

The cover art depicts a dramatic scene from a high angle. In the foreground, a character with long, dark, wavy hair is seen from behind, wearing a dark, patterned tunic. Their right arm is raised, holding a long, silver sword. The sword's hilt is ornate, with a dark, spiky guard. The blade is held high, and a massive, intense fireball or explosion erupts from its tip, filling the upper left portion of the frame with bright orange and yellow flames. The background shows a vast, desolate landscape with rolling hills and mountains under a dark, smoky sky. The overall color palette is dominated by warm, fiery tones of orange, red, and brown, creating a sense of epic conflict and destruction.

War of the
Burning Sky

PLAYER'S GUIDE

A 5e Source Book for
All Character Levels

Prepare for War

In *War of the Burning Sky*, you will have the chance to fight in a war of mythic proportions, and determine the fate of many nations in its aftermath. Ever-escalating conflicts, powered by mighty magic and fervent faith, threaten your freedom and lives, and even the world itself.

Prepare for war with the mini-gazetteer and rules material in the *War of the Burning Sky* Player's Guide.

War is coming: are you ready?



CONTENTS

FOR THE PLAYERS	2	NEW RULES MATERIAL	16
Introduction	2	The Burning Sky	16
Content	2	Character Races	16
GATE PASS	3	Gate Pass Connections	17
Traditions and Culture	3	Bard College: College of Cirquelistes	18
Districts, Walls, and Gates	4	Martial Archetype: Commander	19
City History and Myths	5	Monastic Tradition: Way of the East Wind	22
Orcs and Half-Orcs	6	Monastic Tradition: Way of the West Wind	23
Power Groups	6	Special Weapons	24
RAGESIA AND SURROUNDING LANDS	10	Adventuring Gear	25
Overview	10	Feats	25
Ragesia	10	Spell Lists	26
Shahalesti	12	Spell Descriptions	27
Dassen	13	Magic Items	29
Sindaire	14	LEGAL INFORMATION	30
Ostalin	15		

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On the Cover
Claudio Pozas show the Torch of the Burning Sky
moments before transporting an army.



FOR THE PLAYERS

While once news reached the Free City-state of Gate Pass by weekly teleporting courier, that channel has gone silent, and now news travels by the old routes of rumor—travelers from the outside world. You might be one of those travelers, or a concerned native of the city, but you have heard the rumors.

Emperor Drakus Coaltongue, ruler of the mighty Ragesian Empire which lies to the west of Gate Pass, has been slain in a distant nation, or so the rumors say. Of course, the rumors once said that Coaltongue was immortal. However, no one doubts the tales of armies mustering in Ragesia, with orders to secure the borders of the empire at this time of weakness and uncertainty. And from Shahalesti, the elvish nation east of Gate Pass, the rumors say its ruler seeks to claim the vulnerable Ragesia for his people.

Gate Pass sits alone in its mountain pass, one of the few safe routes between these two nations—Ragesia and Shahalesti. For weeks people have been saying war would come to Gate Pass, and now the rumors are true...

INTRODUCTION

Welcome to the *War of the Burning Sky* campaign saga. While the Campaign Guide is intended for the game master and has materials players should not read, this document has nothing that will spoil the game, and is available for all to see. Of course, the new rules material in this Player's Guide is available only at the game master's discretion, and the details of the region and its politics may change based on the setting of your game, so think of everything here as optional.

In *War of the Burning Sky*, you will have the chance to fight in a war of mythic proportions, and determine the fate of many nations in its aftermath. Ever-escalating conflicts, powered by mighty magic and fervent faith, threaten your freedom and lives, and even the world itself.

Driven by the dogs of war, you will head for a distant safe haven, a magic academy named Lyceum, which has sent up a rallying cry for those who wish to resist the warmongers. You will have a chance to form alliances, to build an army, and to uncover the strange secrets that underlie the conflict. As the war reaches a climax, powerful magic will threaten to scorch nations, or sunder them into nothing but nightmares. It will be up to you to bring the war to an end before only embers and ruins remain.



CONTENT

The content of this document is divided into three parts. Gate Pass briefly details the city of Gate Pass where the campaign begins. Ragesia and Surround Lands provides an overview of the rest of the region—its nations, politics, and history. New Rules Material contains the new rules content and player options and is intended for groups keen on creating characters more closely tied to the campaign setting.

GATE PASS

The Free City-state of Gate Pass lies in a rocky mountain pass that runs east to west between Ragesia and Shahalesti. Sheer cliffs mark its northern and southern borders, and fortifications built up over centuries have made the city highly defensible, allowing it to avoid being annexed by either of the nations that surround it. These same fortifications, unfortunately, make it difficult for anyone to sneak out of the city without going through any of the numerous gates that give the city its name.

Though the city's borders to north and south are tightly limited—less than a mile wide at the widest point—the mountain pass is nearly twenty miles long, giving the city a lot of room to grow eastward and westward. The older districts of the city lie in the center of the pass, with different eras of development sprawling out gradually in both directions. Additionally, various small farms and ranches dot the mountains around the city proper, though these people are generally hostile to foreigners and relatively well-armed. Gate Pass has only been conquered once, and its citizens managed to drive out the invaders and regain their freedom, so many of the farmers and ranchers view themselves as the first line of defense for their city.

TRADITIONS AND CULTURE

The city's architecture tends to multistory buildings with bridges between roofs, creating thousands of "gateways" along roads and alleys. Even in poorer districts, buildings are usually at least two stories tall. Many merchants, made wealthy from the traffic that passes through the city, own vast ranges of adjacent buildings, all of them connected with high bridges. An expression of the city—"a coin for every gate"—both refers to the wealth of the city, and serves as a warning to visitors to avoid poorer areas where buildings lie unconnected.

A broad, twenty-foot-wide thoroughfare called the Emelk Way runs the length of the city, interrupted only by the district walls every half mile or so. The city's natural landscape rises in the center to a broad hill called Summer's Bluff. In addition to being home to dozens of gated estates for the city's politicians and rich merchants, Summer's Bluff is the site of the city's grand square, where various annual holidays are celebrated. The grand square can easily hold several thousand people, and it is dotted with dozens of small groves, statues, and

THE FREE CITY-STATE OF GATE PASS

A large city built within a rocky mountain pass, Gate Pass is the bridge of trade and travel between the Ragesian Empire and Shahalesti.

Population. 17,000; another 2,000 or so live on the countryside and upper mountain slopes within a few miles of the main gates. The citizens of Gate Pass are mostly human. A sizeable orc and half-orc population represents about 20% of the city. A small elven refugee population is the only other significant group, with half-elves, dwarves, and gnomes filling out the rest.

Government. A half-orc named Merrick Hurt is the city's governor. He presides over a city council represented by individuals from each ward and district in the city. The council is responsible for managing the military, commerce, and public projects. According to most of the populace, the council is largely ineffectual and is easily swayed by citizen groups, wealthy merchants, religious concerns, and military groups.

Defense. Numbering close to two thousand, the guards also act as constables. Most guards are responsible for watching the gates and kill zones around the city. A small unit of twenty griffon riders patrols the farms in the outlying area and represents the only cavalry.

Inns. Inns are most often found at the outermost districts of the city with the exception of a few around the grand square. The quality of accommodations lessens the farther away the inn is from the Emelk Way. Famous locations: Dassen Arms (5 stars, the best); Griffon Suites (4 stars); Mannish Inn (2-star); Harrigan's Inn (1 star).

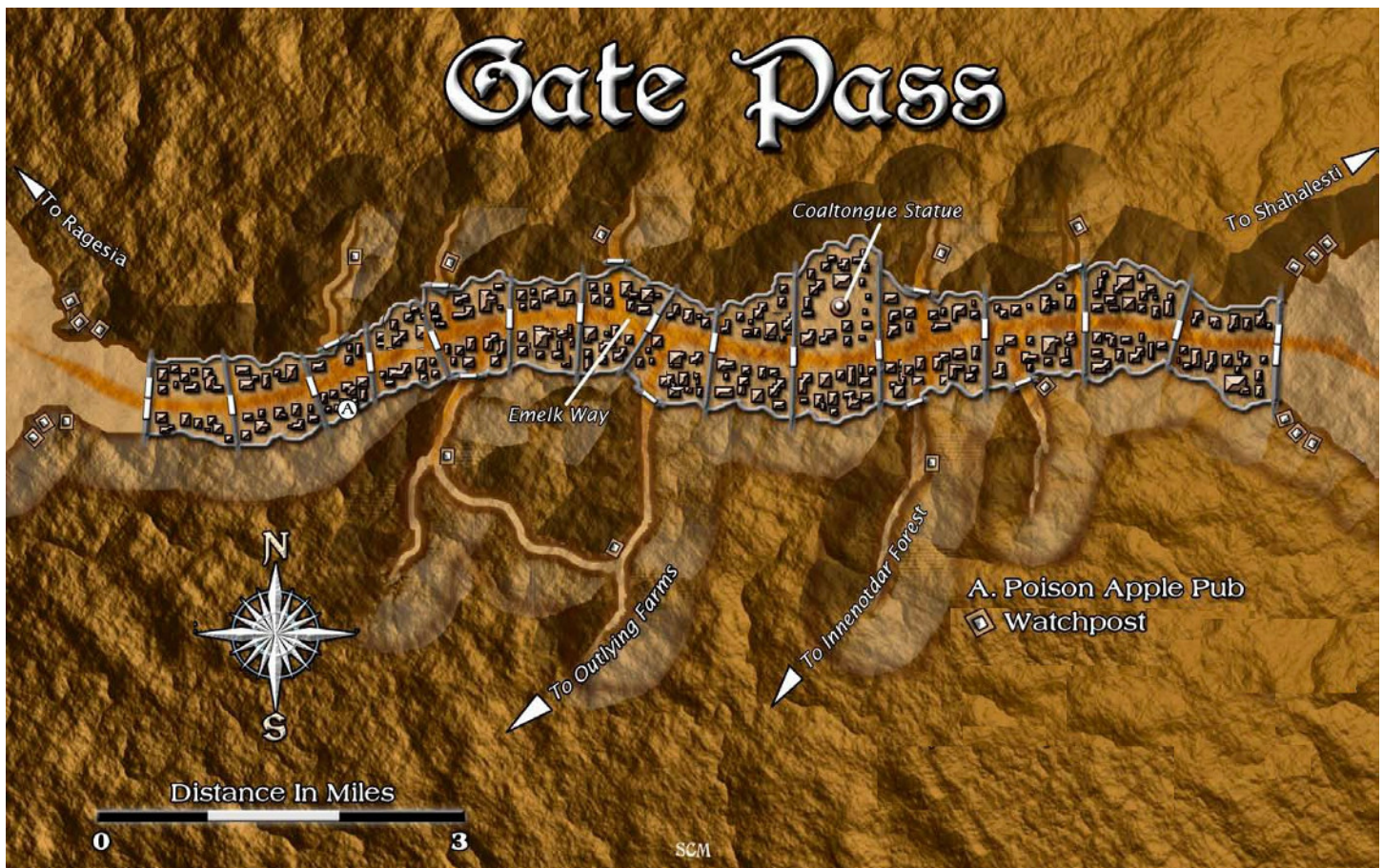
Taverns. Some well-known taverns are Flaming Forest Alehouse (5 stars); Seaquen's Spirits (3 stars); Poison Apple Pub (2-star); One-to-Go tavern (1 star).

Supplies. Two-Winds Trading; Menash's Provisions; Adventurer's Trove.

ornamental gate arches, with staircases people can climb to get a better view. In the center of the grand square is a high stone dais, its surface carved in a massive relief that depicts several local legends.

The rest of the city consists of various districts of skilled workers, common housing, warehouses and businesses, and slums. Each district has representation in the city government. By city ordinance, every fourth district must contain a park at least a quarter mile to a side, though entrance to these typically requires payment of a few coppers.

The city grew outward from its central districts, with a new district and new outer wall springing up every few decades or so. Because of this, it is



possible to see the changing styles of construction and defense over the centuries of the city's existence, like reading the rings of a tree. In older districts, built before the development of the city's underground sewer system, countless reservoirs and aqueducts rise above the rooftops, designed to catch rainwater and direct sewage to dumps outside the city. The current sewers flow into an underground river before being swept into endless, uncharted caves.

In the past century, clerics have blessed the gates of new districts in expensive rituals, and a tradition has developed for respected citizens to be buried in the sanctified ground near the gate of their district. Most graveyards, however, lie outside the city, either fenced in atop hills, or in gated crypts.

DISTRICTS, WALLS, AND GATES

The city is segmented into fourteen districts, each slightly more than a half-mile in length. They are separated by 30-foot-high, 6-foot-thick walls that stretch from north to south, which require a DC 15 Strength (Athletics) check to climb. The tops of the walls sport metal grates sticking out sideways 5 feet in each direction, requiring an additional DC 19

Strength (Athletics) check to make it over them. City ordinance forbids any rooftop within 10 feet of a wall, though the city has a few stories about industrious thieves using massive ladders to traverse the city for twilight heists carried out in the wealthier districts.

Each district wall has a gate, a pair of reinforced wooden doors (AC 15; HP 54; Damage Threshold 8; DC 26 Strength check to break) each 20 feet high and 8 feet wide, which remain open during the day but close at sunset. A small steel access door can be opened to allow individuals to pass through at night, but vehicles and beasts of burden are almost never allowed through between sunset and dawn. A small guardhouse, large enough to comfortably hold eight soldiers, overlooks the gate with arrow slits and murder holes. More guards typically watch the ground level by day.

Passing between districts is relatively easy if one takes the main thoroughfare during the day, though guards are known to perform random inspections. The High District, in the center of the city, is much more heavily guarded: typically twice the usual number of guards is on hand, and those guards have orders to randomly inspect someone every few minutes (especially those who look like outsiders).

The northern and southern borders of the city

typically have walls built from the natural cliffs, averaging 40 feet tall. Each district on the edge of the city usually has a gate either to the north or south, and a wide swath of clear land on the outer side of the wall makes the approach easy to see. These walls are only a token defense, since a devoted military press could easily overwhelm them, but normally the city relies on the fact that approaching the city through the mountains is slow and treacherous.

Only a handful of districts have gates that lead to actual roads, and most of these are used for deliveries by farmers and miners. Each day groups of Gate Pass soldiers patrol the northern and southern borders, looking for signs of illegal passage and occasionally apprehending criminals who try to hide in the craggy hills.

Most traffic passes through the easternmost and westernmost districts, which have major gates that lead out of the city to Shahalesti and Ragesia respectively. These gates are much more heavily guarded: the exits have two sets of doors with a

wide kill zone between them, and city taxes pay for a variety of magical defenses on the gates.

In a few districts are found smaller walled areas populated predominantly by a single race. Most common of these ghettos are those of the elves, who tend to shun outsiders. Elvish ghettos are renowned for having no visible entrances through their walls—all the doors are secret, which elves can intuitively notice.

CITY HISTORY AND MYTHS

Gate Pass has the distinction of being the only city to successfully drive out occupation by the Ragesian Empire. Forty years ago, Emperor Coaltongue defeated the city's army, set up a military government, and erected a 90-foot-tall statue of himself in the grand square on Summer's Bluff before moving on to his next conquest. For two years, citizens waged an insurgency against the occupying army, until finally Coaltongue decided the city wasn't worth the loss of men.

FAMOUS MYTHS

The Wavering Maiden. The Tidereaver Kraken explored the land by making a human body for itself out of seawater. In the form of a beautiful young woman with rolling black hair, the Kraken explored the world. However, because the tide is inconstant, at times this form would ebb, and the Kraken would spend an evening in a lake or river in its true form. The myth is a series of comic events based around numerous suitors who fall in love with the Kraken in its woman form, and who often seek to destroy it in its Kraken form.

The Trilling Stone. The Worldshaper Worm sought to prove its superiority to the Stormchaser Eagle by creating a song more powerful than the Eagle's thunder. The myth explains the various monsters who live in the depths of the world, saying that they were lured by the Worm's eerie, whistling song, only to be trapped when the arrogant Worm decided to sing even louder, causing an earthquake. This, it is said, is why the bodies of the dead are filled with worms when they are found in the ground.

The Aquiline Heart. This story is a morality tale about the dangers of both pride and power. Never able to catch the Stormseeker Eagle after many years of chase, the Flamebringer Dragon preyed instead on the Eagle's pride, saying the Eagle was too weak and cowardly ever to chase the Dragon. The angered Eagle pursued the Dragon, not realizing until too late that it had been tricked into flying down a tunnel into the depths of the world, where it did not

have enough room to maneuver.

The Dragon bit the Eagle's throat and began to drink its blood for its power, when the Worldshaper Worm came upon the scene. The Worm was blind, but the Dragon knew that it could feel the beating hearts of both the Dragon and the Eagle. To avoid its treachery being discovered, the Dragon tore out the Eagle's still-beating heart and hid it some place where it would never be tempted to try to get it again. This explains how dragons became the strongest creatures in the world, and teaches that those with too much power risk being turned upon by those around them.



Shahalesti and Ragesia, once allies, were approaching open war, and Coaltongue declared that he would withdraw from Gate Pass if Shaaladel, Lord of the Shahalesti, agreed to leave the city as a neutral buffer between their two nations. The elves agreed, the city celebrated its victory, and trade between the two nations began to flow.

The city still sports numerous indications of the occupation, and many citizens purchase busts or paintings of the aged emperor, as if both to mock the Ragesians for their failure and to respect Coaltongue's wisdom in deciding to leave their city alone. Even the emperor's statue remains; it is decorated and painted gaudily on various holidays.

Because of his name, Drakus Coaltongue is often associated with a myth that is native to Gate Pass and Ragesia, that of the Dragon and the Eagle. A series of myths tell of an ancient time when the lands that are now Ragesia and its neighbors were the domain of four elemental spirits—the Tidereaver Kraken, the Worldshaper Worm, the Flamebringer Dragon, and the Stormchaser Eagle, and these four beings are common motifs in the art and architecture of Gate Pass (as well as in Ragesia).

ORCS AND HALF-ORCS

Gate Pass freely accepts orcs as citizens, in stark contrast to most other human settlements, and many have adapted well to the civilized life that is so different from their tribal culture.

Gate Pass is also widely known as a haven for half-orcs, and many come to the city to find their identity. In the formative years of the city, the half-orcs' origins were hotly debated and both orcs and humans questioned their standing. For humans, half-orc signaled a lesser breed, and became a pejorative phrase. The orcs, however, saw an increase in their influence and power and elevated the odd race. The divisions between all three races were wide, but in the earlier battles for Gate Pass, the half-orcs fought and bled like the rest and the walls of prejudice fell quickly. Today, there is little prejudice and the half-orc population enjoys an equal stand amongst the humans and orcs.

POWER GROUPS

City Council

The government of Gate Pass is a council of representatives from each of the districts, with a city governor chosen every ten years. Many different

groups hold sway with the government, ranging from citizen groups to wealthy merchants to religious and military groups.

One of the more colorful characters in the council is Erdan Menash, a former merchant and tailor who used to sell well-crafted but horribly unfashionable gear to adventurers, with the goal of making sure everyone knew he was the one sponsoring their heroism. His personal manor is painted vivid green, yellow, and purple.

The current governor is Merrick Hurt, a half-orc who has kept relationships with Ragesia warm in the past, though many worry he will be too agreeable to demands by the new ruler of Ragesia. Rumors say that he bitterly loathes elves and has a vast lexicon of insults for them, a vice that relatively few in the city worry about.

Gabal's School

Gabal, a famed evoker who helped drive the Ragesians out forty years ago, maintains a school of war. This large cluster of squat towers connected by covered bridges and surrounded by a moat and fence is jokingly known as The Castle. Gabal's students—easily identifiable by their red robes—are generally viewed as arrogant and hot-tempered, but their mentor forces them to sell their services for low prices, particularly in matters of defense and construction, and a handful of wizards serve in the city military.

Gabal is said to scorn magic-users who do not study spellbooks for their powers, and has a particular dislike for bards, paladins, sorcerers, and warlocks, commonly saying he doesn't trust people who have that much charisma. Charm is a personality flaw Gabal proudly lacks.

The Military

While the Gate Pass military answers to the city council, their opinion carries great weight given how much attention the city pays to its defense. Unlike most militaries, they are not trained for large open field combat, but rather for the defense of the city, taking advantage of enclosed terrain. Commander Harmand Fletcher, a veteran of the rebellion against Ragesia, recently retired from leader of the armed forces, replaced by Brant Sawman, who if anything is almost more gruff and brooding than his predecessor.

A small unit of twenty griffon riders serve to patrol the far reaches of Gate Pass's domain, but otherwise the city has little in the way of a cavalry tradition.



The Temples

The religious community of Gate Pass is diverse, owing to the interaction of cultures flowing through the city. Eight major temples represent the religious core of the community, and though each religion has its own interests, they share common ground through the annual Festival of Dreams, during which the temples all briefly work to provide for the greater good. Numerous temples of smaller religions dot the city, and though they lack the same sway as the major eight, they still put a lot of effort into New Year's festivities.

The Saraswatin

Library of the God of Knowledge

Located in Summer's Bluff, this four-story building is the central repository of knowledge for the city. Along with stacks and cubbyholes full of tomes and scrolls, the building has an art gallery and a five-hundred-seat theater.

Researchers using the library are expected to offer 1 gp to the god of knowledge, as well as give generous tips to the many librarians who keep things organized and easy to find.

THE NAMES OF THE GODS

While *War of the Burning Sky* describes several gods and their temples, it generally does not name them. Your GM may incorporate a pantheon from history or another campaign setting, or players of characters of faith might work with their GM to create the name and domain (and possibly even history) of their character's deity.

Mercineum

Temple of the Healing God

This temple is a small, forty-foot circular building of ancient design. Once there were multiple temples across the city, many quite large that served as hospitals and clinics for the citizens, but this simple building was considered the holiest of all those. Its veneration is related to the miracle of Tench Marber, an event that took place forty years ago during the Ragesian occupation.

Coaltongue declared the predominant Mercinea Church a heretical cult and attempted to replace the sect with the Ragesian Hospitalers. Within a month of the invasion, all the temples were converted to the Hospitalers, with the exception of the small Mercineum.

The head priest of the Mercineum, Tench Marber, was unwilling to relinquish control to the Ragesian clergy and simply sat on the center altar as the Hospitalers demanded he leave. Tench declared that he would not leave; instead, he would stay on as a reminder to all that the Hospitalers were not truly blessed by the gods.

The Ragesian healers, outraged at his insolence, tried to rush inside the building and attack, but they were mysteriously blocked at the door. No magic or any other power could gain entrance, so the invading priests decided to wait until Tench either left or died before they took possession of the temple. Seizing an opportunity, the besieged priest made a proposal: if, after a year and a day, Tench was still alive within the temple, the Ragesians would acknowledge the god's blessing on the Mercinea Church. They agreed, and the bargain was struck.

For a full year, Tench sat, neither eating nor sleeping, but he lived, and on the last day, the frantic Hospitalers waited until the sun set, which would mark the end of the agreed-upon time period. As the last rays of light slipped beyond the horizon, Tench stood up and walked to the exit, the bargain won.

From that day on, the Ragesians grudgingly recognized the church, and acknowledged the god's blessing. It is suggested by historians that the downfall of Coaltongue's control of the city started with this miracle. A few living resistance fighters agree, noting that the Mercineum provided a safe haven for the resistance to gather and plan, free from the probing eyes of the Ragesian priests.

Today, there are no priests of the Mercinea Church in Gate Pass. A new order, the Aquiline Cross, has been around for a decade and uses all the facilities

THE FESTIVAL OF DREAMS

Gate Pass has its share of holidays; the most prominent is the Festival of Dreams, a holy day observed by all of the city's major temples on New Year's Day. Parades march from either end of the city, stopping at the grand square on Summer's Bluff just before sunset for a ceremony in which the high priests of each of eight different temples "offer up the dreams of the people."

Each citizen is encouraged to write a prayer or hope on a slip of paper and place it in a small clay urn, which the city produces by the thousands every year. People deliver their urns to Summer's Bluff in the days leading up to the festival. During the festival, each high priest chooses one urn, breaks it open, and reads the prayer held within. If deemed a worthy wish, the priest pledges to fulfill that dream if possible during the next year. Selfish requests are frowned upon, and often the city takes great glee in perverting the words of selfish prayers, fulfilling the adage "be careful what you wish for."

The rest of the urns are left in the center of the square, and citizens are encouraged to pick one up and try to fulfill someone else's wish. The morning after the festival, those left unopened are carted en masse to the countless small caves that dot the cliffs around the city, where they are buried. Many folk tales involve stories of these buried dreams coming to life and bringing good fortune, though most adults of the city view these as merely superstition. However, because the festival takes place in winter, it is

considered bad luck if none of the eight wishes read aloud wishes for spring to come.



of the old religion. There are differences between the old church and the new order, but most folk don't notice.

Stronghold

Temple of the Strength Goddess

This medium-sized temple is located one district in from the western gate. Helda Claeacall, the priestess, also serves on the City Council. She preaches that "Strength is Saintly" and that people must choose their own way in life. Once a rallying cry for the occupied city, the phrase is now sneered at, as Gate Pass's cultural attitude leans towards government direction of individual lives.

The Bacchanal

Inn of the God of Revelry

This is one of the fastest-growing cults within Gate Pass. The temple is styled like a huge beer hall and worship is a rowdy affair with dancing, drinking and song. Once a week, the building opens and for a few coppers tithe, adherents can enjoy limitless food and

drink. Many tavern-keepers have seen their profits drop as a result and have voiced their opinions to the city council.

Shakur Biggs, the head priest, is currently the master of ceremonies for this year's festival. He was apparently planning to head a large musical performance, but his plans have been dampened by the threat of a hostile Ragesia.

Dassen Stone

Temple to the Dwarf God of Ancestors and Temple to the God of Battle

Second only to the Saraswatin in size, this temple serves as two temples now that the dwarf population is almost completely gone from the city. The large edifice also houses the public works offices. Lessons in fighting and leadership are regularly offered and the city guard is often seen training there. Rumors that the dwarves keep treasures mined from the deep during the construction of Gate Pass abound.

Shrine to the God of Sorcery

Located across the street from Gabal's School, this shrine is a holdover from the Ragesian occupation. Its existence is a sore point with Gabal, who hates the sorcerer philosophy, so it is frequently the target of "stray" spells. It is uncertain how many sorcerers live in Gate Pass, but they have considerable influence on the City Council, largely through the actions of Gratanus Helicomb, the Shrine's President (no one is sure what that term means within the council).

Fertile Fields

Temple to the Goddess of Hearth and Home

Simply constructed, this building is a favorite meeting place of the farmers and ranchers of the outlying area. The city council almost always bows to the wisdom of the temple elders, especially after the food riots of twenty years ago, when a gate tax was imposed on all people and animals (even dead ones) entering the city. The farmers revolted and stopped delivering goods and supplies. A week later, the situation within Gate Pass was so desperate that the townsfolk rushed the council and deposed them. The tax was instantly repealed. Since then, a temple elder has always been assigned to the council to represent the population outside the walls.

Thieves' Guild

Everyone knows that thieves operate in the city, often with the aid of bribed councilmen who turn blind eyes. The thieves tend to prey on wealthy merchants, especially foreigners, and so many commoners view them favorably.

One particularly well-known rogue is a dashing scoundrel named Rantle. He came to fame because of an elaborate confidence game to steal from a female merchant. One night when his scam was near fruition, he was with the merchant when she was attacked by a trio of common thugs who intended to have their way with the woman. Rantle fought them off, then stayed around to protect her while the city guard arrived, even though he knew he would be recognized and arrested. Public support for his heroism got him pardoned, and many people have begun calling for him to join the city council.

Of course, the merchants of the city still don't like being victimized. It is said the clientele of One-to-Go, a tavern in one of Gate Pass's slums, is composed entirely of former thieves who have lost a hand as punishment for stealing.



The Resistance

Devoted to keeping the city of Gate Pass free from the rule of both Ragesia and Shahalesti, the resistance includes a huge variety of people from the many nations that have a vested interest in keeping the current balance of power. Mostly they work to bolster pride among the citizens of Gate Pass, though occasionally a spy is turned over to the authorities by unknown persons, and the resistance is credited with the capture.

Many farmers and ranchers who live in the mountains surrounding the city claim to have spoken to members of the resistance, who encouraged them to be prepared to fight to defend their lands.

RAGESIA AND SURROUNDING LANDS

OVERVIEW

Ragesia is the largest nation in the region, and four other nations commonly interact with it. The politics and history of the region are relatively simple, though the recent power vacuum in Ragesia threatens to make things much more complicated.

The Ragesian Empire lies in the northwest of the region, spanning several hundred miles north to south and east to west. To the east is the Shining Land of Shahalesti, a tenuous ally with whom relations have frayed of late. To the south lie the Exarchate of Sindaire, the Kingdom of Dassen, and the Khagahold of Ostalin, three nations which so far have managed to avoid being conquered by Ragesia.

RAGESIA

The Ragesian Empire is based in the capital city of Ragos, located on central lowlands dominated by many lakes. While the core of the empire is populated heavily by orcs and half-orcs, the outer regions have wildly diverse cultures and populations, the result of having once been many separate nations before being conquered by sword and torch.

Every region has a large component of orcs in the population, along with heavy military presence to ensure loyalty and peace. Though the people of Ragesia have been conquered, most are content that they live today in relative safety. Given the power of the empire, rebellion just doesn't seem worth it. The majority of the population is still human however, or half-orc, and different ethnic groups remain mostly concentrated in their old homelands, which are often separated by low, long mountain ranges.

Ragesia is conventional in its political organization; mayors and town councils are found in nearly every community. The focus of their governance though, is power and subjugation. Evil hearts are encouraged to define and execute the letter of the law with scant regard for compassion or quarter, though it is occasionally given, if only to underscore the power of the empire. Like the tribal beginnings of the orcs who now rule, strength and position is gained through depravity and guile. The populace has grown used to the occasional suspicious death or mysterious fire or robbery.

The northern reaches are home to people known as the Kelaquois, who live in frigid lands that are frozen for most of the year, where they coexist with

frost giants, mastodons, and vast herds of bison. The western plains were once the nation of Latia, its renowned ship-building now benefiting Ragesia and its navy. The southern lands are craggy, with cold rocky deserts dominating what was once Chathus, a land of nomads and traders who nevertheless defended their lands with great vigor, using cavalry and mobility to wage a protracted war, allowing their home to be the last conquered by Ragesia. The central heartlands once belonged to the powerful fortified nation of Morrus, and numerous old castles, forts, and walls dot the landscape, defenses which were easily bypassed with Emperor Coaltongue's Torch.

An ocean borders Ragesia to the west, with rocky mountains marking Ragesia's borders with the nations to the south—Sindaire and Dassen. The northern border is a high, frigid mountain range, separating Ragesia from most of the rest of the world. The same mountains curve down to form the eastern border, rising high enough that Ragesia never saw much value in trying to conquer beyond them.



EMPEROR DRAKUS COALTONGUE AND THE TORCH OF THE BURNING SKY

The Old Dragon, some called him, since he seemed immortal, and he only grew more cunning and powerful with age.

Decades ago, a warlord arose among the orc tribes of what is now Ragesia. Drakus Coaltongue, half-orc son of a human noblewoman, brought a level of patience and political cunning rarely seen among the savage orcs. He united many tribes, slew a gold dragon and took its child as a prize, and prepared his people for glory.

And then, to everyone's surprise, he did not sweep into human lands for a bloody but ultimately short-lived rampage. Instead, Coaltongue allied with various poor human nations, helping them drive back the predations of the strongest country in the region, Morrus. Coaltongue even gained the aid of the insular elves of Shahalesti, until finally he was ready to lead a coalition army against Morrus. For this great assault, Coaltongue revealed a devastatingly powerful artifact that would lead him to victory, the Torch of the Burning Sky.

The power of the Torch was to call down fire from the sky, and to carry Coaltongue's army hundreds of miles in an instant, plucking them up with one pillar of flame, and depositing them with another. Coaltongue and his allies easily defeated Morrus, and from the nation's burning remains, Coaltongue created a new kingdom for himself and

his orcish followers, Ragesia.

For a time Coaltongue and his allies coexisted in relative peace. Coaltongue was content with his new homeland, and did not want to jeopardize it by reaching too far and falling before the might of many nations, as Morrus had fallen before him.

But slowly, Ragesia expanded its borders. It took years for events to play out, and always in a way that Ragesia's imperialism was justified, either in response to enemy attacks, or to aid another nation that was being threatened. With the benefit of hindsight, many suspect that somehow Coaltongue provoked these conflicts. Finally, when Coaltongue was far older than any half-orc had right to be, all the lands that had once belonged to his allies were his.

Recently, after nearly a decade of inactivity, Coaltongue offered to help the Exarchate of Sindaire put down a rebellion within its borders, and the nation nervously accepted, fearful of being swallowed up by another trick. What Coaltongue was planning may never be known, because a few weeks into his military campaign, something went wrong. Ragesia has not heard from its emperor in over two months, or if they have, they have hidden the news.

Some dread it, and some cautiously hope for it, but it seems the Old Dragon has been slain.

Ragos

Before Drakus Coaltongue's rise to power, Ragos served as the capital of Morrus, then the mightiest nation within a thousand miles. When Coaltongue conquered the city, he made it his seat of power and named his new empire after it, but left the heart of old Ragos intact. In this way he won the loyalty and trust of many powerful families who expected to be slaughtered, though certainly some dynastic grudges survive. Now, sixty years after it bowed to Coaltongue, modern Ragos combines a history of military might, an extravagant beauty grown through centuries of wealth, and endless forms of decadence from the aristocracy old and new.

Ragos looms imposingly on the shores of Lake Bashar. Regal buildings, decorated in expensive black marble, rise high along the city's broad streets, down which patrol the proud warriors of the elite Seventh Ragesian army. Pleasure barges float among the small, rocky islands of the lake, where the most prominent of the city's noble families, many of which descend from before Coaltongue's armies conquered the city, make their homes. The rough hills surrounding Lake Bashar lead to clear

delineations of status, with the middle class living on the gentler flatlands, while the poor cram into slums on the steep sides of the hills. Numerous walls divide city sections and defend against outward attacks, but at its current size, Ragos is almost too large to effectively attack or besiege.

Garrisons of thousands defend the walls around these high quarters, and wyverns prowl the skies near the palace, but aside from a sprawling district known as The Hundreds to the south of the city center, no other city quarters are allowed to extend closer than a half mile from the walls of the high districts. In the fields surrounding the high quarters, the army performs daily training exercises, more to display the empire's power to the populace than to actually hone their skills. Beyond these training fields, to the north and west of the central city, dozens of smaller towns, scores of slums, and hundreds of farms and small holdings lie interspersed with small defensive forts and watchtowers.

Though the rest of Ragesia experiences harsh blizzards, Lake Bashar normally keeps the winters mild, and wind off its surface keeps away mosquitos

during the summer.

The Inquisitors

Dressed in bear skins, their faces concealed by bear-skull masks, inquisitors are the feared blade of Ragesia, expert in cutting out those who resist its rule. They fervently serve Ragesia's supreme inquisitor, an aged witch named Leska, who until recently was a loyal servant of the emperor. Now Leska has assumed the throne, and the inquisitors are her greatest weapon.

Mages tell stories of inquisitors — sent to hunt down disloyal mages — completely ignoring powerful spells, or even turning spells against their casters. The few who have been captured by inquisitors and have lived to tell the tale recount being tortured, their wrists slashed by an inquisitor's clawed gauntlets, then being left to a slow, cold death unless they betrayed their allies. Some rumor that inquisitors can even devour the souls of magic-users, taking their powers for themselves before raising the

slain mage as an undead follower.

The Inquisitor Domain possesses alternate class abilities. If you are interested in playing an inquisitor or a character who has managed to learn their secret techniques, talk to your game master.

SHAHALESTI

On the far side of the mountains that mark Ragesia's eastern border spreads the Shining Land of Shahalesti, ruled by Lord Shaaladel, a middle-aged elf who rose from being a military commander to the nation's ruler during the ascension of the Ragesian Empire. Shahalesti was in danger of being conquered like Ragesia's other neighbors, and Shaaladel's aggressive displays of force — including the conquest and destruction of nearby elvish lands that were hostile to him — are credited as major reasons why Ragesia has so far not looked east for conquest.

During Ragesia's annexation of its neighbors, Lord Shaaladel lent military aid, and he and his trusted

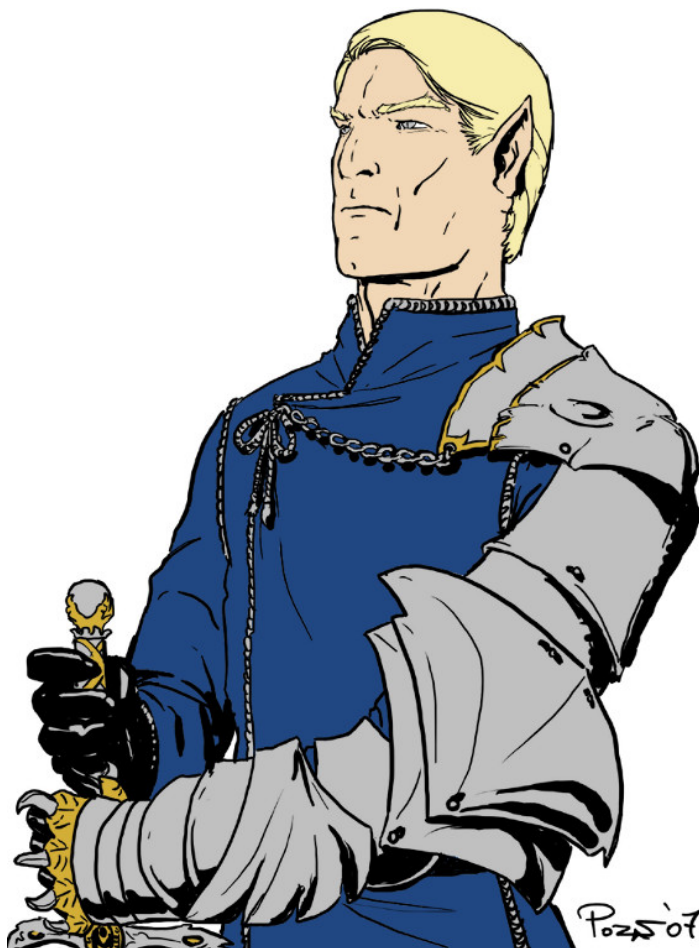


aides participated personally in several battles at Coaltongue's side. A canny, wise, and charismatic commander, Shaaladel is respected even by the Ragesian army, and many expected him to succeed as Emperor after Coaltongue's death. Rumors say that the elvish lord was quite displeased that the old half-orc was refusing to die of old age.

Shahalesti is not an entirely elvish nation. The majority of its population is human, but they live as commoners with little real power. The aristocracy is almost exclusively elvish, as well as the higher ranks among the military. Despite a grudging alliance with Ragesia, however, orcs and half-orcs are despised and persecuted, unable to hold any public positions, often horribly exploited as nearly slave labor. A few outposts of wealthy orcs with ties to Ragesia have tried to start their own communities; this is a steady source of strife.

Calanis

The capital of Shahalesti, Calanis, is a large city built over a crescent rift carved by a waterfall. The city is forbidden to new non-elves except by invitation from one of the royal family which, as of



now, consists only of Shaaladel and his daughter Shalosha. Its population consists primarily of elves and humans with a few half-elves and other races.

The Solei Palancis

The Shahalesti military, including its navy, focuses on quality rather than quantity. Most soldiers are equipped with at least minor magic items, and arcane magic in general is key to most of the nation's tactics. Their most famed soldiers are the Solei Palancis, the shining legion, whose swords shed light as bright as the sun.

DASSEN

The Kingdom of Dassen lies to the south of Ragesia, and the southwest of Shahalesti, its borders defined by craggy mountains defended by hundreds of small dwarven strongholds. Dassen's people, a swarthy assortment of humans and dwarves, cherish their land, to the point that superstitious cavalymen even put dirt in their boots so never have to stop touching the soil of their homeland.

Originally known as the Eight Lands, when Dassen was unified fifteen years ago a ninth region was carved out, which became the holding of King Steppengard. Today Dassen is divided into nine regions, forming a loose ring around the central mountain range, the Toraest Steppes. King Steppengard rules over the eight feudal lords and ladies, as well as dozens of minor dwarven nobles who govern their own small holdings in the mountains.

There are no mighty cities in Dassen, only thousands of farms and towns growing out from the nine castles of the king and his dukes. The largest city, Bresk, lies on a major river beside Steppengard's castle, and is a hilly community built both above and below ground. Its population is two-thirds human, a quarter dwarf, and a small number of orcs and other races.

Dasseni architecture tends toward the stout and broad, and is typically adorned with various great cats, gem-patterns, and sphinx statues. People dress in multiple layers of drab clothes, clearly unaccustomed to such chill weather, though the tunnels underground are much warmer. Traditional Dasseni religion was mostly devoted to strength and warfare, but since the unification of the nation, a sect of the cave goddess Donhofreya has devoted itself to healing the nation. Donhofreyan prelates have earned great respect; many serve in the army, showing an eager mixture of militarism and medicine. The Order of the Aquiline Cross is on good terms with the Donhofreya prelacy.

Bresk

The walled city of Bresk rises above the hills around it, with the castle perched on a rocky protrusion called the Great Hill. It overlooks the wide river and the Toraest Steppes to the east. Much of the castle is said to be underground, as are many parts of the city, which is home to several thousand dwarves. The city itself is generally unfriendly to outsiders, and most of the real culture of Bresk lies underground in tunnels excavated by dwarves over the centuries. Most foreigners never delve below the surface to see the bustling markets and solemn temples, illuminated by clever skylights and mighty braziers.

Lyceum

At the end of a swampy isthmus on Dassen's southern tip, the town of Seaquen is home to a school called Lyceum, devoted to teaching magic of all kinds. Students of Lyceum are encouraged to learn a variety of magical styles, and are trained in spelldueling techniques similar to Gabal's school in Gate Pass. They were relatively unknown in the region until recently, when Simeon, headmaster of the school, sent out a call to all the people in and around Ragesia, asking for them to stand up against the threat posed by the Ragesians and their new leader Leska.

The Wayfarers

Every port in the region has at one time or another been host to the Wayfarer Theater, a beautifully-decorated ship that is both home and base of operations for the Wayfarers. The Wayfarers are both master acrobats and skilled mages, prone to dress in elaborate and eclectic costumes with elements cobbled together from dozens of lands.

SINDAIRE

The national government of the Exarchate of Sindaire is officially run by a representative from Ragesia, but in practice the Exarch has limited power. The people of Sindaire—mostly humans with some caravans of nomadic gnomes—pay some taxes to Ragesia, but maintain their own armies and laws. They take mild comfort in knowing that, should Ostalin, their neighbors to the south, ever attempt to claim more land, Ragesia will come to their defense.

Recently a vocal group of city mayors in the center of the nation began to protest paying taxes to Ragesia, and refused to pay. Unlike the coastal cities, they benefited little from trade with Ragesian ships, and they called for the removal of the Exarch, a half-orc woman named Horstea. Despite protests from the government ministers, the Exarch sent a plea to Ragesia, and Coaltongue's army responded, traveling by Torch to the central prairies to put down the rebellion.

Sindaire has a long-established druidic tradition, coming from a time when a group of refugees fleeing a catastrophe in what is now Shahalesti settled in Sindaire's warm forests, converting many of the locals through their generosity and their disciplined devotion to nobler ideals. Because lions are revered in these foreigner's culture, lions now fill the role of pets to the aristocracy, and guard dogs for the common folk.

Turinn

The large capital city of Turinn lies on two sides of a long rock spur. The western side has ports on the sea, while the bulk of the city lies safe on the east.

Knights of the Aquiline Cross

The Order of the Aquiline Cross originally emerged in Sindaire a decade ago. Since then, small chapels that teach the order's doctrine of mercy, sacrifice, and a fierce defense of life have sprung up throughout the lands of Ragesia and its neighbors.

Knights of this order dress in white and red tabards marked with a cross surrounded by a halo of feathers.

OSTALIN

For many years, the small island people of Ostalin battled among themselves, before finally a warlord conquered his foes and proclaimed himself Khagan. He then led his people to the mainland, conquering lands from Sindaire with the aid of hippogriff aerial archers until he reached a mountain range and met resistance from a clan of dragonborn. Impressed with the honor the dragonborn exhibited on the battlefield, the Khagan decided to learn from this strange race and sued for peace. The dragonborn accepted and the Khagan became a disciple of the dragonborn culture, even changing his name to Barazar.

During this time, Barazar had many children with many wives, but ultimately he left his nation to his half-elf son Onamdamin, in whom he saw the same fire of obsession that led him to conquer. The Khagan hoped his son would be the one to topple Coaltongue and rule Ragesia, but he did not see that the young ruler had no honor underneath his veneer of respectability. With deep regret, he denounced Onamdamin and fled along with his family to the mountains, vowing to correct his mistake. He died from an assassin's arrow before he could carry out his coup. His remaining sons are now seeking help from other nations to depose their half-brother.

The Khaganhold of Ostalin is a violent state, ruled poorly by Khagan Onamdamin, whose passions and desires far outstrip his talents. He has broken relations with the dragonborn because they refuse to relinquish his siblings. In response, he has become sympathetic to the many tieflings chased out of other countries. The Khagan is also intent on finding his remaining three half-brothers; he is obsessed with securing his throne through a program of elimination. Additionally, Sindaire is looking for opportunities to reclaim the diverse, beautiful landscape they lost.

Kistan

The capital city of Kistan is relatively small, since the city that used to occupy the land was burned down only a few decades ago by the original Khagan. This cosmopolitan city offers charms and temptations that make it enticing to those who struggle between good and evil and, though small, the merchant

house is growing, both in legitimate trade and in their less noble underworld dealings.

The Monastery of Two Winds

The Monastery of Two Winds lies in the mountains that form the main border between Ostalin and Dassen, near to the large town of Eresh. The monastery teaches two different approaches to harnessing the power of air magic, the gentle West Wind style, and the fierce East Wind style. Some monks of the two winds feel compelled to travel the world, letting the wind guide their journeys.



NEW RULES MATERIAL

The following rules material contains options and information that your GM may include to add additional flavor to the campaign.

THE BURNING SKY

Since Coaltongue's rumored assassination, something has gone wrong with teleportation: teleporting couriers appear ablaze and die fiery deaths. Spellcasters at the Lyceum Academy in Seaquen and at Gabal's School of War are assiduously researching the mysterious cause of this problem, which they have dubbed the "Burning Sky." The effects of the Burning Sky have become common knowledge for all characters who can teleport.

The researchers believe that the Burning Sky is related to the unusual weather, which has taken a sudden and worrisome chill turn. Divinations regarding the weather seem to indicate that no spring is in sight for the lands of the Burning Sky. Even without divinations, druids and others connected to the natural world sense something amiss with the coming winter, and the sky is filled with flocks of confused birds trying to flee a cold snap that is more severe than usual.

All creatures and objects that travel using a form of teleportation such as *misty step*, *dimension door*, or *teleport* take 1d6 fire damage for every 100 feet of teleportation or portion thereof to a maximum of 40d6 fire damage. Arcane scholars suggest various methods for avoiding this damage, including transforming into a creature immune to fire damage or using a spell to grant resistance to fire damage.

CHARACTER RACES

Within the lands, the great races have special histories and regional strongholds. If you create a new character, you may wonder where others of your race may be found. The following section identifies the areas where each race is concentrated and some likely motivations for adventuring. Those races not mentioned exist in the lands, but are exceptional to see and require a more customized treatment by the GM and player.

Dwarves. Most dwarves live in one of the hundreds of dwarven strongholds in Dassen or in its cities and towns. The adventurous dwarves venture out to build an inspiring legacy, win glory for their family name, or restore faith in the ancient gods that seem to be forgotten in this modern day.

Elves. High elves primarily reside in Shahalesti lands, and "Shahalesti" can be synonymous with "high elves" even though other races live in the nation of Shahalesti. Always vigilant, the Shahalesti remember well the conquests of Emperor Coaltongue. Sorcery, spying, and military / mercenary prowess are all reasons for a high elf to adventure in the lands.

Of late, the other elven tribes have come to fear Ragesian encroachment upon their forests. While the Shahalesti are more or less united in that they jealously guard their fey-touched land, the other elves are divided. Some seek isolation; others want to establish new alliances; and still others simply see a changing world and desire to be a part of it. All these reasons bring out many elves to the cities and towns where adventures often begin.

Halflings. Found mostly along the rivers and byways of Ostalin and Sindaire, the halflings of the lands sometimes leave the west in search of adventure and treasure. Though once halflings were generally quite well traveled, the unrest in Ostalin has concentrated the population in that country because it presents the best hope for them to start a nation of their own. As the country continues in strife, the halflings work with some factions in Sindaire to destabilize the kingdom even further.

Humans. As the greatest population in the lands, human characters can come from anywhere and their motivations for adventure are limitless. Those originating from the Gate Pass area have access to some ready-made regional benefits, and the city is diverse enough for almost any character type to be made.

Dragonborn. A few small clans of dragonborn inhabit the mountains between the Ostalin and Ragesian border. Loosely in communication with each other, the predominant goal is to solidify the creation of a new republic of dragonborn within the mountains. Those who adventure often do so to lay foundations for future diplomacy, learn and improve on the latest technologies of war and combat, or seek riches and glory to advance the dragonborn legacy and become the future leaders of the new empire.

Gnomes. If history is any indicator of the future, the gnomes continue to seek being ignored as a threat. Seeing the success of Coaltongue in using magic to secure his throne, the gnomes of the lands strive to gather all manner of history and magic in order to avoid becoming slaves to the might and power of Ragesia. . . or Shahalesti. To the gnomes,

knowing how one could capture and enslave another allows the knowledgeable to avoid the possibility altogether. Their quick wit and seeming mockery of the Ragesians and the Shahalesti is vexing to orcs and elves alike. Most gnomes come from Sindaire, but some small groups can be found in almost any land. If a gnome character encounters other gnomes, they will strive to spend at least a few hours with their brethren before continuing to adventure.

Half-Elves. More fully integrated with their human side, most half-elves come from the great cities: from Gate Pass and Seaquen to the many cities of Ostalin, Dassen, and Sindaire. The motivation for adventure is as varied in a half-elf as it is in a human. Some do see the latest bellicose attitude of the Ragesians troubling and seek to help fend them off in the impending conflict.

Half-Orcs. No matter what their racial origin may be, the half-orcs of the lands enjoy a unique position; fully realized citizens in Ragesia, Gate Pass and Dassen. The other kingdoms are less cordial, and so most half-orc adventurers are found from the middle part of the lands. Always struggling with their heritage, the adventuring life is often a way to throw off subtle, lingering prejudices or find a place in a group of allies and equals.

Tieflings. Ostalin is a haven for tieflings. The designs of Ostalin's ambitious ruler, Khagan Onamdamin, have created a sort of demand for the skills of those who struggle with their darker nature, while the unstable government makes it hard for anyone to act against the tieflings as they strive to survive in a world that doesn't trust them. In recent decades, the gregarious nature of Gate Pass merchants traveling the lands has impressed some tieflings, and a few have set up a small merchant house within the fifth district of the capital, the mountain city of Kistan.

GATE PASS CONNECTIONS

The following connections are a special game option to reward players who create characters that are invested in the campaign's conflict from the beginning. While your character might have come from a location far from Gate Pass, you likely have spent enough time to form connections in the city and be noticed by the Resistance as a good candidate for the mission at hand.

The first adventure, *The Scouring of Gate Pass*, introduces the player characters to a variety of organizations and affiliations in the city of Gate

Pass. There are six main affiliations with which your character could be associated.

City Council

While most of the politicians in Gate Pass wish to surrender to Ragesia, some want to take a stand. You are involved in the politics of Gate Pass, and know your way around the city's laws and government.

Feature: Civic Minded

Helping others is second nature to you. You may use the Help action as a bonus action to aid an ally with an attack roll or any ability check using a skill or tool when you have proficiency in the skill or tool.

Once you use this feature, you must finish a short or long rest before you can use it again.

Gabal's School

Gabal, a famed evoker, maintains a school of war, and he intends to make a stand against Ragesia. You have studied the art of war at Gabal's wizard's school, and have practiced battling many foes at once.

Feature: Student of War

You can strengthen your spells for use in large-scale battles. When you cast a spell that can cause damage with a casting time of one action, you can instead use the Ready action to concentrate on the spell and release it using your reaction immediately before the start of your next turn. The spell must be cast using a spell slot from 1st to 8th level. The spell's damage is calculated as if it was cast with a slot 1 higher than the one you used. If the charged spell causes three or more creatures to make a saving throw, they have disadvantage on the saving throw.

Once you successfully use this feature, you must finish a long rest before you can use it again.

The Military

Elements of the Ragesian military are displeased with their orders and their new ruler Leska, while commanders of Gate Pass's military desire reinforcements. You are (or were) a member of the military from Ragesia, Gate Pass, or Dassen and are trained as a cavalryman.

Feature: Cavalry Errant

You excel in horsemanship and have the ability to help your mounted allies. You can use your reaction to help an ally within 30 feet of you with an ability check related to riding a horse or other mount. Make a Wisdom (Animal Handling) check and use your check in place of the ally's if yours is higher.

The Resistance

You are a member of a small group of Gate Pass natives who are taking up arms to defend their home against both Ragesia and Shahalesti. Fed up with the oppression of the Ragesians and Shahalesti, you wage a discreet war against them.

Feature: Blade of the Resistance

You select an intelligent creature who has dealt damage to you or your allies as your preferred foe. That creature need not have dealt damage to you or your allies during the current encounter; any previous damage will suffice. You have advantage on attack rolls against your preferred foe until the end of your turn.

Once you use this feature, you must finish a short or long rest before you can use it again.

The Temples

You are an associate of one of the temples and have helped the Gate Pass temples to manage the annual Festival of Dreams holiday parade. Last year you were promised good fortune.

Feature: Blessed by Dreams

Fortune smiles on you. You or any ally within 30 feet of you may reroll a single saving throw, using the better of the two results.

Once you use this feature, you must finish a long rest before you can use it again.

Thieves' Guild

The guild in Gate Pass is nervous about the prospect of Ragesian martial law. You have had dealings with the Gate Pass thieves' guild, and you suspect they might owe you a favor, though you know it might not be safe to push your luck.

Feature: Guild Sympathizer

Your experience with being a lookout grants you the ability to alert your allies just before danger strikes. If you are not surprised at the start of an encounter, you may use your bonus action to warn your allies.

Any surprised ally whose turn is after yours in the initiative order may reroll a failed ability check to avoid being surprised and is no longer surprised on a success.

BARD COLLEGE: COLLEGE OF CIRQUELISTES

While anyone able to teleport and having a penchant for performance can join the Wayfarers, the most respected members are the highly-trained cirquelistes. These agile, typically flamboyant performers are masters of teleportation magic. An aspiring Wayfarer must complete an audition, and any character accepted into the Wayfarers must swear an oath.

Those who need to get somewhere quickly know they can trust the Wayfarers to provide teleportation services. Wayfarer cirquelistes are required to pay monthly fees to the guild for each teleportation spell they provide except when their lives or the lives of their allies are at stake. The fee is 20 gp per use of *dimension door* and 300 gp per use of *teleport* or



other long distance spell. In exchange, the Cirque offers its members protection and rescue in times of trouble and can practically ensure business.

COLLEGE OF CIRQUELISTES FEATURES

Bard Level	Feature
3rd	Wayfarer's Step, Extra Passengers, Sense Teleportation
6th	Spellrunner
14th	Smooth Sailing, Abduct

Wayfarer's Step

When you join the College of Cirquelestes at 3rd level, you begin to learn the secrets of the Wayfarers. You can innately cast *misty step* without using a spell slot, and it does not count against your spells known. If *dimension door* is one of your spells known, you can expend one use of your Bardic Inspiration to cast *dimension door* as a bonus action without using a spell slot. If *teleport* is one of your spells known, you can expend one use of your Bardic Inspiration to cast *teleport* as a ritual.

Extra Passengers

At 3rd level, You can take additional creatures with you whenever you use *misty step*, *dimension door*, or *teleport*. For each use of Bardic Inspiration you expend, you can bring along one additional creature of your size or smaller.

Sense Teleportation

Starting at 3rd level, you can sense recent teleportation. If you come within 60 feet of a location where teleportation either arrived or departed within the last ten minutes, you are immediately aware of it. By using your action and concentrating for one round you can locate the exact location the spell occurred, and by continuing to concentrate for a second round you know whether the subjects were arriving or departing. Finally, by concentrating for a

third consecutive round you can sense the area the subjects departed from or arrived at, getting enough information about the area to teleport there as if the area were “seen casually.” If you do not follow the teleportation within ten minutes, you lose this sense of that area, and treat that area as “description” (unless you have, in fact, seen it before).

Spellrunner

At 6th level, whenever you cast a spell with a casting time of one action and an instantaneous duration, you may expend a use of Bardic Inspiration as a bonus action to teleport to any unoccupied space you can see within 500 feet that was within the spell's area of effect or adjacent to one of its targets.

Smooth Sailing

Starting at 14th level, you and your passengers have resistance to damage received during the course of a teleportation spell you cast.

Abduct

Beginning at 14th level, your teleportation spells and spell-like abilities can affect unwilling creatures as if they were willing. Choose a creature within your reach and make a melee spell attack against it as part of casting the teleportation spell. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is considered to be a willing creature for your teleportation spell.

MARTIAL ARCHETYPE: COMMANDER

Commanders are at home on the battlefield, with a group of allies or minions by their side. While bards simply inspire the courage of their companions, commanders know what tactics have the best chance of leading to victory, and know how to motivate people to fight well. Most commanders are members of the military, but many tribal chieftains, rebel leaders, and ship's captains have the skills and talents of commanders.

In an adventuring party, the commander is not necessarily the leader, though he is the person to listen to when large or complicated combat looms. Players of commander characters are encouraged to research some classic military tactics, because no amount of stat bonuses can balance out genuinely poor planning. Some key tactics to bear in mind include:

CIRQUELISTES BEYOND THE BURNING SKY

This class is slightly overpowered in settings where you don't catch on fire for teleporting. In these settings, the Wayfarer's Step feature is modified to require a use of your Bardic Inspiration to cast *misty step* without using a spell slot, and using Bardic Inspiration with *dimension door* changes the casting time to a bonus action but still requires a spell slot.

Encirclement. A foe is best attacked from multiple sides. Likewise, you should maintain an awareness of the battlefield so as not to be surrounded.

Overwhelming Force. Strike where your foe is weakest. Overwhelming a single target and destroying it prevents your enemy from regrouping and recovering. Defend against your own weaknesses, and plan in case you are attacked there.

Hit and Run. If you cannot field overwhelming force, use your enemy's size against him. Strike where not expected and retreat, then strike elsewhere while your enemy is distracted. Know when a small mobile force is more useful than a large army.

Maneuver. Consider where to fight, bearing in mind how to array your forces so they cannot be surrounded, without spreading them so thin that they can be overwhelmed. Know the range at which your enemies are a threat, and take advantage of mobility offered by mounts, vehicles, and magic.

Surprise. It is critical to take the initiative, to strike before your opponents can, and to strike accurately. Understand that your plans can unravel in an instant, and have contingencies in place to handle losing the initiative.

Different commanders have different styles, but a



commander should usually have Charisma as their highest or second-highest ability score.

COMMANDER FEATURES

Fighter Level	Feature
3rd	Bonus Proficiency, Squad Leader
7th	Advanced Tactics
10th	Implicit Command
15th	Widen Command
18th	Tactical Genius

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in the Performance skill. If you already have proficiency in the Performance skill, you instead gain proficiency in the Deception, Persuasion, or Stealth skill (your choice).

Squad Leader

At 3rd level, you learn Leader Tactics that allow your allies to better coordinate as a unit. These tactics are fueled through a series of orders or signals called a Leadership Performance.

Leader Tactics. You learn 1 tactic of your choice, from the list detailed under “Tactics” below. The tactics affect 2 allies of your choice within 30 feet of you who understand a language you speak, and you can choose yourself as one of the allies. The number of allies affected increases to 3 at 10th level and 4 at 18th level.

You gain an additional tactic of your choice at 7th, 10th, 15th, and 18th level. Each time you learn a new tactic, you can also replace one tactic you know with a different one.

Leadership Performance. You have a number of leadership performances equal to your Charisma modifier. You regain one expended leadership performance when you finish a short rest, and you regain all of your expended leadership performances when you finish a long rest.

Advanced Tactics

Beginning at 7th level, you are quick to action to set the stage for your allies. You have advantage on initiative rolls.

Inspire Sacrifice

At 10th level, when you are targeted by an attack or by a spell or effect that requires a Dexterity Saving throw, an ally within 5 feet of you may use their

reaction to interpose their body between you and the attack or effect, granting you 3/4 cover and the following effects. This decision is made by the ally before the attack roll or saving throw is made. You cannot use this feature again until you have finished a short or long rest.

Attacks. You gain a +5 bonus to AC for the attack. If the attack roll would hit your original AC but misses your boosted AC, the attack hits your ally instead.

Saving Throws. You gain a +5 bonus to your Dexterity saving throw. Your ally must also make a Dexterity saving throw against the same spell or effect and has disadvantage on the roll.

Widen Command

At 15th level, the range at which you can affect allies with your tactics increases from 30 feet to 60 feet.

Tactical Genius

At 18th level, you can use your action to direct allies within range of your inspiration to perform swift and complicated maneuvers. Up to 4 allies within 60 feet of you may use their reaction to move their speed and take an action, and you can be one of these 4 allies. You cannot use this feature again until you have finished a long rest.

Tactics

The tactics are presented in alphabetical order.

Iron-Willed Leader. On your turn, you can use an action and expend one leadership performance to help allies break free of one mind-affecting effect. Make a Charisma (Performance) check. If your check beats the DC of the saving throw, your chosen allies within 30 feet of you break free of the effect as if they had succeeded with their saving throw.

Maneuver Leader. On your turn, you can use an action and expend one leadership performance to grant your chosen allies within 30 feet of you the ability to use their reaction to move up to their speed while either taking the Disengage action, making a single weapon attack, or casting a cantrip with a casting time of one action.

Nimble Leader. On your turn, you can use an action and expend one leadership performance to help allies avoid attacks. Your chosen allies within 30 feet of you may take the Dodge action as a bonus action until the start of your next turn.

Operations Leader. When you take this tactic, you devise a set of communication cues. Any allies

who have received this training—usually taking ten minutes of discussion and practice—do not need to share a language with you to benefit from one of your tactics.

Additionally on your turn, you can use a bonus action and expend one leadership performance to make it easier for you and your allies to help each other with certain skills. While this coordination is in place, your allies can take the Help action as a bonus action to help your chosen allies. This coordination requires you to maintain concentration, and both allies—the one with the skill proficiency and the one making the ability check—to be within 30 feet of you at the time of the ability check. You can continue the coordination on subsequent turns by using your bonus action on each turn, and you can change which allies benefit from the coordination each turn. You can concentrate on this coordination for up to 10 minutes. The skills that can benefit from this are Animal Handling, Athletics, Deception, Insight, Investigation, Stealth, and Survival. This might be used to help the team navigate difficult terrain, maintain a façade while undercover, or perform an ambush.

If you have proficiency with the Stealth skill, this coordination can happen silently via surreptitious signals. If you have proficiency in the Deception skill, this coordination can happen as a series of code words interspersed with other conversation. An onlooker would need to succeed on a Wisdom (Insight) check contested by your ability check—whether Dexterity (Stealth) or Charisma (Deception)—to realize the coordination is taking place.

Stalwart Leader. On your turn, you can use your action and expend one leadership performance to steel the resolve of your allies. Make a Charisma (Performance) check. Your chosen allies within 30 feet of you can gain temporary hit points equal to the result.

Strike Leader. On your turn, you can use an action and expend one leadership performance to coordinate the attacks of your chosen allies within 30 feet of you against a creature. Until the start of your next turn, your chosen allies make attack rolls with advantage, and the creature has disadvantage on saving throws against spells or features from your chosen allies.

MONASTIC TRADITION: WAY OF THE EAST WIND

Monks of the Way of the East Wind have trained under the sorcerer-monk Pilus to harness their emotions to focus and unleash their ki as magic spells. Their vicious, tempestuous fighting style makes them like a storm unleashed upon their foes.

WAY OF THE EAST WIND FEATURES

Monk Level	Feature
3rd	Bonus Language, Force of Will, Spellcasting
6th	Metamagic
11th	Lightning Affinity
17th	Lightning Strikes

Bonus Lanugage

Starting when you choose this tradition at 3rd level, your training allows you to speak, read, and write Auran.

Force of Will

At 3rd level, you learn to harness your emotions to focus and unleash your ki. You may use either your Wisdom or Charisma modifier, whichever is higher, in the calculation of your Unarmored Defense, monk spellcasting ability, and the DC of your Stunning Strike.

WAY OF THE EAST WIND SPELLCASTING

Monk Level	Cantrips Known	Spells Known	Maximum Spell Level
3rd	3	4	1
4th	3	4	1
5th	3	5	2
6th	3	5	2
7th	3	6	2
8th	3	6	2
9th	3	7	3
10th	4	7	3
11th	4	8	3
12th	4	8	3
13th	4	9	4
14th	4	9	4
15th	4	10	4
16th	4	10	4
17th	4	11	5
18th	4	11	5
19th	4	12	5
20th	4	12	5

Spellcasting

When you reach 3rd level, you gain the ability to cast spells through the unleashing of your ki.

Cantrips. You learn three cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

Spells Known of 1st Level and Higher. You know four 1st-level spells of your choice from the sorcerer spell list. These spells are considered to be monk spells for you.

The Spells Known column of the Way of the East Wind Spellcasting table shows when you learn more sorcerer spells of 1st-level or higher up to the maximum spell level you can cast. For instance, when you reach 9th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level no higher than the maximum spell level you can cast.

Ki-Powered Spells. To cast one of your spells, you must expend a number of ki points equal to the spell's level + 1. You may cast a spell at a higher level by expending an additional ki point for each additional level, but you cannot cast a spell at a higher level than your maximum spell level.

For example, if you know the 1st-level spell *burning hands* and are at least 5th level, you can cast *burning hands* at 1st or 2nd level, expending 2 ki points for a 1st-level casting and 3 ki points for a second-level casting.

Spellcasting Ability. As you can use your East Wind training or rely on more traditional monk philosophies, you may choose Wisdom or Charisma as your spellcasting ability for your ki-powered spells.

You use your chosen ability whenever a spell refers to your spellcasting ability. In addition, you use your chosen ability modifier when setting the saving throw DC for a monk spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your chosen ability modifier

Spell attack modifier = your proficiency bonus + your chosen ability modifier

Spellcasting Focus. You can use the ki that powers your spells as a spellcasting focus for your ki-powered spells.

Multiclassing. If you have levels in another spellcasting class, you can cast the spells from the

other class as ki-powered spells as long as you do not cast the spell above your maximum spell level. You can also cast one of your known spells from your monk class using an appropriate spell slot from another class. The monk class does not have spell slots of its own and does not contribute to total spell slots under the multiclassing rules.

Metamagic

At 6th level, you gain the ability to twist your spells to suit your needs. You gain one sorcerer Metamagic option of your choice. You gain another one at 11th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted. To use a metamagic option, you spend a number of ki points equal to the cost in sorcery points.

Lightning Affinity

At 11th level, whenever you roll lightning damage for a spell, you add your spellcasting ability modifier to the lightning damage.

Lightning Strikes

At 17th level, your strikes become so quick that you can generate lightning. Once per turn, you can deal an extra 1d10 lightning damage to a target you hit with a melee weapon attack or unarmed strike.

MONASTIC TRADITION: WAY OF THE WEST WIND

Monks of the Way of the West Wind have trained under the cleric-monk Longinus to calm their emotions to focus and channel their ki into magic. Their graceful, windy fighting style makes them a bane to their foes and a boon to their allies.

WAY OF THE WEST WIND FEATURES

Monk Level	Feature
3rd	Bonus Language, Spellcasting
6th	Wings of the West Wind
11th	Turn Undead
17th	Forceful Blows

Bonus Language

Starting when you choose this tradition at 3rd level, your training allows you to speak, read, and write Auran.

Spellcasting

When you reach 3rd level, you gain the ability to cast spells through the channeling of your ki.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Preparing Spells. You prepare the list of spells available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + half your monk level, rounded down (minimum of one spell.) The spells must be of a level equal or lower than the maximum spell level you can cast.

For example, if you are a 5th-level monk with a Wisdom score of 16, your list of prepared spells can include five spells of 1st or 2nd level, in any combination.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

Ki-Powered Spells. To cast one of your spells, you must expend a number of ki points equal to the spell's level + 1. You may cast a spell at a higher level by expending an additional ki point for each additional level, but you cannot cast a spell at a higher level than your maximum spell level.

For example, if you know the 1st-level spell *cure wounds* and are at least 5th level, you can cast *cure*

WAY OF THE WEST WIND SPELLCASTING

Monk Level	Cantrips Known	Maximum Spell Level
3rd	2	1
4th	2	1
5th	2	2
6th	2	2
7th	2	2
8th	2	2
9th	2	3
10th	3	3
11th	3	3
12th	3	3
13th	3	4
14th	3	4
15th	3	4
16th	3	4
17th	3	5
18th	3	5
19th	3	5
20th	3	5

wounds at 1st or 2nd level, expending 2 ki points for a 1st-level casting and 3 ki points for a second-level casting.

Spellcasting Ability. Wisdom is your spellcasting ability for your ki-powered spells. 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 ki-powered 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 the ki that powers your spells as a spellcasting focus for your ki-powered spells.

Multiclassing. If you have levels in another spellcasting class, you can cast the spells from the other class as ki-powered spells as long as you do not cast the spell above your maximum spell level. You can also cast one of your prepared spells from your monk class using an appropriate spell slot from another class. The monk class does not have spell slots of its own and does not contribute to total spell slots under the multiclassing rules.

Wings of the Wind

At 6th level, you gain the ability to control the wind around you, giving you or another creature limited flight. As a bonus action, you can expend a ki point to give yourself a fly speed of 60 feet until the start of your next turn. If you are still in the air and do not expend another bonus action and ki point at the start of your next turn, you fall.

Additionally, as an action, you can touch a creature and expend a ki point to give that creature a fly speed of 60 feet until the end of your next turn. If the creature is in the air, and you do not expend another action and ki point by the end of your turn, the creature falls.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Bohemian earspoon	10 gp	2d4 piercing	9 lb.	Reach, two-handed, special
Hand claw	5 gp	1d4 slashing	1 lb.	Special

Turn Undead

At 11th level, you gain the ability to chant and channel your ki into a wave of positive energy that is unpalatable to the undead. As an action, you can spend 4 ki points to turn undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Forceful Blows

At 17th level, your strikes become so quick that you can generate concussive force from the compressed wind. Once per turn, you can deal an extra 1d10 force damage to a target you hit.

SPECIAL WEAPONS

The campaign setting adds the following weapons.

Bohemian earspoon. This fancifully named weapon resembles something between a ranseur and a long spear—a “spear with a hilt.” A Bohemian earspoon is designed to quickly make multiple attacks while keeping the enemy at a distance. If you use the Ready action to prepare to attack any creature who enters your reach, any successful attack using your readied action is a critical hit. You have disadvantage when you use an earspoon to attack a target within 5 feet of you.

Hand claw. Worn on the back of the hand, the hand claw is the signature weapon of Ragesian inquisitors. This weapon leaves the wielder's hand free to grasp items and perform the somatic components of spells, though they cannot use the claw as a weapon while holding anything else in the hand.

ADVENTURING GEAR

This section describes new items that have special rules or require further explanation.

Dragonbomb. This weapon is dropped by wyvern riders, functioning as a grenade-like weapon. Because the weapon simply drops, the rider makes a DC 10 Intelligence check (disadvantage over 20 feet of altitude), hitting the intended target on a success and missing in a random direction by 1d10 feet per 10 feet of altitude on a failure.

Alchemist's fire coats everything within 10 feet of the impact point dealing 3d4 fire damage at the start of a creature's turn (initiative count 0 for objects). A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. The alchemicals typically last long enough to set fire to flammable objects. It also creates a deafening boom, and all creatures in a 10-foot-radius are affected by the thunderstone.

A dragonbomb consists of little more than a compilation of existing alchemicals. It has 10 flasks of oil, 4 flasks of alchemist's fire, and a thunderstone in a clay shell that shatters on impact. A DC 15 Intelligence (Alchemist's Supplies) check can create one if all the listed components above are available.

Shatterspell. This black compound infused with antimagic is poured into sealable vials when extremely chilled. As it warms it turns gaseous, forming wispy, black gas when released. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the shatterspell as an improvised weapon. On a hit, make a d20 roll for each spell on the target. The DC equals 10 + the spell's level (10 + 0 for cantrips). The spell ends if the d20 roll meets or exceeds the DC, though shatterspell has no effect on permanent magical effects or magic items.

If a vial of shatterspell takes any cold damage, the contents turn liquid again for one minute and can be ingested like a potion. A character who drinks the magical black fluid has advantage on saving throws against magic for one minute.

Thunderstone. You throw this stone at a point up to 20 feet away. When it strikes a hard surface or is struck hard, it creates a deafening bang. Any creatures within a 10-foot radius must make a DC 15 Constitution saving throw or be deafened for 1 minute. Anyone concentrating within the area affected must also make a DC 15 Concentration saving throw, with disadvantage if they have been deafened. Deafened creatures may repeat the saving

throw at the end of each of their turns, removing the deafened condition on a successful save.

ADVENTURING GEAR

Item	Cost	Weight
Dragonbomb	300 gp	20 lb.
Shatterspell (vial)	100 gp	1/10 lb.
Thunderstone	50 gp	1 lb.

FEATS

Shining Warrior

Prerequisite: The ability to cast the light cantrip

You possess the luminous power of the Solei Palancis, the elite fighting force of the Shahalesti army. If you wield a weapon affected by the *light* cantrip or a magical weapon that sheds light, you can use a bonus action to intensify that light, increasing it to a 60-foot-radius sphere of bright light. The sphere sheds dim light for another 60 feet. This effect lasts for 10 minutes. You may not intensify the light on a weapon again until you finish a short or long rest.

Whenever you strike a critical hit with a weapon that is emitting intensified light, the creature struck must make a Constitution saving throw against your spellcasting DC or be blinded until the end of your next turn.

You cannot be blinded by bright light. While in an area that is brightly illuminated, you have advantage on saves against fear and have resistance to necrotic damage.

Spellduelist

Prerequisite: The ability to cast a spell

You have studied the art of spell dueling, perhaps under the famed evoker Gabal in the small school he maintains in Gate Pass, or at the Lyceum in Seaquen. Thanks to extensive practice with dueling other spellcasters, you gain the following benefits:

- You know how to convince an onlooker that you're casting a spell when you actually are not. You can pretend to cast a spell as a bonus action. The spell must be on your spell list, and any onlooker who would use a reaction to you casting a spell—such as by attempting to use *counterspell*, taking an attack of opportunity, or performing a readied action—must make a Wisdom (Insight) check contested by your Charisma (Deception) check to realize the deception, or their reaction is used upon a failure as if you had actually cast the

spell. Opportunity attacks and readied actions are taken, and the reaction for *counterspell* is used but the spell slot is not as there is not a valid target. You have advantage on the Charisma (Deception) check. You cannot cast any other spell on this turn other than the spell you were pretending to cast or a cantrip with a casting time of 1 action. If you actually cast a spell this turn, anyone who wants to use a reaction must have decided to contest your deception and succeeded.

- You have advantage on Wisdom (Insight) checks to determine if another spellcaster is pretending to cast a spell and Intelligence (Arcana) checks to identify a spell being cast.

Vex the Inquisitor

Prerequisite: The ability to cast a spell

The teachers and students of Gabal's school and the Lyceum have developed a technique to counter the inquisitor's powers to cancel magic by recovering some of the dissipated magic. Whenever an inquisitor uses their Channel Divinity to dispel a spell on which you are concentrating or stop a spell you are casting, you may use your reaction to recover one expended spell slot of a level less than the spell the inquisitor stopped.

Vow of Healing

Prerequisite: The ability to provide magical healing

After meeting with one of the Knights of the Aquiline Cross, you have pledged yourself to heal all those in need, friend or foe. For this sacrifice, you are blessed with greater healing power.

As a bonus action you release an emanation of healing energy in a 10-foot-radius sphere. Every living creature in the area regains a number of hit points equal to your proficiency bonus. You may use this benefit a number of times equal to the spellcasting ability modifier you would use to cast healing spells (usually Wisdom or Charisma, minimum 1 use). You recover any expended uses after finishing a long rest.

You may not refuse to heal any injured living creature who asks you for healing, though you are not obligated to provide more than 1 point of healing, and you are not required to heal enemies unless they surrender and you are reasonably sure they cannot betray you. You may not strike down an unconscious living creature, nor may you target damage against a dying foe. If you violate this oath, you lose the benefit of this feat until the next dawn.

Repeated or flagrant transgressions can result in permanent loss of this benefit until you perform atonement.

SPELL LISTS

Bard Spells

1st Level

Stand the Heat

2nd Level

Cancel

Cleric Spells

1st Level

Stand the Heat

2nd Level

Cancel

Duelist's Etiquette

Druid Spells

1st Level

Stand the Heat

2nd Level

Cancel

4th Level

Storm Shield

Paladin Spells

1st Level

Stand the Heat

2nd Level

Cancel

Ranger Spells

1st Level

Stand the Heat

2nd Level

Cancel

Sorcerer Spells

1st Level

Gabal's Superior Missile

Stand the Heat

2nd Level

Cancel

Duelist's Etiquette

4th Level

Storm Shield

Telekinetic Thrust

5th Level

Like Lightning

Warlock Spells

2nd Level

Cancel

4th Level

Telekinetic Thrust

Wizard Spells

1st Level

Gabal's Superior Missile

Stand the Heat

2nd Level

Cancel

Duelist's Etiquette

4th Level

Storm Shield

Telekinetic Thrust

5th Level

Like Lightning

SPELL DESCRIPTIONS

Cancel

2nd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V,S

Duration: Instantaneous

You form a sphere of antimagic in your hand. When you see a creature within 60 feet cast or concentrate on a spell, you release the sphere at them in an attempt to interrupt the spell. If the spell is of 2nd level or lower, its spell fails and has no effect. If the spell is of 3rd level or higher, make an ability check using your spellcasting ability. The DC equals 10 +

the spell's level. On a success, the creature's spell fails and has no effect.

Since this spell takes an action to cast, you must use it on a spellcaster who is concentrating on a spell or use the Ready action, anticipating that a creature in range will cast a spell or a creature already concentrating on a spell will come in range. You then release the readied spell using your reaction. You may continue to concentrate on this spell or for longer than 1 round until released at a target or dismissed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Duelist's Etiquette

2nd-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V,S,M (a pair of padded sticks)

Duration: 1 hour

You touch the ground, and a 30-foot radius of the spell's area is traced with a faintly glowing line of energy. The spell creates a subtle defensive barrier against magical attacks, causing all damage from spells and summoned creatures that originate in the area of effect to become nonlethal. A creature brought to 0 hit points from nonlethal spell damage is unconscious and stable.

Whenever a creature enters the warded area or is present when the spell is cast, it must consciously choose to accept this restriction, or else the spell ends. If at any time a creature inside the area no longer wishes to abide by the wards, they can spend an action to end the spell.

This spell is primarily used to ensure that spell duels are not fatal, without forcing mages to hold back their strongest powers.

Gabal's Superior Missile

1st-level evocation

Casting Time: Special

Range: 60 feet

Components: V,S

Duration: Instantaneous

The archmage Gabal proudly states that this spell is superior to the old standby magic missile in urban

settings. Though its range is shorter, it can be cast even without line of sight to its targets.

You create three glowing darts of magical force. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. This spell has two modes.

The first mode has a casting time of one action. Each dart hits a creature of your choice that you can see within range.

In the second mode you take the Ready action to cast the spell as normal but then concentrate on the spell and release it using your reaction immediately before the start of your next turn. You become aware of every visible creature within range of the spell but are not aware of their exact location. You can target creatures that have total cover or total concealment with respect to you, as long as the darts can travel around any such concealment to their targets along a 60-foot path.

For example, you could target a creature inside a room even if there was a wall between you, as long as a door or window was open. Likewise, you could target a creature hiding behind a *fog cloud*, as long as there was a clear route around the fog. However, you could not target a creature totally concealed within the fog cloud.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Like Lightning

5th-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V,S,M (a bit of fur and a rod of amber, crystal, or glass)

Duration: Instantaneous

Choose a point you can see within range. You transform your body into a 5-foot-wide stroke of lightning from your current position to that point and transform back into your original form at the destination. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in its path that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Stand the Heat

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V,S,M (ten gold coins which have sat in a fire for at least one hour)

Duration: 24 hours

You touch a willing creature, and the creature and all equipment it carries suffer no harm from being in extreme heat. It can exist comfortably in temperatures as high as 500 degrees Fahrenheit. This protection is sufficient to endure the oven-like heat of a forest fire, though neither the creature nor its equipment is protected against fire damage.

If the affected creature catches fire, it can put the flames out with a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be touching you or another of the affected creatures.

Storm Shield

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V,S,M (a bit of fur and a rod of amber, crystal, or glass)

Duration: 10 minutes

Thin crackles of lightning wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The lightning grants you resistance to lightning damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with lightning. The attacker takes 2d8 lightning damage.

Telekinetic Thrust

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V,S

Duration: Instantaneous

You gain the ability to shove a creature or object by thought. When you cast the spell, you can exert your

will on one creature or object that you can see within range causing the appropriate affect below.

A creature or object you successfully move travels 30 feet directly away from you. If it hits a solid object such as a wall, it takes 1d6 bludgeoning damage for every 10 feet of movement or portion thereof. If it would hit another creature or object the damage is split between the shoved creature or object and the hit creature or object. A creature in the path of the shoved creature or object must succeed on a Dexterity saving throw, avoiding the shoved creature or object on a success or being hit by the missile and knocked prone.

Creature. You can try to move a Large or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet directly away from you and it is knocked prone.

Object. You can try to move an object that weights up to 500 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet directly away from you.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and move it 30 feet directly away from you.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one

additional creature or object for each slot level above 4th. The creatures or objects must all be within 10 feet of each other.

MAGIC ITEMS

You may come across the following magic items in your travels.

Hurling Bracers

Wondrous item, rare

These items can be activated as a bonus action or as a reaction. For one round, you are considered to be one size class larger for the purposes of Strength such as a contested Strength check, lifting or pushing capacity, and wielding heavy weapons. The bracers can't be used this way again until the next dawn.

Potion Bracer

Wondrous item, uncommon

This bracer functions like a highly specialized *handy haversack*, allowing you to store up to 10 potions or similarly-sized items in an extradimensional space. No matter how many items are stored in the bracer, you can retrieve the one you want as an action. You can only wear one *potion bracer* at a time; wearing a second causes both to cease functioning. Most *potion bracers* are worn on the user's weapon arm so the user doesn't have to drop a weapon to get out a potion. If both hands are full, you can drink directly from the potion bracer as an action, but creatures have advantage on attack rolls against you until the start of your next turn.

If it is overloaded, or if a sharp object pierces it or tears it, the bracer ruptures and is destroyed. If the bracer is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the bracer is turned inside out, its contents spill forth, unharmed, and the bracer must be put right before it can be used again.

While it is not being worn, placing the bracer inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.



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