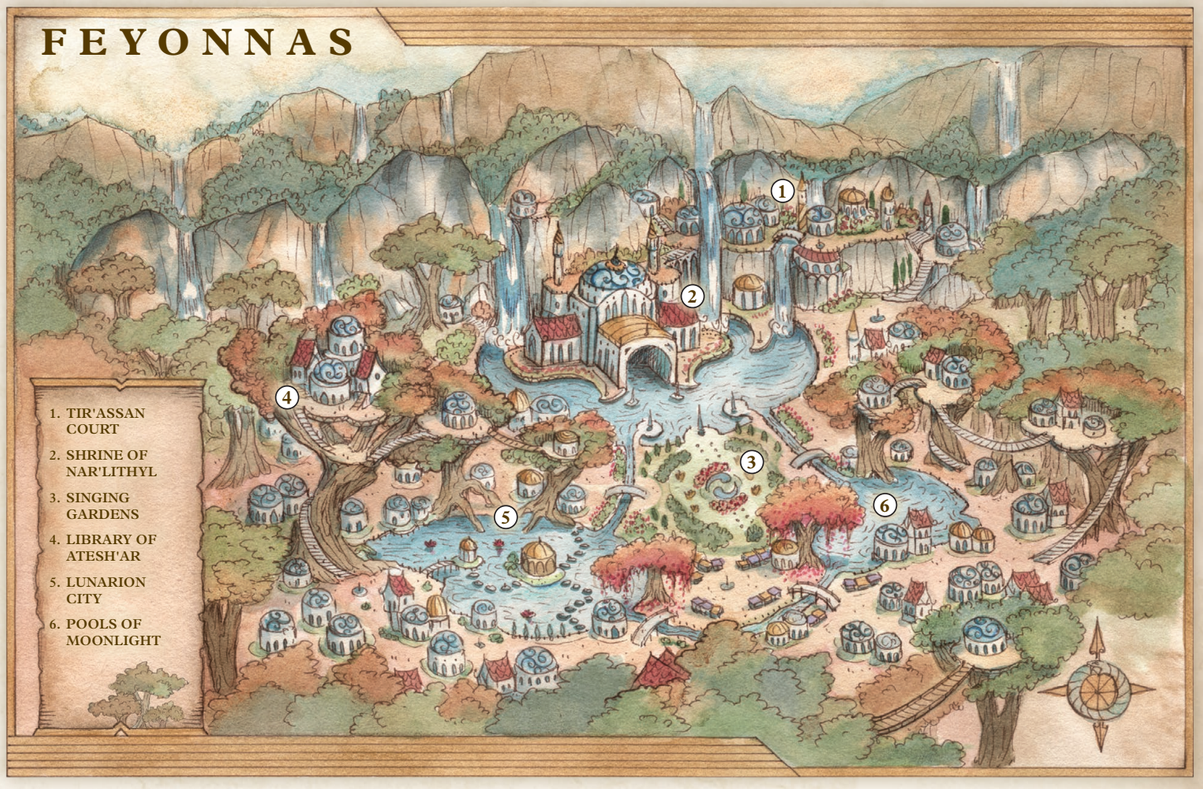
The Leywild

The closer a traveler draws to Feyonnas, the stranger the surrounding forest becomes. Reality warps and twists. Time seems to stand still as magic suffuses the air, and fey sprites dart through the trees. This dreamlike corner of the woods is known as the Leywild, a pocket dimension tethered between the forest and the ethereal realms. Feyonnas itself exists suspended within this extraordinary dimension—an island of civilization cut off from the waking world.

The Threshold

The Threshold is an enormous portal that leads to Feyonnas. Set into the side of a forested hill, the gateway is formed from intertwined tree trunks and boughs wrapped with beautiful flowering vines. When the Threshold is activated, thorny branches woven over the entrance unravel, revealing a passage that runs beneath the ground and exits near the Shrine of Nar'lithyl within Feyonnas itself.

Only the most powerful elves can open the portal. They have been known to grant outsiders a special arcane mark that allows them to pass through the gateway safely, but this is only done on rare occasions. The Threshold bends space and time—and using it exacts a tremendous cost. It is said that every time someone goes in or out of the portal, the magic that keeps the Auroboros at bay within Feyonnas weakens. For this reason, the elves consider anyone who enters the Threshold without their consent a dire threat.



POPULATION	RULING AUTHORITY	PRIMARY INDUSTRY	CONSTABULARY
99	The Atesh'an Preservers	None	None

LUNARION

The elven city of Lunarion sits near a series of small lakes at the heart of Feyonnas. Serene and opulent, it is a glimpse of what the world was like when the empire of Ereth'iel was at its height. Beautifully manicured garden paths wind around the city's elegant parks, private dwellings, and public edifices. Simple merchant stalls and a single open-air market draw the largest crowds—the rest of the city appears sparsely populated by comparison. Enormous trees tower around the settlement, and their boughs are woven together to form natural walkways and terraces far above the ground. Innumerable lanterns hang from the branches, casting a delicate, peaceful light over the city.

Singing Gardens

Located at the center of Lunarion, the Singing Gardens serve as a marketplace, ritual site, and meeting ground for the elves. The delicate flowers planted in the area give off soft musical notes when they open to the moonlight each evening, creating a melodic backdrop to the tranquil setting.

The Pools of Moonlight

The luminous Pools of Moonlight are scattered across the Singing Gardens. These small ponds are named for the way the waters seem to capture the moon's silvery light and glow with an inner radiance. Swans, deer, and other graceful creatures frequent the pools, as do the elves. They often bathe in the ponds, believing that the waters have restorative powers.

Library of Atesh'ar

The Library of Atesh'ar is nestled in the branches high above Lunarion. This archive and school of learning holds untold treasures from the past: scrolls of the first magics, the remnants of Ereth'iel's knowledge, and even histories of the enigmatic Aldan Thei. The Atesh'an Preservers work tirelessly to maintain the library and its repository of high elven culture and lore, despite the fact that their records will remain forever trapped with them within Feyonnas.

SHRINE OF NAR'LITHYL

The Shrine of Nar'lithyl is one of the last great works of high elven architecture. Carved into a rocky cliff at the edge of Feyonnas' northern lake, the structure is surrounded by three graceful waterfalls. Some elves come here from Lunarion to meditate and find inner peace. Others, like the Tir'Assar sigilists, call the shrine home. Yet for all its beauty and splendor, Nar'lithyl harbors a dark presence; deep beneath the structure lies the Pit of Scales, an area saturated with the Auroboros' power. Long ago, the elves gathered above these caverns and wove their grand spell to hide Feyonnas within a pocket dimension. Afterward, they built the shrine to harness the raw power emanating from the Pit of Scales and use it to maintain their delicate spellwork.

Tir'Assan Court

The Tir'Assan Court is a lavish series of chambers tucked away inside the Shrine of Nar'lithyl. In comfortable lounges adorned with sculptures, mosaics, and other priceless art from across the ages, the Tir'Assar sigilists tattoo their masterworks onto fellow elves. Deeper within the court are secret rooms where the Tir'Assar masters etch the most powerful—and dangerous—sigils onto flesh.



THE PIT OF SCALES

The Pit of Scales is a primordial cave system that stretches beneath the Shrine of Nar'lithyl. The World Serpent's power is highly concentrated in this winding cavern, but the reason why remains a mystery. Despite the unsettling aura that permeates the area, the elves have learned to harness its raw energies to maintain Feyonnas' protective enchantments. Most of the elves know better than to venture into the cavern's depths, but there are always some who try, lured by rumors that they might glimpse the World Serpent itself.

The deeper the cavern goes—and the tighter it spirals—the more reality unravels. The shadows come alive with the voices of friends, family, and old enemies. The shale-lined walls take on the shape of huge overlapping scales. Reflections ripple across the stones, but never of the World Serpent itself. The curious souls who brave the deeps only see themselves staring back—a thousand different versions of who they might have been—who they might have become. Sometimes they are wreathed in glorious power. Sometimes they are broken and wasted. The reflections are always watching, and they are always whispering—urging the travelers on, warning them to turn back, or simply wailing in unending terror and madness.

But not everything in the Pit of Scales is an illusion. Enraged and grief-stricken spirits haunt the caves. They are manifestations of nightmares and past traumas that the elves cast out from their souls and locked away in the darkness.

Of all the elves who have explored the Pit of Scales or studied its strange phenomena, the Tir'Assar sigilists are the most familiar with the place. On those rare occasions when they agree to grant someone the Mark of the Serpent, they will perform their art in the caves, where the Auroboros' power is at its strongest. Whatever knowledge they have of the cavern and its mysterious origins, they keep to themselves.

HEARTHVALE

THE HUNDRED FIELDS

Things used to be simple in Hearthvale. The slow winds of change led folk through life at a gentle pace. The golden barley fields and open prairies were about as far away as you could get from the hustle and bustle of the distant Trade-Cities. Disturbances to the relative peace of the realm were few and far between—a pack of brigand goblins mounting a raid from the Jagged Hills to gut some cattle, maybe a scuffle between the rival Old Families leaving a little blood in the muddy streets. But apart from that, the most excitement the people could expect on any given day was a pig escaping from the slaughterhouse or a broken axle on a wagon.

Nowadays, steel farming machines rattle through the fields, coughing smoke into the blue sky. Impoverished hill giants from the north beg for work and set up makeshift homes wherever they please. In the once quaint town of Centerton, wagons loaded with industrial equipment clog the streets, and fast-talking business people from the Trade-Cities preach of the good life that only modernization can bring.

The upheaval in Hearthvale was a long time coming. This corner of the world had always been Lawbrand's breadbasket, but the Trade-Cities were content to leave it to its own devices until recently. Modernization changed all that. With more mouths to feed in the big cities and more fortunes to be made from commerce, powerful factions across Lawbrand took a new interest in Hearthvale. Now they aim to draw the region into their sphere of influence by making it an official Trade-City.

The newly formed Harvesters Guild has been leading that campaign. Armed with coin from its backers in the Trade-Cities, it has embarked on a venture to buy up every parcel of privately owned land across the region. The families that have resisted the guild's offers are now facing bankruptcy as they struggle to keep up with the guild's highly efficient farming methods. It isn't just the machines that give the Harvesters their edge—the guild has also hired the mighty hill giants, who can do the work of ten farmhands at a fraction of the cost.

The people of Hearthvale have only two choices before them: swallow their pride and embrace the Harvesters, or resist and risk losing their livelihoods. There is no middle ground.

The Old Families, the primary power in the region since its earliest days, have already dug in and made their choice. Most of them have put aside their long-running blood feuds to undermine the Harvesters at every turn, but others have thrown their weight behind the guild. With so much at stake, age-old rivalries between the families have escalated and taken on a more vicious edge. Every night, the taverns in Centerton are abuzz with stories about poisoned livestock, sabotaged farm equipment, or grain shipments ransacked by hired thugs.

There are other stories, *darker* stories, told in the taverns as well—tales of nightmares lurking in the shadows. When the hill giants first wandered into Hearthvale, they claimed they were fleeing for their lives. They spoke of ancient forest gods stirring in the Barrier Wilds and the ravenous creatures that served their will.

The giants called this primordial force the Howling. The folk of Hearthvale called it a fairy tale. At least until the raids began. They always happen at night. Horned figures skulk across the prairies. Gnarled roots burst forth from the earth and rip across entire farms. By morning, corpses etched with strange runes lie scattered across the withered rows.

In the end, it might not matter who prevails between the Harvesters Guild and the Old Families, for the Howling may sweep them all away in a tide of thorn and claw.



MOVERS AND SHAKERS

Magistrate Raldon Rhelgore
(Male human, Noble, Neutral Good)
Rhelgore is the acting magistrate of Hearthvale, appointed to his post by the influential Harvesters Guild. Tasked with running the day-to-day affairs in Centerton and keeping the peace throughout the region, he secretly bristles at the incessant politics between the Old Families and the powerful Guild that pulls his strings.

Annabella Leparte
(Female human, Noble, Neutral Evil)
Heiress of the affluent Leparte family, the vicious, self-interested Annabella has thrown the considerable weight of her family behind the Harvesters Guild and its bid to industrialize agriculture in Hearthvale. Seen as a traitor of sorts by the other Old Families, Annabella's only interest is in expanding the Leparte's fortune and influence.

Kev Stagheart
(Male satyr, Commoner, Neutral Good)
Kev Stagheart is the most influential rancher in the region. His fiery temper and dogged insistence on protecting his ranch's self-sufficiency have created lasting tensions between his family and the Harvesters Guild. His vocal opposition to the guild's takeover of Hearthvale's farming and ranching industries has cost him a great deal of influence in Centerton.

POINTS OF INTEREST

CENTERTON

A rustic, sleepy country hub for most of its existence, Centerton has become a bustling center of activity in recent years. Harvest goods and livestock are moved through the town's storehouses and shipped downriver daily. New industrial harvesting machines, meant to optimize local farming efforts, arrive with increasing regularity. Once lorded over by the bickering Old Families, the growing town is now overseen by the Harvesters Guild's delegates and business people—all bent on turning the region into Lawbrand's next prosperous Trade-City.

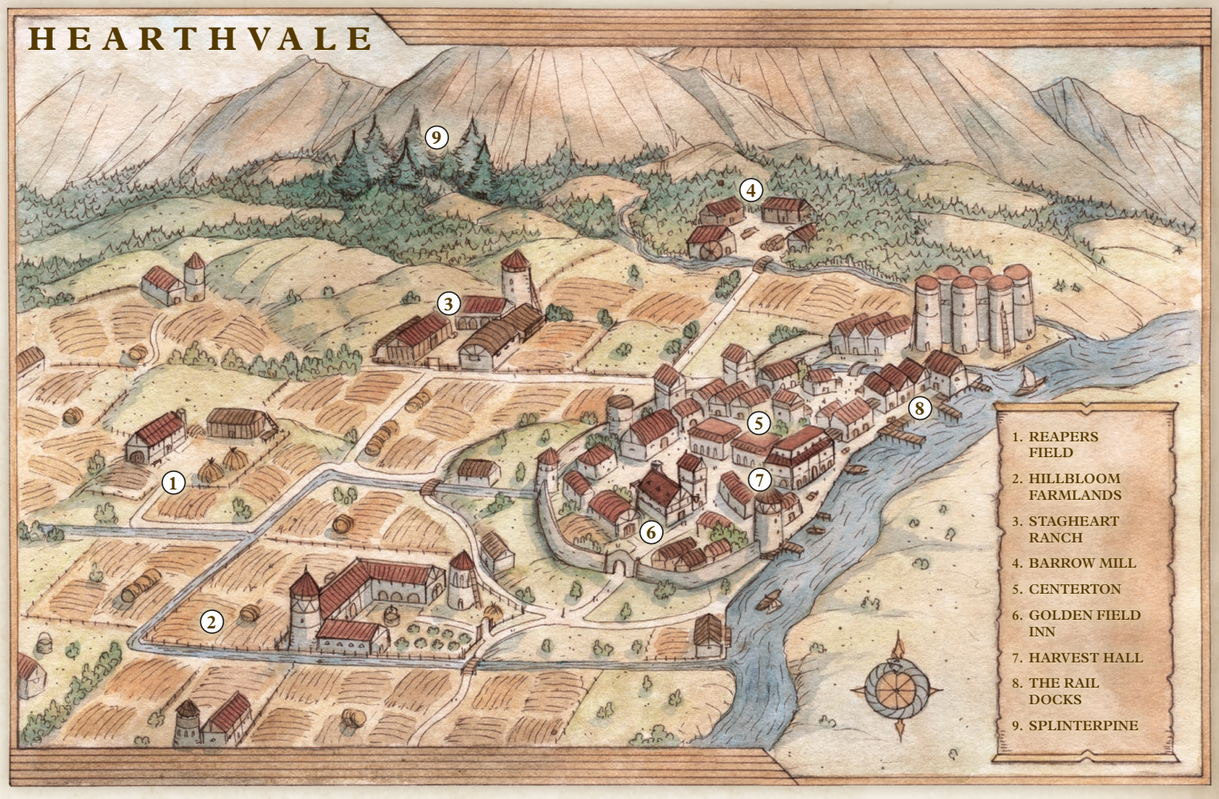
Harvest Hall
Centerton's quaint town hall was once the forum where the Old Families would meet to deliberate policies and rail against one another's practices as they sought to ensure the region's prosperity. Now, the old hall is where they come to argue with the Harvesters Guild that encroaches upon their lands as well as their livelihoods.

The Golden Field Inn
The warm, inviting inn is the true heart of Centerton and serves as both a lively tavern and a cozy hotel. It's here that Centerton's citizens congregate after their long workdays to revel and catch up on all the local gossip.

Kathe Henn
(Female ogre, Commoner, Chaotic Good)
The lovable but boisterous proprietor of the inn, Kathe, takes thoughtful and attentive care of her patrons. As such, she was given the nickname "Mother Hen," which she adores. Her big heart keeps the inn warm and inviting, and her love of Hearthvale's country life is infectious to all who frequent her establishment.

The Rail Docks
This region's muddy streets are lined with rail tracks linking districts like Slaughter Row and Silo Street to the shipyards along the river. The area is dense with livestock pens and grain stores awaiting shipment to the Trade-Cities downriver. The docks are continually bustling with activity as industrial barges and cargo skiffs arrive and depart Centerton around the clock.

Slaughter Row
Made famous for its butchering industry, Slaughter Row is filled with innumerable livestock pens and chop sheds. Ironically, it's also where folks in Centerton traditionally settle the personal disputes they prefer to remain discreet. Many bloody feuds between the Old Families have been settled here over the years, with the remains of vanquished foes often being fed to the pigs…



POPULATION
45,000

RULING AUTHORITY
The Harvesters Guild

PRIMARY INDUSTRY
Agriculture, Livestock

CONSTABULARY
The Northfield Regulators

THE OUTFIELDS

This vast open country features flat, gridded farmlands that stretch out as far as the eye can see. The golden fields eventually roll up to the gentle green foothills of the western grazing lands. While various ranches and farms dot the idyllic landscape, the region has remained remarkably bucolic for roughly two hundred years.

Hillbloom Farmlands
This large tract of land in the southern Outfields has been home to the Hillbloom family for well over a hundred years. They have cultivated their fields with patience and determination, becoming the largest farming conglomerate in all of Hearthvale. Their fields have been raided recently by creatures from the Jagged Hills, forcing the Hillblooms to maintain a standing force of volunteer regulators at their central estate. They will go to any lengths to protect what they've worked so hard to build.

Harley Hillbloom
(Female halfling, Commoner, Chaotic Good)
As clever as she is resolved, Harley Hillbloom is the matriarch of her powerful family. As Hearthvale's most influential farming magnate, she vehemently opposes the Harvesters Guild's push for industrialization.

Stagheart Ranch
The Stagheart family runs the largest cattle ranch in Hearthvale. Their spread encompasses vast tracts of the northern Outfields. Over the past few years, the remote region has become increasingly lawless and subject to raids from both brazen cattle rustlers and even darker creatures

from the Jagged Hills. The Staghearts have found their cattle ritually slaughtered on multiple occasions—strange, macabre fetishes left behind as the only evidence of the raiders' identities. The Staghearts have armed themselves and their ranch hands to repel any threat to their lives or livelihoods.

Reapers Field

Reapers Field is a small patchwork farming community owned and operated by a collective of farmers who were either bought out of their land or pushed off it by the Harvesters Guild's machinations. They have pooled their meager resources to try to eke out an honest living, but times are hard for those not in the guild's good graces. With limited resources and tools, they can only watch as their fields slowly go fallow—and as the guild's industrialization devours their simple way of life.

Mull
(Male Quarry Giant—pg. 371, Neutral Good)
This kind-hearted hill giant escaped from the Howling's savage attack on his village of Splinterpine in the Jagged Hills. He made his way south to the safety of the Outfields and has been moving from farm to farm seeking honest work ever since. He hopes to earn enough money to hire mercenaries to accompany him when he heads back into the hills to find his surviving kin.

THE JAGGED HILLS

This mountainous and densely forested region defines Hearthvale's long northern border. Hill giant, bearfolk, and satyr villages dot its shadowed woodlands. The area also features a handful of small logging camps and trading posts. Many of these outlying communities have been raided in recent months as the savage attacks have become more frequent. The people of the Jagged Hills speak of a rising dread gripping their communities—they are afraid and desperate for help. Still, few in Centerton believe the stories about the Howling are anything more than just fanciful folktales.

Barrow Mill

Once a prosperous lumbering community, Barrow Mill became something of a cursed ghost town after the bloodthirsty creatures of the Howling raided and took many of its inhabitants captive. The surviving lumberjacks banded together, becoming hardened wilderness fighters dedicated to protecting what remained of their ravaged community and rescuing their neighbors from the Howling's depraved clutches.

Borak Oak
(Male ogre, Veteran, Chaotic Good)
The kindly ogre foreman ran the sawmill for decades. Now he is a grim, haunted wilderness fighter. Intensely loyal to the other surviving lumberjacks, he's vowed to keep them together and protect what's left of their ravaged homes. Borak has led his fighters in a series of raids to rescue their kin from the Howling, but he's only ever returned with a precious few survivors…

Splinterpine

This crude hill giant village, nestled amongst towering pine groves, is now little more than a charred ruin. When the Howling came, they took few prisoners. Despite their considerable strength, the native hill giants suffered terribly during the vicious attack. The few who survived and chose to remain are haunted and spiteful—many of them overtaken by the Howling's primal, irrepressible rage.



OLD RIVALRIES

Everyone in Hearthvale knows the names Stagheart and Hillbloom. They are the region's two greatest Old Families, and they have held sway over this corner of Lawbrand for generations. They laid Centerton's foundations and shaped the land into the fertile breadbasket it is today. But they didn't do it hand in hand.

A bitter feud has simmered between the two families ever since they settled in Hearthvale. Which of them got there first is just one of the many things about which they disagree. No one knows precisely why the rivalry started. Some folk think it was because a Stagheart rancher let his livestock graze on Hillbloom farmland. Others claim a friendly game of dice turned heated, and words were exchanged that couldn't be taken back. Whatever the truth, every new generation of Staghearts and Hillblooms has proudly taken up the feud and competed for land, riches, and prestige—and always at their rivals' expense.

The balance of power between the two families has vacillated over time, as has the intensity of their feud. Some years the quarreling has led to bloodshed and vicious acts of retribution; others, it is as petty as simple vandalism or sabotage. Often the common folk caught in the middle of the rivalry have suffered the most.

Yet things have changed with the arrival of the Harvesters Guild. Faced with a mighty new faction that threatens to strip away their hold on the land, the Staghearts and Hillblooms have put aside their feud to unite against a common enemy. The dirty tricks they once used against each other they now employ against the hated Guild.

Most of Hearthvale's citizenry are relieved that the rivalry has died down, but few of them believe the peace will last. If the Staghearts and Hillblooms drive the Harvesters Guild out of Hearthvale and reclaim power, it will only be a matter of time before they are at each other's throats again.

INNIS

THE CITY OF MELODIES

Travelers destined for Innis always hear the city before they see it. The music of the midlands, people call it. Ten thousand chimes dance on the breeze, promising visitors from all across Lawbrand a place to open their minds to new ideas and their spirits to new heights of exultation.

At every moment of every day, creativity blooms throughout the city. A philosopher wanders the streets, spouting inspirational notions about the nature of life and imagination. A paint-mottled artist adds another masterstroke to a wall mural twenty years in the making. The Garmenters Guild unveils its latest clothing line, which is sure to set off a new fashion craze among Lawbrand's rich and powerful socialites. The people of Innis are not just a key part of fashion trends in Lawbrand—*they are the trendsetters*. One of their oldest traditions is cobbling together old clothes to create unique ensembles each day—the more flamboyant and expressive, the better.

Only the Bohen Dur monks in their simple robes stand out among the riot of color and fashion. They quietly sit at the city's many gardens and fountains, observing the flow of the citizens' and visitors' lives. They smile and talk with passersby who ask about their mystic studies and the power of the mind. And then they wander back to their monastery atop the great peak that overlooks the city—to what many would presume to be uneventful lives.

But occasionally, a bard might sing a tune casting a different light on the enigmatic monks. They paint the Bohen Dur as guardians against an ancient and devouring power. They tell of a prison hidden deep beneath the monastery, where the monks keep those who would wield this power under lock and key.

Often songs like this are subsumed into the intertwining melodies that fill the streets of Innis. Bards and musicians perform everywhere. The famous and forgotten alike belt out their ballads in the taverns, in the streets, and on the rooftops. Some do it for the simple joy of sharing their music. Others hope to earn renown and a place onstage at the Bard-In Music Festival.

Once a year, thousands of revelers from across Lawbrand gather in the fields east of Innis. For days on end, they drink and dance to the beat of the greatest musicians in the land. They forget the dingy corners of the world from which they came and melt into the music and camaraderie. At least until someone throws a punch and all hell breaks loose. Bard-In gets rowdier every year, and drunken vandals and looters take their toll on the streets of Innis.

The coin brought in by the event, however, more than makes up for the damages. During the festival, visitors fill the region's famed Melody Hot Springs to capacity. They flood the textile industry with gold and buy up specialized fabrics by the wagonload.

Every year a few of the revelers fall in love with Innis and decide to stay. They make a chime of their own and add another unique note to the City of Melodies.



MOVERS AND SHAKERS

Garmentress Lassa Sendacco
(Female human, Noble, Neutral Good)
The enigmatic head of the Garmenters Guild, Lassa Sendacco, is something of a recluse. Perhaps the most renowned clothing designer in all of Lawbrand, she only rarely appears in public to reveal her cutting-edge fashion lines. Her practical stewardship of the Garmenters is unquestioned, but she only communicates her directives through trusted intermediaries.

Piotr Greymalken
(Male human, Way of Eminence Monk—pg. 164, Lawful Good)
Revered throughout the Bohen Dur order, Greymaken is an investigator without equal. His psychic talent and investigative instincts have served him in uncovering dozens of cases of corruption and discord within the Trade-Cities. Always on the move, Greymalken has recently discovered the existence of the secretive Draconis Malisath. He suspects that the Malisath is more than just a criminal cartel and may be harboring dangerous vampires within its ranks.

Lady Iyarra Mastress
(Female gnome, Noble, Neutral Good)
Lady Mastress is the head of the Taymaidens Society—an exclusive sorority of sophisticates that holds strong political influence with the Garmenters Guild. The Taymaidens fight to uphold Innis' traditional values to ensure its distinctiveness from what they consider the "shabbier" Trade-Cities. A cunning manipulator, Mastress uses both her charm and vast fortune to assure the Taymaidens' good standing with Innis' powerful aristocracy.

POINTS OF INTEREST

GALEGARTEN

Galegarten is the shining gem in Innis' glittering crown. It encompasses the city's commercial housing district, myriad blocks of grand mansions, and bustling market centers. Its pleasant avenues are festooned with fresh taybloom flowers daily, and flowing, brightly colored linens accentuate its grand structures.

The Ballatage

The Ballatage is a palatial civic complex nestled at the base of Korosoth Mountain. Built over a century ago by the city's founders as a testament to both their unity and the city's inherent greatness, the complex houses the Garmenters Guild chambers as well as the Sularian Convent and regional courts.

Beiruul

(Female atsaad, Noble, Neutral Good)
This graceful, striking atsaadi fashion model is held by many as the most beautiful person in Lawbrand. Her supple appendages and delicate color banding only accentuate her alluring visage. Her modeling services are sought by all of the region's top designers. While she enjoys her work and its inherent prestige, Beiruul secretly longs to return to the sea and live a life of peaceful solitude.

The Sunbloom

The city's main avenues converge at a vast public square known as the Sunbloom. Named for the myriad gardens and botanical walks it encompasses, the Sunbloom boasts some of the most stunning and exotic flora in all of Lawbrand—most notably its taybloom: rare flowers unique to the region. At the Sunbloom's heart lies Innis' Central Zoo, which features a menagerie of beasts and wildlife from across the realm. Both the gardens and the zoo have delighted the city's visitors for decades.

Lorral Lane

Lorral Lane is a dazzling promenade located in the northern area of Galegarten. Lined with upper-crust fashion boutiques and exclusive eateries, it is where Innis' privileged class gathers to "see and be seen."



POPULATION
300,000

RULING AUTHORITY
The Garmenters

PRIMARY INDUSTRY
Textiles, Livestock

CONSTABULARY
The Valemen

KINDLEWARD

The lavish entertainment hub of Innis, Kindleward is home to myriad taverns and elegant stage theaters. Drawing talented bards and actors from far and wide, Kindleward's many stages are where up-and-coming performers hope to gain recognition before moving on to the "big lights" of distant Sargrad.

Shepherds Gate

The northeastern entrance to the city, Shepherds Gate, lies adjacent to Cornell's Field. Lined with small, rustic homes, large housing blocks, and lively taverns, it was once the gateway for massive sheep flocks that were herded through the city. It now serves as the entrance for attendees of the annual Bard-In Music Festival. The shops that line the gate's inner wall offer quality instruments and bardic gear, and helpful music teachers, eager to inspire the next generation of aspiring musicians, are plentiful. There is no better place in Lawbrand for musicians to hone their skills and play.

The Tayfield Theatre

This quaint theatre is one of the oldest structures in Innis. An upscale venue, Innis' wealthiest citizens gather here to enjoy bardic concerts and dramatic stage plays. Some of the best playwrights and storytellers are drawn to the Tayfield to debut their work to the public.

Cornell's Field

Located just beyond the Shepherds Gate, Cornell's Field is a huge open meadow where the city's annual Bard-In Music Festival is held. While the event only runs for a few days a year, many of its stages and tent markets are left open to the public year-round. In the off-season, centaur gangs and a variety of other social groups and clubs convene their own exclusive gatherings at the site. Many of these events, which also feature raucous music, can get rowdy—much to the consternation of the patrolling Valemen.

Harlan Keel
(Male Quarry Giant—pg. 371, Lawful Neutral)
This gruff quarry giant has run security for the events and festivals held in Cornell's Field for over a decade. Harlan has deep connections to local centaur gangs and black-market runners. Generally, he keeps things peaceful at the field's events, but it's not unheard of for him to stomp rabble-rousers if they get too rowdy.

WEAVERS WARD

Weavers Ward is home to Innis' vast textile factories and warehouses. Its districts feature colossal dye vats and industrial looms—all situated between huge tenement buildings and lower-income housing blocks. While its streets are cramped and poorly kept, the entire area has been painted in a riot of vibrant colors to match the city's expressive aesthetic.

Bolt Street

This long, winding avenue of shops and cafés once served as Innis' primary auction site for sheep and goat herds. Now it is where the best and most luxurious textiles in all of Lawbrand are sold. Bolt Street also serves as a direct market for clothiers and fashion designers, ranging from the biggest names to smaller upstart influencers.

The Clippery

Located in the shabbier corner of the district, the Clippery is where animals are sheared, and their various skins and pelts are prepared for curing. Given its general uncleanliness and the sheer volume of animal pens in the area, most citizens and tourists avoid the Clippery if they can.

KOROSOTH MOUNTAIN

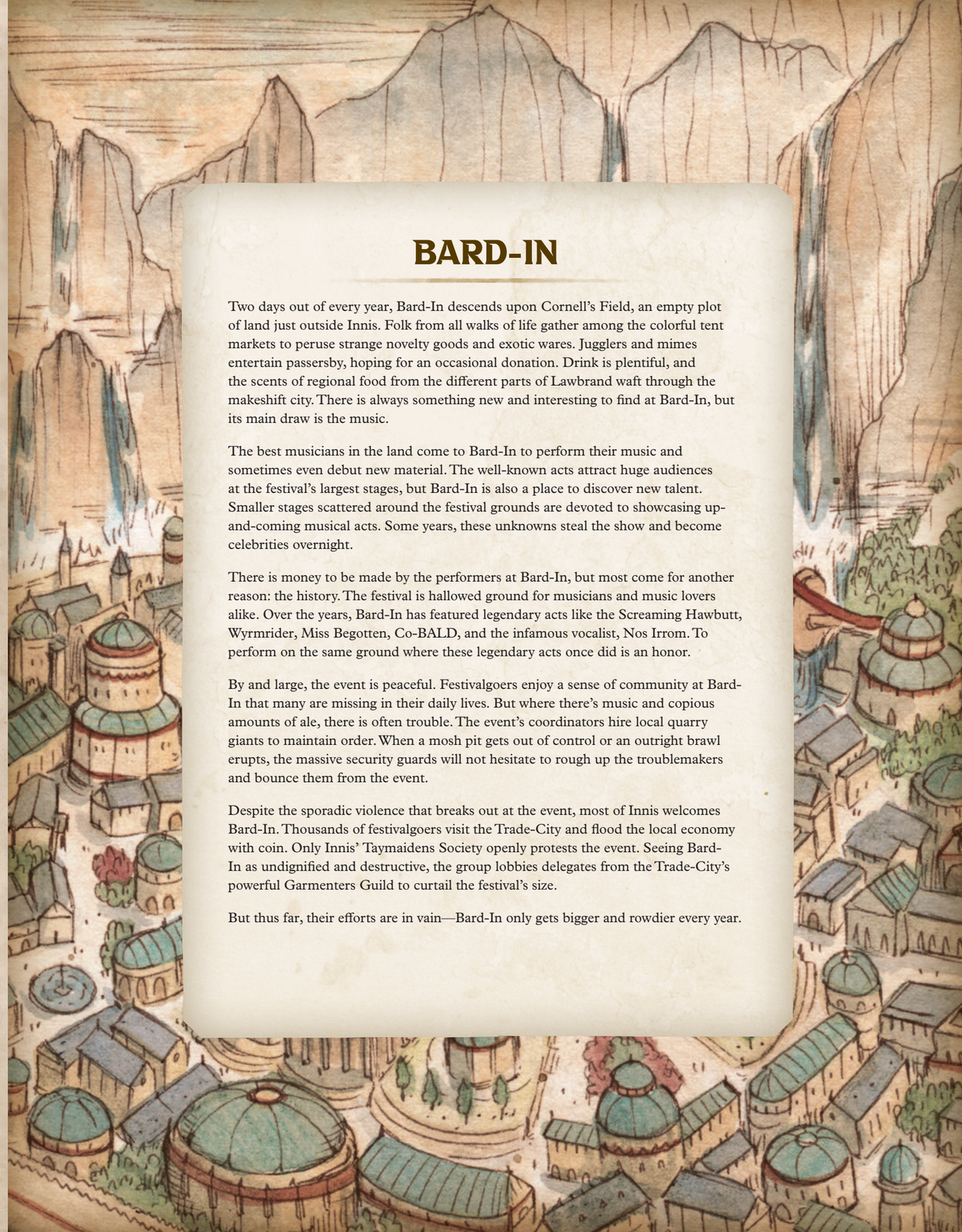
Known as "the whispering peak," Korosoth Mountain looms over Innis and creates a natural barrier between the Deano Valley and the vast farming regions of Hearthvale to the east. The mountain is home to numerous woodland communities and creatures of the wild. Its majestic peaks, towering waterfalls, and wooded trails offer some of the most breathtakingly tranquil views in all of Lawbrand.

Bohenna Monastery

The peaceful Bohenna Monastery, situated on a peak overlooking Innis, is the Bohen Dur monks' library sanctum. Its lovingly tended grounds are nestled between two of the mountain's mighty waterfalls, and the majority of its structures are built to offer the monks unfettered, panoramic views of the lush valley far below. Numerous stone bridges, fabulous pagodas, and secluded meditation plinths punctuate the monastery grounds. The entire complex is adorned with wind chimes and soft bells, which catch the constant breeze and create serene, ever-present music throughout the monastery.

Melody Hot Springs

The Melody Hot Springs is a popular resort nestled in the foothills above Cornell's Field. The hot springs for which the getaway is named are fed by a series of waterfalls that converge into a series of soaking pools. Warmed by subterranean steam vents, the pools are rumored to have healing and restorative powers. The ubiquitous crystal formations that ring the pools have unique acoustic properties that create soothing echoes between the waterfalls, giving the aural impression of comforting musical melodies.



BARD-IN

Two days out of every year, Bard-In descends upon Cornell's Field, an empty plot of land just outside Innis. Folk from all walks of life gather among the colorful tent markets to peruse strange novelty goods and exotic wares. Jugglers and mimes entertain passersby, hoping for an occasional donation. Drink is plentiful, and the scents of regional food from the different parts of Lawbrand waft through the makeshift city. There is always something new and interesting to find at Bard-In, but its main draw is the music.

The best musicians in the land come to Bard-In to perform their music and sometimes even debut new material. The well-known acts attract huge audiences at the festival's largest stages, but Bard-In is also a place to discover new talent. Smaller stages scattered around the festival grounds are devoted to showcasing up-and-coming musical acts. Some years, these unknowns steal the show and become celebrities overnight.

There is money to be made by the performers at Bard-In, but most come for another reason: the history. The festival is hallowed ground for musicians and music lovers alike. Over the years, Bard-In has featured legendary acts like the Screaming Hawbutt, Wyrmrider, Miss Begotten, Co-BALD, and the infamous vocalist, Nos Irrom. To perform on the same ground where these legendary acts once did is an honor.

By and large, the event is peaceful. Festivalgoers enjoy a sense of community at Bard-In that many are missing in their daily lives. But where there's music and copious amounts of ale, there is often trouble. The event's coordinators hire local quarry giants to maintain order. When a mosh pit gets out of control or an outright brawl erupts, the massive security guards will not hesitate to rough up the troublemakers and bounce them from the event.

Despite the sporadic violence that breaks out at the event, most of Innis welcomes Bard-In. Thousands of festivalgoers visit the Trade-City and flood the local economy with coin. Only Innis' Taymaidens Society openly protests the event. Seeing Bard-In as undignified and destructive, the group lobbies delegates from the Trade-City's powerful Garmenters Guild to curtail the festival's size.

But thus far, their efforts are in vain—Bard-In only gets bigger and rowdier every year.

KANNIBUS HILLS

BASTION OF THE WILDS

Every so often, the bards weave tales about a hidden sanctuary nestled in the shadowed foothills of the Barrier Peaks. It's like something out of a dream, the way they tell it. The deeper into the woods you go, the more surreal the world around you becomes. Minutes stretch on like days, and the winding forest paths always seem to lead you back to where you started. At night, luminous spirits flit through the trees like ghostly lanterns. By day, woodland folk gather in misty glades to sing in long-forgotten tongues.

There are always those who can't shake these tales from their minds. Whether driven by curiosity or some primordial instinct, they seek out the fabled sanctuary. And when they find it, they realize it's far more wondrous than anything a mere story could have captured.

The Oram Hai druids who watch over the wildlands never harm or turn away seekers who wander into their domain. They welcome all peaceful visitors to the sanctuary of Kannibus Hills. That is the way they've done things for generations, ever since the wise treant, Oram Moonsong, founded the forest commune as a safe haven from the terror of the Howling.

A nightmare army from the depths of the wilds, the Howling would erupt every few decades to sow terror and madness across the Barrier Peaks. Once their years of reaving were done, the creatures of the Howling would slink back to their corrupted warrens. Though decades of peace and quiet would follow, the intervening years would always be tinged with unease at the knowledge of the Howling's eventual return. Thus, Oram was inspired to build a refuge where the denizens of the forests could weather the storm.

After his passing, Oram's followers carried on his mission of nurturing the land and protecting it from the Howling's depredations. These gentle druids know the names of every tree, stone, and flower in the region—and they spend their days tending to them like loving brothers and sisters.

Those who venture to Kannibus Hills are free to come and go as they please. Some travelers meet in the tranquil thickets to barter for rare goods only found in the deep wilds. Some undertake spiritual vision quests within the holy Bear Mound, glimpsing events that have not yet come to pass. Others merrily eat, drink, and watch the wisps dance under the moonlight during Lunivaas, an enchanted festival where woodland folk from across the Barrier Peaks gather to celebrate the enduring spirit of life in all its forms.

The Oram Hai have only one rule for the myriad souls drawn to the Kannibus Hills: violence of any kind is forbidden. This immutable law is enforced by the Wildkeepers, rugged soldiers imbued with nature's primal might. They patrol the commune's borders, keen senses alert for any hint of corruption that might foreshadow the Howling's return.

Whatever comes, the druids and their kin will honor their sacred calling and preserve Kannibus Hills as a tranquil refuge from war and madness.



MOVERS AND SHAKERS

Goshaedas
(Male treant, Druid, Lawful Neutral)
Goshaedas is the wry and benevolent Arch-Druid who leads the Oram Hai and oversees Kannibus Hills. He is wise and farsighted, but also mischievous—he relishes playing tricks on newcomers. Yet he never does so with malice in his heart. He cares deeply for everyone who seeks sanctuary in the enclave.

Lara Raincaller
(Female human, Druid, Neutral Good)
Lara Raincaller is a gifted druid who can call on the powers of the sky and storms, but her talents go far beyond that. In the guise of different personas, she travels across Lawbrand and secretly keeps abreast of current events. Every few months, she returns to the Oram Hai and reports back anything that might threaten the order or its hidden refuge. Raincaller loves her work, but the cloak-and-dagger life is a lonely one. She has few friends and comes across as distant even to the druids who know her best.

Almarak
(Male manticore, Chaotic Good)
Three hundred years ago, Almarak fell prey to the Howling's madness as it erupted across the land. The manticore fought to overcome the corruption that seeped into his heart and sought aid from the druids in Kannibus Hills. The Oram Hai mended his wounds and healed his darkened mind, and in return, Almarak swore to protect the enclave with his life. Now, far past his prime, the elderly manticore often spends his days napping. He occasionally wakes to greet travelers and dispatch them on odd and seemingly impossible quests in the surrounding wilderness.

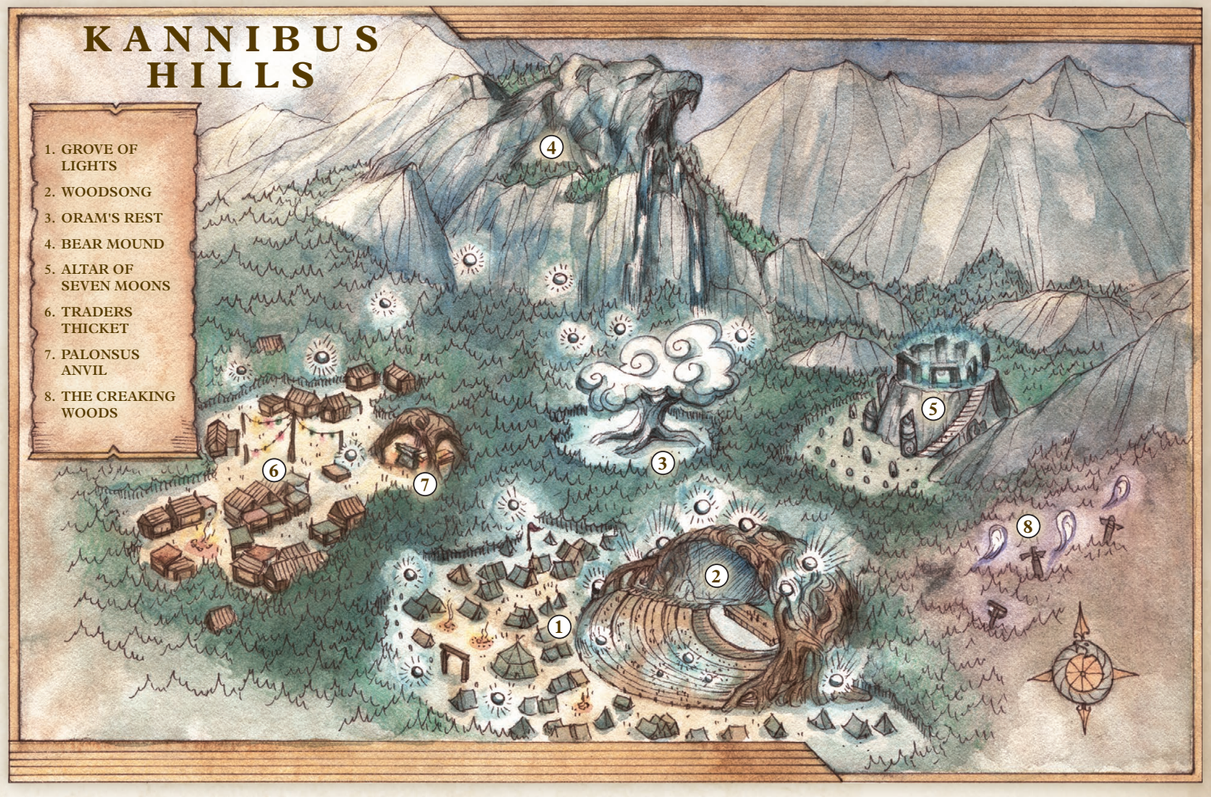
POINTS OF INTEREST

GROVE OF LIGHTS

The Grove of Lights is the main gathering place in Kannibus Hills. Earthen shops and wooden dwellings dot the forest floor, blending seamlessly with the surrounding trees. Newcomers and longtime residents alike come here to trade. Yet, more often than not, they simply enjoy the tranquil dreamlike atmosphere provided by the woodland spirits that call the thicket home. Wisps and sprites dance among the trees, maintaining hundreds of lanterns that cast a soft, otherworldly light on the grove at all times of the day.

The Silver Spring
The Silver Spring lies at the heart of the Woodsong amphitheater. Fed by gentle streams that originate in the nearby hills, the mystical pool is a constant source of wonder for the enclave's inhabitants. Glimmering fish spiral in serpentine patterns through the magical waters, never ceasing their movements. Those who stare into the mesmerizing pool long enough often glimpse reflections of inner truth—discovering aspects of themselves they'd never seen before.

Woodsong
Woodsong is a forest-wrought amphitheater where the enclave's residents come to dance, sing, and revel in the hypnotic rhythms of nature. Colossal woven branches strung with innumerable lanterns form a vast canopy over the stage, where plays and concerts are performed nightly.



POPULATION	RULING AUTHORITY	PRIMARY INDUSTRY	CONSTABULARY
300	The Oram Hai	Wilderness Protection, Mysticism	The Wildkeepers

ORAM'S REST

At the base of the great Bear Mound, stands a giant white oak—the remains of the legendary founder of Kannibus Hills, Oram Moonsong. The druids hold the tree and the surrounding valley sacred. Many visitors pass through the tranquil grove to experience its rejuvenating powers. Some, like old treants, come to Oram's Rest and never leave. They root themselves in the earth one last time and become another tree among the sacred copse.

Bear Mound
Known as the Ursalis, the great Bear Mound is a holy place to the Oram Hai. Its members undertake vision quests in steamy caverns within the mountain's caves, and its winding tunnels are etched with sacred druidic runes and symbols of nature. The Oram Hai does not forbid visitors from entering the cave system, but it warns of dangers lurking inside. Many bears come to the mountain to hibernate during winter, and they are prone to attacking anyone who mistakenly stumbles into their sleeping dens.

Zebe'ii
(Female ma'ii, Druid, Lawful Neutral)
Zebe'ii is a ma'ii seer who leads the Drimir—a small sect of druidic seers and prognosticators. Though good-natured, she is a trickster at heart. She always speaks of things that have not yet happened, but no one is ever sure whether Zebe'ii has really seen the future or if her ramblings are just the product of her quirky imagination.

Altar of Seven Moons

At the eastern edge of Oram's Rest lies the Altar of Seven Moons, a collection of roughhewn stones encircling a reflecting pool. Few people outside of the Oram Hai are permitted to visit the mystical site. Its stone altars correlate with stars and astrological patterns that the druids study to determine when the best time is to weave their protective ritual spells over Kannibus Hills.

Solomon the Hip
(Male satyr, Druid, Neutral Good)
Solomon the Hip is a mellow philosopher who roams near the Altar of Seven Moons. He spends his time gazing up at the stars and contemplating the meaning of life. The jovial satyr loves hearing the stories and perspectives of the enclave's residents and visitors. Many of the people who meet him and hear his sage advice come away feeling at peace with themselves and the universe at large.

TRADERS THICKET

The Traders Thicket is a free-spirited market filled with stalls selling exotic animals, mind-altering herbs, and other supplies. Teeming with woodland creatures and visitors from Lawbrand, the atmosphere is always welcoming and easygoing.

Palonsus' Anvil

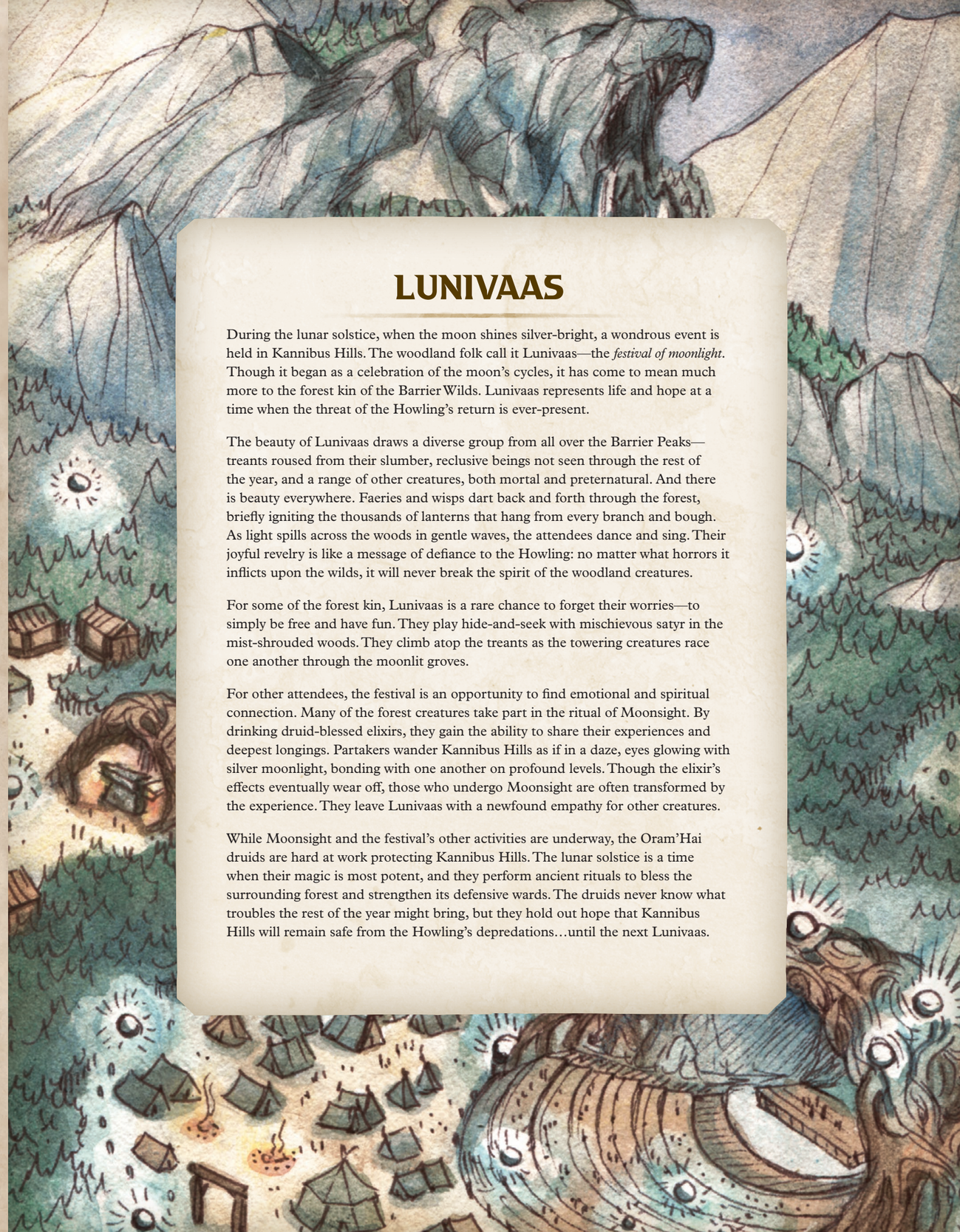
Palonsus' Anvil is a rare union of industry and nature. Massive gnarled tree trunks are fused together to create a windbreak over the iron anvil, which is held in place by petrified roots. The forge is blackened by soot, but it has never set the surrounding woods on fire. Protective wards shroud Palonsus' Anvil, ensuring that not even a single stray ember will ever threaten the forest.

Palonsus
(Male centaur, Veteran, Chaotic Neutral)
Palonsus is a legendary blacksmith who fought in the Breakwar centuries ago. The boisterous centaur always has incredible stories to tell—at least, on those rare occasions when he is actually in Kannibus Hills. Palonsus spends decades at a time roaming the wilds, only returning to his anvil to forge his extraordinary weapons and armor. The enclave's inhabitants revere the gifted centaur, and they treat his rare visits to Kannibus Hills as special occasions.

THE CREAKING WOODS

East of Oram's Rest lies the Creaking Woods, a once verdant woodland scarred by the Howling. The nightmarish army left the area years ago, but its corruption remains. Restless spirits roam among petrified trees, and the Howling's discarded weapons and profane totems litter the forest floor. Visions of the atrocities committed there often haunt travelers who enter the area. At the forest's western edge, the Oram Hai druids have begun promoting new growth and purging the curse from the land, but there is still much work to do before the woods are healed.





LUNIVAAS

During the lunar solstice, when the moon shines silver-bright, a wondrous event is held in Kannibus Hills. The woodland folk call it Lunivaas—the *festival of moonlight*. Though it began as a celebration of the moon's cycles, it has come to mean much more to the forest kin of the Barrier Wilds. Lunivaas represents life and hope at a time when the threat of the Howling's return is ever-present.

The beauty of Lunivaas draws a diverse group from all over the Barrier Peaks—treants roused from their slumber, reclusive beings not seen through the rest of the year, and a range of other creatures, both mortal and preternatural. And there is beauty everywhere. Faeries and wisps dart back and forth through the forest, briefly igniting the thousands of lanterns that hang from every branch and bough. As light spills across the woods in gentle waves, the attendees dance and sing. Their joyful revelry is like a message of defiance to the Howling: no matter what horrors it inflicts upon the wilds, it will never break the spirit of the woodland creatures.

For some of the forest kin, Lunivaas is a rare chance to forget their worries—to simply be free and have fun. They play hide-and-seek with mischievous satyr in the mist-shrouded woods. They climb atop the treants as the towering creatures race one another through the moonlit groves.

For other attendees, the festival is an opportunity to find emotional and spiritual connection. Many of the forest creatures take part in the ritual of Moonsight. By drinking druid-blessed elixirs, they gain the ability to share their experiences and deepest longings. Partakers wander Kannibus Hills as if in a daze, eyes glowing with silver moonlight, bonding with one another on profound levels. Though the elixir's effects eventually wear off, those who undergo Moonsight are often transformed by the experience. They leave Lunivaas with a newfound empathy for other creatures.

While Moonsight and the festival's other activities are underway, the Oram'Hai druids are hard at work protecting Kannibus Hills. The lunar solstice is a time when their magic is most potent, and they perform ancient rituals to bless the surrounding forest and strengthen its defensive wards. The druids never know what troubles the rest of the year might bring, but they hold out hope that Kannibus Hills will remain safe from the Howling's depredations…until the next Lunivaas.

LIETSIN

THE DESERT'S EDGE

It's midday in Lietsin, and the Coliseum is already wet with blood. Two undefeated gladiators stalk each other across the hard-packed earth, teeth bared like wild beasts. Steel meets steel, and the crowd roars with approval.

The thunderous cheering reaches every corner of the city…in the dusty streets, where a Sularian priest collects donations outside a smoke-filled gambling den—in the Sand Markets, where customers haggle with a merchant over bloodstone imported from the distant Red Bluff—even in the Conservatorum, where a scholar reads old journals about the city's earliest days and thinks about all the things that have changed since then—and all the things that haven't. Lietsin is the crossroads where old and new collide, birthing a culture that's as extraordinary as it is unique among the Trade-Cities of Lawbrand.

The ancient heart of the city predates Lawbrand itself. It was over two hundred years ago when the refugees from Old Sularia found the bones of a dead civilization at the desert's edge—and the Grand Coliseum half buried in the sands. Many moved on to seek less harsh environs in the west, but the hardiest among them remained to eke out a life among the ruins. Through toil and grit they eventually founded Lietsin, the first of the Trade-Cities.

The rugged people of Lietsin value independence and austerity above all else. They consider many of the other Trade-Cities, especially Sargrad, decadent and soft. The desert-hardened residents of Lietsin have never enjoyed the comforts of urban living, and they cling to faith to survive at the edge of the unforgiving desert. *Always have and always will*.

Despite the inhospitable surroundings, Lietsin is always swarming with visitors and new residents. Merchant caravans passing along the Shining Road from the east come through the city day and night to trade exotic goods. Tourists from across Lawbrand visit to indulge in Lietsinfest, a raucous annual celebration loosely based on an ancient Sularian High Feast. And there is always another bookish priest or historian arriving to pore over texts at the Conservatorum.

Lietsin's founders created the Conservatorum to preserve records of Old Sularia's culture and faith, ensuring its history would never be forgotten. Within its walls exists the most extensive collection of ancient tomes and artifacts anywhere in Lawbrand.

The city's prestigious Arcanimus Academy contains an equally impressive wealth of history. It is Lawbrand's preeminent center for the study of magic. Though a scarce few ever develop any actual magic ability, hundreds of students attend the Academy to learn the theory and history of arcana. These free-thinking students revel in new ideas and relish challenging the city's long-standing traditions.

But if there is one thing upon which the new generation and traditionalists can find common ground, it's *sport*. Bloody, brutal sport.

Whether it be gladiatorial matches, battle royales, or high-speed chariot races, the city's Coliseum regularly thunders with roaring crowds. In Lietsin, sport is treated with the same reverence as the Sularian faith. *Sometimes more so*.

And that is just the way Revel Inc. likes it. Through backroom deals and sometimes violent coercion, the shady corporation has claimed the rights from the Conservatorum to use the ancient Coliseum for its own purposes. They organize and promote all of Lietsin's major sporting events and make a hefty sum rigging the matches to their benefit. Revel Inc. makes a show of publicly imposing strict safety rules for the events but has no issue with bending them when profits are on the line.



MOVERS AND SHAKERS

High Conservator Jarah Sul
(Female human, Noble, Neutral Good)
As the executor of the renowned Conservatorum, Jarah Sul oversees the preservation of Lawbrand's history and cultural artifacts. Careful to always stay clear of regional preference and politics, she has spent her entire adult life extolling the virtues of Lawbrand's heritage and cultural diversity.

Chancellor-Invictus Sorkin Serelvar
(Male human, Archmage, Lawful Good)
The brilliant and gregarious Serelvar is the overseer of the fabled Arcanimus Academy. A powerful practitioner of magic in his own right, he ensures that his students are well trained and disciplined. Ever the politician, he knows that safety and discretion in applying the arcane arts is paramount to maintaining the Academy's good standing in Lawbrand.

Chief Executive Officer Sala Tjaad
(Male gnoll, Noble, Chaotic Neutral)
While gnolls are not commonly known for their charm and charisma, Sala Tjaad is the exception to the rule. He's built an incredibly lucrative business empire with nothing more than his wit and skills of persuasion. And blood. Lots of gladiator blood. As the top officer of Revel Inc., Sala Tjaad is committed to giving the people of Lawbrand what they desire most—violent, thrilling blood games without end.

POINTS OF INTEREST

THE UPTOWN

Lined with upscale housing blocks, opulent mansions, and grand civic facilities, the Uptown is home to Lietsin's wealthiest and most influential citizens.

Heritage Court
The vast columned structure and its surrounding gardens serve as the city's cultural center. Its stately halls house the prolific Conservatorum as well as the local Courts of Justice.

The Arcanimus Academy
The prestigious Academy is home to hundreds of students and their instructors—all committed to advancing the knowledge of magic and its judicious application throughout Lawbrand.

The Torch
As much an enigma as a revered landmark, the Torch is a colossal stone obelisk that features a self-illuminating crystal hub at its apex. Erected by a long-forgotten civilization, the Torch has been studied by the Conservatorum's archaeologists for well over a century.

LEGENDS CENTER

Dominated by Lietsin's colossal Coliseum, the Legends Center serves as the city's beating heart. Peppered with lively taverns, gambling halls, and exotic weapon shops, this is where citizens and adoring fans from all over Lawbrand come to celebrate their favorite gladiators and charioteers.



POPULATION
750,000

RULING AUTHORITY
The Conservatorum

PRIMARY INDUSTRY
Caravan Trade, Academia, Blood Games

CONSTABULARY
The Conservers

The Grand Coliseum
Unearthed by the city's founders, the ancient Coliseum has been renovated to host a variety of brutal blood games such as gladiator matches, chariot races, and chaotic battle royales. Operated by Revel Inc., the Coliseum is one of the most famous landmarks in all of Lawbrand.

Grandmaster Plunk
(Male gnome, Thug, Neutral Evil)
This fast-talking, rough-and-tumble gnome is the voice of Revel Inc. As the master of ceremonies for all of the Coliseum's main events, Plunk's witty and often colorful commentating has delighted audiences for years.

The Broken Chalice
Images of champion gladiators and charioteers from over the years cover its walls. On event nights, the tavern is always at full capacity, brimming with patrons swapping stories of their favorite contests over flagons of Lietsin's finest ale.

The Underbelly
This private club is located deep beneath the Coliseum's sandy floor. Its members include gladiators, charioteers, and officers from Revel Inc. Offering world-class dining and spirits, the Underbelly also hosts illicit cage matches that allow prospective gladiators and street fighters to show their worth to affluent sponsors and promoters.

Moltregaar "Molt" Thunderhoof
(Male minotaur, Gladiator, Chaotic Neutral)
One of Lietsin's most renowned gladiators, Molt Thunderhoof knows how to win the crowd. With a mix of sheer brutality and surprising finesse, Molt has held the RevelSLAM title of Intra-Continental Champion on three separate occasions.

OLD TOWN

The bustling, sand-swept streets of Lietsin's Old Town echo with the sounds of haggling merchants, braying animals, and the ever-present din of festive music. Its exotic markets and auction stages draw traders and travelers from far and wide.

Revel East

This renovated hotel now serves as the corporate headquarters for Revel Inc. Staffed with agents, scouts, event promoters, and prospective gladiators of all kinds, Revel East stands as a monument to the encroaching corporate interests in Lietsin.

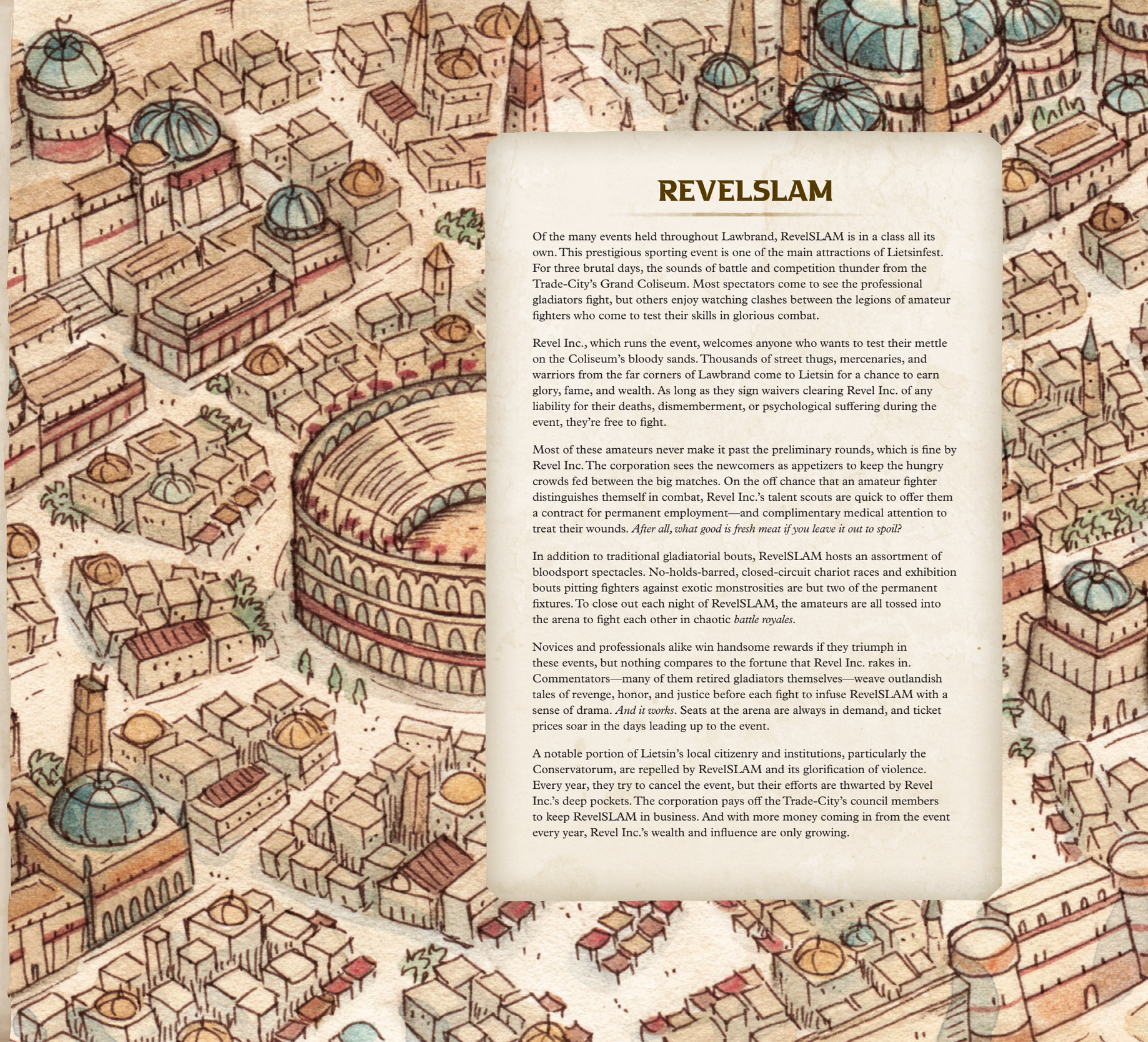
Breeders Square

Lined with herd pens, animal stalls, and innumerable auction stages, Breeders Square is the premiere location for livestock trading and auctions in the region. This raucous city sector is full of traders, breeders, and corrals teeming with the ubiquitous bison that inhabit the western Tanaroch.

The Sand Markets

Located just within the city's eastern gates, the Sand Markets serve as Lietsin's primary trading center. Goods shipped from the Trade-Cities are sold alongside exotic wares from the outlying desert communities. The markets bustle with activity around the clock and offer all manner of services and diversions to visitors and tradesmen alike.

Hurzan Emberlight
(Male atsaad, Mage, Chaotic Good)
A frequent patron of the Sand Markets' hookah lounges, Hurzan is a local celebrity of some renown. Once a proud member of the Arcanimus Academy, Hurzan was expelled for using magic in public gladiator matches. Spurned by his former brethren in academia, he has gained a rabid following of fans who long to see his arcane skills unleashed in glorious combat.



REVELSLAM

Of the many events held throughout Lawbrand, RevelSLAM is in a class all its own. This prestigious sporting event is one of the main attractions of Lietsinfest. For three brutal days, the sounds of battle and competition thunder from the Trade-City's Grand Coliseum. Most spectators come to see the professional gladiators fight, but others enjoy watching clashes between the legions of amateur fighters who come to test their skills in glorious combat.

Revel Inc., which runs the event, welcomes anyone who wants to test their mettle on the Coliseum's bloody sands. Thousands of street thugs, mercenaries, and warriors from the far corners of Lawbrand come to Lietsin for a chance to earn glory, fame, and wealth. As long as they sign waivers clearing Revel Inc. of any liability for their deaths, dismemberment, or psychological suffering during the event, they're free to fight.

Most of these amateurs never make it past the preliminary rounds, which is fine by Revel Inc. The corporation sees the newcomers as appetizers to keep the hungry crowds fed between the big matches. On the off chance that an amateur fighter distinguishes themself in combat, Revel Inc.'s talent scouts are quick to offer them a contract for permanent employment—and complimentary medical attention to treat their wounds. *After all, what good is fresh meat if you leave it out to spoil?*

In addition to traditional gladiatorial bouts, RevelSLAM hosts an assortment of bloodsport spectacles. No-holds-barred, closed-circuit chariot races and exhibition bouts pitting fighters against exotic monstrosities are but two of the permanent fixtures. To close out each night of RevelSLAM, the amateurs are all tossed into the arena to fight each other in chaotic *battle royales*.

Novices and professionals alike win handsome rewards if they triumph in these events, but nothing compares to the fortune that Revel Inc. rakes in. Commentators—many of them retired gladiators themselves—weave outlandish tales of revenge, honor, and justice before each fight to infuse RevelSLAM with a sense of drama. *And it works*. Seats at the arena are always in demand, and ticket prices soar in the days leading up to the event.

A notable portion of Lietsin's local citizenry and institutions, particularly the Conservatorum, are repelled by RevelSLAM and its glorification of violence. Every year, they try to cancel the event, but their efforts are thwarted by Revel Inc.'s deep pockets. The corporation pays off the Trade-City's council members to keep RevelSLAM in business. And with more money coming in from the event every year, Revel Inc.'s wealth and influence are only growing.

ORINFELL

THE GREY CITY

It's always quiet in Orinfell before the burnings begin. From all over the city, the faithful silently gather along the Avenue of Ashes. They observe mutely while the wagons come forward bearing giant effigies of the saints. They hold their tongues when the bells at the basilica ring to signal the start of the ancient ceremony. They only break their silence when the somber procession ends, and the priests set fire to the saints.

At once, thousands of voices rise. The people shout their darkest fears, the wicked thoughts that plague them, the sins they've secretly carried until this one exultant night of the year.

This one night, when the merciful saints take all that pain, shame, and torment with them into the flames so that the faithful will suffer no more.

The Harrowing is just one of many sacred ceremonies observed in Orinfell. The city performs every Sularian High Feast in meticulous detail, recreating them precisely as they were performed in Old Sularia generations ago. Any deviation from the prescribed rites is sacrilege.

Religion has always been the bedrock of Orinfell, ever since the followers of St. Jenhra founded the holy city nearly two centuries past. While the official center of the Sularian faith is Sargrad, Orinfell holds authority over the Church's doctrine and dogma. Orinfell's famed Sularian Seminary is home to scores of acolytes who have chosen to train for priesthood in this holiest of cities. Pilgrims arrive at the port to make donations and pray at the Basilica of St. Jenhra, a magnificent structure built to honor an equally magnificent figure.

Orinfell's intense brand of devotion leaves many of these visitors uneasy. It is a place where one's worth is measured not in coin or heroic deeds but in piety. And the more public those displays of righteousness are, the better. There is always a self-flagellating fanatic in the streets lashing themselves to the bone as penance for some perceived misdeed. Zealous vigilantes roam the city on the lookout for acts of excess and impropriety to punish as they see fit.

The people of Orinfell are suspicious of outsiders—often, even members of their own faith. However, they hold a notable distrust for the residents of Sinners Mile. The poverty-stricken hamlet lies in the wooded region south of the city. Orinfell's authorities consider it a den of forbidden mysticism and pagan activity. They blame the unsavory creatures dwelling there for every crime or misdeed committed in the city, regardless of proof or reason. Yet still, they tolerate the settlement's presence.

At least, they have so far. There are some hyper-orthodox sects in Orinfell considered extreme even by the city's most devout. If they had their way, the ashes of Sinners Mile would fill the sky—a grand Harrowing of all unbelievers who would threaten the sanctity of their righteous faith.



MOVERS AND SHAKERS

Archbishop Thayle Tilmaan
(Male human, Priest, Lawful Good)
The quiet, dutiful Archbishop rules the local Sularian Church from the grand Basilica of Saint Jenhra. Though slight in stature and quiet of voice, Tilmaan is forthright and resolute in his stewardship of the faithful. Fearful of the threat posed to the Church's good works and reputation by the militant sect known as the Circle of Thorns, Tilmaan stands ready to root out its hidden leaders and bring the radical movement to heel.

Knight-Paladin Maldovir
(Male human, Knight-Paladin (pg. 364), Neutral Evil)
The top law enforcement officer in Orinfell, Maldovir is known and feared throughout Lawbrand's forested northern territories. His grim resolve and ruthless tactics in hunting down the Church's enemies are legendary. It is rumored that Maldovir may have sympathetic ties to the ultra-orthodox Circle of Thorns. His single-minded pursuit of those branded as heathens and heretics suggests the rumors may be far more than mere hearsay.

Fang-Mother Almaya
(Female gnoll, Acolyte, Chaotic Neutral)
Almaya is the shadowy matriarch of the Magyir—a close-knit circle of seers and prognosticators that use their powers for the good of Sinners Mile's residents. Though she has the gift of foresight, she is careful to keep her abilities and those of fellow seers hidden from the Church's authorities, knowing that they would not hesitate to burn her and the Magyir as irredeemable heretics and witches.

POINTS OF INTEREST

PENITENTS SQUARE

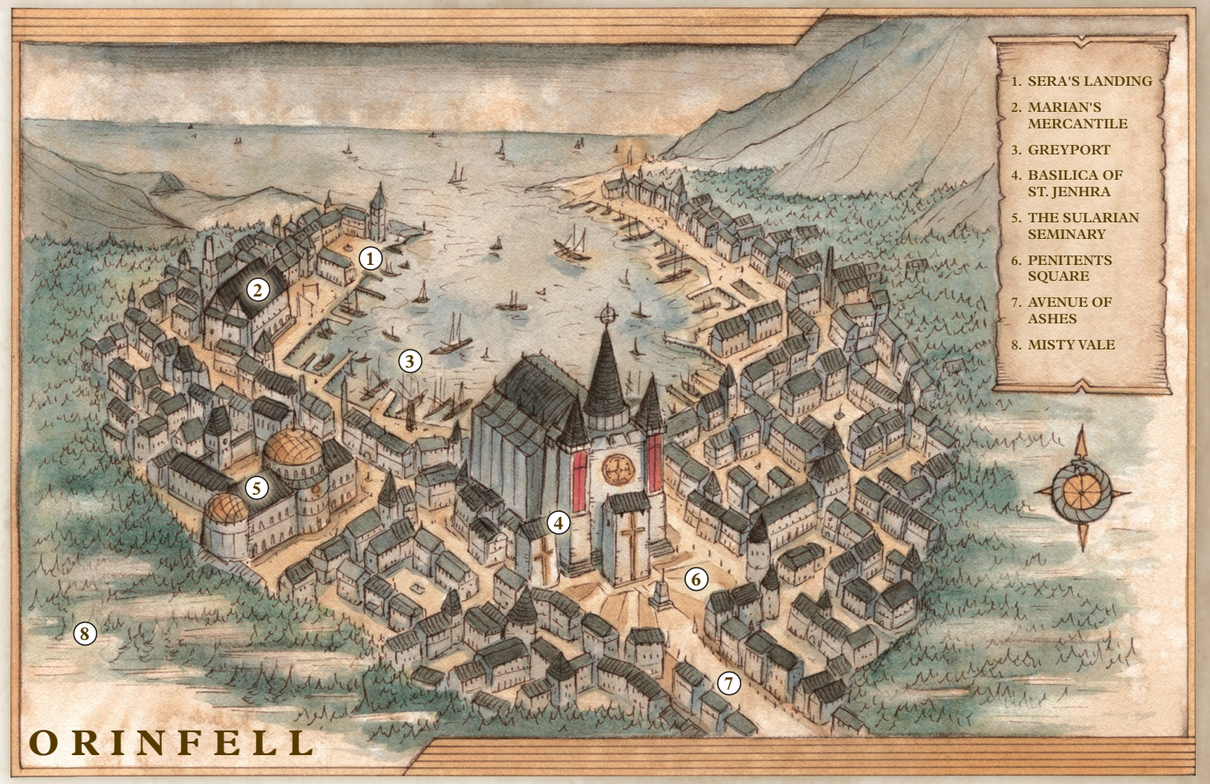
Penitents Square is Orinfell's main civic center. Its grand avenues converge into a wide plaza at the foot of the Basilica of St. Jenhra. The square hosts many boutique shops and cafés—all wrought with carefully crafted architecture and decorative statuary. While easily one of the most beautiful city-centers in Lawbrand, visitors are often struck by the curious layer of ash covering the square's cobblestone streets and storefronts. The great plaza's tenor is stoic and subdued—no music ever plays in its open streets. The only consistent sound that breaks the city's quiet is the hourly tolling of the Basilica's iron bells.

The Avenue of Ashes

Terminating at Penitents Square, the Avenue of Ashes is the city's main thoroughfare. Its many somber shopfronts and edifices are blackened by a century of accumulated ash from the annual Feast of the Harrowing—when the faithful burn effigies of the Sularian saints in the streets. Traditionally the ashes are never removed, other than those that are swept away by the coastal winds. Sularian pilgrims frequent the Avenue of Ashes to pray and mark themselves in the sacred ashes of atonement.

The Basilica of St. Jenhra

Far more modest than the colossal Cathedral of St. Varina in Sargrad, the Basilica of St. Jenhra is the second-largest church in Lawbrand. Its sprawling, manicured grounds encircle the massive edifice of the Basilica. Embellished with scores of stained glass windows depicting the history of Old Sularia, visitors to the Basilica can't help but notice the air of sadness about it. Some say the sorrow emanates from the spirit of St. Jenhra herself, whose body lies entombed beneath the main vestibule. Many of Orinfell's citizens attend daily services within the Basilica—where choirs sing and chant over the priests' ritual ceremonies.



POPULATION
275,000

RULING AUTHORITY
The Sularian Chruch

PRIMARY INDUSTRY
Lumber, Religious Trading

CONSTABULARY
The Sularian Order Militant

The Sularian Seminary

The Seminary is the primary center of training and reflection for aspirant priests and clergy. The sprawling complex features large housing blocks, chapels, instruction halls, and libraries offering comfortable appointments for the scholars who spend countless hours there in research and study. A serious place for learning and introspection, the Seminary is warmed by the earnest, youthful aspirants who arrive ready to complete their training and do the Church's good work across Lawbrand.

Sister Sandara
(Female satyr, Noble, Lawful Good)
This venerable instructor has taught generations of Sularian aspirants—many of whom have gone on to become priests and Bishops. Her tender, patient demeanor stands in stark contrast to that of many of her fellow seminarians, who instruct with stern pragmatism. Sandara upholds the truest ideals of St. Jenhra in her gentleness and empathy.

GREYPORT

A medium-sized harbor wreathed in perpetual fog, Greyport serves as Orinfell's primary portal for goods and materiel from the other Trade-Cities. Trading ships from Sargrad arrive every few days, bringing steel and textiles, while Orinfell's longshoremen fill the vessels with stores of fish and manufactured goods for the return voyage. Given the dense fog banks that make navigating the port a perilous venture, a series of towering lanterns was erected along the harbor's stone breakwater to act as lighthouses for incoming vessels.

Marian's Mercantile

The Mercantile is a popular trading post where sailors and longshoremen swap the latest news and gossip as much as actual trade goods. Located at the end of the harbor's main pier, the rust-streaked, weather-battered shop features a small bar hidden in its back room where locals can unwind and imbibe exotic, contraband spirits.

Sera's Landing

The shipyards of Sera's Landing are run autonomously from the city's Church-controlled sectors. The Longshoremen's Union ensures that ships move in and out of the mist-wreathed port with predictable ease. Though they keep accurate accounts of the goods coming into the city, black-market trading is rampant throughout the Landing. Hustlers, informants, and smugglers of all kinds frequent the area, always looking out for their next score.

Harrik Merrygranite
(Male iron dwarf, Bandit, Neutral Good)
One of the Landing's most notorious denizens, Harrik is a crusty old smuggler famous for being as clever as he is lucky. With deep ties to the Talis-based black market, he regularly runs illicit shipments through the port of Sargrad all the way upriver to Talis' bustling Stock Slips. Good-natured but cautious, Harrik goes to whatever lengths he must to earn his coin.

MISTY VALE

The vast tracts of woodland south of the city proper are collectively known as the Misty Vale. Dense forests with small villages and encampments scattered throughout comprise the Vale. Smuggling and banditry are common along its unpatrolled back roads and highways. Of late, the region has earned a degree of ignominy as folk view it with increasing dread due to the rising frequency of Howling activity; savage attacks and nighttime ambushes that have left the locals cowering in their homes.

Sir Gilmaresh
(Male human, Knight, Lawful Good)
Sir Gilmaresh is the lone caretaker of the abandoned wilderness Shrine of Vorilgraine. Built by the Sularian priests that founded Orinfell, the shrine was abandoned long ago and left to be overtaken by the wilds. Gilmaresh, a self-styled knight, now cares for the shrine and the small library of historical scrolls and artifacts that it houses. Claiming that his family's lineage traces back to the heroic paladins of Old Sularia, he is dedicated to upholding the honor and chivalric codes of his ancestors. Though he lives in solitude, Gilmaresh welcomes travelers and adventurers, eager to aid them by lending his sword arm in dispensing justice wherever it is needed.

Sinners Mile

A gritty, dilapidated village nestled at the Vale's dark heart, Sinners Mile is the second-largest population center in the region. There are few Sularian believers in Sinners Mile, as its inhabitants are steeped in mysticism and old-world folklore. The Mile's most notable residents are the Magyir—seers and fortune-tellers that will reveal one's destiny for a price. Populated primarily by atsaad, gnolls, satyr, and ogres, Sinners Mile has few human residents. Seen with some suspicion, humans are often assumed to be agents of the Church intent on disrupting what they see as a den of heresy and witchcraft.

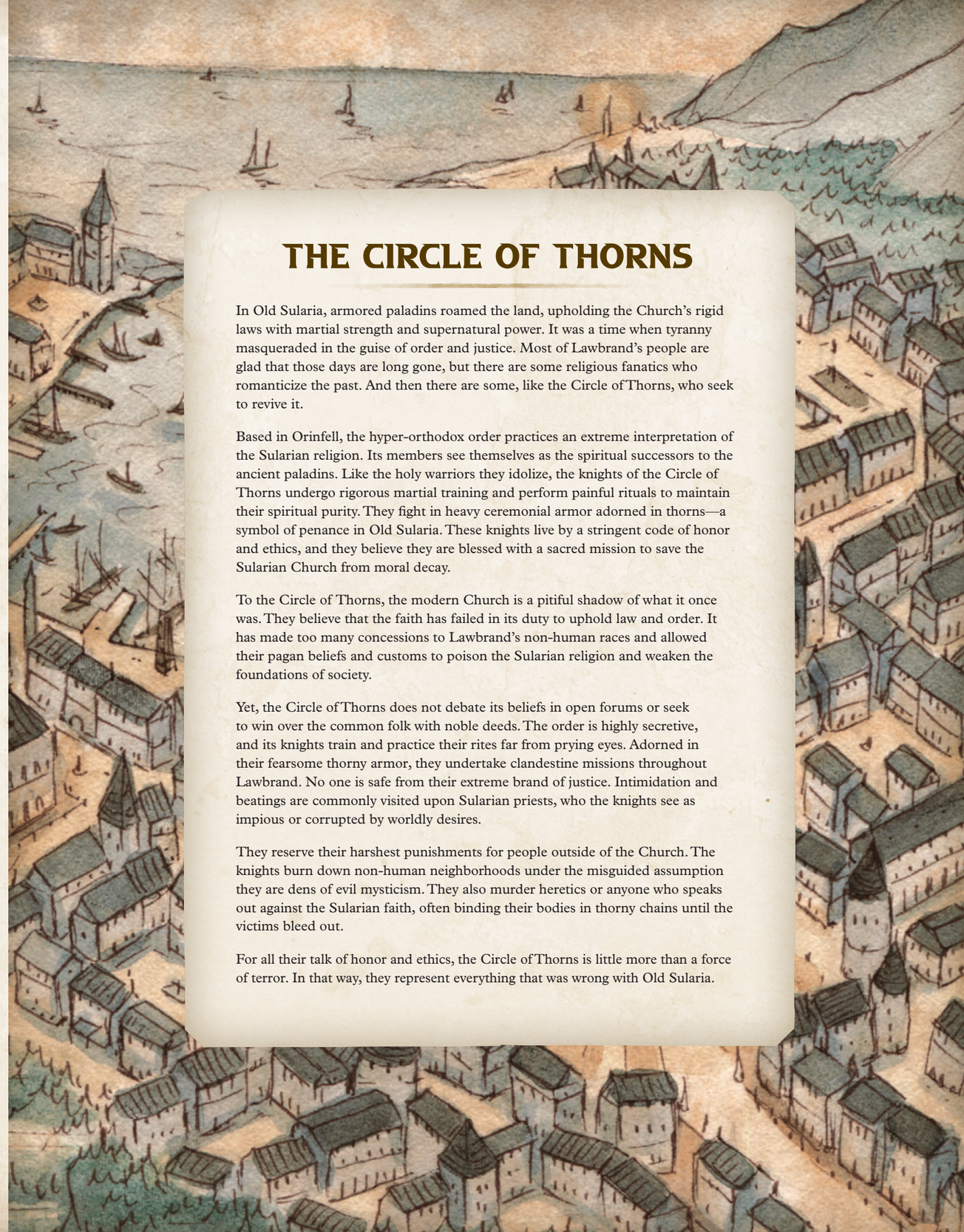
Pilgrims Inn

Pilgrims Inn is a shadowy country tavern located on the outskirts of Sinners Mile. Frequented by travelers, smugglers, and mercenaries of all kinds, the inn is an excellent place to find illicit work or, for those on the run from the law, secure protection. The inn's patrons are a lively but inclusive bunch—constantly on guard for any sign of authorities sent from Orinfell to infiltrate or raid their secret haven.

Verona Ekyl
(Female satyr, Commoner, Chaotic Neutral)
The proprietor of the Pilgrims Inn, Verona runs her establishment with a firm hand—but her true genius is in brokering secrets and information. Tapped into the region's best spies and informants, Verona keeps tabs on the comings and goings of all of the Church officials in Orinfell and Sargrad. Obsessed with monitoring the activities of the extremist Circle of Thorns as well as Lawbrand's intimidating Knight-Paladins, she uses her insight to keep her people safe from what she regards as unjust religious persecution.

The Lostways

The Lostways is an earthen tunnel system that runs beneath Sinners Mile and reaches all the way to the outskirts of Orinfell itself. The system consists of numerous interlinked passages that are often used to run black-market shipments from Greyport to outlying country regions. Generally, the Order Militant has refused to police the labyrinthine tunnels, fearing that its numbers would be stretched too thin. Thus, it remains largely unaware of the illicit activities for which the passages are most commonly used.



THE CIRCLE OF THORNS

In Old Sularia, armored paladins roamed the land, upholding the Church's rigid laws with martial strength and supernatural power. It was a time when tyranny masqueraded in the guise of order and justice. Most of Lawbrand's people are glad that those days are long gone, but there are some religious fanatics who romanticize the past. And then there are some, like the Circle of Thorns, who seek to revive it.

Based in Orinfell, the hyper-orthodox order practices an extreme interpretation of the Sularian religion. Its members see themselves as the spiritual successors to the ancient paladins. Like the holy warriors they idolize, the knights of the Circle of Thorns undergo rigorous martial training and perform painful rituals to maintain their spiritual purity. They fight in heavy ceremonial armor adorned in thorns—a symbol of penance in Old Sularia. These knights live by a stringent code of honor and ethics, and they believe they are blessed with a sacred mission to save the Sularian Church from moral decay.

To the Circle of Thorns, the modern Church is a pitiful shadow of what it once was. They believe that the faith has failed in its duty to uphold law and order. It has made too many concessions to Lawbrand's non-human races and allowed their pagan beliefs and customs to poison the Sularian religion and weaken the foundations of society.

Yet, the Circle of Thorns does not debate its beliefs in open forums or seek to win over the common folk with noble deeds. The order is highly secretive, and its knights train and practice their rites far from prying eyes. Adorned in their fearsome thorny armor, they undertake clandestine missions throughout Lawbrand. No one is safe from their extreme brand of justice. Intimidation and beatings are commonly visited upon Sularian priests, who the knights see as impious or corrupted by worldly desires.

They reserve their harshest punishments for people outside of the Church. The knights burn down non-human neighborhoods under the misguided assumption they are dens of evil mysticism. They also murder heretics or anyone who speaks out against the Sularian faith, often binding their bodies in thorny chains until the victims bleed out.

For all their talk of honor and ethics, the Circle of Thorns is little more than a force of terror. In that way, they represent everything that was wrong with Old Sularia.

RED BLUFF

FORTRESS-CITY OF THE EASTERN WASTES

No one who's ever looked upon the desolate eastern reaches of the Tanaroch would be foolish enough to make it their home. No one who's suffered its scouring winds or blistering sun would think of it as a place where life can endure.

No one but the desert dwarves of Red Bluff. They've done more than just endure the wasteland; they've *thrived*.

Their fortress city, carved into the heart of a great mesa, is completely self-sustaining. Crude windmills dot the summit, harnessing the desert gales to power pulley-driven lifts and other machinery in Red Bluff. An ingenious hydraulic system pumps water from the mesa's natural cisterns to every corner of the city. The dwarves even grow their own food within Red Bluff. Their crops are sown vertically up the walls of the mesa's central cavern, which is doused in mineral-rich waters by the regulated eruptions of its primary geyser.

The ingenious engineering that keeps Red Bluff running is a testament to the dwarves' resourcefulness. No spare part or scrap of material goes to waste. Their patchwork machinery is often crude, but always dependable—much like the dwarves themselves.

But it's not ingenuity alone that assures the dwarves' survival. Magic stirs around the mesa—in the deep aquifers and upon the howling winds.

When the dwarves first arrived in this corner of the Tanaroch centuries ago, some of them heard whispers upon the wind. Madness, they thought. Too much exposure to the desert sun. These troubled dwarves soon discovered that they were, in fact, actually communing with the spirits of the winds and waters. These nascent shamans attuned their spiritual connection until they could do more than just hear the spirits. They *whispered* back.

Red Bluff's shamans guide the wind and water spirits around the mesa, redirecting their currents to maximize the efficiency and power of the city's engineered wonders. They are also adept at communing with the earth spirits to find hidden deposits of bloodstone, Red Bluff's most valuable commodity.

When properly cut and treated, the crimson shale called bloodstone can store heat and other forms of energy for future use. Even a small chunk of the extraordinary material can fetch a fortune in Lawbrand, but the dwarves rarely venture beyond the Tanaroch to sell it. They cherish their isolation, and they disdain the power-hungry factions that control the Trade-Cities.

Anyone who wants to procure bloodstone from the dwarves must brave the unforgiving Tanaroch themselves. The desert is a graveyard of fortune-seekers who succumbed to the heat or fell victim to the region's native ma'ii warbands. The few caravans that reach Red Bluff are always welcomed through the gates. As much as the dwarves might distrust most folk from Lawbrand, they'll always share ale and trade stories with those hardy enough to make it across the desert in one piece.

A journey like that takes courage and strength—the two things that the desert dwarves value above all else.



MOVERS AND SHAKERS

Grandin Shalehammer
(Male desert dwarf, Veteran, Lawful Good)
Grandin Shalehammer is the steadfast leader of the Gron'Almar, the warrior caste that governs Red Bluff. A fearsome combatant turned savvy politician, he strives to find a balance between the desert dwarves' cherished independence and the practical need to expand trade and forge alliances with Lawbrand.

Lurtha Windwalker
(Female desert dwarf, Priest, Chaotic Neutral)
Lurtha Windwalker's advice is always wise and insightful, but it's not always easy to come by. The senior shaman within Red Bluff spends most of her time communing with the spirits. She is often distant and lost in thought—more focused on mystical phenomena than Red Bluff's day-to-day activities.

Ragnor Redaxe
(Male desert dwarf, Berserker, Chaotic Neutral)
Ragnor Redaxe is the greatest warrior in the Tanaroch. He once served as an officer in the Gron'Almar, but his penchant for disobeying orders led to his demotion. He left the warrior caste and now wanders the desert in deadly solitude, ruthlessly hunting ma'ii or anyone else who threatens Red Bluff and its proud denizens.

POINTS OF INTEREST

STONEHEART

Red Bluff's myriad tunnels and wind channels intersect at the Stoneheart—the city's primary market and gathering place. This ring of shops and commissaries is carved into the base of the mesa's central cavern, which features a massive iron-capped steam geyser.

The Shalebloom

The Shalebloom is one of the desert dwarves' most ingenious feats: a collection of vertical farms that lines the cavern walls above the Stoneheart. Innumerable rows of ingenious soil troughs are suspended around the cavern's walls, featuring all manner of grown vegetables and grains. The regulated eruptions of the cavern's central steam geyser are harnessed by colossal pipe networks that manage the flow and temperature of the mineral-rich water, keeping the crops irrigated year-round.

THE SUNFORGE

Atop Red Bluff sits the Sunforge, a collection of open-air workshops and forges. Gifted blacksmiths and engineers toil in the desert heat, crafting armaments and building components for the city's vital machineries. Massive canvas tarps stretch over the area, protecting the dwarves from the unforgiving sun. When the fierce desert wind picks up, these covers can be quickly lowered and stowed away.

Circle of Anvils

The Circle of Anvils is where Red Bluff's preeminent blacksmiths forge their wares and train apprentices. The specialized anvils contain bloodstone, which soaks up heat from the desert sun throughout the day. The blacksmiths fuel the forge fires with this stored energy instead of using a continuous open flame—a much safer alternative, given the high winds that buffet the mesa.

Windspeakers Seat

The Windspeakers Seat is located at the mesa's southernmost promontory, where the fiercest desert winds blow. Windmills and giant ceremonial dream catchers surround a ring of dais stones, where Red Bluff's shamans gather to commune with the elements. Sometimes they guide the winds, using them to power the city's machineries. But, more often than not, the shamans simply listen to the elemental spirits in the hopes of gleaning wisdom and insight from them.



POPULATION	RULING AUTHORITY	PRIMARY INDUSTRY	CONSTABULARY
25,000	The Gron'Almar	Bloodstone Refinement, Agriculture	The Gron'Almar

CAVERN OF THE LAST FIST

The Cavern of the Last Fist is named after the famed hero Dragran—"The Last Fist of Mitholme"—who bravely led his kin from Old Sularia to establish Red Bluff. Built beneath the Stoneheart, the area is steeped in the dwarves' ancient heritage. The Gron'Almar warriors are based in this part of the city, and they have modeled their domain to honor ancient traditions. The tunnels, training halls, and sparring grounds are shaped with hard angles and etched with runic patterns that were common in old Mitholme.

Dragran's Tomb

No one is certain if Dragran's Tomb actually bears the legendary dwarf's remains or not. There are rumors that he became disillusioned with Red Bluff's politics and abandoned the city shortly after its founding. Whatever the truth, the dwarves hold the tomb sacred. They leave offerings and perform rites at the monument to honor Dragran's legacy—and to remember the life their ancestors left behind in Mitholme.

The Shadowgleam

West of the Cavern of the Last Fist lies Red Bluff's primary water source: the Shadowgleam. Some dwarves claim that spirits haunt the subterranean lake, and they treat the great cistern with an almost mystical reverence. Countless gems are embedded within the surrounding cave walls, but Red Bluff's inhabitants have little use for the crystals—the life-giving water is what they value above all else.

Skulk
(Male duergar, Bandit, Neutral Evil)
Skulk is an old duergar who lived in Mitholme and remembers the way things were in the old mountain kingdom. Confused and disturbed by the direction the dwarves have taken with their new society in Red Bluff, he isolates himself in the Shadowgleam. His only companions are the elusive spirits that dwell around the lake's black waters. They whisper to Skulk of dark tidings—or so the duergar claims. Even he is unsure if the voices in his head are real or just a figment of his imagination.



DRAGRAN'S LEGACY

Deep within Red Bluff is a tomb dedicated to the city's founder and one of the greatest dwarves in history. His name was Dragran Stonefury, "The Last Fist of Mitholme." Even two centuries after his mysterious disappearance, the dwarves love to tell tales about his life over pints of ale.

Some of the stories revolve around Dragran's time in Mitholme, the dwarves' ancestral home. He was an influential figure, a courageous leader of his clan. When Mitholme's council fell to bickering, as they often did, it was Dragran's thunderous voice that would silence them. His words carried the weight of a mountain—except on that fateful day when the serpent-storm began devouring Old Sularia. Dragran urged his kin to flee south and escape the destructive tempest that was certain to ravage Mitholme.

Dragran led his followers to the Barrier Peaks, where thousands of other refugees from all over Old Sularia were gathering at a narrow pass through the mountains. Disorganization and fear soon gave way to violence. Angry mobs, desperate to get through the pass, cut down whoever was in their way. Dragran held the dwarves together and employed a maneuver called the "Iron Serpent." His Gron'Almar warriors raised their sturdy shields over helpless dwarven refugees and led them through the chaos like an unstoppable steel serpent.

Other stories are told about Dragran's deeds after his heroism and leadership at the Barrier Peaks. He convinced his kin not to continue along with the other refugees who would come to create Lawbrand but to take their chances and forge a new destiny in the desolate reaches of the eastern Tanaroch. He defended them against territorial ma'ii hunting packs and the dangerous wildlife that prowled the desert. When they reached the great mesa that would become Red Bluff, Dragran was the first to start digging out their new home.

Once a council had been formed to rule Red Bluff, its members quickly fell to arguing, just like the old clans in Mitholme. This time, Dragran's thunderous voice did not silence them. He'd had enough of bickering and politics. Rumor has it that during one of the council's quarrelsome sessions, Dragran stood up, took his axe, and walked into the desert. He was never seen again.

Most dwarves are certain he is dead after all this time, but few believe that his tomb in Red Bluff holds his actual remains. The site is thought to be more symbolic than anything else—a place to honor the legendary figure. The truth is, no one knows for sure what became of the mighty warrior.

SARGRAD

THE IRON CITY

The sun rises over Sargrad, but its rays barely pierce the smoke. Hollow-eyed workers shuffle out of the factory district, brushing past drunken socialites meandering to their next party. A Sularian pilgrim donates the last of her coin to a Cardinal who is already planning his next excursion to the casino. A young tradesman with big dreams of a new life is welcomed into the port by a group of friendly dock workers who later that night will rob him of everything he has, dreams included.

Just another day in Sargrad, the city of steel, fire, and ambition.

From its earliest days, Sargrad attracted people seeking wealth and opportunity. Founded at the mouth of the Talisande River, it quickly developed into a vital shipping hub. Merchant fleets on trade routes to and from the Trade-Cities upstream laid anchor in Sargrad daily. They brought coin, textiles, foodstuffs, and the most valuable resource of all: new ideas.

The combination of wealth and novel concepts gradually transformed Sargrad into an industrial powerhouse. Massive ironworks and smelting facilities arose throughout the city. The clang of hammers became Sargrad's song: the music of the modern era. The city's metalworking industries developed into the backbone of Lawbrand's economy. Sargrad emerged as Lawbrand's unofficial capital, the anvil upon which the strength and prosperity of the Trade-Cities were forged.

As Sargrad's influence grew, so did the power of the Fabricators Guild, which governs the city and its industries. Guild members enjoy all the comforts of modern urban life, occupying society's upper crust alongside famous actors, musicians, and political figures. A fraction of their weekly earnings is more than the entire population of factory workers will see in a lifetime. Despite this wealth disparity, many of Sargrad's poor treat the Fabricators like celebrities.

While the Fabricators' influence is unmatched by any other guild in Lawbrand, one entity equals its sway—the Sularian Church. Sargrad was built by the hands of a hallowed saint: Varina. The Church's supreme place of worship, located in the center of the city, bears her name. The Cathedral of St. Varina dwarfs even the great factories—a monument to strength and ambition as much as spiritual piety. The massive steel complex is so large it almost functions as a city unto itself.

Devout Sularian priests wander the streets tending to the needy and preaching the tenets of humility and justice, though some cannot resist the ever-present temptation of wealth. Many of the Cardinals are indistinguishable from the city's socialites and dilettantes, spending their evenings hobnobbing with the wealthy and playing in the opera houses and casinos. A few of the Cardinals even receive hefty sums from the Fabricators Guild for convincing the pilgrims who visit St. Varina's to work in the factories. Others make backroom deals with a darker faction: the Draconis Malisath.

The Malisath is the secret power broker of Lawbrand. A sinister criminal cartel, it has its claws in every Trade-City and holds sway over prominent politicians, priests, and celebrities. From the opulent Ossuary hidden beneath the streets of Sargrad's Meatpacking District, it runs a vast criminal enterprise, an economy as lucrative as anything else in the city. As prevalent as the cartel is, few know of its existence, and even fewer are aware of the dark force that lies at the heart of it.



MOVERS AND SHAKERS

Executive-Director Lyanna Ironbraid
(Female iron dwarf, Noble, Neutral Good)
Lyanna runs the influential Fabricators Guild with the deftness and precision of a master engineer. Under her measured leadership, the Fabricators Guild sets the pace of Sargrad's sprawling economy.

Grand-Justiarch Laravess Kelwynde
(Female human, Priest, Lawful Good)
Grand-Justiarch Kelwynde is the appointed head of the Sularian Church. As wry and clever as she is devout, the Grand-Justiarch is revered by Lawbrand's faithful masses. Committed to rooting out institutional corruption, she keeps a wary eye on the Church's more decadent Cardinals and Bishops.

Knight-Paladin Ivana Sulag
(Female human, Knight-Paladin—pg. 364, Lawful Good)
Ivana is the top law enforcement officer in Lawbrand. Answering only to the Church's Grand-Justiarch, Sulag's stern mandate to maintain civil order has few bounds.

POINTS OF INTEREST

GILDED DISTRICT

The opulent city-center, dominated by the Cathedral of St. Varina's massive edifice, is the true heart of Sargrad's teeming society. Thousands of pilgrims from all across Lawbrand visit the district daily, while the city's more affluent citizens revel within its myriad theaters, taverns, and casinos.

The Grande Theatre
The lavish structure, built to accommodate thousands and thousands of patrons, hosts only the finest operas and stage plays.

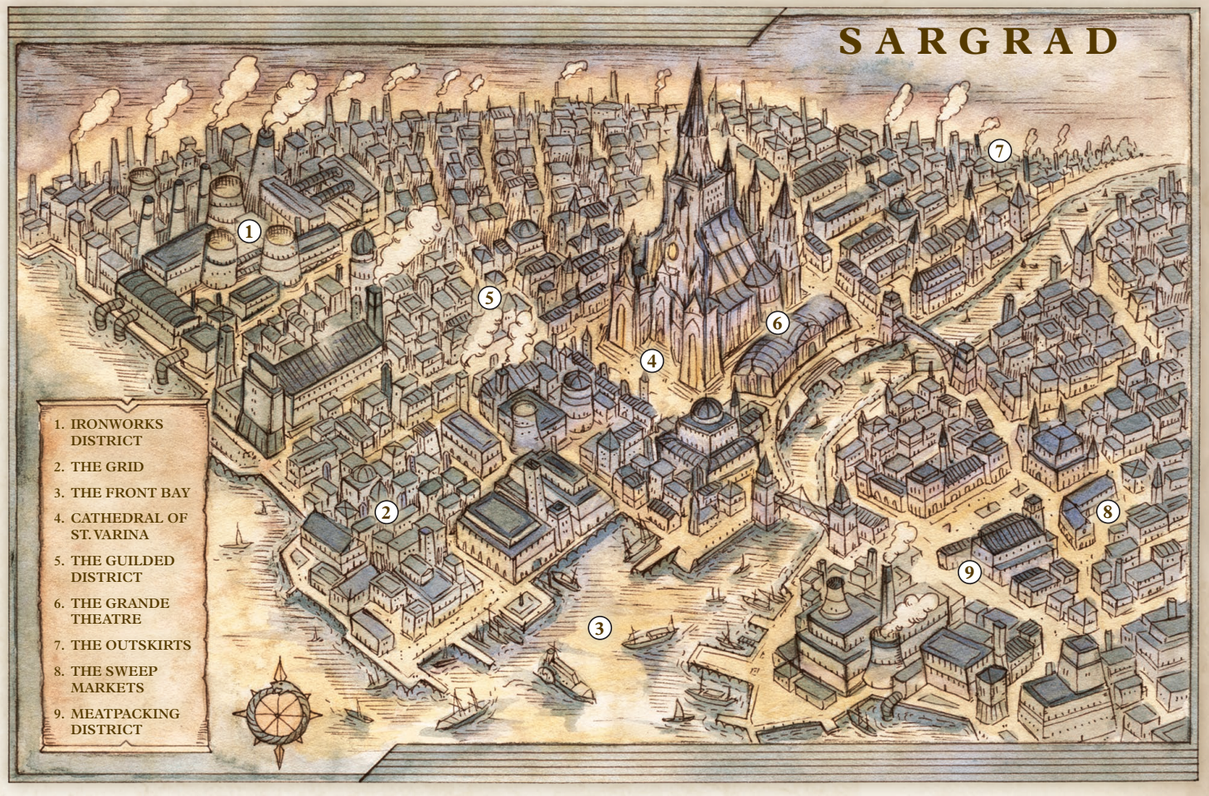
Tovi Gavass
(Female gnome, Noble, Lawful Neutral)
Tovi is the most glamorous gnome alive. A diva by nature, her impassioned performances have enthralled audiences for decades. She is never far from the minds of those in Sargrad and gladly wields the power that status comes with.

The Cathedral of St. Varina
The most remarkable architectural marvel in Lawbrand, the colossal cathedral stands as a bastion of spiritual faith and societal order.

The Centennial Hotel
An opulent and storied building, the sprawling hotel houses a number of permanent residents, such as the Notables—Sargrad's famed troupe of thespian performers.

The Culinarium
Renowned for its exotic restaurants and celebrity chefs, the Cullinarium is an entire city block dedicated to the pursuit of food, spirits, and sophistication.

The Drow's Glare Casino
This stylish nightclub and gambling hall is one of the city's most exclusive venues. The celebrities and dilettantes who frequent the establishment are blissfully unaware that it is controlled by the insidious Draconis Malisath.



POPULATION
1,000,000

RULING AUTHORITY
The Fabricators Guild

PRIMARY INDUSTRY
Ironworks, Manufacturing

CONSTABULARY
The Sularian Order Militant

IRONWORKS DISTRICT

This sprawling network of soot-covered factories, warehouses, and tenement blocks is the beating heart of Sargrad's prolific steel industry. The district's shabby, labyrinthine streets teem with workers, craftsmen, and resource traders of every kind.

Slagworks
This foundry cluster encompasses four square blocks of the city. It is a scorching hot labyrinth of interlinked gantries, colossal smelting casks, and coagulated dross heaps.

The Last Rivet
One of the city's best-kept secrets, this shabby neighborhood bar is beloved by the local workers for its amber lager and beer-battered spareribs.

The Grid
Rows upon rows of guarded warehouses fill this vast staging area. Raw steel, industrial components, and iron goods of every kind are stored here—all awaiting shipment to the far corners of Lawbrand.

MEATPACKING DISTRICT

One of the city's most active centers of commerce, throngs of patrons file in daily to barter for goods and enjoy the lively atmosphere, unaware that a very different sort of business is being conducted right under their feet.

The Sweep Markets

This open-air bazaar is bustling and raucous. Curious visitors from across Lawbrand flock to its stalls and trade tents, seeking deals on exotic wares. But the real wealth of the Sweeps is in its illicit goods—outlawed weapons, potions, and arcana—all available to the highest bidder.

The Ossuary

Hidden deep beneath the district's odious slaughterhouses lies a secret labyrinth of opulence and intrigue. This shadowed, subterranean network is the headquarters of the Draconis Malisath. It is from here that the Malisath controls organized crime throughout Lawbrand.

Archemus Strand
(Male human, Cult Fanatic, Chaotic Neutral)
The enigmatic Strand keeps a workshop above the bustling markets. He is a quirky scholar and sometime adventurer who has spent his later years investigating the truth behind the Draconis Malisath. Convinced that bloodsucking vampires run the cartel, he is obsessed with bringing them down by any means necessary.

Nim's Old Time Distillery

One of the city's oldest and most beloved landmarks, the distillery produces arguably the finest whiskey in Lawbrand—Nim's Old Number Nine.

Nim Stonebarrel
(Male iron dwarf, Commoner, Neutral Good)
Nim is a true craftsman. The boisterous old dwarf has been the distiller of Old Number Nine whiskey for well over a hundred years, with no sign of slowing down or compromising in his craft.

THE FRONT BAY

Jammed with lively taverns, exotic eateries, and innumerable boat slips, the Front Bay offers some of Sargrad's most breathtaking harbor views. Patrons and sightseers of all kinds flock to the Front Bay for its many diversions, but it's Sargrad's tireless sailors and longshoremen that truly call the district home.

The Jagged Edge

Built atop a section of the bay's craggy seawall, this ramshackle, multitiered tavern is a favorite drinking establishment of locals and tourists alike.

Port Authority

This massive edifice of the Port Authority building looms over the bustling harbor like a fortress. Its agents and officers monitor every ship heading upriver and vigilantly police the open waters beyond the bay.

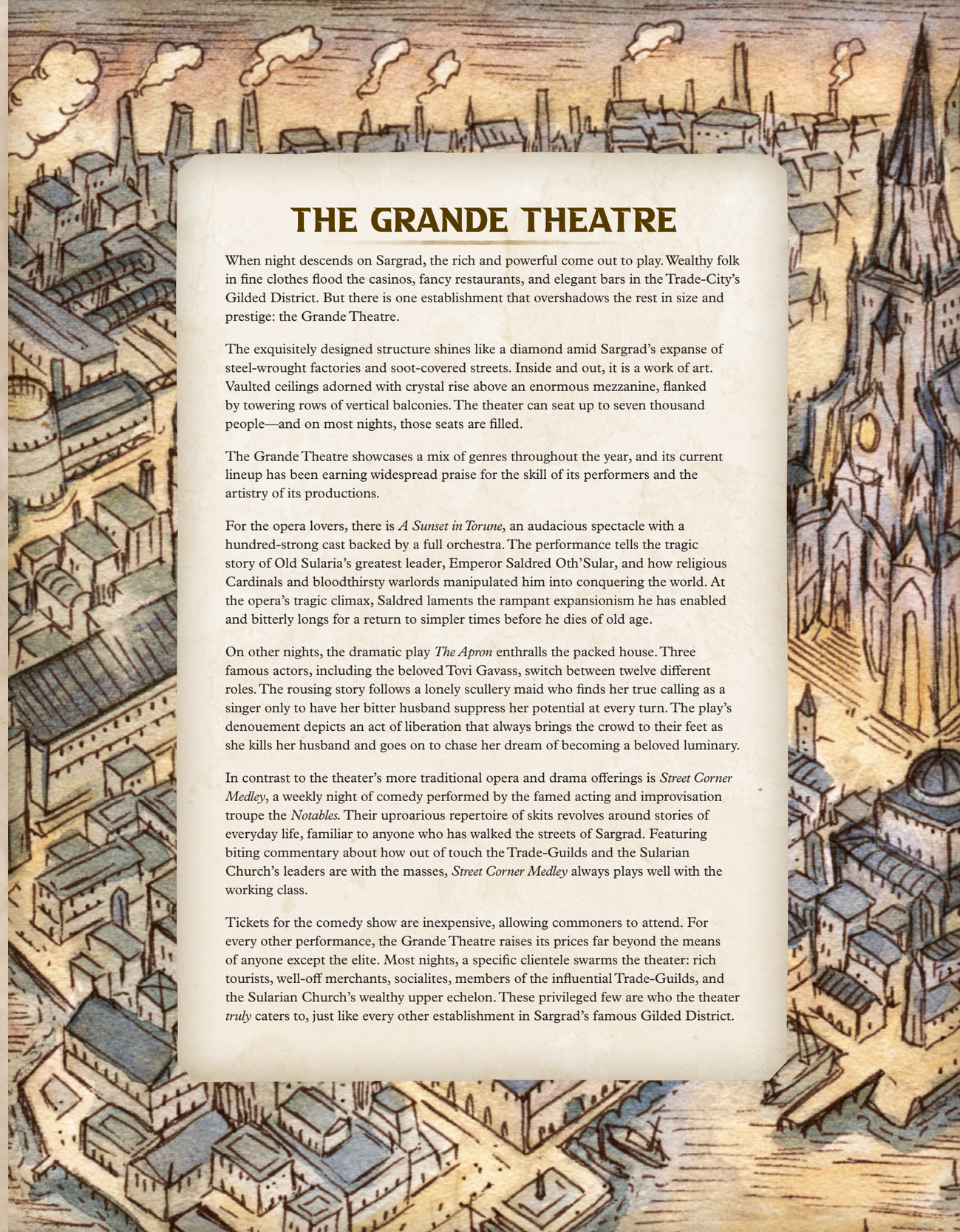
Laabu
(Male atsaad, Commoner, Lawful Good)
The gregarious Laabu is one of the most renowned bartenders in Sargrad. His legendary concoctions—made from aquatic ingredients and spices from his atsaadi homeland—never cease to please.

THE OUTSKIRTS

Nestled up against the city's colossal eastern walls is a series of shanty neighborhoods known as the Outskirts. Populated primarily by gnolls and goblins, the shabby Outskirts are generally avoided by the upper echelons of Sargrad society.

The Snarling Hog

Regarded as the city's best dive bar, the Hog is a rough-and-tumble establishment of gambling, raucous entertainment, and cheap booze.



THE GRANDE THEATRE

When night descends on Sargrad, the rich and powerful come out to play. Wealthy folk in fine clothes flood the casinos, fancy restaurants, and elegant bars in the Trade-City's Gilded District. But there is one establishment that overshadows the rest in size and prestige: the Grande Theatre.

The exquisitely designed structure shines like a diamond amid Sargrad's expanse of steel-wrought factories and soot-covered streets. Inside and out, it is a work of art. Vaulted ceilings adorned with crystal rise above an enormous mezzanine, flanked by towering rows of vertical balconies. The theater can seat up to seven thousand people—and on most nights, those seats are filled.

The Grande Theatre showcases a mix of genres throughout the year, and its current lineup has been earning widespread praise for the skill of its performers and the artistry of its productions.

For the opera lovers, there is *A Sunset in Torune*, an audacious spectacle with a hundred-strong cast backed by a full orchestra. The performance tells the tragic story of Old Sularia's greatest leader, Emperor Saldred Oth'Sular, and how religious Cardinals and bloodthirsty warlords manipulated him into conquering the world. At the opera's tragic climax, Saldred laments the rampant expansionism he has enabled and bitterly longs for a return to simpler times before he dies of old age.

On other nights, the dramatic play *The Apron* enthralls the packed house. Three famous actors, including the beloved Tovi Gavass, switch between twelve different roles. The rousing story follows a lonely scullery maid who finds her true calling as a singer only to have her bitter husband suppress her potential at every turn. The play's denouement depicts an act of liberation that always brings the crowd to their feet as she kills her husband and goes on to chase her dream of becoming a beloved luminary.

In contrast to the theater's more traditional opera and drama offerings is *Street Corner Medley*, a weekly night of comedy performed by the famed acting and improvisation troupe the *Notables*. Their uproarious repertoire of skits revolves around stories of everyday life, familiar to anyone who has walked the streets of Sargrad. Featuring biting commentary about how out of touch the Trade-Guilds and the Sularian Church's leaders are with the masses, *Street Corner Medley* always plays well with the working class.

Tickets for the comedy show are inexpensive, allowing commoners to attend. For every other performance, the Grande Theatre raises its prices far beyond the means of anyone except the elite. Most nights, a specific clientele swarms the theater: rich tourists, well-off merchants, socialites, members of the influential Trade-Guilds, and the Sularian Church's wealthy upper echelon. These privileged few are who the theater *truly* caters to, just like every other establishment in Sargrad's famous Gilded District.

SKARBOROUGH

THE JEWELED CITY

When dusk comes and the quarry bells ring, the miners of Skarborough crawl from the earth by the hundreds. They trudge through the city's broken alleys, dusty boots scuffing along streets that were once paved in gold. Other folk fall in beside them: smithies, brewers, and black-market enforcers. They're all headed in the same direction. Not to the Sularian Churches; those have all gone dark by now. The only city lights still burning are in taverns like the *Strip Mine*, the *Borrowed Barrel*, and *Lion Hands*.

The clink of tankards and the sound of good cheer fill the dark streets. Then a friendly game of dice between a dwarf and an ogre explodes into a drunken brawl that draws in revelers from nearby taverns. An hour later, they're all back in their seats, making music together, bloody hands strumming lutes and split lips singing old folk songs. That's just the way the folks in Skarborough heal, how they get through the hard times. And times have been hard for as long as anyone can remember.

For the better part of two centuries, life in Skarborough was good. The small mining town, founded by the dwarven prospector Dengun Ironskar, grew into a bustling, industrialized metropolis. Precious gems were mined from the region's quarries in abundance, and even the working class shared in the wealth.

Skarborough's affluence made it one of the most preeminent Trade-Cities in Lawbrand. But then the troubles came. Tensions with the rival Trade-City of Talis ignited a conflict known as the Great Trade War, which left Skarborough's economy in shambles. And just as it struggled to rekindle its floundering industries, a massive quake struck. Hundreds died as the earth swallowed entire neighborhoods.

Skarborough never recovered from the disaster.

Hints of the city's glory days are still present, but they're rare. The Shimmerwall district, where the city's brilliant gem cutters practice their trade, still has areas that gleam with the beauty of old Skarborough. But nearby lies Rock Bottom—the wreckage-strewn remains of the district's other half, which collapsed into the mines beneath the city during the quake. The shantytown built atop the district's ruins is home to Skarborough's black market. The petty crime lords who run the place style themselves as friends of the poor but, in reality, are intent upon exploiting the working-class inhabitants at every turn.

Only the Miners Guild has the best interests of Skarborough at heart. The workers' organization is all that holds the broken city together, a task that of late has become more challenging. Increased mining activity has roused primitive creatures from the deep caverns. While they snatched miners from the quarries at first, the brutes have begun raiding the outlying parts of the city, forcing the Miners Guild to organize defenses.

Despite these attacks, the people of Skarborough keep working hard day after day as they always have. The taverns still come alive with mirth and camaraderie every night.

If ever the singing stops…that would be the time to really worry.



MOVERS AND SHAKERS

Guildmaster Burak Den
(Male ogre, Noble, Neutral Good)
This quiet, hardworking ogre has spent his long career as both a miner and a union delegate. Elected unanimously to head the Miners Guild, the stalwart Burak seeks to improve workers' living conditions and spur the Trade-City's sluggish economy into motion again.

Gladys Wrest
(Female satyr, Noble, Lawful Good)
A master gemcutter by trade, the irrepressible Gladys Wrest spends as much time hobnobbing with Skarborough's few affluent socialites as she does laboring in her cluttered workshop. Longing to see her once glorious city renewed, she works assiduously to maintain a level of excellence in her craftsmanship—just as her beloved city once did.

Thoris Thorne
(Male human, Commoner, Chaotic Neutral)
Known as one of the area's darkest, edgiest artists, Thorne is a sigilist in high demand. Working from his shop, Deep Cuts, in Rock Bottom, his tattoos have made him a legend in arcane circles. And for the right price, he can bestow otherworldly power through his mystic body art.

POINTS OF INTEREST

PROSPECT ROW

The city's energetic downtown center, the Row still shows signs of the proud edifices and architecture that defined Skarborough at its peak. Now its shabby tenement blocks and colossal refineries stand covered in caked-on soot and ore dust.

The Miners Guildhall

Standing proudly at the end of Prospect Row, the Guildhall is one of the largest buildings in Skarborough. Its vast meeting halls are often packed with angry miners fighting for increased pay and better civic rights for their families.

The Stripmine Bar and Grill

Lauded as the best tavern in a town with more than its fair share of legendary drinking establishments, the Stripmine offers some of the best ales in all of Lawbrand. It's also notorious for its hobgoblin shimmy-dancers, whose graceless demeanor offends the tavern's patrons more often than it titillates them. Its "Open Lute Night" showcases aspiring bards and draws raucous crowds from all over the city.

Agnes Ironskar
(Female iron dwarf, Commoner, Neutral Good)
The daughter of the city's storied founder, Agnes is a rough-and-tumble iron dwarf who loves good ale as much as a good brawl. As the owner-operator of the Stripmine, she gives her all in showing her patrons a good time and lifting the spirits of her fellow citizens.

SHIMMERWALL

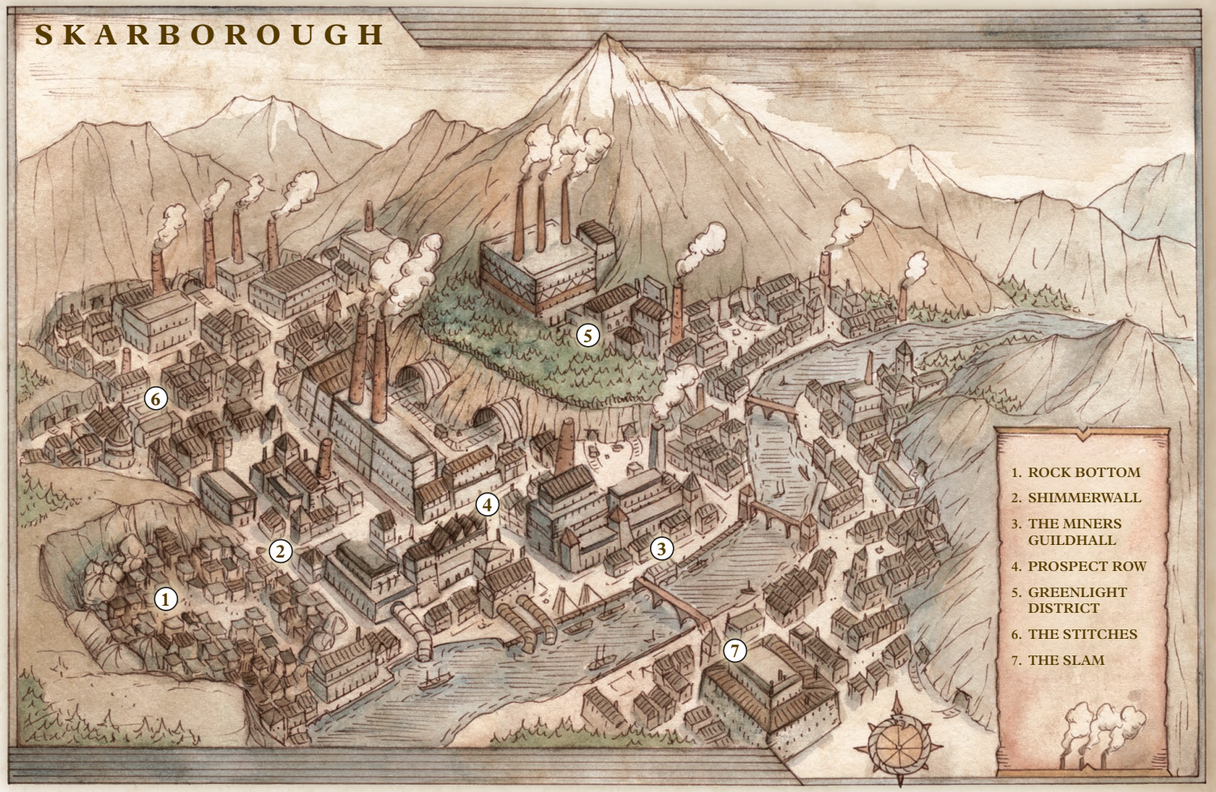
Shimmerwall, once the lavish heart of Skarborough's lucrative gem industry, has fallen on particularly hard times. Thirty years ago, a violent quake collapsed half of the district into the mines that ran beneath the city. The massive embankment of stone and wreckage that remained formed a new city sector—Rock Bottom. While many businesses still operate in Shimmerwall, the area is a mere shadow of its former affluence and prestige.

Glitter Lane

Its streets once paved in gold, Glitter Lane is now a shabby remnant of commercial success. The area is home to numerous pawn shops, black-market gem dealers, and warehouses packed with illicit goods.

The Vault

Having served as Skarborough's primary bank for well over a century, the Vault weathered the city's devastating quake with its structure intact. Its impregnable storerooms house all manner of precious stones, ingots of exotic ore, and vast vaults bursting with coinage. For good reason, the Vault is one of the most well-guarded sites in all of Lawbrand.



POPULATION
500,000

RULING AUTHORITY
The Miners Guild

PRIMARY INDUSTRY
Mining, Ore Refinement

CONSTABULARY
The Skarborough Militia

ROCK BOTTOM

This rubble-strewn neighborhood was once part of the glorious Shimmerwall district that collapsed into the city's subterranean mines thirty years ago. It now serves as a refuge for Skarborough's most impoverished citizens. Littered with hovels, tin shanties, and lean-tos, Rock Bottom is a lawless den of misery and squalor.

The "Whose Fault Is It Anyway?" Pawn Shop

Its shelves full of broken heirlooms and treasures scrounged from the wreckage of Shimmerwall, the Whose Fault stands as one of Rock Bottom's most lucrative businesses. Local citizens can trade and barter their rare goods for food and supplies—lending real credence to the age-old adage that "one man's refuse is another man's treasure."

Tigg Scrapcatcher
(Male gnoll, Thug, Neutral Evil)
The wily scavenger Tigg Scrapcatcher runs the "Whose Fault" Pawn Shop. Having accrued most of the shop's rare goods himself over the years, Tig knows a good deal when he sees one. Intensely self-interested, Tigg's only motivations are acquiring wealth and coming out on top of every single deal he makes.

Deep Cuts

This shadowy tattoo parlor near the center of Rock Bottom is a mystery to most local citizens. But for those in the know, Deep Cuts is a location that offers a unique means of attaining arcane power. Its owner, the sigilist Thoris Thorne, can imbue patrons with enchanted tattoos that grant protections and physical empowerments. The truth about Deep Cuts' tattoo services remains one of Skarborough's best-kept secrets.



THE GREENLIGHT DISTRICT

The Greenlight District in eastern Skarborough is a relatively tranquil enclave of trees and greenery surrounded on all sides by the city's industrial refineries. The vibrant area is full of greenhouses, botanical gardens, and alchemy shops—most of which are owned and operated by the enigmatic salamar. Citizens come from far and wide to shop for rare herbs and relax in steam-filled bathhouses.

The Steam House

The numerous spas and bathhouses of the Greenlight District have proven popular with the city's grimy citizens. The greatest of them is the Steam House, a large, intricately tiled complex featuring a world-class massage parlor as well as multiple pools and bathing chambers—all filled with floral-scented steam.

Lizz-E
(Female salamar, Commoner, Neutral Good)
The quirky salamar, Lizz-E, has run the Steam House for decades. A lady of few words, Lizz-E rarely communicates directly with her patrons—but she's renowned for somehow knowing exactly what kind of diversions they're looking for.

The Stitches

Located to the north of Shimmerwall, "the Stitches" refers to a series of winding, interlinked alleyways that feature innumerable small bars and microbreweries. Some of the more famous drinking establishments are the Golden Aleworks, the Borrowed Barrel, and the notorious Borehole. While the seedy back alleys can be somewhat dangerous, the nightlife and camaraderie found in the Stitches have proven to be a consistent draw for citizens and travelers alike.

THE SLAM

Few places are as harsh and unforgiving as the streets of Skarborough, but one such place lies just within the Trade-City's walls. It is called the Slam, and it holds Lawbrand's most dangerous criminals and monstrous creatures.

The Slam was originally a mine built by Skarborough's first settlers. They abandoned the tunnels after finding richer ore deposits in other parts of the region, and the site lay dark and silent for many years—until the Order Militant found a new purpose for it. Lawbrand's authorities had been looking for a place to lock up inmates who could not be safely contained in local jails, and the mine's remote location and nearly impregnable walls suited their needs perfectly.

The Order Militant took control of the mine and transformed it into the infamous prison it is today. Far from just a series of shadowy tunnels, the Slam represents the ingenuity and industry of Lawbrand's Trade-Cities. The prison is fortified with the best Sargrad steel, secured by clockwork gates and unbreakable locks engineered in Talis, and warded with enchantments created by the Arcanimus.

The Slam is divided into numerous wings, each designed to hold a specific type of inmate. One section is home to murderers—the kind that file their teeth to sharp points and kill for fun, not for coin. Deranged sorcerers and supernatural beings are locked away in a wing marked with the Arcanimus' sigils, which negate the use of magic in the area. Deeper in the prison lie massive cages containing monstrous creatures that strayed into Lawbrand from the wilds.

The Knight-Paladins are responsible for apprehending and transporting inmates to the Slam, but the task of watching over the prisoners falls to the Wardens. They are members of the Order Militant, specially trained to keep the Slam's unruly population in line. Wardens are hardened fighters, comfortable putting down a prison riot with naked steel or their bare fists. Some are armed with enchanted weapons or mechanical contraptions to combat the Slam's supernatural inmates.

It is said that no one has ever escaped the prison, and the Wardens will do everything in their power to keep it that way. Though they have gazed into the eyes of Lawbrand's most depraved criminals, they observe their task with clear eyes and steady hands. They know what would happen if even a handful of the inmates ever broke free: innocents would die.

TALIS

CITY OF BRIDGES

Impossible is not a concept the people of Talis entertain. They live by the philosophy that any challenge can be overcome with enough time, effort, and innovation. Their ingenious city is evidence of that.

Talis is a feat of engineering that has no equal in the world. Like a massive clockwork mechanism, the city is always in motion, the streets trembling with the collective hum of its moving parts. Steel levees manipulated by gears taller than a quarry giant rise and fall with the mere push of a button. Vast torrents of water surge into the city's network of locks, lifting river barges to elevated canals that reach into every corner of Talis.

Visitors are always awestruck upon seeing the city for the first time, and the proud residents never tire of telling them the story of how Talis became what it is today.

When Talis was founded along the mighty Talisande River, it looked much like the other Trade-Cities. The only thing that set it apart from its neighbors was the network of river tributaries that snaked through its districts. Its location in the heart of Lawbrand made it one of the busiest ports in the region, a gateway between north and south. As the Trade-Cities grew, merchant fleets clogged its intersecting waterways. Ships often collided and sank, stifling the flow of trade for days. Talis was obligated to pay for any damages suffered in its territory, and many traders bypassed the city entirely to avoid dealing with the chaos.

To save Talis from financial ruin, the city's Trademasons Guild and the ambitious Dawnstone Engineering Company pooled their resources to accomplish the impossible: they harnessed the power of the river and bent its waters to their will. Many workers died dredging artificial tributaries, damming off superfluous branches, and constructing a prolific system of mechanized canals. Their sacrifices brought the audacious vision of Talis to fruition, and trade moving through the city increased tenfold. Wealth flooded the city's coffers in its own unending stream.

This grand endeavor's success made the city more than the center of trade in Lawbrand—it made it the center of ideas and innovation. To this day, Talis attracts the greatest thinkers in the world. The ruling Trademasons Guild encourages newcomers to explore mechanical engineering in all its forms, but it also imposes regulations to keep eccentric inventors from creating contrivances that might harm the city. These rules are regularly flaunted, and the taverns are filled with stories of visionaries consumed by hubris.

But these tales are often told with a certain admiration, and sometimes even a bit of envy. Talis' citizens celebrate all visionaries daring enough to chase their dreams. That is the essence of life within the city of wonders. Politics and the daily issues faced by the other Trade-Cities are of little concern. Only the future—and its glorious possibilities—hold lasting allure for the brightest minds in Lawbrand.



MOVERS AND SHAKERS

Trademaster Morna Haste
(Female gnome, Noble, Lawful Neutral)
Despite the irony of her surname, Morna serves as the steady and methodical leader of the Trademasons Guild. She oversees the city's complex shipping traffic with the mathematical precision of a clockmaker. While some of her fellow guild members say she lacks a certain compassion for others' feelings, her tireless efforts are intended to create peace and prosperity for all citizens of Lawbrand.

Oldruin Dawnstone
(Male iron dwarf, Noble, Neutral Good)
One of the city's most celebrated founders, Dawnstone was among the principal engineers of the city's levee system. He established the Dawnstone Company as a think tank for engineers and designers who looked to the future of technology and automation in Lawbrand. Long since retired from the Trademasons Guild, he now serves as a mentor to the city's new generation of brilliant futurists.

Foreman Gorgel Var
(Male hobgoblin, Bandit Captain, Neutral Evil)
The crafty Gorgel Var is the foreman of the Stock Slips on the Eastbank. Responsible for the Slips' ever-moving inventory of goods and materiel, he keeps his loyal longshoremen working in effective, efficient shifts. Secretly, he runs the city's lucrative black market—smuggling illicit goods through his own protected channels. In this way, he's made himself and his henchmen a steady profit over the years. He can procure any goods for the right price—all right under the Trademasons' unsuspecting noses.

POINTS OF INTEREST

THE DAWNSTONE LEVEE

The city's northmost levee complex, the Dawnstone Levee was the first to be constructed in Talis. It's here that the river's dense water traffic is directed and organized for optimum efficiency. The colossal dam-like complex is comprised of a series of automated internal floodgates and flow-control facilities.

Knight's Gate
The city's second-largest levee, Knight's Gate, is where river traffic passes through southern cargo checks. The Port Authority's security services are painstakingly thorough as they search each craft and barge for illicit goods and potential stowaways.

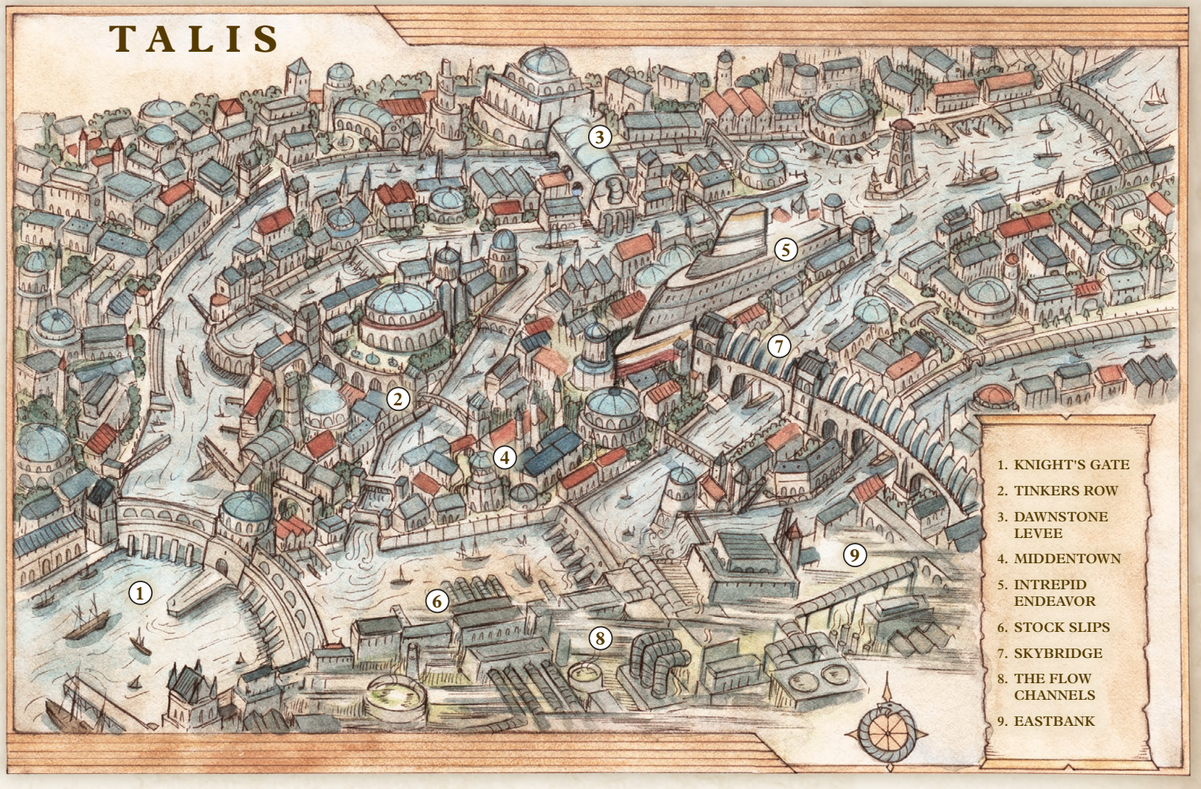
The Intrepid Endeavor
The colossal, steam-driven ship was one of the first built in Talis after the Trade-City's founding. Though intended to be a monument to craftsmanship and ingenuity, the vessel proved too large to navigate the river's many shallows. Now, with much of Middentown grown up around its moored hull, it serves as the Trademasons' Guild-Hall.

MIDDENTOWN

Located between the Talisande's two main tributaries, Middentown is Talis' residential and commercial center. Its clean, orderly tenement blocks, upscale apartments, and office clusters are framed by smaller canals and pedestrian waterways.

Skybridge
This enormous pedestrian bridge links together the commercial districts on either side of the city's southern tributary. The cluster of structures at its apex features a few small taverns and cafés, as well as the Dawnstone Company's headquarters. The well-traveled Skybridge offers some of the best views in the city.

Executive Director Jenna Sprigget
(Female gnome, Noble, Lawful Neutral)
As brilliant as she is feisty, Jenna is the newly appointed head of the Dawnstone Company. Once one of Oldruin's most favored protégés, Jenna now runs Dawnstone's day-to-day business with the same insatiable curiosity and care that shaped her many remarkable engineering designs.



POPULATION	RULING AUTHORITY	PRIMARY INDUSTRY	CONSTABULARY
300,000	The Trademasons	Shipping, Engineering, Manufacturing	The Talissian Bridge Keepers

TINKERS ROW

This square block, located near the western edge of Middentown, is packed with engineering workshops and cutting-edge design firms. It's here that the best and brightest minds in Lawbrand come to find work and make their visions into reality. The Row features innumerable boutiques and trade shops that offer all manner of mechanical contraptions and practical devices.

Mason & Measure
One of the oldest taverns in Talis, this upper-crust establishment is located on the third floor of the city's midpoint power station. Its location offers panoramic views of the city and the river beyond. Each bar table is fixed with a chessec board for those patrons seeking to test their sharp minds against one another in games of wit and strategy.

The Groggy Gear
The Groggy Gear is hands down the best dive bar on the river. Its regular clientele consists mainly of design students and canal workers who come to relax from their studies and work. A mainstay for local bards and musicians, the Groggy Gear's lively atmosphere offers a welcome break from the city's more low-key establishments.

THE EASTBANK

Talis' Eastbank region has less structural density due to its long stretches of moors and toxic wetlands. Many of the Trademasons' top engineers believe the area's power plants and abandoned tenement blocks might be slowly sinking into the mire. The city's main venting and chemical treatment plants are also located along the Eastbank—likely contributing to the expansion of the area's fouled wetlands. The primary industrial hub is the Stock Slips—the river's main port, where goods are warehoused and transferred to cargo ships heading up and downriver.

The Stock Slips

This waterfront warehousing district is the well-oiled hub of Lawbrand's overarching economy. The Slips' massive warehouses are a waystation for all manner of manufactured goods and raw materials bound for other Trade-Cities along the Talisande. The warehousing and shipping of such a vast volume of material require colossal organization and coordination, as goods flow in and out of Talis at a steady pace, day or night.

The Estuary

The Estuary is a massive sewer complex bordered by industrial landfills. The toxic chemicals stored in its enormous iron waste vats are treated at refinement plants and turned into hydroelectric energy that powers the city's levee engines. While most citizens stay clear of the noxious area, there are a number of curious, mutated creatures that inhabit the complex, including moss beasts and slightly irradiated fauna. The Trademasons do what they can to control the spread of the toxic threat, keeping the Eastbank's growing ecological peril secret from the other Trade-Guilds…

The Flow Channels

The Flow Channels are a series of colossal regulator pipes that run beneath the river, between Middentown and the Eastbank. The interior of the pipes is essentially a labyrinth of interconnected tunnels that are regularly flooded with the levees' overflow. The pipes ultimately drain out near the Estuary's toxic treatment plants. It is widely rumored that a group of criminal atsaad control the tunnels and use them to run their own black market of illicit trade goods through the nearby Stock Slips.



THE REGATTA DE BLANC

Once a year, crowds line the streets and bridges around Talis' waterways to witness the greatest boating race in Lawbrand: the Regatta de Blanc. The competition is one of the Trade-City's oldest traditions, and it draws spectators from far and wide. The race is famous not only for its intensity and speed but for the unique and awe-inspiring vessels that take part in it.

The ships come in all shapes and sizes—the Regatta does not impose strict design regulations beyond prohibiting the use of weaponry. The only limit is each racing team's imagination. Sleek sailboats crewed by daring sailors from Tidesfar are always present, but each year also brings new steam-powered vessels or clockwork contraptions that churn the waters with gear-driven fins.

Many of the boats are designed by Talis' own preeminent engineers. They care little for the race's prize money—for them, the Regatta is a competition of intellect and creativity. Throughout the year, these master engineers test and refine their new inventions in the river, covering their vessels in tarps to maintain secrecy. Often they hire experienced sailors to crew their experimental boats. But now and then, an arrogant engineer will captain their own vessel—and sometimes even win.

The race itself involves making six complete circuits around the periphery of Talis. Merchant vessels and other obstructions are cleared from the waterways, and the Trade-City's dams and levees are opened to give boats full access to the river's primary tributaries.

Unlike Revel Inc.'s gladiatorial matches and no-holds-barred chariot races, violence between the boat racers is rare. Teams have been known to sabotage each other's boats in the days leading up to the competition, but outright cheating during the race is almost impossible with so many spectators lining the waterways. Yet the Regatta de Blanc is not without its dangers. Due to the vessels' high speeds and experimental nature, crashes often occur—and some leave bodies floating in the river.

Despite these tragic accidents, Talis considers the Regatta de Blanc to be a civilized and honorable competition. Revel Inc. aims to change that. The powerful group is using its deep pockets and intimidation tactics to buy exclusive rights to the Regatta de Blanc. Thus far, Revel has failed, but it hasn't given up.

Its leaders know they can make a fortune by turning the race into an event more akin to their other competitions—something shocking and bloody.

TANASRAEL

ANCIENT HEART OF THE DESERT

Deep within the Tanaroch Desert, a caravan of devout pilgrims limps across the scorching sand in search of paradise. It has been weeks since they last saw any sign of civilization, days since they ran out of water. Just as their faith reaches its breaking point, they see it: an oasis shimmering in the furnace heat like a mirage.

Brilliant azure canals wind through the landscape, their crystal clear waters feeding verdant orchards and farmlands. Hundreds of tents flap in the desert breeze, bustling with people from all walks of life who originated from across Lawbrand. Above it all, a massive ziggurat rises toward the fiery sun.

It is no mirage; it is the paradise the pilgrims were promised. It is Tanasrael.

Here, in the most desolate reaches of the desert, the religious movement known as the Children of the Sun practices its radical ways. New converts purify their souls with fire by walking barefoot over smoldering coals or branding themselves with mystical symbols. Crowds of zealots press into the great meeting tents to hear the elders deliver impassioned sermons denouncing the Sularian Church and railing against the inequality that plagues the citizens of Lawbrand. In the dark caverns beneath the colossal ziggurat, heretics and enemies of the faith mine ore as punishment for their unbelief.

Throughout the Trade-Cities, the Children of the Sun's missionaries sometimes speak of Tanasrael, but no one believes such a place could exist at the heart of the inhospitable desert. The origin story shared among the movement's faithful is that their reclusive leader, the Prophet Tikanen, journeyed into the wasteland after seeing a vision of paradise. He found the abandoned ziggurat known as Tanasrael, the remnants of a temple complex built by a long-dead culture. Within its forgotten corridors, he had a revelation. He discovered unimaginable inner power. Power enough to found a new faith—a new society. A new order that would last unto the end of the world. The Prophet used his power to bring life to the bone-dry earth: water and crops enough to feed an entire city. Or an army…

The Children of the Sun's adherents attribute the miraculous rebirth of Tanasrael and its surroundings to Tikanen's inner power. The faith preaches that every individual is capable of such feats, but only once they have freed themselves from society's oppressive laws and traditions.

Of late, this message of individual freedom and power has gained traction among downtrodden laborers across the Trade-Cities of Lawbrand. As the movement grows, more and more pilgrims are making the perilous trek across the desert to see Tanasrael for themselves. The wonders they witness there only strengthen their belief and their conviction to unlock the true potential of all mortal creatures.

Regardless of who—or what—must burn in the process.



MOVERS AND SHAKERS

The Prophet Tikanen
(Male human, Priest, Chaotic Neutral)
No one knows the true origins of Tikanen, the Children of the Sun's enigmatic founder. Some of his followers claim he was a Sularian priest. Others say that he held a high office among the influential Trade-Guilds. The one consistency in these stories is that Tikanen grew disillusioned with society and ventured into the desert to find a new way of life. At the ruins of Tanasrael, he experienced a revelation that imbued him with the power of the sun itself—and that with this power, he brought life to the desert. Few people have ever actually seen Tikanen's face or heard his voice, but the miracles on display around Tanasrael speak for him. The Children of the Sun's faithful worship him as a demigod, and they serve him without question.

Shayan Shibaar
(Female ma'ii, Priest, Chaotic Neutral)
Every proclamation or decree issued by Tikanen is passed on to the Children of the Sun's adherents through Shayan Shibaar. She is the Prophet's voice, and she commands and oversees all activities in Tanasrael. Shibaar cares for everyone who flocks to the Children of the Sun's banner, but she will not hesitate to mete out severe punishment to those who disobey the movement's rules. She would die for Tikanen, and she expects nothing less from the rest of his followers.

Eric Sunseeker
(Male human, Ash'ahand (pg. 345), Chaotic Neutral)
As the Children of the Sun's preeminent Ash'ahand, Eric Sunseeker is as skilled wielding cold steel as he is fire magic. He spends much of his time traveling Lawbrand and other parts of the world, seeking out gifted fighters and enticing them to join the Children of the Sun's elite military ranks. Whenever he returns to Tanasrael, he trains new Ash'ahand recruits in the ways of martial combat and fire magic.

POINTS OF INTEREST

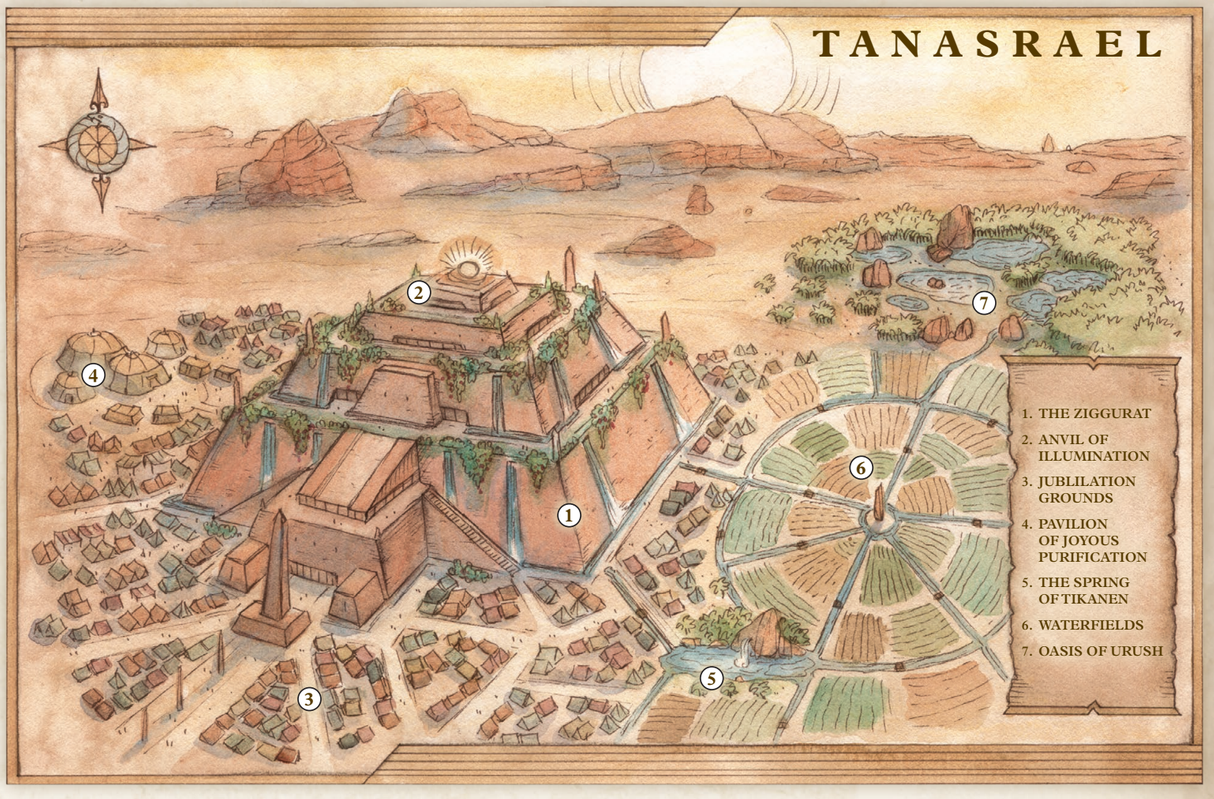
THE ZIGGURAT

Long ago, the legendary Aldan Thei were destroyed by their own extraordinary magic. Not even their southernmost temple-city, Tanasrael, escaped the devastation. The great ziggurat was shattered in a catastrophic explosion, and the surrounding rainforest was transformed into a wasteland. In recent years, Tikanen used his power to restore Tanasrael and bring life back to its broken edifices. Covered in verdant foliage and surrounded by gentle streams, the ancient site now serves as the Children of the Sun's headquarters.

The Colonnade
The Colonnade is an enormous terrace at the ziggurat's lower levels. The Children of the Sun's faithful gather here to discuss news and perform rituals. Visitors and aspirants are welcome in the Colonnade, but they are prohibited from ascending into other areas of the ziggurat without permission from the faith's senior members.

Terrace of Searing Winds
The hot desert breeze flows freely through the Terrace of Searing Winds, stirring the beautiful greenery that hangs from its open colonnades. Apart from the devout gardeners who lovingly tend to the foliage, the midlevel mezzanine is occupied by the Children of the Sun's priests. They live, train, and practice their faith within the terrace's inner halls and sanctums.

The Sky Gardens
The Sky Gardens are a collection of magnificent botanical vaults located near the ziggurat's apex. Adorned with hanging gardens and tiered waterfalls, the open-air terraces are treated as sacred areas of reflection and prayer. While only a select few of the faithful are invited to visit the Sky Gardens, it is the faith's highest-level priests and administrators who call it home.



POPULATION
50,000

RULING AUTHORITY
The Children of the Sun

PRIMARY INDUSTRY
Agriculture, Mining, Mysticism

CONSTABULARY
The Enlighteners

Anvil of Illumination
Atop the ziggurat sits the Children of the Sun's holiest place: an open-air temple called the Anvil of Illumination. The faithful believe that the sun's rays fall brighter here than anywhere else in the world. Those who bask in the searing light are purged of all fear and imbued with true clarity. Yet very few people have ever set foot in the temple, and the ones who have rarely speak of what they saw. It is rumored that Tikanen lives at the site, and the anvil itself is where he experienced his great apotheosis.

JUBILATION GROUNDS

Clustered around the ziggurat's base are the Jubilation Grounds, a massive tent city home to thousands of people. Narrow alleys snake through the mix of shanties, giant worship tents, and merchant stalls. The Jubilation Grounds are always bustling with activity. Caravans that reach Tanasrael unload their wares and passengers here, often drawing large crowds of interested residents. Day and night, the sounds of prayers, songs, and sermons thrum through the canvas-lined avenues.

Pavilion of Joyous Purification
The Pavilion of Joyous Purification is located at the heart of the Jubilation Grounds. This ring of enormous worship tents and altars is where new converts begin their religious journey—and their indoctrination. Under the guidance of priests, aspirants learn the faith's basic tenets and ways. Some even show their devotion by undergoing ritual brandings, walking over hot coals, or purifying themselves in scalding steam.

Japhreth
(Male ogre, Priest, Chaotic Neutral)
Japhreth welcomes each of the recruits he meets with a smile and a question: "What do you believe in?" Every wrong reply earns a vicious slap from the burly ogre. Most converts are left bruised and bloodied by the time they finally give Japhreth the answer he was looking for: "Myself." When the dazed aspirants do pass the test, the ogre hugs them tight and praises their wisdom.

The Spring of Tikanen

The Spring of Tikanen is one of the Prophet's great miracles. Legend holds that when he was dying of thirst in the desert, he miraculously forced water to gush from a giant stone. Ever since then, the stream has continued to flow. It is a source of life and religious observance. The spring feeds into the nearby Waterfields, and members of the faith who have crossed the desert to Tanasrael often bathe and refresh themselves at the site.

THE WATERFIELDS

The Waterfields are another example of Tanasrael's miraculous phenomena. Located west of the ziggurat, this system of shallow canals brings crystal clear water to the Children of the Sun's farmlands. Many animals live and breed in this lush ecosystem—a pocket of life and prosperity in the otherwise unforgiving desert.

Oasis of Urush

At the edge of the Waterfields sits the Oasis of Urush, a pristine reservoir surrounded by a dense copse of palm trees. Believers seeking respite from the noise and crowds of the Jubilation Grounds often come here to bathe in peace. Yet they never stray too far from the water's edge, as massive crocodiles and other dangerous creatures lurk in the deeper parts of the oasis.

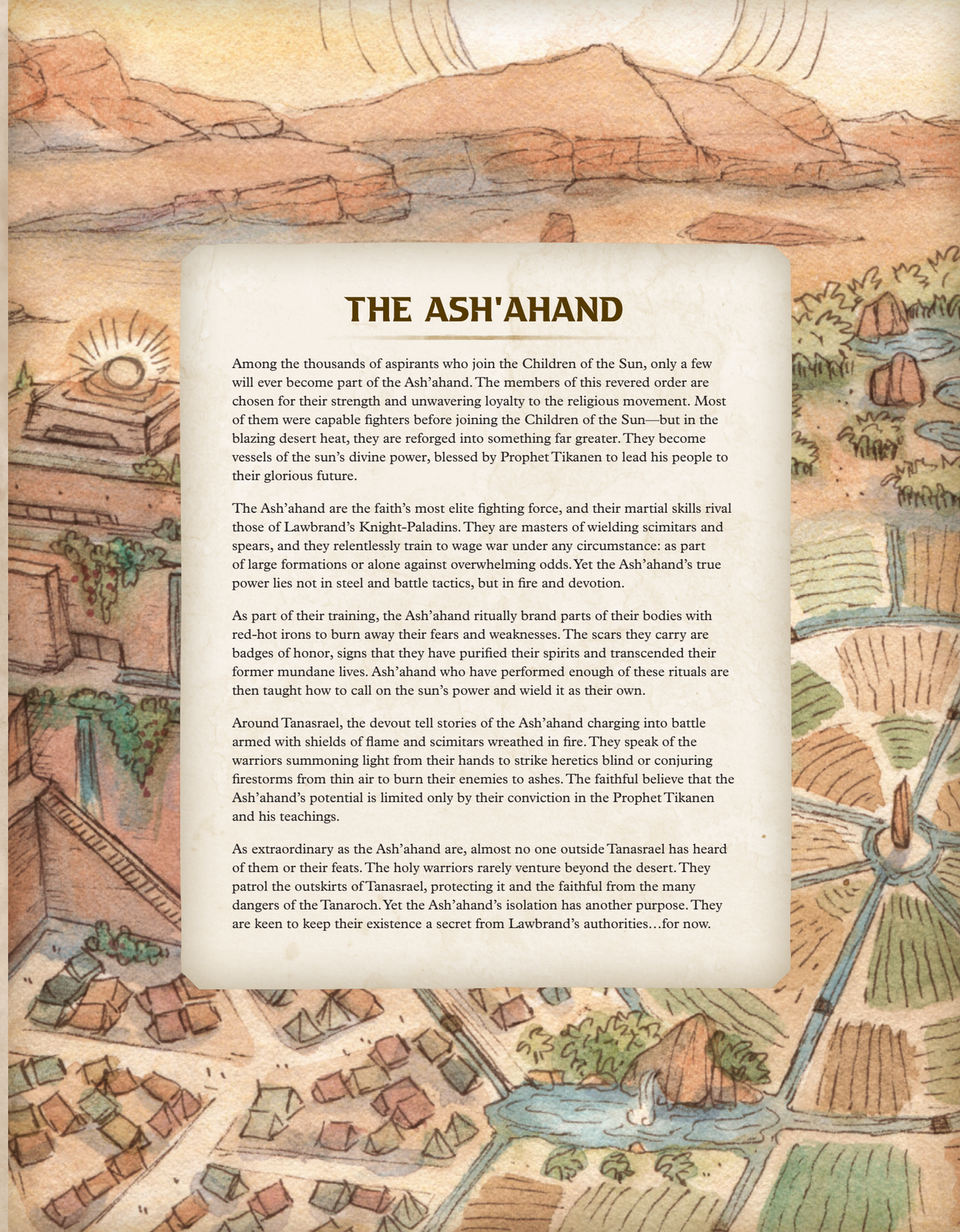
MINES OF GALAMOK

The cavernous Mines of Galamok sit deep beneath the ziggurat. They existed long before Tikanen came to Tanasrael, and some of his followers believe that the ancient temple complex was originally built with stones quarried from the site. The Children of the Sun have recently expanded the mines to extract bloodstone shale. Capable of storing the sun's heat and energy, this extraordinary material is held sacred by the faith's leaders. The current mining activities are no secret to the Children of the Sun's rank and file, but few are aware that slaves do the digging. Most of the laborers are captive desert dwarves and ma'ii, but apostates and believers who have failed to uphold the faith's tenets also toil in the dark tunnels as a means of atonement for their sins.

Ratzic
(Male gnoll, Thug, Chaotic Neutral)
Ratzic knows the Mines of Galamok well—he has lived there longer than most other laborers. The fearless master tunneler could escape whenever he wants, but he chooses to stay in the caverns to help his fellow slaves. Time and again, he has risked his life digging secret passageways and using them to shepherd laborers to freedom.

Chamber of the Serpent

The mysterious Chamber of the Serpent is a subterranean complex adjacent to the Mines of Galamok. Though it shares Tanasrael's architecture, there are no passageways that connect it to the ziggurat. The Chamber of the Serpent's main hall and adjoining domiciles are abandoned—at least by anything living. The few people who know of the site believe that it is haunted by ancient, malevolent spirits. An enormous mosaic depicting the Auroboros is embedded in the main hall's floor, and the air thrums with the World Serpent's supernatural energies. No one, perhaps save Tikanen, understands what this enigmatic chamber was built for…or what the unsettling mosaic portends.



THE ASH'AHAND

Among the thousands of aspirants who join the Children of the Sun, only a few will ever become part of the Ash'ahand. The members of this revered order are chosen for their strength and unwavering loyalty to the religious movement. Most of them were capable fighters before joining the Children of the Sun—but in the blazing desert heat, they are reforged into something far greater. They become vessels of the sun's divine power, blessed by Prophet Tikanen to lead his people to their glorious future.

The Ash'ahand are the faith's most elite fighting force, and their martial skills rival those of Lawbrand's Knight-Paladins. They are masters of wielding scimitars and spears, and they relentlessly train to wage war under any circumstance: as part of large formations or alone against overwhelming odds. Yet the Ash'ahand's true power lies not in steel and battle tactics, but in fire and devotion.

As part of their training, the Ash'ahand ritually brand parts of their bodies with red-hot irons to burn away their fears and weaknesses. The scars they carry are badges of honor, signs that they have purified their spirits and transcended their former mundane lives. Ash'ahand who have performed enough of these rituals are then taught how to call on the sun's power and wield it as their own.

Around Tanasrael, the devout tell stories of the Ash'ahand charging into battle armed with shields of flame and scimitars wreathed in fire. They speak of the warriors summoning light from their hands to strike heretics blind or conjuring firestorms from thin air to burn their enemies to ashes. The faithful believe that the Ash'ahand's potential is limited only by their conviction in the Prophet Tikanen and his teachings.

As extraordinary as the Ash'ahand are, almost no one outside Tanasrael has heard of them or their feats. The holy warriors rarely venture beyond the desert. They patrol the outskirts of Tanasrael, protecting it and the faithful from the many dangers of the Tanaroch. Yet the Ash'ahand's isolation has another purpose. They are keen to keep their existence a secret from Lawbrand's authorities…for now.

TIDESFAR

PORT OF EXPLORERS

When the early morning fog rolls into Tidesfar, the restless city is already awake. The fishmongers are out announcing the day's catch in the tightly packed streets. The rhythmic din of hammers and saws echoes across the shipyards. A navy frigate peppered by cannon fire from a recent battle limps into the harbor.

Near the docks, a Zanzarra pirate locked in a pillory hums an old sea shanty to pass the time before he's hanged. Up on the cliffs overlooking the city, a young captain gazes out at the cold gray sea, wondering what awaits her beyond the horizon. Maybe fortune. Maybe ruin.

The only thing she's sure she'll find on the open sea is freedom, the kind people who live on dry land will never know.

That freedom is what drew the founders of Tidesfar to settle on this jagged edge of southeastern Lawbrand. It's what has kept them here for generations, despite the hardships of living at the mercy of the tempestuous sea.

The people of Tidesfar have a reputation throughout Lawbrand for being unruly and unpredictable—a reputation not entirely unearned. The sea folk love a good challenge. They have always done things their own way, and their culture of self-reliance often creates tension with the other Trade-Cities in matters of trade and politics. One of the oldest rivalries exists with Sargrad, which Tidesfar depends on for the steel so vital to its shipbuilding industry.

But even the people who resent Tidesfar recognize that it is a cornerstone of Lawbrand's military and economic might. The city's enormous fishing industry supplies food across the realm, and its shipwrights are regarded as the greatest in the world. The war frigates built and launched in Tidesfar are crewed mainly by adventurous locals. They are the only navy that Lawbrand has, and they bravely risk their lives defending the other Trade-Cities from Zanzarra pirates and hostile atsaad.

Everything Lawbrand knows of the myriad islands off its coasts is owed to Tidesfar and its daring explorers. The adventuring tradition is as old as the city itself. Crowds always gather to see the explorers off, knowing from experience that they don't always return. The ones who do come back bring riches, maps of new trade routes, and tales that will be told for generations.

And the ones who don't come back…at least they tasted the freedom of the open sea. A life lived without that isn't much of a life at all.



MOVERS AND SHAKERS

Farnus Graydon
(Male human, Noble, Neutral Good)
As boisterous as he is charismatic, Graydon is the polarizing leader of the Seafarers Guild. A former naval officer, he spent years combating the rebel atsaadi tribes of the Wassica Islands. As the leader of Tidesfar's most prominent guild, he's become something of an anti-atsaad activist. While he recognizes that many of his Trade-City's atsaadi citizens are good, law-abiding folk, he harbors a deep mistrust of their kind. His incendiary rhetoric on the subject has cost him the loyalty and respect of many of his more moderate guildmates.

Darma "Saltplank" Dourforge
(Female iron dwarf, Veteran, Chaotic Good)
Darma is one of Tidesfar's most celebrated citizens. A ship's captain, explorer, and pirate hunter without peer, her exploits on the high seas are legendary. It's rumored that she once single-handedly repelled a pirate boarding action with nothing more than a plank of splintered wood. Whatever the truth, Darma embodies Tidesfar's spirit of daring and adventure.

Vice-Admiral Lora Saalur
(Female atsaad, Veteran, Lawful Good)
One of the youngest senior officers in Lawbrand's prestigious navy, Saalur is a dutiful and deliberate leader. Raised by the atsaad of the Wassica Islands, she chose to leave her troubled homeland while in her teens and become a citizen of Lawbrand. Committing herself to serve the public interest, she joined the navy and quickly rose through its ranks. Though she holds some sympathy for the atsaadi rebels struggling to maintain their sovereignty in the isles, she will not hesitate to carry out her duties as a sworn defender of Lawbrand.

POINTS OF INTEREST

GULL HILL

A multitiered district lined with innumerable shops and housing blocks, Gull Hill rises above the Longshore and looks out, with unobstructed views, upon the open seas. Its most recognizable feature is the colossal statue of Tidesfar's famous founder, Captain Trevayl Tyde. Known for its lively, welcoming atmosphere as well as the continually circling seabirds from whom it takes its name, Gull Hill is a wonder to behold.

Tradewind Plaza
Always bustling with foot traffic and abuzz with commerce, Tradewind Plaza is the center of Tidesfar's lively culture. With goods and materials arriving from across Lawbrand daily, its open-air markets and specialty shops stay busy year-round. Traders and merchants alike hock their wares from auction blocks and storefronts, adding to the Plaza's raucous din.

The Scullery
Tidesfar's famed Scullery encompasses two square blocks of the finest seafood restaurants, taverns, and bakeries in southern Lawbrand. Its lively atmosphere is accentuated by the bards and musicians who compete to be heard from nearly every street corner.

Gilly's Gullet
The best tavern in town, the Gullet's walls are lined with fishing nets and razor-toothed shark skulls. Its uncouth clientele includes old sailors, explorers, shipwrights, and longshoremen—all happy to regale one another with tales of danger and wonder on the high seas.

Ol' Hurk
(Male ogre, Thug, Chaotic Neutral)
Renowned for being one of the city's best storytellers—as well as for his legendary "Maelstrom Mai'tai" concoctions—Ol' Hurk has tended bar in the Gullet for decades. Beloved by the tavern's regular patrons, the crusty old ogre won't hesitate to slam a few heads together if things ever get too rowdy.



POPULATION
300,000

RULING AUTHORITY
The Seafarers

PRIMARY INDUSTRY
Shipbuilding, Fishing, Lawbrand Navy

CONSTABULARY
The Tidesfar Mariners

THE LONGSHORE

Ships of all types sail in and out of this bustling port continually, day and night. Overseen by the watchful officers of the Port Authority, the Longshore is full of workers, tradespeople, sailors, and travelers—flowing through the streets and intermingling as they focus on their daily tasks and errands. The port's commercial areas are lined with exotic fishing shops and inviting taverns.

The Port Authority
The mighty edifice of Tidesfar's Port Authority building stands at the center of Longshore's busy wharves. Reinforced with steel plating and outfitted with dozens of heavy cannons, the building was designed to withstand direct attacks by seaborne enemies. Alas, the batteries have never been fired under threat, and the walls have never been besieged. The Port Authority's officers content themselves with settling minor disputes between rival crews and keeping the port's dense traffic flowing at a steady clip.

Shipwright District
The Shipwright District is located north of the Port Authority and serves as the city's primary industrial hub. This is where Lawbrand's ships are built and launched to sea. Towering cranes, construction gantries, and ubiquitous skeletal ship frameworks loom over the area's myriad workshops and warehouses.

Saldred's Oath

This famous galleon, named after Old Sularia's first and only emperor, Saldred Oth'Sular, once sailed as part of Sularia's grand navy. Nearly three hundred years old, its days of service are well behind it. *Saldred's Oath* now lies moored next to the Port Authority building, the interior of its vast hull serving as a maritime museum and gift shop.

Ormuus
(Male atsaad, Cultist, Neutral Good)
A curious, soft-spoken atsaad, Ormuus is a sigilist of local renown. While he runs the museum and gift shop within Saldred's Oath by day, he does tattooing and sigil-work by night. His stunning tattoo artwork features overlapping wave themes and water forms that seem to flow and crest as the bearer moves.

SORENSWOOD

Though its lower reaches have been thoroughly clearcut to provide lumber for Tidesfar's shipbuilding industry, this otherwise dense woodland covers much of the Trade-City's northwestern outskirts. Home to a number of working lumber camps and small hamlets, it is regularly patrolled by Tidesfar's Mariner Scouts.

Keiber's Mill

The central hub for lumber processing in Lawbrand, Keiber's Mill is a large lumber encampment of industrial sawmills, warehouses, and tracts of modest homes. Founded years ago when the region was densely forested, the land has since been cleared of trees and foliage to allow easier access for bulk lumber shipments to be prepped and moved to the city. Periodically, the Mill will come under attack by forest-dwelling bands of rebel gnolls or satyrs, incensed by the wanton destruction of their precious wildlands. These raids are always repelled in short order by the Mariner Scouts, the attackers retreating into the wilds from whence they came.

The Ghostly Shores

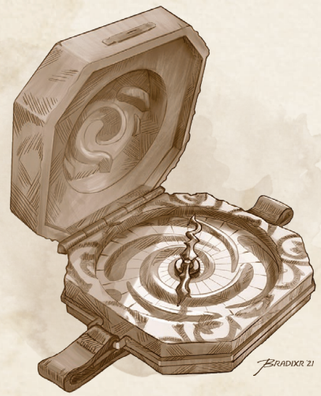
This long, boulder-strewn beach dominates the coastline west of Tidesfar. Blanketed by near-constant fog, the strand known as the Ghostly Shores is punctuated by old shipwrecks and hidden smuggling camps. The air of danger and foreboding that permeates the strand has led many locals to believe the region is haunted. While that theory remains to be proven, the area is nonetheless a dangerous one for seafarers and adventurers alike.

WASSICA ISLANDS

An archipelago of four principal islands with innumerable smaller islets, the Wassica Islands lie to the southwest of Lawbrand's mainland. Though the various atsaadi tribes are the region's primary occupants, pirates, smugglers, and Lawbrand's own intrepid explorers also frequent the islands. Territorial in the extreme, the native atsaadi tribes treat most interlopers with naked hostility—especially those flying the colors of Lawbrand. The atsaad rightly suspect that it's only a matter of time before Lawbrand decides to annex the lush island chain into its growing confederation.

A'laua

This ruined city, nestled at the heart of a dense rainforest, is one of the last monuments of Ardu—the fallen empire of the atsaad. Flooded and broken by a series of catastrophic quakes some 250 years ago, A'laua now stands as a sacred site to the atsaadi tribes—the last bastion of their frayed cultural identity. While the disparate tribes are often suspicious of one another, they all gather annually at A'laua to reaffirm what bonds remain between them and celebrate the memory of their once glorious empire.



A LONG WAR AT SEA

In Tidesfar, it is common to see a war frigate fresh from battle limp into the harbor. Tired sailors and marines disembark from their battered vessel to visit loved ones or mend their wounds. Once their ship is repaired and loaded with provisions and ammunition, they grimly head back out to sea.

There is no time to rest for the fifty ships and thousands of brave souls who form Lawbrand's navy. Another battle is always waiting for them beyond their beloved shores. It has been that way for decades. Folk in Tidesfar call it the "Tidal War," a conflict that swells and recedes with no end in sight. It is not waged against a single mighty adversary, but rather dozens of small threats.

The Zanzarra pirates are one such threat. They are a thorn in Lawbrand's side that the navy has yet to fully pluck out—and not for lack of trying. War frigates constantly patrol the shipping lanes and coastlines—prime hunting grounds for the pirates. When the navy and Zanzarra vessels meet, the battles are always fierce and bloody. Many of the pirates are former sailors and marines who abandoned the rule of law in search of riches. They know the navy's tactics, which makes them all the more dangerous.

Hostile atsaad from the Wassica Islands are another of the navy's other familiar enemies. They raid Lawbrand's coastlines to avenge what they see as intrusions by merchants and explorers into their territorial waters. Unlike the Zanzarra pirates, the atsaad do not attack by ship, but from undersea. In recent years, the navy has deployed new weapons to deal with their aquatic adversaries: steel nets to block off vulnerable harbors and explosive depth charges engineered in Talis. Friendly atsaad have also joined the navy's cause, scouting the depths for signs of imminent attack.

Tidesfar's brave sailors and marines risk everything to keep the pirates, atsaad, and other threats from spilling the blood of Lawbrand's innocents. Yet few people outside of Tidesfar celebrate the navy's victories or honor its sacrifices. The common folk are simply unaware of the Tidal War and its true cost.

This ignorance has fostered resentment in the navy toward inland folk. Yet the sailors and marines remain dedicated to upholding order on the high seas. They do it out of pride. They do it for each other and their friends and family in Tidesfar. And most of all, they do it because they know they are the only ones who can.

PART II

HEROES

WORKING OUTSIDE THE LAW

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

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

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

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

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

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

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

PLAYER RACES

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

PLAYER RACES IN LAWBRAND

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

DRAGONBORN

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

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

D4	DRAGONBORN BACKGROUNDS
1	You're from a long-dead draconic race from the Northwilds. You've been on your own your whole life and are now interested in assimilating into society…
2	You are seen as an aberration by the Church and are treated as a cursed pariah…
3	You are from another world, mysteriously deposited on Drastnia… Curious about your new home, you've decided to make the best of it.
4	You were summoned from another dimension by dark sorcery, but you won't let anyone define who you are…

DROW

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

GNOMES

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

HIGH ELVES

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

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

D4	HIGH ELF BACKGROUNDS
1	You left Feyonnas to wander the world and see its sights and peoples on your own terms…
2	You have been sent on a mission from Feyonnas and plan to return once it has been accomplished…
3	You fled Feyonnas because of a family tragedy. On your own in the Trade-Cities, you're not quite sure where you belong anymore…
4	You were magically expelled from Feyonnas for an unknown reason, but you long to find a way to return to your people…

HALF-ELVES

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

HALFLING

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

HALF-ORCS

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

HUMANS

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

IRON DWARVES

"Iron dwarf" is the common moniker for the mountain dwarf refugees from Mitholme who helped found Lawbrand. The iron dwarves have always been the solid backbone of Lawbrand's culture. Their toil and craftsmanship built the Trade-Cities from the ground up. Good-natured and family-centered, they take great pride in their work, even if they're seldom appreciated for the instrumental role they've played in the realm's creation. They are hopelessly estranged from their desert dwarf cousins in Red Bluff. There may even be animosity between the two groups, as the desert dwarves see the iron dwarves as cultural "sellouts" for choosing to live in big cities apart from their kin.

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

TIEFLING

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

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

D4	TIEFLING BACKGROUNDS
1	You are feared by members of the Church as some kind of devil and actively hide your features from others.
2	You are uncertain of your origins but fearlessly face the world as you are…
3	You believe you were born human and, at some point in your youth, fell prey to a terrible curse…
4	You are seen as a mutant aberration—perhaps cursed by the unholy power of the Howling…

NEW PLAYER RACES

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

ATSAAD

EXPLORERS OF THE OCEAN DEPTHS

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

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

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

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

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



DESCRIPTION

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

APPEARANCE

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

NAMES

Masculine Names
Gruu, Oggle, Druul, Grabbi, Dorr, Flebb

Feminine Names
Blaya, Lamma, Abbra, Sebbu, Burus

Family Names
Salaa, Leeru, Sharan, Eeless, Lasaad



TIDAL BOND

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

HEART FOR EXPLORATION

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

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

THE TRIBES OF ARDU

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

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

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

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

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



ATSAAD TRAITS

Ability Score Increase
Your Charisma increases by 2, and your Dexterity increases by 1.

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

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

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

Amphibious
You can breathe both air and water.

Darkvision
60 ft., 120 ft. while underwater.

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

Water Senses
Up to three times per long rest, while in contact with water, you can send out a pulse to sense the exact location of any other creature in contact with the same water within 100 ft.

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

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

Astute Learners
You have proficiency in the Perception skill.

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

DESERT DWARVES

WARRIORS OF THE EASTERN WASTES

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

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

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

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



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

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

DESCRIPTION

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

APPEARANCE

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



NAMES

Masculine Names
Dunan, Gremolt, Garn, Borok, Torin, Grannik

Feminine Names
Thyra, Belora, Greyesh, Sanja, Maga, Sandel

Family Names
Redrock, Sandaxe, Shalescar, Irondune, Bloodstone

REFUGEES OF THE WASTELAND

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

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

BLOODSTONE

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

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

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

TERRITORIAL ENMITY

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

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

DESERT DWARF TRAITS

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



Ability Score Increase
Your Wisdom increases by 1.

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

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

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

Speed
Your base walking speed is 30 ft.

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

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

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

Mesa Born
You have proficiency in the Survival and Acrobatics skills.

MA'II

SHAPESHIFTERS OF THE TANAROCH

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

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

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

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

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



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

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

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

DESCRIPTION

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

APPEARANCE

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

NAMES

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

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

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



WANDERERS OF THE WASTELAND

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

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

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

SPIRIT OF THE COYOTE

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

The tale holds that a stubborn human man, Doh'bik, was the first ma'ii—and that he was known to laugh in the face of destiny. Seeking his own enjoyment, he had left his people behind and was dying of thirst and starvation in the desert. Coyotes hunted him every night. The voice of the South Wind, offering a benevolent bargain, sent him jackrabbits to eat every morning—he could live if only he would go back home to his people. But the stubborn Doh'bik laughed at the South Wind and bucked fate by feeding the rabbits to the coyotes—perpetuating the silly game. The South Wind, offended by the laughing mortal, transformed him into one of the restless coyotes—fated to wander the desert wastes as a vagabond forever. It is said that to this day, Doh'bik's barking laughter can still be heard echoing upon the southern wind.

THE BEAST WITHIN

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

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

JOYFUL TRICKSTERS

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

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

MA'II TRAITS

Ability Score Increase
Your Wisdom increases by 2, and your Dexterity increases by 1.

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

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

Speed
Your base walking speed is 35 ft.

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

Darkvision
60 ft.

Dune Stalker
Once per long rest, the ma'ii can turn into a coyote, replacing your game statistics for Armor and Speed with the following profile for up to an hour. If the ma'ii is reduced to 0 hit points while in this form, they turn back into their humanoid form.

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

» **ARMOR CLASS:** 13
» **SPEED:** 50 ft.

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

When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

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

You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

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

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

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

In addition, any climb that requires hands and feet is especially easy, given your claws and strong physiology. Your climb speed becomes 30 ft. when making such a climb.

Languages
You can speak Common and Ma'ish.

SALAMAR

SEEKERS OF ANCIENT CONNECTION

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

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

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

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





DESCRIPTION

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

APPEARANCE

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

NAMES

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

Feminine Names
Saress, Jaxxa, Axxra, Salamn, Jaya, Sissra

Family Names
Liss, Nass, Zarda, Leth, Sazzi, Talla

A LOSS OF CONNECTION...

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



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

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

CURIOUSLY DISINTERESTED

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

UNLIKELY HEROES

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

SALAMAR TRAITS

Ability Score Increase
Your Intelligence increases by 1, and your Wisdom increases by 1.

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

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

Speed
Your base walking speed is 30 ft.

Sticky Feet
Your climb speed is 30 ft.

Adaptive Molting
Your skin markings convey a benefit to you based on the color of their banding. Once per long rest, you may change the color of your markings as soon as the long rest is finished. The color of the markings bestow the following bonuses:

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

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

Studious Nature
Once per long rest, you can gain advantage on an Intelligence check for either Nature or Arcana.

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

Languages
You can speak Common and Salamari.

Curious Concoctions
Once per long rest, you can brew a potion using whatever components are at hand. These positions have a mud-like appearance and texture. They are worthless in value and are only potent for 24 hours, after which the potions no longer grant their effects. Their unique properties and ingredients allow them to only convey their bonuses to salamar.

D10	POTION CREATED
1	Potion of Healing
2	Potion of Growth
3	Oil of Slipperiness
4	Potion of Superior Healing
5	Potion of Poison
6	Potion of Supreme Healing
7	Potion of Mind Reading
8	Potion of Heroism
9	Potion of Giant Strength (Hill Giant)
10	Potion of Speed

XU'KEEN

SURVIVORS OF THE SAVAGE WILDS

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

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

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

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

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

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



DESCRIPTION

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

APPEARANCE

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



NAMES

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

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

UNDERFOOT AND OVERWHELMED

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

INDOMITABLE SURVIVORS

The former halflings that survived the Battle of the Barrier Peaks were left scarred and broken by their ordeal. Taking the name *xu'keen*, an old dwarven term for "feral," they changed significantly in temperament and aspect. Their skin and eyes drained of color—leaving them with a bone-white appearance. It is rumored that many of them even resorted to cannibalism to survive over time. This claim has never been validated, but the troubling mystique remains. As the centuries passed and Lawbrand came to power, many of the xu'keen traveled south into the Trade-Cities seeking to escape from their hardscrabble survival in the wilderness.

NOT QUITE MODEL CITIZENS

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



XU'KEEN TRAITS

Ability Score Increase
Your Strength increases by 2, your Dexterity increases by 1.

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

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

Speed
Your base walking speed is 25 ft.

Cut Them Down to Size
When attacking Large or bigger creatures with a melee attack, you can make an additional attack and receive one of the following bonuses for that attack:

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

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

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

Wild Ones
You have proficiency in Intimidation and Survival.

Languages
You can speak Common and Xu'keeni.

PLAYER CLASSES

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

PLAYER CLASSES IN LAWBRAND

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

BARBARIAN

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

BARD

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

CLERIC

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

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

D4	CLERIC BACKGROUNDS
1	You can't explain your holy powers and fear the Church will brand you a witch…
2	You're unafraid to use your holy powers, convinced you're a vessel of righteousness…
3	You struggle with loyalty to the Sularian Church and want to serve the community on your own terms…
4	You feel unworthy of such power and grace, and are determined to do whatever it takes to prove yourself to the masses…

DRUID

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

FIGHTER

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

MONK

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

PALADIN

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

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

D4	PALADIN BACKGROUNDS
1	You believe you're a throwback to Old Sularia—a righteous hero reborn to redeem dark days…
2	You fear others discovering what you can do and using your gifts for their own agendas…
3	You believe your powers were granted to right a specific wrong or bring a specific party to justice…
4	You believe you're cursed and fear what your powers might do if you can't control them…

RANGER

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

ROGUE

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

SORCERER

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

WARLOCK

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

WIZARD

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

NEW PLAYER SUBCLASSES

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



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

FIGHTER

WILDKEEPER

SOLDIERS OF THE DEEP WILDS

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

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

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

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

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

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

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

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

CLASS FEATURES

SPELLCASTING

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

CANTRIPS

You learn one cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level and a third druid cantrip of your choice at 13th level.

SPELL SLOTS

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

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

Spells Known of 1st Level and Higher

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

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

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

SPELLCASTING ABILITY

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

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

Totemic Bond

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

Totemic Adaptation

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

Totemic Strike

Starting at 3rd level when you take the Attack action with a weapon that isn't your Totemic Adaptation, you may make an attack with your adaptation as a bonus action. This attack uses the same ability modifier as the primary attack for its attack roll (you do not addthe ability modifier to the damage, similar to other offhand weapons).

WILDKEEPER TABLE

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

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

Feral Resistance

At 7th level, you gain an additional +2 AC whenever you are attacked by a creature with advantage.

Animalistic Fury

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

Totemic Surge

At 10th level, you may draw upon your totemic power to perform superhuman feats. Once per long rest, you can gain one of the following benefits:

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

Warden of the Wilds

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

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

Alpha's Essence

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



MONK

WAY OF EMINENCE

GUARDIANS OF ENLIGHTENMENT

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

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

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

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

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

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



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

CLASS FEATURES

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

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

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

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

Expel
Starting at 6th level, you can spend 1 ki when your next melee attack hits a creature to deal damage equal to your Martial Arts die. The creature must then make a Strength save against your ki save DC. If they fail, they are knocked back 5 ft. outside of your Sphere of Eminence.

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

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

Sever Mana
When you reach 11th level, as a Reaction, you can spend ki points on a creature within your Sphere of Eminence that is attempting to cast a spell to interrupt that spell. The amount of ki points you must spend to interrupt a spell in this way is equal to the level of the spell being cast.

If it is casting a spell of 4th level or higher, make an ability check using your Wisdom score. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. This may only be used up to three times per long rest.

Singular Will
As soon as you reach 17th level, you can spend 2 ki points to reroll one of your die rolls. You can only reroll this dice once.

Veil of Thoughts
Upon reaching 17th level, as an action, you may spend 6 ki points to make any number of creatures within your Sphere of Eminence perform a Wisdom saving throw against your ki save DC. If they fail, they are paralyzed for 3 rounds.



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

Click. Clack. Click. Clack.

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

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

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

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

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

Click. His eyes snapped open.

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

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

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

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

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

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

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

ROGUE

WRAITHBLADE

HUNTERS OF THE DARKNESS

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

A Wraithblade.

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

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

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

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

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



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

CLASS FEATURES

Wall Walk
When you choose this archetype, at 3rd level, you gain the ability to take a bonus action to increase your climb speed to 30 ft.

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

Terrifying Gaze
When you reach 3rd level, you also gain the ability to Charm an intelligent creature through supernatural means once per long rest. A creature making direct eye contact with you must make a Wisdom saving throw DC = 8 + Charisma modifier + Proficiency Bonus. If it fails, they are Charmed as long as you maintain eye contact with them. When the effect ends, the creature does not know it was Charmed by you.

Vampiric Blade
Beginning at 9th level, you may take action to inscribe a bladed weapon with the runes of the Draconis Malisath, imbuing it with 3 charges. When you successfully hit an enemy with this weapon, you can expend a charge to regain 1d6 + Constitution modifier hit points. You may only inscribe a weapon once per day.



Shapechange: Mistform
At 13th level, you can use the vampiric art of shape changing to turn into a cold, damp mist as a free action. While moving, you may take the form of mist, allowing you to move about undetected and fit through any gap. While in this form, you have a flying speed of 20 ft., can hover, and can enter a hostile creature's space and stop there. If air can pass through a space, your mistform can do so without squeezing; however, it cannot pass through water. Moving away from a creature in combat grants the same benefits as a retreat action. While in this form, you are immune to all nonmagical damage, and have advantage on Strength, Dexterity, and Constitution saving throws. If at any time you would become stationary, you immediately return to your corporeal form.

Designer's Note: *A Wraithblade's Mistform is intended to function while they are actively moving and performing actions. It is not intended to be functioning between a player's turns in combat, allowing them to stay incorporeal indefinitely. We ask that players work with their GM to use their best judgment when determining if a player is currently moving or not.*

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

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

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

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

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

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

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

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

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

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

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

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

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



WARLOCK

THE SOULEATER

DEVOURERS OF MIND AND SPIRIT

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

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

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

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

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

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



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

CLASS FEATURES

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

PACT OF THE INK

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

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

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

ELDRITCH INVOCATIONS

Hellion of the Souleater

Prerequisite: Pact of the Ink

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

Soul Feast

Prerequisite: Pact of Ink, 12th-level warlock

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

KARYBDISS, THE SOULEATER

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

EXPANDED SPELL LIST

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

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

Terrifying Aura

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

D8	EFFECT *(lasts 1d10 minutes)*
1	The character loses attention as their mind seems to skip for a moment, causing their next attack to have disadvantage.
2	A crippling dread washes over the creature, and they are struck speechless for their next action.
3	The creature is terrified at the mere sight of you. They must use their movement action next round to move away from you.
4	The creature feels nauseous, causing it to have a movement speed of 0 until its next action.
5	The creature is overcome with rage and must use their next attack on the nearest creature.
6	Horrific thoughts flood the target's mind. They have disadvantage on saves until the end of their next turn.
7	The creature cowers in fear, immediately dropping their weapon.
8	The creature is stunned in fear until the next round.

Hallucinatory Magic

Beginning at 1st level, while casting any spells, as a free action you may choose for it to target the mind of your foe. (You can do this a number of times per losing rest equal to your Charisma modifier.) Any spell cast in this way is visible only to the affected creatures. If it is a spell that deals damage, it deals an additional 1d4 damage as psychic damage.

Soul Shackle

At 6th level, as a free action, you can use an eldritch tether to chain the soul of a recently killed creature to yourself. You are able to store a number of souls equal to double your warlock level. While you are storing these souls, the essence of Karybdiss gnaws away at your existence, preventing you from sleeping while taking a long rest. This causes your long rest to only restore your spell slots and hit points, and prevents any exhaustion level reduction. Additionally, you must take a DC 10 Constitution saving throw to avoid increasing your exhaustion level by 1.

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

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

Devouring Cascade

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

- Dimension Door
- Mass Cure Wounds
- Sending

Sacrifice Soul

At 14th level, once per short rest, you may force a target to make a Wisdom save against your Spellcasting DC. If your target is already under a magical charm effect from you, they have disadvantage on this save roll. If they fail, they become paralyzed. They may roll to free themselves from the effect at the end of their turn. If they remain paralyzed due to this effect for 5 rounds (30 seconds), Charybdis consumes their soul, killing them instantly.

BACKGROUNDS AND GROUP ORIGINS

Every great character has an origin story.

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

PLAYER BACKGROUNDS

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

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

BACKGROUNDS BY FACTION

ARCANIMUS

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

Skill Proficiencies: Arcana, History
Equipment: Mystical research tomes on the subject of your choice, a set of Arcanimus robes, and a signet ring with the Arcanimus symbol.
Feature: *Magic Academia*—As an associate of the Arcanimus Academy in good standing, you can access the grounds at any time. This allows you and your companions to access the library containing a great deal of historical tomes and books, though there are some that only the most decorated faculty may access.

D10	BACKGROUND OPTIONS
1–2	I was a student at the Academy—top of my class, academically. They said I didn't have the talent to practice true magic, but the longing to do so has never left me…
3–4	I served as a Grounds Steward, guarding the Academy's gates and the artifacts held within its arcane vaults…
5–6	As a child, I had… unexplainable powers that terrified my religious neighbors. The Academy's wizards rescued me before I could be harmed. I've studied at the Academy ever since…
7–8	I was an academic research assistant, privy to arcane secrets and historical facts no one would even believe…
9–10	I once served as an assistant Arcanologist—traveling the breadth of Lawbrand seeking out rare artifacts and sites of ancient arcana…

Renegades and Dropouts

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

Skill Proficiencies: Arcana, Insight
Equipment: Two stolen research tomes on the subjects of your choice, a set of common clothing, a pilfered potion of your choosing.
Feature: *Academy Castout*—Though you may no longer have any affiliation with the Academy, you possess knowledge about the whereabouts of particular items on its campus and likely have relationships with those who still reside there, allowing you to access things that others cannot.

D10	BACKGROUND OPTIONS
1-2	Wielding true magic was my joy, but I chafed at the Academy's restrictions prohibiting the casting of spells in public. I left the Academy to find my own path to power…
3-4	I was expelled because my casting was erratic and unpredictable. Fools. I'll show them…
5-6	I seek to learn about all types of magic. Necromancy. Demonology. Wild magic. There's so much the faculty fears to teach us—but I am not afraid.
7-8	I was elected to become an Inspector-Magus, but resigned when I was ordered to apprehend a dear friend suspected of being a witch…
9-10	I could never afford to attend the Academy, but I follow all the top wizards and collect their profile cards. I just love them all so much! Sometimes I camp out at the Academy gates just to catch sight of one of them…

BOHEN DUR

Moru'shani

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

Skill Proficiencies: History, Insight
Equipment: A set of Bohen Dur clothing, a scroll case full of notes regarding the history of Lawbrand, and a small trinket that helps you concentrate.
Feature: *Trained at the Monastery*—As one trusted by the Bohen Dur, you are granted access to the monastery's library, as well as its rooms for staying overnight. Though they don't typically let outsiders enter the inner cloisters, your companions can accompany you unfettered.

D10	BACKGROUND OPTIONS
1-2	As a young monk, I briefly achieved Eminence—but my power burned out instantly. I was left blind to my inner light…
3-4	I once served as a Witness, using the insight and empathy the monks taught me to help families and individuals express their pain and heal from the traumatic events they had suffered…
5-6	I was apprenticed to one of the monks and traveled with her as she aided people all across Lawbrand. She taught me to see peoples' true worth—and treat everyone with dignity…
7-8	I was a monk Aspirant. I learned discipline, the art of self-defense, and developed a deep and abiding appreciation for peace and quiet. But Moru'sha—true Eminence—still eludes me, even after all this time…
9-10	I was honored to serve as a Watcher—guarding the prison beneath the monastery. There's no comfort for the crazed, wretched souls chained down in that darkness. The things I saw and heard during my time there still haunt my dreams…

Monastics

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

Skill Proficiencies: History, Insight
Equipment: A set of common clothing, a scroll case full of notes regarding the history of Lawbrand, and a small trinket that helps you concentrate.
Feature: *Friend of the Bohen Dur*—Though you are friendly with the monks of the Bohen Dur, you are not counted among their ranks. You can access the library, but they are not likely to let you take any scrolls or tomes from it. You can stay overnight in the monastery's rooms for free.

D10	BACKGROUND OPTIONS
1-2	I was a scroll keeper in the monastery's library. It was a privilege to help archive the vast body of knowledge the monks have accumulated over the centuries…
3-4	I had lost my way in life. I came to the monastery seeking answers. The monks took me in and showed me unconditional kindness…
5-6	For a few years I served as an Honor Guard, protecting the monastery grounds. Of course, they could defend themselves far better than I ever could—but it was a privilege to watch over them, nonetheless…
7-8	I can't recall much of my past. A few years ago, I woke up at the monastery with no idea of who I was or how I got there. The monks nursed me back to health and promised to help me find answers…
9-10	I ring the monastery's bells that call the monks to their daily meditations. It's a simple joy, being part of what they're doing here, taking part in all this…harmony.

DRACONIS MALISATH

Agents of the Cartel

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

Skill Proficiencies: Stealth, Intimidation
Tool Proficiency: Thieves' tools, Forgery kit
Equipment: A cartel hidden blade, a disguise kit, a set of dark fine clothing, a signet ring containing the Malisath's mark, and a crowbar.
Feature: *Belong to the Shadows*—Your training by the Draconis Malisath allows you to notice their patterns. You are able to track their safehouses in the city you worked in, but they may not want you to bring any companions along. Additionally, you are able to use your experience with the Malisath in conversations where you deem it would help you, though their existence is secretive to most.

D10	BACKGROUND OPTIONS
1-2	I was young when the Malisath killed my parents. I had nowhere else to go, so I took work from them to survive. I've done terrible things for them over the years….
3-4	I used to be an Enforcer for the Malisath. I roughed some folks up. Made collections. Threw my weight around. Small potatoes compared to some of the stuff the cartel gets up to…
5-6	I was promised immortality from the Malisath, but I was judged unworthy. The bite never came. Now I languish in bitter shame and monotonous servitude…
7-8	I was one of the Malisath's private contractors for a few years. Low-level thievery. Few warehouse heists. Some caravan hijacking. I feel bad about some of it, but the pay was just too good to pass up…
9-10	I was born into a powerful family with deep ties to the cartel. Life within the Malisath is all I've ever known. But it's… it's just wrong. We live like predator-kings—preying upon the weak and the less fortunate. I've broken free and hope to live a simpler life…

Victims of the Cartel

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

Skill Proficiencies: Perception, Athletics
Equipment: A disguise kit, a set of common clothing, a bag containing belongings from your previous life, and a poorly drawn map of Lawbrand.
Feature: *Escaped from the Malisath*—Your experience in fleeing from the dangerous cartel has led to you living a particularly careful life on the run. You are able to recognize some of the signs of Malisath cartel's presence, and you're an expert at covering your tracks in urban environments.

D10	BACKGROUND OPTIONS
1-2	I was a shopkeeper forced to pay protection money to the local Malefactor. One day, I just snapped and chased the collectors out of my shop. I knew they'd be back eventually, so I gathered up my things and ran…
3-4	I was kidnapped by the Malisath and held for ransom. My family paid for my release, but the terrifying experience left us all fearful and paranoid. Now, I can't even walk down the street without looking over my shoulder…
5-6	Our family business was ruined by the Malisath when we couldn't afford to pay for their "protection." I'm so tired of being afraid of them. One way or another, I'm going to take them down…
7-8	I did some light work for them as a street-level thief. But I didn't want that life for myself. I skipped out on a job—and now I think they're after me. I'm afraid I'll be on the run from them forever!
9-10	I was hired as a bookkeeper and given access to the Malisath's expansive financial records. I know way too much about their dealings for them to just let me go my own way. I'm afraid I'm the kind of loose thread they have no compunction about snipping…

FANGS OF SCYLLIA

Children of Karybdiss

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

Skill Proficiencies: Arcana, Deception
Equipment: A set of Karybdiss cult clothing, an ancestral dagger, five torches, and a flask containing a liquid that can render a creature unconscious.
Feature: *Cult Adept*—As a full-fledged member of the cult, you know of their magic, behaviors, and even some of their hiding locations. You can more easily recognize other cult members by their tattoos and clothing and can talk to them about the Fangs of Scyllia.

D10	BACKGROUND OPTIONS
1-2	I was an orphan found and raised by the cult members. I was taught their ways, but sometimes I wonder if all the suffering I've seen has some kind of cost.
3-4	I joined the cult willingly, convinced that the weak exist only to empower the strong. Everything I've seen since joining them just confirms the point…
5-6	Though it's an unpleasant task of gathering… materiel… from the cult's captives, I create the rarified inks the warlocks use to craft their tattoos…
7-8	I was a guardian of the Pit of Scales—keeping outsiders from discovering its hidden entrances. I would give my life for the cult. Karybdiss be praised…
9-10	I bear the cult's tattoos proudly—and long for when I'll be empowered with souls of my very own…

The Unchained

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

Skill Proficiencies: Arcana, Insight
Equipment: A set of common clothing, a small dagger stolen from the Fangs of Scyllia, a bag of survival equipment used to escape the cult, and a pouch containing 5 gp.
Feature: *Captive of the Cult*—Your time with the cult gave you limited knowledge of their particular brand of arcane magic and behaviors. You are able to detect their presence nearby, recognize some of their patterns at a rudimentary level. Additionally, you may have dreams about them and the location where you were.

D10	BACKGROUND OPTIONS
1-2	I lived with the cult for years before realizing how terrible it all was. Though I escaped, I still have crippling nightmares…
3-4	My family was taken captive by the cult when I was very young. I escaped, but my brother is still under their control. One way or another, I'll find a way to free him…
5-6	I was once a warlock in Karybdiss' thrall. Though I fought my way free of the curse, sometimes I can still hear his voice in my mind…
7-8	I was attacked by a warlock who filled my mind with horrifying thoughts and images. Even after all this time, I sometimes can't tell if my thoughts are my own…
9-10	I was taken captive within the Pit of Scales and held there for months. The torture I endured pushed me to my limits. I managed to escape, but I sometimes wonder if they let me go for some dark purpose I can't fathom.

NECROMANTI

Initiates

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

Skill Proficiencies: Arcana, Deception
Tool Proficiencies: Forgery tools
Equipment: A set of common clothing, a set of cultist's robes, a tome of forbidden knowledge about the history of Drastnia, a small ritual dagger, and a pouch containing 5 gp.
Feature: *Tempted by Power*—Your learnings of the dark arts from the Necromanti gives you access to additional knowledge about evil magic in Lawbrand, as well as some knowledge of the order's hideouts. You're also able to stay at the White Palms Hotel in Lietsin at no charge as long as you are in good standing with the Necromanti.

D10	BACKGROUND OPTIONS
1-2	I once studied the dark arts with the Necromanti, but I cared little for their secrecy and infantile rituals…
3-4	The secrets of immortality will be mine, eventually. Even if I must suffer these fools to achieve them…
5-6	As a scholar, I studied the Necromanti's prolific influence over civilization. It was all so inspiring; I knew I had to join them and be part of that tradition…
7-8	The Arcanimus Academy teaches nothing of import. The Necromanti offered me a real path to power—and I took it willingly.
9-10	I have always had a…fondness…for dead things.

Shadow-Touched

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

Skill Proficiencies: Arcana, Insight
Tool Proficiencies: Forgery tools
Equipment: A set of common clothing, a disguise kit, stolen tome of forbidden knowledge about the history of Drastnia, and a small knife.
Feature: *Touched by the Shadows*—You've learned of the Necromanti's tricks. You can spot their agents in crowds easier than others, and you know that they have something to do with that damn hotel…

D10	BACKGROUND OPTIONS
1-2	I was once one of them and took part in their rituals, but I fear I've damned my soul…
3-4	They tried to recruit me years ago. I had to move to a new city and change my identity to escape them…
5-6	I thought they were just another mystic cult with cool outfits, so I joined up for fun…I fled after discovering just how long they've been creeping around, manipulating civilization…
7-8	I saw it once… the Deathseer they worship. To this day, I still feel like it can see me no matter how far I run…
9-10	I tried to prove myself worthy to the order. I offered my mind and industry…my very soul to them. But I was found to be unworthy. Too much conscience, they said. Too much sentiment. Perhaps my rejection was a blessing in disguise?

ORAM HAI

Druidic Servants

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

Skill Proficiencies: Animal Handling, Nature
Tool Proficiencies: One musical instrument
Equipment: A set of druidic clothing, a walking stick, a musical instrument of your choice, and a smoking pipe.
Feature: *At One with the Wild*—Your time living with the druids of the Oram Hai allows you to have a unique connection to nature. You can use this connection to sense which direction you are traveling while in nature away from an urban environment, as well as to help track living beings in the forests. Additionally, you can traverse difficult terrain in the forest easier than others and determine more efficient paths of travel for your party.

D10	BACKGROUND OPTIONS
1-2	I was an outrunner—charged with patrolling the wilds around Kannibus Hills and heading off threats before they could reach the enclave. I've faced off against every kind of beast that walks, craws, or slithers at one time or another…
3-4	I was once one of the Drimir visionaries, adept at glimpsing the future's winding possibilities. Yet it seems that years of squatting in a cave smoking pipe-weed all day has dulled my future-sight…
5-6	I trained hard to become a Wildkeeper. I've never wanted anything more in my life. But when the moment of truth came, I was unable to bond with my spirit animal…
7-8	I've always had a knack for finding rare, magical herbs in the wilds. It's like I can just smell them. My talents always came in handy when the druids needed components for the spells and potions…
9-10	I was a tree tender, one of the enclave's gardeners that cared for the ancient trees. I even learned to speak the trees' language…Or at least, I'm pretty sure I did…

The Gentlefolk

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

Skill Proficiencies: Animal Handling, Nature
Tool Proficiencies: One musical instrument
Equipment: A set of common clothing, a walking stick, a musical instrument of your choice, a smoking pipe, and a hand-drawn map of Kannibus Hills.
Feature: *At Peace With Nature*: You may not be one with nature as you once were, but you still know forests better than most. You can determine the most effective pathway through the forest for your party and travel through the difficult terrain there more easily.

D10	BACKGROUND OPTIONS
1-2	I grew up with the druids in Kannibus Hills. They taught me all about the wonder and balance of the natural world. It was a good life. But eventually, I got restless and moved to the big city…
3-4	I was a survivalist of a kind. I wanted to test myself against the unforgiving elements and see if I had what it took to survive in the wilds on my own. Turns out, I could do all that—but I didn't have to do it alone…
5-6	I dreamed of studying with the Drimir seers, obsessed with glimpsing my own future. Eventually, I realized I was just trying to avoid my gritty past. These days I just try to abide and live in the moment…
7-8	I ran afoul of the Knight-Paladins in the city and became a fugitive from the law. What I found in Kannibus Hills was more than just amnesty… I found real belonging with the gentlefolk there…
9-10	I couldn't wait to get out of the bustling city and live free in the wild open spaces. I found Kannibus Hills—or maybe it found me? I've never once thought about going back to civilization…

REVEL INC.

Wannabe Slamstars

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

Skill Proficiencies: Performance, Athletics or Acrobatics (choose one)
Tool Proficiencies: One gaming set, Vehicles (Land)
Equipment: A set of common clothing, a performer's outfit for your preferred sport, a record of your performance in your sport, and a pouch containing 10 gp.
Feature: *Prospective Champion*—Your experience and training to try and be at the top of your sport gives you a competitive edge whenever you are competing against others, especially in your preferred sport. Your familiarity with the scene allows you to easily find and compete in back-alley Revel Inc. events of your choosing.

D10	BACKGROUND OPTIONS
1-2	I was a frustrated chariot racer. My career wasn't going anywhere fast—that is, until Revel Inc. bought up my contract. Now I'm slated to race at RevelSLAM at the end of the season. I think it's finally starting to happen for me.
3-4	I've always been inspired by the gladiators and their signature moves. Slams, pins, limb-locks…I developed a few moves of my own, and I love trying them out on people whenever I get the chance…
5-6	Ok, I'll admit it—I was a wannabe Slamstar. I used to wear glittery spandex pants and started nearly every sentence with "Hey, brother." I could've made it to the big time, for sure. I just never got my big shot…
7-8	I was a young gladiator with real prospects. All the Revel bigwigs thought I'd be their next star. It all ended when I suffered a knee injury and was kindly informed that I was no longer "viable" as a contender. Revel dropped me like a bad habit…
9-10	I could always fight. I was even marked by one of Revel's talent scouts. But those executives said I wasn't "marquee" enough, whatever that means…

Up-and-Comers

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

Skill Proficiencies: Persuasion, Deception
Tool Proficiencies: One gaming set, forgery tools
Equipment: A set of fine business clothing, a list of contacts in the business world, a gaming set of your choosing, and a pouch containing 10 gp.
Feature: *Well Connected*—You've spent some time moving and shaking in the business world by working with Revel, you know how to haggle for better deals, make connections, and find the information you need as it relates to business. Your knowledge of business deals also allows you to interface with the Trade-Guilds directly.

D10	BACKGROUND OPTIONS
1-2	I was what they call a "middle-management bro" for Revel. My job was drafting unfavorable contracts for upcoming "talent." Working for Revel was fun, but after a while, I got tired of screwing people over, and I quit…
3-4	I was a junior investor at a small firm—and I invested heavily in Revel Inc. when they first got their start. Needless to say, the investment paid off, and now I'm a senior partner at my firm…
5-6	I was a real partier back in the day. Such as I can remember, at least…My friends and I would travel wherever Revel events were happening, just to get trashed and tear it up a bit. I still don't really get it, but I guess Revel liked my vibe and hired me to oversee community relations at big events…
7-8	I love working for Revel! I'm a huge fan of all the Slamstars, and I still can't believe I get to work with them! I'm in charge of washing their costumes and weapons before each event—and I swear, there's no amount of caked blood I wouldn't scrub for them!
9-10	Crushing the competition isn't something that's just reserved for the arena. At Revel Corporate, it's a way of life. The Slamstars kill with blades and chains, but my methods are more subtle. Bribes, blackmail, doctored indictments—those are my weapons of choice. And I always make the kill…





SULARIAN CHURCH

Clergy

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

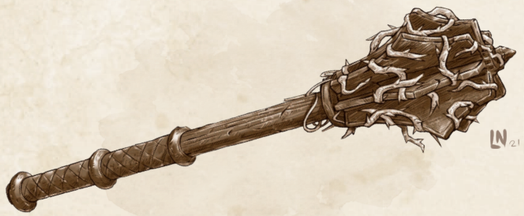
Skill Proficiencies: Religion, Medicine
Tool Proficiencies: Your choice of artisan's tools or a musical instrument
Equipment: A set of vestments, a trinket containing a symbol of the Sularian Church, a set of artisan's tools or musical instrument of your choice, a writing kit (small pouch with a quill, ink, parchment, and a wax seal), and a pouch containing 10 gp.
Feature: *Acolyte of the Church*—As someone who worked extensively for the Church, you can use many of their services for free. This includes free food, lodging, and access to some of their inner sanctums and libraries, though in some of the larger cathedrals, many doors will be locked to even the most trusted members of the Church.

D10	BACKGROUND OPTIONS
1-2	I was a scribe at the local basilica. I spent my days studying and transcribing the holy scriptures passed down from Old Sularia. But looking at the world outside my window, I became interested in documenting the simple, everyday moments of faith that occur throughout the Trade-Cities…
3-4	I was once a dedicated Sularian priest. As much as I condemned the vices in those around me, I secretly fell prey to my own internal demons. It all caught up with me, and I was excommunicated in disgrace…
5-6	As an initiate priest, I clung to the strictest interpretation of Church doctrine. Like those orthodox believers in the Circle of Thorns, I believed that the Church had lost its moral authority in this complex modern age. I vowed to regain it through the example of my own discipline and piety…
7-8	I was a missionary for many years. I traveled to outlying communities like Baker and Red Bluff, bringing the light of faith and performing what acts of service I could. Not everyone I encountered was interested in what I had to share, but it was an amazing experience, nonetheless…
9-10	I was a fearless evangelist for the faith. A real firebrand. I spent my days preaching from street corners and market-centers. Strangely, I only ever converted a handful of believers; most people treated me with naked contempt. And yet they have the audacity to wonder why salvation eludes them…

Order Militant

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

Skill Proficiencies: Religion, Athletics
Tool Proficiencies: Your choice of an artisan's tool
Equipment: A uniform bearing the mark of the Church, a trinket containing a symbol of the Sularian Church, a set of manacles, a small knife, and a pouch containing 10 gp.
Feature: *Soldier of the Church*—Acting as a soldier for the Church allows you unique access to both Church and Order Militant facilities. Though the Order Militant doesn't normally interfere in matters that do not concern the Church, as a member, you can requisition Church resources in emergency situations.



D10	BACKGROUND OPTIONS
1-2	I served as a Peacekeeper in the Order Militant for a few years. There was a strict code of conduct, but the pay and lodgings were decent. I remember feeling proud of the way people looked at me when I was in full uniform, like I was someone important. Worthy of respect…
3-4	I chose to become an Enforcer—indentured to a Knight-Paladin's entourage—in order to cut time off my prison sentence. I used my thieving skills to help him capture other fugitives. Dispensing justice for the Knight-Paladin felt dirtier than anything I ever did as an honest criminal…
5-6	I was an orphan, raised as a ward of the Church. The priests and attendants were always good to me. I wanted to make them all proud, so I joined the Order Militant to serve the greater good…
7-8	I was a chaplain in the Order Militant. My job was to look after the Peacekeepers and bolster their faith and morale. I had to dispense tough discipline from time to time, but I think I was well regarded by most of them…
9-10	For a time, I served as a Martial-Captain over a detachment of Peacekeepers. We saw plenty of action: quelling riots, breaking up drunken brawls—even arresting chariot street racers when we could catch them…

BACKGROUNDS BY LOCATION

BAKER

Racing Crew

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

Skill Proficiencies: Survival, Performance
Tool Proficiencies: Vehicles (Land), vehicle repair tools
Equipment: A mechanics outfit or racing gear, a set of vehicle repair tools, a map of popular roads to travel in Lawbrand, and a pouch containing 5 gp.
Feature: *Chariot Expert*—Your experience with racing chariots allows you to not only pilot them with ease, but you are an expert at repairing them and even stealing them.

D6	BACKGROUND OPTIONS
1-2	***Test Driver:*** I was a chariot test driver at Baker's Crash Circuit. The racing machines they built out there were insane, to say the least. After my last spectacular crash, I decided that maybe retiring from test-driving was in my best interest, so I walked away…
3-4	***Chariot Mechanic:*** I was a chariot mechanic for Revel Inc. I helped various racing teams tune up their rigs before all the big races. Revel pressured me to sabotage certain rigs, thinking that spectacular crashes would thrill the spectators. I didn't want to have anything to do with people getting hurt that way, so I quit…
5-6	***Parts Scrapper:*** I was a junk scrapper—combing the desert outside of Baker, looking for lost parts and wrecked chariot chassis. I found a particular crash site littered with salvageable wrecks, but the ma'ii drove me off before I could recover anything…

HEARTHVALE

Hardworkin' Folk

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

Skill Proficiencies: Animal Handling or Nature (choose one), Survival
Tool Proficiencies: Your choice of an artisan's tool
Equipment: A set of common clothes, farming tools, a set of strong working boots, and a pouch containing your last day of work's pay with 5 gp inside.
Feature: *Hardened Worker*—Your experience in working the land allows you to find edible things in the wilderness, grow your own food, chop wood efficiently, and even raise animals.

D6	BACKGROUND OPTIONS
1-2	***Ranch Hand:*** I was a ranch hand for the Staghearts. They seemed like good enough folks, but their rivalry with the Hillblooms started to get violent. I wasn't paid enough to get hurt in their stupid feud, so I quit…
3-4	***Blacklisted Farmer:*** I called out the Leparte family for being in the pocket of the Harvesters Guild. They used their influence to brand me as a rabble-rouser. Now, I spend my days moving from farm to farm, finding whatever work I can just to get by…
5-6	***Lumberjack:*** I was a lumberjack at Barrow Mill. We were attacked by the Howling, and my family was captured and taken into the wilds. I won't rest until I've found them and brought them home…

INNIS

Troubadours

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

Skill Proficiencies: Performance, Acrobatics
Tool Proficiencies: Your choice of a musical instrument
Equipment: A performer's outfit, a music instrument of your choice, a bottle of your favorite alcohol, and a pouch containing 10 gp of tips.
Feature: *Almost Famous*—Your experience in the music scene gives you VIP access to Bard-In and the various venues around Innis. You can easily play at any of them to earn some money, get discounts on food and drinks, or haggle for a room.

D6	BACKGROUND OPTIONS
1-2	***Burned-Out Bard:*** I was one of the biggest acts in town, but I got tired of the constant grind of the music scene. Now I just write songs for myself. I'm not interested in the fast life anymore.
3-4	***Street Musician:*** I was a wandering street musician for years. But it was Innis—this amazing city of music—that really took me in. I've learned more about music and the performing arts here than I ever could have by myself on the road…
5-6	***Roadie:*** I'm a member of the Bard-In stage crew! I got the gig while I was still a roadie for Wyrmrider. Anyway, I'm learning all about stage lighting and pyrotechnics now, so I have that going for me…

LIETSIN

Truckers 'n' Traders

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

Skill Proficiencies: Athletics, Persuasion
Tool Proficiencies: Vehicles (Land), navigator's tools
Equipment: A set of common clothes, a small simple land vehicle of your choosing, 25 gp of merchandise to sell, and an order from a favorite client.
Feature: *Trade Expert*—After years of working with customers, you've come to know your way around the mercantile business. You can easily work with other merchants and traders to obtain the best deals, or work out transportation for free.

D6	BACKGROUND OPTIONS
1-2	***Caravanner:*** I made a living running caravans along the Shining Road out toward Baker and Red Bluff. I did it all—loading and unloading goods, driving wagons, fixing broken axles—even fighting off bandits when the need arose. It was hard work, but I've seen parts of the world my family back in Innis never dreamed existed…
3-4	***Junk Trader:*** They say one person's junk is another's treasure. I say that's damn right! I've been scouring the edges of the Tanaroch, lookin' for broken chariot parts, lost caravan rigs, and discarded weapons for years now. A few repairs here and there—a good cleanin'—and the stuff I find earns me a nice profit in the Sand Markets…
5-6	***Long-Hauler:*** I used to drive long-haul trade rigs all the way from Sargrad to Lietsin. Sometimes we'd have a full convoy of rigs—all loaded with lumber and steel—winding down the highway like a huge, slow-rollin' snake. The days were long and kind of bled together in a way—but drivin' those rigs was good honest work.

ORINFELL

Sinners of the Mile

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

Skill Proficiencies: Stealth, Survival
Tool Proficiencies: Disguise kit
Equipment: A set of common clothes, a disguise kit, a simple dagger, enough food to last two days, and a pouch containing 10 gp.
Feature: *Living In the Fringe*—You're used to living under the radar. You can easily dodge militia and Knight-Paladins, and know their patrol patterns. Additionally, you've become rather adept at stealing from churches and know their interiors quite well.

D6	BACKGROUND OPTIONS
1-2	***Persecuted Mystic:*** I was a mystic in Sinners Mile. My fellow seers and I were branded as witches by the Circle of Thorns. I alone survived the bloody purge that followed. Now, I seek to aid others who might be unjustly persecuted by the Circle's intolerance…
3-4	***Militant Subversive:*** I've always hated the Church and its stranglehold over our culture. At a young age, I vowed to oppose it with any and all means at my disposal. I wouldn't want to bring any trouble down on the good folks in the Mile—but I'll never hesitate in making the Church pay for its crimes against our people…
5-6	***Disgraced Zealot:*** I was a member of the Circle of Thorns—trained to root out and punish heretics and witches wherever they could be found. I spoke out against the unjust persecutions I witnessed, and for my audacity—I was expelled from the order in shame. Now I live among those poor souls I used to torment…

SARGRAD

Aspiring Performers

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

Skill Proficiencies: Performance, Persuasion
Tool Proficiencies: Your choice of a musical instrument or gaming set
Equipment: A set of common clothes, a performance costume or outfit, a simple dagger, enough food to last two days, and and a musical instrument or gaming set of your choice.
Feature: *Stage Presence*—Your time working in show business gives you VIP access to some of the shows in town, with knowledge of how to obtain tickets to the larger ones. You also know many people in the scene, giving you access to information and contacts that others might not have.

D6	BACKGROUND OPTIONS
1-2	***Dejected Actor:*** I was an aspiring actor. I'd always dreamed of making it to the big city and becoming the Gilded District's newest star. Well, I see now that it was just a silly dream. The cold hard reality of this city tends to swallow dreams like mine…
3-4	***Starry-Eyed Playwright:*** I am a playwright and a composer. For me, Sargrad is like paradise. Certainly, there's crime and corruption around every corner—but the people of this city know good art when they see it! They seem to actually appreciate my genius…
5-6	***Street Puppeteer:*** I love giving performances of my handmade puppets for anyone who will stop and watch. I always draw crowds as I weave stories of love and loss, adventure and everyday life. I can make puppets out of almost anything—the trick is animation. It's all in the hands!

SKARBOROUGH

Scrappy Entrepreneurs

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

Skill Proficiencies: Investigation, Survival
Tool Proficiencies: One type of artisan's tools
Equipment: A set of common clothes, a trinket found in the scrap, 50 ft. of rope, and a pouch containing 5 gp.
Feature: *Sifting Through Scrap*—You're familiar with making your way through seemingly useless things to find treasures. You can recognize useful things better than most and, when haggling for trinkets and other rare items, can get better deals due to your knowledge of their worth.

D6	BACKGROUND OPTIONS
1-2	***Artisan Brewer:*** I used to run a small bar in the Stitches. My honey lager was the best in town, hands down. Now, I travel around the region looking for inspiration for my next craft brew…
3-4	***Junk Trader:*** I spent some time as a junk trader in Rock Bottom. Anything to make some coin, right? I'd sift through rubble looking for lost valuables to hock at pawn shops—or even sell back to their original owners at a discount price, of course!
5-6	***Crooked Gem Cutter:*** I studied gem cutting in Shimmerwall. Planned to make some money crafting wedding rings and custom jewelry. Turns out, there's far more profit in valuing stolen gems for the black market…

TALIS

Mechanical Designers

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

Skill Proficiencies: Investigation, Perception
Tool Proficiencies: One type of artisan's tools, Vehicles (Water)
Equipment: A set of common clothes, a type of artisan's tools of your choosing, a set of measuring tools, a blank scroll of parchment paper with a quill, and a pouch containing 5 gp.
Feature: *Mechanically Minded*—You can easily visualize solutions to complex issues, including mechanical puzzles and machinery. You're able to fix broken vehicles of all types, as well as work on mechanical objects.

D6	BACKGROUND OPTIONS
1-2	***Brilliant Designer:*** I was trained as an industrial draftsman by the Trademasons. I always marveled at the automated levees that harnessed the river's power. All I ever wanted was to help build things like that—machines that changed how the world actually works…
3-4	***Blacklisted Engineer:*** I was an engineer with the Dawnstone Company. I grew bored designing bridges and pulleys and developed a line of automated, rapid-fire cannons. The higher-ups condemned me for "war profiteering" and blacklisted me from working anywhere in Talis…
5-6	***Tinkerer:*** I love crafting gadgets and gizmos for different practical purposes. One day, my work will be recognized. I just know it! I'll be a full-fledged Trademason, you'll see!

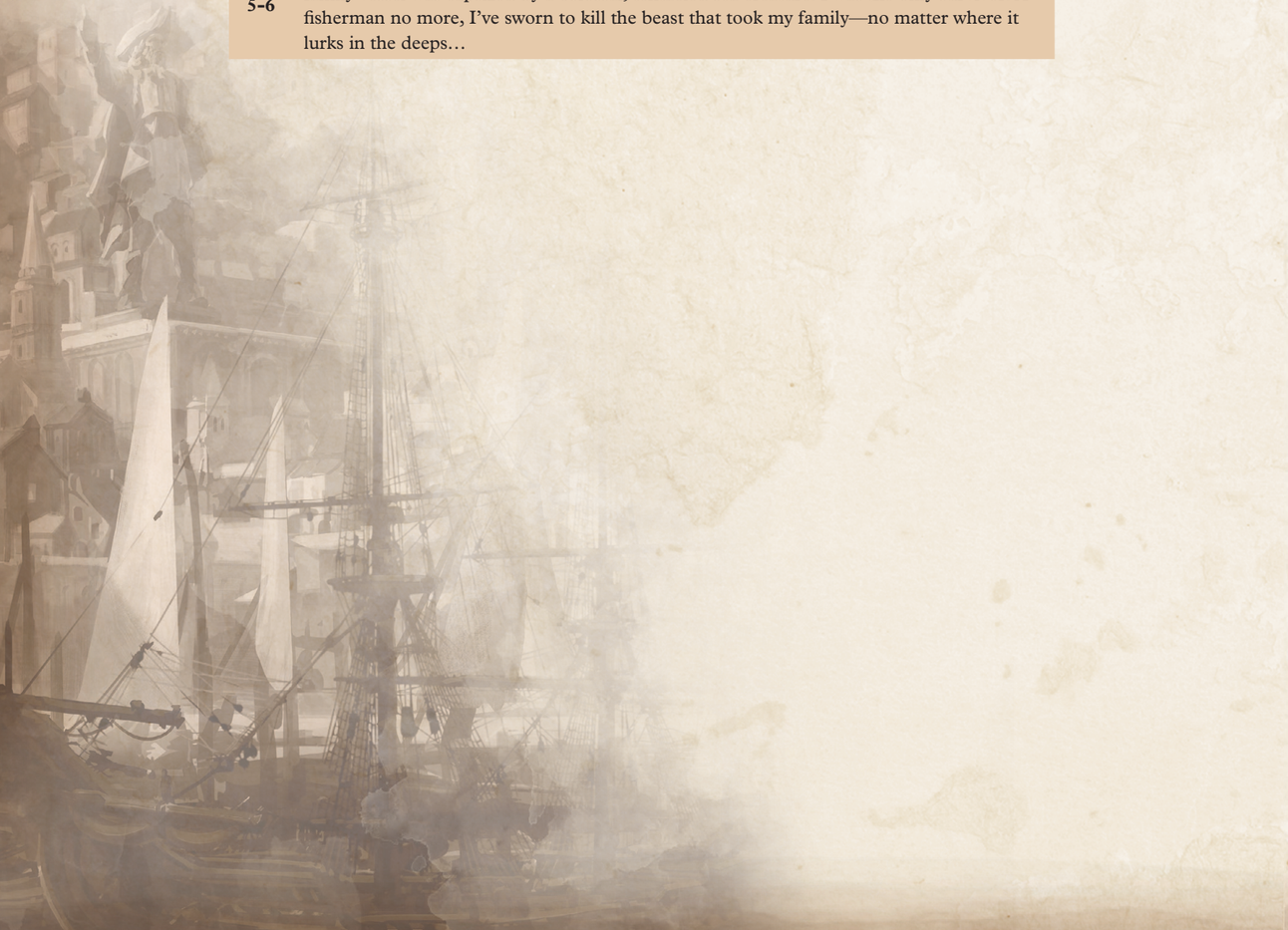
TIDESFAR

Seafarers

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

Skill Proficiencies: Athletics, Perception
Tool Proficiencies: Navigator's tools, Vehicles (Water)
Equipment: A set of common clothes, a set of navigator's tools, 50 ft. of rope, a small knife, and a pouch containing 5 gp.
Feature: *Raised on the Water*: Your experience with the ocean allows you to navigate via the stars. In addition, you're able to negotiate for passage from Tidesfar via boat for free (though your party may have to work to pay their way).

D6	BACKGROUND OPTIONS
1-2	***Fleet Survivor:*** I was second mate on a navy galleon and dreamed of being captain of my own ship one day. Our galleon was attacked by pirates, but before it sank, the captain pushed me overboard. He implored me to live a good life and make good on my dream…
3-4	***Reformed Pirate:*** I was a wild Zanzarra pirate for many years. Eventually, I was caught and did time in the Slam. I earned my parole and became a reformed citizen. But I still hear the call of the wild sea in my heart…
5-6	***Vengeful Fisherman:*** I come from a long line of fishermen. A few years ago, our family vessel was capsized by a colossal, tentacled sea creature. I was the only survivor. A fisherman no more, I've sworn to kill the beast that took my family—no matter where it lurks in the deeps…



GROUP ORIGINS

GETTING IT TOGETHER…

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

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

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

D10	PARTY TYPE
1	Buccaneers
2	Deputized Constabulary
3	Explorers
4	Hired Security
5	Mystic Seekers
6	Outlaws
7	Professional Thieves
8	Relic Hunters
9	Traveling Band
10	Urban Missionaries

BUCCANEERS

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

Starting Monetary Bonus: 15 gp (per party member)
Additional Starting Equipment: A small shared boat docked in the city of your choice
Group Skill Bonus: Athletics

GROUP ABILITY

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

D4	BUCCANEERS VENTURES
1	Zanzarra pirates have attacked a civilian vessel and killed all aboard. The navy has asked for aid in apprehending the bloodthirsty pirates…
2	A navy ship, foundering off the coast of Tidesfar, has fired a distress flare—indicating that they've been attacked…
3	A suspected smuggling ship, headed up the Talisande toward Talis, failed to stop for a mandatory cargo inspection…
4	Your ship has been targeted by rebel atsaad who seem convinced that you strayed into their territorial waters…

DEPUTIZED CONSTABULARY

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

Starting Monetary Bonus: 25 gp (per party member)
Additional Starting Equipment: Manacles, constabulary badge (give limited access and authority)
Bonus Proficiencies: Investigation

GROUP ABILITY

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

D4	CONSTABULARY VENTURES
1	An aggressive, drunken ogre is harassing patrons at a local tavern…
2	Angry citizens have cornered a known thief in an abandoned warehouse…
3	A group of traveling merchants is suspected of having brought unauthorized arcana into town…
4	There have been reports of centaur gangrunners attacking travelers on the highway outside of town…

EXPLORERS

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

Starting Monetary Bonus: 20 gp (per party member)
Additional Starting Equipment: Explorer's pack, a map of Lawbrand's known regions
Group Skill Bonus: Survival

GROUP ABILITY

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

D4	EXPLORERS VENTURES
1	Ruins of a sunken atsaadi city have been discovered off Lawbrand's southern coast, but so far, no one's been daring enough to explore them thoroughly…
2	It's rumored that a subterranean vault system lies beneath the desert outside of Lietsin. Who knows what wonders might be contained within it…?
3	Off-road racing organizers are seeking to map out a new race course through the treacherous Barrier Wilds north of Innis…
4	An old sea captain from Tidesfar believes there's an as yet undiscovered island chain that lies far to the west of the Wassica Islands. He seeks daring volunteers to help him prove his theory…

HIRED SECURITY

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

Starting Monetary Bonus: 25 gp (per party member)
Additional Starting Equipment: Manacles, fine black clothing
Group Skill Bonus: Intimidation

GROUP ABILITY

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

D4	SECURITY VENTURES
1	The local warehousing facility has been targeted by gangrunners who hope to sell the pilfered goods on the black market…
2	A Sularian missionary seeks to make peace between various local street gangs, but the work could be perilous unless they have someone to watch their back…
3	The local Trade-Guild is holding a gala event for its top delegates, and the event organizers are seeking aid in keeping the "wrong sort of people" out of the posh venue…
4	One of the city's top actresses has received death threats from an "adoring fan" and seeks protection…

MYSTIC SEEKERS

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

Starting Monetary Bonus: 25 gp (per party member)
Additional Starting Equipment: Wand of Magic Detection
Group Skill Bonus: Arcana

GROUP ABILITY

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

D4	SEEKERS VENTURES
1	Rumor has it that students from the Arcanimus Academy frequent a secret tavern in Lietsin, where they're free to display their magical power without fear of discovery…
2	Some believe that a secretive group of "seers" has taken up residence in Sinners Mile near Orinfell…
3	A nervous Sularian priest claims to have information about a clandestine order of sorcerers operating out of a posh hotel in Lietsin…
4	Recently arrived travelers have told tales of a forest commune in the deep wilds where druids, faeries, and manticores are commonplace. However, the travelers did admit that they might have hallucinated the whole sordid thing…

OUTLAWS

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

Starting Monetary Bonus: 20 gp (per party member)
Additional Starting Equipment: Forgery kit
Group Skill Bonus: Survival

GROUP ABILITY

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

D4	OUTLAWS VENTURES
1	One of the locals, having recognized your party as being "wanted," has alerted the local constabulary to your whereabouts…
2	A local bard, having heard about your situation, wants to travel with you and write a great ballad about your group's exploits…
3	A notorious bounty hunter has been seen in town. Their presence couldn't be a coincidence…
4	Seeing as how you're already wanted by the authorities, a local crime boss wants to put you on the payroll…

PROFESSIONAL THIEVES

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

Starting Monetary Bonus: 20 gp (per party member)
Additional Starting Equipment: Thieves' tools, grappling hook
Group Skill Bonus: Stealth

GROUP ABILITY

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

D4	THIEVES VENTURES
1	A desperate Guild-Delegate seeks aid in procuring sensitive trade documents from a rival Guild-Hall…
2	An eccentric art collector will pay an extravagant amount to anyone that can deliver them the priceless statuette known as the Weeping Saint from the local museum…
3	A top bard from Innis is staying at one of the city's most lavish hotels, and rumor has it that their entourage travels with huge sums of money wherever they go…
4	An engineer in Talis wants to get their hands on patented designs that are currently being held in a secured, local vault…

RELIC HUNTERS

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

Starting Monetary Bonus: 25 gp (per party member)
Additional Starting Equipment: Explorer's pack
Group Skill Bonus: History

GROUP ABILITY

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

D4	RELIC HUNTERS VENTURES
1	The Conservatorum believes that priceless historical tomes from Old Sularia might still lie within the abandoned keeps scattered throughout the Barrier Wilds…
2	A special map has come up for sale on the black market. Rumor has it that it shows the locations of several Aldan Thei vaults buried beneath the Tanaroch's sands…
3	The Arcanimus seeks aid in recovering a series of enchanted orbs that were stolen by occultists outside of Lietsin…
4	A wealthy atsaadi collector is convinced that a cache of Ardu's lost ceremonial weapons might be found in recently discovered coastal ruins. He'll pay handsomely for their return…

TRAVELING BAND

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

Starting Monetary Bonus: 10 gp (per party member)
Additional Starting Equipment: A musical instrument of your choice
Group Skill Bonus: Performance

GROUP ABILITY

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

D4	BAND VENTURES
1	The headlining act at a local tavern has canceled at the last minute, and the desperate proprietor needs an act to fill the slot…
2	The organizers of Lietsinfest are looking for new acts to spotlight, but the bands will have to compete for the top spots in a local "battle of the bands"…
3	A very wealthy factory owner seeks a fresh new band to play at his daughter's exclusive sixteenth birthday party…
4	One of Lawbrand's most renowned songwriters wants to try out new material, but they need a reliable backing band to bring the music to the people…

URBAN MISSIONARIES

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

Starting Monetary Bonus: 15 gp (per party member)
Additional Starting Equipment: Extra rations, bandages
Group Skill Bonus: Religion

GROUP ABILITY

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

D4	MISSIONARIES VENTURES
1	The Church has donated shipments food and clothing to destitute neighborhoods, but local street gangs keep stealing it all for their own ends…
2	A recent trade protest turned violent as frustrated workers threw rocks and debris at their local Guild-Delegates. The constabulary intervened with force, and many protestors were left wounded and traumatized by the event…
3	The "gray fever" has ravaged its way through a local neighborhood, and the local Sularian priests are desperate to find a cure…
4	A collection has been taken up for the poor in local neighborhoods, but the money box is a prime target for thieves and bandits…



SPELLS

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

SPELL LISTINGS BY CLASS

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

BARD

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

CLERIC

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

DRUID

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

PALADIN

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

RANGER

Earthsight (Divination)
Stonehide (Transmutation)

SORCERER

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

WARLOCK

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

WIZARD

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

AQUATIC LIMB

1st-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

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

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

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

BENEDICTION OF ST. JENHRA

3rd-level abjuration

Casting Time: 1 minute
Range/Area: 10 ft.
Components: V, S, M (holy oil)
Duration: Concentration, up to 1 hour

Anoint a creature within range that is visible. The anointed creature gains the following effects for the duration: the creature can use their reaction to gain advantage for a saving throw and also gains resistance to necrotic, radiant, psychic, and force damage.

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

BLAZING SMITE

4th-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

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

COMBUSTIVE PITCH

2nd-level evocation

Casting Time: 1 action
Range/Area: Self
Components: V, S
Duration: 1 minute

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

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

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

DEAD MAN'S PARTY

6th-level conjuration

Casting Time: 1 minute
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 10 minutes

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

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

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

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

EARTHSIGHT

2nd-level divination

Casting Time: 1 minute
Range: 100 feet radius
Components: V, S
Duration: Concentration, up to 1 hour

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

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

FLAME LASH

2nd-level evocation

Casting Time: 1 reaction, which you take when a creature makes a movement within 30 ft. of the caster
Range: Self
Components: V, S
Duration: Instantaneous

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

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

ENDLESS TANKARD OF TOUGHNESS

5th-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

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

GAZE OF JUDGMENT

4th-level transmutation

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

Make direct eye contact with a creature within range, causing their soul to be purged of the fear and guilt plaguing them, temporarily granting the creature 5d12 temporary hit points and advantage on all saving throws while the caster's concentration is maintained or until the duration ends.

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

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



HALO OF RIGHTEOUSNESS

Abjuration cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

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

RING OF FLAME

2nd-level conjuration

Casting Time: 1 action
Range: Self (5 feet)
Components: V, S
Duration: Concentration (1 minute)

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

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

SCINTILLATING SHIELD

2nd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

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

SPIRIT GUIDE

1st-level conjuration

Casting Time: 1 minute
Range: Self (10 feet)
Components: V, S
Duration: 10 minutes

Call forth an animal visage that dances around you, shedding bright light up to 10 ft. around the caster. For the duration, the Spirit Guide grants you advantage on all Survival, Investigation, and Animal Handling checks. The Spirit Guide will also protect its summoner. Hostile creatures that end their turn within 10 ft. of the caster must make a Wisdom saving throw or take 1d6 force damage.

SOULPURGE

2nd-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

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

STONE BURST

Transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: M (a stone)
Duration: Instantaneous
School: Transmutation

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

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

STONEHIDE

2nd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

Your skin hardens and becomes tough like stone, granting you advantage on Constitution saving throws and resistance to a nonmagical damage type of your choice.

STRENGTH BEYOND STRENGTH

2nd-level transmutation

Casting Time: Instantaneous
Range: 30 ft.
Components: V, S
Duration: 10 minutes

A friendly creature within 30 ft. becomes bolstered, causing their muscles to tighten and their blood to boil. Their carrying capacity is doubled, and they gain advantage on all Strength checks. When the bolstered creature makes an attack, they may take a −5 to hit penalty to add +10 damage to the attack.

THUNDERING ROAR

2nd-level evocation

Casting Time: 1 action
Range: Self
Components: V
Duration: Duration: 1 minute

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

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

VALOR'S CREST

8th-level conjuration

Casting Time: 5 min
Range: 150 ft.
Components: V, S, M (ship in a bottle)
Duration: Continuous

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

WINDS OF THE TANAROCH

1st-level evocation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneouss

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

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

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

WRATH OF CINDERS

2nd-level transmutation

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (brandishing a flame or ash)
Duration: Concentration, up to 1 minute

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

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

SIGILS

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

SIGILS

INTRODUCTION

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

THE ANCIENT ART

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

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

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

OBTAINING A SIGIL

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

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

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

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

SIGIL TABLE

LEGENDARY

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

VERY RARE

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

RARE

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

UNCOMMON

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

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

SIGIL PARLORS

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

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

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

D8	SIGILS
1	2 Uncommon Sigils
2	4 Uncommon Sigils
3	4 Uncommon, 1 Rare Sigils
4	4 Uncommon, 2 Rare Sigils
5	4 Uncommon, 3 Rare Sigils
6	4 Uncommon, 3 Rare, 1 Very Rare Sigils
7	4 Uncommon, 3 Rare, 2 Very Rare Sigils
8	4 Uncommon, 3 Rare, 2 Very Rare, 1 Legendary Sigil

SIGIL PRICE TABLE

RARITY	GP COST
Uncommon	500 gp
Rare	5,000 gp
Very Rare	10,000 gp
Legendary	20,000 gp

SIGIL FORMS


ACADEMIC

AVIAN

BESTIAL

BLISSFUL

BOMBASTIC

COMEDIC


CONVINCING

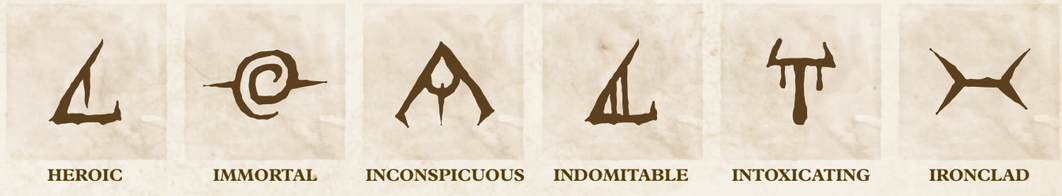
COSMIC

ELEMENTAL

FASHIONABLE

FURIOUS

HARMONIUS


HEROIC

IMMORTAL

INCONSPICUOUS

INDOMITABLE

INTOXICATING

IRONCLAD


LINGUISTIC

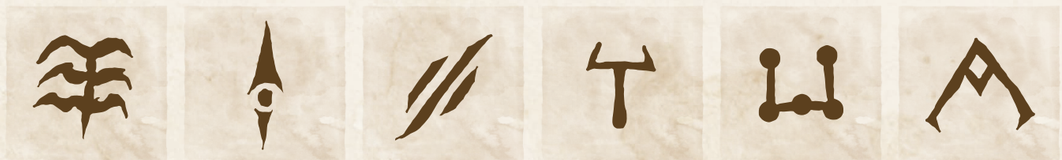
MACABRE

MAJESTIC

MIGHTY

MONSTROUS

MYSTICAL


ODOROUS

PSYCHIC

REFLECTIVE

SACRIFICIAL

SCHOLARLY

STEALTHY


THEATRICAL


WAILING

THE MARK OF THE SERPENT



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

TAKING THE MARK

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

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

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

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

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

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

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

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

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

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

CHANNELING THE SERPENT

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

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

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

USING MARK POWERS

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

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

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

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

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

COILS TABLE

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

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

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

DESCENT CHART

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



THE COILS OF THE SERPENT

COIL OF SCALES

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

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

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

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

Example Abilities:

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

COIL OF SHED SKIN

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

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

It is you—with all your flaws laid bare.

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

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

Example Abilities:

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

COIL OF FANGS

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

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

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

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

Example Abilities:

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



COIL OF VENOM

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

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

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

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

Nothing can.

Example Abilities:

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

COIL OF DREAD

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

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

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

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

Example Abilities:

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

COIL OF DEVOURING

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

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

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

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

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

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

You make your choice.

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

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

Example Ends:

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



THE MARKSWORN

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

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

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

USING MARKSWORN ABILITIES

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

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

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

MARKSWORN ABILITIES

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

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

- **Reflexive Empowerment (Coil Tier 4)**
  When a serpent-marked companion is knocked unconscious within 10 ft. of a Marksworn individual, that individual may then immediately use their reaction to restore a spell slot. This may only be used once per long rest.

» **Sympathetic Bond (Coil Tier 4)**
As a bonus action, a Marksworn individual may transfer 1d8 + their Constitution modifier hit points to a serpent-marked individual. Additionally, as a bonus action, a serpent-marked individual may transfer 1d8 + their Constitution modifier hit points to a marksworn individual.

» **Pacify (Coil Tier 4)**
When a serpent-marked individual within 10 ft. attempts to use a Mark Power, the Marksworn may attempt to stop them from doing so. To do this, the Marksworn must make a DC 15 check with no bonuses. If they succeed, the Mark Power is interrupted and the Marksworn individual suffers a maximum health penalty of 1d8 multiplied by the Coil Tier of the ability that was interrupted. This may only be attempted once per long rest.

» **Mark Transference (Coil Tier 5)**
When a serpent-marked companion is unconscious, a Marksworn may activate that individual's Mark to channel a Mark Power by touching them and following the same rules for activating the Mark that a serpent-marked individual does. This use of the ability will cause that serpent-marked individual's Descent Chart to increment. This may only be used once per long rest.

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

MARKSWORN TRAITS

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

» **Serpent-Marked Tracking (Coil Tier 2)**
Marksworn individuals can sense the general direction of their serpent-marked companions no matter how far away they may be.

» **Magic Saturation (Coil Tier 3)**
Marksworn individuals have advantage against Charm, Petrified, and Frightened condition checks due to their frequent exposure to the energies of the World Serpent.

» **Sigil Exposure (Coil Tier 5)**
A Marksworn's individual's constant exposure to the power of the ultimate sigil has conditioned their body to the magic flowing through it. The Marksworn individual can receive a fourth sigil from a sigil parlor, but it is permanent and cannot be replaced.



DETRIMENTS TABLE

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

PART III

ADVENTURING



BUILDING A CAMPAIGN

The following section provides GMs all the tools they'll need to create memorable adventures within Lawbrand's unique urbanized setting. It includes information on using campaign archetypes, creating compelling villains, an overview of Laws, Writs 'n' Bounties and much, much more.

ADVENTURES IN LAWBRAND AND BEYOND

The realm of Lawbrand offers GMs the ability to create unique experiences for their players across the breadth of its Trade-Cities, mystical forests, and hidden dens of occult power. In addition to these exciting locales and their engaging denizens, Lawbrand is also home to a number of unique, powerful factions that can serve as the basis for entire adventure campaigns on their own.

The following section provides GMs with countless adventure concepts, narrative hooks, and ways to forge their own stories within the realm of Lawbrand. Above all, these are presented as examples and ideas for GMs to use as they see fit, acting as springboards for customized adventures. Just reading through this section will give GMs greater context for Lawbrand's unique factions and locations, which helps with crafting campaigns that fit perfectly within the setting. In addition, there are additional resources and rules for GMs to utilize, such as sections detailing **Laws, Writs, 'n' Bounties,** and **Chariot Racing.**

A REALM OF INDUSTRY, INTRIGUE, AND LIMITLESS POTENTIAL...

The Trade-Cities and the factions that rule them are unique and rich resources for crafting exciting campaigns for your players. While Lawbrand is surrounded by mysterious forests, underground lairs, and forgotten dungeons, its urban environments stand out as the primary means for GMs to create unique adventure situations they may not have considered in other fantasy settings. From battling vampiric crime lords in Sargrad's Meatpacking District to safeguarding the clockwork bridges of Talis, there is no shortage of new experiences to explore and types of enemies to confront.

In order to effectively utilize the Trade-Cities, we highly recommend reading the entries for each of them in the **World** section (starting on page 53) and their entries in this section. Each of them serves as a fully realized city with its own distinct industry, government, and thematic hook that can serve as a long-term stomping ground for your players or as a flavorful waypoint throughout your campaign.

In addition to the setting's factions and locations, the presence of the Auroboros itself—and the dreaded Mark of the Serpent that enables its power—can greatly influence the shape of your players' experiences. With such a tremendous source of power accessible to players, you may want to determine how you plan to utilize it in your story ahead of time. Though campaigns can often veer off the beaten path of your intended storyline, the Mark of the Serpent is a narrative device that campaigns should be built around. Even if your players don't intend to take the Mark for themselves, they could come across a serpent-marked individual who could be either friend or foe. In this section, you'll find more details on running the Mark of the Serpent in your campaign, as well as guidance on how to grant it to your players and maximize it as a storytelling device.

CREATING CAMPAIGNS

Creating a campaign can be an incredibly daunting task, especially in a new fantasy setting you may not be familiar with. With this sourcebook, our goal is to give GMs as many tools as possible to create their own epic stories and adventures that work within Lawbrand's fictional framework. One of the most critical steps in designing a campaign for this setting is considering where you want your focus to be.

There are many themes that can be explored in the Auroboros setting, including political intrigue, dungeon crawling, mystical enemies, and even dealing with your player group's interpersonal burdens and instabilities. It's important to consider that some common adventure themes may not be the right fit for you and your players. Asking basic questions about how your group wants to play—and how that might affect the story you want to craft for them—can pay dividends right from the start. Do they want to gain lots of experience by defeating enemies, or would they prefer to solve a grand mystery over time? Should the story's antagonist be a mysterious faction, or would your players have more fun as fugitives on the run from the Knight-Paladins for crimes they didn't commit? There are no wrong answers!

This section of the book offers the following tools to create campaigns:

- *Campaign Archetypes*
- *Villains*
- *Denizens of Lawbrand*
- *Laws, Writs 'n' Bounties*
- *Chariot Racing*

CAMPAIGN ARCHETYPES

FINDING THE RIGHT STORY FOR YOUR PLAYERS

The following is a list of campaign archetypes that work well within the fictional framework of Lawbrand. A long campaign could include a mix of these archetypes over the course of its events, but it's always helpful to have a strong starting point in mind—or at least an overarching idea of how you see your campaign unfolding over time.

URBAN ESCAPADES

The Trade-Cities of Lawbrand make for an exciting launching point for any campaign, with each possessing its own unique flavor and history. Between the **World** and **Adventuring** sections in this sourcebook, you'll find details on what makes each city tick. Trade-Cities focus on the commercial and industrial sides of Lawbrand, including its factories, marketplaces, churches, and government buildings—as well as the lively people that inhabit them.

Though each Trade-City is fairly self-sufficient, they all contribute to the realm via their specialized industries. We recommend leaning on some of these specialties in your storytelling to make each of them stand out in your campaign—such as Talis' incredible engineering or Tidesfar's prolific shipbuilding. Weaving a story that takes place mainly in a city allows your campaign to have a distinct urban tone and flavor that your players may not have previously experienced in other fantasy settings.

The kind of situations unique to Trade-City life could include systemic government corruption, industrial rivalry, organized crime, and other more modern story elements. We recommend you find ways to integrate these elements into your story to help show your players the personality of each Trade-City. The cities are also where you'll feel the heaviest influence of the law, as the various local constabularies and the Church's Knight-Paladins strive to keep the peace between Lawbrand's different races and cultures. The details of these races and cultures can be found in the Denizens of Lawbrand section on page 232.

In addition, later in this section, you'll find the Laws, Writs 'n' Bounties feature (pg. 235) that details how players can work within and outside of the law. By obtaining legal writs, players can be granted special permissions and privileges within the Trade-Cities—as well as earning bounties on dangerous criminals and outlaws. If your party is on the run from the law, they may need to create counterfeit writs to bypass security checkpoints or even enter private establishments. In this way, writs give you an impactful way of integrating Lawbrand's strict laws into your players' ongoing adventures.

INVESTIGATING THE OCCULT

A consistent theme throughout Lawbrand is the rise of occult activity and the dark machinations of secret cabals. From the sinister manipulations of the Necromanti to the zealous faith movement of the Children of the Sun, there are many opportunities for players to confront the dangerous occult forces that threaten society. Each of Lawbrand's cults has its own methodologies, ecologies, and long-term goals in the world. These thematic details allow you to craft unique adventures, depending on which faction you've chosen to engage with.

An important distinction for the more mystical factions in Lawbrand is that to the public eye, true magic is thought not to exist. Those in power who know the truth have outlawed magic and work to keep its existence hidden from the hapless masses. Because of this, wielding magic within the Trade-Cities—and even confronting magically empowered foes—requires great discretion. You don't want to alert the local townspeople that a group of cultists is summoning infernal powers just outside of their homes, and you certainly don't want the law thinking you might have some involvement in their dealings!

Adventures that involve occult-focused factions should be built around that faction's unique way of interacting with magic, mysticism, and even the power of the Auroboros itself. In the **Adventure Guides** section (page 252), you'll learn more about each faction's knowledge and interest in the Auroboros, which can aid you in crafting your grand plan for your party's villains and antagonists.

In addition, your players can become involved with the occult in more peripheral ways. Perhaps they are trying to learn the factions' secrets of performing ancient rituals or want to assist them in achieving their goals. None of Lawbrand's factional motivations are set in stone, and as a GM, your story can give the factions reasons to engage with your players—for good, evil, or even something in between.

POLITICAL INTRIGUE

The Trade-Cities and the Trade-Guilds that run them are the true drivers of Lawbrand's economy and monolithic industrial complex. Though they work collectively as a well-oiled machine, there's always room for tense competition and corporate espionage between the Trade-Guilds that can draw your players into their dangerous intrigue. Some Trade-Cities have long histories of internal conflict, such as the long-standing rivalry between Talis and Skarborough, or even Hearthvale's ongoing internal fight for control with its own emergent Trade-Guild, the Harvesters.

The **Adventure Guides** section found later in this chapter contains entries for each Trade-City and their controlling guilds, as well as any existing conflicts that shape their regional politics. This information can help you launch adventures within each Trade-City, but you are free to generate new political drama to best fit your campaign's needs. Conflict between Trade-Cities can serve as a major jumping-off point for an ongoing adventure; your party could spark an inciting incident between Trade-Guilds or even engage in espionage between old rivals.

In addition to conflicts between the Trade-Guilds, tensions are also brewing in the fast-moving, lucrative corporate business world. For instance, Revel Inc.—a brazen sports-entertainment corporation—bullies, extorts, and blackmails anyone it needs to in order to maximize its profits. Upstart corporations like Revel Inc. seek to supplant the power of the Trade-Guilds, regardless of the societal upheaval that might ensue.

CLASSIC SWORDS & SORCERY

In addition to the Trade-Cities' industrial environments, this setting features vast tracts of untamed wilds and the undiscovered ruins of the ancient world. For those GMs seeking to run more "classic" outdoor adventures, the **Locations Guide** (page 294) offers a trove of information on engaging with Lawbrand's more outlying regions and cultures. If you're looking to send your players into a cave full of goblins or even face off against an awakened dragon, never fear—we've got you covered! We expect that many GMs will be looking for this type of adventure or even incorporate some of Lawbrand's elements into their existing campaigns. Our intention is to support GMs with whatever shape their campaigns take!

In general, these types of experiences are also a great way to fill gaps in an ongoing campaign focused on more elaborate, overarching themes. While many players will find political intrigue or investigating the occult fascinating, they will likely want a chance to use their newest abilities and items on less substantial enemies from time to time. Later in this section, you'll find information on using Laws, Writs 'n' Bounties, which offer players opportunities to traipse through dungeons or open countryside with no greater motivation than the desire for coin and acclaim.

PLAYER MOTIVATIONS & HISTORY

When helping your players through the initial process of character creation, we recommend having a discussion with each of them to feel out their characters' backgrounds and motivations. Additionally, as your campaign advances, we recommend that you make a regular habit of "checking in" on those motivations to maintain a better understanding of what your players may be seeking and why. The GM's understanding of a player's desires and backstory will help them make richer, more informed story decisions and, ideally, use some of that backstory to create engaging conflicts for players to respond to.

By leveraging character motivations in this way, GMs can weave more personalized stories for each player—helping them feel like the hero at the center of events. The deft use of motivations also allows for interesting tensions and intrapersonal conflicts to arise between party members, as well as recurring NPCs. Additionally, we recommend that you work alongside each player to establish a throughline for their character's journey from start to finish—finding answers for questions like "Where did they start?" "How has their experience shaped them?" and "What are they fighting for?"

Running a fun, successful campaign isn't always just about players fighting bad guys *or even each other*—it's about giving players the opportunity to solve problems creatively, work as part of a group to overcome adversity, and express themselves through role-playing their characters. They may face setbacks from time to time, but giving them incremental progress toward their personal goals can keep them invested in the ongoing story of your campaign. Invested players means long campaigns and epic stories! It also means you're doing a great job at being a GM too!



VILLAINS

CREATING GOOD BAD GUYS...

Every campaign needs a great villain, but this book contains only a handful of Lawbrand's villainous foes (featured within the **Adventure Guides** starting on page 252). While these powerful enemies are memorable and frightening, they may not be exactly what your campaign calls for.

In that case, we encourage you to create villains of your own! Whether it's a shadowy mastermind secretly engineering the events of your entire campaign or simply a quarry giant smashing its way through one of the Trade-Cities for a single session, your villains should feel authentic to Lawbrand's themes and overall aesthetic. To aid in the process of developing your own villains, we offer a set of questions to ask that will help add dimension and agency to them.

When coming up with a new villain, feel free to answer as many of the following questions as you see fit. The more you answer, the more prepared you'll be when your players start asking questions or veering off the narrative path you've prepared! Additionally, if you're part of a group where players exchange GM duties regularly, you'll be able to provide other GMs with a significant amount of detail about the villain you've created with great ease. Remember—great villains aren't usually blanketly evil; they should be rendered with nuanced and layered personality traits and motivations. Your players' greatest nemesis just might believe they're on the side of the greater good!

BASIC VILLAIN CREATION

- *What is their name?*
- *What do they look like? How old are they?*
- *Are they connected to a particular faction?*
- *Do they have deep ties to a particular location?*
- *What class are they or how do they fight?*
  - *Do they fight at all?*
  - *If so, what weapons do they use?*
- *Is there anything unique about them visually?*
- *How do they speak? Do they speak? Do they have a distinct accent?*
- *How would you describe their personality?*
- *Do they have any habits or tics that would be visible to players?*

THE AUROBOROS

- *Do they know about the Auroboros' existence?*
- *Do they know what the Mark of the Serpent is?*
  - *Would they recognize it?*
  - *How would they react to a serpent-marked individual if they met one?*
- *Do they possess the Mark of the Serpent?*
- *How would they use the Auroboros to further their goals?*

VILLAINOUS MACHINATIONS

- *What do they want? What are they motivated by?*
- *Will they tell players their plan or is it secret?*
- *How do they plan to achieve their goals? How far will they go to achieve them?*
- *Will they appear to players at all? How will players find them or find out about them?*
- *If they do appear to players, how often will they appear?*
- *Are they known by NPCs?*
- *Are they the leader of a group? How many followers do they have?*
- *Where is their base of operations?*

VILLAINOUS ABILITIES

- *What are their abilities?*
- *Do they favor a particular fighting style?*
- *Do they cast spells? If so, what spells do they know and what spellcasting level are they?*
- *Do they have multiple forms? If so, what are they?*
- *Do they often have other monsters or protectors alongside them?*

DENIZENS OF LAWBRAND

CITIZENS, OUTSIDERS, AND BEASTS OF THE LAND

While the **Heroes** section of this sourcebook details many of the player races that inhabit Lawbrand's Trade-Cities, this section lists the realm's non-playable races, as well as the various creature types that inhabit the vast wildlands beyond Lawbrand's borders.

NON-PLAYABLE RACES OF LAWBRAND

While they are not currently supported with player rules, the following humanoid races constitute the bulk of Lawbrand's citizenry. Citizens of these races can be encountered in nearly every Trade-City and outlying region.

CENTAURS

The centaur have traded their ancient woodland origins for a hardscrabble, urbanized lifestyle. Gritty and opportunistic, they live as a loose confederation of outlaw gangs that lord over the dangerous, unprotected highways that link the Trade-Cities. Often hired as information couriers for the Trade-Guilds or even as overland smugglers, the centaur are some of Lawbrand's most rough-and-tumble citizens.

GNOLLS

Gnolls are some of Lawbrand's most dynamic citizens. These hyena-like beast-folk have come a long way from their sylvan origins, having largely overcome their historic ferocity and assimilated into urban life with relative ease. Gnolls have proven to be exceptional businessfolk and dependable neighbors. They keep goods and resources moving steadily through the Trade-Cities—overseeing the shipping and fulfillment of goods throughout the realm.

Designer's Note: *Gnolls in Lawbrand have unique origins compared to those from other settings. They have no ties to demons or any other extradimensional powers and are productive members of society.*

HOBGOBLINS

Hobgoblins are reliable citizens within the Trade-Cities, but they tend to be insular and keep to their own devices within their own family groups. While they perform a wide variety of functions within society and are generally trusted as neighbors, hobgoblins are hard to get to know. Their speech patterns are largely incompatible with the common tongue, making it difficult for them to communicate with their fellow citizens, which further exacerbates their isolationism.

MINOTAURS

Minotaurs are an uncommon sight in Lawbrand. Often employed as gladiators and bodyguards, they are as notorious for their ferocity as they are for their boisterous, unpredictable antics. They create a din of danger and awe when they arrive in the Trade-Cities. Given their chaotic nature, the brash minotaurs don't make particularly stable citizens, and thus are often eyed warily by local authorities.

OGRES

Ogres have worked hard to transform their culture from the dark, violent times of Old Sularia. While they still possess incredible strength and ferocity when enraged, they have become an upstanding people—intent on living peacefully with their smaller neighbors. Like the iron dwarves, the ogres played an instrumental role in building the Trade-Cities and establishing Lawbrand's prolific industries. They are tireless workers and thoughtful neighbors. Ogres have become uniquely insightful—good at reading people and situations. They use this instinct to keep the peace and foster calm within their communities. Ogres are a faithful people overall, often adhering to the tenets of the Sularian Church with deep devotion. They are appreciative of how much better life in Lawbrand is than the hardscrabble existence they faced in Old Sularia.

QUARRY GIANTS

Quarry giants, named for their principal role in digging out Skarborough's colossal ore quarries, have made a place for themselves in Lawbrand over the past few decades. Driven from the Barrier Peaks by violent Howling raiding bands, small groups of giants traveled southward to find work and lodging within Hearthvale and Skarborough. Over the years, they've trickled into the western Trade-Cities and become welcome fixtures in local industries.

Given their sheer size, it's hard for the giants to live in close quarters with other races within the Trade-Cities. They often inhabit larger-scale enclaves situated at the periphery of most cities, though they can be seen walking the streets or commiserating outside local taverns and entertainment centers. The giants are still rare enough in the western Trade-Cities that encountering them is an exciting prospect. They are generally even-tempered and work tirelessly to provide for their small families.

SATYRS

Once reclusive sylvan wanderers, the satyr have adapted remarkably well to fine urban living. Sitting in the upper crust of Lawbrand's more "cultured" society, they use their charm, sylvan grace, and natural charisma to entertain the masses. They revel in the theater and the performing arts—always seeking to elevate the culture of Lawbrand and its citizens.

OTHER DENIZENS OF THE WORLD

Wild beasts, magical creatures, and extradimensional entities inhabit nearly every corner of the world, and even beyond… The following section details Drastnia's general creature types and provides context for how they can be used in this setting.

BEASTS

Beasts are commonplace in the wilds surrounding Lawbrand and tend to stay away from civilized regions. However, many domesticated beasts can be found in various Trade-Cities serving as exotic pets or beasts of burden.

Examples
Bats, bears, bison, cats, cows, dogs, hippos, horses, predatory birds, snakes, wolves

CELESTIALS

Given their extraplanar nature, celestial beings are almost never encountered by the denizens of Lawbrand. The common citizenry, holding to the Church's blanket dismissal of the supernatural, can scarcely believe that such fanciful creatures could even exist. However, celestial beings are out there…

Examples
Angels, couatl, devas, empyrean, kirin, planetar, unicorns

DRAGONS

Dragons and their various subtypes are extremely rare. Once prolific in ancient times, these magical creatures were hunted to near extinction over the centuries. Now, the few that remain live isolated in the most remote corners of the world.

Examples
Black dragons, dragon turtles, drakes, pseudodragons, silver dragons, wyvern

ELEMENTALS

Elemental creatures are common in the deep wilds beyond Lawbrand's borders, especially in unstable regions such as coastlines, subterranean caverns, mountain peaks, and areas of volcanic activity. However, given their chaotic nature, they are seldom encountered by city-dwelling citizens.

Examples
Air elementals, earth elementals, efreeti, magma beasts

FIENDS

As with celestial beings, fiends are very rarely encountered by the common citizens of Lawbrand, who don't believe they even exist. However, due to the resurgence of occult activity in the realm propagated by factions such as the Fangs of Scyllia, the summoning of extraplanar fiends is a more common occurrence than it was in the more austere era of Old Sularia.

Examples
Balor, demons, devils, fallen angels, hellhounds, imps, lamia, nightmares, souleaters

FEY CREATURES

Fey creatures are uncommon in the wilds beyond Lawbrand's borders, but they do exist in their own isolated enclaves—well hidden from the prying eyes of the common citizenry. The druids of the Oram Hai actively protect the fey creatures they encounter and seek to maintain harmony between them and the natural world.

Examples
Blink dogs, dryads, faeries, leprechauns, sprites, treants

HUMANOIDS

There are many different types of humanoids that populate the world of Drastnia. While many of them reside in the Trade-Cities as lawful citizens, there are just as many humanoid groups that live within their own enclaves outside of Lawbrand's jurisdiction. These races tend to keep to themselves for fear of being annexed into Lawbrand, but they can be encountered in the wilds as well as the Trade-Cities on rare occasions.

Examples
Bearfolk, bugbears, goblins, kobolds, merfolk, trolls, yeti

MONSTROUS CREATURES

There are truly monstrous creatures that populate the deep wilds surrounding Lawbrand. They generally stay well away from the borders of civilization. Still, as Lawbrand expands its territories and the wilds are consumed by extensive mining and deforestation operations, many predatory creatures have been forced out of their habitats to hunt in increasingly populated regions. Some types of monstrous creatures, such as griffons and chimeras, have been hunted so near to extinction that the general populace believes they exist only as myths.

Examples
Owlbears, griffons, manticores, hydras, wyverns, chimera, dinosaurs

UNDEAD

Undead creatures do not naturally exist in the world, but there are secret sects and cabals, such as the Necromanti, that specialize in raising the dead to do their foul bidding. Necromancy is exceedingly rare in Lawbrand, and as such, undead are very rarely encountered. However, there are numerous ruins of the ancient world scattered throughout the wilds where the ghosts of the long-dead still haunt the living world.

Examples
Ghosts, liches, mummies, phantom steed, skeletons, wights, zombies

VAMPIRES

While undead of any type are a rarity in Lawbrand, one group has endured and even thrived down the long ages of history—vampires. Though the righteous paladins of Old Sularia nearly annihilated their kind, Drastnia's present-day vampires have found refuge within Lawbrand's criminal underworld. Lording over the expansive crime cartel known as the Draconis Malisath, these vampires now feed upon the realm's commerce as much as the blood of its citizenry.

"We are right to fear the predatory beasts of the wild. But the unseen devils, those that feed upon civilization down through the ages—they fill me with a profound dread."

- Archemus Strand

LAWS, WRITS 'N' BOUNTIES

LAW AND ORDER WITHIN THE TRADE-CITIES

Lawbrand is a realm founded on strict codes and statues. These laws used to be heavily enforced with crippling fines and inhumane prison sentences, but the severity of such penalties has softened somewhat over time. Still, local constabularies will prosecute criminals to the full extent of the law if they are caught in violation. In addition to arresting citizens for obvious criminal behavior, constabularies are also authorized to perform spot searches on any citizens that give them probable cause for concern. These searches are also standard practice for constabulary monitoring citizens traveling between Trade-Cities.

If a citizen is caught either performing an illegal act or carrying prohibited goods, they will be arrested and incarcerated in the local jail until they stand trial. Trials are usually conducted the day following initial incarceration and require at least one "eyewitness" testimonial to establish formal charges. Citizens face a judge and offer their own defense but are allowed to call upon others to refute the charges directly or serve as character witnesses.

Citizens found guilty by a judge resume their incarceration in the local jail for variable lengths, depending on the specific infraction. Typically, these sentences can be commuted by paying set bail fines. Bail fines vary in cost, depending on the severity of the infraction.

INTRINSIC VIOLATIONS	DESCRIPTION	SENTENCE	BAIL FINE
Larceny	The theft of personal property or registered goods.	1-6 weeks	500 gp
Possession of Prohibited Goods	The possession of goods and items that have been prohibited within Lawbrand's territories.	1-6 weeks	500 gp
Disturbing the Peace	The disruption of civic order through acts of violence or intimidation toward other citizens.	1-10 days	100 gp
Street Racing	The racing of chariots at speed through civic areas.	1-6 weeks	500 gp
Smuggling	The transporting and reselling of unregistered goods across borders.	1-6 weeks	500 gp
Practicing Arcana	The casting of spells, utilizing magic items, or bearing blatant arcane effects on one's person.	1-4 months	1,500 gp
Grand Larceny	The theft of personal property or registered goods in excess of 1,000 gp.	1-4 months	1,500 gp
Trade-Fraud	The defalcation or financial mismanagement of Trade-Guild assets.	1-4 months	1,500 gp
Manslaughter	The unintentional causing of the death of another citizen.	6 months-3 years	5,000 gp
Inciting Heresy	The speaking out against the Church or performing acts which result in others straying from the faith.	6 months-3 years	5,000 gp
Insurrection	The public protestation of, or taking up arms against, Lawbrand's lawful authorities.	6 months-3 years	5,000 gp

CAPITAL VIOLATIONS	DESCRIPTION	SENTENCE	BAIL FINE
Inciting Civil Discord	The speaking out against the Trade-Guilds or local constabulary and leading others to rise against lawful civic authorities.	10+ years	n/a
Treason	The acting against Lawbrand's interests on behalf of a foreign power.	Execution	n/a
Murder	The intentional taking of another citizen's life.	Execution	n/a



PROHIBITED GOODS

The following is an example list of some of the goods that are deemed unlawful in the territories of Lawbrand.

PROHIBITED GOODS	DESCRIPTION
Arcana	Spellbooks, spell scrolls, magic items
Heretical Texts	Books, scrolls, tracts
Explosives	Bombs, grenades, incendiary devices
Psychotropic Substances	Various potions, herbs, fungi
Potions	Non-foodstuff concoctions, alchemical mixes
Precarious Weapons	Evidently magical, cursed, or reckless weapons

WRITS

As vigilantism and mercenary work are prohibited in Lawbrand, there are instances in which private citzens or deputized constabulary can be granted sanction to perform a wide array of prohibited functions or legally carry controlled items within the territories of the realm. These instances require the possession of a legal writ, which can be obtained for a fee from local judges in each Trade-City.

Writs are scrolls stamped with Lawbrand's official seal that outline sanctioned activities or permissions afforded to the citizens in possession of them. Citizens caught performing unlawful acts without an authorized writ, or attempting to use a counterfeit writ, are held in violation and subject to incarceration. The costs of these writs are provided below as a baseline and can be increased, depending on the severity of the request. Each member of the party is required to have their own writ.

WRIT TYPE	DESCRIPTION	COST
Writ of Passage	Authorization to pass undisturbed through any waterway or overland checkpoints—and to pass freely between Trade-Cities without being questioned or searched.	150 gp
Writ of Possession	Authorization to carry prohibited goods or weapons.	25 gp
Writ of Benediction	Authorization to represent the interests of the Church and gain access to its most restricted holy sites.	50 gp
Writ of Arcana	Authorization to practice magic (with discretion) and carry prohibited arcana.	25 gp
Writ of Sanction	Authorization to use lethal force when carrying out officially sanctioned constabulary work or bounties.	30 gp
Writ of Repentance	Commutes a criminal sentence (releasing the bearer from jail) so long as they stay out of trouble and commit to the public good.	50 gp
Writ of Dominion	Authorization to represent the interests of Lawbrand and gain access to any of its official sites. Also allows the bearer to conscript aid, lodging, and services from any citizen.	150 gp

BOUNTIES

Every city has a Bounty Broker who solicits bounties from various parties and factions, then doles them out to adventurers and mercenary groups. As the collecting of bounties is held as vigilantism—and thereby highly illegal—Bounty Brokers tend to keep a low profile and operate in the shadows of the criminal underground. They pay highly for successful bounties where targets are returned alive and, in most cases, half if returned dead.

Many Bounty Brokers have secret contacts within the local constabulary who help them obfuscate their activities and even allocate high-profile bounties. Bounties on particularly dangerous criminals can sometimes be requested "under the table" by local constabularies for various reasons. These bounties are considered lawful so long as they are accomplished while upholding all other abiding legal conditions.

When players make contact with a Bounty Broker, they can roll on the bounty table to determine available bounties and the recommended reward associated with successfully apprehending the target. Each member of the party receives the reward for bringing in the target successfully. You should determine a CR based on the reward and level of your party, and you can multiply the reward based on the complexity and difficulty of the bounty (as well as give a bonus at the end).

D10	BOUNTY TARGET	REWARD
1	Insurrectionist bard who sings of rebellion	50 gp
2	Wealthy Guild-Delegate who embezzled funds	50 gp
3	Rebel atsaadi Arkillos	50 gp
4	Heretic priest riling the masses	100 gp
5	Notorious Gangrunner smuggler	100 gp
6	Popular Slamstar who broke their contract	100 gp
7	Dangerous escapee from the Slam	300 gp
8	Serial killer who keeps evading authorities	300 gp
9	Renegade admiral who turned to piracy	500 gp
10	Crazed Arcanimus mage	500 gp



CHARIOT RACING

GLORY, SPEED, AND THE THUNDERING OF WHEELS…

The venerable but outlawed sport of chariot racing has seen a resurgence in recent years. Officially sanctioned events organized by Revel Inc. have brought the old sport back into the spotlight, and its popularity is growing by leaps and bounds as new fans become hooked by the irresistible lures of speed and violence. The races at the Grand Coliseum in Lietsin draw sellout crowds as the best racing teams from across Lawbrand compete for glory and prizes.

Many still see Chariot Racing as an elite sport for those wealthy and powerful enough to sponsor a team in the Grand Coliseum. However, if your heart is filled with the need for speed, then it doesn't matter if you have money, power, or permission. If you can scrap together a wheeled bucket with one axle and a creature to pull it, then you too can go chariot racing!

Unsanctioned and *highly illegal* races can be found throughout the Trade-Cities. On darkened city streets and isolated back roads, daring charioteers gather to compete among crowds of eager onlookers. Some race for money and some simply for the thrill. The best of them race to be noticed by Revel Inc.'s talent scouts, hoping to prove themselves fast enough and ruthless enough to join the ranks of Revel's professional teams.

Most often, these races are full of amateurs riding shoddily built chariots pulled by untrained animals. The combination of ambition, recklessness, and outright incompetence is not only dangerous to the racers themselves but frequently results in injury to bystanders and damage to public property. The authorities are naturally opposed to such wanton destruction and use all of their resources to stamp out illegal races wherever they occur. Nevertheless, the races continue to gain in popularity.

RUNNING RACES

Overall, these races are a role-playing experience with a framework for prizes and chariot upgrades. In order to create compelling racing experiences for your players, it is up to you to set the rules! Whether it's purely a theater of the mind scenario or the players have to make multiple checks as they work their way around the track, that is entirely up to you. Just remember—have fun!

The race prices below are based on ten entrants and are simply guidelines. If a race has more or less participants, the GM should scale the reward appropriately.

CIRCUIT RACING

The most popular type of chariot racing is the circuit race. Legally operated by Revel Inc., circuit league races are run exclusively in Lietsin's Grand Coliseum. Circuit races follow a short oblong course that keeps the racers in close quarters at all times, maximizing the action. Organized teams and superstar charioteers draw enthusiastic crowds throughout the year. Avid fans watch the leaderboards as their favorite drivers and teams compete for a spot in the championship races held at RevelSLAM each year during Lietsinfest.

The Grand Coliseum's racetrack has been designed with random perils to raise the level of excitement and difficulty. Rolling boulders, suddenly rising ramps, and other obstacles force the chariot teams to improvise and react at breakneck speeds. The crowds cheer for displays of prowess and speed, and wait eagerly for chariots to wreck along the track. Interference from the bloodthirsty crowd is common whenever the chariots near the stands.

Entry Fees: 500 gp
Prize Rewards: 1st place: 3,000 gp; 2nd place: 1,000 gp; 3rd place: 500 gp

OFF-ROAD RACING

Held in wilderness areas beyond Lawbrand's borders, off-road racing is about grit and endurance far more than outright speed. Simply surviving these grueling long-distance competitions is victory enough for most racers. Off-road racing is often done in inhospitable environments like the blistering desert, dense woodlands, and treacherous coastlines. Racing in these regions is enough to test the mettle of any charioteer, but attacks from predatory animals and opportunistic locals always present additional dangers and variables. Fatal crashes are common, and even minor damage to a chariot can be life-threatening for its crew—often leaving them stranded far from aid or supply.

Entry Fees: 200 gp
Prize Rewards: 1st place: 1000 gp; 2nd place: 400 gp; 3rd place: 250 gp



STREET RACING

Arguably the most exciting—and most illegal—racing events in Lawbrand are underground street races. On any given night throughout the Trade-Cities, racers will meet at agreed-upon locations and spontaneously organize races through the city streets. These fast and furious runs can range from one-on-one grudge matches to multiple team free-for-alls.

In addition to the challenges of controlling a speeding chariot and the threat of violence from the other teams, racers must contend with the dangers of busy city streets. Crashes are frequent, and the resulting damage and civic disruption have engendered a hatred of street racing among the Trade-Cities' more law-abiding residents. Local constabularies have committed to ending street racing in all its forms by setting up roadblocks, pursuing chariots, and even interrupting races with brute force. The penalties are severe and often painful if racers are caught, but this doesn't seem to be much of a deterrent to the still-growing racing culture.

Entry Fees: 200 gp
Prize Rewards: 1st place: 1,000 gp; 2nd place: 400 gp; 3rd place: 250 gp

DRAG RACING

The simplest form of chariot racing, drag races, are staged between two side-by-side chariots that race at maximum speed in a straight line to the finish. Revel Inc. also sponsors this highly specialized form of chariot racing on a dedicated drag strip within the Grand Coliseum. Exotic mounts and lightweight chariots are typical for this type of race, and high-speed crashes are almost always fatal. Prizes in drag racing are winner-takes-all only, and betting is common.

Entry Fees: Variable (racers bet against each other)
Prize Rewards: Total betting pool

MOONLESS RUNS

Moonless runs are a more accessible subclass of off-road racing. On the blackest of moonless nights, thrill-seeking racers will test their nerve by racing in the darkness on narrow, winding roads that cut through dense forests. A single lamp mounted on the head of the foremost animal in the team provides a driver's only illumination along the treacherous, winding course. It takes guts to make a moonless run at nearly any speed, and many races have ended with broken wrecks among the trees… and no one ever reaching the finish line.

Entry Fees: 150 gp
Prize Rewards: 1st place: 900 gp; 2nd place: 300 gp; 3rd place: 150 gp

CHARIOT BUILDER

Chariots can be built to any specification, so long as they conform to the basic requirement of being open-topped and having only one axle. Size, materials, and construction are entirely at the discretion of the racing team. Most teams use a variation of the well-developed standard chariots, but you can race anything you want, provided you can find an engineer who can build it—and you are willing to pay their price. The most experienced chariot builders can be found in the workshops of Baker and Talis. The following tables feature various upgrades you can purchase and install on your chariot.

CHARIOT TYPES

Light Chariot

These chariots feature lightweight wood frames covered by stretched leather.

Base Cost: 1,000 gp
Occupancy: 1–2 crew
Team: 1–2 animals
Stats: High speed, medium maneuverability, low durability

Standard Chariot

These chariots feature simple patchwork steel frames covered by wood paneling.

Base Cost: 1,250 gp
Occupancy: 2–4 crew
Team: 2–4 animals
Stats: Medium speed, high maneuverability, medium durability

Off-Road Chariot

These chariots feature sturdy steel frames covered by metal-reinforced wood paneling.

Base Cost: 1,500 gp
Occupancy: 2–6 crew
Team: 2–6 animals
Stats: Medium speed, low maneuverability, high durability

UPGRADES

All chariot types can be customized with various upgrades and amenities that enhance the vehicles' utility and overall performance, but often have downsides and increase the cost of repairs. (Repairs to damaged chariots are typically done for 1/2 of the vehicle or the damaged upgrade's original cost.) The following is a list of upgrades by cost.

ARMOR

Adding armor to a chariot increases its durability and weight, but also decreases its top speed.

UPGRADE	DESCRIPTION	COST
Scale Mail Paneling	Protects against sharp objects, as well as adding fire resistance, but adds medium weight to the rig.	500 gp
Plate Sheeting	Provides excellent protection to the crew but adds extreme weight to the rig.	750 gp

WHEELS

Chariots can have wheels of any shape, size, or number, so long as they are mounted on a single axle.

UPGRADE	DESCRIPTION	COST
Wheel Studs	These metal studs attached to the surface of the chariot's wheels improve traction on unpaved surfaces. They can lead to a loss of traction while turning on stone-paved surfaces.	250 gp
Wheel Shields	These wooden or steel shields are applied to wheel faces protect them from damage.	300 gp
Wheel Bosses	These jagged or bladed steel protuberances extend out from a wheel's hub and are designed to keep them from coming into direct contact with other chariots. At high speeds, wheel bosses are exceedingly dangerous and are often weaponized against other chariots.	500 gp

AMENITIES

Chariots can be upgraded with various items and utilitarian devices that aid in both running and comfort…

UPGRADE	DESCRIPTION	COST
Racing Harness	An arrangement of leather straps that pass over the driver's shoulders and chest, securing them in place—no matter what. This remains a questionable upgrade due to the high fatality rate of harnessed drivers in high-speed crashes.	200 gp
Glider Wings	These short wings allow for a slight lift at higher speeds, reducing a rig's overall weight and increasing its top speed. Glide wings make a chariot extremely difficult to control and almost impossible to turn.	500 gp
Head Lamps	These lamps, mounted on the head of one or more animals, provide illumination for nighttime running.	100 gp each
Brakes	Shunned by most racers as being counterproductive, brakes are available for anyone who feels they know how to use them properly. When applied to whole axles or individual wheels, they can slow a chariot or even cause it to slide sideways, or drift, behind the team.	250 gp per axle
Novelty Horn	A small horn with a rubber bladder attached, these devices can emit a stock "honk" sound or be customized to produce any sound of roughly three seconds or less in duration. Shops will offer a selection of other sounds or can record custom ones such as battle cries, predatory roars, or comedic blasts.	250 gp
Sound System	A complex arrangement of vibrating rods that reproduce music compositions recorded on wax cylinders, chariot sound systems can be played at a volume that is sure to be heard by both racers and spectators alike. Installers offer a selection of popular racing tunes or can make original recordings on-demand.	500 gp
Racing Plough	These angled shields, affixed ahead of the chariot animals, are designed to deflect objects or small obstacles the chariot may encounter during the race.	500 gp

ILLEGAL UPGRADES

There are a number of "specialty equipment" suppliers who will sell completely illegal gear and weapons systems to whoever comes looking. Most of this equipment has not been extensively tested and can often result in calamity upon use.

UPGRADE	DESCRIPTION	COST
Smoke Emitter	These devices emit thick clouds of dense smoke from beneath a chariot's chassis. Assuming a chariot is moving at speed, obscuring smoke clouds will be left in its wake.	400 gp
Flame Belcher	Flammable liquid is ignited and expelled from the nozzles of these concealed weapons. When they work correctly, flame belchers can shoot jets of searing flame out from a chariot's sides. The highly volatile nature of the stored liquid makes belchers a particular liability in crashes.	1,000 gp
Harpoon	These barbed spears are designed to be launched into enemy chariots before reeling them in for close contact. The harpoons' hard-mounted launchers are difficult to aim and even more difficult to reload while moving. They are generally unable to penetrate heavily armored chariots—and harpooning a chariot of greater size or weight is often hazardous.	400 gp

PERFORMANCE ENHANCERS

While giving team animals stimulants of any kind is strictly prohibited by racing authorities, many racers use these illegal chemicals to increase their team's performance. While the practice is considered inhumane, giving your animals a stimulant jolt at the right time can make all the difference in a race. Many of these drugs are reliably effective, but nearly all of them are only formulated to work with a standard set of racing horses. The proper dosage and resulting effects for other animals is entirely the responsibility of the racing team who employs them. Many of these stimulants are injected or ingested.

UPGRADE	DESCRIPTION	COST
Heart Pounder	An intense stimulant that results in increased speed over short distances. Puts a heavy strain on the animals. Multiple uses often result in increasing the chance of heart failure.	2,000 gp
Running Death	A supplement fed to animals before the race. It provides the animal with increased speed and endurance by forcing it to consume its fat and muscle as it runs itself to death. At proper dosage, the animals will be able to complete the race before they die.	2,000 gp
Wild Eyez	An injection that produces an adrenaline-fueled fear response. Pursued by a nameless horror, animals will run at top speed and will not stop for any reason. They will be difficult to control. Long-term use puts tremendous strain on the animals' adrenal systems and can lead to psychosis or sudden death.	2,000 gp

CHARIOT ANIMALS

All sorts of animals can be trained to pull racing chariots. From single animals to teams, training them involves great patience and long months of dedicated practice to hone the creatures' abilities and build a rapport between animals and driver.

For standard and off-road chariots, animal teams can be harnessed in a line or side by side.

Examples of Standard Racing Animals
Horses, moose, reindeer, ostrich, pack dogs, buffalo, boars

Examples of Exotic Racing Animals
Rhinoceroses, wolves, velociraptors, lions, hyenas

RUNNING THE MARK OF THE SERPENT



The Mark of the Serpent is Worldbook: Lawbrand's most signature narrative system—designed to give players access to the dread power of the Auroboros itself. Our goal is to leave it in the hands of the GM to create a fun and as balanced of an experience as possible for everybody involved.

IN THE END, IT'S ALL ABOUT STORY...

One of the core tenets of using the Mark of the Serpent in your campaign is that it's intended to be used primarily as a narrative device. It's in the hands of the GM to create a fun and balanced experience for everybody involved. It should be stated that the Mark of the Serpent is not meant to be a perfectly balanced system. It's a means of creating intense narrative moments that empower players to take charge of their own story.

SERPENT-MARKED CHARACTERS IN A PARTY

When establishing a group for Auroboros, one of the first things to determine is whether you will be utilizing the Mark of the Serpent in your campaign as a player system. You can learn more about how the system works in the **Heroes** chapter of the book (located on page 212). This system allows for exciting narrative moments, but it can also present a number of challenges for the GM, as well as to the players themselves.

One of the most important elements involved in using the Mark of the Serpent in your campaign is the social contract between the GM and players—as well as between the players themselves. Those players who have taken the Mark may get more attention from the GM or "have more to do" in the campaign than those who did not take it. It is key to balance the party's story between all players as needed, as well as ensuring that serpent-marked players aren't using their powers to ruin the experience of the others in the gaming group (even if inadvertently). The best-case scenario is that everybody is having fun and telling their own stories in addition to contributing to the larger tale you're creating together. Whether it's creating situational conflict between players (maybe they don't all agree with how or when the serpent-marked player uses their powers) or incorporating the Marksworn system (detailed on page 221) heavily into your narrative, there are a number of ways to assure that your players are all engaged and having a fun gaming experience.

So how many members of the party should take the Mark of the Serpent? On paper, there's nothing preventing the entire party from taking it. Creating a party of incredibly powerful beings who likely have a chip on their shoulder could be a fascinating narrative exercise. However, if that seems too overwhelming, you could also work with your players to nominate a "chosen one" (or two) who will take on "the burden of the Mark" on behalf of the others. This might force those serpent-marked players to lean heavily on any Marksworn party members to help guide and protect them from harm. Ultimately, it will be up to your players to take the Mark for themselves and decide where the story leads, but if you feel strongly about incorporating it into the party, we recommend working with them ahead of time. In general, we recommend it being decided by your players. But if you feel strongly about using it one way or another, work with them ahead of time to set and manage their expectations.

PLAYERS USING MARK POWERS

Most of the examples provided for Mark Powers are meant to be non-combat focused, but since the powers are only limited by a player's own imagination, there are lots of opportunities for uses in combat as well. Whenever possible, GMs should create unique situations to discourage players from using the power of the Auroboros to simply strike down powerful enemies—and encourage them to only unleash it when it would provide solutions for otherwise unsolvable problems.. Remember, nearly any powerful monster can be struck down by coordinated teamwork, but the Mark is meant for so much more than that!

As mentioned previously, the limitations of the Mark are bound only by a player's imagination. However, there is a loosely defined spectrum of abilities for each Coil Tier. When a player uses a Mark Power, work with them to decide which Coil Tier the power is in and thus whether or not they are able to use it. The information about each Coil Tier is found on page 216 and will give you a solid framework for each Tier's intended powers.

> ***Designer's Note:*** *The effects of Mark Powers should often be temporary, given their incredible power, but there are some cases where they may be permanent. Based on the effect, GMs and players should work together to determine the duration of a Mark Power, though the GM should always have final say.*

Once you and your players have gotten used to how the Mark of the Serpent works, you'll start to develop familiarity with how they use it. By understanding each player's approach to using the Mark (take lots of notes!), you can create

unique, tailor-made challenges that they must use the Mark to solve. It's important to remember that the burden of the Mark is not just an emotional and spiritual one, but one with real physical drawbacks, as detailed on the Detriments Table (pg. 223). For many reasons, players may not want to use the Mark to progress through the Coils of the Serpent, and forcing them to do so may create unintended tension in your group.

If you feel a moment *requires* the use of a Mark ability to solve, there are opportunities as a GM to use the Perils of the Serpent.

PERILS OF THE SERPENT

In times of heightened stress or mortal danger, the power of the Auroboros may swell within a serpent-marked character, and they could lose control of themselves. In these stressful moments, wild, dangerous expressions of the Serpent's power can lash out randomly, imperiling friends and foes alike. A serpent-marked player losing control might inadvertently cause massive damage to their immediate surroundings, unleash devastating energies, or even slip into a catatonic fugue state.

As the GM, it is up to you to prompt such harrying moments. They should be used sparingly, however, as they will cause the serpent-marked player to increment their Descent Chart.

When you prompt a character to resist the Mark during times of heightened stress or mortal danger, they must make a Constitution check with a DC of 10. If they succeed, they suppress the urge to use the Mark, but the Constitution save DC is increased by 2 for each subsequent attempt (the GM should mark the number of times the character has resisted the Mark successfully without failing on their character sheet).

If they fail, the character is unable to resist using the Mark. They must then resolve a Mark ability of your choosing (even if it puts the party in danger), then increment their Descent Chart and roll on the Detriments Table if required. They should then reset the Constitution save DC for this check to 10.

MOTIVATIONS & BURDENS

As a narrative-focused system, the Mark of the Serpent relies on the GM having a strong understanding of their players and their characters. Here are some questions you might want to ask a player to better understand their character.

- *Why did you take the Mark?*
- *How do you view the concept of power?*
- *What do you want to use the Mark for?*
- *Would you trust others with this power?*
- *Do you think others will trust you with it?*
- *Do you understand the consequences of bearing the Mark?*
- *Do you regret taking on this heavy burden?*

The answers to these questions will help you to understand the character at a deeper level. It is not simply about how they may use the Mark in practice but how they *intend* to wield it—as a weapon, as a tool, as a means to accomplishing their goals? Any of these can call back to the characters' unique backgrounds, the events of your campaign, or the overarching story you're telling. Be prepared for some pretty unique answers, depending on who you ask!

Throughout Drastnia's history, the absolute power of the Auroboros has led to disastrous ruin, even when its users' intentions were noble and good. Xan'gro Creppit—one of history's greatest would-be heroes—discovered massive corruption at the heart of the Church in Old Sularia and sought to destroy all of civilization to rectify it. Would one of your players do that, if given the opportunity? You'll never know until it happens, but having a strong sense of what shapes their characters' motivations will allow you to lead them to more compelling stories.

CRAFTING THE SERPENT-MARKED'S TALE

Something we've addressed multiple times in this book is that the Mark of the Serpent is meant to be a narrative-driven system, but what exactly does that mean? At a surface level, the power of the Auroboros gives players a way to create massive ripples in the world by wielding unimaginable power. At the narrative level, this gives players almost GM-like powers; their actions can often shape the story and world far more than they could in other campaign settings.

As a GM, it might seem like this is taking some of the storytelling power away from you, but the intention is the exact opposite. It is up to you as the storyteller to guide your players toward a compelling resolution for their adventure. By taking the Mark, a player effectively resigns themselves to an eventual, catastrophic death—the only stop at the end of the Coils is the end of their life. Each use of their Mark Powers brings them one step closer to death but also increases their power in substantial ways. Without a compelling reason to use those powers, the system has little value.

From the moment a player takes the Mark, it is important to have some vision of where it might lead them. Will they have to shatter a mountain to stop an indestructible monster or topple an entire city to destroy the evil beings that dwell beneath it? What sort of horrific secrets will they uncover that could lead a stalwart group of adventurers to the edge of madness?

As serpent-marked players descend through the Coils of the Serpent, they grow in power—but start to devour themselves physically, psychologically, and spiritually. The Coils represent a dark, spiraling path into inevitable self-destruction. Once they've reached the lowest Coil Tier, serpent-marked players meet their untimely end—but they can choose to express the last of their incalculable power in a final, dramatic display of will.

We refer to this key moment as the "crescendo." This is where the serpent-marked's story was always leading. The moment of truth—where their deepest longings or their darkest desires might finally be made manifest. Will a serpent-marked player use the last of their power to right some great wrong, take vengeance on a hated foe, or radically transform the world according to their vision? Like Mark Powers themselves, expressions of the crescendo are only as limited as the player's own imagination.

As the GM, your role is to work with the serpent-marked player to establish where their journey might lead—what their own crescendo might look like when they finally reach the limits of their sanity and power. Firmly establishing the serpent-marked's course toward destiny (even if it gets derailed from time to time) will make your campaign a memorable one for everyone involved.

HOW THE WORLD SEES SERPENT-MARKED PLAYERS

Lawbrand is a fairly large realm with its bustling Trade-Cities and endless tracts of inhospitable desert, but word still travels quickly. It is important to remember that magic is still quite rare in this age of Drastnia's history, and incredible, overt displays of arcane power (emanating from a sinister snake symbol on your body, no less) will be cause for alarm in most of Lawbrand's locales.

One of the most important themes in Auroboros is that power has a cost. There are many in Lawbrand who know exactly what the power of the Auroboros is and what it means when they hear or see your players use it. You can find details on how each faction would respond to encountering serpent-marked characters in the **Adventure Guides** (pg. 252). Suffice to say, when bearing the Mark of the Serpent, it's best to be discreet.

As the GM, it's important for you to establish this with your players early on. There are a number of ways to accomplish this, such as causing NPCs to run in fear of serpent-marked powers and telling others of what they've seen, creating whispers in marketplaces about strangers bearing profane serpent tattoos, or even bards singing tales of the horrible powers that have been unleashed upon the innocent. This foreshadowing can make the consequences of using Mark powers feel very real—as if your players are affecting the world in ways it has not seen for hundreds of years! As serpent-marked players express their powers, people are bound to notice!



A FALL BEYOND REDEMPTION...

The power of the Mark can be a great temptation for even the mightiest of hearts. It takes an incredibly strong will for serpent-marked characters to resist being corrupted by such absolute power. Additionally, a serpent-marked player's instinct for how and when to express their powers might differ sharply from the rest of the party, driving a rift between them. The burden of the Auroboros can create opportunities for you to work with serpent-marked players on gradually (or suddenly) becoming antagonists to the rest of the party—but these moments should be handled very carefully.

In instances where serpent-marked characters become antagonists, we recommend that you allow the player to create a new character they can run with the main party while you work with them on their villainous character's machinations. It may be difficult for them to play two characters at once, but as a GM, you should have plenty of experience facilitating their role-playing—including building potential combat encounters where they get to play as the villain with your assistance.

SERPENT-MARKED NPCS

In addition to being a player system, the Mark of the Serpent can also serve as the basis for creating your own memorable NPCs. These can range from nefarious villains who plan to use the Auroboros to bring ruin to Lawbrand (as featured in the *Auroboros: Under the Sun* novel) to mysterious antiheroes who could aid your players in their ongoing quests. In general, we recommend you follow the process for creating a villain as outlined on page 231 to generate a new serpent-marked NPC to interact with.

OBTAINING THE MARK

We've laid out a lot of information on how to run a campaign using the Mark of the Serpent, but one of the most important details for a GM is how their players can actually obtain the Mark in the world. We've provided a series of specific situations that allow for this, but it's important to note that this is your story, and we encourage you to adapt these themes to characters, factions, and locations of your own choosing.

A WANDERING SIGILIST

As your players travel Lawbrand, they will meet a number of sigilists hidden in the dark corners of the realm. These sigilists' specialties will vary (detailed on page 210), and only a select few of them have mastered the ability to bestow the Mark of the Serpent upon another individual. For the most part, it is unlikely that one of these master artisans will give a player such a powerful boon without them first proving capable of handling such power. Some sigilists might grant the Mark to help a player achieve some righteous cause—while others might just want to see the chaos that ensues from them having it! We encourage GMs to play such NPCs as unique characters with their own motivations and quirks. Such a sigilist could make for a great recurring character in your campaign!

Nos Irrom, Wandering Sigilist

This gaunt, tattoo-covered troubadour can sometimes be found wandering the Trade-Cities' grimy back alleys. His tired eyes seem to shine with both unconcealed mirth and depthless sorrow. Though his body seems wasted and frail, his myriad tattoos pulse with steady power. His long, ragged hair obscures facial features that might once have been considered handsome. He speaks in riddles and broken bits of lyrical poetry—indifferent to whether or not those nearby can understand him.

In his ramblings, it becomes clear that he was once a person of great power and influence—but he was consumed by his passions long ago—left broken and weary from all that he had experienced. Despite this, he claims he'd do it all over again. In a rare moment of lucidity, he claims, "You only find the truth of yourself at the bottom. That truth is all that matters."

Though seemingly mad, Nos Irrom can be convinced to bestow the Mark of the Serpent upon another. He would care little about the recipient's motivations behind taking the Mark—only that they would use its power to find their own "truth at the bottom."

SECRET EXPERIMENTS

The existence of the Auroboros is a carefully guarded secret by the factions who know of it, but your party may be able to discover this information for themselves. After long years of trial and error, some of these factions have devised their own methods of tapping into the World Serpent's energy for their own purposes. If your party is able to convince them that you deserve such awesome power, they could bestow it upon you. However, their methods of bestowing the Mark might be more dangerous and unpredictable than those of other nonaligned sigilists.

An important distinction between obtaining the Mark from a faction as opposed to a nonaligned sigilist is that you might eventually end up in opposition to the faction itself. Perhaps they used the party as some sort of mystical experiment, or perhaps they were forced to "surrender the Mark" after being defeated by the players. Either way, it's likely that the faction in question would wind up in conflict with the players—potentially for a long time.

Receiving the Mark from the Fangs of Scyllia

To the warlocks of the Fangs of Scyllia, the secret of the Auroboros remains a tantalizing mystery. Though they are uncertain of the Auroboros' true nature, they believe it is a power that they alone should possess. Long years of experimentation upon kidnapped travelers has refined their methods of extracting power from others—and drawn them ever closer to achieving their ultimate goal: amassing enough power to create an avatar of their master, Karybdiss. Such a powerful, terrifying avatar would wreak untold havoc across the unsuspecting mortal world.

The Fangs of Scyllia would eagerly experiment upon player characters—whether they were captured or even volunteered for some reason—by etching crude versions of the Mark of the Serpent upon them. While they have no mastery with formal sigil-craft, a select few of the Fangs' warlocks could be capable of fusing the Auroboros' power into a player character.

The Fangs would mistakenly see such a serpent-marked character as an extension of their master's profane power—and actively aid them in sowing terror and ruin throughout civilization.

EARNING THE MARK

The true secrets of the Mark of the Serpent have been passed down through the ages by many secret groups. The greatest of these is the Tir'Assar. This secretive sect of high elven artisans has mastered the art of sigil-craft—and are adept at bestowing the dreaded Mark. However, given the Auroboros' capacity to corrupt mortal hearts, the Tir'Assar will only grant the Mark to an individual who they believe is destined to bear it.

Receiving the Mark from the Tir'Assar

The master artisans of the Tir'Assar have perfected the art of inscribing arcane sigils onto the flesh of other beings. While they can bestow the powerful Mark of the Serpent upon a mortal recipient, they will only do so if they are convinced that the bearer is destined to have it. The Tir'Assar know all too well how destructive and corrupting the Auroboros can be—but they also understand how its coils are interwoven with the strands of fate.

Mortals empowered by the Auroboros might cause terrible damage to the world and its peoples—but they might also accomplish great good with their vast power. The Tir'Assar place no moralistic judgment upon potential Mark-bearers or their motivations. They care only that the individuals can physically handle the strain of bearing the Mark—and that their wielding of it is a matter of destiny.

While few outsiders are ever allowed into the elves hidden sanctuary of Feyonnas, the Tir'Assar will welcome any bold enough to face their destiny as vessels of the World Serpent's incalculable power.

REJECTING THE MARK

If a serpent-marked individual wishes to rid themselves of the Mark's terrible burden, there are a number of narrative ways for them to do so. In addition to the examples provided below, you can feel free to create your own methods, using these as examples only.

WANDERING SIGILIST

The same mysterious sigilist who granted the players the Mark can also bind its power at great cost—by granting secondary sigils that arrest the Serpent's power. If the Mark is bound in this way, using a Mark Power again will break the binding, and future attempts to bind it will be more difficult or even impossible. Be sure to warn your players of this restriction!

Bound Sigil: A player whose Mark is bound this way receives a penalty of −4 Constitution unless the binding is broken.

RITUAL OF THE WILDS

The great cycle of life and the power of nature have always been intertwined within the Auroboros. By harnessing the power of nature, serpent-marked individuals can sever their bond with the Serpent and feed it back into the natural world. This severance is irreversible, and the marked player will be forever changed.

The benevolent druids of the Oram Hai know of the Auroboros and that it is threaded through the order of the natural world. They would take pity on serpent-marked individuals and seek to help them unburden themselves of the World Serpent's terrible power.

To accomplish this, the druids would take the serpent-marked to the Creaking Woods—a cursed section of their beloved forest within Kannibus Hills. There, they would enact an ancient ritual, drawing the Auroboros out of the affected individual, and flowing its life-giving power back into the dead trees. In this way, they would hope to restore the natural balance for both the individual as well as nature itself.

However, this ritual is not without its risks. The malevolent spirits and Fleshreavers of the Howling are drawn by the presence of such powerful energies. The druids, as well as the serpent-marked character, must be protected until the ritual is completed.

The following table details some of the random effects that a character can suffer once the ritual is complete:

D4	RITUAL OF THE WILDS RESULT TABLE
1	The character dies but reincarnates into a young sylvan animal of their choosing.
2	The Mark is cleansed, but the character suffers −2 Constitution and −2 Strength permanently.
3	The character is revitalized, gaining the Druidcraft cantrip and +2 Wisdom.
4	The character is infused with the power of nature and gains the ability to cast a level 5 druid spell of your choosing once per long rest.



RITE OF CLEANSING

In Lawbrand, there are some factions who have studied the Auroboros since their founding. Chief among these groups is the Bohen Dur, whose psychically powered monks can cleanse a character of the Auroboros' corrupting effects through a process of spiritual catharsis and enlightenment. As with many other methods of removing the Mark, a character can never again connect to the Auroboros once this has been done.

The Bohen Dur would go to any lengths to protect the world from the corrupting influence of the Auroboros. When encountering serpent-marked individuals, they would attempt to capture them and return them to their monastery situated above Innis. There, within the monastery's subterranean cells, they would attempt to exorcise the Auroboros from the afflicted individual by performing a ritual known as the Moru'kai.

A group of powerful monks would use their powers of psychic Eminence to draw out the serpent-marked's darkest fears and thoughts—which manifest themselves as vengeful, phantasmal creatures. Defeating these phantasmal fears allows the monks to purify the subject's spirit, loosening the Auroboros' hold upon their soul. While serpent-marked characters can be purified in this way, the traumatic process often leaves them irrevocably changed.

The following table details some effects that a character can suffer as a result of the rite.

D4	RITE OF PURIFICATION TABLE
1	The character is purified, but left psychically devastated—suffering -1 Intelligence and -1 Charisma.
2	The character is purified but left weakened and frail—suffering −2 Constitution.
3	The character is purified and receives lasting insight from their ordeal—gaining +2 Wisdom.
4	The character is purified and achieves true enlightenment; they permanently receive the benefits of the Harmonious sigil.

FUEL A DIFFERENT FIRE

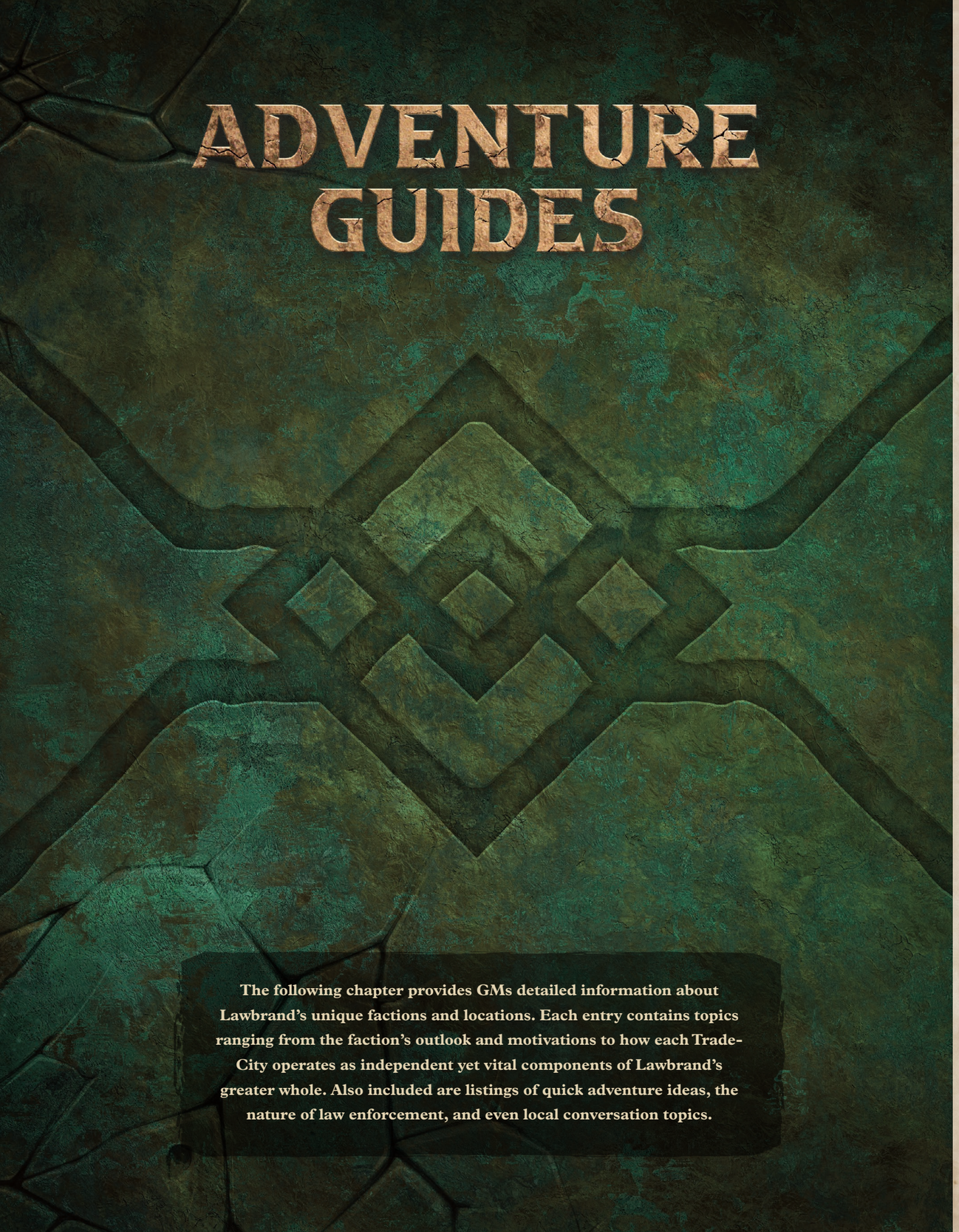
The final method of removing the Mark's power is a peculiar and dangerous one. Your players may find a faction that wants the power of the Auroboros for themselves. The serpent-marked player can choose to give up the Mark's power willingly or it may even be taken by force. The faction in question may not be entirely honest about why they want such tremendous power or how far they'll go to claim it. This could serve as an excellent starting point for a massive conflict with your party.

The ancient order of sorcerers known as the Necromanti knows of the power of the Auroboros—and they are terrified of it. Their master, the Deathseer Kyssh, has seen the World Serpent's destructive power firsthand. He has forbidden his minions from interacting with the Auroboros in any form. However, some of the Necromanti's occultists disregard their master's will—intent on claiming personal power however they can.

These reckless individuals would be eager to either steal the Auroboros' power from serpent-marked individuals, or take it in trade for whatever services they might offer. By using their own radical arcane methods, these rogue sorcerers might accomplish removing the Mark of the Serpent from an individual, but that individual will be left irrevocably changed by the volatile magics that result.

The following table details some effects that a character can suffer as a result of the rite.

D3	NECROMANTI RITUAL TABLE
1	The player dies and is turned into an undead revenant.
2	The player is crippled by the ordeal, suffering −2 Dexterity.
3	The ritual succeeds with no penalty.



The following chapter provides GMs detailed information about Lawbrand's unique factions and locations. Each entry contains topics ranging from the faction's outlook and motivations to how each Trade-City operates as independent yet vital components of Lawbrand's greater whole. Also included are listings of quick adventure ideas, the nature of law enforcement, and even local conversation topics.

FACTION GUIDES

This section details the various factions of Lawbrand. From the benevolent wizards of the Arcanimus Academy to the rampaging marauders of the Howling, each entry covers the scope of each faction's motivations, methodologies and capabilities. The guides provide GMs with all the tools they'll need to utilize Lawbrand's factions in their ongoing adventures.

The following primers will help GMs utilize the extensive Adventure Guides by listing the different elements and their functions.

FACTION GUIDES PRIMER

OVERVIEW

Details about the faction's general outlook and methodology.

PUBLIC FACE / PRIVATE GOALS

Information regarding what is generally known about the faction and what it keeps secret from outsiders.

WORK FOR HIRE

Examples of what kinds of tasks the faction will hire adventurers to perform.

RUNNING AFOUL OF THEM

How the faction deals with adventurers (or others) who threaten or double-cross it.

WHAT THEY KNOW ABOUT THE AUROBOROS

What the faction knows about the Auroboros and how it would react to serpent-marked players.

ADVENTURE HOOKS

A selection of high-level story ideas involving the faction that can provide the basis for an entire campaign or a long series of sessions.

VENTURES

Quick quest ideas involving the faction that can launch short-term adventures or one-shots.

ECOLOGY

Details on the faction's unique members, leaders, and agents. Each of these has an associated statblock that can be modified to better fit the encounter the GM is building.

GENERAL APPEARANCE

The faction's specific dress codes and visual identifiers.

FAVORED WEAPONS

The weapons that the faction's warriors commonly utilize with proficiency.

DUNGEON

Maps and information about the faction's signature "dungeon" or unique base of operations, if they have one. It also features details on the dungeon's boss, but GMs should create the statblocks for the bosses as appropriate.

ARCANIMUS

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Lawful Neutral	Academy of the Arcane Arts	The Arcanimus Academy, Lietsin	Chancellor-Invictus Sorkin Serelvar (*Male human, Archmage, Lawful Good*)

OVERVIEW

The Arcanimus Academy in Lietsin is the most prestigious learning institution in Lawbrand. Its graduating students receive an excellent overarching education in history, sociology, and the physical sciences, as well as esoteric "arcanum." Many of the Academy's graduates go on to serve as influential Guild members and politicians throughout the Trade-Cities. The Academy's faculty and student body are generally revered throughout Lawbrand.

PUBLIC FACE / PRIVATE GOALS

The general populace is very familiar with the prestigious Academy, but most believe that its more esoteric curriculum consists only of "magic theory" and a practical history of the supernatural. Few know the truth: a small percentile of students in each graduating class actually enter into the higher arcane mysteries and learn to wield real magic.

The Arcanimus' faculty believes that the magic arts ennoble society and provide knowledge and insight for the betterment of civilization as a whole. While the use of magic is officially illegal in Lawbrand, the Sularian Church authorizes the Arcanimus and its agents to use their powers for the betterment of the realm—on the condition that it is done with intense discretion and secrecy.

WORK FOR HIRE

The Arcanimus employs hundreds of agents and faculty staff who perform a wide array of functions at the Academy itself. However, it often requires assistance with tasks and affairs outside of its sprawling campus grounds. Adventurers might be hired to perform tasks such as:

- *Gathering rare spellcasting reagents or components*
- *Investigating strange arcane phenomena throughout the Trade-Cities*
- *Escorting student groups on potentially perilous research trips*
- *Helping track down renegade spellcasters*
- *Recovering priceless arcane artifacts from across Lawbrand*

However, adventuring parties and private contractors employed in this way are always asked to sign binding nondisclosure contracts to help maintain the Arcanimus' aura of secrecy around its use of magic.

RUNNING AFOUL OF THEM

Those who cross the Arcanimus soon learn the error of their ways. Martially trained Stewards, who are more than capable of subduing potential thieves and trespassers, are employed to protect both the campus grounds and the broader interests of the institution. While the Academy adheres to established law and would never condone murder or violent coercion, it has its own ways to protect its interests. The Arcanimus' agents can employ powerful magic—such as *mind-wiping* and *mental suggestion*—to silence its critics and any contractors foolhardy enough to break their nondisclosure agreements.

As the Church already knows about the Arcanimus' activities (and is complicit in its subterfuge), it also employs its Peacekeepers of the Order Militant to silence potential whistleblowers and obfuscate the true extent of magic in Lawbrand.

WHAT THEY KNOW ABOUT THE AUROBOROS

The Arcanimus knows of the Auroboros' existence and has learned a great deal about it from studying history—but it does not have detailed knowledge. Suspecting that the Auroboros is the source of all arcane power, the Arcanimus seeks to understand its mysteries fully. Many of the Academy's top magi and Arcanologists have been tasked to seek out any lore or evidence that might provide a greater understanding of the Auroboros' power.

If the Arcanimus became aware of any serpent-marked individuals, it would go to extraordinary lengths to apprehend them, heedless of the danger. Its immediate intention would be to study the captured serpent-marked individual to broaden its knowledge of the Auroboros rather than to protect the public's safety.

Believing their own magics could contain whatever power the serpent-marked individual demonstrated, the Arcanimus' hubris would likely result in a calamitous confrontation.

ADVENTURE HOOKS

- A powerful artifact, rumored to have vast destructive power, has been stolen from the Academy's arcane vault by an unknown party. The Arcanimus' senior faculty seeks aid in tracking down the mysterious thieves and recovering the artifact before its power is unleashed.
- A number of promising Academy students have gone missing. Some within the faculty believe that they may have been abducted by the clandestine Necromanti. However, Chancellor Serelvar suspects that they have actually defected to the evil order and potentially even compromised the Arcanimus' secrets. He requires aid in investigating the students' whereabouts.
- An unexplained "prismatic" explosion has ripped through Lietsin's warehousing district, and locals suspect that it was magical in nature. With the panicked public blaming the Academy students, the Arcanimus needs help clearing its name and uncovering the truth behind the incident.
- A group of experienced Preceptors is creating a powerful artifact that will help clear industrial smoke and pollution from the skies above the Trade-Cities. They require help in gathering exotic components from various locales around Lawbrand to complete their wondrous device.

D8	FACTION VENTURES
1	A conjured minor elemental has broken loose and is now rampaging through the Academy's campus grounds…
2	One of the Academy's top Arcanologists never returned from their mission to explore newly unearthed ruins in the deep desert…
3	An orthodox bishop, convinced that magic of any kind is innately evil, seeks to expose the Arcanimus' secret activities to the public…
4	A teleportation test has gone terribly wrong, and one of the Academy's brightest students is now missing somewhere in the city…
5	An Inspector-Magus has asked for aid in investigating rumors of a local who exhibits startling supernatural powers…
6	One of the Academy's students has skipped their classes and been spotted flaunting their powers in public…
7	A trade caravan, hauling Arcanimus-wrought magical weapons intended for the Knight-Paladins, was hijacked by centaur gangrunners…
8	The Stewards report that a dangerous Necromanti agent has infiltrated the Academy and may still be hiding somewhere on the campus grounds…

ECOLOGY

The Arcanimus employs a wide array of operatives and representatives at all levels of its organization. From faculty instructors and administrators to the students themselves, members come from all races and walks of life. They are all singularly committed to using arcane magic to the betterment of society while keeping their studies and activities hidden from the general populace.

Novice *(Noble)*
These Academy students, focused on a generalized curriculum, are commonplace on the campus grounds. They have no arcane training whatsoever.

Initiate *(Acolyte)*
These select postgraduate students are accepted into the Arcanimus' secret inner circle and taught the ways of true magic. They possess low- to medium-level spellcasting abilities.

Steward *(Guard)*
Acting as the Academy's primary guardsmen and protectors, Stewards maintain order within the campus grounds and also act as the Academy's agents in public. While they have no spellcasting ability, they are often equipped with enchanted weapons and items.

Magus *(Mage)*
These powerful, fully trained spellcasters represent the best the Arcanimus has to offer. While many of them are content to train the Academy's next generation of aspiring magi, others venture out into Lawbrand to use their powers for the betterment of society.

Arcanologist *(Mage)*
Highly specialized in both spellcasting and archaeology, these magi are rarely encountered at the Academy. Instead, they travel the breadth of Lawbrand and its surrounding regions in search of magical artifacts amid the ruins of ancient cultures.

Inspector-Magus *(Archmage)*
Tasked with investigating mysterious supernatural occurrences and tracking down unsanctioned magic users, these dedicated magi lead a dangerous, often solitary existence.

Preceptor *(Archmage)*
These veteran spellcasters have attained tenure at the Academy and serve as its principal instructors and administrators.

GENERAL APPEARANCE

Students and faculty wear loose, distinctive half-robes over standard clothing—the robes being the outward sign of their prestigious vocation. While the faculty's robes are somewhat more ornate than those of the students, they all bear the Academy's official gold, purple, and gray colors.

FAVORED WEAPONS

The Arcanimus favor fighting with staves to channel their magical skill but also use common and magically enchanted short swords, daggers, and darts.

BOHEN DUR

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Lawful Good	Monastic Order	The Bohenna Monastery, Korosoth Mountain	The Triumvirate

OVERVIEW

Having achieved the enlightened state of Eminence, the wise Bohen Dur monks hold an open, long-sighted worldview. They do not blindly accept or reject things—instead, they always seek deeper awareness and connection with those they encounter. *All experiences are lessons*. Though they spend a great deal of time studying and meditating in their remote monastery, they know that they cannot truly be one with society by remaining isolated from it. To this end, many monks wander the Trade-Cities righting wrongs, helping all those in need, and bringing enlightenment to anyone they can reach.

The Triumvirate, a group of three blind gurus, leads the Bohen Dur order. Their names and identities are kept secret from all but the order's senior-most mentors. The benevolent yet enigmatic Triumvirate has guided the Bohen Dur for generations. Though they live together in isolation, a strong telepathic bond mentally joins the trio at all times. It is said that despite their blindness, the Triumvirate can see all that transpires within the world and can even glimpse limited visions of the future. They provide their unspoken direction to the mentors who oversee the monastery's day-to-day operations.

PUBLIC FACE / PRIVATE GOALS

While the general populace holds the monks in high regard, few people know that they fight a secret war against the supernatural forces of darkness that threaten society from without. Whether it be vampires, otherworldly devils, or sinister cultists, the Bohen Dur work tirelessly to root out these evils and use their abilities to safeguard Lawbrand. Neither the Church nor even the Arcanimus know how prolific these supernatural forces genuinely are—and the Bohen Dur keeps things that way by covering up the existence of such terrible threats. In this way, the monks are free to pursue their secret war without incurring unnecessary outside interference.

WORK FOR HIRE

While the order is largely self-sufficient, there are instances where the Bohen Dur might engage outside assistance. Adventurers hired in this way might be asked to perform tasks such as:

- *Protecting the monastery grounds from local beasts and monsters*
- *Gathering artifacts and esoteric lore to expand the order's vaults and libraries*
- *Investigating secretive cults or rumored supernatural phenomena*
- *Confronting and apprehending otherworldly monsters and devils*
- *Acting as bodyguards for monks traveling abroad*

Those that work with the Bohen Dur in this way are always sworn to secrecy—both to protect the order's secrets and to keep the populace blissfully unaware of the dire threats that hunt them from the darkness.

RUNNING AFOUL OF THEM

Few have had the temerity to cross the Bohen Dur over the years. The foolhardy citizens who interfere with the order's work or trespass on the monastery grounds are easily dealt with by the monks, who consider them no great worry. But there are rare individuals who garner more concern—those who amass great mystical power or who have fallen under the sway of evil. These individuals are actively sought after and apprehended whenever possible. Upon assessing a person's threat, the monks will try to rehabilitate them—or even purify them of evil through spiritual conditioning. If these individuals prove remorseless or are deemed to be beyond saving, the monks will imprison them beneath the monastery within inescapable, magic-proof cells.

WHAT THEY KNOW ABOUT THE AUROBOROS

The monks know a great deal about the Auroboros' specific manifestations throughout history. They believe that anyone empowered by the Auroboros poses a clear and present threat to civilization. They actively watch for serpent-marked individuals and keep an eye on the rare sigilists that are capable of bestowing the Mark of the Serpent.

The Bohen Dur draws a distinction between those who would use the Serpent's power for good and those intent on their own selfish purposes. The latter, they would seek to apprehend and seal away in the prisons beneath Bohenna Monastery. But if containment of those individuals proved to be ineffective, the monks would seek to terminate them with uncharacteristically cold precision.

If the monks encounter an individual seeking to use the Auroboros for noble purposes, they may try to aid them in accomplishing their goal—so long as it serves the greater good of society.

The monks might also try to exorcise the Auroboros from afflicted individuals by performing a grueling ritual known as the *Moru'kai*. The rite takes place in the warded cells beneath the monastery, where an individual's deepest fears and failings are drawn from them and become dangerous supernatural manifestations. Those who are exorcised in this way are always left broken and scarred but nonetheless alive.

In any instance where they encounter the Auroboros' power, the monks of the Bohen Dur make every effort to keep things as secret as possible.

ADVENTURE HOOKS

- An aspiring monk is undertaking a journey to learn all they can about the places and peoples of Lawbrand before undergoing their trials to attain Moru'sha. The order seeks adventurers to escort them on their journey of discovery.
- Rumor has it that a reckless sigilist in Skarborough can grant the Mark of the Serpent and will give it to anyone for the right price. The Bohen Dur seeks assistance in investigating these rumors and preventing anyone from taking the dreaded Mark.
- The order sent one of its monks to investigate a shadowy cult in Lietsin that is rumored to be raising the dead for some dread purpose. The monk hasn't been heard from in weeks, so the order requires assistance in finding them and discovering the truth behind the cult's activities.
- An orthodox Cardinal of the Sularian Church is convinced that the Bohenna Monastery is a den of heresy and occult practices. They wish to send the Church's Order Militant to clear the monastery out by any means necessary. Believing that the Cardinal might be under the sway of dark powers, the monks seek help in uncovering their true motivations before things spiral out of control…

D8 FACTION VENTURES

1	There are reports of supernatural "devils" running loose in the streets of Innis. While this seems unlikely, an older monk has gone to ascertain the truth for themselves…
2	A group of the monastery's seekers has gone to the Melody Hot Springs on a retreat, heedless to the fact that brazen bandits have been seen in the area…
3	An awakened monk's powers of Eminence have spiraled out of control, endangering all those in the monastery grounds…
4	Strange, serpentine sigils have been found carved into the trees along the mountain's eastern trails…
5	An amnesiac who hoped that the Bohen Dur would restore their memories has mindlessly wandered off into the wilds of Korosoth Mountain…
6	The Conservatorum in Lietsin sent a shipment of occult texts, which the monks plan to transcribe for their archives. The priceless shipment never arrived…
7	One of the monks claims to have apprehended a vampire in Talis and requires help bringing the "night devil" back to the monastery's holding cells…
8	Every time a particular local bard plays a show, people seem to go crazy with violence. The monks suspect that the bard's instrument might be a cursed artifact…

ECOLOGY

The Bohenna Monastery is home to a wide range of people who run the Bohen Dur's day-to-day operations. From the Moru'shani, who train in the mystic arts of Eminence, to the monastic layfolk, who care for the monks and tend to the monastery grounds, all strive for the greater good and betterment of society.

Seeker *(Commoner)*
These are the everyday citizens who have come seeking truth and enlightenment at the monastery. They have no formal combat training but often serve as the order's guards and servants.

Aspirant *(Guard)*
These accomplished monks have been trained in the martial arts but have yet to achieve the state of Eminence.

Awakened *(Monk, Way of Eminence—pg. 164)*
Having achieved the state of Eminence, these monks spend their time in training and meditation in hopes of mastering their newfound powers.

Preserver *(Monk, Way of Eminence—pg. 164)*
These powerful monks have mastered the powers of their Eminence and often venture through Lawbrand, bringing hope and enlightenment to everyone they encounter.

Mentor *(Monk, Way of Eminence—pg. 164)*
These veteran monks have concluded their journeys through the world. They now serve as instructors, counselors, and administrators within the Bohenna Monastery.

Guru *(Monk, Way of Eminence—pg. 164)*
These rare and super powerful monks have transcended the state of Eminence and exist in a perpetual state of psychic awareness. Though they remain in isolation from others, they are the true guiding minds behind the Bohen Dur order.

GENERAL APPEARANCE

The monks traditionally wear loose-fitting robes and simple traveling clothes. Many who travel across Lawbrand carry pouches and packs full of gear and maps, as well as their beloved books. The one unifying element of their ensemble is the ku'shak—a long orange scarf that marks them as members of the Bohen Dur order. Each monk wears the ku'shak differently—some as scarves over their shoulders, some as turbans or face coverings, and some as a sash around their waists…

FAVORED WEAPONS

The monks of the Bohen Dur favor many delicate weapons: small cutting blades or fist weapons, nunchucks or sparring clubs, rarely swords or maces—as they prefer to move and fight swiftly and delicately.

CHILDREN OF THE SUN

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Chaotic Neutral	Cult	Tanasrael, Tanaroch Desert	The Prophet Tikanen

OVERVIEW

Equality, peace, and charity are the self-proclaimed values of the Children of the Sun. The Children's aspirants and street-corner preachers wander the Trade-Cities as proselytizing vagrants, spreading their teachings to any and all who will listen—especially the poor and downtrodden. They claim that society's systems of governance and control only suppress people's innate greatness. They teach that by purifying one's soul in the cleansing light of the sun, one's true will is revealed—and their life will transform into one of purpose and empowerment. The Children insist that all will be made to see the folly of placing their faith in society's crumbling systems—such as the Sularian Church and the powerful Trade-Guilds.

By and large, the Children are peaceful but often obnoxious in regards to pushing their beliefs on others. They love to speak about the peace and fellowship that they've found as part of the Children. Some folks listen. *Most don't.* Those who hear their message and want to know more can join with local "fellowships" and, if they prove earnest enough, even be invited to caravan out into the desert to Tanasrael itself.

PUBLIC FACE / PRIVATE GOALS

The Children of the Sun are not hiding in the shadows—they are openly evangelistic about their faith and worldview. The Sularian Church disapproves of them and their radical message but holds them to be too small and disorganized a group to be any real threat to its interests in Lawbrand.

Few in Lawbrand believe the Children's tales about their desert refuge. The truth is that Tanasrael, the ancient temple-city at the heart of the unforgiving desert, has become a living paradise. The massive ziggurat and its surrounding lands stand as a verdant oasis of green fields and lush groves. None know how this miraculous transformation occurred, but it's widely whispered that Tikanen himself brought the land back to life. He preaches that *"the sun and the earth turn to the will of man—and give up their bounty to all those pure of heart…"*

However, there is an even darker secret at the heart of the movement that only Tikanen's inner circle of priests and advisors know; one day, the Children of the Sun will march as a grand army to burn down the "wicked" civilization of Lawbrand and build a new righteous society from its ashes. Though this event is likely many years away, the cult is busy recruiting new converts and training its members to fight. These trainees, known as Devouts, believe that this militarization is to protect the Children from existential threats like the Church, desert dwarves, and territorial ma'ii packs—and have no idea that they'll one day be called upon to march as a purifying army.

Those Devouts who distinguish themselves with martial ability are sometimes taught to wield the power of the sun itself. Known as the Ash'ahand, these spellcasters can conjure and direct devastating flame attacks. There are also paladins known as the Ash'ahar who have been trained to be the fire-wielding generals of Tikanen's purifying army.

WORK FOR HIRE

While the Children tend to be fairly insular in their dealings within the Trade-Cities, they do from time to time hire outsiders to help with resolving local issues that are outside their purview. They might employ adventurers to perform tasks such as:

- *Acting as couriers delivering communiques between Trade-City fellowships*
- *Protecting caravans of aspirants as they travel across the desert*
- *Handing out food and supplies to the needy within the Trade-Cities*
- *Providing security at fellowship gatherings and public "protest" events*
- *Acting as bodyguards for high-profile (or notorious) street-preachers in the Trade-Cities*

RUNNING AFOUL OF THEM

The Children's various fellowships that operate within the Trade-Cities have little central organization and no consistent response to those who cross them. These fellowships tend toward pacifism and avoid outright conflict or costly vendettas, which might bring too much scrutiny from Lawbrand's authorities. Because of this, the fellowships can often be seen as easy targets by professional criminals and unruly citizens alike.

However, when the Children are encountered beyond Lawbrand's borders—and specifically at Tanasrael—things are very different. In their own environment, the Children prove to be implacable foes who are merciless with their enemies. Those that cross them or "fall out of step" with their teachings will likely find themselves at odds with the cult's intimidating Enlighteners. If one proves to be a persistent problem, then the fire-wielding Ash'ahand will be called to show them the error of their ways. Those who have truly run afoul of the Children will eventually find themselves tossed into the Mines of Galamok to rot away in endless subterranean toil.

ADVENTURE HOOKS

- A charismatic, firebrand preacher, speaking heresy against the Church, has been arrested by the Order Militant. The authorities plan to condemn him as a dangerous agitator. The Children have offered a sizable reward to break him out of jail and return him to them unscathed.
- A prominent Sularian bishop has been murdered in Sargrad, and members of the Children of the Sun are suspected of having been involved. The Order Militant seeks adventurers to investigate the local Children fellowship and determine whether or not they were involved—and if they plan any further violence.
- A group of Children of the Sun converts, all sons and daughters of powerful Trade-Guild families, seek to flee Lawbrand in secret—and reach Tanasrael by any means they can. They are offering large sums of money to any who will help smuggle them out of Lawbrand.
- Children of the Sun extremists are believed to have burned down a Sularian shrine in Orinfell. Many innocents died in the fire. Authorities are seeking adventurers to infiltrate the dangerous fellowship and determine the extent of their rebellion against Lawbrand.

D8 FACTION VENTURES

1	The troubled teenager of a local Trade-Guild delegate has run away from home, intent on joining the Children of the Sun…
2	An outspoken preacher of the Children, proselytizing from the street corner, has offended a group of Sularian traditionalists who look to be on the verge of beating them senseless…
3	One of the Children has been mugged by ruffians and needs help getting back to their fellowship's safehouse…
4	A ship's captain has found their hull full of stowaways—all Children of the Sun, and all wanted for undisclosed crimes by local authorities. The Children are seeking safe passage to Tidesfar, intent on reaching the desert beyond…
5	Centaur gangrunners ravaged a highway caravan transporting a group of Children of the Sun and made off with their possessions. The surviving Children claim that they will pay a hefty sum to anyone who will recover their stolen belongings…
6	The Children of the Sun have come in numbers to disrupt a local music event by brazenly preaching their message. The music fans don't want them there, and outright violence between the two groups may ensue…
7	A former member of the Children of the Sun, now living as a successful bard, fears retribution from the cult that now sees them as an irredeemable traitor…
8	Ancient bloodstone relics depicting distinctive ma'ii sun diagrams have been stolen from the local museum. Onlookers report that the Children of the Sun may have made off with them…

WHAT THEY KNOW ABOUT THE AUROBOROS

The Children's leadership claims that they have no direct knowledge of the Auroboros. It is likely that if their members or agents ever encountered a serpent-marked individual, they would simply assume that they had also found the truth of their faith and manifested their own innate inner power just as the Prophet Tikanen had. They would mistakenly see the existence of the serpent-marked as an affirmation of their beliefs and would likely try to recruit them as a living paragon of the faith.

ECOLOGY

While the Children of the Sun have many followers and street-preachers scattered throughout the Trade-Cities, the bulk of their number is concentrated at the temple-city of Tanasrael. There, loyal followers are trained to fight—preparing for the day when they will be called upon to march against Lawbrand with purifying flame. Bestiary entries for the Children's most notable agents—the Ash'ahand and the Ash'ahar—can be found on page 345.

Preacher *(Commoner)*
These ragged street-preachers can be found in nearly every corner of Lawbrand.

Devout *(Cultist)*
These zealous converts have been trained to fight and serve as basic guards and attendants for Tanasrael and its surrounding grounds.

Enlightener *(Veteran)*
These seasoned warriors act as bodyguards for the cult's inner circle members and also serve as enforcers of the cult's will. They are often called upon to discipline wayward members and intimidate outsiders into keeping their distance from the cult's activities.

Elder *(Priest)*
These commanding clerics serve as Tikanen's most trusted aides and advisors. Their formidable holy powers are drawn directly from Tikanen—and allow them to exert direct control over the minds and hearts of thousands of believers at once.

GENERAL APPEARANCE

The Children wear light, loose-fitting clothing to keep out the desert heat. They often wear turbans and distinct, tripointed hoods to cover their heads and faces, and flowing cloaks to ward off the sun. They favor earth-tone colors contrasted by the bright colors of the sun and flame. Oranges, yellows, taupe, and violet…

FAVORED WEAPONS

The Children of the Sun's warriors favor fast blades in combat. Their formal armed forces carry exotic scimitar blades and stylized halberds as their distinctive weapons.

THE DRACONIS MALISATH

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Lawful Evil	Criminal Cartel	The Ossuary, Sargrad	Vaalesh Dargonnas *(Male vampire, Wraithblade —pg. 168, Lawful Evil)*

OVERVIEW

The Draconis Malisath is a vast criminal cartel that controls organized crime throughout Lawbrand. Its prolific, highly illicit enterprises are kept secret from Lawbrand's authorities, allowing its many agents to operate with near impunity within the Trade-Cities' criminal underworld. While the cartel exerts direct control over the realm's gambling, smuggling, extortion, and thievery, its true power lies in leveraging the political influence of the hapless Guild-Delegates and Bishops that have fallen under its sway.

PUBLIC FACE / PRIVATE GOALS

The Malisath's greatest asset is its secrecy. Lawbrand's ruling authorities are unaware of the cartel's existence and thus have no clue that all organized crime in the realm ultimately leads back to it. The Malisath's ruling crime lords are content to prey upon civilization from the shadows…

In truth, the Malisath's secret leaders are all immortal vampires. Many of them got their start centuries ago in Old Sularia's criminal underworld and now seek to perpetuate their wealth and influence over the hapless citizens of the modern age.

WORK FOR HIRE

The Malisath employs a veritable army of secretive enforcers, assassins, and informants. Its recruiters are constantly on the lookout for potential "contractors"—and fresh-faced adventurers are often lured into the Malisath's dark web with promises of riches and power. When it comes to crime in the Trade-Cities, there's always plenty of work to be found.

The Malisath actively hires adventurers for a wide array of illicit tasks, including:

- *Stealing coin and goods from nearly any legitimate business…*
- *Smuggling stolen or contraband goods*
- *Assassinating high-profile targets*
- *Breaking Malisath agents out of local jails…*
- *Intimidating local politicians and clergy into passing legislation that would be beneficial to the Malisath's business interests…*

While the Malisath pays exceptionally well, it expects total discretion from its contractors. Those who are caught by the authorities know never to divulge any of the Malisath's secrets—lest they become the cartel's next target of assassination…

The Malisath offers an array of exotic weapons and thieving gear at its safehouses in each Trade-City. Contractors in good standing with the cartel are given access to these sites by means of clandestine passwords and associated hand signals that are changed regularly for security purposes.

RUNNING AFOUL OF THEM

Those unfortunate souls who, for whatever reason, run afoul of the Malisath rarely live long enough to regret it. The Malisath employs agents and paid killers in every corner of Lawbrand. It's virtually impossible to hide from its vast network of spies and cutthroats.

Those who do succeed in evading the cartel's more conventional agents eventually find themselves hunted by the Malisath's elite enforcers—the vampiric Wraithblades. These terrifying, supernatural assassins are as relentless as they are lethal.

WHAT THEY KNOW ABOUT THE AUROBOROS

The Malisath knows only rumors of the Auroboros. The oldest vampires may remember specifics of what it is and what it's done throughout history. Whatever the truth, the Malisath would see serpent-marked individuals as dangerous and destabilizing elements in society. The Malisath wants calm and consistency so it can conduct its businesses optimally, hating wildcard elements beyond its control. Thus, it would send its Wraithblades to terminate any serpent-marked individuals that might arise.

ADVENTURE HOOKS

- Top delegates from the local Trade-Guild fear their members have been targeted for assassination. The delegates seek adventurers to aid them in exposing the shadowy cartel that seeks their destruction.
- A number of local citizens have gone missing over the past few weeks. While the cases seem unrelated, authorities believe the disappearances might have a macabre connection to creatures known as "night devils." They seek adventurers to aid them in investigating the matter.
- A well-connected information broker is seeking adventurers to recover sensitive Trade-Guild documents that were stolen by centaur marauders. The documents themselves provide evidence of a vast, criminal cartel operating throughout Lawbrand.
- A Knight-Paladin believes that a small coven of vampires has taken up residence somewhere in the city. She seeks the help of able-bodied adventurers to find the coven's secret lair—which she believes may be hidden in plain sight.

D8 FACTION VENTURES

1	A local Malefactor seeks to hire adventurers to act as neighborhood debt collectors…
2	A terrified citizen believes they've been bitten by a vampire. Desperate for a cure, they seek adventurers to aid them in locating the creature's lair…
3	Adventurers are targeted by a Wraithblade who mistakenly believes they botched a recent, high-profile vault heist…
4	A guild delegate, seeking to divulge what they know of a vast criminal conspiracy, must be protected on their way to the local courts…
5	A ledger is found containing evidence of a "shadow cartel" organizing local smuggling rings…
6	A body is found with its throat slit and all the blood drained from its body…
7	An influential politician, paranoid after embezzling from their "shadowy" business associates, seeks adventurers to act as bodyguards…
8	A local business owner has been severely beaten for failing to pay protection money to the local Malefactor…

ECOLOGY

The Malisath employs people from all across Lawbrand. From supernatural assassins to street-level enforcers, their agents could be anyone—lurking in the shadows or hidden in plain sight. They're scary folks, always working to protect the cartel's interests in the Trade-Cities and beyond…

Haunts *(Spy)*
These low-level spies and informants act as the Malisath's eyes and ears throughout the Trade-Cities.

Enforcers *(Thug)*
Grim and efficient, enforcers act as the Malisath's hired muscle. They are most often used to intimidate or harass flagging contractors and operatives who have failed to perform in their tasks or to give the Malisath its due cut.

Bloodweavers *(Mage)*
These vampiric sorcerers are employed to obfuscate the Malisath's agents' comings and goings in the Trade-Cities. In dire situations, they are even tasked with using their macabre blood-magics to take direct control of their victims' bodies…

Malefactors *(Malefactor—pg. 368)*
Operating as regional captains in each Trade-City, Malefactors are often empowered with enchanted items and weapons, which they use to maintain order and control throughout their criminal organizations.

Nightlords *(Wraithblade—pg. 168)*
Operating as regional captains in each Trade-City, Malefactors are often empowered with enchanted items and weapons which they use to maintain order and control throughout their criminal organizations.

GENERAL APPEARANCE

The varied agents of the Malisath dress in many different ways, depending on their role and place in society. At the upper echelons, the leaders of the Malisath have impeccable style—wearing suits and garb of the highest quality. They might very well pass for celebrities or affluent captains of industry. The deadlier street-level agents sent to punish their foes (like the Wraithblades) wear practical assassins' garb—black and midnight-blue leathers and cloth, their faces always masked to hide their identities.

FAVORED WEAPONS

The Draconis Malisath use a wide variety of weaponry to complete their grim tasks, including longswords, katanas, short swords, daggers, knives, stilettos/shuriken, garrotes, and fist weapons.

FACTION DUNGEON

THE OSSUARY

LOCATION
Meatpacking District, Sargrad

DUNGEON TYPE
Subterranean Catacombs

PRIMARY RESIDENTS
The Draconis Malisath

This opulent labyrinth concealed beneath the streets of Sargrad's Meatpacking District serves as the secret headquarters of the Draconis Malisath. It is protected by phantasmal guards, resilient enforcers, and even the cartel's ruling vampire crime-lords.

THE WAY OF BONES

There are many street-level entrances into the Way of Bones, but all are kept secret by the Malisath. Upon occasion, adventurers might find their way into the underground tunnel system and explore its mysteries. Built as a burial catacomb by the city's founders, the Way is littered with the bones of the dead and occasionally flooded by sewer overflow. The winding tunnels—which eventually lead to the Malisath's true sanctum—are guarded by slavering beasts and undead watchers, all bent on keeping anyone from disturbing their masters' dark work.

Creature Types

Oozes, giant rats, dire-bats, skeletons

THE COURT OF SHADOWS

This opulent wing of the Ossuary is filled with priceless art pieces and artifacts from Old Sularia on full display. Built to house the cartel's affluent lords and top agents, its halls contain numerous personnel quarters, meeting chambers, and storehouses. In addition to the vampiric guardians, there is also a host of other undead creatures lurking in the hallways and rooms. It is here that many of the Malisath's plans are formed.

Creature Types

Phantasmal guardians, elite skeletons, vampires

THE DRACONIS SANCTUM

Deep below the Court of Shadows' opulent halls exist dark tunnels and alchemical laboratories. The Malisath's experiments have resulted in numerous mutant lifeforms that stalk mindlessly through the empty halls. It's rumored that there's a gateway to the abyss at the lowest level of the Sanctum where the Malisath's immortal patron—the powerful undead dragon, Malis—waits to devour those brazen enough to venture into its accursed lair.

Creature Types

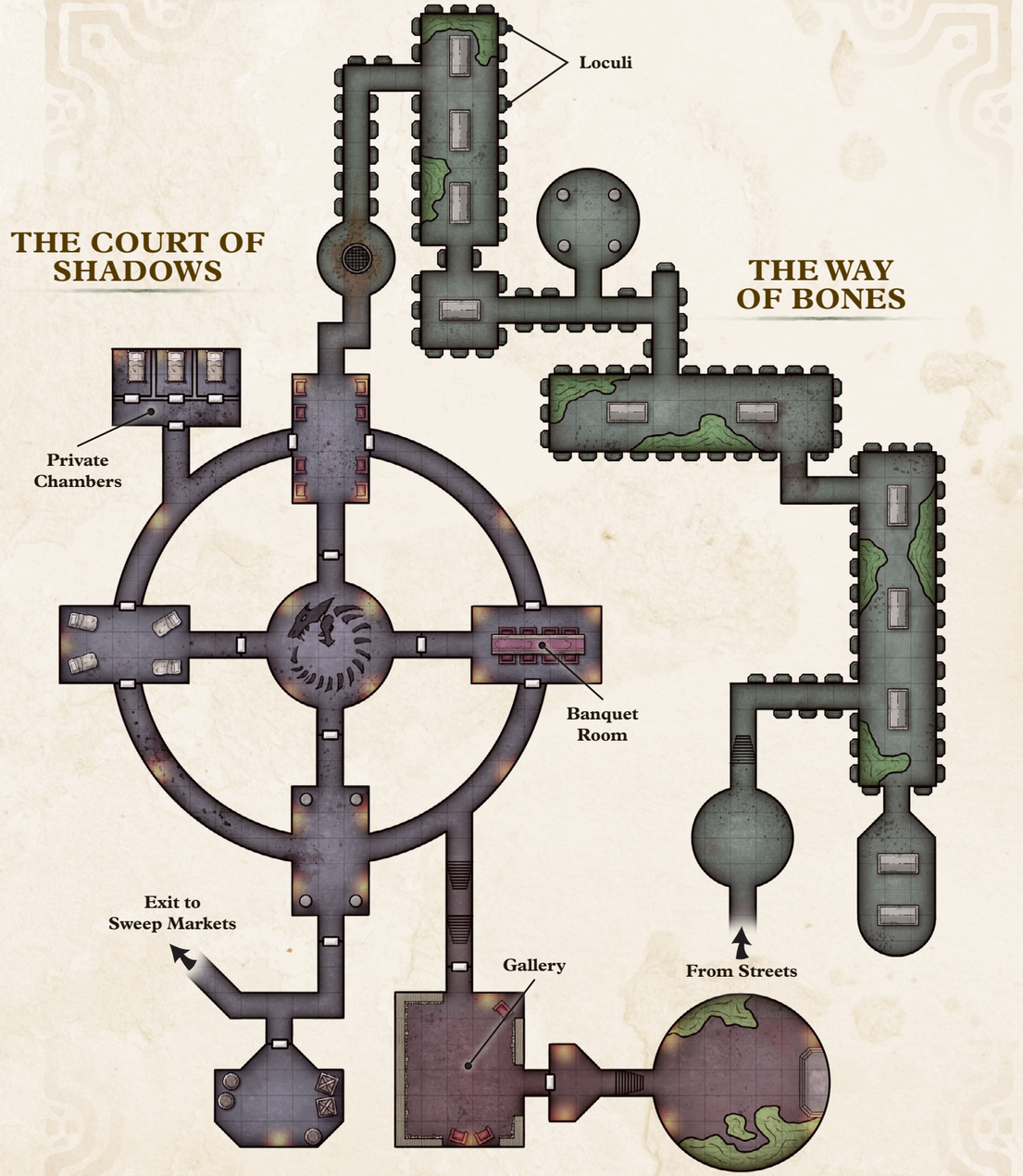
Vampire lords, dire-bats, liches, bone-dragons



VAALESH DARGONNAS

(Male Vampire, Wraithblade—pg. 168, Lawful Evil)

Ruthless and cunning to the extreme, Dargonnas has ruled the Malisath's criminal empire for close to a century. As a powerful vampire, he's become adept at balancing his passions and predatory instincts with cold, clinical precision in all of his affairs.



THE FANGS OF SCYLLIA

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Chaotic Evil	Cult	The Coiled Path, Korosoth Mountain	Lady Scyllia *(Female half-elf, Soulstalker—pg. 392, Chaotic Evil)*

OVERVIEW

The Fangs of Scyllia cult is one of the most malevolent forces currently operating in Lawbrand. The cult exists only to serve the will of its master—the vile abomination, Karybdiss. Based within its cavern-sanctum known as the Coiled Path, the cult regularly sends its agents out into the Trade-Cities to kidnap hapless citizens. These citizens are then used to either feed Karybdiss' insatiable hunger for souls or bolster the Fangs' growing ranks.

The Fangs' most formidable agents are warlocks known as Soulstalkers, who use hallucination and deep psychological horror as their primary weapons. They can manipulate others' thoughts and perceptions—projecting their appearance as a monster or creating the delusion that a dear friend is actually an enemy. As a group, the Fangs operate in much the same way. The minds of its victims are shattered, and the innocent pawns are then indoctrinated into the cult. The further they are taken down the Coiled Path, the greater the depth of possession the lair's tortured spirits achieve, taking control of their will. In this way, the Fangs' numbers are growing quickly. There are hundreds of members at this point, each bringing in two more, like the sprouting heads of a hydra…

PUBLIC FACE / PRIVATE GOALS

The existence of the Fangs of Scyllia is kept largely secret from Lawbrand's authorities—and so far, only the Bohen Dur monks seem to recognize the danger the cult represents to society. No one knows about Karybdiss' existence but the Fangs themselves. Lawbrand's authorities would be horrified to learn that the hydra-like monstrosity has been feasting on mortal souls for decades, right under their noses.

Despite the Coiled Path's proximity to the Bohen Dur's own Bohenna Monastery, the monks have only recently become aware of the cult's activities. They send their agents out to search for the cult's hidden lair and thwart their sinister schemes whenever possible. The Bohen Dur have chosen to keep the cult's existence secret from the Sularian Church, presumably to better control their own efforts to contain its growing evil.

WORK FOR HIRE

While the Fangs of Scyllia is an intensely insular group, it does solicit outside help from time to time. The cult might hire adventurers to perform tasks such as:

- *Capturing and returning wayward members who had previously escaped their clutches*
- *Gathering grisly reagents to be used in their profane rituals*
- *Hunting and eliminating rampaging Soulstalkers who have gone mad*
- *Silencing anyone who might threaten to reveal the cult's existence*
- *Slaying its enemies when its own agents prove too conspicuous to do so themselves*

The cult maintains maximum secrecy in all of its dealings, usually only hiring outside help through clandestine intermediaries or members who maintain civilian guises within the Trade-Cities. Those adventurers who find employment with the cult quickly realize the depths of its evil and rarely take jobs with them twice. The cult's agents have no compunctions about slaying outsiders who learn too much about the true nature of their activities.

RUNNING AFOUL OF THEM

Those who cross the Fangs of Scyllia find themselves at odds with an implacable, calculating enemy. The Fang's agents will go to any lengths to get revenge upon those who have wronged them, regardless of the intervening time or distance. The Fangs will also brutally silence anyone who might expose their existence to the authorities. Murder, extortion, and psychological terror are their favored means of assuring their own safety.

WHAT THEY KNOW ABOUT THE AUROBOROS

The Fangs know only rumors and mythology concerning the Auroboros. Worshipping Karybdiss as they do, they would see a correlation between the World-Serpent and the hydra-like semblance of their bloated master. As a result, the cultists would almost worship serpent-marked individuals, mistakenly assuming that they're the avatars of Karybdiss' terrible will. They would want to follow the serpent-marked and help them achieve their goals, regardless of their volatile nature or how destructive the effects of their powers might be.

FACTION HOOKS

- A Garmenters Guild-Delegate went missing for days after suffering from debilitating nightmares. Though they recently resurfaced and returned to their duties, they've been acting strangely in their relationships and business dealings. Their associates fear they may have suffered a more profound trauma during the ordeal.
- The Bohen Dur are investigating a string of seemingly unrelated kidnappings. The missing citizens all seem to have been abducted within the same time frame, causing the investigators to wonder whether they were taken by the same nefarious group…
- A string of grisly murders has baffled Innis' law enforcement. A random number of the city's top designers, business people, and bards seem to have lost their minds and lashed out violently—but there appears to be no connection between them. Some believe that macabre, supernatural forces may be at play…
- A number of Bohen Dur monks have reported a malevolent psychic presence bearing down on them. As best they can tell, it's emanating from somewhere deep beneath Korosoth Mountain. The order's leadership now seeks aid in investigating the troubling presence…

FACTION VENTURES

D8	
1	The music and lyrics of one of Innis' most popular bards have taken an uncharacteristically dark bent lately. The bard's dearest friends can't explain the sudden fear and paranoia that have overtaken them…
2	A haggard stranger offers adventurers empowering magic, the only caveat being that the magic must be etched directly onto their flesh…
3	A terrified woodcutter claims to have escaped from a profane lair beneath Korosoth Mountain's western face. The horrors they saw within still haunt their waking hours…
4	One of Innis' high-society Taymaidens recently awoke with a strange, faintly glowing tattoo that she didn't remember getting. After a series of blackouts, she's starting to fear that the symbol is somehow warping her thoughts and controlling her actions…
5	A Bohen Dur monk has had a vision of maggot-like monstrosities writhing within the earth and is convinced that what they saw is some kind of dire warning…
6	A hooded warlock seeks aid in tracking down a beloved runaway "family member" who's apparently become lost in the wilds…
7	Strange glyphs and profane symbols have been found carved into various trees and rocks along Korosoth's otherwise peaceful mountain trails. Innis' patrolling Valemen believe a new cult might be marking out its territory…
8	A slain vagrant has been found in the wilds, their blood-soaked body slashed with multiple jagged symbols…

ECOLOGY

Insular in the extreme, the Fangs of Scyllia rarely employs outside agents to accomplish its goals. The cult's members are fanatically loyal to Karybdiss and highly distrustful of anyone not of its ranks. That said, there are many different functions within the cult, ranging from the lowly Fangslaves to the powerful Soul-Witches who enact the will of their monstrous master.

Fangslaves *(Cult Fanatic)*
These are the cult's most common members, dull-witted and docile. They tend to the everyday functions within the Coiled Path and perform whatever tasks their cruel masters demand.

Lurkers *(Spy)*
These trained warriors serve as guardians within the Coiled Path as well as the cult's primary agents within the Trade-Cities. They employ ruthlessness, secrecy, and subterfuge in their dealings across Lawbrand.

Fangwraiths *(Fangwraith—pg. 355)*
These vengeful, ever-shifting ghosts are composed of multiple tortured souls bound together in eternal anguish. They dwell within the Coiled Path's darkest recesses—and prey upon hapless cultists and daring interlopers alike.

Soulstalkers *(Soulstalker—pg. 382)*
The elite warlock servants of Karybdiss itself, soulstalkers are imbued with their master's vile power. They revel in stealing their victims' souls and binding them to the glyphs upon their bodies. They use their potent magics to sow terror among their foes.

Soul-Witches *(Soulstalker—pg. 382)*
Though their numbers are few, Soul-Witches serve as the high priestesses of Karybdiss and use their power to control the minds of others and enslave their bodies to their master's will.

Hydragor *(Hydragor—pg. 362)*
These monstrous maggot-like creatures are the spawn of Karybdiss. They dwell in the foul caverns and tunnels surrounding their progenitor's lair—constantly wriggling to devour anything within their path.

GENERAL APPEARANCE

The members of this cult wear ruddy scraps of clothing—caring little for appearances. They are disheveled, haunted, and devoid of natural empathy. The one visual unifier they all share is their spiraling tattoos—often depicting serpents or multiheaded hydras.

FAVORED WEAPONS

The warriors of the Fangs prefer brandishing wickedly curved blades and poisons. Daggers, short swords, and barbed clubs are their favorite weapons of choice.

FACTION DUNGEON

THE COILED PATH

LOCATION
Korosoth Mountain, Innis

DUNGEON TYPE
Cavern system, earthen tunnels

PRIMARY RESIDENTS
The Fangs of Scyllia

This cavern system that runs into the bowels of Korosoth Mountain is the home of the Fangs of Scyllia cult. Full of horrors and restless ghosts, the winding caverns of the Coiled Path are saturated with profane sorcery and depthless evil. And, at the bottom of the dungeon's lowest pit, protected by its most powerful warlocks, lies the monstrous abomination Karybiss. Those who venture too deeply into the Coiled Path will have their souls devoured by the monster's unfathomable evil…

THE DESCENT

Most of the Coiled Path's guarded entrances lead into the Descent. Its winding passageways are lined with grisly fetishes and profane sigils of power. The cult's primary lodging areas and storehouses are situated off the main tunnel arteries and protected by fanatical Fangslaves and their serpentine pets.

Creature Types
Serpents, giant snakes, fangslaves, deranged captives, Soulstalkers

THE MAW OF SOULS

Near the bottom of the winding Descent, the tunnels open up to reveal a series of massive, natural caverns. Their rocky floors are littered with the bones and mortal remains of those who have been devoured by the insatiable hydragor—the foul spawn of Karybdiss itself. Vengeful ghosts haunt the entire area, saturating it with their spiteful spectral energy.

Creature Types
Ghosts, fangwraiths, zombies, oozes

THE PIT OF WORMS

This lowest cleft beneath the mountain is the lair of Karybdiss, who sits fixed within a small lake of noxious fluid at its center. Awash with foul toxins and undulating, poisonous oozes, the lair's environment is unimaginably dangerous to mortal creatures. Despite the threat posed by Karybdiss' formidable bulk, its hydragor spawn mull around the lair's periphery, mindlessly shuffling for food and sustenance.

Creature Types
Oozes, giant maggots (larval hydragors), hydragors



KARYBDISS

(Hydragor—pg.362, Chaotic Evil)

A hideous, colossal monstrosity, Karybdiss is a creature of incalculable psychic might and an insatiable hunger for mortal souls. Permanently enthroned within its pestilent lair, Karybdiss sends its minions to sow terror and discord throughout the realm of Lawbrand.



THE HOWLING

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Chaotic Evil	Cursed Horde	Sar'Sharah, the Barrier Wilds	Goruu-mog the Ragebringer *(Male Staggoth—pg. 383, Chaotic Evil)*

OVERVIEW

The Howling is a horrific, generational "event" as much as it is a specific group. A few times in each generation, the cursed demigod, Ralavak, awakens in its lair and howls in supernatural agony. Its maddening cries echo across the Barrier Wilds, compelling all who hear them to slaughter everything in their path. Few living mortals can resist the call of the Howling, unless protected by other supernatural means. At its most organized, the Howling is a cursed, motley horde made up of sylvan peoples like satyrs, trolls, staggoth, and gnolls—as well as all manner of predatory monsters, including manticores, chimaera, basilisks, and owlbears.

This horde is controlled by the mighty staggoth, themselves fallen druids who worship Ralavak as their deity. At his unspoken behest, they direct the Howling's attacks and act as extensions of the demigod's tortured will. The staggoth have built a series of profane altars and fanes throughout the wildlands, which serve to increase the horde's aggression and stamina. These fanes are powered by Ralavak's cursed blood and often befoul the forestlands upon which they're built.

PUBLIC FACE / PRIVATE GOALS

The forces of the Howling have thus far operated only in the remote Barrier Wilds. As such, they are largely unknown to the general populace of Lawbrand. The few citizens who have survived the Howling's attacks have brought stories of their experiences back to Lawbrand, but they are rarely believed.

Lawbrand's authorities hold these tales of "nightmare hordes in the wilderness" to be nothing more than fanciful works of fiction. The only faction that knows the terrible truth of the Howling is the Oram Hai. The benevolent druids, intent on protecting the sylvan peoples from annihilation, fight the Howling whenever and wherever they can.

WORK FOR HIRE

The Howling exists only to slaughter. It does not negotiate, barter, or attempt to manipulate. It has no needs, save for the uncontrollable urge to spill innocent blood. As such, it requires no outside aid in achieving its horrific goals.

RUNNING AFOUL OF THEM

The Howling know only rage and hate. All who are not of the Howling are its prey—and all prey must be slaughtered.

WHAT THEY KNOW ABOUT THE AUROBOROS

It's unclear what the Howling knows about the Auroboros, given that it isn't an organized faction and that those among its ranks who are clear-minded enough actually to converse with are typically more interested in splitting your head open and bathing in your blood than comparing notes about metaphysical matters. The reavers of the Howling are so crazed and bloodthirsty, it's probable that they wouldn't be able to make a distinction between those who bear the Mark of the Serpent and those that don't. Everyone the Howling encounters is simply meat to be butchered.

ADVENTURE HOOKS

- The Howling has attacked a lumber village north of Hearthvale, capturing all of its citizens and taking them into the wilds. As the Howling usually slaughters its victims, authorities fear for the citizens' fates and have called for volunteers to launch a desperate rescue mission into the Barrier Wilds.
- Scattered "end times" sects across Lawbrand have learned of the Howling and venerate it as a primordial force of nature meant to purge all traces of civilization from the world. These dangerous fanatics have gathered in numbers, and they are intent on sowing chaos throughout the Trade-Cities in anticipation of the Howling's eventual arrival.
- One of the leading biologists from Lietsin's Conservatorum has heard the tales of the Howling—and believes them. He is actively recruiting adventurers to help him reach the Barrier Wilds and capture one of the Howling's reavers alive. He hopes to determine whether the Howling's effect is supernatural or something more akin to a communicable disease.
- A group of quarry giants, forced to flee their village in the face of the Howling's onslaught, are planning to venture back into the Barrier Wilds to find their lost kin. Though incredibly strong and resilient, the giants know firsthand the threat they face—and have offered the last of their coin to hire able-bodied adventurers to help them on their perilous quest.

D8	FACTION VENTURES
1	Farm settlements along the Barrier Hills have reported an increase in nighttime raids…
2	A profane, blood-soaked altar has been found in the wilds. Dismembered limbs of missing villagers were arranged around it in concentric ritual patterns…
3	A Knight-Paladin has captured a dangerous staggoth in the outskirts of Orinfell. During its imprisonment, the slavering beast taunted its captors with warnings of the blood and madness that would soon engulf the whole of civilization…
4	A satyr, thought lost in the wilds for years, has miraculously returned. It recounted horrific tales of slaughter and ruin—but couldn't discern if they were nightmares or actual memories…
5	Strange bone fetishes and grisly trophies of mortal remains have been found tied to trees in the wooded foothills north of Hearthvale…
6	A lumber caravan headed for Innis was attacked by an unknown force. Its attendants were brutally butchered—and apparently *skinned*…
7	A gnoll village north of Orinfell was razed to the ground without a single structure left standing. But for all the destruction, not one of the villagers' bodies was found…
8	The Order Militant has discovered pagan shrines scattered throughout the Trade-Cities. The Church's leadership fears a new "forest cult" is corrupting the hearts of the faithful…

ECOLOGY

While the call of the Howling can drive any semi-intelligent creature to mindless rage, the horde's members are most commonly of sylvan races and creature types. Whether it be satyr, tree-folk, gnolls, or staggoth, the creatures of the Howling are all equally cursed to rend flesh and spill blood wherever they can.

The Mindless *(Tribal Warrior)*
These feral, unthinking slayers are wholly given over to the Howling's madness and are capable only of killing and feeding. The Mindless include members of all races among their ranks.

Throatslitters *(Assassin)*
Serving as assassins and shadowy infiltrators, Throatslitters maintain a semblance of individuality and self-control while under the Howling's curse. These warriors often work alone, using subterfuge and stealth to murder their prey.

Fleshreavers *(Fleshreaver—pg. 356)*
These merciless killers serve as the Howling's elite soldiers. In the depths of their bloodlust, Fleshreavers undergo horrific mutations that cause them to take on terrifying, goatlike appearances, regardless of their race of origin.

Staggoth Reavers *(Staggoth—pg. 383)*
The mighty, antlered staggoth serve as the Howling's elite warrior caste. The creatures' sheer strength and ferocity are legendary, and their primal cunning makes them effective captains in battle.

Staggoth Priests *(Staggoth—pg. 383)*
These ancient, fallen druids are potent spellcasters who use rage and terror to dominate the minds of their foes. As Ralavak's keepers, they hold total control over the Howling's vast hordes.

GENERAL APPEARANCE

The forces of the Howling wear basic garb and flayed skins, little in the way of little clothing or armor—heedless to any danger or sense of modesty. They often paint themselves in their victims' blood or wear ceremonial war paint over their faces and bodies. Many of the Howling's members bear ritual scars and have crude, stylized bones pierced through their skin.

FAVORED WEAPONS

Warriors of the Howling use only the crudest weapons and tools. They wield bone clubs and mauls, stone hammers, and jagged iron blades for the most part.

FACTION DUNGEON

SAR'SHARAH

LOCATION
The Barrier Wilds

DUNGEON TYPE
Forest Gauntlet, Subterranean Temple

PRIMARY RESIDENTS
The Howling

Sar'Sharah, known as the "Nightmare's Heart," is the horrific resting place of the cursed demigod, Ralavak. The dreaming demigod sleeps at the bottom of the Nightmare Cleft—a vast chasm where its desiccated bulk remains lodged between two monolithic stone slabs. Over the past four centuries, the staggoth who worship Ralavak have built crude temples up and around their master's form—ledges, fanes, and innumerable rope-bridges crisscross high above the infernal chasm. Hellish red light spills over the area, and a pall of rage and dread affect all those who venture into the accursed domain.

THE VALE OF MADNESS

This densely forested gauntlet lies just outside of the Nightmare Cleft, creating a buffer between the Howling's most sacred site and the outside world. Resembling a great winding maze of dead trees—the vale is loaded with vicious traps and cunning ambush sites. Crazed monsters roam the eerie paths or soar in the blood-red skies above them.

Creature Types

Oozes, giant vermin, Fleshreavers, gnolls, satyr, warped tree-folk, staggoth, chimaera, manticores

THE NIGHTMARE CLEFT

Innumerable altars, platforms, and rope bridges line the walls of the Cleft's primary slabs. Upon these, the staggoth and leaders of the Howling go about their business of arming the Howling's murderous minions and tending to the remains of their dreaming demigod. From time to time, Ralavak stirs in his fitful sleep, and his moans reverberate violently throughout the area. The demigod's favored children—the manticores – nest around its rotted bulk, keeping careful watch for their master's eventual reawakening.

Creature Types

Minotaur, staggoth, manticores, rage-giants



GORUU-MOG THE RAGEBRINGER

(Male Staggoth—pg.383, Chaotic Evil)

Once a noble druid of the wilds, Goruu-mog now serves as the abominable high priest of the Howling. Adept at stoking bloodlust and unbridled savagery in others, this ritually scarred, monstrous staggoth looks forward to the fateful day when the Howling will finally be unleashed upon the unsuspecting masses of civilization.

THE VALE OF MADNESS



THE NIGHTMARE CLEFT



1 Square = 10 feet

THE NECROMANTI

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Neutral Evil	Cabal of Sorcerers	The White Palms Hotel, Lietsin	Kyssh the Everlord *(Mummified Deathseer—pg. 351, Chaotic Evil)*

OVERVIEW

The Necromanti are an ancient, clandestine order of sorcerers whose existence dates back over two thousand years. Originally founded by a triumvirate of powerful Deathseers, the order was dedicated to dark sorcery, illicit arcane study, and the relentless pursuit of temporal power. Their schemes and manipulations allowed them to hold sway over the evils and monsters of the old world for centuries. The Necromanti's dark reign ended with the rise of the upstart Sularian Empire and the inevitable War of Light and Shadow, which saw the order toppled by the might of Sularia's holy paladins. The once indomitable Necromanti order has led a meager existence ever since.

The Necromanti's only surviving Deathseer, Kyssh, has bided his time over the ensuing centuries, patiently rebuilding the order's power base and replenishing its depleted numbers. His devoted occultists work to keep his existence hidden from both the Sularian Church and the Arcanimus, for obvious reasons. Given the nefarious role it's played throughout history, the Necromanti would be systematically rooted out and destroyed if ever discovered.

As such, the order maintains a veil of absolute secrecy—one they'll retain until the day comes when they rise to reclaim their rightful place as the secret overlords of civilization.

PUBLIC FACE / PRIVATE GOALS

Based in the Trade-City of Lietsin, the Necromanti reside within one of the city's largest and oldest hotels—the White Palms. Owned by one of the order's many public-facing shell companies, the storied hotel has been enchanted by protective wards and powerful sorceries that keep interlopers from discovering the secrets hidden within. On its uppermost floor, there is a guarded gateway that leads to a hellish pocket dimension known as the Eye of Kyssh, where the immortal Deathseer resides with a coterie of infernal minions.

While the hotel's exterior appears normal to Lietsin's citizens, visitors and onlookers are often perplexed by the fact that prospective guests are always turned away, despite no one ever seeming to stay there. Few could imagine what actually transpires within. The hotel's enchanted interior is a shifting labyrinth of darkened hallways and macabre suites—all protected by a cadre of skeletal servants and summoned shadow creatures.

With their secret base of operations protected from outside interference, the Necromanti perform their tasks with impunity. Their agents scout the Trade-Cities, seeking out rare artifacts and spellbooks to bolster their already formidable arcane power. The order's occultists regularly infiltrate the nearby Arcanimus Academy by posing as students and faculty members. In this way, they gain unrestricted access to the Academy's vast libraries and research facilities to further their knowledge.

On rare occasions, some of the Arcanimus' magi are drawn into the order, lured by the prospect of secret power. These wayward magi often find themselves enslaved to Kyssh's dark power, unable to escape the curse of their newfound fellowship.

WORK FOR HIRE

While the order spares no effort to maintain its secrecy, on rare occasions, it hires outsiders to perform tasks that might otherwise reveal its existence. These tasks might include:

- *Stealing rare spellbooks or artifacts from the Arcanimus Academy*
- *Silencing those who might reveal the order's existence to the authorities*
- *Gathering bones and whole skeletons from graveyards and mausoleums and delivering them back to the White Palms*
- *Hunting down and slaying undead monstrosities that somehow escaped the order's control*
- *Providing protection to occultists operating abroad in the Trade-Cities*

Those mercenaries and adventurers who take work with the Necromanti usually do so through intermediaries—and rarely learn too much about the secretive faction that paid them for their troubles. To protect the order's secrets, the paranoid Necromanti agents will often try to slay the hapless adventurers who've worked on their behalf. *Better safe than sorry*.

RUNNING AFOUL OF THEM

The Necromanti will go to any lengths to protect themselves from discovery. Those who the order deems a threat can find themselves beset by the Necromanti's relentless skeletal minions or even cursed by the occultists' potent sorceries. The Necromanti never forget a slight—and have the discipline and patience to exact their revenge regardless of how long it takes.

WHAT THEY KNOW ABOUT THE AUROBOROS

The Necromanti know more about the Auroboros than practically anyone else. The order has kept detailed records and histories of the Auroboros since its inception. As such, they also know exactly how dangerous it is. Kyssh himself has seen the destruction the Auroboros wreaks when unleashed. Thus, the Necromanti want nothing to do with manipulating it or amassing its power. Officially, they would avoid it, and those affected by it, like the plague.

While Kyssh demands that his occultists avoid the Auroboros, some of his more zealous agents have been swayed by the temptation of its power and recklessly seek it out. Some of them believe that manipulating the Auroboros could uncover the mysteries of immortality and allow them to save the life of their undead master. If these wayward occultists ever encountered serpent-marked individuals, they might try to capture them and perform rituals that would allow them to syphon the Auroboros' powers for themselves.



ADVENTURE HOOKS

- A set of manuscripts outlining an ancient, dangerous spell known as the "Ritual of Dominion" has been stolen from the Conservatorum's archives. The Conservators chased the hooded thieves through Lietsin's streets only to lose them somewhere near the vicinity of the White Palms.
- An Arcanimus student has been revealed to be a spy working for a clandestine group of sorcerers. Apparently, they've been conducting dangerous experiments within the Academy's laboratories and feeding the research back to her shadowy patrons. Chancellor Serelvar asks for aid in investigating the matter.
- The Order Militant has been looking into a macabre string of robberies; mausoleums across Lawbrand have been pilfered of bones and even whole skeletons. The inspectors are stumped as to what the bones might be used for and have called for aid in tracking the stolen remains…
- An Inspector-Magus from the Arcanimus has been investigating sightings of a black coach pulled by ethereal steeds that has been seen speeding through various Trade-Cities before vanishing without a trace. The Inspector-Magus requires help interviewing the eyewitnesses.

D8 FACTION VENTURES

1	The lone survivor of a group of lumberjacks claims that blackened skeletons attacked their crew in the outskirts of Orinfell—skeletons that reportedly disintegrated to ash following the attack…
2	A respected Bohen Dur monk was recently shaken by a horrifying vision of a vast shadow rising above the Trade-Cities—at its center was a single, fiery eye staring down upon the populace…
3	A young historian believes they've uncovered the existence of a secret cabal that's been manipulating society for thousands of years, but their superiors find their theories to be insubstantial…
4	One of the Arcanimus' top students has been missing for weeks. Believing their teachers were holding him back from greatness—they set out to achieve greater arcane power on their own…
5	A disheveled spellcaster was arrested after unsuccessfully trying to raise the dead in a local cemetery. They told authorities that they were taught to do it by a secret cabal…
6	A tourist in Lietsin, who found lodging at the historic White Palms hotel, has evidently gone insane—claiming that otherworldly creatures inhabit the historic hotel…
7	A Sularian Priest has heard the improbable confession of a ragged sorcerer who claimed to have sold their soul to a mummified, orb-like devil…
8	A mysterious patron seeks aid in smuggling illicit necromantic items into Lietsin. The pay they're offering is substantial, but they demand that no questions be asked of their identity or that of their organization…

"In secret and in shadow, I have harnessed my power over these past centuries. My plans are in place and my acolytes are ready. At long last, the time for my vengeance draws near."

—Kyssh the Everlord

ECOLOGY

The occultists of the Necromanti are few in number, but they employ a wide array of minions and conjured servants to achieve their aims and accomplish their daily tasks.

Skeletal Horrors *(Occultist Skeleton—pg. 371)*
These mindless skeletons, constructed by the order's necromancers, are comprised of jet-black bones. They perform a wide range of tasks but always disintegrate to ash once their purpose is complete.

Skeletal Sentinels *(Occultist Skeleton—pg. 371)*
The order's elite warriors and bodyguards, the Skeletal Sentinels are adorned with durable black armor and expertly crafted weapons. The necromancers also leave them a modicum of free will so they can perform more complex tasks.

Spectral Servants *(Fangwraith—pg. 355)*
These dutiful apparitions serve as guards within the White Palms and act as servants for the order's occultists.

Occultists *(Necromanti Occultist—pg. 370)*
These cunning master sorcerers have sworn themselves to Kyssh, offering their vast powers—and their very lives—to ensure his continued existence.

Necromancers *(Archmage)*
Nefarious spellcasters who specialize in raising and controlling the dead, necromancers stand among the order's most powerful members.

GENERAL APPEARANCE

The order's acolytes prefer dark, hooded cloaks and robes when gathered together—their outer appearance befitting the darkness of their goals and methods. Publicly, they would not wear anything that could expose their order's existence. They tend toward secrecy and shadows—often appearing gaunt and haunted.

FAVORED WEAPONS

The modern Necromanti favor subtle weapons like daggers and hidden blades. They are not fighters as such and rely on sorcerous weapons and staves to protect themselves from physical danger.

THE ORAM HAI

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Chaotic Good	Druidic Order	Kannibus Hills	Goshaedas *(Male treant, Druid, Neutral Good)*

OVERVIEW

The wise, benevolent druids of the Oram Hai care nothing for the drama and tensions that define everyday urban life in Lawbrand. Instead, they seek inner peace and equilibrium with the natural world. They can often seem aloof or even whimsical to outsiders, but great strength and wisdom run deep among the order's members.

Under the Oram Hai's protection, a number of sylvan peoples—including satyr, centaur, pixies, gnolls, and humans—have flocked to Kannibus Hills over the years. Known collectively as the "gentlefolk," these peoples have all adopted the druids' mission of safeguarding the wilds and standing vigilant against the terrors of the Howling. With so many gathered for the greater good, Kannibus Hills has become a refuge of healing and enlightenment for all.

Situated atop the peak that overlooks the enclave is the Ursalis, commonly known as the Bear Mound—a unique formation with a cliff face in the shape of a roaring bear. Beneath this mound is a cavern system blessed by the druids. Within it, the Oram Hai conduct their ritual vision quests and healing trances. Many visitors to the Ursalis report having visions of their futures or dreams that frame the forward path of their lives. The Oram Hai hold the Ursalis as the single most sacred site in all of the wild.

PUBLIC FACE / PRIVATE GOALS

While the druids attempt to keep the existence of their order and their enclave of Kannibus Hills a secret, there are some in Lawbrand who know of them. Rumors abound of the tranquil forest refuge hidden in the wilds. As issues of increased crime and overpopulation arise in the Trade-Cities, more and more pilgrims come to Kannibus Hills seeking to escape their troubles and finding oneness with nature. The sheer amount of people seeking the enclave is unsustainable, and the outsiders often have a very shallow understanding of what the Oram Hai's mission is. Still, whether they be wayward travelers or ardent nature crusaders, all within Kannibus Hills eventually come to live in peace and balance.

WORK FOR HIRE

The denizens of Kannibus Hills hire all sorts of folks to meet various needs around the commune. It's held that everyone can help out for the good of all and earn their keep in whatever creative ways they can. Adventurers looking for work are often asked to perform tasks such as:

- *Hunting and gathering food for the enclave's residents*
- *Protecting the enclave from Howling raids or rampaging sylvan monsters*
- *Assisting the druids with tending the trees and forest animals*
- *Gathering crafting items for the folks in Traders Thicket*

RUNNING AFOUL OF THEM

When bandits or ruffians threaten the enclave, the druids rarely resort to violence. They prefer instead to incapacitate criminals and try to show them the error of their ways in hopes of them being rehabilitated. However, the various animals and monstrous creatures under the druids' care aren't always so forgiving to those who trespass against the enclave. If anyone caused dire harm to the gentlefolk, the Wildkeepers would hunt them down and dispense their own brand of justice—having the wisdom to know when to take life or spare it.

WHAT THEY KNOW ABOUT THE AUROBOROS

The Oram Hai have limited knowledge of the Auroboros, but what they do know is seen through the lens of the natural world. They see the Serpent coiling through creation as an aspect of balance and synchronicity. They do not explicitly fear it as a naked source of destruction but see it as a powerful macro predator that serves a function within the ordered cosmos. The Oram Hai intuit that the Serpent seeks to be in balance. They are fascinated by it but have no direct access to it—other than what can be seen in the natural world.

Knowing that mortals would be driven to madness attempting to wield the Auroboros' power, the druids would seek to heal serpent-marked individuals by transferring the Auroboros back into nature itself. Through powerful rituals, they bleed the Auroboros back into the earth, sky, and trees—all in an attempt to save the afflicted individual as well as restore balance to the world.

FACTION HOOKS

- The Oram Hai druids, knowing that the Howling will erupt again soon, are asking for volunteers to help discover the horde's hidden lair within the Barrier Wilds. They posit that if the Howling's source can be found, perhaps it can be silenced forever.
- The lake near the crest of Mount Effron has been fouled somehow—polluting Kannibus Hills' fresh water sources. The Oram Hai are asking for volunteers to venture up the mountain and investigate the mysterious source of corruption.
- A renowned salamar botanist in Skarborough's Greenlight District has made an alchemical breakthrough in rapid plant regeneration. The curious Oram Hai seek adventurers to retrieve samples of the salamar's serum and deliver them safely to Kannibus Hills for further study.
- An ancient rivalry between two stubborn copses of tree-folk threatens to erupt into outright violence. The resulting conflict could cause great upheaval in nature's delicate balance and threaten local wildlife. The druids seek help in negotiating a peace between the bitter copses and restoring tranquility to the region.

D8 FACTION VENTURES

1	A young satyr in Talis is rumored to be able to speak to animals—now their entire neighborhood is full of stray beasts…
2	A salamar botanist has created a formula that turns regular plants into ravenous monstrosities…
3	Wildkeepers have captured a fleshreaver and plan to interrogate it in hopes of discovering the Howling's nearby den…
4	Poachers have been hunting treants to sell their miraculously resilient bark to black-market shield-makers…
5	Having heard rumors of life blooming in the desert surrounding Tanasrael, an elder druid has set out to see the miracle with their own eyes…
6	The Oram Hai have discovered an enchanted gateway made of intertwined tree roots, hidden in the depths of Illian Forest…
7	A great concert is being held at the Woodsong amphitheater in Kannibus Hills. Select bards from across Lawbrand have been invited to perform at the event…
8	A patrol of Wildkeepers was ambushed by the Howling in the deep wilds. The Oram Hai seek aid in finding them and bringing them safely back to Kannibus Hills.

ECOLOGY

The Oram Hai are responsible for the many different peoples and creatures that dwell within their peaceful enclave. Folk of varied races and backgrounds serve a number of dedicated roles within the small society of Kannibus Hills—but they all adhere to the druids' tenets of civility and unity.

Tenders *(Commoner)*
These gentlefolk inhabit the enclave and care for the wilds that surround it.

Outrunners *(Scout)*
These satyrs serve as the enclave's tireless scouts and lookouts.

Woodwakers *(Druid)*
These selfless druids tend to the region's treants, waking them from their long slumber and seeing to their needs.

Drimir *(Acolyte)*
These often-aloof mystics serve as seers and oracles for the order.

Sages *(Druid)*
These veteran druids tend to the gentlefolk, offering guidance and advice to all seekers.

Druids *(Druid)*
The members of the Oram Hai are peaceful guardians of nature and powerful spell-casters.

Wildkeepers *(Wildkeeper—pg. 160)*
Blessed with powerful animal totems, these soldiers protect the wilds against the Howling.

GENERAL APPEARANCE

The druids and their guests favor the colors of nature and deck themselves in leaf-woven garments and fabrics made from the wild. They tend toward not wearing animal skins, but it's not prohibited in any way. They tend toward camouflage and earthen texture patterns in their clothing and gear.

By contrast, the gentlefolk prefer loose-fitting clothing adorned with beaded artworks, tie-dye color patterns, and dream-catcher motifs. Visually, the enclave is a colorful, artistic place.

FAVORED WEAPONS

The druids and their protectors use any number of weapon types to protect the enclave. Swords, clubs, axes, and maces are common, as are bows, spears, slings, and other simplistic ranged weapons.

REVEL INC.

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Chaotic Neutral	Bloodsport Entertainment Corporation	Revel East, Lietsin	Chief Executive Officer Sala Tjaad *(Male gnoll, Noble, Chaotic Neutral)*

OVERVIEW

This upstart corporation makes vast sums of money running over-the-top sports entertainment events throughout Lawbrand. Gladiator matches, no-holds-barred chariot races, dangerous stunt performances—even underground street-fighting rings. The demand for such bloodsports is rising throughout Lawbrand, and there's always money to be made in life-or-death spectacle…

Revel has offices in most of the Trade-Cities, but its leaders oversee operations from the company headquarters in Lietsin. Revel East, as it's known, is the hub of bloodsport entertainment and where the real fan fervor is generated. Revel bought rights of control over Lietsin's Grand Coliseum and uses the ancient landmark as their main event venue. Gladiator matches and chariot races run there throughout the year. Fighters from all over lawbrand flock to Lietsin to audition for Revel to try and get on its payroll.

Revel also sponsors a number of celebrity gladiators and chariot drivers—known collectively as Slamstars. Often the ruthless contracts they trap these Slamstars into make them little more than indentured slaves to Revel's management. These "stars" are regularly used as hired muscle to further Revel's despicable aims.

PUBLIC FACE / PRIVATE GOALS

Local governments, especially the Conservatorum in Lietsin, despise Revel Inc. The company makes it a practice to buy off politicians and Guild-Delegates to gain more control in local governance—which in turn allows them to manipulate laws to generate more revenue. They are soulless businessmen with no moral base who will go to any length to maximize profits. They care little for the Slamstars in their employ. At the end of the day, blood equals profit. *Everyone is expendable.*

Ultimately, Revel Inc.'s execs want to create their own Trade-Guild in Lietsin—effectively displacing the Conservatorum as the real controlling power in the city.

WORK FOR HIRE

Revel Inc. regularly hires mercenaries and adventurers to perform a wide variety of tasks. These tasks might include:

- *Fighting in trial combats to win short-term gladiatorial contracts*
- *Collecting payments from troublesome venues or event promoters*
- *Standing in as sparring partners for legendary Slamstars*
- *Taking bounties on fighters who have abandoned their Revel contracts*
- *Test-driving cutting-edge racing chariots*

RUNNING AFOUL OF THEM

Those who double-cross Revel Inc. soon find that there's nowhere in Lawbrand they can hide from the company's long reach. Its agents and promoters in each Trade-City are tapped into the local underground and can easily track down anyone Revel Inc.'s execs deem a threat. With so many dangerous fighters on its payroll, Revel has no problem with meting out its own brand of street justice.

WHAT THEY KNOW ABOUT THE AUROBOROS

Revel Inc.'s execs are utterly clueless about the existence of the Auroboros but might be interested in making a buck off it if they could. Revel would probably try to get powerful serpent-marked individuals to sign some kind of short-term contract…

ADVENTURE HOOKS

- One of Lietsin's most respected delegates has been accused of skimming funds from the Conservatorum's coffers. The delegate believes Revel execs are setting them up to undermine the community's trust in the Conservatorum. They seek aid in restoring their good name…
- A former Slamstar was found nearly beaten to death on the streets of Sargrad. While she remains in a comatose state, authorities have no way to determine who beat her or why. Though, word on the street is that she tried to break her contract with Revel — and this was the severance terms…
- The annual RevelSLAM event in Lietsin is drawing nearer—and prospective fighters from every Trade-City are gearing up to compete. As a result, violent skirmishes and back-alley street fights are becoming more frequent across Lawbrand. Authorities are asking for help in breaking up these dangerous confrontations.
- Two of the most famous Slamstars have an ongoing feud, and their recent rhetoric toward each other has inflamed their respective followings. Now, this conflict between packs of enraged fans has started a full-blown riot in the streets of Lietsin.

D8 FACTION VENTURES

1	An up-and-coming Revel exec sent hired thugs to rough up a competing executive, but they beat the wrong person within an inch of their life…
2	The Intra-Continental Champion Slamstar mistakenly believes that a member of your party poses a serious threat to their title…
3	The lone survivor of a terrible off-road chariot crash believes that Revel secretly sabotaged their team's chariot…
4	An affluent Taymaiden in Innis is offering a small fortune to anyone who can bring her an authentic, first-edition, mint-condition Ultimate Thunderer trading card…
5	The Oram Hai druids are in an uproar over Revel's recent efforts to capture predatory animals and sylvan monsters for use in their upcoming gladiatorial events…
6	A young salamar dreams of becoming the next great Slamstar, regardless of their total lack of physical ability or fighting prowess. Problem is, they just won't stop picking fights…
7	Authorities in Tidesfar are trying to clamp down on what enthusiastic gladiator fans are dubbing "floating cage matches…"
8	Back-alley street-chariot races are becoming a real problem in Skarborough. Authorities seek aid in setting obstacles and speed traps throughout the Trade-City's winding avenues…

ECOLOGY

Revel has talent scouts who move throughout Lawbrand looking for upcoming "superstars." Fighters, daredevils, chariot drivers—Revel hunts for them all, always on the lookout for the next big Slamstar. These scouts are often ruthless—and trap the would-be stars into unforgiving business contracts. Apart from their talent, Revel employs a wide range of personnel and attendants.

Bruiser *(Thug)*
These street-level thugs are often used to bully folks into poor contracts through intimidation and threat of outright force.

Talent Scouts *(Veteran)*
Many of these sharp-eyed scouts were once gladiators themselves. Now they comb the Trade-Cities seeking up-and-coming fighters that can be groomed for stardom.

Daredevils *(Thug)*
These thrill-seeking stuntmen live to entertain crowds by performing dangerous feats of acrobatics and vehicular control.

Charioteers *(Gladiator)*
Steel-nerved and highly skilled, these fearless chariot drivers live to win—and enjoy smashing their opponents at high speeds.

Gladiators *(Gladiator)*
These peerless fighters are adept at fighting with a wide array of weapons and combat styles. They delight in one-on-one combat and live for the roar of the crowd.

Slamstars *(Gladiator)*
These superstar gladiators and charioteers are recognized as the most fearsome warriors in the land. They often dress in unique, over-the-top costumes and bear nicknames like *"Diamond Lion,"* *"the Ultimate Thunderer,"* *"the Mortician,"* and *"Deaf Knight"*…

GENERAL APPEARANCE

There is no standard attire for Revel employees or agents. Appearance varies widely based on their role. Revel executives make sure to look highly fashionable and project an image of success. Slamstars often wear gaudy, flamboyant outfits that boost their notoriety.

FAVORED WEAPONS

Revel execs and officers rarely carry weapons as such, but their bodyguards and stars carry a wide array of exotic weapons and gear.

THE SULARIAN CHURCH

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Lawful Good	State Church of Lawbrand	Cathedral of St. Varina, Sargrad	Grand-Justiarch Laravess Kelwynde *(Female human, Priest, Lawful Good)*

OVERVIEW

Though its headquarters lies in Sargrad, the Sularian Church is active across the breadth of Lawbrand. There are thriving church congregations in each Trade-City, all overseen by regional Bishops who answer to the Cardinals of the High Council. Most citizens of Lawbrand count themselves as members of the Church—though overall, they are generally less devout than believers of previous generations.

The vast majority of Sularian priests and missionaries work tirelessly to help the people of Lawbrand—feeding the poor, aiding the sick and broken, caring for orphans, and giving spiritual guidance to all in need. They do the real community work that St. Jehnra originally intended for the reformed Church—fulfilling the promise of its great commission. However, some of the Church's Cardinals and Bishops are often seen as being aloof and unmoved by the needs of the common people—more interested in assuring the realm's commercial success and their own financial prosperity than that of Lawbrand's erstwhile citizens.

The Church's Order Militant is essentially a privatized army that protects the Trade-Cities of Sargrad and Orinfell—and stands ready to intervene on behalf of any Trade-City that requires policing or direct military intervention.

PUBLIC FACE / PRIVATE GOALS

The Church's overarching activities are overseen by a High Council of eight Cardinals, who themselves answer to the Grand-Justiarch who rules from the Cathedral of St. Varina. These Cardinals meet regularly in Sargrad but otherwise hold dominion over the regional Bishops of each Trade-City. The Cardinals act as political checks and balances against the commercial authority of the powerful Trade-Guilds, while the Bishops tend to the day-to-day operations of their respective congregations.

Given its vast resources and manpower, the Sularian Church is, by far, the single most powerful entity in Lawbrand. As such, the Trade-Guilds recognize that the Church could hold near-absolute power should it choose to use the Order Militant to take direct control of the Trade-Cities. For its part, the Church recognizes that commerce and culture are one—and so long as there is prosperity in Lawbrand, peace and stability are assured.

WORK FOR HIRE

Officially, mercenary work is illegal in Lawbrand, as it is considered a destabilizing element in maintaining law and order throughout the Trade-Cities. The Church would never officially employ adventurers or outside contractors in its affairs outside of those granted writs or official bounties. However, local priests and missionaries might take the risk and hire outside help to perform local tasks such as:

- *Rescuing orphans from the streets and delivering them safely to Sularian orphanages*
- *Investigating local cults or radical offshoot church groups*
- *Arresting suspected heretics or witches*
- *Investigating rumors of "true healing" or "divine power"*
- *Spying on errant clergy or trade delegates suspected of aberrant or sinful behavior*

RUNNING AFOUL OF THEM

The Order Militant keeps the peace and enforces laws in both Sargrad and Orinfell—and also stands ready to intercede in the other Trade-Cities if upheaval proves too great for local constabulary to handle. Its Peacekeepers regularly patrol the streets, apprehend criminals, and when necessary, quell riots. The Peacekeepers are dogged in their pursuit to bring criminals to justice.

For criminals and subversives who prove too difficult to apprehend, the Order will call upon the Knight-Paladins to hunt them down. The Knight-Paladins have sanction to operate within any of the Trade-Cities and employ all means necessary to dispense indiscriminate justice.

When perpetrators are required to provide further information relative to their cohorts or conspiracies, the Church will also employ specialized Knight-Paladins known as Confessors. These intimidating specialists are experts at extracting the truth from their charges, regardless of what grim methods must be used.

ADVENTURE HOOKS

- Substantial tithes have been raised to fund a new outreach program intended to feed the poor and homeless populations living in the streets of Sargrad. Brazen local gangrunners recently stole these funds, and the Order Militant has asked for aid in recovering them and returning them to the Church.
- The Children of the Sun have begun to harass Sularian believers by intruding on local church services and even badgering believers in the streets. While these events have been nonviolent so far, Church leaders are concerned that the Children are becoming a truly disruptive element. They seek aid in investigating the Children's fellowships and determining their true intent.
- A Cardinal from Orinfell has been arrested and charged with sedition. Believed to be one of the ringleaders of a dangerous militant sect known as the Circle of Thorns, the Cardinal represents a serious threat to the Church's unity. The Order Militant has requested volunteers to help transfer the Cardinal from Orinfell to Sargrad, where he will stand trial for his crimes.
- Intermittent street gang warfare in Sargrad's Outskirts has started to spill over into adjacent city sectors. The Church, committed to keeping peace between the factions, intends to send delegates to negotiate an end to hostilities. The High Council seeks aid in protecting the delegates as they engage the various gangs' leaders.

D8 FACTION VENTURES

1	A wide-eyed adolescent, obsessed with tales of the Knight-Paladins of Old Sularia, has foolishly set out to "dispense justice" in Sargrad's gritty outskirts…
2	A factory worker suffered a horrific accident on the job but was miraculously healed by a mysterious priest who appeared to pray over them…
3	Dozens of eateries have donated meals to the local Sularian orphanage, but the priests fear street thugs might steal the food before it can be given to the children…
4	A local priest was invited into a secret, orthodox church group based in Orinfell, but they fear that refusing the invitation will have dire consequences…
5	Rumors abound of a hobgoblin who possesses the power to cure diseases of any kind…
6	Holy relics from the Cathedral of St. Varina have been stolen and fenced through pawn shops in a handful of Trade-Cities…
7	A respected elder priest has passed away, and local citizens have turned out in numbers to celebrate their inspirational life…
8	One of the gang leaders from Sargrad's Outskirts, awash with guilt over a lifetime of crime and violence, has come forward to confess their sins publicly…

WHAT THEY KNOW ABOUT THE AUROBOROS

The upper echelons of the Church know that the Auroboros exists and understand that it devoured Old Sularia—but they don't have a clear understanding of how it all works. They view the Auroboros' power as fundamentally corruptive and dangerous. As such, they try to keep knowledge of its existence from the masses.

The Church would send its Knight-Paladins and Order Militant to terminate any serpent-marked individuals they became aware of, believing them to be incalculably dangerous threats to the safety of society. The immediate execution of serpent-marked individuals is the only solution the Church would consider—but they'd try to keep the whole affair as secret as possible.

ECOLOGY

The Church employs people from every race and walk of life across the breadth of Lawbrand. From simple missionaries and dedicated priests, all the way to the indomitable Knight-Paladins, the servants of the faith perform a wide array of functions that make them the single most dynamic force in Lawbrand's society.

Missionary *(Commoner)*
These novice priests move through the Trade-Cities and outlying communities, praying, preaching, and helping everyday people in any way that they can.

Peacekeeper *(Guard)*
Acting as the Order Militant's primary soldiers and guardsmen, Peacekeepers are often called upon to patrol the city streets and act as bodyguards for high-profile priests and dignitaries.

Priest *(Priest)*
Priests lead local community churches and are often called upon to serve as attendants at the larger cathedrals. They are the beating heart of the Church and serve its followers as shepherds and spiritual guides.

Martial-Captain *(Veteran)*
Stalwart and just, the Martial-Captains are the senior officers of the Order Militant. They oversee the Peacekeepers and lead them into combat when necessary.

Knight-Paladin *(Knight-Paladin—pg. 364)*
These grim warriors are bestowed powerful artifacts that allow them to keep the peace across the breadth of Lawbrand. They have a broad jurisdiction to hunt their charges and use any means necessary to bring subversives to justice.

GENERAL APPEARANCE

The priests and attendants of the Sularian Church often wear the colors of white and gray—in flowing robes and cloaks. Their garments tend to be simple but well made. It's bad form to appear too ostentatious—even if one is so inclined (and many are).

FAVORED WEAPONS

Sularian priests and their attendants usually prefer straightforward weapons like maces, clubs, and daggers for personal defense. The Order Militant employs all types of weapons and armor as a standard militia.

THE TIR'ASSAR

ALIGNMENT	ORGANIZATION	BASE OF OPERATIONS	LEADER
Lawful Neutral	Artisan Order of Sigilists	The Tir'Assan Court, Feyonnas	Celethrien *(Male high elf, Archmage, Lawful Neutral)*

OVERVIEW

The Tir'Assar is a secret society of elven sigilists who have practiced their art for over two thousand years. Its members have been counted as some of the greatest artists to ever live—achieving the greatest heights of beauty and creativity by fusing the magic of powerful sigils into their works of tattooed body art.

Their artform is so revered within elven society that most citizens of Feyonnas have volunteered to become "muses" or living canvasses for the Tir'Assar's art. After millennia spent huddled together in their timeless refuge, nearly everyone in Feyonnas bears at least one of the Tir'Assar's ritual sigils or tattoos.

The Tir'Assar elves believe that everyone and everything has a purpose within creation—and that every action is significant to the flow of fate. They do not sit in judgment of people from an ethical standpoint, but instead try to consider the greater impact of their choices. They apply this same philosophy to their art—rendering beauty and power with little interest in any supposed moral impact. To them, the art—and the purity of its expression—are all that matter.

PUBLIC FACE / PRIVATE GOALS

Though there are only a handful of members left within the ancient order, many of them bristle at their confinement within Feyonnas and the fading of their craft and influence from the outside world. Secretly, they long for new inspiration and compelling muses to fire their creativity.

While most of the high elves would be alarmed if any outsiders ever found their way into Feyonnas, the Tir'Assar's sigilists would secretly rejoice to have the opportunity to use their arts on fresh new "canvases." Certainly, they understand the risk that outsiders bring to the elves' existence, but they would be torn between that danger and the tragedy of their art wasting away in their timeless enclave. It is likely that should outsiders ever enter Feyonnas seeking the Tir'Assar's services, the members would protect them from detection and grant their requests. To the Tir'Assar, such encounters would be seen as a matter of fated destiny.

WORK FOR HIRE

In the rare instances where the Tir'Assar might encounter outsiders within Feyonnas, it would enthusiastically take the opportunity to hire them to perform a wide array of tasks, including:

- *Gathering exotie reagents for their unique tattooing inks*
- *Serving as models for trying out radical new sigils*
- *Bringing contraband art and relics in from the outside world*
- *Gathering new designs from sigilists operating in Lawbrand*

RUNNING AFOUL OF THEM

Seeing all actions as being fated, the Tir'Assar elves wouldn't take being crossed by anyone too seriously. They would only be alarmed if Feyonnas itself faced an immediate threat—and even then, they would never leave it to seek retribution on wayward outsiders. Instead, they would trust that the interlopers' destinies would be punishment enough. They believe that on a long enough timeline, *everyone gets what they've got coming to them.*

WHAT THEY KNOW ABOUT THE AUROBOROS

The Tir'Assar's sigilists know exactly what the Auroboros is and what it can do when released. While incalculably dangerous, they believe the Auroboros has animus—and moves with the flow of destiny. Being artists first and foremost, they see the Auroboros as a source of universal energy and creativity.

Being the oldest and most experienced sigilists alive, they are the primary source for granting the Mark of the Serpent to those bold enough to seek it. Bestowing the Mark on another is a sacred thing to them—an act of will that taps into the heart of creation itself—apart from any moralistic arguments about good or evil intent. They appreciate that even those of evil intent might accomplish great good with the Mark's power—or perform acts of great necessity they themselves may not even be aware of. The Tir'Assar cares only that fate has been served—and that its art has been immortalized upon the canvas of creation.

However, before they'd consider granting the Mark to an individual, they would weigh their souls through a time-tested ritual meant to assess whether the person could physically handle the Mark's power. The mystic ritual, consisting of a guided vision quest within the Pit of Scales, reveals whether or not the individual in question can sync with the Serpent's power. With that confirmed, the Tir'Assar will bestow the Mark.

Even if the serpent-marked individual went insane and wrecked half the world, the Tir'Assar would see it as having been destined all along. Its members would never seek to contain or confront a serpent-marked individual unless they posed an immediate threat to Feyonnas itself.

ADVENTURE HOOKS

- An upstart sigilist has heard tales of an ancient order of master sigilists that reside in a secret, enchanted enclave. Obsessed with learning their secrets, they seek aid in reaching their remote, forested realm—and gaining entrance by any means possible.
- Nos Irrom, perhaps Lawbrand's most infamous bard, has resurfaced. Haggard and wary, he seeks a group of adventurers to help him in returning to his homeland. What's more, he's revealed that his homeland is the last refuge of high elves on Drastnia…
- Arcanimus researchers believe that some high elves may have survived the drows' purge 1,700 years ago and could have amassed powerful artifacts and spell lore in a secret location. They seek aid in finding the elves' secret trove of wonders.
- Adventurers receive a cryptic message from a member of the Tir'Assar—granting them access to the order's secret refuge, if only they will help them capture a uniquely dangerous sigilist—known as Nos Irrom!

D4 FACTION VENTURES

1	A sigilist in Innis believes they have discovered a dangerous new sigil form—something thought to be impossible…
2	An Inspector-Magus has found evidence of powerful enchantments obfuscating a large tract along the southern edge of Illian Forest…
3	An amnesiac gnoll has been found wandering the streets of Sargrad. Locals say they've exhibited strange powers—and bears a tattoo of a serpent devouring its own tail…
4	A cartographer from the Conservatorum has pieced together a comprehensive map of ancient Ereth'iel and its outlying colonies in the Southlands. They believe that the ancient elven rangers once marked a location on Lawbrand's southern coast as a perfect site for expansion…

ECOLOGY

The Tir'Assar's numbers are very few, with only about a dozen of them remaining. Those within their order perform a small number of functions:

Muse *(Guard)*
These high elves, having no arcane power of their own, offer their flesh as blank canvases to the sigilists, as well as serving as guardians and stewards for the order.

Sigilist *(Acolyte)*
Master artisans who put their soul essences into enchanted tattoos that bestow great power upon the bearer, Tir'Assar sigilists have also been trained as spellcasters and can summon powerful magics to protect themselves if necessary.

Soulseer *(Mage)*
These venerable sigilists are blind, seeing only the "soul-fire" from tattooed sigils. While they can no longer craft sigils themselves, they have limited ability as prognosticators—seeing moments into the future.

GENERAL APPEARANCE

The Tir'Assar epitomize elven grace and fashion, holding their physical appearances as extensions of their innate artistry. They wear their hair in ornate styles and don the regal clothing—flowing, silken robes and drapes—that was the height of fashion in ancient Ereth'iel.

FAVORED WEAPONS

Though it is rare for them to see combat, the Tir'Assar favor nimble weapons such as short swords, daggers, staves, and throwing darts.

LOCATION GUIDES

This section details the various locations within Lawbrand and its outlying regions. From the bustling streets of Sargrad to the unforgiving wastelands surrounding Red Bluff, these entries cover the scope of each location's governance, constabulary, and localized dangers. The guides provide GMs with all the tools they'll need to utilize Lawbrand's locales in their ongoing adventures.

LOCATIONS GUIDE PRIMER

OVERVIEW

Details about the location's current status and major story themes.

RUNNING AFOUL OF THE LAW

How the local constabulary handles criminals who break the law.

ADVENTURE HOOKS

A selection of high-level story ideas based on the location that might provide the basis of an entire campaign.

VENTURES

Quick quest ideas involving the location that might launch short-term adventures or one-shots.

CONVERSATION TOPICS

Random conversation topics that players might overhear while in the location.

TRADE-GUILD

Information on the Trade-Guild that runs the city.

- **Work for Hire**
  A list of tasks that the Trade-Guild will hire adventurers to perform.
- **Guild Ventures**
  Quick quest ideas involving the Trade-Guild that can launch short-term adventures or one-shots.
- **Guild Conversation Topics**
  Random conversation topics specifically about the Trade-Guild that players might overhear.

BAKER

OVERVIEW

Though it lies far beyond the borders of Lawbrand, the quiet desert town of Baker was the very first settlement founded by the refugees fleeing from Old Sularia generations ago. Due to its remote location and harsh desert climate, the town never grew into anything more than a sleepy frontier way station.

However, in recent years, Baker has become the epicenter of outlaw off-road chariot racing. Revel Inc., the corporation that sponsors the grueling long-distance racing events, holds sway over the town and its denizens—many of whom have made careers out of building, fixing, and running racing chariots.

As a waypoint along the Shining Road—the long desert route that links Lawbrand to distant Red Bluff—Baker offers services and resupplies the various caravans that cross the unforgiving Tanaroch. While travelers are rare, the town's locals are always happy to offer assistance and protection to all in need.

RUNNING AFOUL OF THE LAW

Baker and its surrounding areas are protected by a ragtag militia known as the Flat Trackers. The grizzled desert scouts who comprise the group are all expert trackers and marksmen. While they usually patrol the more outlying edges of the community, they can be called upon to act as constabulary in town when fights break out or theft has occurred. Given its small size, Baker has only a tiny jail for housing criminals. Most folks who stir up trouble are usually rounded up by the Flat Trackers and sent under guard back to Lawbrand on the next returning caravan.

ADVENTURE HOOKS

- An old prospector has recovered dozens of exotic trinkets and fetishes from the area around Giants' End—heedless to the fact that they were digging through a sacred ma'ii graveyard. Now, a particularly dangerous ma'ii pack has chosen to take revenge for the sacrilege by staging nighttime raids against Baker's residents. The Flat Trackers have asked for volunteers to hunt the ma'ii and end their harassment.
- Revel Inc.'s chief surveyor was scouting remote sections of the desert for a new off-road race course when their scouting chariot went over a boulder-strewn cliff. Now, Revel is offering to pay large sums of money to anyone who can recover the lost detailed course maps and diagrams. Oh, and if the careless surveyor is brought back too, that would be a nice bonus…
- A caravan trader has brought a wagonload of silks and fabrics to trade with the local ma'ii tribe. They're convinced that they'll make a fortune on the artifacts and trinkets they'll procure from the ma'ii. However, they can't seem to find the ma'ii's camp. They've offered to pay adventurers to help them find the reclusive nomads, regardless of whether they want to be found or not.
- A caravan transporting new converts to the Children of the Sun has stopped in Baker to resupply its water drums. While in town, the converts have agitated the locals by boisterously preaching their newfound faith and decrying the "lacking moral fiber" of Baker's earthy citizenry. Mayor Tomson has called in the Flat Trackers to keep the peace until the caravan makes its way further east.

D8 LOCATION VENTURES

1	Mayor Tomson, seeking political leverage against Revel Inc., is looking for help in intercepting a centaur courier carrying Revel's financial dockets back to Lietsin…
2	The bartender of the Angry Axle seeks help in locating Cur Calagor, an old ma'ii racer who has fallen on hard times…
3	Engineers at the Crash Circuit are seeking volunteers to test-drive the latest "cutting-edge" off-road racing chariots…
4	Brother Abrathan of the Sularian Church requires aid in finding a lost group of pilgrims who left their caravan and set out to find "paradise" on their own…
5	Chad Chadsworth of Revel Inc. is offering large sums of money to anyone willing to intimidate local race sponsors who balk at paying Revel's exorbitant entry fees…
6	A team of Conservatorum archeologists studying the obelisk at Searchlight Hill have been attacked by giant, ill-tempered vultures…
7	Irwin Ironwrench, lead mechanic in the Pits, requires help scavenging exotic engine parts for his revolutionary *Turbo Encabulator*…
8	An old desert dwarf, their flesh singed by flame, drags themself into town raving about fire-wielding demigods dwelling in the deep desert…

CONVERSATION TOPICS

When in Baker, players might chance on random conversation topics from locals. These conversations might lead to quick adventure ideas or quest trajectories within the area.

- *"Ya know, those city folks in Lawbrand never did us any good out here. But Revel—now there's a group that cares about us common folk! They bring a lot of money and good jobs into town.… They didn't pay me to say that, by the way!"*
- *"Ma'ii? Well, we don't see too many of their kind out this way. They're all bandits and tricksters if you ask me. And yeah, I heard this was all their land once, or some such.*
- *"The races out here are thrilling. I come out for all the big events. I mean, you have to be out of your mind to charge across the desert at those speeds. But these racers, they have absolutely no fear."*
- *"Searchlight Hill? Nah, that old obelisk must be broken or somethin'. Sure, it lights up every now and then, but there's no rhyme or reason to it. Least as far as the big-brains from the Conservatorum can tell. Just a faulty old relic."*

FEYONNAS

OVERVIEW

The secluded enclave of Feyonnas is the last bastion of the fabled high elves. With fewer than one hundred elves remaining, they hold every life within Feyonnas as incalculably precious. Separated from the waking world by powerful protective enchantments, these surviving elves stave off final extinction within their timeless, perfectly preserved paradise. As such, Feyonnas is closed to all outsiders—whom they refer to as *"malath'as"*—save for the select few who have been given special *sigils of passing* by the elves themselves. As visitors are so rare and the elves so used to their isolation, they often treat outsiders they encounter with distaste and abiding mistrust.

To maintain the enchantments that protect them from the Auroboros' devouring energies, the elves participate in a nightly ritual—singing ancient, graceful hymns that impart a fraction of their precious life energies into the grand spellwork. The hymns also serve to cast out the elves' darkest thoughts and nightmares—consigning them to the Pit of Scales beneath Feyonnas. In this way, the elves continually purge their darker natures and effectively feed their fears to the dreaming World Serpent—keeping it sated and pacified beneath the world.

In some instances, the elves' thoughts and nightmares fail to feed the serpent and instead run loose, becoming restless *dream-wraiths* that haunt the caverns of the Pit of Scales and its surrounding woodlands. Essentially, the greatest threat to the elves within Feyonnas is their own worst fears…

ADVENTURE HOOKS

- An elven muse, her entire body covered by the Tir'Assar's enchanted artwork, has suffered some kind of mental trauma and wandered off into the wilds. The Preservers have searched every inch of Feyonnas for any sign of her but found nothing. They now fear that she may have been lured into the terrifying Pit of Scales and seek aid in finding her before her troubled soul is devoured by the Auroboros.
- Dozens of terrifying dream-wraiths have escaped from the Pit of Scales and now haunt the streets of Lunarion. Having taken the forms and faces of the elves' slain ancestors, the wraiths have wrought untold horror and heartache. The elves now require help banishing the foul specters and returning tranquility to their city.
- The elves have learned that a certain drow who took part in their people's slaughter centuries ago now lives under an assumed identity in Lawbrand. While many wish to let the past lie, there are some who seek vengeance for the sins this drow committed against their people. These vengeful few are seeking assassins to slay the drow and avenge their people.
- The power of the Auroboros has briefly awakened, causing Feyonnas' wildlife to become agitated and ferocious. The Preservers seek aid in hunting the most dangerous predators before they can endanger the citizens of Lunarion.

D8 LOCATION VENTURES

1	There is a dream-wraith festering in an abandoned house near the Pools of Moonlight, giving horrific nightmares to all those that dwell nearby…
2	The elves are gathering for their evening ritual-hymn, but the moonsinger Jor'leth can't be found…
3	High Librarian Atha'vas has discovered that his detailed essays on the Auroboros' corrupting effects have been taken from his private study…
4	The forests outside of Feyonnas have been overrun by rampaging owlbears that threaten to destabilize the Threshold gateway—Feyonnas' only bridge to the waking world…
5	Celethrien, leader of the Tir'Assar, seeks to learn the fate of his willful apprentice, Nos Irrom, who abandoned Feyonnas years ago to live among the mortals of Lawbrand…
6	The leylines of the Shrine of Nar'lythil have fallen out of balance—and reality itself has begun warping and tearing around the sacred site…
7	The librarians of Atesh'ar require an ancient book of drow history currently held in the Conservatorum's libraries in Lietsin…
8	The dream-wraiths have been festering within the Pit of Scales, causing widespread anxiety and unrest within the enclave…

RUNNING AFOUL OF THE LAW

Feyonnas is a relatively small enclave, and its inhabitants have known and lived harmoniously with one another for centuries. Crime and need are almost nonexistent. As such, the only infractions that require intervention are caused exclusively by outsiders who are either invited in or somehow find their way into the elves' sanctuary. In such instances, the Atesh'an Preservers—formidable warrior-mages—can be called upon to mete out justice and ensure the elves' continued safety. The Preservers will not hesitate to terminate anyone that threatens the tranquility of their enchanted sanctuary.

CONVERSATION TOPICS

When in Feyonnas, players might chance on random conversation topics from locals. These conversations may lead to quick adventure ideas or quest trajectories within the area.

- *"You do not belong here, young malath'as. This perfect, delicate place is but an illusion. In truth, it is the prison of our immortal souls. Return to your own kind under the skies of the waking world—and forget you ever set eyes upon the beauty of Feyonnas."*
- *"How dare the begrimed malath'as enter our sacred places! It shames me to say they should be slain for the affront."*
- *"At times, I fear that eternity is the harshest prison. Nothing changes in this perfect, timeless place. Not even the heart's deepest longings."*
- *"Oh, the wonders you must have seen in the waking world beyond. I can scarcely recall the sound of thunder echoing across the mountainsides…the din of bustling streets, or even the sweet melody of children's laughter…"*

HEARTHVALE

OVERVIEW

Located in the north of Lawbrand, Hearthvale has always been considered the country breadbasket of the realm. It's here that most of Lawbrand's agricultural products are grown and harvested. For most of its history, Hearthvale's industry was privately held by farmers and ranchers known collectively as the Old Families. In recent years, powerful lobbyists have pushed to formalize the region as an official Trade-City under the auspices of the newly established Harvesters Guild. This development has created an ongoing tension within the region as the Old Families push back against the guild's encroachment over their holdings.

Hearthvale's citizens are proud, hardworking, and traditional. They don't think much of the hustle and bustle of Lawbrand's greater metropolitan Trade-Cities. They would prefer to be left to their own devices and produce their goods their own way—just as they've done for the last two centuries.

While the other Trade-Guilds hope for Hearthvale to arise as a full Trade-City, they fear that Lawbrand's food and textile production will falter as tensions rise between the Harvesters Guild and the Old Families. These tensions have been simmering as of late, due primarily to the Leparte family—one of Hearthvale's oldest and richest landholders—which has sided with the Harvesters against their powerful rivals, the Hillblooms and the Staghearts.

RUNNING AFOUL OF THE LAW

Major crime isn't a significant factor in Hearthvale or its surrounding agrarian regions. Though Centerton, the territory's modest central city, has its share of theft, violence, and smuggling, the region's most common infractions involve livestock rustling. In instances where crime or upheaval present themselves, Hearthvale's Northfield Regulators are called on to intervene. This militia, formed of volunteer farmers and ranch hands, patrols the region's long highways and outfields, looking to keep the peace wherever possible.

ADVENTURE HOOKS

- The Harvesters Guild, backed by powerful lobbyists in Sargrad, has begun buying the land out from under local farmers and ranchers—amassing vast tracts of land under its legal authority. Groups of Hearthvale's citizens have begun protesting the guild in the streets of Centerton, even resorting to violence against the guild's shameless delegates.
- The affluent Leparte family, seeking to elevate its influence with the Harvesters Guild, has begun selling them the secret financial records of rival families. From transaction ledgers to longstanding grant deeds, these pilfered documents are intended to give the guild political leverage over the Hillblooms and Staghearts.
- Bands of hill giants have been pouring into the region, fleeing the Howling's devastating attacks on their northern home of Splinterpine. The wary, displaced giants have taken lodging where they can find it and seek to enter the region's workforce. Able to do the work of ten regular farmers, the giants' services are in high demand—and have resulted in hundreds of farmhands losing their jobs.
- Though there are few in the region who believe the tales of the Howling, reports of increased nighttime raids and attacks in the wild have been steadily increasing. While the Northfield Regulators have increased their patrols along the Barrier Hills, many in Hearthvale fear that something sinister might be pressing down upon the region.

D8 LOCATION VENTURES

1	The Regulators have been alerted to the Rail Docks, where saboteurs, likely hired by one of the Old Families, are attempting to destroy the guild's recently unloaded harvesting machines…
2	Members of the Stagheart and Hillbloom families are squabbling over their old feud—and their fighting has spilled out into the muddy streets of Centerton…
3	The Regulators have asked for volunteers to aid them in finding the missing citizens of Barrow Mill, who were scattered in the wake of a Howling attack…
4	The furious Hillbloom family claims that one of their largest crop fields has been fouled by industrial runoff from the guild's new harvesting machines…
5	Gangrunners have hijacked shipments from the commune at Reapers Field bound for Centerton. Now the commune's destitute farmers have no funds to resupply their grain stores…
6	Hobgoblin rustlers have made off with the Stagheart family's most prized cattle…
7	A grim-faced hill giant has asked willing adventurers to travel to its old home in Splinterpine to retrieve the family heirlooms it was forced to abandon when the Howling attacked…
8	A bereaved farmer, crying in the street, claims that the Harvesters Guild swindled them out of their farm and livelihood…

CONVERSATION TOPICS

When in Hearthvale, players might chance on random conversation topics from locals. These conversations might lead to quick adventure ideas or quest trajectories within the city.

- *"I can't abide these simpleton giants stomping around the place. The brutes don't belong here with regular working folk like us. We've got enough troubles of our own without needing to shoulder the weight of theirs too."*
- *"Look, I'm all for progress and being a more established part of Lawbrand—but maybe the Harvesters are pushing too fast for the changes they want? I just don't want to see good folks be put out of business, that's all."*
- *"I'm telling you, the Howling is real! My grandfather saw one of 'em once. Eyes as cold as death, he said. Y'all believe what you want, but I know the truth."*
- *"Well, these are strange times, for sure. Giants and other folks sayin' there's evil rising in the wilds, businessfolk from the big cities trying to steal the land right out from under us. I say we keep to our own and fight for what's ours—whoever it is comin' for it."*

THE HARVESTERS GUILD

The newly inducted Harvesters Guild is backed by all of Lawbrand's powerful Trade-Guilds. It is committed to bringing Hearthvale fully into the fold and modernizing its farming and ranching to optimize industrial production. To this end, the guild has begun purchasing land in huge tracts—and installing automated reaping machines on each of its holdings. While its aims are focused on the betterment of Lawbrand overall, the guild remains unmoved by the plight of Hearthvale's local farmers and ranchers, whose livelihoods have been devastated by the changes it has wrought on the region.

WORK FOR HIRE

While the Harvesters Guild formally employs dozens of workers, bureaucrats, and administrators, it regularly calls upon the services of mercenaries and adventurers to handle tasks outside of its purview. Adventurers might be hired to perform tasks such as:

- *Transporting shipments of food goods from outlying farms to Silo Street in Centerton*
- *Protecting cattle on outlying ranches from rustlers and bandits*
- *Breaking up fights between angry locals in Centerton*
- *Acting as bodyguards for Harvesters Guild delegates throughout the region*
- *Investigating rumors of Howling attacks along the Barrier Hills*

GUILD CONVERSATION TOPICS

When in Hearthvale, players might chance on random conversation topics about the Harvesters Guild from locals. These conversations might lead to quick adventure ideas or quest trajectories within the city.

- *"I'm not sure what to believe, but I heard the Harvesters are hiring a private army of mercenaries and cutthroats that they plan on sending against the Old Families' estates. I guess if they can't buy them out, the guild will drive them out by any means necessary."*
- *"Ol' Rhelgore sure has his hands full these days. I figure he wants to do right by the farmers and such, but he's got to stay in the guild's good graces to keep his job. Folks around here think he ain't much more than the Harvesters' puppet."*
- *"I know these stubborn country types can be a real headache. But aside from them, I have to say—this country is one of the most beautiful places I've ever seen. I get why they fight to protect it so fiercely. If this was my home, I guess I'd do the same."*
- *"These damned business types think they can roll in from their big fancy Trade-Cities and throw their money around—make us country folk dance to their tune. There's more to Hearthvale than crops and revenue. We got our pride and heritage to think of."*

D4 GUILD VENTURES

1	Hoping to ease tensions between his lifelong neighbors and the Harvesters, Lucas Josh has recently taken the job of local Guild-Delegate. Despite his good intentions, his neighbors now see him as a traitor…
2	Magistrate Rhelgore seeks aid in breaking up citizen protests in the streets of Centerton. He fears the protests will turn violent and all hell will break loose in his otherwise quiet town…
3	Vigilante groups, presumably backed by the Old Families, have begun attacking the Guild's expensive harvesting machines in the Outfields…
4	The farmers' commune of Reapers Field has been smuggling small shipments of its goods downriver in an attempt to bypass mandatory guild tariffs…

INNIS

OVERVIEW

With its innumerable "singing" chimes and music-filled taverns, Innis is a city that has captivated artists, bards, and philosophers for generations. A haven of creativity and personal expression, Innis is also renowned for the design and production of its high-fashion ensembles. In addition to being Lawbrand's most renowned design studio, the Garmenters Guild oversees manufacturing and trade for Innis' booming textile industry. Despite their artistic eccentricities, the Garmenters have proven to be excellent civic administrators, having guided Innis' growing economy and unique, alluring culture for over a century.

Visitors to the Trade-City revel in experiencing some of the most extraordinary art, music, and cuisine that can be found anywhere in Lawbrand. Innis' quirky but inviting citizenry welcomes travelers and tourists with open arms. Many who visit the wondrous city fall in love with its sights and sounds, eventually making it their home.

RUNNING AFOUL OF THE LAW

The Valemen are a force of local constabulary that keep the peace within Innis and throughout the greater Deano Valley. Once a ragged militia of shepherds and farmers that kept watch over their flocks and fields, the group transformed over the years to become a highly trained police force that quickly confronts troublemakers and intercedes in times of civic upheaval. With their taloned halberds and crested helms, they seem to strike unwary criminals like a descending murder of crows.

ADVENTURE HOOKS

- The Valemen seek aid in investigating a string of disappearances that have all occurred within days of one another. Evidence in each case seems to lead to Korosoth Mountain's western wilds—where it's rumored that a secret cult is hiding within an undiscovered cave system.
- An out-of-town band has come to Innis hoping to make a name for themselves. Driven to perform at Bard-In at any cost, the band has been playing raucous shows at as many local venues as it can book. Its blistering songs and provocative lyrics have succeeded in offending a large number of concertgoers, leading many to wonder if the band needs protection from its incensed audiences.
- Piotr Greymalken, an investigator of the Bohen Dur, has discovered that a posh, underground club event being held in the Clippery is actually a cover for a "vampire rave." He seeks aid in infiltrating the event and learning more about these "night devils" and their activities in Innis.
- A shepherd is looking for adventurers to find and return their missing child, who has apparently been going through an intense rebellious phase.

D8 LOCATION VENTURES

1	Fashion designers at the prestigious Ballatage studio have stolen each other's cutting-edge garments the night before a big fashion show. *Blood WILL flow…*
2	The Valemen need help rounding up dozens of exotic animals that have escaped from the Sunbloom's Central Zoo…
3	An insufferable noble, incensed at the "poor service" they received in a fashion shop on Lorral Lane, seeks aid in demanding a refund from the shop's patient, hardworking proprietor…
4	Centaur gangrunners are holding an unauthorized yet lively gathering in Cornell's Field. Things will likely get out of hand…
5	The star of tonight's show at the Tayfield Theatre, infuriated that their dressing room was adorned with the wrong flowers, refuses to go onstage…
6	An esteemed designer is looking for volunteers—"no experience necessary!"—to model their ingenious yet highly questionable clothing line at a fashion show this afternoon…
7	An exceedingly relaxed quarry giant has fallen asleep in the Melody Hot Springs, causing the pools to overflow…
8	Hikers have been reported missing near Korosoth Peak, and the Garmenters suspect foul play…

CONVERSATION TOPICS

- *"Have you heard about this so-called 'Prophet of Shepherd's Gate'? They say he'll give you an accurate reading of your future for the right price. I hear his secret is that he's some kind of wizard from Lietsin or some such. And you know how uncouth those people are…"*
- *"The artists around here are so bold and daring. I heard that one climbed all the way to the summit of Korosoth Peak just to be inspired by the view. Now that's commitment to craft."*
- *"Yeah, I know Nos Irrom's been missing for years—but my neighbor has it on good authority that he's playing the Tayfield Theatre…tonight! Can you even believe it?"*
- *"I couldn't believe what I was seeing. I mean, there we are shopping in Lorral Lane, and there's this… urchin…I mean, she was wearing clothes from last season! Has she no shame?"*

D4 GUILD VENTURES

1	The Guild is seeking aid guarding the transport of a colossal wind chime being delivered from the Bohenna Monastery. The chime is to be placed over the Galegarten gate…
2	One of the party members is approached by one of Garmentress Lassa Sendacco's fashion scouts. Apparently, the garmentress would like them to be the premiere model for the debut of her next fashion line…
3	The Taymaidens are looking for out-of-town "influencers" to help garner support for new legislation to reduce annual tourism and keep Innis more exclusive than the other "shabbier" Trade-Cities…
4	An anxious garmenter is running behind schedule on a project—a grand tapestry to be hung within the foyer of the Ballatage. They need various supplies and…validation of their creative genius…

THE GARMENTERS GUILD

The members of the Garmenters Guild are masters of both loom and legislation, overseeing the city's finances, textiles, and civic development. Everything they do is done with careful planning, meticulous efficiency, and the very highest of standards.

WORK FOR HIRE

While the guild employs hundreds of civic agents, bureaucrats, and keepers of the peace, it often requires assistance with specific tasks and affairs around the city. Adventurers might be hired to perform tasks such as:

- *Transporting hides and skins from the Clippery to the loom factories on Bolt Street*
- *Aiding the Valemen with keeping peace in the streets during raucous music festivals or entertainment events*
- *Transferring exotic animals to the city's Central Zoo*
- *Performing courier services, delivering communiques between the Ballatage and the Taymaidens*
- *Acting as intermediaries between the Garmenters and the reclusive Bohen Dur monks*

GUILD CONVERSATION TOPICS

When in Innis, players might chance on random conversation topics about the Garmenters Guild from locals. These conversations may lead to quick adventure ideas or quest trajectories within the city.

- *"Have you heard that Lady Mastress was actually born in Hearthvale? Can you imagine such a scandal?"*
- *"I met one of the Bohen Dur a few years ago. She was really nice. Then again, she could have used her powers to make me think she was being nice…How could anyone know with them?"*
- *"You know, I've about had it with this season's damned fashions…All these stuck-up socialites too. I'm sick of dealing with it all!"*
- *"Word is that Taymaidens have the final say over all of the acts playing Bard-In this year. Ughh…It'll be nothin' but lace, harps, and crooners."*

KANNIBUS HILLS

OVERVIEW

The hidden sanctuary of Kannibus Hills is overseen by the benevolent Oram Hai druids, who seek peace and oneness with the natural world. The sanctuary is a refuge for forest folk and all those who have survived the predations of the monstrous Howling. Over time, numerous curious nature seekers and pilgrims from the Trade-Cities have been attracted to Kannibus Hills, finding peace and contentment in tending to the wilds. While all who seek sanctuary are welcome, newcomers must acclimate to the druids' traditions, not the other way around.

RUNNING AFOUL OF THE LAW

Kannibus Hills is generally very peaceful, and crimes committed between its inhabitants are almost unheard of. There is no organized system of laws or even a constabulary to enforce them even if they existed. However, violence of any kind is considered a heinous crime. The druids demand that peace and tranquility be maintained at all times.

If visitors ever get out of line, they would likely find tree-folk springing to life and escorting them out of the refuge with a minimum of force. Just as likely, the druids would put the troublemakers to sleep with magic and leave them lost somewhere out in the woods. If unruly visitors truly jeopardized the sanctuary's peace, the grim Wildkeepers would intervene—and violence is what they're made for.

ADVENTURE HOOKS

- An ancient white stag—a portentous rarity—has appeared in the nearby woodlands. The mighty beast seems to beckon awestruck onlookers to follow it before dashing off again into the depths of the shadowed forest…
- A flight of ravenous wyverns from the peaks of Mount Effron has swooped down and snatched up a number of locals—probably for dinner. The locals must be rescued from the creatures' craggy, cliffside dens.
- The trees and flowers along the banks of a nearby stream appear to be unnaturally withered and dying. The source of the corruption upstream must be investigated and nature's balance restored…
- An ancient copse of treants has awakened after a hundred-year hibernation. They now march in a trance-like state toward the sacred Grove of Awakening. But their thunderous, heedless footfalls threaten to trample the delicate flora and fauna in their path…

D8 LOCATION VENTURES

1	An elder druid, having spent too long shapeshifted into a bear, has lost their identity and needs to be reminded who they are…
2	A crazed manticore rages through Traders' Thicket, and the Wildkeepers require assistance in subduing the creature…
3	The Drimir seers foresee an imminent Howling attack against the sanctuary…
4	Mischievous pixies have hidden the druids' pipe leaf in secret stashes all around the enclave, causing a real panic…
5	Solomon the Hip has offered to lead visitors through personalized vision quests within the Bear Mound…
6	A venerable treant needs to be escorted to Woodsong to take its final rest…
7	A seer at the Altar of the Seven Moons has beheld a vision of a mysterious meteorite crashing down nearby…
8	The ancient and reclusive centaur smith, Palonsus, has returned to the enclave after wandering the wilds for sixty years…

CONVERSATION TOPICS

When in Kannibus Hills, players might chance on random conversation topics from locals. These conversations may lead to quick adventure ideas or quest trajectories within the area.

- *"More and more of these useless city folk show up every day now. You ask me, they're taking advantage of our generosity… The Oram Hai don't seem to even notice."*
- *"I don't think the Howling's ever going to return. The Wildkeepers gave them a real thrashin' last time they attacked. Those animals will think twice before raiding these hills again…"*
- *"Sorry—I just smoked what now?"*
- *"It's tragic, really. All these folks come here seeking to know their destinies—asking the Drimir to look into their futures … They're missing it—the beauty of living in the moment, hearing the beating heart of nature all around them."*

LIETSIN

OVERVIEW

Given that their eccentric Trade-City lies at the edge of the treacherous Tanaroch Desert, the people of Lietsin have always fostered a strong culture of independence and self-reliance. From vigilantly defending their walls from aggressive desert tribes to providing their own crops and water resources, Lietsin's citizens have proven their grit and resourcefulness time and time again. They often see the folks from the more metropolitan Trade-Cities in the west as somewhat pampered and lazy. Despite this independent streak, Lietsin stands as Lawbrand's second-most powerful city—and one of its staunchest defenders.

The Conservatorum of Lietsin serves as both the city's civil authority—similar in stature and function to the Trade-Guilds in other cities—and as a repository of Lawbrand's unique history and culture. The Conservatorum's administrators run Lietsin like a well-oiled machine based on the laws and civic values that shaped Lawbrand from the start.

Being a frontier city at Lawbrand's easternmost edge, a large volume of trade moves through Lietsin. Whether ragged caravans moving from distant Red Bluff along the Shining Road or industrial freight haulers making their way along the dangerous highways from the western Trade-Cities, traffic and goods are constantly moving through the city's bustling Sand Markets.

RUNNING AFOUL OF THE LAW

Lietsin is policed by the Conservers—a well-trained militia force that is answerable to the Conservatorum. The Conservers are as disciplined as they are skilled, and they've earned the respect of their fellow citizens as much for their restraint in tense situations as their evident martial prowess. While they dutifully keep the peace in Lietsin's streets, the Conservers are also sometimes called upon to hunt dangerous criminals or smugglers who have taken refuge in the desert.

ADVENTURE HOOKS

- Revel Inc. executives, obsessed with establishing their shameless corporation as a fully legitimized Trade-Guild, seek to overthrow the Conservatorum as Lietsin's ruling authority. To this end, they've secretly engaged in extortion, blackmail, and outright threats of force against the Conservatorum's honored members. For its part, the Conservatorum is seeking any evidence that might prove Revel's criminal actions.
- The Arcanimus Academy has suffered a tragedy, as a student was found dead within one of its laboratories. The faculty has claimed that the student died under mysterious circumstances, but a small number of vocal citizens theorize that the cause was related to practicing outlawed sorcery. Now, the faculty fears that the Academy's greatest secret might get out—and that the enraged public will brand them all as witches.
- Revel Inc. has put out a call for amateur fighters to try out for the next RevelSLAM. As a result, all sorts of dangerous thugs and ruffians are wandering Lietsin's streets, picking random fights in the hopes of getting noticed by Revel's talent scouts.
- Centaur gangrunners have blockaded the primary highway that connects Lietsin with the western Trade-Cities. The centaur have been extorting the Conservatorum to pay exorbitant tolls to get vital shipments of goods and resources through to the city. Now, the Conservers are planning an extensive operation to confront the gangrunners and break their blockade.

D8 LOCATION VENTURES

1	Weapon vendors in the Legends Center have discovered that numerous crates of light leather armor and short combat blades have somehow gone missing…
2	An archaeologist studying the Torch is asking for assistance to transcribe runes at the Conservatorum…
3	A desert dwarf is asking for help finding a missing shipment of bloodstone that must have fallen off a caravan limping its way across the desert…
4	The Conservers are seeking discreet volunteers to help eavesdrop on two notorious black market traders in a crowded Sand Market hookah lounge…
5	The proprietor of the Broken Chalice tavern seeks help obtaining the autograph of a retired and legendarily grouchy SLAMstar in hopes of displaying it above the bar…
6	A merchant, frustrated that their caravan driver never bothered to show up, seeks help delivering a shipment of goods out to Baker…
7	One of the Conservatorum's brightest cartographers needs protection as they map out a particularly dangerous region of the desert…
8	A panicked student from the Arcanimus Academy reports that their arcane golem project has gone awry—and their "creation" is now running amok through the streets!

CONVERSATION TOPICS

When in Lietsin, players might chance on random conversation topics from locals. These conversations may lead to quick adventure ideas or quest trajectories within the city.

» *"Well, I'm from Sargrad, actually—but I make the trek out a few times a year to catch the gladiator games. Revel always puts on a great show!"*

» *"I don't know. There's something strange about those Academy students. I know magic isn't real and all that, but sometimes I get the impression that those kids are up to something the rest of us just aren't in on. You know what I mean?"*

» *"I was born and raised right here in Lietsin. You get used to the heat, I guess. I sure wouldn't want to live anywhere else in Lawbrand. There's a spirit here you just don't find in other Trade-Cities. It's like…pride, you know?"*

» *"Lietsinfest is the wildest event I've ever been to. Streets full of people, amazing float parades, crazy gladiator events going off at the Coliseum… there's so much to do and see. I'm already starting to work on my glittery festival costume for next year!"*

THE CONSERVATORUM

The Conservatorum is a cultural society as much as it is Lietsin's governing body. Having kept meticulous historical records of Lawbrand's humble beginnings as well as the heights of Old Sularia, the Conservatorum stands as a pillar of cultural preservation. Generally benevolent, it administrates Lietsin's municipal services with methodical care, always careful to keep the citizens' best interests in view. While it doesn't represent the same kind of financial success or political clout of the Trade-Cities' industrial guilds, the Conservatorum is respected as a vital cultural institution throughout Lawbrand.

WORK FOR HIRE

While the Conservatorum employs hundreds of civic agents, historians, and administrators, it often requires assistance with specific tasks and affairs around the city. Adventurers might be hired to perform tasks such as:

» *Transporting rare relics and works of art from across Lawbrand to the Conservatorum's cultural museum*
» *Protecting highway travelers and caravans from marauding gangrunners*
» *Helping keep the peace during raucous citywide events, like Lietsinfest*
» *Acting as message couriers between the Conservatorum and the Arcanimus Academy*
» *Defending Lietsin's walls against occasional attacks from desert raiders and bandit groups*

D4 CONSERVATORUM VENTURES

1	The Conservatorum has discovered that certain Revel execs have been blackmailing public servants to increase their corporate revenues…
2	A cache of priceless works of art from Old Sularia has been discovered near distant Orinfell. The Conservatorum seeks aid in recovering the pieces for their cultural museum…
3	A wandering tribe of ma'ii has made camp in the desert near Lietsin's outskirts. While the ma'ii seem peaceful, some of Lietsin's more unruly citizens plan to drive the ma'ii off. The Conservatorum seeks volunteers to intervene and prevent any undue violence…
4	The light atop the torch has been flickering to life in recent days. The Conservatorum is seeking volunteers to venture out to Baker to see if the light atop the obelisk at Searchlight Hill is activating as well…

CONSERVATORUM CONVERSATION TOPICS

» *"Look, I appreciate that the Conservatorum tracks our history and culture and all that, but they need to focus more on the here and now. They're supposed to be taking care of this city, and all I can see are our cracked streets and dilapidated buildings falling apart."*

» *"I know other Trade-Cities are run by these big, complicated guilds that put commerce before the public good. I guess I like the fact that our leadership's so rooted in the common culture. Makes me feel like their values are in the right place. Like they care about us everyday folks."*

» *"Lietsin was the first Trade-City to be founded. We have an obligation to uphold the heritage and grand traditions of all those who came before us and sacrificed to make Lawbrand what it is today."*

» *"Yes, I know that Lietsinfest is good for the local economy, but what's to become of our spiritual foundations?"*



ORINFELL

OVERVIEW

Founded by the benevolent acolytes of St. Jenhra, Orinfell has ironically earned a reputation for being one of the more fanatically religious Trade-Cities. Its leading clergy, holding a particularly dogmatic view of Church canon, believe themselves to be the true purveyors of the Sularian faith. The city's inhabitants embrace this orthodoxy as well, having little trust in outsiders or anyone not accepting of the faith.

Though the city is one of the most beautiful in Lawbrand, it is often a hotbed of simmering civil unrest. Many of its outlying citizens, populating the villages within the woodland known as Misty Vale, refuse to bow to the local Church's authority and are often unfairly branded as heretics.

Worse, a hyper-orthodox offshoot of the Church known as the Circle of Thorns often uses the Church's authority to commit acts of terror and attrition against citizens they claim are impure and undeserving of mercy. These factional tensions can be felt everywhere in Orinfell—adding to the region's air of shadowy danger and paranoia.

RUNNING AFOUL OF THE LAW

The Peacekeepers of Orinfell are a grim and overzealous lot. Trained and overseen by Knight-Paladin Maldovir, they are fiercely loyal to him first and the city's clergy second. They patrol Orinfell with a detached coldness and are always on the lookout for those who would cause upheaval or commit transgressions against the faith. For the most part, they focus their efforts within the city limits of Orinfell, rarely venturing into Misty Vale unless in great numbers.

The Peacekeepers have no love for the citizens of the Vale, holding them to be lawless heretics regardless of their actual religious leanings. They often employ intimidation and outright violence when engaging with the Vale's residents—something they would be loath to do within Orinfell itself.

ADVENTURE HOOKS

- Members of the secretive Circle of Thorns have been seen meeting with dark cultists in the catacombs beneath the city. Normally, the Circle would never consort with any faction outside of the Church. This has led some at the highest levels of the clergy to fear that the Circle might be calling upon dark powers to accomplish its subversive goals.
- Magyir seers from Sinners Mile have been experiencing terrifying dreams of the Howling rising once again. They have seen visions of the Howling's beasts and fleshreavers ravaging their way through the forests toward Orinfell itself. It seems unthinkable, but if the visions are true, then the Trade-Cities of Lawbrand could face a nightmare beyond imagining.
- One of the city's highest-ranking Bishops has been secretly facilitating the Circle of Thorns—obfuscating its agents' activities and financing its coffers with official Church funds. Archbishop Tilmaan seeks aid in revealing the duplicitous Bishop's identity and bringing the Circles' ringleaders to justice.
- Sir Gilmaresh, the reclusive, eccentric caretaker of the Shrine of Vorilgraine, is looking for adventurers to accompany him on a grand quest. Inspired by tales of the Paladins of Old Sularia, Gilmaresh plans to hunt a rabid owlbear he claims has been wreaking havoc in Misty Vale. While the locals all believe the would-be knight is insane, it is entirely possible that the owlbear isn't just a figment of his overactive imagination.

D8 LOCATION VENTURES

1	Thieves in Greyport have been preying on dock workers on especially foggy days…
2	Verona Ekyl, proprietor of the Pilgrims Inn, has hidden dozens of rebellious citizens from the brutal vigilantes of the Circle of Thorns…
3	Persecuted citizens, unfairly branded as heretics, require aid in evading capture through the Lostways…
4	Harrik Merrygranite is looking for some hired hands to help him smuggle a shipment of unsanctioned goods through Sargrad and all the way upriver to the black market in Talis…
5	A block of ramshackle houses in Sinners Mile has been put to the torch. The culprits are believed to have been paid by the hateful Circle of Thorns…
6	The priests who tend to the Basilica of St. Jenhra have been harassed by members of the Circle of Thorns, who claim that the Church has catered to non-humans and lost its moral authority…
7	Fang-Mother Almaya is deathly ill, and the people of Sinners Mile will risk anything to save her—even if it means using outlawed sorcery…
8	A member of the Circle of Thorns has approached the party, asking them to obtain ancient texts deemed heretical by the Church from the library at the Shrine of Vorilgraine—regardless of who might try to stop them…

CONVERSATION TOPICS

When in Orinfell, players might chance on random conversation topics from locals. These conversations may lead to quick adventure ideas or quest trajectories within the city.

- *"The people of Sinners Mile may not share our faith, but they deserve to be treated with dignity and grace, nonetheless. Harassing them just pushes them further from the light."*
- *"Have you seen the heathens that recently arrived in town? Shameless mercenaries, I'm sure. Light have mercy."*
- *"Do not let your faith slacken! It is not enough to seek consolation! It is not enough to be forgiven! Sinners must be purified by pain!"*
- *"The Circle of Thorns is not just some upstart group. Their members are everywhere—commerce, the constabulary, even Church leadership. You mark my words—they're watching from every corner—just waiting to make their big move."*

THE SULARIAN CHURCH

The Church leadership in Orinfell has strong ties to the High Council of Cardinals in Sargrad and doggedly adheres to the core principles of the faith. They uphold the honor and benevolence of their beloved St. Jenhra, who first founded Orinfell. Their Seminary is Lawbrand's premiere learning institution for all those seeking to enter the Sularian priesthood. However, the subversive Circle of Thorns has insinuated its agents into Orinfell's clergy at the highest levels—sowing mistrust and paranoia among the Church's upper echelons. It's said that the Circle will not rest until it has overthrown the Church leadership in Orinfell and instituted its own orthodox brand of faith and justice over the region.

WORK FOR HIRE

While the Church in Orinfell employs thousands of clergy, civic agents, and Peacekeepers of the Order Militant, it often requires assistance with specific tasks and affairs around the city. Adventurers may be hired to perform tasks such as:

- *Protecting ships as they transport goods and supplies to and from Sargrad*
- *Patrolling the lawless wilds and back roads of the Misty Vale*
- *Identifying and arresting subversive rebels within Sinners Mile*
- *Protecting religious pilgrims traveling to and from Orinfell's holy sites*
- *Aiding the Order Militant with keeping the peace during heightened religious gatherings*

D4 GUILD VENTZURES

1	Archbishop Tilmaan has ordered the city's Peacekeepers to stop the Circle of Thorns from burning an alleged witch before they've even stood trial…
2	A good-hearted priest secretly delivers relief packages and supplies to the starving citizens in Sinners Mile…
3	One of the walls within the Basilica of St. Jenhra has been desecrated with vile sigils etched in blood…
4	An honest seminarian has been wrongfully accused of the theft—as holy items have been reported missing from the study chapel. They face certain expulsion unless someone can recover the items and clear their good name…

GUILD CONVERSATION TOPICS

When in Orinfell, players might chance on random conversation topics about the local Sularian Church from locals. These conversations may lead to quick adventure ideas or quest trajectories within the city.

- *"In my opinion, Orinfell should be recognized as the true seat of the Sularian faith. The High Council in Sargrad has become undisciplined and complacent. Their authority means little to us here."*
- *"Truth is, folks around here put on a show of being devout, but they're really just afraid—afraid of being found out that they're just as broken and savage as every other miserable wretch born into these times."*
- *"Nothing but mongrels, thieves, and liars down there in Sinners Mile. Ask me, the Peacekeepers should purge the whole damned hamlet by fire."*
- *"There's something that comes over me when I enter the Basilica. No matter what my day's been like or the burdens I'm wrestling with, I step into the vestibule, and I feel overwhelmed by warmth and light. Like loving arms wrapping around me, giving me peace."*

LOCATION DUNGEON

THE CATACOMBS OF VORILGRAINE

LOCATION
Orinfell

DUNGEON TYPE
Subterranean catacombs, earthen tunnels

PRIMARY RESIDENTS
The Circle of Thorns

The catacombs that run beneath the city of Orinfell are rumored to be older even than Lawbrand's earliest structures. Created by an earlier culture, the earthen tunnels were co-opted by Orinfell's founders and initially used as the burial catacombs for the city's honored dead. Named after the Old Sularian Knight-Paladin, Meryl Vorilgraine, the catacombs have been expanded over the intervening centuries and now stretch beneath the ground well beyond the city's imprint.

In more recent years, the tunnels have been claimed by the secretive Circle of Thorns as their base of operations. The gothic tunnel system houses many horrors—but none as terrifying as those that the nefarious Circle has created themselves. Seeking to bolster the ranks of their depleted knighthood, the Circle has done the unthinkable and used necromancy to raise their honored dead as immortal death knights…

THE CRYPTWAYS

The Cryptways are the largest section of the catacombs, lined with innumerable ledges and recesses stacked with the skeletal remains of the dead. The Cryptways are accessible from a number of locations around the city, and many citizens enter the tunnels to visit the graves of their loved ones. However, many dangerous subterranean creatures make the tunnels their home, so most people stay away from the deeper passageways. The members of the Circle of Thorns have left sigils etched at various intersections that mark the secret way to their hidden sanctum—the Thornhold.

Creature Types

Basilisks, spiders, bats, cultists

THORNHOLD

The Thornhold is a closed circuit of tunnels that lies below the labyrinthine Cryptways. The roots of the region's mighty trees have grown down into the earth and snake through cracks in the ancient stonework. It is from these eponymous thorns that the order takes its name. The hold itself is a crumbling, moss-covered ruin, decorated with stained glass mosaics, knightly heraldry, and priceless relics from Old Sularia. It is here that the leaders of the Circle meet to plan their holy revolution and run their rebel operations in Orinfell.

Creature Types

Knights, cultists, chimaera, manticores

THE FUNAREUM

Accessible only through the Thornhold, the Funareum is a catacomb that holds the sarcophagi of the order's honored dead. The Circle's most hallowed place, it is here that the order has used the darkest of sorceries to reanimate the bodies of their fallen knights into a state of undeath. These Risen abominations stalk the crumbling tunnels in anticipation of being loosed upon the unrighteous unbelievers who hold sway over their beloved Sularian faith.

Creature Types

Skeletons, ghosts, knights, cultists, The Risen

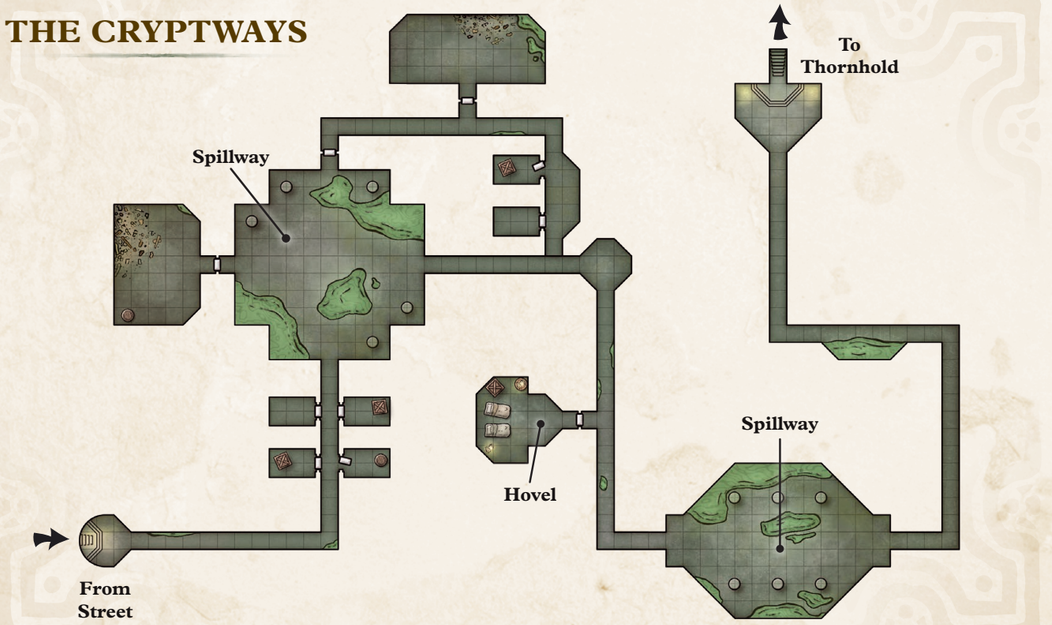


BARON VORIL

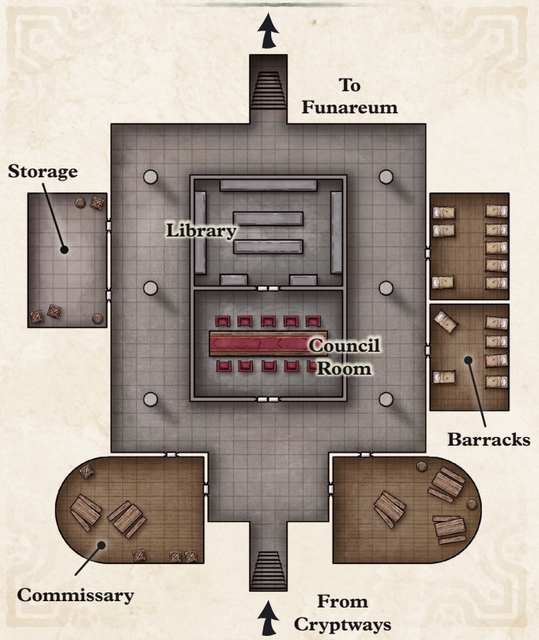
(Male human, Risen—see pg. 376, Lawful Evil)

Once held as the noblest of the Circle of Thorn's founders, Baron Voril died before his hopeful vision for the order could be realized. Now, decades later, he has been raised into undeath by the Circle's profane magic, serving as the soulless lord of the order's terrifying Risen.

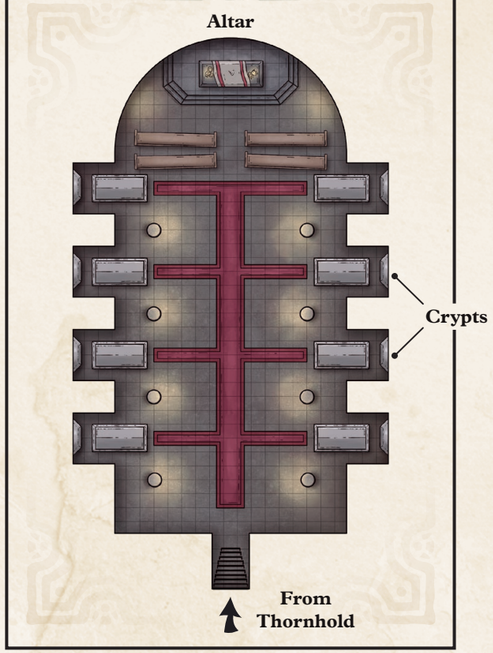
THE CRYPTWAYS



THORNHOLD



FUNAREUM



1 Square = 5 feet

RED BLUFF

OVERVIEW

The proud desert dwarves lead a somewhat solitary existence within their fortress-city of Red Bluff—seldom seeking to interact with other races, short of occasional trade and bartering. Though Red Bluff is largely self-sustaining in terms of natural water stores and crops, the dwarves trade their precious bloodstone ore with Lawbrand in exchange for factory-wrought tools and machinery. These goods are transported via caravans that travel along the Shining Road that runs between Lietsin and Red Bluff.

While they're content to keep to themselves, the desert dwarves are friendly to most traders willing and able to reach their remote stronghold. Visitors are treated to dwarven hospitality and provisioned for their long trek back across the Tanaroch once their business with the dwarves is concluded. Given their isolation, the warriors of Red Bluff are highly protective of their territories and often come into conflict with the Tanaroch's native ma'ii tribes as well as their more feral cousins, the Ravenous. Brave and resourceful, the dwarves are more than capable of defending their home from such threats.

RUNNING AFOUL OF THE LAW

Red Bluff is guarded by the ancient warrior caste known as the Gron'Almar. These mighty dwarves keep the peace within the city and also patrol the outlying deserts. If Red Bluff's laws are violated, the Gron'Almar are quick to arrest and incarcerate the offenders. When the city is under threat from without, they also gather in numbers to confront their foes as a standing militia. The Gron'Almar will go to extraordinary lengths to maintain the security and safety of all those within the mesa.

ADVENTURE HOOKS

- The Ravenous have slain scores of desert dwarves over the last few years, and the Gron'Almar have decided to put a decisive end to the feral beasts. Red Bluff's most seasoned warriors are planning to strike deep into the Ridge of Spears, annihilating the Ravenous as they sleep in their grisly dens. They have called for volunteers to aid them, though it will be perilous work.
- The Windspeaker shamans report that the air spirits are in disarray. They have been drawn to an unnatural bank of thunderclouds that wreathes the mountaintops high above the desert. The shamans seek aid in ascending the mountains and investigating the troubling stormfront.
- After generations of bloody feuding, tensions between the desert dwarves and the ma'ii have reached a fevered pitch. Three separate ma'ii tribes have united into a single warband, which seems intent on launching a direct assault against Red Bluff. The dwarves have called for all willing and able fighters to defend the mesa and its inhabitants.
- The desert dwarves are sending a caravan loaded with bloodstone ore across the desert to Lietsin. It is the largest shipment they've ever sent, and there are concerns that it makes too promising a target for desert bandits and raiders. The Gron'Almar has asked for volunteers to accompany the caravan and protect its precious cargo.

D8 LOCATION VENTURES

1	Ma'ii hunting packs have been raiding caravans along the Shining Road and making off with crucial supplies…
2	It's been rumored that Skulk, an old duergar rogue, has been hoarding defective bloodstone ingots within the Shadowgleam for some unknown purpose…
3	The Ravenous have captured a group of dwarven geologists and are holding them somewhere in the Ridge of Spears…
4	Alarmed at what it might portend, the desert dwarves have sent scouts to investigate a reactivated obelisk that lies in the southern desert…
5	A raging bulette has caused a cave-in and plugged the Shalebloom's central geyser, endangering the harvest…
6	An old blacksmith at the Sunforge requires more bloodstone to finish their masterpiece axe…
7	A shamanic ritual at the Windspeakers' Seat has gone awry, and now enraged wind spirits are causing havoc across the mesa…
8	The Cavern of the Last Fist has been breached by gibbering mouthers…

CONVERSATION TOPICS

When in Red Bluff, players might chance on random conversation topics from locals. These conversations might lead to quick adventure ideas or quest trajectories within the area.

- *"I've never known any other home than the Bluff. But sometimes, I dream about snow-covered peaks that reach up above the clouds—and vast mountain halls lit by rivers of fire. The desert is where I belong, but I guess some part of my spirit longs for old Mitholme."*
- *"We dwarves have always been craftsmen, and we craft marvels upon the Sunforge… but just imagine what we might create in Lawbrand's factories…"*
- *"There's a quiet beauty to the desert. Those in Lawbrand see the Tanaroch only as a place of desolation. But it's here, in the silent openness, where all the colors of creation are revealed."*
- *"Well, the geyser valves are working as they should, but gods help us if they ever fail. Without our waterlines and crops, we wouldn't last long at the mercy of the desert."*



LOCATION DUNGEON

THE RIDGE OF SPEARS

LOCATION
Eastern Tanaroch

DUNGEON TYPE
Rock canyons, earthen tunnels, caverns

PRIMARY RESIDENTS
The Ravenous

Southeast of Red Bluff is a place of blood and nightmares: a network of jagged rock canyons, caves, and crude huts—all decorated with bones and grisly stitched skins. It's called the Ridge of Spears, and it is home to the fearsome Ravenous. These creatures were once ma'ii who succumbed to the beast within and became bloodthirsty ravagers. They prowl the desert, capturing any wayward dwarves or ma'ii they find and taking them back to their dens to be eventually torn apart and devoured. Over the years, Red Bluff's warriors have launched numerous attacks against the Ridge and its accursed denizens, but the Ravenous always find a way to survive and come back stronger than before.

RAZOR PASS

This massive maze of twisting ravines is lined with jagged shale outcroppings and spines of razor-sharp rock. Amid the ravines are innumerable lean-tos and crude tents, all adorned with gruesome fetishes and bone. There are multiple cave openings that lead into the Ravenous' foul dens and secret tunnel systems.

Creature Types

Dire-coyotes, giant scorpions, vultures, snakes, Ravenous

THE RABID DEN

This massive cavern system, located beneath Razor Pass, is a place of disease and death. It is here that the sickly Ravenous, finally succumbing to rabies-induced madness, come to die. Vast pools of fetid, toxic poison dot the bone-strewn cavern floors—and the Ravenous' diseased victims shuffle through the dark, seeking to feast on any foolish enough to enter their lair…

Creature Types

Oozes, zombies (rabid victims), rabid Ravenous

BLISTERFANG'S LAIR

The lowest cavern in the cave system is lined with bone cages and macabre fetishes made of mortal flesh. Within the cages are kept the Ravenous' recent abductees who all wait to be torn limb from limb by the enormous dire coyotes that lie within. The coyotes' master and chieftain of all the Ravenous is the colossal monster known as Blisterfang. He guards his lair with lethal cunning and murderous skill.

Creature Types

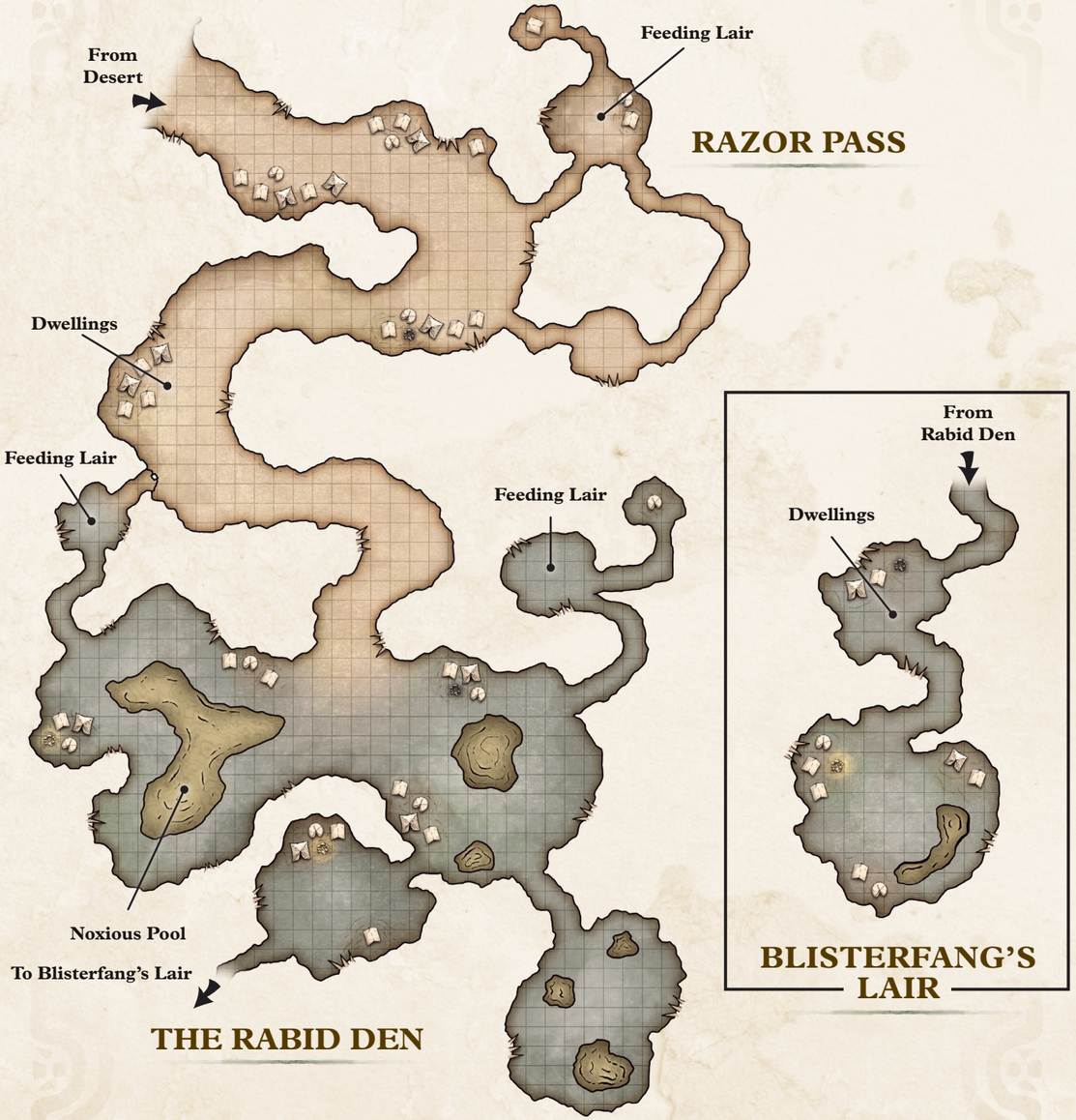
Ravenous, evil ma'ii shamans, giant coyotes



OLVAR'A'HALO, THE BLISTERFANG

(Male Ravenous—see pg. 374, Chaotic Evil)

Once a shaman of the ma'ii people, Olvar'a'halo tragically lost his family when they were attacked by desert marauders. Consumed by his grief, he became lost to the Ravenous curse, transforming into the savage monstrosity known as Blisterfang. Now, he rules over the others of his kind from the treacherous Ridge of Spears.



SARGRAD

OVERVIEW

Sargrad is considered by many to be the unofficial capital of Lawbrand. Citizens come from all across the Trade-Cities and outlying territories seeking work, entertainment, and even notoriety in the bustling metropolis. The dizzying contrast between Sargrad's prolific steel industry, glamorous nightlife, and steadfast religious observances creates a culture that many find intoxicating. Overseen primarily by the methodical Fabricators Guild, Sargrad is a city that never sleeps—and never lacks for diversion.

RUNNING AFOUL OF THE LAW

The Church's Order Militant keeps the pace throughout the city; its Peacekeepers and Martial-Captains patrolling the streets and standing watch at restricted civic and holy sites. Mild-mannered and pragmatic, the members of the Order Militant are generally respected by the common citizenry. They keep order and dispense justice with calm professionalism—and rarely resort to outright violence unless it's deemed absolutely necessary.

In situations where lawbreakers succeed in evading the Order Militant's Peacekeepers, the Church will call upon its Knight-Paladins to hunt down the fugitives by any means necessary. The cold, relentless Knight-Paladins stand in stark contrast to the more gregarious Peacekeepers—often sowing as much fear and panic among the citizenry as the perpetrators they've sworn to apprehend.

ADVENTURE HOOKS

- The city's factory workers are attempting to unionize in order to broker better wages and safer working conditions, but the union's leadership has suffered a series of suspicious accidents and calamities. Are the workers' efforts being sabotaged?
- A small group of orthodox Sularian believers has concluded that the rising bardic music scene—and the countercultural ideas it espouses—are leading the city's youth to abandon their faith. The group has begun persecuting local bards and even attacking inns and taverns that feature new music.
- A respected Bishop is accused of taking bribes from the Fabricators Guild to lobby favorable trade terms for them. Is he being framed?
- Aspiring stage actors and performers of all kinds arrive in the city daily, all seeking to become one of Sargrad's next great celebrities. Most are forced to sign unfavorable contracts that stifle their careers before they've even begun. But others fight back—making waves for the corrupt talent agents who would keep them in indentured obscurity.

D8 LOCATION VENTURES

1	In the Outskirts, a gnoll gang is edging in on a rival hobgoblin gang's territory. Their next target is the hobgoblins' safehouse beneath the Snarling Hog tavern…
2	A priest has invited adventurers to the Cathedral of St. Varina to assist them in recovering a stolen holy relic…
3	The Order Militant has posted "Missing Persons" notices for a Guild-Delegate last seen in the city's Meatpacking District…
4	The Port Authority is conscripting adventurers to help find stowaways in a cargo ship recently arrived from Tidesfar…
5	Ticket scalpers are fleecing gullible tourists by selling counterfeit tickets to the Grande Theatre's hottest shows…
6	A street urchin swipes an adventurer's pack and runs into the bustling crowds of the Sweep Markets…
7	A shady businessman seeks to hire adventures to retrieve a particular briefcase from a secured warehouse in the Grid…
8	A street hustler forcefully draws adventurers into the Drow's Glare Casino without any explanation…

CONVERSATION TOPICS

When in Sargrad, players might chance on random conversation topics from locals. These conversations may lead to quick adventure ideas or quest trajectories within the city.

- *"These young, wide-eyed performers come from all the Trade-Cities—lured by Sargrad's bright lights and glamor. It's a shame most of them will never even set foot on a stage. The work they have to resort to just to survive… Well, it's a shame is all I'm sayin'."*
- *"Look, there's always work to be found in the Front Bay, but only some of it's legal. These days, honest dock work's hard to come by."*
- *"The Outskirts have always been a mess. Damn gangs always brawlin' and clawin' for the city's scraps. The hobgoblins try to keep things under control, but one of these days—you mark my words—the gnolls are gonna push 'em too far…"*
- *"Well, I ain't all that religious myself. But I'll tell ya—the Sularian priests around these parts really seem to care. I see 'em out and helpin' folks in the neighborhood. Bringing food, givin' counsel—comforting the sick. I'd never trust the higher-ups, but these ones—they're good folk, I tell ya."*

THE FABRICATORS GUILD

The Fabricators Guild holds absolute control over Sargrad's prolific business and industry. Its influential delegates oversee production in the city's myriad factories and manufacturing plants—and also set economic terms for the shipping and distribution of goods with the rest of Lawbrand's Trade-Cities. While most delegates approach their work with methodical precision, many indulge themselves in the good life as well. Their affluence and power give them great prestige throughout the city's sprawling districts.

WORK FOR HIRE

While the Fabricators Guild formally employs tens of thousands of workers, bureaucrats, and administrators, it sometimes calls upon the services of mercenaries and adventurers. These tasks range from handling sensitive assignments it would prefer to keep off the books to menial duties that can be accomplished without expending precious resources. Some of these tasks might involve:

- *Delivering tools or supplies to various factories and workshops in the Ironworks District*
- *Serving as bodyguards for celebrities as they make appearances throughout the city*
- *Patrolling the gritty streets of the Outskirts looking out for gang activity*
- *Helping the Church's missionaries deliver food and clothing to the city's many orphanages*
- *Searching ships in the Front Bay for contraband goods or stowaways*

D4 GUILD VENTURES

1	Precious shipments of engineering tools are being transported to the Grid from the Front Bay loading docks. They require protection from thieves…
2	A factory foreman requires rare gear components to be gathered from workshops around the Ironworks District…
3	Dissident rabble-rousers are stirring up workers in a factory—they need to be silenced before the workers strike… or worse!
4	A foundry in the Slagworks is set to explode from a catastrophic buildup of steam pressure—suspected saboteurs have been sighted…

GUILD CONVERSATION TOPICS

When in Sargrad, players might chance on random conversation topics about the Fabricators Guild from locals. These conversations may lead to quick adventure ideas or quest trajectories within the city.

- *"I heard the other day that the Fabricators earn more money than all the city's factory workers put together. That ain't right. Where do they get off thinking their work's more important than ours?"*
- *"Factory workers never stop complaining about conditions. They don't know how lucky they have it. Whatever. There's always thousands more lined up to do their jobs."*
- *"It's our sacred, civic duty to keep the factories running consistently and at full capacity. Yes, I know it's dangerous for the workers, but what do a few lost lives matter compared to the guild's continued profitability?"*
- *"The Church's new economic edicts are insulting. Economic parity with the other Trade-Guilds? Absurd. Our guild is the first among equals, and it should be treated as such."*

SKARBOROUGH

OVERVIEW

Skarborough is a rough-and-tumble Trade-City where folks work hard and blow off steam even harder. Though most of its working-class residents are down on their luck, they're often good-natured and friendly to strangers. There's a deep camaraderie that can be felt throughout the city—a sense of belonging that permeates its innumerable bars and taverns. Though its streets and tenements are covered in soot and grime, there's a surprising warmth to Skarborough that visitors seldom forget.

While the mining and refining industries have been slowly rebuilding their capacity, a series of recent quakes have rocked the city and caused a great deal of fear amongst the populace. Rumors of subterranean invaders creeping through the city's mines have started to spread, but so far the militia seems uninterested in risking their necks to confirm them. As usual, it'll fall to the resourceful locals to solve their own problems and get to the bottom of things. Just another day in the hardest-working town in Lawbrand…

RUNNING AFOUL OF THE LAW

The Skarborough Militia are a hardscrabble security force that patrols the city streets, keeping the peace and arresting troublemakers. Not particularly known for their courage or daring, the militia is widely criticized for its refusal to police more outlying areas like Shimmerwall or the dangerous mines beneath the city. Some believe that the militiamen take payments from the Slam—an inescapable prison located to the south of Skarborough—in exchange for filling unreasonable prisoner quotas. True or not, most locals try to stay well clear of the often unscrupulous constabulary.

ADVENTURE HOOKS

- Recent quakes have triggered systemic cave-ins within the mines beneath the city. Dozens of miners are believed to be trapped down in the dark. The Miners Guild is seeking aid from anyone willing to help clear the debris and rescue the miners.
- To maximize its profits, the Gemcutters Union squeezed the local economy for years, earning the eternal disdain of its working-class neighbors. Now, many of the Gemcutters have been brutally attacked by gangs of random citizens. Fearing that the attacks could get much worse, the city militia has asked for aid in protecting the hapless Gemcutters—whether they deserve it or not…
- Geologists within the Miners Guild don't believe the recent quakes are the result of overmining the region. They hold that the upheaval is being triggered by subterranean dwellers—and could be a prelude to a much larger attack upon the city.
- A feud has erupted between a number of microbreweries in the Stitches. With each claiming that their proprietary ale recipes were stolen by the other, the brewers have taken to periodically fighting in the streets. The area's other vendors and restaurateurs seek aid in putting an end to the disruptive fisticuffs.

D8 LOCATION VENTURES

1	A belligerent ogre who was banned from the Stitches storms back in to guzzle more of his favorite booze…
2	A citizen of Rock Bottom has had a precious heirloom stolen, and they're seeking help with recovering it from the "Whose Fault Is It Anyway?" Pawn Shop…
3	The notorious sigilist, Thoris Thorne, is having trouble getting a shipment of gem dust, which he needs for his inks from a supplier in Shimmerwall…
4	Business investors from Talis are trying to buy out the mortgage of the world-famous Steam House, but the reluctant owner is asking for aid in sabotaging the deal…
5	An eccentric brewer in the Stitches wants help stealing rare herbs from the Botanical Gardens in in the Greenlight District…
6	A local street-chariot racer needs someone to watch out for the militia while they mark out a new course through the streets of Prospect Row…
7	Agnes Ironskar is looking for help in restocking the Strip Mine's watered-down booze…
8	One of the city's most nefarious criminals has been consolidating power within the Slam. The militia is asking for volunteers to go undercover inside the prison to find out what's really going on…

CONVERSATION TOPICS

When in Skarborough, players might chance on random conversation topics from locals. These conversations might lead to quick adventure ideas or quest trajectories within the city.

- *"That Agnes Ironskar is the meanest, nastiest dwarf woman I've ever met…I think I'm in love."*
- *"Yeah, I got this great tattoo at this place called Deep Cuts in Shimmerwall. I love the design, but my head hurts all the time, and I've been having the strangest dreams about snakes…"*
- *"I hear a crew in Rock Bottom is planning some kind of heist on the Vault. Whatever they're up to, I want in on that action!"*
- *"Man, the only good things about this crummy town are the booze and the Steam House! And I hear the Steam House might get bought by wealthy out-of-towners, so there ya' have it…"*

THE MINERS GUILD

The Miners Guild is the real power in Skarborough, controlling not only the city's mining and refining operations but local commerce and trade as well. The Guild believes in hard work and reliability—like a sturdy pickax. Guildmaster Burak Den is an honest administrator who is always trying to make things better and more economically stable for the city's haggard inhabitants. Den's top priorities are optimizing mining operations and improving the city's ravaged infrastructure.

WORK FOR HIRE

While the guild employs hundreds of civic agents, bureaucrats, and constabulary, it often requires assistance with specific tasks and affairs around the city. Adventurers might be hired to perform tasks such as:

- *Transporting ore shipments from the mines beneath the city to the refineries in Prospect Row*
- *Protecting gem shipments sent to the Vault in Shimmerwall*
- *Helping the militia break up drunk fights in the Stitches*
- *Exploring the mines beneath the city for any trace of subterranean attackers*
- *Protecting Guild-Delegates as they make their way through mobs of angry protesters*

D4 GUILD VENTURES

1	A newly excavated mine shaft broke into an old burial vault, revealing a bunch of richly adorned skeletons…
2	A protest rally is underway outside of the Miners Guildhall, and the militia has asked for help in keeping order should things turn ugly…
3	A wing of the Ironskar Mine has collapsed, and the guild requires help in recovering its expensive survey equipment…and to look for survivors too!
4	The payment for ore shipments sent to Talis is many weeks late. The Guild wishes to send agents to Talis to obtain the payment through diplomatic means—or any other means, for that matter…

GUILD CONVERSATION TOPICS

When in Skarborough, players might chance on random conversation topics about the Miners Guild from locals. These conversations might lead to quick adventure ideas or quest trajectories within the city.

- *"You hear ol' Burak's raising ore prices on the other Trade-Cities? I'm all for maximizing profits, but he's gonna bring another damn trade war down on all our heads!"*
- *"I heard Sula Bell—you remember her, the salamar girl that used to paint those weird portraits that seem like they're always staring back at ya'? Anyway, she found work painting for rich folks in Innis! You believe that? The kid found a way out of this crummy town! Just amazing."*
- *"Some of the junior guildies are sayin' the surveyors found a cavern of pure gold ore—a real mother lode. Problem is, the cavern's deep. Real deep. It's gonna take some real hard hitters to get down there and confirm whether it's legit or not."*
- *"Yeah, I broke my arm a few weeks ago fallin' off a scaffold. It hurts, but I need the work. I got kids to feed, and the damned guild tells me I'd only be a liability down in the mines. You believe that? Been workin' those mines for thirty years, and I'm the liability?"*

TALIS

OVERVIEW

Having fostered a culture of innovation and creative technologies, Talis has attracted Lawbrand's greatest minds. From brilliant mechanical engineers to farsighted futurists, the city's best and brightest revel in the opportunity to help shape the course of civilization. Though Talis' eccentric culture can seem somewhat intellectually superior or aloof to outsiders, its everyday citizens remain committed to the greater good of everyone in Lawbrand.

The most fundamental aspect of Talis' booming economy is trade—keeping goods, resources, and raw materials moving from Hearthvale in the north all the way to the bay of Tidesfar in the south. The Trademasons Guild takes meticulous care to regulate everything that moves through the city. For them, maximizing processes, technologies, and productivity is as sacred a charge as anything the Church might demand of its faithful.

RUNNING AFOUL OF THE LAW

The Talissian Bridge Keepers are a well-armed constabulary that keeps the peace throughout the city and its adjacent highways. While not known for being the toughest or most aggressive fighters, the Bridge Keepers rely on their wits, discipline, and technological gizmos to incapacitate criminals and maintain civic order. Their regular patrols through the streets overlap like a clockwork mechanism, assuring that there are always armed officers on hand should trouble arise.

ADVENTURE HOOKS

- An eccentric designer has secretly fashioned a marvel of ingenuity in one of Middentown's larger warehouses. This clockwork labyrinth was meant to perplex and challenge visitors by forcing them to solve puzzles, evade clever traps, and find their way through its ever-shifting maze. However, the designer lost control of the labyrinth—and its robotic denizens have started to run amok within it. The designer now seeks help in regaining control before the authorities are alerted and their good name is tarnished forever…
- Atsaadi rebels, seeking vengeance for Lawbrand's brazen encroachment into the Wassica Islands, have taken control of the Flow Channels' Operations Center and are threatening to open the spillways into Middentown. In an attempt to save the city from catastrophic flooding, the Bridge Keepers are preparing to storm the Operations Center and put a swift end to the rebels.
- The Dawnstone Company has been preparing to unveil new, automated technology that will optimize traffic throughout the city's waterways. Unfortunately, the project's lead designer has gone missing, throwing the project into chaos. Dawnstone representatives believe that the designer may have been kidnapped by a competing firm as an act of corporate sabotage.
- Traffic through the Knight's Gate levee has been slowing over the last few shift rotations. The Trademasons, concerned that the gate's hydraulic lifts might be in disrepair, are seeking volunteers to descend into the colossal mechanism to investigate the state of the machinery.

D8 LOCATION VENTURES

1	The Dawnstone Levee has been targeted by saboteurs, and the Bridge Keepers have asked for volunteers to provide security while they conduct their investigation…
2	A local engineering firm seeks test drivers to pilot their volatile "rocket boat" prototype…
3	A volatile weather monitoring device at the top of the Skybridge has exploded, weakening the bridge's suspension supports…
4	The Groggy Gear is holding its annual "self-propelled darts" competition, but nearby residents are concerned about being caught in the chaotic crossfire…
5	The Trademasons, concerned about the toxic crisis in the Estuary, need surveyors to ascertain the source of the alarming pollution…
6	The Bridge Keepers are convinced that warehouses within the Stock Slips are being used to store contraband goods…
7	Word is out about an underground fight club, where engineers duel one another with scrappy, makeshift battle bots…
8	A crazed engineer is threatening to reactivate the Intrepid Endeavor's engines—a move which could result in catastrophic damage to the surrounding city structures…

CONVERSATION TOPICS

When in Talis, players might chance on random conversation topics from locals. These conversations might lead to quick adventure ideas or quest trajectories within the city.

- *"Well, Talis' streets sure are clean. These folks would be mortified to have a stain on their perfect clockwork city. To be honest, I kinda miss the grit and bustle of Sargrad."*
- *"Look, I need my job, but I hate the noise in this city. Whistles, sirens, giant machines, and growling engines…it's like this city never pauses for a breath. I miss the quiet of the Outfields. Simple country livin'.*
- *"I love just sittin' in my boat, watching the traffic go by. So many ships full of goods and things flowing up and down the river. It's like…a piece of every person in Lawbrand floats through this city eventually. It feels good bein' here in the heart of things."*
- *"In a city filled with so many bright and industrious minds, I hope I can make my mark and develop something truly extraordinary!"*

THE TRADEMASONS GUILD

The Trademasons Guild oversees everything in Talis. From directing the vital trade ships along the Talisande River to directing the city's many engineering and commercial operations, they keep things moving like a well-oiled machine. Somewhat introverted and aloof, the guild's brilliant officers take pride in their city and the innovative technologies that have made it one of the wonders of Lawbrand.

WORK FOR HIRE

While the guild employs hundreds of civic agents, bureaucrats, and constabulary, it often requires assistance with specific tasks and affairs around the city. Adventurers might be hired to perform tasks such as:

- *Transporting supplies and engineering tools to various workshops around the city*
- *Protecting trade-freighters from bandits and pirates*
- *Helping the Bridge Keepers keep the peace in the city's separate districts*
- *Investigating smuggling rings operating from the Stock Slips*
- *Testing out cutting-edge technologies and gizmos for various design firms*

D4 GUILD VENTURES

1	The Trademasons seek aid in retrieving industrial designs that they believe were stolen by operatives of their greatest political rival—Skarborough's Miners Guild…
2	Centaur gangrunners have blockaded the main highway linking Talis to Sargrad, and have hijacked a series of supply caravans hauling desperately needed steel…
3	The chief engineer who oversees the Estuary has warned the guild that an environmental catastrophe is brewing in the Eastbank. He claims that if they won't heed his warnings, he won't be held responsible for what comes next…
4	The Trademasons are sponsoring the city's annual Regatta de Blanc boat race, but their own team has suddenly fallen ill and needs to be replaced…

GUILD CONVERSATION TOPICS

When in Talis, players might chance on random conversation topics about the Trademasons Guild from locals. These conversations might lead to quick adventure ideas or quest trajectories within the city.

- *"Everyone I've met in this town seems pretty smart—but they're so damn prideful. Yeah, the city's amazing, but these bookworms never got their hands dirty building all these bridges. It was plain folks like me that did that."*
- *"I've enjoyed working in Talis, but I find that the Trademasons are more committed to raising profits than sponsoring real technological innovation. It's disappointing. I guess I expected something different when I arrived here from Sargrad."*
- *"I love this city. There's always something new to see: moving bridges, steam-powered boats, even clockwork critters scampering through the streets. The Trademasons have built a city of marvels, I tell ya'. Just amazing."*
- *"The Trademasons…C'mon, with their quotas and their stopwatches—they don't have a clue as to how Lawbrand's real economy works. The black market running out of the Stock Slips is where the real action is. We're movin' goods all over the Trade-Cities, right under the guild's nose. We're makin' money hand over fist."*

TANASRAEL

OVERVIEW

For the most part, the masses of converts and supplicants who cross the desert to reach Tanasrael find their faith rewarded as they gaze upon its bustling paradise. The vast majority of them are eager to learn what the Children have to teach, and all share an excited kinship to be standing in the shadow of the mighty ziggurat. For their part, the waiting emissaries and priests of the Children of the Sun are generally friendly and eager to engage all newcomers.

There are some at Tanasrael who aren't part of the Children's faith—caravan crews, traders, and the like—but their numbers are few. These travelers often find the site's general level of zeal to be uncomfortable, and they're always sure to mind the Children's customs and be on their best behavior for their devout patrons.

RUNNING AFOUL OF THE LAW

Few who flock to Tanasrael would ever dare cross the Children of the Sun. At the heart of the desert, the Children's rule is supreme. Any who are caught thieving or causing trouble are quickly apprehended by the Enlighteners and taught the error of their ways. Those reckless few who turn to outright violence against the faith might even be confronted by the dread Ash'ahar fire-priests. If a criminal proved to be particularly remorseless, the Children would brand them as a non-believer and toss them into Mines of Galamok to toil away until death takes them.

Similarly, those converts who are rejected by the Children (or deemed to lack sufficient faith) are secretly abducted and thrown into the mines beneath the ziggurat. The masses believe these individuals were sent peacefully on their way home, but the truth is far more unsettling.

ADVENTURE HOOKS

- An aspirant was sent to the mines as punishment for a crime he didn't commit. The loyal members of his fellowship, risking the ire of the Enlighteners, seek aid in rescuing their innocent friend from the lightless mines.
- A team of agents from the Sularian Church, posing as aspirants, recently infiltrated Tanasrael to uncover the Children's secret workings. One of them was caught and beheaded, her body ritually burned as a warning of what befalls heretics and deceivers. The remaining agents seek help escaping from Tanasrael and warning the Church about the threat posed by the Children.
- The Children are training hundreds of aspirants in the ways of combat—as if building an army. They seek experienced individuals to help hone their warriors' skills and act as sparring partners for their fearsome Ash'ahar fire-priests.
- A group of aspirants, troubled by the blind zealotry they see at Tanasrael, have decided not to join the Children of the Sun. Fearful that the Enlighteners will use any means necessary to stop them from leaving, they seek aid in escaping Tanasrael and returning to their homes in Lawbrand.

D8 LOCATION VENTURES

1	A caravan of aspirants headed for Tanasrael has been lost in a ferocious sandstorm…
2	Ankhegs have tunneled up and blocked the irrigation canals in the Waterfields…
3	A young dragon turtle has made the Oasis of Urush its home and threatens nearby aspirants with its territorial displays…
4	A fire ritual has gone awry at the Terrace of Searing Winds, and minor fire elementals are now running amok, threatening the structure…
5	A young aspirant, overcome with fervor, has wandered into the restricted tiers of the ziggurat and become hopelessly lost…
6	Opportunistic ma'ii have attacked a band of aspirants who ventured into the desert to meditate…
7	Reveling aspirants have unwittingly stumbled into a nest of giant scorpions…
8	The Jubilation Grounds have been disrupted by recent arrivals from Lawbrand who cannot set aside their old grudges…



CONVERSATION TOPICS

When in Tanasrael, players might chance on random conversation topics from locals. These conversations may lead to quick adventure ideas or quest trajectories within the area.

- *"I love my brothers and sisters in the Children, but sometimes I doubt my own faith. I don't know if I even deserve to be here—to be part of this miracle. But I fear revealing my shame to anyone."*
- *"I risked my life to come here and find…all the answers. I'm not sure I've found 'em yet, but I have found love and fellowship with these good people. Perhaps this belonging is what I was searching for all along?"*
- *"I pity all those who do not see as we do. Indeed, the sun shines on the righteous and unrighteous alike—but its hope cannot penetrate prideful hearts."*
- *"We need to get the hell out of this place, friend! These people…they're planning something really terrible for Lawbrand. Don't let their smiles and vapid blessings fool you. They'll kill us all and gladly trample on the ashes."*

LOCATION DUNGEON

THE MINES OF GALAMOK

LOCATION
Tanasrael

DUNGEON TYPE
Subterranean Mines

PRIMARY RESIDENTS
Children of the Sun

The Mines of Galamok stretch beneath a vast quarry where the massive stones of Tanasrael were first hewn uncounted ages ago. Located to the southeast of Tanasrael itself, the mines run beneath the desert, like crisscrossing warrens—with some tunnel systems even connecting back to the ziggurat itself. The Children use slave labor pools to mine bloodstone shale for their own devices. While indigenous subterranean denizens and powerful elemental creatures inhabit the mines, the Children maintain firm control over the site and supervise its ongoing mining operations.

THE SHALEWAYS

Comprising the largest section of the mines, the winding Shaleways are earthen tunnels lined with pure bloodstone deposits. Enslaved miners work the deposits at all hours of the day and night, watched over by the Children's brutal taskmasters.

Creature Types

Ankhegs, giant scorpions, giant asps, Taskmasters

THE HEART OF FLAME

This vast, natural cavern is the centermost hub of the entire mine system. The superheated vault features a number of searing geysers and steam vents. Various stone and fire elementals are active throughout the area, forcing the Children and their slaves to stay clear of their domiciles.

Creature Types

Bulettes, fire elementals, earth elementals

CHAMBER OF THE SERPENT

The mysterious Chamber of the Serpent is a subterranean complex adjacent to the Mines of Galamok. Though it shares Tanasrael's architecture, there are no direct passageways that connect it to the ziggurat. The Chamber of the Serpent's main hall and adjoining domiciles are abandoned—at least by anything living. The few people who know of the site believe that it is haunted by ancient, malevolent spirits. An enormous mosaic depicting the Auroboros is embedded in the main hall's floor, and the air thrums with the World Serpent's supernatural energies. No one, perhaps save Tikanen himself, understands what this enigmatic chamber was built for… or what the unsettling mosaic portends.

Creature Types

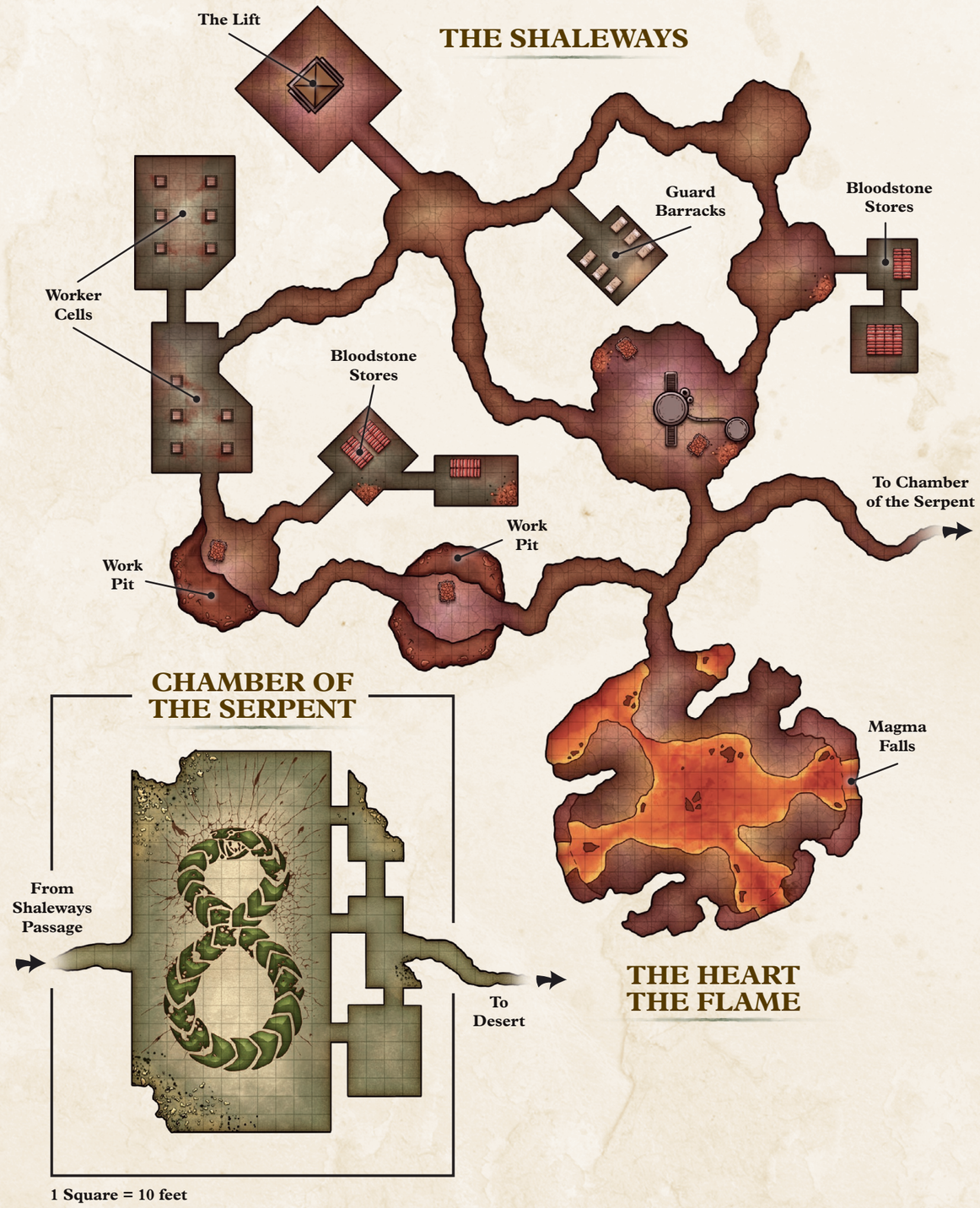
Ravenous, evil ma'ii shamans, giant coyotes



ERIC SUNSEEKER

(Male human, Ash'ahar—see pg. 345, Neutral Evil)

As the leader of the Ash'ahar, Eric is a powerful fire-caster as well as a master swordsman. Serving as the Children of the Sun's top recruiter, Eric scours the Trade-Cities for wayward fighters, insurrectionists, and anarchists in the hopes of drawing them into the faith's growing army.



TIDESFAR

OVERVIEW

With its harbor protected by towering cliffs, Tidesfar served as a perfect location for both ship construction and launching. Nearly all of Lawbrand's merchant and naval ships are built in the Trade-City's booming Shipwright District. However, Tidesfar's footprint is penned in by its protective mountains, leaving very little space for civic or industrial expansion. Its citizens tend to live in the tightly packed housing blocks that line the winding streets of Gull Hill.

While shipping and maritime activities define daily life in Tidesfar, its people have come together in a unique and lively culture. Fond of songs and stories, the city's hardworking denizens are quick to welcome travelers and regale them with tall tales of adventure upon the high seas.

Although Tidesfar's citizens can be warm and inviting, the region's indigenous populations are less so. Tidesfar stands on the front of a long-running war between Lawbrand, various pirate groups, and the hostile atsaadi tribes of the nearby Wassica Islands. Based in Tidesfar, Lawbrand's navy patrols the surrounding coastlines in order to protect shipping lanes, as well as defend against seaborne raiding forces.

RUNNING AFOUL OF THE LAW

The Tidesfar Mariners serve as both naval soldiers as well as the Trade-City's standing constabulary. Stalwart and well trained, they patrol Tidesfar from the Longshore to the outermost edges of Sorenswood, constantly on the lookout for smugglers, pirates, and dissidents to tie up in anchor chains before delivering them to the law.

ADVENTURE HOOKS

- Centaur gangrunners have gathered along the highway leading to Sorenswood—hijacking lumber shipments destined for Tidesfar. The disruption of critical lumber resources has endangered ship production and could have serious economic and strategic consequences for the region. The Mariners have asked for volunteers to drive the gangrunners from the region.
- With Tidesfar's navy focused on driving back atsaadi raiders from the Ghostly Shores, local smuggling rings have become more brazen in their criminal activities. Vice-Admiral Saalur, one of the navy's rising stars, has been tasked with cracking down on the smugglers—but she requires volunteers to aid her.
- The renowned Captain Saltplank aims to be the first to sail a complicated route through the treacherous Wassica Straights. Convinced that their captain has lost her mind, her crew refuses to sail the route. Captain Saltplank now seeks a brave new crew to help man the ship and fend off hostile atsaadi raiders.
- A raiding force of Zanzarra pirates has attacked a naval patrol—and sunk the frigate Dawn's Justice. Farnus Graydon, head of the Seafarers Guild, has ordered the navy to retaliate in kind. A small battle fleet has been dispatched to find and destroy the Zanzarra Flotilla—rumored to be the pirates' mobile stronghold.

D8 LOCATION VENTURES

1	Zanzarra pirates infiltrated the Shipwright District and burned two new naval vessels before they could be launched. Heads are going to roll for this one…
2	The head clerk at the Port Authority has been "fixing" incoming trade dockets, favoring Sargrad merchant ships…
3	A crazed sea captain has stolen the Saldred's Oath and taken her out to sea. The Port Authority is asking for volunteers to bring the old ship back safely…..
4	A monstrous aboleth has washed up on the Ghostly Shores—threatening all nearby…
5	A group of atsaadi rebels has infiltrated the Longshore and stormed the Port Authority. The Mariners believe the atsaad have taken hostages…
6	A small naval expedition has been launched with orders to hunt Zanzarra ships along the Ghostly Shores…
7	Ol' Hurk, the proprietor of Gilly's Gullet, is seeking locals to serve as unbiased judges—to see who amongst his patrons can spin the best tavern tales…
8	A Zanzarra pirate, offering substantial fees, is seeking daring adventurers to join up as his crew's newest recruits…

CONVERSATION TOPICS

When in Tidesfar, players might chance on random conversation topics from locals. These conversations might lead to quick adventure ideas or quest trajectories within the city.

- *"I hear some kids found an abandoned smugglers' camp out in the Ghostly Shores. They say they saw wights or ghosts or some such nonsense flittin' around stacks of abandoned supplies. Might be worth a look-see."*
- *"I swear I saw it, sure as seein' your face! It was huge…fins and dagger-spines lining its back. A real leviathan movin' right beneath my boat! Must have been my lucky day, it passin' me by as it did."*
- *"These atsaad that come in from the islands just drive me crazy. A group of 'em tried paying for three rounds of ale with shells the other day. Sea. Shells. Maybe they should just go back to where they came from."*
- *"Haven't ya' heard? It's 'Low Tide' hour at the Scullery! Free food samples and half-priced ale at select taverns up and down the street! Let's get up there 'fore we miss out!"*

THE SEAFARERS GUILD

The Seafarers Guild stands between the Trade-Cities of Lawbrand and the dangers of the wild sea. Overseeing both the navy and Tidesfar's booming industries, the Seafarers work continuously to safeguard the realm and assure that peaceful trade and shipping remain in constant flow.

WORK FOR HIRE

While the guild employs hundreds of civic agents, sailors, and longshoremen, it often requires assistance with specific tasks and affairs around the city. Adventurers might be hired to perform tasks such as:

- *Transporting lumber and steel shipments from Sorenswood to the Shipwright District*
- *Protecting inbound trade ships from local area pirates*
- *Patrolling the wilderness around Sorenswood, protecting it from bandits and gangrunners*
- *Delivering fish shipments and perishable goods to various eateries in the Scullery*
- *Helping the Port Authority inspect arriving vessels for contraband and stowaways*

D4 GUILD VENTURES

1	A ravaged navy frigate washes shore, the damage suggesting it was attacked by atsaadi rebels. Farnus Graydon seeks volunteers to hunt the local waters for the honorless attackers…
2	The Port Authority is looking for out-of-town types to help them standardize navigational equipment across all ships. Rumor has it the project has a "near infinite" budget…
3	Former Slamstar turned pirate, Portia "Tidal" Pulle, has been raiding steel shipments sent from Sargrad…
4	The Seafarers Guild is hiring adventurers to find and infiltrate the dangerous Zanzarra Flotilla in order to learn more about the pirates' operations and capabilities…

GUILD CONVERSATION TOPICS

When in Tidesfar, players might chance on random conversation topics about the Seafarers Guild from locals. These conversations might lead to quick adventure ideas or quest trajectories within the city.

- *"Y'all had better keep an eye on those Seafarers of yours. Ye call us pirates, but those bastards are the ones cheatin' ye blind! 'They that control the money, control the seas!' Yer real enemies are lordin' over ye in plain sight!"*
- *"Sargrad's raised the price of steel on us again. Never mind we keep sendin' them new ships at cost. Ya ask me, our trade deals are gettin' worse with every year goes by."*
- *"Ye hear about the griffon that's nested atop the statue of ol' Captain Tyde? Hah! The Seafarers want to remove the critter, but some nature activists are protesting the whole affair."*
- *"The Wassica Islands are just the beginning. There're island chains out there beyond the horizon just waitin' to be found, believe me. If these damned pirates and rebels would simmer down, we could commit to some real exploration."*

LOCATION DUNGEON

ANTIGA - THE ZANZARRA FLOTILLA

LOCATION
The Wassica Coast

DUNGEON TYPE
Pirate Flotilla

PRIMARY RESIDENTS
The Zanzarra Pirates

Comprised of numerous galleons and old warships tethered together as a single enormous vessel, the Flotilla serves as the mobile base of operations for the nefarious Zanzarra pirates. Essentially a floating fortress, the Flotilla is armed with enough cannons to ward off any attack, and its mobility allows the pirates to elude Lawbrand's naval ships that are in constant pursuit. While the pirates themselves are generally distrustful of outsiders, those daring enough to locate and board the Flotilla can join up for the dangerous work…and, if they survive, a share in the spoils.

THE CARCHARODON

This old raiding ship serves as an embarkation point for the flotilla. Making regular trips back and forth from a Zanzarra staging area near A'laua, daring adventurers can stow away (or hijack) the ship and use it to reach the flotilla. Once it's moored to the other craft in the flotilla, adventurers can fight their way past its crew onto the larger superstructure of tethered ships

Creature Types

Pirates, kuo-toa, atsaadi prisoners

THE CANNONADE

This rickety walkway of tethered platforms, watch points, and webbed rigging encircles the flotilla's main decks and provides access to all of the ships currently moored together. A veritable floating fortress, the Cannonade features dozens of makeshift defense lines and cannon ports. Its guns are enough to keep any seaborne threat at bay.

Creature Types

Pirate gunners, ogre mercenaries, smugglers, traders

EMPEROR'S HOLD

Accessible only through the Cannonade's secret central hatch, this extended hold beneath the flotilla's decks houses all of the pirates' stolen treasures. Rigged with nefarious traps and defensive weapons, the Emperor's Hold is filled with pilfered artifacts, resources, and coin. Holding court within the hold is the notorious leader of the Zanzarra pirates—the brilliant atsaad, Errol Zanzar.

Creature Types

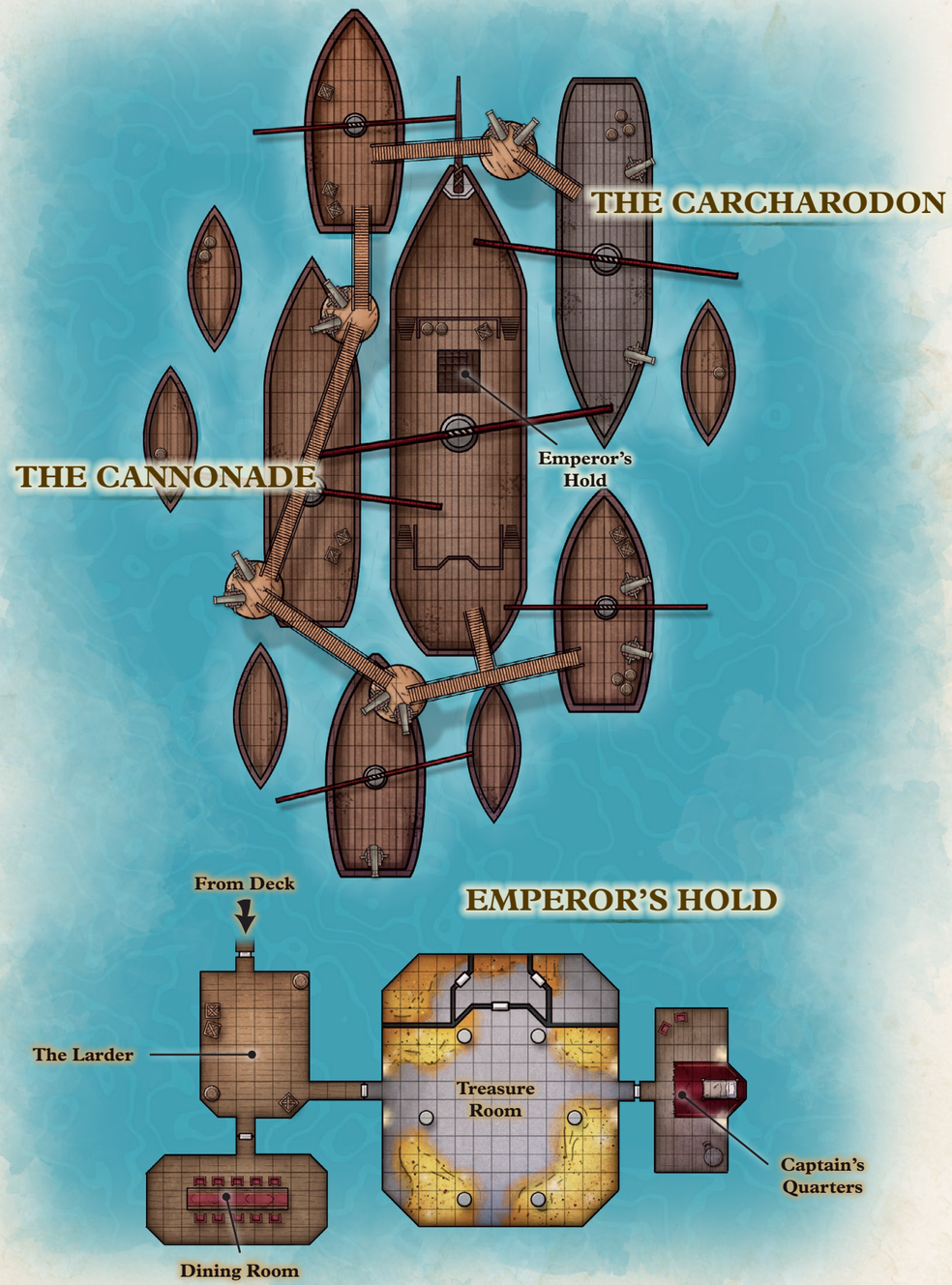
Pirates, chained aquatic monsters



ERROL ZANZAR THE PIRATE-KING

(Atsaad male, Bandit Captain, Chaotic Neutral)

This dashing, charismatic atsaadi pirate has been terrorizing the scattered settlements along the Kalnorean Coast for years. Hunted by Lawbrand's dogged navy, Zanzar always manages to evade capture with the help of his loyal Zanzarra pirates. Driven to disrupt and harass Lawbrand's forces however and wherever he can, he remains one of the realm's most notorious criminals.



URBAN AND OUTDOOR ENVIRONMENTS

URBAN ENGAGEMENTS

Lawbrand's densely packed Trade-Cities offer intrigue and adventure at all hours of the day and night. Though each city has its own specific sites and factions, they all share many common elements of everyday life and constant dangers lurking around every corner.

Listed below are common urban environs which players can find in any Trade-City, as well as other trouble they may get into.

D20	URBAN ENCOUNTERS		
1	Centaur Gangrunners	11	Violent Insurrectionists
2	Drunken Ruffians	12	Professional Thieves
3	Draconis Malisath Enforcers	13	Fangs of Scyllia Soulstalker
4	Intimidating Slamstars	14	Hired Assassins
5	Opportunistic Street Thieves	15	Suspicious Inspector-Magus
6	Order Militant Peacekeepers	16	Raging Quarry Giant
7	Children of the Sun Enlighteners	17	Aggressive Mercenaries
8	Territorial Street Gang	18	Corrupt Order Militant Officers
9	Nervous Black-Market Smugglers	19	Belligerent Street Thugs
10	Necromanti Occultist	20	Knight-Paladin and Enforcers

MUSIC VENUES

From humble backroad taverns to the grand theaters of Sargrad's Gilded District, music venues of all types and sizes have become a staple of everyday life in Lawbrand. GMs can use the following table to create a randomly generated music event by rolling to determine the event's Music Venue Location, Type, and Venture.

D6	MUSIC VENUE LOCATION	
1	**Roadside Tavern**	Found along the highways that stretch between the Trade-Cities, these lively venues can be as dangerous as they are inviting.
2	**City Tavern**	These venues can be found on every street in every Trade-City. Taverns are where folk come to unwind after their long work shifts. Always lively, they feature a mix of traditional and new music.
3	**Street Concert**	These shows are usually held in crowded marketplaces and busy intersections, and feature a few select bards and bands popular in the local area. These energetic shows are often bolstered by local food vendors and beverage sellers.
4	**Impromptu Performance**	These surprise performances can happen almost anywhere in Lawbrand and usually involve a single bard or band popping up to play their tunes and entertain audiences of bystanders, passersby, and lucky fans.
5	**Concert Theater**	Grand music halls can be found in the larger Trade-Cities like Sargrad, Skarborough, and Innis. These lavish venues host a wide array of different music types and acts.
6	**Music Festival**	Music festivals are rare in Lawbrand, but they offer the widest possible array of music and acts for attendees. These heavily attended, often raucous festivals are securely guarded by armed security.

D6	MUSIC VENUE TYPE	
1	**Traditional Bard**	These classic performers delight audiences by singing classic ballads and humorous carols—all the while playing multiple instruments…
2	**Aetherskip Band**	These musicians use pipe instruments, drums, and woodwinds to create rhythmic, hypnotic music that entrances their dancing, undulating audiences…
3	**Ironcore Band**	Ironcore musicians create thundering rhythms with multiple sets of steel drums and heavy percussion instruments, all accentuated by frenzied mandolins…
4	**Shock Bard**	"Shock bards" use callous humor and irreverent subject matter in their lyrics and poetry. These performers draw enthusiastic crowds but are often ostracized by the more respectable event promoters…
5	**Sidewave Performer**	Bards playing Sidewave music draw their inspiration from street life and earnest, gritty themes of everyday living. Sidewave is one of the most popular music types in the Trade-Cities…
6	**Macabrea Performer**	Macabrea artists fuse melancholy music and the poetic body motion, producing beautiful yet haunting avant-garde performances…

D8	MUSIC VENUE VENTURES
1	The inexperienced bard/band's music is so bad it's actually inciting the angry audience to violence…
2	The highly inebriated bard/band has passed out onstage, and the panicked promoter begs the players to take up instruments and continue the show before the crowd gets rowdy…
3	The unruly crowd doesn't want to hear the music; they just want to party and smash things up…
4	The bard/band is about to perform what they hope is their breakout song. It's all on the line for them…
5	The bard/band spies the players in the audience and is convinced that their adventures will be the muse for their next grand creative opus…
6	Rowdy audience members keep climbing onstage and leaping back into the crowd. The bard/band is getting frustrated with all the interruptions…
7	The bard/band is playing a rather provocative ballad about another bard's attractive yet apparently faithless significant other. A fight is sure to break out…
8	The bard/band played a great show, but they ran up a large alcohol tab they can't pay. They require aid in gathering their gear and escaping the venue's enraged proprietors…



MARKETPLACES

Whether they be massive bazaars like Lietsin's sprawling Sand Markets or fashionable boutique-lined avenues like Innis' Lorral Lane, the diverse marketplaces of Lawbrand offer a breadth of exotic goods and experiences.

D8	MARKETPLACE VENTURES
1	A merchant mistakenly accuses a party member of theft, and the local constabulary has been alerted…
2	A weapons vendor, obsessed with the party's well-worn weapons, wants to barter…
3	A group of pickpockets has targeted the party…
4	A Children of the Sun street preacher starts overturning carts and tables, decrying commercialism as society's deepest form of corruption…
5	An excitable drink vendor is selling potent alcoholic beverages that could knock out a bison…
6	Pilgrims from a distant Trade-City are buying supplies needed for their long journey home but appear to have been robbed of all their money…
7	It's rumored that a popular vendor is selling contraband arcana, and the nearby constabulary is keeping a wary eye on their activities…
8	A meat vendor offering succulent meats-on-a-stick has been accused of kidnapping his neighbors' smaller household pets…

INDUSTRIAL RUINS

Industrial ruins can be found in all of the urbanized Trade-Cities, but they are most common in Sargrad, Skarborough, Talis, and Innis. These derelict structures stand as evidence of economic downturn, as workers and residents are displaced or relocated to alternate sites. These abandoned locations often become "dark spots" in each Trade-City, where the local constabulary turns a blind eye to increased criminal activity.

GMs can use the following tables to create a randomly generated industrial scene by rolling to determine the area's Industrial Environment, Ventures, and Encounter.

D4	INDUSTRIAL ENVIRONMENTS	
1	**Derelict factory**	These colossal, dilapidated structures are lined with oversized industrial piping, intersecting overhead gantries, and massive, inoperable machineries…
2	**Abandoned warehouse**	These large structures have multiple floors that look down upon vast, central storage spaces lined with rows of stacked crates and broken shipping containers…
3	**Burned-out refinery**	These soot-covered structures are veritable labyrinths of industrial piping, colossal steam vats, and towering iron drums. Fire damage is evident everywhere, and the area's flooring seems particularly unsafe…
4	**Condemned tenement**	These huge, run-down buildings contain multiple floors lined with small living apartments. Garbage and broken furniture are piled in scattered heaps in every corner. Every inch of these structures seems on the verge of collapse…

D6	INDUSTRIAL VENTURES
1	The party discovers a cruel landlord using hired thugs to forcibly evict squatters with nowhere else to go…
2	The party hears panicked cries from local children who were playing too close to unstable wreckage and are now trapped…
3	The party stumbles upon a group of agitated factory workers holding a secret meeting to discuss how best to sabotage the local Trade-Guild's profits…
4	The party surprises a secret fellowship meeting of the Children of the Sun…
5	The party discovers a cache of illegal goods amassed by centaur gangrunners…
6	Mistakenly believing them to be subversive cultists, a group of Peacekeepers is harassing harmless vagrants who have been squatting in the ruins for weeks…

D8	INDUSTRIAL ENCOUNTERS
1	Bandits
2	Smugglers
3	Soulstalker
4	Enforcer
5	Giant Rats
6	Gangrunners
7	Occultist
8	Squatters

WOODLAND ENGAGEMENTS

Vast tracts of woodland surround the territories of Lawbrand and also buffer the Trade-Cities from one another. From the primordial forests of the Barrier Wilds in the north to the fey-touched Illian Forest to the south, the trackless woodlands teem with savage beasts and sylvan folk of all kinds.

The following tables allow GMs to randomly determine adventure hooks as well as one-off creature encounters appropriate to the environment.

D8	WOODLAND VENTURES
1	A lone bear cub takes a liking to a party member—but mama bear isn't far behind…
2	The party stumbles upon a camp full of nervous smugglers…
3	The party unknowingly wanders into the hunting grounds of a pack of dangerous predators…
4	A party member is caught in a hunter's snare…
5	Darting faeries suddenly appear and beckon the party toward a faintly glimmering copse of trees…
6	The party finds a wounded hunter who claims to have been attacked by a monster stalking the region…
7	The party meets a befuddled druid searching for her shapeshifted companion. Unfortunately, she can't remember which animal form they last took…
8	The party realizes a band of stealthy satyrs is stalking it—but can't yet tell if they're friend or foe…

D8	WOODLAND ENCOUNTERS
1	Bandits
2	Wolves
3	Goblin trappers
4	Bear
5	Owlbear
6	Eagle
7	Giant spiders
8	Hippogriff

RUINS OF AX'OLOTH

Found primarily in the dense woodlands south of Lawbrand and intermittently in the western edges of the Tanaroch, the ruins of Ax'oloth are all that remain of the salamar's once prolific civilization. These ruins often consist of aboveground structures covered in dense moss, flowers, and vines. They are often situated atop subterranean tunnel systems that connect different sites. Botanists have taken note that exotic flora seems to thrive in these overgrown sites.

The following tables allow GMs to randomly determine flavorful environments and adventure hooks as well as one-off creature encounters appropriate to the environment.

D4	AX'OLOTH ENVIRONMENTS	
1	**Gnarlwood shrine**	These majestic sites feature colossal trees that have twined together around temple structures, creating what must once have been public squares where the salamar would meet and commune spiritually…
2	**Underground laboratory**	Full of broken alchemical equipment and the remnants of archaic machinery, these laboratories were unique to the nature-focused salamar…
3	**Sun house**	These enclosed bathhouses, made of stone and open to the sky, were where the salamar would bathe and sun themselves…
4	**Dormitory**	These large, subterranean ruins hold apartments where salamar families lived. Now, they are broken and lined with corroded trinkets and ossified furniture…

D6	AX'OLOTH VENTURES
1	Amid the wreckage, the party finds a mysterious pool that shows reflections of a world long since passed—graceful temples entwined with beautiful trees and thriving gardens…
2	The party enters a hallowed chamber full of sarcophagi—each with intertwined skeletons nestled inside. These were the salamar's family crypts…
3	The ruins are lit by an eerie orange glow as mist wafts up from the deeper recesses. There's something noxious sleeping beneath the earth…
4	The party stumbles upon an overgrown garden area where the plants seem to move of their own volition. And they look hungry…
5	A salamar pilgrim, seeking to transcribe the ruins' ancient pictographs, requires aid in reaching the deepest pictograph chamber…
6	A team of archaeologists from the Conservatorum went into the ruins but never came out. The team's sole survivor says that "devil serpents" poured out from the walls and devoured his comrades…

D6	AX'OLOTH ENCOUNTERS
1	Rats
2	Snakes
3	Oozes
4	Bats
5	Salamar
6	Giant constrictor snake



DESERT ENGAGEMENTS

The vast Tanaroch Desert lies to the east of Lawbrand, stretching from the Barrier Mountains in the north all the way to the unknown reaches of the far south. It is a scorching hot wasteland, home to a number of rugged cultures and predatory beasts. The Tanaroch is dotted with the ruins of ancient cultures that remain a mystery to those dwelling in distant Lawbrand.

The following tables allow GMs to randomly determine adventure hooks as well as one-off creature encounters appropriate to the environment.

D8	DESERT VENTURES
1	The party discovers the wreckage of a long-abandoned caravan…
2	The party is ambushed by opportunistic raiders…
3	A sudden sandstorm forces the party to take shelter within a reeking, bone-strewn cave…
4	The party comes across a lost chariot racer who doesn't know their race has long since ended…
5	A small group of ma'ii approach the party, asking for aid in rescuing their wounded comrade from a sinkhole…
6	The party encounters a ragged caravan limping its way back to Lawbrand. The panicked caravanners claim that they are being pursued by the Children of the Sun, who want to prevent them from reaching civilization…
7	The party discovers a seemingly abandoned desert dwarf watch post…
8	The party has wandered into sacred ma'ii territory and now finds itself hunted…

D8	DESERT ENCOUNTERS
1	Bandits
2	Children of the Sun Enlighteners
3	Centaur outrunners
4	Ma'ii pack
5	Giant scorpion
6	Ravenous
7	Bulette
8	Duneback

RUINS OF THE ALDAN THEI

These rare structures, usually found in eastern Lawbrand and scattered across the Tanaroch, are all that's left of the enigmatic Aldan Thei civilization. Blasted by terrible arcane power long ago, the ruins are incredibly lonely places. Some say they are haunted by the ghosts of the Aldan Thei themselves. These places are usually found as subterranean vaults—underground rooms and toppled walls with only a few free-standing structures remaining. The most obvious of these ruin types are the waywells found scattered throughout the desert—a few of which are rumored still magically to produce springs of water—and the towering obelisks similar to those found in Lietsin and Baker.

The following tables allow GMs to randomly determine flavorful environments and adventure hooks as well as one-off creature encounters appropriate to the environment

D4	ALDAN THEI VENTURES	
1	**Librarium**	Their walls etched with ancient symbols and their floors littered with tattered scroll cases, these ancient halls once served as places of study and meditation…
2	**Public square**	The floors of these open courtyards are covered with broken mosaic tiles, wrecked fountains, and stone benches…
3	**Repository**	These cramped, shadowed vaults are filled with tattered books and the remains of ancient scrying devices…
4	**Toppled obelisk**	These aboveground ruins resemble the standing obelisks found in Lietsin and Baker…

D6	ALDAN THEI VENTURES
1	A drow explorer, seeking the ancient power of their Tal'Gorah ancestors, warns the party to stay away from the ruins or risk their might…
2	A team of Conservatorum archaeologists has discovered a chamber of previously unknown sigils—a major breakthrough—but requires protection while they transcribe the ancient symbols…
3	The party discovers a waywell half buried in the sand—but a colossal sandworm has claimed the structure as its lair…
4	The players enter a burial chamber full of mummified corpses bearing pristine circlets on their heads…As the party draws closer, the mummies come to life!
5	The ruins have become a nest for ravenous sandworms that will violently defend their lair from intruders…
6	The party is confronted by a ghost who claims to have been there ages ago when the Auroboros consumed its ancient civilization…

D6	ALDAN THEI ENCOUNTERS
1	Earth elemental
2	Fangwraiths
3	Mummies
4	Skeletons
5	Drow sorcerer
6	Scorpions

COASTAL ENGAGEMENTS

Lawbrand's western border is defined by the Kalnorean Coast, a vast, rugged shoreline that runs from the Barrier Mountains in the north to the southern bay of Tidesfar. Trade ships, naval frigates, and even the vessels of the Zanzarra pirates regularly sail the coastal waters from Orinfell's fog-wreathed Greyport to Tidesfar's bustling Longshore. Innumerable beaches, coves, and inlets dot the densely wooded coastline.

The following tables allow GMs to randomly determine adventure hooks as well as one-off creature encounters appropriate to the environment.

D8	COASTAL VENTURES
1	A lone fisherman appears to have hooked more than they bargained for as a raging sahuagin, the hook still embedded in its gills, stalks toward them through the surf…
2	The party finds a half-drowned sailor who claims that Zanzarra pirates attacked and boarded their frigate. They fear that all hands were lost…
3	The party comes across a wrecked cargo freighter—its hold full of steel ingots intended for Tidesfar…
4	The party finds a cartographer from the Conservatorum who seeks protection as they map out the coastline's more dangerous stretches…
5	A heavily armed atsaadi raiding force has made landfall, intent on causing as much terror and destruction in Lawbrand as possible…
6	A pirate skiff has landed near a small trading post, and its crew is busy ransacking the traders' meager wares…
7	The party encounters an atsaad, staring out to sea from the shoreline. It plans to find its family's ruined home beneath the waves and recover a relic it once vowed to keep safe…
8	The party stumbles upon a small camp of smugglers who plan to sell their contraband weapons to atsaadi rebels on the Wassica Islands…

D8	COASTAL ENCOUNTERS
1	Zanzarra pirates
2	Daggermaw raiders
3	Air elemental
4	Giant crab
5	Daggermaw flayers
6	Chuul
7	Dragon turtle
8	Water elemental

RUINS OF ARDU

Found both on land and beneath the sea, the ruins of the atsaadi empire are scattered all over Lawbrand's coastlines. The ruins themselves are considered holy sites by the atsaadi tribes—but they are also coveted by pirates and traders for their potential riches and lost artifacts of power. The ruins of Ardu are covered with beautiful mosaics and graceful designs depicting oceanic scenes and themes. This beauty is evidence of a vibrant, affluent empire that was brought low by an abrupt catastrophe

The following tables allow GMs to randomly determine flavorful environments and adventure hooks as well as one-off creature encounters appropriate to the environment.

D4	ARDU ENVIRONMENTS	
1	**Drowned hall**	Once elegant, grandrooms, these halls are now overgrown with moss and seaweed, their elaborate sculptures and works of art eroded by tides and caked with sediment…
2	**Broken watchpoint**	These drowned garrisons are full of rusted weapons and training stages, their broken barracks littered with ruined maps and scaled uniforms…
3	**Sunken altar**	Once places of worship, these shrines now lie toppled and broken. Still, there are echoes of a powerful spirituality that can be felt by all nearby…
4	**Dwelling**	These simple homes, clustered together in twos and threes, were once the domiciles of atsaadi families. Their discarded trinkets and heirlooms can be found scattered around the surrounding area…

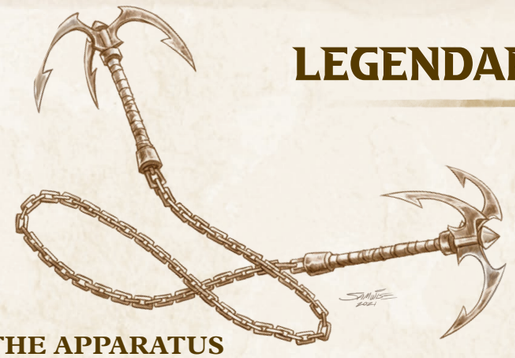
D6	ARDU VENTURES
1	A priceless memory pearl—containing the experiences of Ardu's citizens before the fall—is rumored to be locked in a nearby subaquatic vault. Its retrieval would be seen as a miracle to the atsaadi people…
2	A giant squid has taken residence within a vault containing precious atsaadi heirlooms…
3	An atsaadi oracle beckons the party deeper into the ruins. Having seen their arrival in a vision, they are convinced that the party will restore balance to the mournful ghosts that inhabit the area…
4	Atsaadi citizens of Lawbrand, exploring their old homeland, have been captured by merciless sahuagin…
5	The party interrupts a gathering of hostile atsaad in the middle of planning an attack against Lawbrand's navy…
6	A notorious atsaadi criminal, wanted for multiple acts of atrocity in Tidesfar, has taken refuge in an ancient shrine and must be apprehended…

D6	ARDU ENCOUNTERS
1	Water elemental
2	Sea serpent
3	Daggermaw
4	Zanzarra pirates
5	Giant crab
6	Sahuagin

MAGIC ITEMS

There are numerous magic items and artifacts of renown scattered throughout the lands of Drastnia. Some are ancient, having played vital roles in key historical events—while others have been crafted in the fires of modern ingenuity. Whatever their origins, wondrous arcane items can empower those fortunate enough to find them—and daring enough to wield them. The following chapter provides rules and lore for some of Lawbrand's most powerful items.

LEGENDARY WEAPONS



THE APPARATUS

Wondrous item, legendary (requires attunement)

A mechanical marvel, the Apparatus serves a dual purpose as both a climbing device of incredible utility and as a deadly weapon. Rumored to have once been wielded by an elite member of the Draconis Malisath, this device could allow the user to reach locations that would be impossible by normal means. Though it's held that the device was lost in the wilds near Wallaroo, it's unlikely that the Malisath would relinquish such a precious tool without a fight.

As an action, select a solid object such as a wall or ceiling within 60 ft. and immediately zip to this point in a straight line. This movement does not provoke attacks of opportunity.

- The Apparatus may also be used in combat as a one-handed versatile melee weapon that deals 2d6 damage.
- As an action, make a ranged attack against a creature within 60 ft. On a hit, the target takes 2d6 slashing damage and makes a Dexterity saving throw against a DC equal to the attack roll. On a failed save, the target is immediately pulled 15 ft. in a direct line toward the attacker. If the target is huge or larger, the attacker instead may choose to be pulled 15 ft. closer to the target.

AXE OF DESERT WINDS

Weapon (any type of axe), legendary (requires attunement)

This mighty axe, crafted upon the Sunforge of Red Bluff, can cleave through solid stone. Its blades have been sharpened with crystals of bloodstone, leaving small shards embedded into the axe's edges. These shards give the axe an incandescent amber glow and allow the wielder to absorb mystical energy from nearby foes.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

Energy Absorption

- When a creature is slain by an attack with this weapon, the wielder regains 1 expended 1st-level spell slot and a 2nd-level spell slot. If the creature is slain by a critical hit with this weapon, the wielder regains 1 expended spell slot of 1st level, 2nd level, 3rd level, and 4th level.

BLADE OF THE BEGOTTEN SUN

Weapon (any sword), rare (requires attunement)

This graceful, fire-blackened sword was crafted by smiths of the Children of the Sun whose names were lost to the desert winds long ago. The blade, which appears to glow with an inner fire, can protect its user by absorbing heat from any source.

You gain a +2 bonus to attack and damage rolls made with this weapon.

- The wielder of this weapon gains resistance against fire. This weapon can absorb a small source of nonmagical fire to emit light in a 10 ft. radius on command, lasting up to one day.



DUNESTALKER'S DAGGERS

Weapon (dagger), rare

These twin daggers are rumored to have been carved from the bones of one of the deadly Ravenous. Their lightweight nature allows for preternaturally quick strikes, giving them an almost ghostly effect that confounds slower enemies.

You gain a +1 (uncommon) / +2 (rare) / +3 (very rare) bonus to attack and damage rolls made with this magic weapon.

- These daggers have 1 (uncommon) / 2 (rare) / 3 (very rare) charges. They regain 1 charge at dawn.
- As a bonus action, you can expend a charge to create a mirage-like apparition in the form of a snarling Ravenous that appears directly above you and mimics your every move and expression. This ghostly illusion gives any attack against you disadvantage for 1 round.

FANGS OF TORMENT

Weapon (dagger), rare

Shaped like fangs from a hydra's maw, this pair of serpentine daggers act as a conduit for a powerful hallucinatory toxin that can drive their target to madness. When drawn from their sheathes, the blades drip with viscous green fluid—seemingly eager to sink deep into innocent flesh.

You gain a +2 bonus to attack and damage rolls made with this weapon.

- After a target suffers any harm from this weapon, they must succeed a Wisdom saving throw with DC equal to 10 + your Proficiency modifier. If the creature fails, it retreats into its own mind, immediately dropping their weapon and becoming frightened. On their turn, the affected creature can make a Wisdom saving throw DC = Proficiency modifier + 10 to cease being frightened (lasts up to 3 turns).

HYDRAULIC PULVERIZERS

Weapon (gauntlet, bludgeoning), rare

These mechanical gauntlets, carefully crafted by designers in Talis, were engineered to enhance the bearer's strength while manipulating industrial pulleys. While made for heavy labor, they seem to have been repurposed for combat. These gauntlets allow for the user to lift, crush, or "pulverize" whatever might stand in their way.

You gain a +1 (uncommon) / +2 (rare) / +3 (very rare) bonus to attack and damage rolls made with your fists while wearing these.

» Before you make a melee attack with your fists, you can choose to take a −5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. Additionally, when attempting to grapple a creature larger than you, you gain advantage.

MACE OF THORNS

Weapon (mace), rare (requires attunement)

This rusted, thorn-wreathed mace is rumored to have been wielded by a penitent Paladin of Old Sularia who sought redemption through its use. Now a sacred relic of the Circle of Thorns, the battered mace radiates an aura of grief and carries the pungent scent of unnatural decay.

You gain a +3 bonus to attack and damage rolls made with this weapon.

» Each time a creature suffers harm from this weapon, they must succeed a DC 15 Constitution saving throw. If the target creature fails, they become withered for 1 minute, causing them to have disadvantage on attack rolls.

MALEVOLENCE

Weapon (greatsword), legendary (requires attunement)

This ebony, two-handed sword was forged by ancient drow smiths in utter darkness. It radiates negative energy, with a bone-chilling cold that can be felt even through its scabbard. The shadow of Malevolence appears darker than other objects, and its weight seems heavier in your hands after it has taken a life.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

Devour Essence
When this weapon deals a killing blow to a creature that has at least one resistance and is not undead, you sever the creature's ties to the corporeal realm, absorbing its soul into Malevolence. The wielder of Malevolence gains one of the resistances the creature had for 24 hours and gives the weapon 1 charge, up to a maximum of 12.

Unleash Essence
As an action, while Malevolence contains the essence of a slain creature, you may expend charges to deal damage in a 15 ft. cone in front of you for xd6 necrotic damage, where x is the number of charges expended. If you expend charges in this way, you lose all resistances gained from Malevolence.

MIDNIGHT'S EDGE

Weapon (dagger), legendary (requires attunement)

This sinister dagger is rumored to have been wielded by one of the Draconis Malisath's Wraithblade assassins. Dubbed "Midnight's Edge," it has cut short the lives of many who made enemies of the dreaded Malisath. The dagger's shadowy blade is tainted by vampiric energies, allowing it to absorb some of its prey's life force for a time.

You gain a +3 bonus to attack and damage rolls made with this weapon.

» Attacks with this weapon deal an additional 2d6 necrotic damage. Any damage dealt is gained as temporary hit points. (Temporary hit points do not stack.)

SALDRED'S HAMMER

Weapon (maul), legendary (requires attunement)

This massive hammer shines with a golden radiance that illuminates friends and foes alike. In your hands, it feels almost too light, as if it's being hefted by an unseen force. Inscribed along its ornate pommel is the original owner's name—Saldred Oth'Sular, the first and only Emperor of Old Sularia. The sacred hammer's presence in Lawbrand is the stuff of legend—a legend not only of the great man who wielded it but of the righteous power that Sularia once represented.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

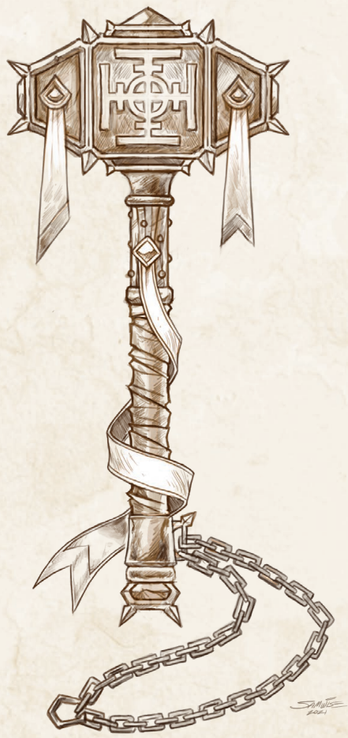
Light-Blessed

» Attacks with this weapon deal an additional 1d8 holy damage. The hammer has 3 charges.

» While attuned to it, you can expend 1 charge for the following effect: when a creature suffers harm from this weapon, a pillar of light strikes down, blinding the target for 1 turn and dealing 4d10 radiant damage, causing the creature to make a DC 15 Constitution saving throw. If the creature succeeds, it takes half as much damage and is not blinded.

» Additionally, the pillar of light continues to shine for 1 minute, taking the space of a Medium creature. If a creature passes through it or begins its turn in it, it deals 2d6 radiant damage to that creature.





SCREECHING BOW

Weapon (longbow), legendary (requires attunement)

A bow made from thorny wicker brambles and large avian leg bones, the Screeching Bow is a weapon that is both dangerously savage and strangely noble. Any arrow that is let loose from its strings emits a piercing avian scream as it flies, as if a hundred great eagles voiced their fury all at once.

You gain a +3 bonus to attack and damage rolls made with this weapon.

» When an attack made with this bow successfully hits an enemy, the arrow then explodes. The target and each creature within 5 ft. of it must succeed a Dexterity saving throw with DC equal to 10 + your proficiency or take 2d6 thunder damage.

INSTRUMENTS OF EUPHORIA

ACCORDION OF WONDROUS DELIGHTS

Wondrous item, very rare

Shaped to resemble a dragon's flaming maw when fully expanded, the Accordion of Wondrous Delights is capable of producing numerous magical effects when played, and most of them are usually beneficial to its player…



While playing this accordion, you are able to call upon its wondrous powers once per day. The accordion has a switch that swaps its capability for show or combat. While playing for show, you can play the accordion safely without any additional effects. In combat, the accordion has a will of its own, resulting in any number of random effects. As an action, you may play the accordion and let loose one of its wondrous delights by consulting the Accordion of Wondrous Delight Effects table.

D10	ACCORDION OF WONDROUS DELIGHT EFFECTS
1	Water shoots from the accordion into the sky, raining down in a 30 ft. wide circle, healing all friendly creatures for 2d8.
2	Every creature within 30 ft. of the accordion is affected by Enlarge/Reduce (Enlarge).
3	Every creature within 30 ft. of the accordion is affected by Enlarge/Reduce (Reduce).
4	A loud burst of heinous sound emits from the accordion. Every creature within 30 ft. must make a DC 15 Wisdom saving throw. If failed, the creature is frightened for 1 minute.
5	A scintillating, chromatic mist emanates from the accordion. All creatures within 30 ft. of the user gain the benefits of a long rest.
6	The boisterous tune emanates from the accordion, invigorating you. For the next 10 minutes, you gain +5 AC.
7	Lost in the accordion's rhythms, you fall through reality itself and reappear anywhere within 100 ft. (The GM decides where you appear.)
8	Flashes and multicolored sparks erupt from the accordion's keys as all creatures within 30 ft. may take an extra action for 1 minute.
9	Howling winds burst from the accordion, allowing creatures to fly at a speed of 60 ft. for 10 minutes.
10	The accordion starts flashing and making extremely loud, discordant noises. During the next round, it will explode, harming all creatures within 30 ft. for 6d20 damage and forcing them to make a DC 20 Dexterity saving throw. In the following round after it explodes, the accordion magically reappears in your hand.

BESSY'S CLAMOROUS COWBELL



Wondrous item, very rare

This shabby, oversized cowbell doesn't look like anything special. Weathered and dented, it seems well past its prime. While it produces clear, ringing notes when played as an instrument, rumors hold that the innocuous bell might just be an instrument of udder ruin…

When the cowbell is struck, cast Earthquake at your location. Can only be used once per day.

BLAZING LUTE

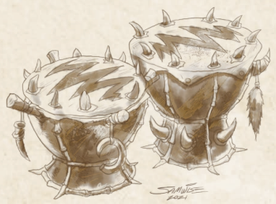


Wondrous item, very rare

An ebony instrument with flame motifs engraved in silver, the Blazing Lute features incredibly resistant strings of elvish making. As you play it, sparks begin to fly from the strings, growing in intensity as you play faster. As your notes increase in speed, the sparks turn to fire, flicking outward into a roaring flame. Keep playing, and the fire dances before you… but play too long, and the flames might just consume you.

When this lute is played, a beautiful fire erupts. Each creature in a 15 ft. radius must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The damage increases by 1d6 for each consecutive turn the flute is played, up to a maximum of 8d6. The flute may only play one song per short rest.

DRUMS OF DOOM



Wondrous item, very rare

This pair of tethered drums was created by a group of powerful orc shamans centuries ago. Made of bone and patched animal hides, the drums still manage to deliver a tremendously powerful percussive sound. Playing them sends physical reverberations through all nearby creatures—driving them into an aggressive frenzy.

As an action, begin pounding the drums of doom to bring about a frenzy. All creatures within 60 ft. gain advantage on Strength checks and Saving throws and become resistant to all nonmagical damage. This effect lasts for as long as the drums are being played.

HORNED LYRE



Wondrous item, very rare

This lavish ivory lyre, covered in golden etchings and filigree, has a distinct feature atop its yoke—the visage of a winged unicorn. The unicorn's horn gives off a radiant light that seems to accentuate any tune played on the lyre, casting a feeling of warmth to all nearby.

As an action, begin strumming the horned lyre to soothe the emotions of listeners. All creatures within 60 ft. make a Wisdom saving throw and do so with advantage if you or your companions are fighting them. If they fail the saving throw, they are Charmed by you until the music stops or until you or your companions do anything harmful to them. The Charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was Charmed, but not by whom.

WONDROUS ITEMS

BARD-IN VIP WRISTBAND

Wondrous item, uncommon

This bead-strewn, braided-leather wristband allows for unrestricted access into the exclusive backstage areas of Bard-In.

Skip to the front of any queue without question and gain access to any backstage area during the Bard-In Music Festival.

BEZZUS' BELT O' BEES

Wondrous item, rare

This inexplicable belt is stiff, uncomfortable, and heavy. While impractical, it features a small, buzzing compartment at the front that can be opened to release a swarm of angry bees!

This belt has 3 charges. While wearing it, you can use a charge as an action to summon a dense cloud of bees that attack nearby enemy creatures. The cloud of bees uses the same statblock as a Swarm of Wasps. The belt regains 1d3 expended charges at dawn.

BLOODSTONE PIERCING

Wondrous item, rare

A small piece of Bloodstone jewelry that can easily be used as a piercing for your brow, ear, or lip. The stone itself is always warm to the touch, as it consumes the heat from the air around it.

You have resistance to fire while wearing this accessory.

BOOTS OF MOSH



Wondrous item, rare

These black leather boots have a real heft to them. Their soles and toe covers are lined with a dwarven-forged alloy, making them impervious to harm. Though they are heavy, their incredibly balanced design helps when performing strenuous activities such as stomping around in circles and kicking others' heads in…

While wearing these boots, you have advantage on Strength checks.

BOUGH OF GOSHAEDAS

Wondrous item, uncommon

This peculiar branch, blooming with wild berries, seems to replenish itself daily, despite having been cut from its source. Some say it once grew from the boughs of the wise old treant, Goshaedas.

You can use a bonus to pluck a greatberry from the bough. Each greatberry can be eaten to restore 3 hit points and provides enough nourishment for a day. The bough regrows 2d4 greatberries each day at dawn.

BRACERS OF THE LIVING GROVE

Wondrous item, rare

This wondrous pair of bracers is made from the enchanted bark of an ancient treant. Incredibly durable, the bracers still pulse with life energy; sprigs and soft leaves sprout anew from the gnarled wood after taking any damage.

These bracers have 3 charges. While wearing these bracers, you gain a +2 bonus to AC, but you become vulnerable to fire damage. You can expend 1 charge to have the bark cover your entire body, giving you resistance to bludgeoning, piercing, and slashing damage for 30 seconds.

DEANO CARDIGAN (100% WOOL!)

Wondrous item, uncommon

The comfiest cardigan this side of the Tanaroch Desert! Expertly knitted by an artisan tailor in Innis, this miraculous sweater provides the wearer with both practical everyday comfort and high fashion.

The wearer gains resistance to cold damage, and wearing this sweater also gives entry into high-society events.

DRINKMASTER'S CASK

Wondrous item, uncommon

This small oak cask, bearing the rune of an ancient dwarven brewer, never seems to get any lighter as you drink the ale within it… Just how deep is this cask anyway?

A small container that never runs out of ale, but can only pour 2 liters per day.

FAERIE-MADE BOOTS

Wondrous item, rare

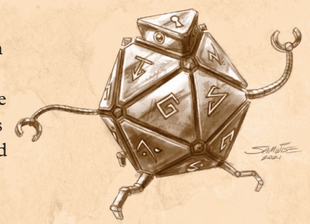
This square-toed pair of leather boots features glittering laces dyed a unique shade of pink. The boots themselves are oversized for any normal humanoid, but seem to shrink as you put them on…

While these boots are equipped, you may cast Enlarge/Reduce (Reduce only) on yourself at will.

G.A.D.GET "GYRO-CENTRIPETAL AUTONOMOUS DEVICE"

Wondrous item, rare

This mysterious, multifaceted device whizzes and whirrs with a mechanical whine. As you watch, it shudders and reconfigures itself into the form of a small, clockwork automaton with spindly appendages and spidery feet. Built by the engineers in Talis to perform several distinct functions, the automaton seems capable of accepting a very specific set of commands….



The G.A.DGET has 5 charges. It is a device that can transform as needed. As an action, you can command the G.A.DGET to perform a duty, listed below. The G.A.DGET regains 1d4 charges every day at dawn. If you expend the G.A.DGET's final charge, it overheats and explodes, dealing 2d6 fire damage to all creatures within10 ft.

Fire Net Cannon
Shoot a net attached to a rope at a target up to 30 ft. away. The target creature must make a DC 10 Dexterity saving throw. If failed, the creature is restrained and is dragged to your location at a speed of 30 ft.

Deploy Fire Extinguisher
G.A.DGET can put out small fires without being asked. In fact, G.A.DGET insists on doing so, even if you may not want it to.

Become a Barricade
Expand to form a 15 ft. wide barricade. G.A.DGET roots itself and widens up, blocking the sight of any creatures from seeing the other side of it. This effect lasts up to ten minutes. While in barricade form, G.A.DGET has the following statistics:

- *G.A.DGET can only be damaged through physical means, and if it's hit points reach 0, G.A.DGET becomes broken and won't work until the owner takes a long rest.*
  - *Hit Points: 200*
  - *AC 7*

Become a Rolling Cage
Transform into a cage with wheels. The cage can fit up to three medium creatures or one large creature. The bars are extremely durable, making it incredibly difficult to bend or break. The cage can be moved by a creature with Strength 14 or higher at a speed of 20 ft.

Become a Collapsible Campsite
G.A.DGET simply has everything a small party would need for a campsite within it, including the materials for a tent, campfire, and bed rolls. When creating a campsite this way, it is always considered a Success, but players should roll to cook their food separately.

Become a Collapsible Raft
G.A.DGET becomes a huge life raft that can easily fit up to 7 people on it.

GANGRUNNER VEST

Wondrous item, uncommon

This weathered leather vest features gritty artwork and gangrunner logos as well as prominent spikes that are stitched into the leather. The sharp spikes will harm anybody who dares to strike you. Though edgy and stylish, the vest makes for poor armor, as the spikes tend to press into your body as you move around, hindering your ability to defend yourself.

When you discover this item, roll a D3 to determine its abilities:

- 1: Your AC is reduced by −1. Creatures that hit you with melee attacks take 1d4 piercing damage.
- 2: Your AC is reduced by −2. Creatures that hit you with melee attacks take 1d6 piercing damage.
- 3: Your AC is reduced by −3. Creatures that hit you with melee attacks take 1d8 piercing damage.

THE GOLDEN GOBLET

Wondrous item, rare

A reward given only to the champion of RevelSLAM, this exquisitely engraved, gem-encrusted goblet makes any drink poured into it taste better—and last even longer.

The Golden Goblet has 3 charges. Liquid in it never spills unless drunk, even when turned upside down. Any potion may be poured fully into this goblet, allowing them to be used to their full effect three times.

GRIFFON'S MANE WIG

Wondrous item, uncommon

If you're not happy with your current hairstyle, there are many hairdressers in Lawbrand who would be happy to help style it for you. However, if you're lucky enough to find a real griffon mane, your wig will really fly…

While wearing this wig, you can fly at a speed of 10 ft.

MATING HORN

Wondrous item, rare

This enchanted horn, adorned with the white fur of a mighty buffalo, allows its user to let out a booming call that summons a stampede of ghostly white bison! But be careful that you don't stand in their path—it is unlikely they can be stopped by any mortal means.

This horn has 3 charges. As an action, the horn can be blown to summon a stampede of spectral bison, which trample anything in their path. The horde of bison charge through your immediate area, requiring every creature in a 15 ft. cone in front of you to make a Dexterity saving throw of DC 18. Creatures in the affected area take 3d6 damage and are knocked back 15 ft. on a failed save, or take half as much damage and are not knocked back on successful one.

OASIS BEADS

Wondrous item, uncommon

These beaded garlands, given in friendship by the Children of the Sun, are rumored to rejuvenate the bearer while traveling in the sweltering desert. While the source of their curious magic is unclear, the beads offer some hydration when placed in your mouth.

An obsidian bead can be held in your mouth to prevent thirst and dehydration. Its effects only last while the bead is in your mouth.

THE OBSIDIAN SCEPTER

Wondrous item, rare

This malefic, cursed scepter is rumored to have consumed countless souls over the centuries. If you're willing, you can use its dark power to bring yourself to the edge of death, converting your life force into destructive magic that can be used against your enemies.

This scepter has 1 charge. You may expend this charge to reduce your hit points to 1 and deal the amount of hit points you reduced to an enemy creature as necrotic damage.

PANTHER MASQUE-ERA

Wondrous item, uncommon

This mystical vial contains what appears to be black, oil-based makeup. When applied liberally, the makeup makes the user's eyes appear to shine like those of a wild jungle beast on the prowl…

This vial of makeup has 1 charge. It can be painted around your eyes as a swift action. You gain advantage on any Charisma check while wearing the makeup. It wears off after 1 week and is resistant to water.

THE PIT

Wondrous item, rare

Stored inside a small vial of pure darkness, you can fling out a shadowy disc that rapidly expands before making contact with any solid surface. On impact, the disc creates an aphotic physical recess within the mass it touches.

You can use an action to open the vial and release its contents onto a solid surface to create a magical recess 30 ft. wide and 20 ft. deep. No light can enter or leave the Pit. It lasts for 10 hours, after which the contents are ejected 10 ft. into the air.

REVEL CHAMPIONSHIP BELT

Wondrous item, very rare (requires attunement)



Each year at RevelSLAM, a gladiator is crowned champion—representing the very pinnacle of bloodsport combat. As proof of their superiority, the champion is presented with an ornate, enchanted belt that augments their already formidable fighting skills.

While wearing this belt, your Strength is considered to be 20 when attempting to grapple a creature the same size or smaller than you. You have advantage when making attack rolls of a creature you are grappling, and you can use your action to attempt to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

SCEPTER OF PERDITION

Wondrous item, uncommon

This ancient scepter, tarnished by time and caked with ash, features the mark of the Necromanti—a secretive group of sorcerers who have sought to overthrow civilization for centuries.

You can spend an action and break the scepter, releasing the haunting spirit trapped within it. The spirit within haunts the nearest creature other than the one who broke the scepter for 1 minute. While haunted, any action taken by that creature immediately results in 2d4 necrotic damage. The creature who broke the scepter gains temporary hit points equal to the damage dealt. Once broken, the haunting spirit is unable to be restored and the scepter is useless.

TALISMAN OF AX'OLOTH

Wondrous item, uncommon

This small, elegant talisman made of a tarnished stone features a purple gem at its center. The item hums with ancient power that seems to grow in intensity when your allies are nearby.

Allows the wearer to communicate telepathically with allies within 30 ft., but they cannot communicate back.

TALISSIAN GLIDER PACK

Wondrous item, rare

An experimental backpack that contains retractable mechanical wings that allow the user to glide through the air for short periods. As ever, the prototype was developed by the overambitious engineers from Talis and might not always function as intended.

As an action, release the wings of your backpack to activate its glide function. You have a flight speed equal to your movement, but you are unable to ascend.

WAYWELL COMPASS

Wondrous item, uncommon

This compass doesn't seem to be based on any magnetic fields but points unerringly toward the nearest magical waywell in the desert. Its construction seems to be of elven make—something you don't often see in Lawbrand.

A compass made of clay and steel, it always points to the nearest waywell (like those in the Tanaroch Desert), no matter how distant it might be.

WILHELM'S HAT

Wondrous item, legendary (requires attunement)



This tall, tower-shaped hat with sea-green stripes has begun to tilt crookedly with age. Its previous owner was known to be quite lucky. But apparently not lucky enough to hold on to their wondrous hat…

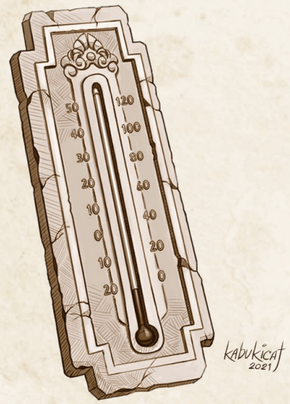
This hat has 3 charges. Whenever you make an attack roll, ability check, or saving throw, you may spend 1 charge to roll an additional d20. You can use this ability after the original roll, but before the outcome is revealed. You choose which of the d20s is used for the attack roll, ability check, or saving throw. The hat regains 1d3 charges daily at dawn.

"THE WORLD'S SMALLEST… AND LARGEST THERMOMETER"

Wondrous item, uncommon

This strange device found in the Baker gift shop tells the temperature accurately, despite its tiny size. A closer inspection reveals a bit of glowing liquid slowly leaking from the device… maybe you could use that for something?

This item has 1 charge. You can expend a charge to cast the spell Enlarge/Reduce on any target within 5 ft. The thermometer also tells you the temperature if you look closely enough.



BESTIARY

The world of Drastnia is inhabited by dangerous creatures, nefarious villains, and horrific monstrosities of every kind. From the bloodthirsty Fleshreavers of the Howling to the colossal, rampaging Dunebacks of the Tanaroch Desert, the threats facing the citizens of Lawbrand come in all shapes and sizes. The following section details and rules and lore for some of the realm's most distinct foes.

ASH'AHAND

Trained as battle priests who wield the devastating powers of the sun, the Ash'ahand serve as both the spiritual leaders and most ardent defenders of the Children of the Sun. Their zealotry and fiery devotion are inspirational to their followers but terrifying to all enemies of the faith. The Ash'ahand can channel the sun's fury by hurling gouts of fire, creating whirling shields of flame and calling down fiery blasts from the heavens. They are the wrath of the sun personified—and are committed to burning down the old world and trampling upon its ashes…

LIGHTSWORN

These priests often direct the Children's warriors in battle—and can wield the light of the sun to strike at unbelievers and blind them with righteous truth.

FLAMEWAKER

As aggressive as they are merciless, Flamewakers use a wide variety of destructive flame spells to burn the Children's enemies to ash.

SUNSPEAKER

The Children's highest-ranking priests, Sunspeakers voice the will of the Prophet and can call down fiery wrath upon all those who oppose them.



LIGHTSWORN

Medium humanoid (any race), lawful evil

ARMOR CLASS: 12
HIT POINTS: 52 (8d8 + 16)
SPEED: 30 ft.

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

Saving Throws: Cha +3
Damage Resistances: Fire
Skills: Perception +3, Religion +6
Senses: passive Perception 13, any senses specific to its race
Languages: Common, any language specific to its race
Challenge: 3 (700 XP)

Spellcasting The Lightsworn is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following cleric spells prepared:

- Cantrips: *Light, Mending, Sacred Flame*
- 1st-level (4 slots): *Strength Beyond Strength, Ring of Flame, Wrath of Cinders*
- 2nd-level (3 slots): *Aid, Enhance Ability, Warding Bond*
- 3rd-level (2 slots): *Beacon of Hope, Dispel Magic*

ACTIONS

Knife, *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 2) piercing damage.

Shield of Light (recharges after a short or long rest): The Lightsworn grants 14 (3d8) temporary hit points to a friendly creature within 60 ft.

Solar Shatter: The Lightsworn causes a fallen Ash'ahand or Ash'ahar creature to burst into light, restoring 14 (3d8) health to a friendly creature within 60 ft.

FLAMEWAKER

Medium humanoid (any race), lawful evil

ARMOR CLASS: 13
HIT POINTS: 105 (14d8 + 42)
SPEED: 30 ft.

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

Saving Throws: Cha +3, Wis +5
Damage Resistances: Fire
Skills: Intimidation +6, Perception +3, Religion +6
Senses: passive Perception 13, any senses specific to its race
Languages: Common, any language specific to its race
Challenge: 6 (2,300 XP)

Spellcasting: The Flamewaker is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following sorcerer spells prepared:

- Cantrips (at will): *Fire Bolt, Light*
- 1st-level (4 slots): *Burning Hands, Mage Armor, Winds of the Tanaroch*
- 2nd-level (3 slots): *Flame Lash, Ring of Flame, Scorching Ray*
- 3rd-level (3 slots): *Counterspell, Fireball*
- 4th-level (2 slots): *Wall of Fire*

Control the Flames: The Flamewaker applies its Charisma bonus to the damage of cantrips it casts.

Illuminating Edge: As a bonus action, the Flamewaker grants a friendly creature within 60 ft. +1 to all attack rolls and that creature's attacks deal an additional 6 (1d6 + 3) fire damage. Cannot be used again while the empowered creature is still conscious.

ACTIONS

Knife, *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 3) piercing damage.

SUNSPEAKER

Medium humanoid (any race), lawful evil

ARMOR CLASS: 18
HIT POINTS: 135 (18d8 + 36)
SPEED: 30 ft.

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

Saving Throws: Cha +3, Int +6, Wis+9
Damage Resistances: Fire
Skills: Intimidation +4, Perception +6, Religion +6
Senses: passive Perception 16, any senses specific to its race
Languages: Common, any language specific to its race
Challenge: 9 (5,000 XP)

Spellcasting: The Sunspeaker is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following cleric spells prepared:

- Cantrips (at will): *Sacred Flame, Light*
- 1st-level (4 slots): *Guiding Bolt, Healing Word, Shield of Faith*
- 2nd-level (4 slots): *Prayer of Healing, Ring of Flame, Wrath of Cinders*
- 3rd-level (3 slots): *Beacon of Hope, Revivify*
- 4th-level (2 slots): *Gaze of Judgment, Guardian of Faith*
- 5th-level (2 slots): *Flame Strike*

ACTIONS

Staff, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) bludgeoning damage.

Incandesce: The Sunspeaker stokes their inner fire, causing their skin to crack and start radiating solar light. All creatures within 15 ft. must succeed a DC 15 Dexterity save or suffer 4d12 radiant damage. Creatures who succeed on this save take half as much damage.

LEGENDARY ACTIONS

The Sunspeaker can take 1 legendary action, listed below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Sunspeaker regains spent legendary actions at the start of its turn.

Fire Bolt: The Sunspeaker casts the Fire Bolt cantrip as an 11th-level caster.

REACTIONS

Bestow the Gift (Recharge 5–6): When a hostile creature within 60 ft. suffers fire damage, the Sunspeaker may bestow the gift of flames on them. All creatures within a 15 ft. circle of that hostile creature are ignited and must succeed a DC 13 Constitution save or suffer 4d8 fire damage.

ASH'AHAR

Also known as "paladins of the Wrathful Sun," these zealous warriors serve as the generals of the Children of the Sun's growing armies. Adorned with ever-burning weapons and fire-blackened plate mail, the Ash'ahar represent the pinnacle of the Children's martial power. Smoke and heat radiate from their armor—and only their blazing eyes can be seen from within their scorched helms. Their terrifying visage is only eclipsed by their staggering prowess in battle. Blessed with the sun's awesome fury, these paladins will stop at nothing to claim victory over the unfaithful.

FIREBRAND

The Firebrands rally the Children's rank-and-file troops to holy war with impassioned speeches, and their presence on the battlefield inspires the faithful to sacrifice everything for victory.

IMMOLATOR

Known to rush headlong into battle slinging fire from their blades, the Immolators revel in chaotic close-quarters combat.

PURIFIER

As the indomitable vanguard of the Children's armies, the Purifiers lead the charge into battle, scorching the earth with fire wherever they tread.



FIREBRAND

Medium humanoid (any race), lawful evil

ARMOR CLASS: 15
HIT POINTS: 91 (14d8 + 28)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Saving Throws: Int +5, Wis +3
Damage Resistances: Fire
Skills: Intimidation +5, Perception +4, Religion +8
Senses: passive Perception 14, any senses specific to its race
Languages: Common, any language specific to its race
Challenge: 8 (3,900 XP)

Evasion: If the Firebrand is subjected to an effect that allows it to make a Dexterity saving throw to take half as much damage, the Firebrand instead takes no damage if it succeeds on the saving throw, and only half as much damage if it fails.

Spellcasting: The Firebrand is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following cleric spells prepared:

- Cantrips (at will): *Sacred Flame, Light*
- 1st-level (4 slots): *Guiding Bolt, Healing Word, Shield of Faith*
- 2nd-level (3 slots): *Combustive Pitch, Prayer of Healing, Ring of Flame, Wrath of Cinders*
- 3rd-level (3 slots): *Beacon of Hope*
- 4th-level (2 slots): *Gaze of Judgment, Guardian of Faith*
- 5th-level (2 slots): *Flame Strike*

Sunfury: Once per turn as a bonus action, when the Firebrand hits a creature with its Scimitar, it may force its opponent to make a DC 16 Dex saving throw or take 2d6 fire damage. Creatures that succeed the save take half as much damage.

ACTIONS

Scimitar, *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.

Firestorm: The Firebrand may make a single Scimitar attack against each creature within 5 ft. It may then use its Sunfury ability against all enemies hit by that attack rather than just one.

IMMOLATOR

Medium humanoid (any race), lawful evil

ARMOR CLASS: 18
HIT POINTS: 170 (20d8 + 80)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1	19 (+4)	12 (+1)	17 (+3)	18 (+4)

Saving Throws: Int +6, Wis +3
Damage Resistances: Fire
Skills: Intimidation +9, Perception +8, Religion +18
Senses: passive Perception 18, any senses specific to its race
Languages: Common, any language specific to its race
Challenge: 12 (8,400 XP)

Flamestrike: The Immolator channels the power of the sun to smite their enemies. Once per turn, when the Immolator hits a creature with its greatsword, it may cause the target to erupt in a 15 ft. cone facing away from the Immolator. All creatures within the effect must succeed a DC 17 Dexterity saving throw or take 4d4 fire damage and be marked by the Immolator. Creatures that succeed on the save take half as much damage and are not marked.

Spellcasting: The Immolator is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following sorcerer spells prepared:

» Cantrips *(at will): Fire Bolt, Light, Sacred Flame*
» 1st–4th level (4 4th-level spell slots): *Burning Hands, Flame Lash, Haste, Wall of Fire, Wrath of Cinders*

ACTIONS

Multiattack: The Immolator makes two attacks with its greatsword.

Greatsword, *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

LEGENDARY ACTIONS

The Immolator can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Immolator regains spent legendary actions at the start of its turn.

Greatsword Attack: The Immolator makes one attack with their greatsword.
Solar Flare (Costs 2 Actions): Each creature within 10 ft. of the Immolator must succeed a DC 17 Cha saving throw or take 2d6 radiant damage and become blinded until the end of their turn.

REACTIONS

Castigate: When a creature that has been marked by this Immolator attacks a friendly creature other than this Immolator, the Immolator may force the attacking creature to make a DC 17 Dex saving throw or take 4d4 fire damage. Creatures that succeed on the save take half as much damage and are no longer marked. The Immolator may use this reaction any number of times per round, but each creature may only be affected by Castigate once per round.

PURIFIER

Medium humanoid (any race), lawful evil

ARMOR CLASS: 20
HIT POINTS: 181 (19d8 + 95)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+5)	13 (+1)	14 (+2)	20 (+5)

Damage Resistances: Fire
Saving Throws: Int +6, Wis +5
Skills: Intimidation +11, Perception +8, Religion +8
Senses: passive Perception 18, any senses specific to its race
Languages: Common, any language specific to its race
Challenge: 16 (15,000 XP)

Spellcasting: The Purifier is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following sorcerer spells prepared:

» Cantrips *(at will): Fire Bolt, Light, Sacred Flame*
» 1st–6th level (4 6th-level spell slots): *Command, Circle of Death, Fireball, Flame Lash, Haste, Wall of Fire, Wrath of Cinders*

Inspiring Strength: As a bonus action, after attacking a creature with a melee weapon attack, inspire up to three other creatures within 30 ft., granting temporary hit points equal to the damage dealt.

ACTIONS

Multiattack: The Purifier makes two attacks with its longsword.

Longsword, *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) slashing damage.

Commanding Presence: The Purifier forces all hostile creatures within 15 ft. to make a DC 20 Wis save or suffer the effects of the Command spell as if cast by the Purifier.

LEGENDARY ACTIONS

The Purifier can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Purifier regains spent legendary actions at the start of its turn.

Longsword Attack: The Purifier makes one attack with its longsword.
Bolster: A friendly creature within 30 ft. gains 10 temporary hit points.
Command (Costs 2 Actions): The Purifier forces a single creature within 30 ft. to make a DC 20 Wisdom save or suffer the effects of the Command spell.



DAGGERMAW

The savage atsaadi warriors of the L'hale clan are known to their enemies as the Daggermaw. They resent Lawbrand's encroachments on their territorial waters, and anything perceived as a threat to their culture and freedom is met with extreme violence. The Daggermaw are feared for the speed and ferocity of their coastal raids—they sow terror and ruin among land dwellers and then retreat back to the waves before a defense can be mustered. Yet these atsaad are just as deadly on the open sea as they are on land. Many a ship has succumbed to Daggermaw raiders who silently emerge from the depths, clamber up the vessels, and slaughter every crew member in sight. Though Lawbrand's authorities have heard stories of these attacks at sea, evidence is hard to come by on account of the Daggermaw's tactics: after killing a ship's crew and stealing its resources, they set the vessels alight and then dive back into the sea.

FLAYER

These lightly armed scouts rely on speed and stealth to survey the seas. Though they are deadly with a blade, they will often disengage when confronted by overwhelming numbers.

RAIDER

Obsessed with rending flesh and staining the seas red, the armored raiders lead the Daggermaw's brutal assaults on coastal villages and vulnerable ships.

ARKILLOS

Adorned in war paint and armor scavenged from their slain enemies, the mighty Arkillos are the Daggermaw's preeminent warriors, and they are feared even by the Raiders.

FLAYER

Medium humanoid (atsaad), neutral evil

ARMOR CLASS: 14 (natural armor)
HIT POINTS: 22 (4d8 + 4)
SPEED: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills: Insight +3, Perception +3
Senses: passive Perception 13, darkvision 60 ft., 120 ft. while underwater
Languages: Common, Wassic
Challenge: 1/2 (100 XP)

Amphibious Combatant: The Flayer can breathe both air and water. While underwater, the Flayer has advantage on attack rolls.

ACTIONS

Dagger, *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 3) piercing damage.

RAIDER

Medium humanoid (atsaad), neutral evil

ARMOR CLASS: 15 (natural armor)
HIT POINTS: 26 (4d8 + 8)
SPEED: 30 ft., swim 30 ft.

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

Skills: Insight +3, Perception +3
Senses: passive Perception 13, darkvision 60 ft., 120 ft. while underwater
Languages: Common, Wassic
Challenge: 1 (200 XP)

Amphibious Combatant: The Raider can breathe both air and water. While underwater, the Raider has advantage on attack rolls.

ACTIONS

Dagger, *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) bludgeoning damage.

ARKILLOS

Medium humanoid (atsaad), lawful evil

ARMOR CLASS: 14 (natural armor)
HIT POINTS: 39 (6d8 + 12)
SPEED: 30 ft., swim 30 ft.

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

Skills: Insight +3, Perception +3
Senses: passive Perception 13, darkvision 60 ft., 120 ft. while underwater
Languages: Common, Wassic
Challenge: 1 (200 XP)

Amphibious Combatant: The Arkillos can breathe both air and water. While underwater, the Arkillos has advantage on attack rolls.

Innate Spellcasting: The Arkillos' innate spellcasting ability is Wisdom (spell save DC 11). They can innately cast the following spells, requiring no material components:

- Cantrips: *Poison Spray*
- 1st-level spells: *Aquatic Limb, Create or Destroy Water, Fog Cloud*

ACTIONS

Trident Jab, *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) piercing damage.

Trident Throw, Ranged Weapon Attack: +5 to hit, reach 20/60 ft., one target. Hit: 7 (1d6 + 3) piercing damage. When a creature is hit by this attack, the target must succeed a DC 14 Strength saving throw or be pulled 15 ft. toward the Arkillos.

Water Ring, The Arkillos creates a pool of water within 5 ft. that is 5 ft. deep and 5 ft. wide.



DEATHSEER

The Deathseers are hideous demons—floating balls of flesh with a single eye framed by a slavering mouth of fangs. Myriad tentacles hang from their bodies, each one acting as a tether to extra dimensional energies. This connection to raw magic is what makes the Deathseers extraordinary spellcasters—able to break minds and manipulate reality. These creatures have lurked in the shadows throughout Drastnia's history. They are driven by an instinctual desire to enslave all mortal beings to their will. Though their power is great, the Deathseers prefer to stay in hiding, using the minions in their thrall to enact their will in the world.

MAGUS

The Magi are the most gifted Deathseer spellcasters—and the most evil and depraved. They exist only to break mortal minds and turn innocents into their murderous puppets.

NECROSEER

Few in number and highly reclusive, the Necroseers are masters of using shadow magic to animate the dead and bend restless spirits to their will.

SUMMONER

Able to call forth devilish creatures from the infernal realms beyond the waking world, the Summoners are obsessed with sowing chaos in the world and transforming it into a living hell.

MAGUS

Medium aberration, lawful evil

ARMOR CLASS: 17 (natural armor)
HIT POINTS: 94 (11d8 + 44)
SPEED: 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	16 (+3)	15 (+2)	16 (+3)

Saving Throws: Int +8, Wis +6, Cha +6
Skills: Arcana +7, Deception +7, History +7
Condition Immunities: Charmed, Frightened
Senses: passive Perception 12, darkvision 120 ft.
Languages: Common, many ancient languages
Challenge: 9 (5,000 XP)

ACTIONS

Bite, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 11 (3d6) piercing damage.

Life Drink: Living creatures within 60 ft.of the Magus lose 1d6 health at the start of each of the Magus' turns, and the Magus restores hit points equal to half of all damage dealt this way.

LEGENDARY ACTIONS

The Magus can take 3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Magus regains spent legendary actions at the start of its turn.

Infernal Power: Choose a creature within 60 ft and roll 2d6 on the Infernal Power table. That creature makes a DC 19 save against the attribute specified and suffers the appropriate result from the table.

NECROSEER

Medium aberration, lawful evil

ARMOR CLASS: 17 (natural armor)
HIT POINTS: 94 (11d8 + 44)
SPEED: 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	16 (+3)	15 (+2)	16 (+3)

Saving Throws: Int +8, Wis +6, Cha +6
Skills: Arcana +7, Deception +7, History +7
Condition Immunities: Charmed, Frightened
Senses: passive Perception 13, darkvision 120 ft.
Languages: Common, many ancient languages
Challenge: 10 (5,900 XP)

ACTIONS

Bite, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 9 (3d6) piercing damage.

Turn to Serve (1/Day): The Necroseer reanimates 5 (1d6 + 3) Small or Medium corpses it can see within 60 ft. for the next hour. Each corpse immediately stands up and becomes a zombie, and gains a bonus to its attack and damage rolls equal to the Deathseer's Intelligence modifier. On its turn as a bonus action, the Necroseer can mentally command the zombies to attack a creature it can see, and the zombies will obey that command on their turn. When this effect ends, the zombies become inanimate once more.

Life Drink: Living creatures within 60 ft. of the Necroseer lose 1d6 health at the start of each of the Necroseer's turns, and the Necroseer restores hit points equal to half of all damage dealt this way. Other undead creatures within this area recover one hit point for each living creature affected by this effect.

LEGENDARY ACTIONS

The Necroseer can take 2 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The Necroseer regains spent legendary actions at the start of its turn.

Infernal Power: Choose a creature within 60 ft and roll 1d6 on the Infernal Power table. That creature makes a DC 19 save against the attribute specified and suffers the appropriate result from the table.

SUMMONER

Medium aberration, lawful evil

ARMOR CLASS: 17 (natural armor)
HIT POINTS: 94 (11d8 + 44)
SPEED: 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	16 (+3)	15 (+2)	16 (+3)

Saving Throws: Int +8, Wis +6, Cha +6
Skills: Arcana +7, Deception +7, History +7
Condition Immunities: Charmed, Frightened
Senses: passive Perception 12, darkvision 120 ft.
Languages: Common, many ancient languages
Challenge: 10 (5,900 XP)

Creeping Disintegration (3/Day): As an attack, the Summoner blasts a beam of death that takes up 10 ft. by 5 ft. in a straight line. The beam travels 10 ft. forward each round. Any creature that touches the beam must succeed a DC 19 Constitution save or take 55 (10d10) necrotic damage. Creatures who succeed on the save take half as much damage.

ACTIONS

Bite, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 9 (3d6) piercing damage.

Life Drink: Living creatures within 60 ft. of the Summoner lose 1d6 health at the start of each of the Summoner's turns, and the Summoner restores hit points equal to half of all damage dealt this way.

LEGENDARY ACTIONS

The Summoner can take 2 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The Summoner regains spent legendary actions at the start of its turn.

Infernal Power: Choose a creature within 60 ft and roll 1d12 on the Infernal Power table. That creature makes a DC 19 save against the attribute specified and suffers the appropriate result from the table.

INFERNAL POWER TABLE

D12	SAVE	EFFECT
1	WIS	*The Legion Stirs:* The Deathseer assails the target's mind, distracting it momentarily. A creature controlled by the Deathseer within 5 ft. of the target may immediately attack it. On a failed save, this attack is made with advantage.
2	WIS	*Bestow Curse:* On a failed save, the target is cursed for the next minute. While cursed, the target has disadvantage on attack rolls against the Deathseer, must make a Wisdom saving throw at the start of each of its turns or waste its action doing nothing, takes an additional 1d8 damage any time the Deathseer deals damage to it, and loses and additional 2d6 health from the Deathseer's Life Drink ability. A remove curse spell ends this effect.
3	CON	*Flesh Rot:* On a successful save, the target is vulnerable to all damage for the next hour. Any effect that removes a disease also removes this effect.
4	WIS	*Eyebite (Sleep):* On a failed save, the target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake it awake.
5	WIS	*Eyebite (Panicked):* On a failed save, the target is frightened of the Deathseer. On each of its turns, the frightened creature must take the Dash action and move away from the Deathseer by the safest and shortest route, unless there is nowhere to move. If the target moves to a place at least 60 ft. from the Deathseer and can no longer see the Deathseer, this effect ends.
6	WIS	*Eyebite (Sickened):* On a failed save, the target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, this effect ends.
7	CON	*Harm:* On a failed save, the target must make a Constitution save or take 53 (14d6) necrotic damage, or half as much on a successful save. This damage cannot reduce the target below 1HP. Additionally, on a failed save, the target's hit point maximum is reduced by an amount equal to the damage it took from this spell for 1 hour. Any effect that removes a disease also removes the hit point reduction from this spell.
8	CON	*Negative Energy Flood:* On a failed save, the target takes 33 (5d12) necrotic damage, or half as much on a successful save. A target killed by this damage is raised as a zombie at the start of the Deathseer's next turn, and follows the Deathseer's orders.
9	DEX	*Enervation:* On a failed save, the target takes 23 (5d8) necrotic damage, or half on a successful save. In addition, if the creature failed its save, for the next minute, the Deathseer can use its action to deal an additional 23 (5d8) damage to the target. If the Deathseer uses its action to do anything else, the target moves more than 60 ft. from the Deathseer, or its target has total cover from the Deathseer, this effect ends early.
10	CHA	*Vampiric Stare:* On a failed save, the target takes 14 (4d6) necrotic damage, or half on a successful save, and the Deathseer regains hit points equal to half the amount of necrotic damage dealt.
11	CON	*Drain Strength:* On a failed save, the target deals half damage with all attacks and spells for the next minute. If the target deals damage to a creature other than the Deathseer while suffering from this effect, the Deathseer regains hit points equal to half the amount of damage dealt.
12	CHA	*Possession:* On a failed save, the Deathseer controls the target and dictates what it does on its turn. A possessed creature must make a Charisma save at the end of each of its turns. On a successful save, this effect ends. If the Deathseer takes damage while this effect is ongoing, it must make a Concentration check, and the effect ends if it fails.



DUNEBACK

These crab-like creatures lurk beneath the sands of the Tanaroch Desert, slowly burrowing their way through the earth in search of prey and water sources. Due to their immense size, the Dunebacks hibernate underground for months or even years at a time. During these long slumbers, verdant oases grow atop the massive shells on their backs—welcome sights for weary travelers. Yet seasoned caravan leaders know to tread cautiously around these lush outcroppings. Dunebacks are fiercely territorial. When something they perceive as a threat draws near, they will explode from the earth in a shower of sand and rip apart their unsuspecting prey with razor-sharp mandibles and colossal pincer claws.

DUNEBACK

Gargantuan beast, unaligned

ARMOR CLASS: 20 (natural armor)
HIT POINTS: 369 (18d20 + 180)
SPEED: 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	30 (+10)	5 (-3)	18 (+4)	17 (+3)

Saving Throws: Int +10
Damage Immunities: Fire, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Skills: Intimidation +10, Stealth +9, Survival +10
Condition Immunities: Charmed, Frightened, Paralyzed, Poisoned
Senses: passive Perception 14
Languages: –
Challenge: 20 (25,000 XP)

Legendary Resistance (3/Day): If the Duneback fails a saving throw, it can choose to succeed instead.

Eroding Mounds: Each creature that damages the Duneback in melee must succeed a Dexterity saving throw of DC 22; on a failed save the creature takes 4d6 damage from falling debris and earth from the carapace of the Duneback.

Quaking Lumberer: When the Duneback finishes moving, all creatures within 60 ft. of the Duneback must succeed a DC 22 Dexterity saving throw or take 8d6 damage and be knocked prone. Creatures who succeed on this save take half as much damage and are not knocked prone. Creatures with a Fly speed gain advantage on this save.

Bury (1/Day): The Duneback can spend its movement to instead bury down into the ground, causing all creatures within 60 ft. without a flying speed to take a DC 22 Dexterity saving throw or take 10d6 damage and be knocked prone. The Duneback burrows into the earth, becoming dormant, regaining 100 health over an hour. While dormant, the Duneback retreats into its shell, increasing its AC by 10.

Siege Monster: The Duneback deals double damage to objects and structures.

ACTIONS

Multiattack. The Duneback makes two attacks with its claws and one with its bite.

Claws, *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) slashing damage.

Bite, *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.



FANGWRAITH

Driven by hate and vengeance, fangwraiths prowl the physical world, feeding on mortal fear. These powerful entities are amalgamations of tortured souls, fused together against their individual wills. The spirits constantly rage against their fate, causing the fangwraiths to lash out at anyone and anything within their reach. Most of these apparitions were originally conjured by cultists in the Fangs of Scyllia cult. Yet more recently, new fangwraiths have materialized all over Lawbrand due to unknown circumstances…

FANGWRAITH

Medium undead, chaotic evil

ARMOR CLASS: 13
HIT POINTS: 68 (9d8 + 27)
SPEED: 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	16 (+3)	16 (+3)	12 (+1)	15 (+1)

Damage Resistances: Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities: Cold, Necrotic, Poison
Condition Immunities: Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Skills: Intimidation +5, Perception +5
Senses: passive Perception 15, darkvision 60 ft
Languages: –
Challenge: 5 (1,800 XP)

ACTIONS

Claws, *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 5) slashing damage.

Gaze of Dread (1/Day): All creatures within 60 ft. must succeed a Wisdom saving throw of DC 16 or be frightened until the start of the creature's next turn.

Otherworldly Assault (3/Day): The Fangwraith can fly into the body of a frightened creature. The Fangwraith does not gain control of the creature, but cannot be targeted by other creatures while it inhabits them and has advantage on its claw attacks against them. If the affected creature makes a Wisdom saving throw of DC 16, the Fangwraith is ejected and cannot enter that creature's body again.



FLESHREAVER

Many different races have been afflicted by the demigod Ralavak's curse and transformed into Fleshreavers. These tragic creatures undergo horrific mutations, causing horns, bone spurs, and fangs to sprout from their shattered flesh. No two Fleshreavers change in the same way, but their facial features all warp into bestial goatlike visages. As the front line troops of the Howling's bloodthirsty armies, they mindlessly raid and destroy everything in sight.

NIGHTRUNNER

The Nightrunners are single-minded melee soldiers. They exist only to fight, devour, and defile the innocent creatures that dwell in the wilds.

PREYSLAYER

Unlike the barbaric Nightrunners, the Preyslayers still retain a glimmer of demented intelligence. Armed with spears and throwing axes, they rain down terror from afar, finding joy in the pain they cause and the blood they spill.

RAMPAGER

Infused with unnatural strength and impervious to pain, the monstrous Rampagers wade into battle with savage two-handed weapons, hacking apart anything within reach—even after being dismembered or suffering other grievous injuries.

NIGHTRUNNER

Medium humanoid (any race), chaotic evil

ARMOR CLASS: 14 (hide armor)
HIT POINTS: 78 (12d8 + 24)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (−1)	13 (+1)	10 (+0)

Skills: Athletics +5, Perception +4
Condition Immunities: Charmed, Frightened
Senses: passive Perception 14, any senses specific to its race
Languages: Common, any language specific to its race
Challenge: 2 (450 XP)

Feral Tactics: When the Nightrunner attacks a creature within 5 ft. from another Fleshreaver, the Nightrunner has advantage.

Deadly Charge: The Nightrunner can use its movement to crash into a creature, dealing 1d4 + 3 bludgeoning damage.

ACTIONS

Claws, *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.

Bite, *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

REACTIONS

Fight or Flight (3/Day): When the Nightrunner is hit by an attack, it can choose to immediately attack or disengage from the attacking creature.

PREYSLAYER

Medium humanoid (any race), chaotic evil

ARMOR CLASS: 16 (hide armor)
HIT POINTS: 84 (13d8 + 26)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills: Perception +4, Survival +8
Condition Immunities: Charmed, Frightened
Senses: passive Perception 14, any senses specific to its race
Languages: Common
Challenge: 3 (700 XP)

ACTIONS

Claws, *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Bite, *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 1) piercing damage.

Chainspear, *Melee or Ranged Weapon Attack*: +6 to hit, reach 10 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage. When the Preyslayer hits with a ranged attack with this weapon, the target and any adjacent creatures must succeed on a DC 12 Dexterity saving throw or be pulled 5 ft. toward the Preyslayer and knocked prone.

RAMPAGER

Medium humanoid (any race), chaotic evil

ARMOR CLASS: 16 (hide armor)
HIT POINTS: 91 (14d8 + 28)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	(−1) 10	10 (+0)

Skills: Intimidation +4, Perception +3
Condition Immunities: Charmed, Frightened
Senses: passive Perception 13, any senses specific to its race
Languages: Common
Challenge: 4 (1,100 XP)

Feel No Pain: The Rampager has resistance to all nonmagical damage types.

ACTIONS

Claws, *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 4) slashing damage.

Bite, *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) piercing damage.

Chosen Prey (1/Day): Select a single creature that is visible to the Rampager. The Rampager deals an additional 2 damage to that creature with all attacks and cannot stop attacking that creature.



GANGRUNNER

Many groups of centaur bandits terrorize the lawless wilds between the Trade-Cities. Collectively, they are known as gangrunners. Using their natural speed and physical strength, they rob and brutalize anyone who crosses their path—they live for the sheer joy of thievery and violence. Though most of the gangrunners prey upon convoys and travelers for sport, some of the brigands act as couriers or hired muscle for well-paying patrons in the Trade-Cities.

COURIER

Hired by wealthy clients to transport communiques, contraband, and other goods, the Couriers pride themselves on their speed, reliability, and discretion.

OUTRUNNER

These rugged survivalists often forgo the well-traveled roads and prowl the untamed wilds, acting as scouts and spies for the gangrunner bands.

MARAUDER

The true terrors of the Lawbrand's roadways, marauders are wild and fearsome melee fighters who revel in cracking skulls.

COURIER

Large monstrosity, chaotic neutral

ARMOR CLASS: 13 (leather armor)
HIT POINTS: 78 (12d10 + 24)
SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	9 (−1)	13 (+1)	11 (+0)

Skills: Intimidation +3, Perception +4
Senses: passive Perception 14
Languages: Common
Challenge: 3 (700 XP)

Gangrush: If the Courier moves at least 30 ft. in a straight line in a single turn, it gains advantage on attacking and grappling this turn.

ACTIONS

Multiattack: The Courier makes two attacks: one with its maul and one with its chain.

Maul, *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Chain, *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. Hit: 12 (1d8 + 7) slashing damage. If this attack hits, the Marauder may attempt to grapple the target as a bonus action.

Sling, *Ranged Weapon Attack*: +11 to hit, range 30/120 ft., one target. Hit: 11 (1d6 + 7) bludgeoning damage.

Special Delivery: The Courier can drag a creature that it is currently grappling, causing 1d4 damage for every 10 ft. it moved.

OUTRUNNER

Large monstrosity, chaotic neutral

ARMOR CLASS: 15 (leather armor)
HIT POINTS: 120 (16d10 + 32)
SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	15 (+2)	9 (−1)	13 (+1)	11 (+0)

Skills: Intimidation +3, Perception +4, Survival +8
Senses: passive Perception 14
Languages: Common
Challenge: 6 (2,300 XP)

Double Tap: When the Outrunner makes a crossbow attack, it can fire a second bolt at the same time as the first one, targeting the same enemy.

Gangrush: If the Outrunner moves at least 30 ft. in a straight line in a single turn, it gains advantage on attacking and grappling this turn.

ACTIONS

Gangrunner Crossbow, *Ranged Weapon Attack*: +6 to hit, range 30/120 ft., one target. Hit: 11 (1d12 + 4) piercing damage.

Special Delivery: The Outrunner can drag a creature that it is currently grappling, causing 1d4 damage for every 10 ft. moved.

MARAUDER

Large monstrosity, chaotic neutral

ARMOR CLASS: 17 (studded leather armor)
HIT POINTS: 136 (16d10 + 48)
SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	16 (+3)	9 (−1)	14 (+2)	11 (+0)

Skills: Athletics +11, Intimidation +4, Perception +6
Senses: passive Perception 16
Languages: Common
Challenge: 10 (5,900 XP)

ACTIONS

Multiattack: The Marauder makes two attacks: one with its maul and one with its chain.

Maul, *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Chain, *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. Hit: 12 (1d8 + 7) slashing damage. If this attack hits, the Marauder may attempt to grapple the target as a bonus action.

Sling, *Ranged Weapon Attack*: +11 to hit, range 30/120 ft., one target. Hit: 11 (1d6 + 7) bludgeoning damage.

Special Delivery: The Marauder can drag a creature that it is currently grappling, causing 2d4 damage for every 10 ft. moved.



GOLMAERA

Golmaera are chimeric beasts with long serpentine tails and three heads—those of a bear, a wolf, and a raven. Due to their oneness with nature, they are highly resistant to poisons and imbued with the primal fury of the forest itself. Druids and the woodland creatures revere the Golmaera as guardians of the wilds, and they often recount tales of how the beasts can sever limbs with a single bite from their bear jaws, stun prey with a wolf howl, and nullify spellwork with a raven screech. Though they are fiercely territorial predators, these noble beasts will protect the forest and its inhabitants from the Howling and any other force that threatens the sanctity of nature.

GOLMAERA WHELPLING

Though smaller and not as powerful as adult Golmaera, whelplings will fiercely defend themselves from predators or other interlopers that invade their domain.

GOLMAERA ELDER

Golmaera are few in number, and solitary adults often lay claim to extensive tracts of forestland. Given their rarity, the druids say that spotting one of the full-grown beasts is a good omen.

DARKWILD GOLMAERA

The Darkwild are enchanted creatures with bark for skin, leaves for fur, and a natural resistance to magic. Legends say that druids created these beasts and left them to roam the wilds.

GOLMAERA WHELPLING

Large beast, chaotic neutral

ARMOR CLASS: 16 (natural armor)
HIT POINTS: 111 (13d10 + 13)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	3 (−4)	8 (−1)	8 (−1)

Skills: Intimidation +4, Perception +2, Survival +2
Senses: passive Perception 12, darkvision 60 ft.
Languages: –
Challenge: 4 (1,100 XP)

ACTIONS

Multiattack: The Golmaera Whelpling makes two attacks with its claws or two bite attacks.

Claws, *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 3) slashing damage.

Bite, *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Tail Swipe, *Melee Weapon Attack*: +5 to hit, reach 15 ft., one target. Hit: 19 (1d12 + 3) bludgeoning damage.

GOLMAERA ELDER

Large beast, chaotic neutral

ARMOR CLASS: 18 (natural armor)
HIT POINTS: 136 (13d10 + 65)
SPEED: 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	3 (−4)	12 (+1)	8 (−1)

Saving Throws: Int +8, Wis +3
Skills: Intimidation +4, Perception +4, Survival +4
Senses: passive Perception 14, darkvision 60 ft.
Languages: –
Challenge: 7 (2,900 XP)

ACTIONS

Multiattack: The Golmaera Elder makes two attacks with its claws or two bite attacks.

Claws, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 4) slashing damage.

Bite, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Tail Swipe, *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage. Targets hit by this attack must succeed a DC 15 Strength check or be knocked prone.

Choir of the Forest (Recharge 4–6): All of the Golmaera Elder's heads release a bellowing roar in a 15 ft. cone in front of it. Each creature in that area must succeed a DC 15 Constitution saving throw or take 5d6 damage and become stunned for 1 turn on a failed save. Creatures who succeed on this save take half as much damage and are not stunned.

DARKWILD GOLMAERA

Large beast, chaotic neutral

ARMOR CLASS: 18 (natural armor)
HIT POINTS: 162 (13d10 + 91)
SPEED: 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	24 (+7)	3 (–4)	14 (+2)	8 (–1)

Saving Throws: Int +7, Wis +3
Skills: Intimidation +4, Perception +5, Survival +5
Senses: passive Perception 15, darkvision 60 ft.
Languages: –
Challenge: 7 (2,900 XP)

ACTIONS

Multiattack: The Darkwild Golmaera makes two attacks with its claws or two bite attacks.

Claws, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 4) slashing damage.

Bite, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Tail Swipe, *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage. Targets hit by this attack must succeed a DC 15 Strength check or be knocked prone.

HYDRAGOR

These monstrous slime-coated creatures are born from Karybdiss, the entity that dwells deep beneath Korosoth Mountain. Three maggot-like heads extend from the Hydragors' bloated bodies, each one ending with a maw ringed in sharp teeth. Their mouths are always churning—always searching for food. With no eyes to track their prey, the Hydragors use a form of echolocation to hunt in the wilds of northwestern Lawbrand. Yet no matter how much flesh they devour, their hunger is never sated.

LARVAL HYDRAGOR

Upon spawning from Karybdiss, larval Hydragors slowly crawl up from the depths of Korosoth Mountain, feeding on insects, small animals, and carrion.

LURKER

Though not as large or strong as full-grown Hydragors, the adolescent Lurkers are nonetheless dangerous: their heads can spit streams of sticky mucus to immobilize prey.

DEVOURER

Devourers are terrifying creatures able to spit acid that can melt through flesh and armor alike. When injured, these massive beasts swallow large animals and hapless travelers whole, and then slowly digest them to regenerate their life force.



LARVAL HYDRAGOR

Medium beast, chaotic neutral

ARMOR CLASS: 18 (natural armor)
HIT POINTS: 105 (14d8 + 42)
SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	2 (−4)	11 (+0)	9 (−1)

Saving Throws: Dex +3
Skills: Stealth +2, Survival +6
Senses: passive Perception 10, Tremorsense 120 ft.
Languages: –
Challenge: 4 (1,100 XP)

Underdweller: The Larval Hydragor is unable to be blinded and has advantage on Survival rolls. The Larval Hydragor may use its Survival skill in place of any Perception roll.

Poison Bite: When the Larval Hydragor makes a bite attack, the target creature must succeed a DC 16 Constitution saving throw or become poisoned for 1d4 damage at the start of each of the Larval Hydragor's turns. The creature can attempt to shake off the poison on their turn by succeeding a DC 16 Constitution saving throw.

ACTIONS

Multiattack: The Larval Hydragor makes three bite attacks.

Bite, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 5) piercing damage.

LURKER

Large beast, chaotic neutral

ARMOR CLASS: 18 (natural armor)
HIT POINTS: 147 (14d10 + 70)
SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	2 (-4)	12 (+1)	9 (-1)

Saving Throws: Dex +3
Condition Immunity: Charm, Frightened
Skills: Intimidation +2, Stealth +4, Survival +8
Senses: passive Perception 10, Blindsight 120 ft.
Languages: -
Challenge: 4 (1,100 XP)

Underdweller: The Lurker is unable to be blinded and has advantage on Survival rolls. The Lurker may use its Survival skill in place of any Perception roll.

Acid Spew (3/Day): In place of an attack, the Lurker spews a glob of poisonous muck onto a creature for 3d6 damage. Adjacent creatures must succeed a Dexterity saving throw of DC 15 or take 1d6 acid damage.

ACTIONS

Multiattack: The Lurker makes three bite attacks.

Bite, *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. Hit: 13 (1d10 + 7) piercing damage.

DEVOURER

Huge beast, chaotic neutral

ARMOR CLASS: 18 (natural armor)
HIT POINTS: 189 (14d12 + 92)
SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	25 (+7)	2 (–4)	12 (+1)	7 (–2)

Saving Throws: Dex +6, Int +8
Condition Immunity: Charm, Frightened
Skills: Stealth +4, Survival +8
Senses: passive Perception 11, Tremorsense 120 ft.
Languages: –
Challenge: 7 (2,900 XP)

Underdweller: The Devourer is unable to be blinded and has advantage on Survival rolls. The Devourer may use its Survival skill in place of any Perception roll.

Acid Spew (3/Day): In place of an attack, the Devourer spews a glob of poisonous muck onto a creature for 3d6 damage. Adjacent creatures must succeed a Dexterity saving throw of DC 15 or take 1d6 acid damage.

ACTIONS

Multiattack: The Devourer makes three bite attacks.

Bite, *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. Hit: 14 (1d12 + 7) piercing damage. Once per turn, the Devourer can attempt to grapple a creature that it successfully hit with a Bite attack.

Ingest: The Devourer consumes a grappled medium creature whole. At the start of each of the ingested creature's turns, it must succeed a DC 16 Constitution save or it takes 3d8 acid damage. While ingested, the creature is restrained. The Devourer may only consume one creature at a time, and if it takes any damage while it has consumed a creature, it must succeed a Constitution save at a DC equal to the amount of damage taken or 10, whichever is higher. If it fails, the Devourer vomits up the ingested creature, which is no longer restrained but is knocked prone.

KNIGHT-PALADIN

The solemn task of upholding order in Lawbrand falls to the Knight-Paladins. Highly trained and armed with enchanted weaponry, they are the bane of all who prowl the criminal underworld or use illegal magic. Though the Knight-Paladins see themselves as living embodiments of faith and the Order Militant's noble virtues, their grim determination and strict adherence to law sometimes makes them feared even among commoners. These holy warriors are given free rein by the Sularian Church to mete out justice, and they will do everything in their power to apprehend criminals—even if that means hurting innocents who get in their way.

WITCH-SEEKER
Adorned in armor and holy implements that ward off and disrupt magic, the Witch-Seekers specialize in tracking down and pacifying rogue spellcasters.

CONFESSOR
Masters of intimidation and interrogation, the Confessors are able to break their quarry's willpower and fill their hearts with fear to glean the information they require.

SUBJUGATOR
These heavily armored warriors are trained to unleash indiscriminate justice against large groups of enemies, and they excel at pacifying unruly mobs and criminal bands.



WITCH-SEEKER

Medium humanoid (any race), lawful neutral

ARMOR CLASS: 18 (plate armor)
HIT POINTS: 153 (18d8 + 72)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	15 (+2)

Saving Throws: Wis +3, Cha +7
Condition Immunity: Charm, Frightened
Skills: Arcana +6, Intimidation +5, Investigation +2, Perception +10, Religion +3
Senses: passive Perception 20
Languages: Common, every other language commonly spoken in Lawbrand
Challenge: 6 (2,300 XP)

Mind Cracker: When the Witch-Seeker attacks a creature attempting to hold Concentration, that creature has disadvantage on its Constitution saving throws when trying to maintain Concentration until the Witch-Seeker's next turn.

Magic Breaker (3/Day): The Witch-Seeker may attempt to dispel a spell as though it cast Dispel Magic as a 3rd-level spell using Charisma as its spellcasting ability. If it succeeds in dispelling the spell, it gains a bonus to attack rolls equal to the dispelled spell's level for the next hour (this bonus does not stack; use the highest bonus obtained via this ability).

Anti-Magic Training: The Witch-Seeker has advantage on all saving throws against magical effects from a source it can see.

ACTIONS

Claymore, *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Dagger, *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Knight-Paladin Crossbow, *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

CONFESSOR

Medium humanoid (any race), lawful neutral

ARMOR CLASS: 18 (plate armor)
HIT POINTS: 187 (22d8 + 88)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	15 (+2)

Saving Throws: Wis +3, Cha +7
Condition Immunity: Charm, Frightened
Skills: Intimidation +7, Investigation +4, Perception +6, Religion +8
Senses: passive Perception 16
Languages: Common, every other language commonly spoken in Lawbrand
Challenge: 10 (5,900 XP)

Scent of Magic: The Confessor can cast Detect Magic at will as an action.

Supreme Vigilance: When a creature within 15 ft. of the Confessor starts its turn, it must succeed a DC 16 Charisma check. If it fails, it cannot move such that it would end its turn further from the Confessor than it started its turn.

ACTIONS

Multiattack: The Confessor makes two melee attacks or two ranged attacks.

Grand Morningstar, *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Knight-Paladin Crossbow, *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

SUBJUGATOR

Medium humanoid (any race), lawful neutral

ARMOR CLASS: 18 (plate armor)
HIT POINTS: 229 (27d8 + 108)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Saving Throws: Int +3, Cha +6
Condition Immunity: Charm, Frightened
Skills: Intimidation +8, Perception +6, Religion +5
Senses: passive Perception 16
Languages: Common, every other language commonly spoken in Lawbrand
Challenge: 12 (8,400 XP)

Deadly Opportunist: The Subjugator may make one attack of opportunity during each enemy creature's turn, and it does not use their reaction.

Lawbrand's Deadliest: When the Subjugator makes an attack action, it may make another attack with a weapon it did not use as a bonus action, but must target a creature it has not already targeted.

ACTIONS

Maul, *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 5) bludgeoning damage.

Subjugator's Axe, *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 5) slashing damage.

Knight-Paladin Crossbow, *Ranged Weapon Attack*: +7 to hit, range 30/120 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Commanding Shout (3/Day): The Subjugator may force a creature within 15 ft. to succeed a DC 16 Charisma check or be Stunned. A creature stunned by this ability may attempt to succeed another DC 16 Charisma check at the end of its turn to overcome this effect.

LEGENDARY ACTIONS

The Subjugator can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Subjugator regains spent legendary actions at the start of its turn

Maul Attack: The Subjugator makes an attack action with its maul.

Commanding Shout (Costs 2 Actions): The Subjugator uses its Commanding Shout action.

Deadly Sweep: All enemies within 5 ft. must succeed a DC 16 Dexterity save or take 2d8 damage and be knocked prone. Creatures who succeed this save take half as much damage and are not knocked prone.



MAGYIR

These secretive gnoll mystics live in Sinners Mile near the outskirts of Orinfell. It is rumored that some of the oldest Magyir were cursed by the Howling but clung to their free will and fled the wilds, eventually settling at the edges of Lawbrand. Despite their troubling origins, they have used their mystic powers, which include the gift of foresight, to help the downtrodden denizens of Sinners Mile survive in a place that is hostile toward outsiders. Orinfell's religious zealots do not hide their animosity toward non-human races—and they consider the practice of mysticism heretical. For that reason, the Magyir must stay in the shadows and do whatever they can to survive.

SCRAPPER

To protect themselves from Orinfell's ultra-orthodox believers, the Magyir surround themselves with fierce gnoll "scrappers" trained in hand-to-hand combat.

FORTUNE WEAVER

These gifted oracles look into the future to discern imminent threats, but have vowed to use their powers only as a defensive measure against unwanted aggression.

DARKSEER

Far more sinister than the benevolent Fortune-Weavers, the Darkseers call upon magic to bring pain and suffering to anyone who would threaten their way of life.

SCRAPPER

Medium humanoid (gnoll), neutral good

ARMOR CLASS: 15 (hide armor and shield)
HIT POINTS: 9 (2d8)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	10 (+0)	10 (+0)	8 (−1)	8 (−1)

Skills: Arcana +4, Perception +1
Senses: passive Perception 11, darkvision 60 ft.
Languages: Common, Gnoll
Challenge: 1/4 (50 XP)

Underdweller: The Magyir have an outstanding ability to perceive threats, causing them to have advantage on Initiative and Perception skill checks.

ACTIONS

Short Sword, *Melee Weapon Attack*: +4 to hit, 5 ft. reach, one target. Hit: 6 (1d6 + 2) piercing damage

FORTUNE-WEAVER

Medium humanoid (gnoll), neutral good

ARMOR CLASS: 14 (hide armor)
HIT POINTS: 13 (3d8)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	8 (−1)

Skills: Arcana +4, Perception +5
Senses: passive Perception 15, darkvision 60 ft.
Languages: Common, Gnoll
Challenge: 1 (200 XP)

Sublime Perception: The Magyir have an outstanding ability to perceive threats, causing them to have advantage on Initiative and Perception skill checks.

Spellcasting: The Fortune-Weaver is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following druid spells prepared:

- Cantrips (at will): *Mending, Resistance*
- 1st-2nd level (2 2nd-level spell slots): *Barkskin, Healing Spirit, Earthbind, Faerie Fire*
- 2nd-level (3 slots): *Combustive Pitch, Prayer of Healing, Ring of Flame, Wrath of Cinders*

ACTIONS

Dagger *Melee Weapon Attack*: +4 to hit, 5 ft. reach, one target. Hit: 4 (1d4 + 2) piercing damage.

Blowdart, *Ranged Weapon Attack*: +4 to hit, range 25/100, one target. Hit: 4 (1d4 +2) piercing damage.

REACTIONS

Cursed Fortune (1/Day): The Fortune-Weaver can use their reaction to set an attacking creature's initiative to 1 for two turns.

DARKSEER

Medium humanoid (gnoll), neutral good

ARMOR CLASS: 15 (hide armor)
HIT POINTS: 18 (4d8)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (−1)

Skills: Arcana +6, Perception +3
Senses: passive Perception 13, darkvision 60 ft.
Languages: Common, Gnoll
Challenge: 1 (200 XP)

Sublime Perception: The Magyir have an outstanding ability to perceive threats, causing them to have advantage on Initiative and Perception skill checks.

Spellcasting: The Darkseer is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following druid spells prepared:

- Cantrips (at will): *Poison Spray*
- 1st-level (2 slots): *Thunderwave*
- 2nd-level (2 slots): *Heat Metal, Moonbeam*

ACTIONS

Dagger, *Melee Weapon Attack*: +3 to hit, 5 ft. reach, one target. Hit: 4 (1d4 + 2) piercing damage.

Sling, *Ranged Weapon Attack*: +3 to hit, range 25/100, one target. Hit: 1 (1d4 -1) bludgeoning damage.

Blister Bark: The Darkseer touches a nearby wooden object, causing it to explode, dealing 2d6 damage to creatures within 5 ft. of it.

REACTIONS

Cursed Fortune (1/Day): The Darkseer can use their reaction to set an attacking creature's initiative to 1 for two turns.

MALEFACTOR

The Malefactors are the frontline captains of the powerful Draconis Malisath crime syndicate. These ruthless enforcers come from many different races, but they all wear the same distinct overcoats to signify who they are—and that they are not to be trifled with. Though they often employ underlings to do their bidding, the Malefactors are not above getting their hands dirty when necessary. Skilled in coercion as well as physical violence, they prowl the Trade-Cities, keeping local criminals in line and extorting money from business owners.

HAUNT

These cunning thieves stalk the shadows, gathering intelligence for the Malisath's leaders and slitting throats whenever the need arises.

ENFORCER

Disfigured by gruesome scars, the Enforcers are intimidating figures who always get their way—whether through a menacing glare or outright violence.

CAPTAIN

The Captains are feared throughout the criminal underworld for their unmatched fighting prowess. When injured, they can quickly mend their wounds by imbibing vampiric potions.



HAUNT

Medium humanoid (any race), lawful evil

ARMOR CLASS: 16
HIT POINTS: 65 (12d8 + 12)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	13 (+1)	13 (+1)	12 (+1)

Skills: Arcana +6, Perception +3
Senses: passive passive Perception 13
Languages: Common, any language specific to its race
Challenge: 3 (700 XP)

Thirst of the Malisath: When the Haunt damages a creature with a melee weapon attack, as a bonus action, it may drink the blood left on its weapon to recover 5 (1d8) hit points and gain advantage on its next attack against that creature.

ACTIONS

Short Sword, *Melee Weapon Attack*: +6 to hit, 5 ft. reach, one target. Hit: 6 (1d4 + 4) piercing damage.

REACTIONS

Trained by the Malisath: Once per round, when a hostile creature moves within 5 ft. of the Haunt, it may immediately move 10 ft. directly away from that creature without provoking attacks of opportunity.

ENFORCER

Medium humanoid (any race), lawful evil

ARMOR CLASS: 14
HIT POINTS: 135 (18d8 + 54)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	10 (+0)	12 (+1)

Skills: Intimidation +4, Perception +3, Stealth +3
Senses: passive Perception 13
Languages: Common, any language specific to its race
Challenge: 5 (1,800 XP)

Thirst of the Malisath: When the Enforcer damages a creature with a melee attack, as a bonus action, it may drink the blood left on its weapon to recover 5 (1d8) hit points and gain advantage on its next attack against that creature.

ACTIONS

Short Sword, *Melee Weapon Attack*: +7 to hit, 5 ft. reach, one target. Hit: 8 (1d6 + 4) piercing damage

Club, *Melee Weapon Attack*: +7 to hit, 5 ft. reach, one target. Hit: 8 (1d6 + 5) bludgeoning damage.

REACTIONS

Trained by the Malisath: Once per round, when a hostile creature moves within 5 ft. of the Enforcer, it may immediately move 10 ft. directly away from that creature without provoking attacks of opportunity.

CAPTAIN

Medium humanoid (any race), lawful evil

ARMOR CLASS: 16
HIT POINTS: 78 (12d8 + 24)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	15 (+2)	16 (+3)	14 (+2)

Skills: Deception +5, Perception +6, Stealth +7
Senses: passive Perception 16
Languages: Common, any language specific to its race
Challenge: 7 (2,900 XP)

Thirst of the Malisath: When the Captain damages a creature with a melee weapon attack, as a bonus action, it may drink the blood left on its weapon to recover 5 (1d8) hit points and gain advantage on its next attack against that creature.

Lights Out (1/Day): As a bonus action, all Malefactors within 30 ft. of this creature disappear in a puff of smoke. Each Malefactor reappears at a location of its choice within 30 ft. of where they disappeared at the start of their next turn.

ACTIONS

Morningstar, *Melee Weapon Attack*: +4 to hit, 5 ft. reach, one target. Hit: 6 (1d8 + 1) piercing damage.

Hand Crossbow, *Ranged Weapon Attack*: +7 to hit, range 30/120, one target. Hit: 7 (1d6 + 4) piercing damage.

REACTIONS

Trained by the Malisath: Once per round, when a hostile creature moves within 5 ft. of the Captain, it may immediately move 10 ft. directly away from that creature without provoking attacks of opportunity.

NECROMANTI OCCULTIST

These gifted shadow sorcerers can summon skeletal terrors to act as their servants and bodyguards. The Occultists owe this great power to the Necromanti's depraved leader, Kyssh. Though they exist to serve him, they are given free rein to choose how to enact their master's will. This independence has led many of the sorcerers to pursue their own secret agendas and even plot against each other to attain greater standing within the order. Yet, whatever their individual desires, the Occultists are careful not to practice their spellwork in public for fear of exposing the Necromanti's existence to the hapless masses.



NECROMANTI OCCULTIST

Medium humanoid (any race), neutral evil

ARMOR CLASS: 15
HIT POINTS: 18 (4d8)
SPEED: 30 ft.

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

Skills: Perception +5, Arcana +8, Medicine +4
Senses: passive Perception 15, any senses specific to its race
Languages: Common, any language specific to its race
Challenge: 4 (1,100 XP)

Spellcasting: The Necromanti Occultist is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following warlock spells prepared:

- Cantrips (at will): *Eldritch Blast*
- 1st-level (3 slots): *Charm Person, Hellish Rebuke, Protection from Evil and Good*
- 2nd-level (3 slots): *Shatter, Soulpurge*
- 3rd-level (3 slots): *Counterspell*

Summon The Horde (3/Day): As a bonus action, the Necromanti Occultist may summon 1d4 Occultist Skeletons. These Occultist Skeletons rise out of the ground within 30 ft. of the Necromantic Occultist.

Eternal Guardians: As a bonus action, the Necromanti Occultist can spur nearby Occultist Skeletons to use their reaction and attack a nearby creature that recently damaged the Necromanti Occultist.

ACTIONS

Staff, *Melee Weapon Attack*: +2 to hit, 5 ft. reach, one target. Hit: 5 (1d6 + 2) bludgeoning damage.

REACTIONS

Small Price to Pay: The Necromanti Occultist may use its reaction whenever it fails an ability check or saving throw to destroy a skeleton within 15 ft. and instead pass that check.

OCCULTIST SKELETON

Medium undead, neutral evil

ARMOR CLASS: 15
HIT POINTS: 5 (1d8)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	8 (−1)	8 (−1)	7 (−1)

Damage Vulnerabilities: Bludgeoning
Damage Immunities: Poison
Condition Immunities: Exhausted, Poisoned
Senses: passive Perception 16
Languages: Common, any language specific to its race
Challenge: 1/4 (50 XP)

ACTIONS

Unarmed, *Melee Weapon Attack*: +3 to hit, 5 ft. reach, one target. Hit: 3 (1d4 + 1) bludgeoning damage.

REACTIONS

Shield of Bone: The Occultist Skeleton may use its reaction to cause a Necromanti Occultist within 15 ft. to take no damage from an enemy creature's attack. If it does so, it must succeed a Constitution save with a DC equal to the amount of damage that was prevented or 10, whichever is higher. On a failed save, the Occultist Skeleton is destroyed.

QUARRY GIANT

Once known as hill giants, these mighty beings fled their homes in the Barrier Wilds to escape the Howling's onslaught. They carved out a new home for themselves in Lawbrand, becoming valued citizens. Due to their natural physical strength, they are highly sought after by Lawbrand's mining and construction companies. Most quarry giants live on the outskirts of the Trade-Cities, but they are not reclusive. Though their immense size makes it difficult for them to enjoy local taverns and other venues, many of them enjoy walking the streets and engaging with their fellow citizens.

LABORER

Employed to haul machinery and other heavy resources, these giants are usually even-tempered—but they can be roused to violence when threatened or pestered.

EXCAVATOR

The Excavators are aloof giants, preferring to focus on their work instead of mingling with others. Fitted with massive iron "knuckles," they spend their days pulverizing stone in Lawbrand's many mines and quarries.

DEMOLISHER

Demolishers are armed with giant wrecking balls, which they use to turn buildings and other dilapidated structures into rubble. They relish the chance to show off their strength and destructive power to passersby.

LABORER

Huge giant, neutral good

ARMOR CLASS: 18
HIT POINTS: 195 (17d12 + 85)
SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	10 (+0)	18 (+4)	12 (+1)

Saving Throws: Dex +6, Wis +7
Skills: Athletics +10, Intimidation +4
Senses: passive Perception 14
Languages: Common, Giant
Challenge: 8 (3,900 XP)

All Work and No Play (1/Day): When the Laborer reaches 0 HP, they must succeed a Constitution saving throw at a DC equal to the amount of damage of the attack that reduced them to 0 HP or 10, whichever is higher. If successful, the Laborer's hit points return to 1.

ACTIONS

Multiattack: The Laborer makes two attacks with its oversized shovel.

Oversized Shovel, *Melee Weapon Attack*: +10 to hit, 10 ft. reach, one target. Hit: 21 (2d12 + 7) slashing damage.

Dig Up (3/Day): The Laborer unearths a barrier of earth in an unoccupied space within 5 ft., forming a 20 ft. by 5 ft. barrier that can be traversed as normal.



EXCAVATOR

Huge giant, neutral good

ARMOR CLASS: 18
HIT POINTS: 207 (18d12 + 90)
SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+6)	15 (+2)	20 (+5)	12 (+1)	14 (+2)	14 (+2)

Saving Throws: Dex +6, Wis +5
Skills: Athletics +10, Intimidation +4
Senses: passive Perception 16
Languages: Common, Giant
Challenge: 9 (5,000 XP)

All Work and No Play (1/Day): When the Excavator reaches 0 HP, they must succeed a Constitution saving throw at a DC equal to the amount of damage of the attack that reduced them to 0 HP or 10, whichever is higher. If successful, the Excavator's hit points return to 1.

ACTIONS

Multiattack: The Excavator makes two attacks with its maul.

Maul, *Melee Weapon Attack*: +13 to hit, 10 ft. reach, one target. Hit: 15 (4d6 + 9) bludgeoning damage.

Pulverize (1/Day): The Excavator smashes a creature within 5 ft. into the floor with its maul. That creature must succeed a DC 19 Dexterity save or take 12d8 damage and become Restrained until the end of their next turn. Creatures who succeed on the save take half as much damage and are not Restrained. Creatures may climb out of the hole left by being pulverized as an action.

Dig Up (3/Day): The Excavator unearths a barrier of earth in an unoccupied space within 5 ft., forming a 20 ft. by 5 ft. barrier that can be traversed as normal.

DEMOLISHER

Huge giant, neutral good

ARMOR CLASS: 18
HIT POINTS: 241 (21d12 + 105)
SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	21 (+5)	12 (+1)	10 (+0)	12 (+1)

Saving Throws: Dex +8
Skills: Athletics +14, Intimidation +5
Senses: passive Perception 9
Languages: Common, Giant
Challenge: 10 (5,900 XP)

All Work and No Play (1/Day): When the Demolisher reaches 0 HP, they must succeed a Constitution saving throw at a DC equal to the amount of damage of the attack that reduced them to 0 HP or 10, whichever is higher. If successful, the Demolisher's hit points return to 1.

ACTIONS

Multiattack: The Demolisher makes two attacks with its flail.

Flail, *Melee Weapon Attack*: +14 to hit, 10 ft. reach, one target. Hit: 20 (2d8 + 10) bludgeoning damage.

Wrecking Ball (3/Day): The Demolisher smashes a barrier of earth, causing all medium or smaller creatures within 15 ft. of the barrier to have to succeed a DC 17 Dexterity save. If they fail the save, the creature takes 10d6 damage. If they succeed the save, they take half as much damage.

Dig Up (3/Day): The Demolisher unearths a barrier of earth in an unoccupied space within 5 ft., forming a 20 ft. by 5 ft. barrier that is 5 ft. tall that can be traversed as normal.



RAVENOUS



The Ravenous are cursed ma'ii who have become trapped between their humanoid and coyote forms. These feral creatures are driven by a deep need to feast on blood and flesh. Ma'ii who succumb to this tragic state are rare, and many of them have sought safety in numbers by banding together and forming a new tribe of their own. These outcasts dwell within the Ridge of Spears in the eastern Tanaroch and are led by the oldest and most vicious of their kind: Blisterfang. Filled with hatred and bitterness at the knowledge that they can never rejoin society, the Ravenous slake their bloodlust on all those who are not of their kind.

MONGREL

Deemed too savage even by the other Ravenous, these wretched creatures wander the desert, hunting prey in lonely solitude.

DUNERUNNER

Dunerunners are exceptional hunters and trackers. They often travel in packs, sniffing at the outskirts of the Ridge of Spears in search of food or intruders who threaten their domain.

SPINERIPPER

These Ravenous bite and claw their way to power through sheer might and malice, and they will brutally slaughter anyone who threatens their place in the hierarchy—especially rival Spinerippers.

MONGREL

Medium humanoid (ma'ii), chaotic evil

ARMOR CLASS: 12 (natural armor)
HIT POINTS: 48 (9d8 + 18)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws: Wis +3
Skills: Athletics +5, Perception +4
Senses: passive Perception 14, darkvision 60 ft.
Languages: Common, Ma'ish
Challenge: 3 (700 XP)

Howl of the Hunt (1/Day): As a bonus action, the Mongrel may howl with a horrific cry. During their next turn, all Ravenous can take another attack action but do not add proficiency to their attacks.

On the Prowl: Once per turn, after the Mongrel attacks a creature with its claws, it may move 5 ft. in a direction of its choosing without provoking attacks of opportunity.

ACTIONS

Claws, *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. Hit: 6 (1d6 + 3) slashing damage.

Bite, *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. Hit: 8 (1d8 + 3) piercing damage.

REACTIONS

Cursed Flesh (3/Day): Before taking damage from an attack, the Mongrel may shed some of their fur, revealing their cursed flesh beneath, and gain resistance to that attack.

DUNERUNNER

Medium humanoid (ma'ii), chaotic evil

ARMOR CLASS: 14 (natural armor)
HIT POINTS: 91 (14d8 + 28)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws: Wis +3
Skills: Perception +5, Survival +3
Senses: passive Perception 15, darkvision 60 ft.
Languages: Common, Ma'ish
Challenge: 8 (3,900 XP)

Howl of the Hunt (1/Day): As a bonus action, the Mongrel may howl with a horrific cry. During their next turn, all Ravenous can take another attack action but do not add proficiency to their attacks.

On the Prowl: Once per turn, after the Dunerunner attacks a creature with its claws, it may move 5 ft. in a direction of its choosing without provoking attacks of opportunity.

Pack Tactics: The Dunerunner has advantage on an Attack roll against a creature if at least one of the Dunerunner's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

ACTIONS

Claws, *Melee Weapon Attack:* +6 to hit, 5 ft. reach, one target. Hit: 6 (1d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution save or take 14 (4d6) poison damage.

Bite, *Melee Weapon Attack:* +6 to hit, 5 ft. reach, one target. Hit: 8 (1d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution save against disease or become poisoned until the disease is cured. The creature must repeat the saving throw every 24 hours. Until the disease is cured, the creature cannot recover hit points except by resting and does not apply its Constitution modifier to hit dice rolls during short rests unless that modifier is negative.

REACTIONS

Cursed Flesh (3/Day): Before taking damage from an attack, the Dunerunner may shed some of their fur, revealing their cursed flesh beneath, and gain resistance to that attack.

SPINERIPPER

Large humanoid (ma'ii), chaotic evil

ARMOR CLASS: 15 (natural armor)
HIT POINTS: 237 (25d10 + 28)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Saving Throws: Wis +4
Skills: Intimidation +4, Survival +4, Perception +8
Senses: passive Perception 18, darkvision 60 ft.
Languages: Common, Ma'ish
Challenge: 12 (8,400 XP)

Howl of the Hunt (1/Day): As a bonus action, the Spineripper may howl with a horrific cry. During their next turn, all Ravenous can take another attack action but do not add proficiency to their attacks.

On the Prowl: Once per turn, after the Spineripper attacks a creature with its claws, it may move 5 ft. in a direction of its choosing without provoking attacks of opportunity.

Pack Tactics: The Spineripper has advantage on an Attack roll against a creature if at least one of the Spineripper's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

ACTIONS

Multiattack: The Spineripper makes two attacks with its claws.

Claws, *Melee Weapon Attack:* +9 to hit, 5 ft. reach, one target. Hit: 10 (1d8 + 5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution save or take 17 (5d6) poison damage.

Bite, *Melee Weapon Attack:* +9 to hit, 5 ft. reach, one target. Hit: 11 (1d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution save against disease or become poisoned until the disease is cured. The creature must repeat the saving throw every 24 hours. Until the disease is cured, the creature cannot recover hit points except by resting, and does not apply its Constitution modifier to hit dice rolls during short rests unless that modifier is negative.

REACTIONS

Cursed Flesh (3/Day): Before taking damage from an attack, the Spineripper may shed some of their fur, revealing their cursed flesh beneath and gain resistance to that attack.

THE RISEN

For years, knights belonging to the ultra-orthodox Circle of Thorns have died in battle and been entombed in the catacombs beneath Orinfell. For a time, these fallen warriors were left in peace—but no longer. With their numbers diminishing, the living members of the Circle of Thorns have harnessed dark magics to bind the souls of their honored dead to suits of ornate, time-worn armor. These Risen now serve the order again in a state of undeath, acting as guardians and enforcers. Yet almost nothing of who they once were or what they looked like in their former lives remains. Their armor covered with grave moss and thorny vines, spectral soul-mist trails the Risen wherever they tread—instilling fear in all who look upon their unholy forms.



KNIGHT OF THORNS

Resilient to physical attacks and armed with massive two-handed weapons, these Risen exude an aura of terror. Only a glimmer of their former identity remains, but their dedication to the order's mission in Lawbrand is undiminished.

THE INTRACTABLE

These destructive berserkers have lost all knowledge of their past lives. Driven by raw grief and rage, they lash out at anyone in their path—friend and foe alike.

KNIGHT OF JUDGMENT

The Knights of Judgment remember who they once were, and they revel in the chance to serve the order again. Terrifying to behold and brutally effective in combat, they are determined to smite the blasphemous and unfaithful.

KNIGHT OF THORNS

Medium undead, lawful evil

ARMOR CLASS: 22 (plate armor)
HIT POINTS: 181 (19d8 + 95)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	13 (+1)	16 (+3)	18 (+4)

Saving Throws: Int +5, Wis +8, Dex +6
Skills: Arcana +7, Athletics +11
Senses: passive Perception 13, darkvision 60 ft.
Languages: Common
Challenge: 17 (18,000 XP)

Spellcasting: The Knight of Thorns is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following warlock spells prepared:

- Cantrips (at will): *Chill Touch, Eldritch Blast, Mage Hand*
- 1st-6th level (4 6th level slots): *Blight, Circle of Death, Expeditious Retreat, Hellish Rebuke, Hold Person, Protection from Evil and Good, Soulpurge, Shatter, Thundering Roar*

Destination of Dismay: The Knight of Thorns can use its move to appear within 5 ft. of a frightened creature in its sight.

Unstoppable Resilience (1/Day): When the Knight of Thorns reaches 0 hit points, it is immediately restored back to 1 hit point and cannot take damage for the next two rounds.

ACTIONS

Multiattack: The Knight of Thorns makes 3 attacks with its greatsword.

Greatsword, *Melee Weapon Attack:* +13 to hit, 5 ft. reach, one target. Hit: 14 (2d6 + 7) slashing damage. This weapon is magical for the purposes of overcoming resistances.

Aura of Dread: The Knight of Thorns emanates a sickening aura that plagues the mind of all enemy creatures within 15 ft. of it. When a creature begins its turn within 15 ft. of the Knight of Thorns or moves within 15 ft. of the Knight of Thorns for the first time on its turn, it must succeed a Willpower saving throw of DC 22 or become Frightened by the Knight of Thorns until the start of its next turn.

REACTIONS

Rebuke the Unworthy (3/Day): When a creature attacks and misses the Knight of Thorns, it may use its reaction to immediately retaliate, allowing the Knight of Thorns to make a single attack or cast a spell.

LEGENDARY ACTIONS

The Knight of Thorns can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Knight of Thorns regains spent legendary actions at the start of its turn.

Greatsword Attack. The Knight of Thorns attacks with its greatsword.

Horrify (2 Actions). The Knight of Thorns turns its focus to a nearby creature, imbuing it with such terror that it cannot defend itself. The Knight of Thorns chooses a character within range of its Aura of Dread ability that it can see. That creature must succeed on a DC 22 Charisma saving throw or take 35 (10d6) psychic damage and become restrained until the end of its next turn.



THE INTRACTABLE

Medium undead, lawful evil

ARMOR CLASS: 20 (plate armor)
HIT POINTS: 181 (19d8 + 95)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	15 (+2)	18 (+4)

Saving Throws: Dex +6, Int +5, Wis +8
Skills: Arcana +7, Athletics +11
Senses: passive Perception 13, darkvision 60 ft.
Languages: Common
Challenge: 17 (18,000 XP)

Spellcasting: The Intractable is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following warlock spells prepared:

- Cantrips (at will): *Chill Touch, Eldritch Blast, Mage Hand*
- 1st-6th level (4 6th level slots): *Blight, Circle of Death, Expeditious Retreat, Hellish Rebuke, Hold Person, Protection from Evil and Good, Soulpurge, Shatter, Thundering Roar*

Destination of Dismay: The Intractable can use its move to appear within 5 ft. of a frightened creature in its sight.

Rip and Tear: When The Intractable uses Multiattack to attack two different creatures in the same turn, it gains +2 to hit and damage on each attack.

Blind Fury: When the Intractable starts its turn, all creatures, friend or foe, within 5 ft. of it must succeed a DC 22 Dexterity saving throw or take 16 (3d6 + 5) bludgeoning damage.

ACTIONS

Multiattack: The Intractable makes 3 attacks and can use its Scimitar or mace for each of them but must use each weapon at least once.

Scimitar, *Melee Weapon Attack:* +11 to hit, 5 ft. reach, one target. Hit: 10 (1d6 + 6) slashing damage. This weapon is magical for the purposes of overcoming resistances.

Mace, *Melee Weapon Attack:* +12 to hit, 5 ft. reach, one target. Hit: 10 (1d6 + 6) bludgeoning damage. This weapon is magical for the purposes of overcoming resistances.

Wave of Dread (1/Day): The Intractable emanates a sickening aura that plagues the mind of all enemy creatures within 30 ft. of it. Creatures affected by this must succeed a Willpower saving throw of DC 22 or become Frightened by the Intractable for 1 hour.

REACTIONS

Rebuke the Unworthy (3/Day): When a creature attacks and misses the Intractable, it may use its reaction to immediately retaliate, allowing the Intractable to make a single attack or cast a spell.

LEGENDARY ACTIONS

The Intractable can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Intractable regains spent legendary actions at the start of its turn.

Multiattack. The Intractable makes an attack with its Scimitar and its Mace.

Unchained Anger. Roll a d6. On a 2 or higher, the Intractable moves its speed toward the nearest enemy by the most direct path possible; then, if there is at least one enemy within range, it makes an attack with its Scimitar. On a 1, it instead moves its speed toward the nearest allied creature by the most direct path possible; then, if there is at least one ally within 5 ft. of it, it makes an attack with its Scimitar. This movement does not provoke opportunity attacks.

KNIGHT OF JUDGMENT

Medium undead, lawful evil

ARMOR CLASS: 22 (plate armor)
HIT POINTS: 181 (19d8 + 95)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	14 (+2)	17 (+3)	22 (+6)

Saving Throws: Dex +6, Int +5, Wis +8
Skills: Arcana +8, Athletics +11, Intimidation +12
Senses: passive Perception 13, darkvision 60 ft.
Languages: Common
Challenge: 18 (20,000 XP)

Spellcasting: The Knight of Judgment is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following warlock spells prepared:

- Cantrips (at will): *Chill Touch, Eldritch Blast, Mage Hand*
- 1st-6th level (4 6th level slots): *Blazing Smite, Blight, Circle of Death, Expeditious Retreat, Hellish Rebuke, Hold Person, Protection from Evil and Good, Soulpurge, Shatter, Thundering Roar*

Destination of Dismay: The Knight of Judgment can use its move to appear within 5 ft. of a frightened creature in its sight.

Grand Judgment: When the Knight of Judgment targets a creature of either Good or Evil alignment with an attack, an attack roll of 15 or higher counts as a critical hit.

ACTIONS

Multiattack: The Knight of Judgment makes 3 attacks with its longsword.

Longsword of Judgment, *Melee Weapon Attack:* +14 to hit, 5 ft. reach, one target. Hit: 13 (1d8 + 8) slashing damage. This weapon is magical for the purposes of overcoming resistances.

Quell (1/Day): The Knight of Judgment can use its attack to strike down a creature that has 1/3 or fewer of its hit points remaining in a single blow. It must succeed a DC 25 Constitution save or immediately fall to 0 hit points if the attack hits.

Wave of Dread (1/Day): The Knight of Judgment emanates a sickening aura that plagues the mind of all enemy creatures within 30 ft. of it. Creatures affected by this must succeed a Willpower saving throw of DC 22 or become Frightened by the Knight of Judgment for 1 hour. A creature affected by this ability may attempt the save again at the end of each of its turns, and is no longer Frightened on a success.

Uncanny Simulacrum. The Knight of Judgment retains its personality and moves with a sinister, almost unnatural purpose. Creatures within 30 ft. of the Knight of Judgment cannot benefit from effects that would confer immunity to fear.

REACTIONS

Rebuke the Unworthy (3/Day): When a creature attacks and misses the Knight of Judgment, it may use its reaction to immediately retaliate, allowing the Knight of Judgment to make a single attack or cast a spell.

LEGENDARY ACTIONS

The Knight of Judgment can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Knight of Judgment regains spent legendary actions at the start of its turn.

Disdainful Blow: The Knight of Judgment makes an attack with its Longsword of Judgment. On a hit, the target creature must succeed a DC 24 Constitution saving throw or be stunned until the start of the Knight of Judgment's next turn. he Intractable makes an attack with its Scimitar and its Mace. The Knight of Thorns attacks with its greatsword.

Repartee: The Knight of Judgment taunts an opponent within 15 ft., distracting it. The target creature must succeed a DC 22 Charisma check. If it fails, the next attack made against that creature has advantage.



SKULL TAKER

Based out of Xu'keen'ar village in the Barrier Wilds, these cannibalistic warriors are among the fiercest predators in the land. They are renowned for their battle prowess, hunting skills, and ability to track almost anything that passes through the forest. Despite their diminutive size, Skull Takers fight with utmost savagery against any enemy, no matter how big or menacing their foe might be. They are highly territorial and harbor a deep mistrust of outsiders, especially the larger humanoid races. Strangers who pass through the Skull Taker's domain are often forced to pay a toll by battling in one of Xu'keen'ar's fighting pits. The losers, if they survive the combat, are rarely allowed to go their way. More often, they become the centerpiece of the village's next ceremonial feast.

HILLBULLY

These fierce survivalists are armed with slings and bows to bring down their prey from afar, but they also delight at the chance to fight with their bare hands.

BRUTE

Trained to dual-wield weapons and lash out at their enemies in a murderous frenzy, the Brute quietly stalk the edges of xu'keen territory in search of intruders. They decorate the forest with bones, limbs, and other grisly trophies as a warning to anyone who strays too close to their land.

PIT FIGHTER

The greatest warriors of the xu'keen, Pit Fighters are riddled with jagged scars, each a mark of victory against a larger foe. They fear nothing, and they show no mercy to those who stand against them in combat.

HILLBULLY

Small humanoid (xu'keen), chaotic neutral

ARMOR CLASS: 14 (cloth armor)
HIT POINTS: 26 (4d8 + 28)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	9 (−1)	9 (−1)

Saving Throws: Cha +2
Condition Immunity: Frightened
Skills: Survival +4, Perception +2
Senses: passive Perception 12
Languages: Common, Xu'keeni
Challenge: 1 (200 XP)

Taste for Blood: As a bonus action, the Hillbully can attempt to bite a target it is grappling, dealing 1d4 damage on a successful hit. If this deals damage, the Hillbully gains +2 damage to all attacks against that target for the next 10 minutes.

ACTIONS

Bone Axe, *Melee Weapon Attack:* +4 to hit, 5 ft. reach, one target. Hit: 4 (1d6 + 2) slashing damage.

Deadly Hoist: The Hillbully may throw another Skull Taker up to 15 ft. If the thrown Skull Taker would land on top of another creature, that creature must succeed a DC 14 Dexterity save or take 4d6 damage and be knocked prone. Creatures who succeed the save take half as much damage and are not knocked prone. Regardless of whether the target creature succeeds the save, the Skull Taker that was thrown takes 2d6 damage.

BRUTE

Small humanoid (xu'keen), chaotic neutral

ARMOR CLASS: 14 (cloth armor)
HIT POINTS: 26 (4d8 + 28)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	9 (−1)	9 (−1)

Saving Throws: Cha +2
Condition Immunity: Frightened
Skills: Survival +4, Perception +2
Senses: passive Perception 12
Languages: Common, Xu'keeni
Challenge: 1 (200 XP)

Taste for Blood: As a bonus action, the Brute can attempt to bite a target it is grappling, dealing 1d4 damage on a successful hit. If this deals damage, the Brute gains +2 damage to all attacks against that target for the next 10 minutes.

ACTIONS

Multiattack: The Brute makes two attacks with its bone dagger.

Bone Dagger, *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. Hit: 5 (1d4 + 3) piercing damage.

PIT FIGHTER

Small humanoid (xu'keen), chaotic neutral

ARMOR CLASS: 13 (cloth armor)
HIT POINTS: 60 (8d8 + 24)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+4)	10 (+0)	9 (−1)	9 (−1)

Saving Throws: Cha +2
Condition Immunity: Frightened
Skills: Survival +4, Perception +2, Athletics +6
Senses: passive Perception 12
Languages: Common, Xu'keeni
Challenge: 2 (450 XP)

Taste for Blood: As a bonus action, the Pit Fighter can attempt to bite a target it is grappling, dealing 1d4 damage on a successful hit. If this deals damage, the Pit Fighter gains +2 damage to all attacks against that target for the next 10 minutes.

Scrappy Fighter: When the Pit Fighter attacks a creature of a larger size than it, it receives a +2 bonus to its attack rolls.

ACTIONS

Multiattack: The Pit Fighter makes two attacks with its bone axe

Bone Axe, *Melee Weapon Attack:* +4 to hit, 5 ft. reach, one target. Hit: 5 (1d6 + 2) piercing damage.

SOULSTALKER

As members of the Fangs of Scyllia cult, Soulstalkers live to spread terror and chaos across Lawbrand. Yet the only thing that truly brings them joy is harvesting souls. Through phantasmal magic and fear-inducing illusions, these warlocks overwhelm their prey and rip the souls from their bodies. This stolen spiritual essence is bound to the Soulstalkers' glowing tattoos.

With every new victim they claim, their magic grows stronger—as does their insatiable hunger for more. The only thing that prevents the Soulstalkers from wreaking havoc wherever they travel is the desire to keep the Fangs of Scyllia cult a secret from Lawbrand's troublesome authorities.



SOULSTALKER

Medium humanoid (any race), neutral evil

ARMOR CLASS: 15 (cloth armor)
HIT POINTS: 82 (15d8 + 15)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	18 (+4)	18 (+4)

Saving Throws: Int +5, Wis+4
Saving Throws: Frightened, Charmed
Skills: Deception +8, Perception +8, Arcana +10
Senses: passive Perception 18
Languages: Common, any language specific to its race
Challenge: 8 (3,900 XP)

Spellcasting: The Soulstalker is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following warlock spells prepared:

- Cantrips (at will): *Chill Touch, Eldritch Blast*
- 1st-level (4 slots): *Hellish Rebuke, Protection from Evil and Good*
- 2nd-level (3 slots): *Darkness, Ray of Enfeeblement, Soulpurge*
- 3rd-level (2 slots): *Fear, Vampiric Touch*
- 4th-level (2 slots): *Blight*

Souldrain: As a bonus action, when the Soulstalker hits a creature with its dagger, it can drain their Constitution, taking their Constitution bonus and adding it to their own and rendering the creature's Constitution bonus −1 (if it was positive) and setting it to 9. The drained Constitution is returned to the creature when the Soulstalker who drained them is killed.

Horrific Energies: If the Soulstalker succeeds on a Wisdom check as the result of a damaging hostile effect, it suffers no damage, even if it would otherwise take half as much damage. In addition, it may cause a creature within 30 ft. to suffer the effects of that hostile effect as though it had failed a Wisdom save against it.

ACTIONS

Dagger, *Melee Weapon Attack:* +6 to hit, 5 ft. reach, one target. Hit: 4 (1d4 + 2) piercing damage.

STAGGOTH

These monstrous brutes epitomize the Howling's unholy effect on nature. A forest of gnarled, bloodstained antlers rises from their stag heads. Ritual scarring marks their toughened skin. Cursed fetishes hang from their bodies, pulsing with poisonous magic. Yet as terrifying as their physical forms are, the Staggoth are even more feared for their intelligence. Clever and sadistic, they serve as the Howling's foremost generals and high priests.

DARKRUNNER

The Darkrunners are swift and merciless raiders equipped with polearms. Without warning, they smash into enemy encampments and chase down anyone who tries to flee.

WILD HUNTSMAN

Though they often lead packs of the Howling's Fleshreavers into battle, the Wild Huntsmen are just as deadly on their own. They prowl the woodlands, setting devious traps and tracking down prey with terrifying speed.

TERRORHOOF

Corrupted by the demigod Ralavak's curse, these former druids now harness twisted magic to poison the forest and drive the Howling's minions into a murderous frenzy. Though they are patient and highly intelligent, they are committed to seeing blood flow throughout the wilds.



DARKRUNNER

Large humanoid, neutral evil

ARMOR CLASS: 14 (natural armor)
HIT POINTS: 60 (8d10 + 16)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)

Saving Throws: Cha +5, Wis +4
Condition Immunity: Frightened, Charmed
Skills: Perception +3, Nature +8
Senses: passive Perception 13, darkvision 60 ft.
Languages: Common, any language specific to its race
Challenge: 5 (1,800 XP)

Follow Through: As a bonus action, when the Darkrunner makes an attack with its polearm, it can make an additional attack with the back of the weapon for damage equal to 1d4 + Strength modifier.

ACTIONS

Polearm, *Melee Weapon Attack:* Melee Weapon Attack: +6 to hit, 10 ft. reach, one target. Hit: 9 (1d10 + 3) slashing damage.

Antlers, *Melee Weapon Attack:* Melee Weapon Attack: +7 to hit, 5 ft. reach, one target. Hit: 7 (1d6 + 3) piercing damage.

Hooves, *Melee Weapon Attack:* Melee Weapon Attack: +6 to hit, 5 ft. reach, one target. Hit: 7 (1d6 + 3) bludgeoning damage.

WILD HUNTSMAN

Large humanoid, neutral evil

ARMOR CLASS: 14 (natural armor)
HIT POINTS: 60 (8d10 + 16)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	13 (+1)	10 (+0)	9 (−1)

Condition Immunity: Frightened, Charmed
Skills: Perception +4, Nature +8
Senses: passive Perception 14, darkvision 60 ft.
Languages: Common, any language specific to its race
Challenge: 7 (2,900 XP)

Antler Ram: As a bonus action, the Wild Huntsman can ram a creature within 5 ft. of it with its antlers, causing both the creature and the Wild Huntsman to suffer −5 AC until the end of its next turn as they both recover from the shock of the impact.

Brutal Display of Power: When the Wild Huntsman is below half of its starting hit points, it deals +4 damage with its attacks.

ACTIONS

Multiattack: The Wild Huntsman attacks with its hooves and antlers.

Antlers *Melee Weapon Attack:* Melee Weapon Attack: +7 to hit, 5 ft. reach, one target. Hit: 8 (1d6 + 4) piercing damage.

Hooves, *Melee Weapon Attack:* Melee Weapon Attack: +7 to hit, 5 ft. reach, one target. Hit: 8 (1d6 + 4) bludgeoning damage.

REACTIONS

Cursed Existence (1/Day): When the Wild Huntsman's hit points would drop to 0, it can use its reaction to immediately restore itself to 20 hit points

TERRORHOOF

Large humanoid, neutral evil

ARMOR CLASS: 18 (natural armor)
HIT POINTS: 144 (17d10 + 51)
SPEED: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	12 (+1)

Condition Immunity: Frightened, Charmed
Skills: Perception +4, Nature +10, History +5, Intimidation +5
Senses: passive Perception 14, darkvision 60 ft.
Languages: Common, any language specific to its race
Challenge: 11 (7,200 XP)

Reckless Attack: When the Terrorhoof makes its first attack on its turn, it can decide to attack recklessly. Doing so gives it advantage on its melee attack rolls with its Antlers and Hooves during its turn, but attack rolls against it have advantage until the start of its next turn.

Berserk Fury: If the Terrorhoof has less than half its hit points, it gains resistance to nonmagical bludgeoning, slashing, and piercing damage, and can attack two additional times with its Antlers as part of a Multiattack.

ACTIONS

Multiattack: The Terrorhoof attacks with its hooves and antlers.

Antlers *Melee Weapon Attack:* Melee Weapon Attack: +8 to hit, 5 ft. reach, one target. Hit: 8 (1d6 + 4) piercing damage.

Hooves, *Melee Weapon Attack:* Melee Weapon Attack: +8 to hit, 5 ft. reach, one target. Hit: 8 (1d6 + 4) bludgeoning damage.

REACTIONS

Cursed Existence (1/Day): When the Terrorhoof's hit points would drop to 0, it can use its reaction to immediately restore itself to 20 hit points.

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MENDOZA, CARL GILBERT, CARL HANSEL., CARL KNOCH, CARL LEARNED, CARL TUTTLE, CARL ZAHRT, CARLO ISCANDRI, CARLOS ALBERTO AUTET LEGARISTI, CARLOS M. FELICIANO, CARLOS MUNOZ, CARLOS NICOT, CARLOS OVALLE, CARLOTA LLORET RODRÍGUEZ, CARMEN PENNA, CARMINE LAUDIERO, CAROLINE SCHAEDEL., CARSON SPACE, CARTER PRICE, CASEY, CASEY ALLEN, CASEY HUFF, CASEY KNUE, CASEY NEWVILLE, CASPER LYKKE, CASS C. WEIL, CAT FRATES, CATHERINE MANN, CATHERINE PODESTA-MOONEY, CÉDRIC EVRARD, CEDRIC LIESNARD, CÉDRIC LACONI, CELINA ANDERSSON, CENGIZ KUYAS, CHAD COLLINS, CHAD COLOMBO, CHAD DACUS, CHAD DUNBAR, CHAD GOODMAN, CHAD GROSS, CHAD JOHNSON, CHAD LYNEMA, CHAD NORWOOD, CHAD THORNTON, CHAD WEBER, CHAD WILLIAMS, CHANCE COLEMAN, CHANDLER SWINK, CHARL LIEBENBERG, CHARLES BAKER, CHARLES BHE FOX, CHARLES BRYANT, CHARLES CURRAN, CHARLES EDWARD BEACHLEY, CHARLES FEDUKE, CHARLES LANGER, CHARLES M. 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BRUCE, CORRINE PIRATTTUDE JOHNSON, CORRINNE BROWN, CORWIN ARVIN, CORY BROWN, CORY CAAUWE, CORY G., CORY GATTICA DAVIS, CORY HUNGATE, CORY JOYCE, CORY LANE, CORY LAVEZZI, CORY METCALF, CORY PADRIC HYNES-CIERNIA, CORY WILLIAMSEN, COURTLAND PERRY, CRAIG DEVORE, CRAIG FREE, CRAIG MORRISON, CRAIG SHARPE, CRIS GIZZI, CRISTIAN ANDREU, CRYSTAL RAJTORA, CSABA GREGER, CULLEN LIPPE, CURTIS DEVAUGHN, CURTIS HARPER, CURTIS HEATON, CYNTHIA DICKSON, CYRIL MARBAIX, D TAYLOR RODRIGUEZ, DAAN ORIS, DAKOTA CHARLESWORTH, DAKOTA MURRAY, DAKOTA SHEPPARD, DAKOTA SMEDES, DAKOTA TAPHOUSE, DALE BARKER, DALE SHUMATE, DALLAS SMITH, DALLAS STRINGHAM, DALTON DEPOY, DALTON JONES, DALTON YOUNG, DAMIEN AUDY LAPLANTE, DAMIEN GWARDYS, DAMIEN KELLY, DAMON LEFHOLZ, DAMON RICE, DAN ANEIROS, DAN GRIFFITH, DAN KENDALL, DAN MEADORS, DAN MOONE, DAN NEUMANN, DAN PEMBERTON, DAN SANTIAGO, DAN SCHILLER, DAN WOOD, DAN YOWLER, DANA GRAVES, DANA TATULIS, DANA WALPOLE, DANE PETTINE, DANIEL., DANIEL A. 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LEBRUN, JESSE BABCOCK, JESSE CAROTHERS, JESSE DAVID, JESSE FRISZELL., JESSE GWYN JAMES BOOTH, JESSE HEMKER, JESSE LUCIA, JESSE MCNAMEE, JESSE O'CONNOR, JESSE PREVEY, JESSE RATHBURN, JESSE REHILL, JESSE TENNEY, JESSE TRAMPOSCH, JESSE WEISBROD, JESSICA BOHLMAN, JESSICA DUARTE, JESSICA EATON, JESSICA HONSINGER, JESSICA LOMAN, JESSICA ROSENSTOCK, JESSICA SONNER, JESSICA TAYLOR, JESSIE COLLIN, JESSIE PRIMEAU, JESSS MURPHREE, JESSY MALDONADO, JESUS BURCIAGA, JESUS DE DIOS, JESUS FERNANDEZ, JIM FULLILOVE JR., JIM HALL, JIMMY CHANCELLOR, JIMMY GARCIA, JIMMY LEWIS, JIMMY MCCLURE, JIMMY PIRAINO, JIMMY ROBERTSON, JOACHIM NYGAARD HIORT, JOAKIM PERSSON, JOANIE KRAUT, JODY C., JOE DIAMOND, JOE FIELD, JOE GIRARD, JOE GROVER, JOE HALL., JOE HEINECKE, JOE HOFFMAN, JOE HOFFMANN, JOE JACKSON, JOE KONTOR, JOE KRATOCHVIL, JOE MARONI, JOE MCBRIDE, JOE POEHLMANN, JOE ROOT, JOE RUMSEY, JOE 'SHARDARK1' MARCELYNAS, JOE TIPPETS, JOE WIGGINS, JOEL, JOEL HERNANDEZ, JOEL KENNEDY MINER, JOEL KNOX, JOEL LAJEUNESSE, JOEL RODRIGUEZ, JOEL SEIP, JOEL YOUKHANNA, JOEY RICHARDSON, JOHAN HEDIN, JOHANNES HVILSOM LARSEN, JOHN ALLEY, JOHN ARENA, JOHN BANOVETZ, JOHN BENOIT, JOHN BISHOP, JOHN BROWN, JOHN BURRAGE, JOHN CHRISTIAN DOLAN, JOHN DEAN, JOHN DEYO JR., JOHN DONOHUE, JOHN DORMAN, JOHN DUFOUR, JOHN DUNIS, JOHN DWYER, JOHN E. 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HIT POINTS MAX

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2. SHED SKIN

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- ATHLETICS

DEXTERITY
- SAVING THROWS
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- SAVING THROWS

INTELLIGENCE
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- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM
- SAVING THROWS
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- SAVING THROWS
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CHARACTER NAME

SIGILS

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CLASS & LEVEL

ALIGNMENT

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XP POINTS

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INITIATIVE

ATTACKS & SPELLCASTING

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SPEED

PERSONALITY TRAITS

EQUIPMENT & CHARACTER NOTES

ARMOR CLASS

PROFICIENCY BONUS

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CHARACTER APPEARANCE

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ADDITIONAL ATTACKS & SPELLCASTING

NAME	ATK BONUS	DMG / TYPE

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ADDITIONAL EQUIPMENT

IDEALS

BONUS

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CHARACTER BACKSTORY



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