
Tucker & Co.
Pietas Autem Ad Justitiam Askis

BOOK OF EXALTED DARKNESS

A *FIFTH EDITION* OGL DECOPUNK CAMPAIGN SETTING AND VILE RESOURCE FOR EVIL ADVENTURES

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WARNING: MATURE CONTENT (18+)

This book contains disturbing, macabre, explicitly violent, gruesome content and themes that may not be suitable for younger gamers. While we implore everyone to one day delve into our deliciously vile tome, it is not recommended for readers under 18 years of age without explicit parental consent.

Even so, all GMs should engage in a conversation of consent with players (see pages 235–236 in the Evil Gamemastering chapter) and roleplay of wickedness should be encouraged—not long, overdrawn, repeated depictions of torturing NPCs in monologues that drawl on for 10 minute intervals, but roleplay between villainous adventurers and NPCs (with a fair bit of torturing organized, rolled out as per the rules on page 47, and summarized unless it is a particularly important scene or point in the plot). Though the world contained inside of the glorious pages that follow is named Askis, play within it is meant to be brutal, serious, and far grander than a bit of storytelling sadism.

FOREWORD

Whether you are one of our Kickstarter backers or someone who purchased this tome of evil, ***thank you*** for picking up *Book of Exalted Darkness*. This is my fifth and definitely most complicated campaign setting, and I am immensely proud of the work that people put into it. First and foremost among these is the featured artist: Indi Martin. As you can clearly see from the cover she is demonically talented, and she went above and beyond the pale with every one of her (*many*) commissions in the following pages. There's also the design crew—Savannah Broadway, James Introcaso, Luis Loza, and Michael McCarthy—who are all fiendish, devilishly-minded folk. Savannah and James killed it with the spells (her Heresy Knight archetype is sublime, and his relics! So evil!), Luis took on probably the most difficult individual item inside of this massive conglomeration of despicable gaming (the brilliant Dark Transformation prestige class), and my Canadian counterpart was, as always, consummate in his considerations of how to make the great works of the Celestial Heroes into fully-conceptualized obstacles for villainous adventurers to conquer. Most of all however, is my gratitude for the Kickstarter backers that funded all the artwork and words within.

Let's talk about evil. I have a deep and abiding love for roleplaying vile, despicable characters. They're downright memorable! I've reminisced upon my antithetical cannibal drow barbarian and all of his blasphemous accolades countless times. Ironically the focus on dark elves (which are way past due for getting the axe) is one of my central problems with evil in traditional roleplaying games so if you're here for spider matriarchs we're not able to accomodate (though by all means, there's space in the Taenarius Tunnels for GMs that insist on an arachnid drow mad scientist or whatever else they fancy). What we were aiming at with *BED* (let's all call it that) is not your parent's D&D evil—we encourage PCs to commit acts of wanton violence, make fleshcloaks out of babies, transform themselves into oozes, vampires, liches, rakshasa, power their magic through blood, worship (and feed!) the Meat, and embrace the darkness in the shadows around your gaming table.

Once I knew we were shoulder deep in vile gaming excellence the new objective was threefold in making the world of Askis, where being a villain makes good sense, a place that the party will want to grind into the dust all tied together in a story that makes sense and leaves the GM with everything needed to carry a campaign to a satisfying conclusion for an evil group. A year ago I thought up the first part (inaequa) and that's where the Kickstarter began—while I knew that it would ultimately come together, I didn't have it when we started. It took months of pondering, slowly gathering content and illustrations from essential parts of the project, but ultimately the *Torquem Machina* revealed itself in its full glory.

It's around that point that I began to go mad and now here we are, the art budget blown apart over more than 400 of the most glorious and decadent pages I've ever had the honor of putting together. I sincerely hope that you use the *Book of Exalted Darkness* responsibly and in excess, exploring the depths of your souls with villainous characters that stick with you until the end of your days.

Once again: thank you for taking this corrupting journey with us.

We hope you come back changed.

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Finally after decades of pious work in The Ministry's hospitals and sanitariums, Arisia had gained entry to the Library of Adriotemachus. This was no small feat—as a theological historian of only the 2nd Paene she required a litany of permits and sanctified sanctions in order to step into the building where she started the process of gaining entry—and even with permission to be here, she had precious few hours before being cast back out to trawl more limited collections in search of the world's truths.

She would be remiss not to access the oldest sections and so she headed there, evaluating rows upon rows of ancient tomes written in Celestial, Old Common, and languages she could only guess at. There was little new for her to learn from these books other than affirmation that those were certainly dark times. Long dead lich-queens, brutal draconic empires, and fiendish warlords filled every aging page and the depictions of their crimes made Arisia pale. To hear a common myth of despicable nature is one thing, but to have it verified and know it rings of truth is another matter entirely.

Overcoming the urge to get lost in the truly antique books, Arisia moved next to the reason she was given access to this hallowed place and moved to the slightly more modern area devoted to the Age of Discord. Choosing even one of these ancient tomes to delve into was like sitting in a parlor shop with hundreds of flavors of icecream on a hot day with only a bit of change in her pocket, and after a few moments of panicked consideration she carefully gathered a stack of titles devoted to the Golden Redeemers. The half-elf learned many things inside, confirming first that Darrius Ventrelli was indeed sired by an aasimar and a demon, not as a devil despite what the tabloids might claim. There was a common inaccuracy regarding Lellwyn Fethyrwal as well—the recent academic theory that the Celestians influenced her as a child was untrue and the Insolo Cult was solely responsible for her upbringing. The assertion that she was actually hired to check—that Tapper Underknoll was indeed born in Nitidus—proved true. It'll be a sad revelation for the Mayor of Brindlehalst and its citizens but twas a bold, unlikely claim to stage against the Gnomish Metropolis.

With her duty out of the way Arisia checked her watch, pleased to see she had at least an hour left to sate her curiosity with the wealth of knowledge all around her. Theological history is an interesting field of study and something about the matter of mages hasn't ever quite sat well with her, particularly the era just before the Utopian Dawn. Gathering up the journals and memoirs of contemporary priests of the time, she rapidly glossed the dusty pages in search for references to publications regarding the apostates of the historically recent past. There were many a wicked wizard and evil sorcerer, of that she was certain, but surely before The Ministry there were spellcasters of an arcane bent that failed to recognize the power and divinity of the Celestial Heroes but chose not to raise arms against them?

Unfortunately her search was proving fruitless. At best the mages she sought were only mentioned, not a citation in sight. There ***was*** *something of note however, an oddity of which she had often pondered. Effective as the Justitia might be, a silent force for policing a populace isn't exactly efficient even with limited telepathy, and some of the arcane theories she read postulating the nature of Varrus Goodwin's tattoo were intriguing indeed. Could it be that it is not a symbol of power or enchantment, but something else? Just as she carefully undid the old wax sealing a treatise on the subject by a scholar she's long admired, the recalcitrant dwarven Bibliothecae Prefectus that allowed her inside appeared around the edge of a bookcase, quietly beckoning with his hand for her to gather her things to leave.*

Frustrated that she had allowed herself to get sidetracked from her original focus and the mystery of Askis' apostate mages, Arisia knew that there was no point in trying to persuade the old bookworm into giving her a few more minutes—Rankir Tarryndorn's infamous impatience is well known to be an affectation of his students as well. Carefully placing the borrowed tomes back onto the dusty shelves, Arisia made a mental note to look deeper into the oddity of the demigod monk's tattoo, mentally assessing the mountains of paperwork that such a task will inevitably require. As she calculated the work ahead and made for the equos station down the street, a close voice suddenly broke her concentration and caused her to jump slightly before she recognized its smiling source. "My word is that you, Arisia? I must say it has been some time since I saw you last." Inquisitor Octavius gestured to the grand building behind her. "The library, eh? Reading anything interesting?"

TWILIGHT OF SUFFERING

Little remains from the eras before the Celestial Heroes saved the world from evil, the history of the distant past woven into myths forgotten under the piles of books and tomes extolling the deeds of Askis' many saints. The only living remnants of that bygone age are the lauded demigods themselves and the few great serpents that have escaped their holy wrath, driven so far beneath the surface that they are thought to be slain legendary beasts. Scurrying among them are the mad scientists that eluded the purges but only the deranged and foolish dare give them any heed—but that's all well enough. Most of Askis is satisfied with accepting the utopian age they were born into, assured that their divine leaders won't lead them astray or allow harm to befall the world.



AGE OF DISCORD

The old gods that wrought Askis (and possibly the universe) are lost to time, run aground and roughshod by conflict during the Age of Discord, the epoch when the Celestial Heroes rose from obscurity to begin their unyielding fight against evil. In this ancient time the lands were consumed by bloodthirsty warlords and petty city-states, all obsessed with expanding their reach and territory, each blind to the need to unite in order to advance civilization.

In Ourianos the Order of the Shining Stone was forged by the Duertek Mercantile Consortium's drive to unite the Contiguous Continent. First came Gimli Stoneflask, trodding forth from the depths of Riskara's Bastion in the Rostratus Mountains and wielding the sacred power of his dwarven ancestors, defending the wagons of his kin from the many that sought its riches. As they traveled ever westward many hired swords joined their cause, but the monk Varrus Goodwin was different—refusing to allow the traders to pass without defeating him in sport. The tales of how the gifted warrior was won over are dozenfold and lost to time, but it is widely agreed that the stout priest was at the heart of it.

At the completion of the lengthy caravan's second circuit the elves of the Shandalan Forests sent an envoy (a wizard named Rankir Tarryndorn and the last of the legendary trio) that joined the other folk and quickly proved to be the vital component that enabled the sortie to not only defend their charges, but overcome their offenders. Word of the Order of the Shining Stone's victories traveled across Ouranios faster than they could, and with a member of the Duertek Mercantile Company remaining in each major settlement a communications network was built—before long political alliances formed between aggressive warlords still holding out, nesting pockets of defense across the Contiguous Continent.

The unforgiving wilderness of Samovi resisted civilization as surely as it hid evil—its lush and overgrown forests too verdant and fast growing, its deserts too bereft of prey and water, its mountains too high and treacherous—ending many settlements long before they could gain more than a foothold. Notorious bandits, pirates, and savages made their homes within, engaging debaucheries galore without fear of reprisals of any kind, enslaving captives and taking whatever they pleased in an endless, bloody cycle of death, misery, and violence. A gnome ranger named Tapper Underknoll rapidly gained renown for surviving numerous attempts at revenge following the first few of his Vengeful Scourges, quickly mounting a

bounty posted by the infamous Hethyria Bloodboot: a king's ransom for his tiny head.

Many a greedy adventurer chased after the cunning little hunter but the monetary incentive to do so didn't last long. One of a nefarious mariner's crew betrayed his captain in a stunning ambush alongside the diminutive woodsman, the vessel's trusted mage turning his spells on buccaneers. It was the final anvil strike in the unbreakable bond of friendship between Tapper and the dubious tiefling sorcerer Darrius Ventrelli, forged on the fiery deck of *The Scorned Maiden* as the corpses of its many sinners disappeared beneath the waves. The two continued the gnome's quest for justice and traveled across the continent, searching for wickedness and wrongdoers with little direction—until they stumbled upon an ancient temple in the highest peak of the towering Quyosh Mountain, a sacred and timeless structure devoted to the Upper Planes. They emerged not as two but three—led by the paladin Lellwyn Fethyrwal, a woman said to be touched by angels—and under her guidance The Golden Redeemers rapidly gathered like-minded followers, mounting military campaigns against larger outfits of pirates and bandits until their rising reputation brought renown to the whole of Samovi as well.

As peace spread across the other two continents of Askis, Zakuthombo descended into a pit of anarchy, the last bastion of evil protected by fierce waters and the fiefdoms of draconic overlords exiled from elsewhere. Despite being the last of the Celestial Heroes to become known across the world, Tucker the Great and Co. gained fame in leaps and bounds, sailing back from their first foray into the Far Continent on a boat covered in the scales of the legendary wyrm Sabrydethrio—the greatest of Ouranios' winged serpents, said to have absconded from the Contiguous Continent with the world's most powerful treasures so that no adventurers could ever slay it.

By auctioning off a few of the rewards from Sabrydethrio's hoard, the enchanting Mystral Farsong earned the group untold coin and their canny halfling leader purchased armies, a navy, and a score of mages for their return to the dreaded lands. Utilizing the direct but effective tactics of Grukk the Axe their mercenaries began the long and brutal campaign against the numerous evil dragons forced to lair in Zakuthombo.

VANQUISHING OF EVIL

For hundreds of years the Order of the Shining Stone, Golden Redeemers, and Tucker the Great and Co. waged their crusades against evil, seemingly immune to the ravages of time or the fatigue of making war on the world's wickedness. It was during these centuries that the many saints of Askis came to be, heroes of their homelands and patrons of the cities they championed, worshiped and enshrined. Though well known and lauded for their initial victories, their task was truly monumental—beating back evil wasn't a simple endeavor and like a pernicious weed of corruption, with every slain villain another rose anew. Previously fractured, the most sensible of the warlords that remained chose to band together into factions in desperate efforts to resist the dawn of the Celestial Heroes.

Though not tired of their fight against evil in Ouranios, the Order of the Shining Stone had become exhausted with the praises and laurels heaped upon them by its thankful people. To aid in their travels the dwarf Gimli Stoneflask constructed watchtowers mystically banded together by the elven wizard Rankir with the placement of numerous teleportation circles and other magics. These structures ultimately became the Towers of Light, the magic tethering them together the first of many arcane theories that led to the *Bands of Kyttarmoak*. While the fortifications provided some safety and privacy for the lauded adventurers as they waged precise assaults to eliminate the dangers still present on the Contiguous Continent, their devoted followers simply could not be dissuaded from harrying the heroes. This refusal to keep away caused many to suffer retribution from the adventurers' numerous adversaries, mistaken for soldiers camped outside of their commanders' watch towers. After the third such attack Varrus Goodwin began enforcing training regimes led by his pupils, disseminating his style of combat and laying the foundations for both the Monastic Order of Law (before he belatedly thought to include edicts about the necessity of living within the confines of civilization to better master one's martial truths) and the Justitia.


ASKIS
STIRIACUS OCEAN
AQUILA
GAMARA MOUNTAINS
OBCIDENS
IACIO
OPERANS MOUNTAINS
SUPPETIA
PERTINAX
SEVERUS
PRAESUS
SAMOVI
REFOVIO
TRUSO
ELUDERE
ZAKUTHOMBO
SOPTIAN VOLCANO
ESCARION MAELSTROM
RALLUS OCEAN
RECALTIO MOUNTAIN RANGE
CONSILIUM
PERIBOLUS
CONLATUS
ADVERSUS
SCISSURA MOUNTAINS
EOUS MOUNTAINS
MOUNT VESPERTINUS
NORTH SAND SEA
MOUNT TANTUM
REGREDIOR
ETIUM
ENTIAM
LAKE LUNARIS
MACHAERA SEA
MOUNT SEJUNGO
TUTELA
LUMIS RIVER
COELICLA
NITIDUS
GREMIUM SAND SEA
DIFFUSILUS OCEAN
RELICTUS MOUNTAIN
HEMINA
MAERUS
EURUS MOUNTAINS
MARCOR DESERT
MOUNT HESPERIS
SOUTH SAND SEA
NOTICIA
AMICUS
PRENSATIO
LAKE FELIX
NAVICLA
MERIDIES
OURANIOS
STAGNUM STRAIT
ANGUSTIA STRAIT
BELLUA
ALACER
SOBRIUS
FLUCTUS
MOENE
LEGIO
ROSTRATUS MOUNTAINS
IAJUNIUM DESERT
SUDOR RIVER
KALATOR
NORTHERN INEXORABILIS MOUNTAINS
AESTUA LAKE
LAEVIS RIVER
KAELESTI
BURGUS
SAEDOR RIVER
DUCTUS
VARIATIO
LAKE SAEDE
EXORTUS
PRAECLARUS
RAMOSUS MOUNTAINS
MOUNT EXAV
MAOIR
LAKE PRAESTRI
PATEFACTIO
SOUTHERN INEXORIBALIS MOUNTAINS
PRAESTRI RIVER
INRETUS OCEAN
GRATIA
N
W
E
S

Conquering the whole of Samovi was daunting but the Golden Redeemers were unfaltering in their pursuits. Unlike in Ouranios however, the wild and free hearts of Samovians were not welcoming to their Celestial Heroes, fearful of the full consequences that the benevolent society they promised would inevitably bear with it. It became the role of Lellwyn Fethyrwal not just to make certain their allies were arrayed to resist the wicked guerilla fighters roiling through the wilderness, but to turn the hearts of the people as well. As she traveled between settlements won over to their cause she spread their wisdom of kindness and mercy to all that would listen. In her wake she left the Iterati, the most beautiful and persuasive of her followers trusted to keep her faith and win over more to their cause.

Many heard the call but those that didn't ultimately came to the attention of Darrius Ventrelli, the tiefling using his natural penchant for guile to ingratiate himself with the criminal elements that resisted his paladin allies' golden tongue. Over the course of decades he assumed countless disguises, infiltrating thieves' guilds and smuggling cartels. Ne'er-do-wells that managed to escape his impressive control over magic were flushed out into Samovi's wildernesses—lands mastered by Tapper Underknoll. Only the most devious and lucky fugitives evaded his expert tracking skills, the gnome's arrows the last stakes in the heart of evil that once ran throughout the continent.

Though initial fatalities of the campaigns in Zakuthombo were high it seemed as if Tucker Quickfoot's pockets were endless and the longer the list of slain winged serpents grew, the more rumors spread of his most trusted soldiers wielding strange weapons that fired rays of brilliant light (drawing ever more adventurous men and women to their banner). With Grukk at the fore of a seemingly inexhaustible supply of mercenaries, they gradually hacked their way into the strongholds of the world's dragons with brutal victory after brutal victory. The winged serpents were not fools however and each learned from the mistakes of their defeated kin, making the defenses of every territory utterly lethal, every lair a deathtrap.

More than dragons lived in the Far Continent and while they may not have loved their unforgiving rulers, when left with no other choice some among the defeated armies could be persuaded by Mystral Farsong to accept a more enlightened life. Those that further resisted—malicious trolls, cannibalistic giants, despicable hags, and the like—were gaoled by Tucker the Great and Co. mercenaries aided by songs of the bard's creation, attuned to the Upper Planes to pacify the mind with celestial melodies. Despite its elegance however, the half-elf's melodious imprisonments could not last forever.

It was the combined need for a way to humanely contain those of a wicked nature that united the three bands of adventurers. They had of course met before, allying together when an obstacle proved too great—the slaying of the devious pirate dragon Azuleiran, the upending of the Deistrina Cult in Samovi, breaking the Encircled Coven of Ouranios, chasing the corrupted Versethorian Sky Mages, and a dozen others—but nothing yet had required such a deep investment of time and wealth. With their shared final victories drawing nearer, it was Tapper Underknoll that suggested a permanent, removed locale for the unnaturally deviant to live out their lives, and the workings of the Celestial Heroes' master spellcasters to see it to fruition. For over two centuries Darrius, Mystral, and Rankir toiled and experimented until finally finding success, raising from the ocean an entire island isolated in the heights of Askis' sky near the slopes of Quyosh Mountain.

Thus the Samovi Preserve became the first of the Celestial Heroes great works, confining the defeated but unyielding evil forces of the world. With their minds, spirits, and resources unfettered by the burden of inefficient jails, the soldiers sworn to the adventuring parties defeated virtually all the wicked warlords, dragons, and unholy abominations throughout Askis. The great winged serpents able to fled, escaping beneath the surface and surviving in either the deadly tunnels of Taenarius or under the waves, making secret lairs far from interfering mortals. Villainous generals, bloodthirsty zealots, and practitioners of foul magics were defeated through and through—only those that had begun to embrace science managed to resist with any of their original collective strength intact, hiding throughout society and using their mastery of technology to confound their would-be captors. For a time, it seemed as though evil had truly been extinguished from the world.

UTOPIAN DAWN



With the knowledge that the looming sky-prison of the Samovi Preserve awaited them, many of the soon to be defeated chose to end their own lives rather than suffer humiliation, enacting dark rituals that instilled their power as potent curses, corrupting relics, malignant influences, and worse, some evident immediately but many more laying dormant in wait for conditions prophesied from the mad jibbering voices of fiends peering into possible futures. In these centuries of quiet strife nearly as many saints of the Celestial Heroes arose to sacrifice themselves against the resurgent threats as had appeared in the crusades against evil centuries past. Not everyone born into the emerging utopia found it to their liking and these unlucky folk appeared as rapidly as the emerging technological wonders that spread across Askis—all thanks to Tucker Quickfoot.

As Tapper Underknoll saw to the maintenance of their isolated realm for evil folk, the rest of the Celestial Heroes worked upon their own great works but none more impactful than the world-famous rogue's. With the active threats of the world no longer in play the halfling revealed the source of his elite's weaponry: the divine fuel, inaequa. Once shared to the world, Askis' engineers, scientists, and smiths embraced the miraculous substance and ushered in a new age of technology. Their machines eventually develop into the utopia of modern day, but even the simplest of these devices vastly changed the face of the world with frightening speed.

Parallel lines of steel rails were put down across all of Ourianos for steel equos, chugging around the Contiguous Continent and connecting one half of the planet directly to its other side through the Rotundus Railway. Each sprouted countless routes branching off the two key central lines, serving the major settlements and running near the watch towers Gimli Stoneflask began to instill with the souls of dwarven heroes, transforming them into the Towers of Light. The purges didn't require Rankir Tarryndorn's greater attentions and the wizard went away into seclusion for the purging years—accessible only to offer the occasional piece of wisdom or investigate a suspicious relic—until emerging with the most potent spellwork Askis has ever seen, the *Bands of Kyttarmoak*. Working his perfected rites into place took another century of preparation and execution, but once enacted the elf sanctified the entire planet from the fiends and extraplanar influences to bring an end to the latent corruption left in the wake of the cleansing in ages past.

For his part Varrus Goodwin worked to unite and solidify his martial students, numbering already in the hundreds even with ever stricter requirements for acceptance. It was somewhere during this period that the monk discovered the first of the holy troths, taking an unbreakable vow of silence that all of his followers emulate. None are certain of why or how he came to the profound revelation, but the occasion is marked by the first historical dispute between the Celestial Heroes and though the source of the conflict remains a mystery of the past, the Monastic Order of Law has since gained a position of authority above all the underlings of the Golden Redeemers and Tucker the Great and Co., becoming the penultimate arbiters of Askis second only to The Inquisition.

With the aid of machines the wildernesses of Samovi proved far less daunting, the disparate locales easier to access than ever before, the unrelenting plantlife no match for spinning blades and automated shears. Unlike before the foul touch of wickedness was far subtler after evil's apparent defeat, as insidious as it was



pervasive and widespread leaving the Samovi Preserve abundant with captives to occupy much of Tapper Underknoll's attentions. When he wasn't patrolling and quelling the worst of his charges' evil behaviors, the gnome hunted down the cultist smugglers gathering and disseminating cursed relics under the cover of lush forests, imposing mountains, and trackless deserts. Left without active threats to assail, Lellwyn Fethyrwal's patience waned and in her reveries she fixated upon beauty, crafting the first shadow of vanity and turning her prized Iterati into the initial shadowless elite.

Unable to resist his penchant for traveling incognito among common folk, Darrius Ventrelli found to his horror that even with the emerging utopian society dawning across the world that many people still wantonly engaged in vice. Infuriated at the violations and exploitation occurring under the Celestial Heroes' rule, he first worked to master arcane and scientific cures for diseases—though only as a means to understand them. Knowing that guards can be bribed and hearts swayed by lust, he used the countless tomes of data to craft his great work: the Holy Virulence, *Divinus Biologis*. Once again taking on a countless litany of disguises, the tiefling visited as many bordellos and brothels as he could find to spread the magical malady. Prostitution and violent crimes of a sexual nature curbed dramatically, the divine scourge of Darrius's devising doing more than any amount of enforcement could ever hope to achieve.

Machines took to the waters as well, churning across the waves atop large durable rafts towards Zakuthombo, pumping steam into the ocean air. With his sharing of inaequa Tucker Quickfoot became the herald of an age of exploration and industrialization unlike anything Askis had ever seen, the shipyards of the Far Continent working at all hours of the day to match the growing need for a powerful navy as piracy became the last refuge for thugs and criminals intent on escaping imprisonment or reeducation. The first decades of production were so recklessly rapid and rife with unsafe working conditions that the resulting accidents created an entirely new class of nobles known as Squallentes, disfigured workers richly compensated by the halfling himself. These houses have persisted and today have as much power as any trade guild or laboring union, calling upon their sacred connection to the small folk demigod as frequently as they do their vaults of coin.

Piracy on the high seas proved to be so troublesome to Zakuthombo that the halfling's closest allies rallied against it as well. Working closely with Mystral, the half-orc Grukk forged the *Chime of Contests* and promoted his most valued commanders from the crusades to higher positions of power. Using their newfound ability to hear the discord of dishonor, they fanned out over the world to support the Monastic Order of Law by detecting the stain of evil beyond the empaths' sight. For her part the bard was not done—learning much from her enchantments to pacify captives before the Samovi Preserve was created, she perfected a powerful new melody specifically to beat back wickedness from Askis' waves, discovering the first notes of the Bloodsong of Storms. The bard's wondrous great work dealt a vital blow against the many evil-doers that fled to the high seas and a war erupted between the most powerful pirates, sending buccaneers at each other's throats to end whatever alliances they once shared. Hundreds of villainous sailors took offers from mad scientists rather than rehabilitation or the Samovi Preserve, dying as test subjects in experiments that would never benefit them, though certainly harry the demigods they all so desperately hated.

NIGHT OF LARGITIO

To ensure that no period of time like the eras of purging were ever needed again, Tucker Quickfoot and Darrius Ventrelli created The Inquisition and The Ministry—one sect of warrior-hunters to track down evil and another to go about reforming the wicked. By most academics' reckoning the population of naturally corrupt souls on Askis had reached one in every few hundred thousand, a slow trickle of demented, deviant, and diabolical individuals, many of which took to re-education by the tiefling's servants. Those that didn't were sent to the Samovi Preserve, small enough in number not to overly stress the social ecosystems carefully devised by Tapper Underknoll. With society growing ever more egalitarian and the number of magically trained sages on the rise, goodness was destined to firmly overtake evil in its entirety on Askis once and for all.

After over a millenia of bloodshed, persevering toil, and tragic sacrifices by scores of companions saints, the Celestial Heroes declared evil vanquished and celebrated the first day of the new calendar and year as Supirimaz, commemorating the final victory. In the 142 years since the methods of production for inaequa-powered technologies have become safe endeavors, the cities and countrysides of Askis are filled with good-hearted folk, and the corruption that once threatened to overwhelm the world has been routed—almost. Where their magical and martial brethren failed, the mad scientists that escaped capture and defeat still lurk in the Taenarius Tunnels or the darkest depths of the oceans, and their desperation has led to a united front with one purpose: restore balance to what has become a sanctimonious parody of their world.

By combining their resources and shared technological strengths, the patient mad scientists lurking in the ocean's waters and Taenarius Tunnels engineered a powerful corruption to schism across the world. While the timely plans of Aevus Fatalibus where what made the Night of Largitio so effective—waiting for precisely the right moment to enact the final rites in locales across the world—the initial idea was spawned with Gespadrieux Xantilles (though in truth his compatriots believe a fiend likely seeded it). Using Fraus Calumnia's adroit control over the minds of lesser creatures to acquire rare components from the industrial facilities on the surface and guided by Trepida Vereor's deep magical insights, Caskette spent years designing potent machines for a foul task of monumental magnitude. As the sun set on the first centennial of Supirimaz, their last and most desperate attempt to tip the scales against the forces of good was set into motion.

With the enclosing night on the horizon came roiling coronas of energy, patches and clouds of bruised red and purple unnaturally floating through the sky. These descended with the darkness, slamming into Askis and its people like an invincible tsunami of power. Widespread panic followed and before the sun rose again, for one maddening night it seemed as if the ancient past's malicious lunacy had returned with a vengeance. While spectacularly frightening and deeply upsetting, at first it seemed as though the obviously unnatural occurrence was nothing more than that—academics, mages, technologists, and even priests argued at length over what it was, many accepting that it was simply a cosmic anomaly.

In a sense, they were right.

The citizens most deeply disturbed by the Night of Largitio were carefully scrutinized and meticulously tested for abnormalities over the course of two decades but no medical, psychological, or spiritual analysis brought anything suspicious to light. Despite assurances and even their own careful testing, the Celestial Heroes allowed their guard to slip—nearly precisely when the exacting coordinated timetables of Aevus Fatalibus had anticipated. The united effort had an effect most insidious, slowly and gradually injecting a vile taint into the divine conduit wrought by inaequa's ubiquity in Askis. Gimli Stoneflask realized the intangible sickness' presence a few years after it took hold and rid it from the world, but not before its abhorrent effects had already spread.

It was the next generation's offspring that suffered from the mad scientists' ploy as the soul of every thousandth child spawned with inherent heresies, flaws of character that renewed instances of violence and evil with a savage frequency. The influx of deviants to the Samovi Preserve has set Tapper Underknoll on edge and occupy all of his efforts, and as more corrupted folk crop up all of the Celestial Heroes find their great works at risk of breaking. What's worse,

they have grown suspicious as efforts to injure civilization have suddenly become directed, focused, and more effective than ever before—the true goal of the mad scientists. Aevus Fatalibus' complicated probability matrices have correctly predicted where and when many of these natural villains appear, and he and his allies draft them as vile agents to sow the ultimate doom of Askis. With centuries to analyze their enemies and prepare their revenge, these grand mad scientists have each created meticulous plans and countless pawns throughout the world—with their enemies lulled into a false confidence and illusory sense of security, the moment to strike has come!

THE TORQUEM MACHINA

While looting the lair of the dreaded black dragon Phaedraegnicontriomor, the ever-clever Tucker Quickfoot came across a curious tome that he instantly felt possessed a means to great power, even if Mystral Farsong disregarded it as a misguided text written by poisoned minds: the *Mpahay Tantara*. Trusting in the keen intellect of the Golden Redeemer's talented sorcerer, the halfling gave Darrius Ventrelli the book for translation of its contents. The tiefling spent months decoding the unholy text, revealing many ancient and primordial truths that aided the rest of the unknowing Celestial Heroes in casting out wickedness from Askis, some of the secrets fundamental to Rankir's complex *Bands of Kyttarmoak*.

Only a few years after the halfling's fateful unearthing of the *Mpahay Tantara*, Tucker and Co. came across an enchanted sieve that amplified the life energy around it—"discovering" inaequa. The magical engine was easily replicated by even the lowliest of their hired mages, and once in the hands of master tinkerers quickly evolved. In barely more than a century the gnomish master sages of Nitidus removed the need for magic entirely by using a complex alloy in their construction, and a few decades after the Sancti Afflatu College in Suppetia had the first major successes at miniaturizing and optimizing the contraptions. Today inaequa engines are everywhere, some the size of houses and others as small as a halfling's pinky.

But not all of the truths from the *Mpahay Tantara* were shared beyond the ears of the rogue and the sorcerer.

The book spoke of the plane Refesina, a dimension thread through the primordial pathways that souls take when ascending to the Streams Divinia (and thus the Upper Planes), descending to the River Styx (and therein the Abyss or Hell), or otherwise permanently departing the Material Realm. In and of itself a soul—so spoke the *Mpahay Tantara*—was nothing more than potential energy, a creature's body and mind giving it shape and a way to act upon its inherent power. Furthermore, when detached from its physical form during this transition the soul must be carried to its ultimate fate before regaining any use of itself. The infinitely complex system the tome spoke of only exists and perpetuates by the will of one thing: the chains of kytons.

Kytons are bound by fate and the nature of their own creation, compelled to endlessly manipulate the aetherial chains carrying dead souls to the afterlife. They are not creatures of evil, goodness, or even order, only drive—an unending and ceaseless will to continue ever forward. On more than one occasion dimensional interlopers have interfered with the workings of the massive machine home of the kytons, unraveling the resolute souls of some or driving others to fall to evil (transforming the former into mad kytons, the latter into agonized kytons before corruption into chain devils).

Mpahay was the first of their kind, the Rohy Voalohany and Handler of Threads. After aeons they developed a curious mind not shared by their kin and began to scrawl down all that they had learned of existence, the knowledge garnered by touching upon countless links of reality. It was this tome—the *Mpahay Tantara*—that Tucker found and had Darrius translate, the very means by which the sorcerer found the Rohy Voalohany. With a comprehensive understanding of Refesina and its workings in hand the halfling easily plied and manipulated the Handler of Threads, enticing Mpahay with grandiose tales of freedom before departing and trusting that they would gnaw upon the kyton's idle mind.

The halfling and tiefling plotted and schemed for over a decade afterward, carefully developing a

plan so devious it has fooled their most trusted compatriots for centuries. Confident that they knew what the kyton would want—the freedom it had never known before—Tucker used the sorcerer's envy at the respect paid to Rankir Tarryndorn's intellect over his own to persuade Darrius to concoct a means by which to offer it. In time and in secret the duo crafted the *Torquem Machina*, a potent artifact that the tiefling's study of Refesina concluded could replace the Handler of Threads. Meanwhile the rogue prepared their "discovery", secretly planting one of many latent focuses for the energies that their creation would siphon away from the dimension driving the afterlife.

When the duplicitous duo returned to visit Mpahay once more, Tucker's expectation of the first kyton's reaction was perfectly accurate and the Rohy Voalohany yearned to truly know freedom. The Handler of Threads graciously accepted the gift, enchanting the duo with a sliver of immortality and power before leaving Refesina to travel across all of the existence known to them only through the memories of others. Darrius' ploy proved successful as well—with the additional blessings placed upon it by Mpahay the *Torquem Machina* performed far beyond expectations, imbuing both with shreds of divinity.



With new "holy" powers at their disposal and all of time to do it, Tucker and Darrius convinced the remainder of the Celestial Heroes into accepting similar gifts, masking the sources of the blessings to appear as if they originated in the Upper Planes. Only the self-aware and supremely attuned Varrus Goodwin suspected something was awry about the *Inaequa Lapis* they had each absorbed, sensing beyond the alluring stones and the deception so expertly played by the halfling and tiefling. Without proof of their duplicity however the monk had no lies to expose and so he withdrew to secrecy, carefully stalking after the truth behind the rash of discovered miracles.

By the time Varrus realized the reality of the situation, inaequa had become too ingrained into the burgeoning civilization spanning across Askis—and his doings were not unnoticed by Tucker. After the monk's discovery of Refesina and the *Torquem Machina* but before he could share the fell knowledge therein, the sorcerer Darrius activated their countermeasure, imparting into the well-meaning human Celestial Hero's mind the consequences of sharing what he had learned: doom for his race. Using his mastery over diseases the tiefling prepared a deadly and highly contagious virus, containing it inside of a sigil the halfling expertly delivered onto Varrus' neck during a sentimental embrace following a tearful confession. Should he ever speak, write, or otherwise communicate what he knows in any way, the sickness will be released to reign catastrophe on the world.

Even with the agent of their downfall checked, time stands against the nefarious compact as the souls of the dead gradually degrade the *Torquem Machina*'s inner workings. Where before it emulated the Handler of Threads amicably, after hundreds of years it has begun to accelerate and shows no signs of stopping, sending the souls of the dead hurtling to the wrong destination or utter destruction in the embrace of oblivion. Though they know of the looming disaster Darrius and Tucker have long since fallen to wickedness and while they may hide it well, by the time their creation in Refesina finally breaks all of reality may come to a grinding halt as the very cycle of life and death ceases to be!

SCORE TARVORIAL

Tucker Quickfoot and Darrius Ventrelli's cunning use of the *Torquem Machina* became known to more than just Varrus Goodwin however—which is what truly brought about their fall from misguided heresy to true evil. One group became aware of the planar treachery, a cadre of elite mages known as the Tarvorial. The numerous sophisticated experiments and endeavors of these respected sages detected the anomalous connections of inaequa engines, concluding that something with the cycles of the afterlife was awry. Unfortunately for them the news reached the halfling's ears before any of the other Celestial Heroes.

Keen to retain his new power and convinced that their miraculous devices were not truly bringing about danger, Tucker plied and persuaded his way to a place of supreme authority within The Inquisition. Once he was certain he would not be effectively challenged, the devious rogue began to harrow the ranks of holy agents, leaving only those he trusted to follow orders and sending anyone else on the most dangerous missions (sometimes even engaging in subterfuge or employing Darrius for sabotage to ensure failure and death followed). As the Tarvorial's academic papers and theories on the anomalies spread but before they became subjects of major discussion, Tucker's control over his small army of dedicated and secretive soldiers became absolute.

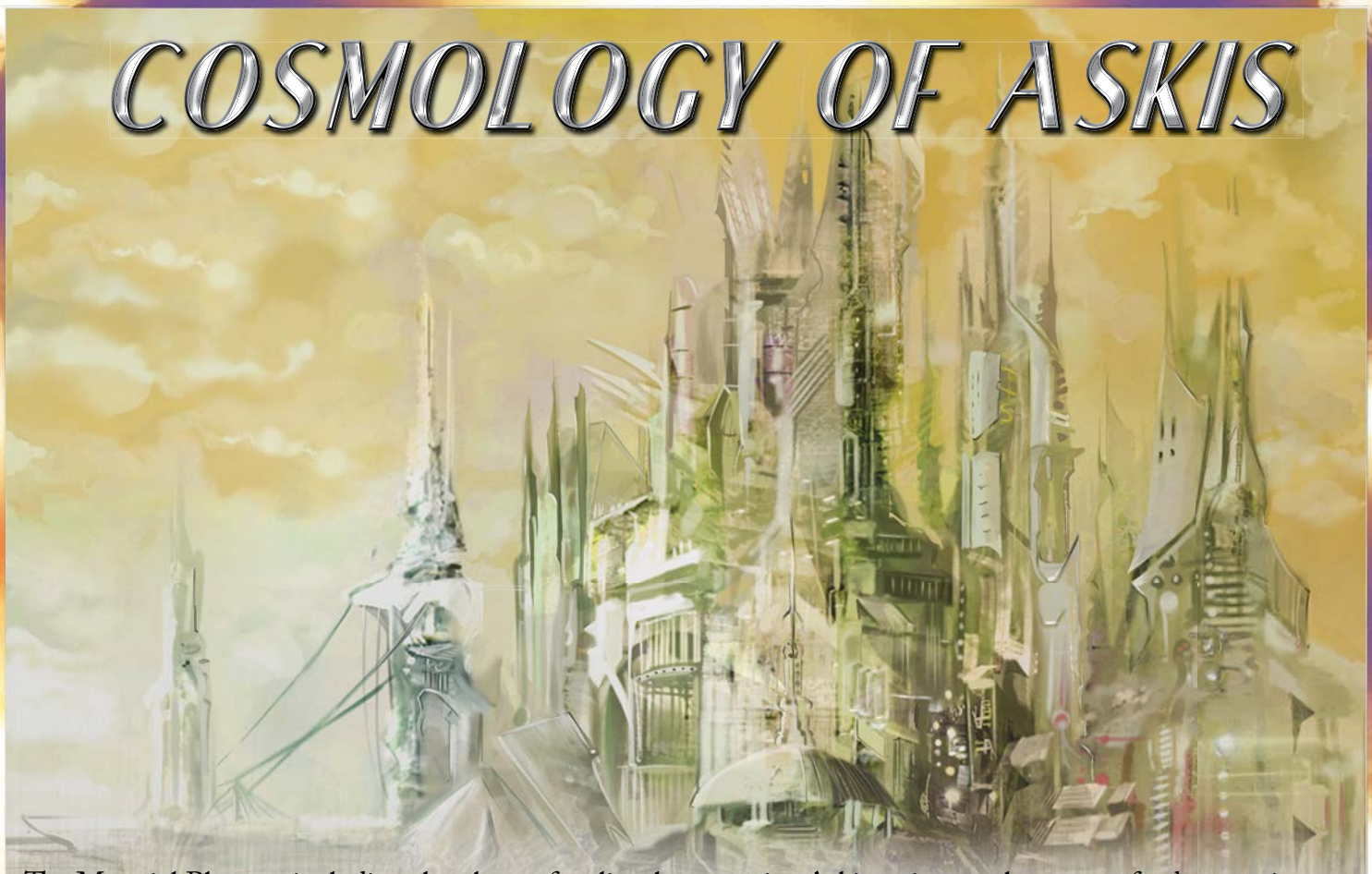
It was then the culling of the Tarvorial began in earnest. With the tiefling sorcerer's help Tucker easily framed and indemnified all of the esteemed mages, casting them as criminals of the vilest nature. Dozens of the spellcasters refused to go into hiding and attempted to clear their names but none proved their innocence before finding an early demise at the end of an Inquisitor's dagger. The halfling's lackeys moved with brutal efficiency and scarcely a year later twenty of the sages remained—a score against the whole of the world as the rogue convinced all of the Celestial Heroes to take up arms against them.

The Score Tarvorial may have persisted until the truth could be revealed against only the thinned Inquisition, but in the face of the world's masters they knew that it was only a matter of time before capture. Worse than death was sure to follow for none of their compatriots seemed to exist at all after apprehension by Tucker's agents, and at their last meeting—occasions once dominated by freewheeling discussions of arcana, divinity, and the nature of being—a grim plan was hatched, the research of all laid bare to locate a weakness in the enigma with the halfling Celestial Hero at its heart. As sentries disappeared and their pursuers drew near, the twenty mages eliminated all other possibilities until one remained: sacrificing themselves to craft clues for the intellectuals of the future to learn of the grand deception, magical anomalies of their own that remained shrouded from the demigod rulers of Askis.

They all fell to the blades of The Inquisition just as their peers but not before expunging their own souls. The Score Tarvorial's essences empower potent enchantments in different cities across the globe, strange phenomena that utterly elude the most devout and learned scholars yet are plain to see for common folk. Though none were dangerous in their conception some led to troubles, perceived wrongly by and large as curses—maledictions invisible to the Celestial Heroes. Ultimately most were absolved by the blood and toil of saints though some are rumored to remain, hints at the truth weakened and diminished by time.

Discovering the Secret of the Score Tarvorial. Whenever a character proficient in History increases its level, the GM makes a secret **DC 25 Intelligence (History) check**. On a success the character realizes that many mages haunt the cities of Askis—not simply ghosts, but mages—and that the saints of the Celestial Heroes are often related somehow. This doesn't reveal Tucker or Darrius' complicity, Varrus' enforced silence, or the existence of Refesina and the *Torquem Machina*, but it **does** provide a character clues to these things and the mystery at the heart of *Book of Exalted Darkness*.

COSMOLOGY OF ASKIS



The Material Planes—including the phase of reality that contains Askis—sit near the nexus of a dozen primary dimensions where immortal creatures dwell amongst the spirits of the dead, repositories of souls that have shuffled off the mortal coil watched over (or served, or tortured) by natives. The quantum dimension of Refesina runs through, beneath, over, and around them all, providing power to the inexorable flow of life and death.

Upper Planes: Elysium, Heaven, Streams Divinia. These are at the proverbial height of the matrix of dimensions around Askis. When a good creature dies their soul rises up into the Streams Divinia, guided to their final home in either Elysium (for those of a more chaotic bent) or Heaven (for the lawful). This plane resembles the River Styx in its function but their similarities end there—instead of daemons and a baleful river the Streams Divinia are tended to by celestials, the waters weaving to the greater Upper Planes calm, warm, and welcoming.

Lower Planes: Abyss, Hell, River Styx. Arrayed opposite of the Upper Planes are the realms of fiends and the damned, acrid dimensions of flames and torment. Evil creatures that die are sucked down into the River Styx, taken by daemons to spend eternity in the Abyss or Hell. Myth tells of creatures that have clawed their way back from the gaolers of accursed souls by either strength or wit (page 399), though such feats are rare indeed and those who run afoul of the plane's dangers may be forever destroyed.

Perpetuous Planes: Plane of Air, Plane of Water, Limbo, Purgatory, Plane of Earth, Plane of Fire. Dimensions between the Upper and Lower Planes are without any driving force of good or evil, energized by other primal powers that dominate the realms. When neutral or unaligned creatures pass away they are left to travel to Purgatory should their disposition be more suited to that of natives to the Plane of Earth or Plane of Fire, and if not their soul is instead pulled towards Limbo (due to a personality inclined to the Plane of Air or Plane of Water).

Transformed Souls. Once a creature's soul has spent enough time in any of these dimensions (a duration entirely at the discretion of the GM) it is forever changed. The creature transforms into a celestial, fiend, or elemental appropriate to its final resting place. This may not put the creature beyond the reach of powerful magic (such as a *wish* spell) but any memories of its mortal life are murky and difficult to recall—if they still exist at all.

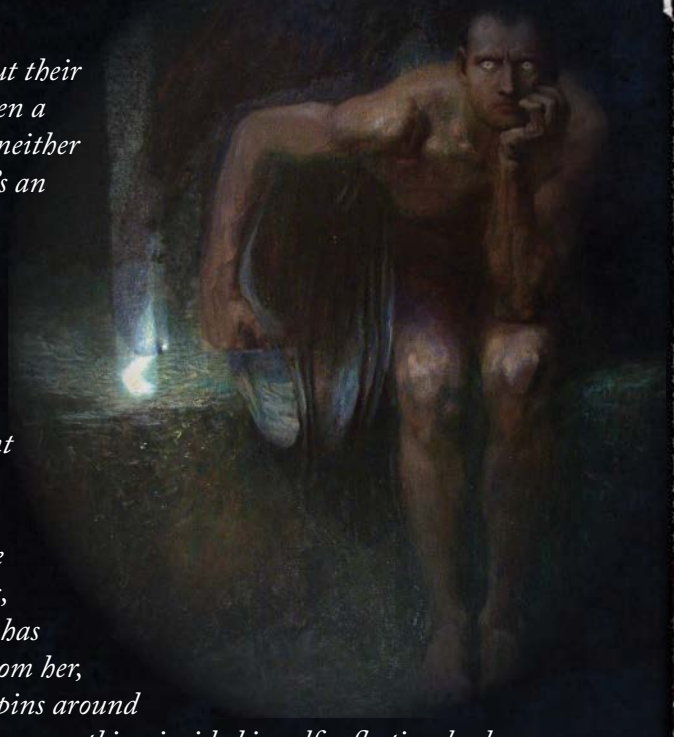
THE GRAY KNIGHT

Many celestials and fiends have attempted to take the matters of Askis into their own hands, but one normally reclusive entity of great power has looked upon the utopia of the world and deemed it necessary to interfere. This true primordial has existed since the dawn of creation and usually ze does nothing but observe; even nascent movements after both zir and reality's birth had momentous consequences. The ancient consciousness recognized the looming catastrophe of mounting energies destined to accrue in Refesina after the implementation of the *Torquem Machina* however, and ze makes every intervention to stop the disaster—as far as ze dares.

Though ze is personified in a multitude of ways by beings from infinite realities, ze power known to a few truly learned sages of Askis as the Gray Knight is seen as such because of the madness that comes upon zir most potent servants. Slate is the most infamous of these and one among scores of heroes and vigilantes to bear the dubious mantle—the history of the world is littered with accounts of epic gray-clad warriors leading a force only to slay its commanding officers in the moment of victory, dispatching hereditary lines, and generally disrupting the plans of the Celestial Heroes so frequently that only fugitives are seen representing zir interests. In another place this might not be so but the strict rule of law enforced by the Justitia, The Ministry, and The Inquisition see to it that agents of the Gray Knight are criminalized, their attempts to restore balance to the world a violent disruption of the status quo. This is an unfair reputation however and none of zir devotees are good or evil; like their patron, they are rooted in the belief that both must exist in balance with one another.



Tadrius Gatdrieu comes from a long line of distinguished workers at the Sanctus Faleria Sanitarium and takes great pride in his occupation. His father and aunts were all psychiatrists but in his younger days he never had the drive or focus for intensive study, instead taking on work as an orderly after a failed pursuit at sculpting. It pays well enough and provides a steady income, which is more than what most of his old schoolmates can say. The family's big brownstone house was nearby as well so he takes solace in a short, pleasant commute each day. When he started he was sure there'd never be a reason to complain.



There were many things his parents never told Tadrius about their work however, and every year saw him hardened to the job. He'd seen a man eat his own tongue and a woman rip the scalp from her skull, neither one for any reason at all, but these weren't the worst of them—that's an exclusive privilege for the patients stopping there on the way to the Samovi Preserve. Tadrius quickly learned from the other orderlies how to spot a real deviant by the look in their eyes. The truly insane fidget, or stare, or curse the Celestial Heroes, or gnash at his fingers and spit in his face. They don't look into him.

The strait-jacketed woman being wheeled into the treatment room looked right into Tadrius.

Patients look at the orderlies all of the time, nothing strange about that, but this unkempt halfling wasn't just looking at Tadrius, she was looking ***into*** *Tadrius. This is hardly the first time a deviant has troubled him either but unlike before, he can't take his gaze away from her, mesmerized by the small folk's unerring stare. Slowly as the world spins around him, Tadrius realizes that it's not that she's hypnotic—it's that he sees something inside himself reflecting back.*

With a sickening lurch the world around Tadrius comes to a sudden halt and his senses return to him, ushered forth by a sudden warmth across his chest and arms. Looking down he panics, realizing that he's covered in blood. Fresh blood. Rapidly running his slick hands over his crimson stained uniform he's surprised to find there are no injuries, but then his eyes rake across the room. In mounting horror Tadrius sees that he is the only person standing, breathing raggedly with a gorey scalpel in each of his hands. The patients, the doctors, the nurses, the orderlies—all of his coworkers and friends—lay dead or dying on the floor around him, a bloody smear leading to swinging doors in the direction of the sanitorium's Justitia station.

Even the halfling is dead, her throat torn open from end to end.

Still looking at him.

Mindlessly mouthing prayers to Sanctus Faleria and shaking like a vectio about to derail, Tadrius dashes to the orderlies' station and rips his locker open, clumsily stuffing its contents into his pack and donning his long coat to hide the evidence of his crime. Down the hallway he hears the double doors to the treatment room slam against the wall, the sounds of pursuit close by. Unsure of where to run or what to do, he sees a note pasted on the back of the receptacle—penned by a hand not his own. "Make for the basement and behind the water heater, press two fingers on the center of the seam of bricks stacked three high. —A"

With no better options coming to mind Tadrius scrambles towards the basement before the Justitia catches up with him, unsure of what he might do if confronted. To his astonishment the directions of the note bear true and upon pressing the stone, a false wall recedes to reveal a long smooth duct descending into darkness. Emboldened by the certainty of imminent capture he dives inside, the stone behind him sliding closed and sealing Tadrius to whatever fate the future has in store.

NEW ATTRIBUTES

Only those able to hide their true ways and despicable nature are able to survive for long on Askis, the nature of the technology that has raised the world to utopian heights sifting fouled souls from the good of heart. The substantial matter of evil within the *Book of Exalted Darkness* is lent mechanical power by two new ability scores—Sanctity and Sin—that every PC gains at character creation via their Inherent Heresy.

Alignment and Competing Auras. When a creature's alignment is detected, if they are good their Sanctity score determines the strength of their aura and if they are evil their Sin score defines potency instead. A neutral creature's highest score determines whether the aura they give off is good or evil.

When a creature successfully makes a Sanctity check to hide their evil alignment, the strength of their aura of good is determined by their Sanctity score—while they may not appear to be evil, they probably won't light up as being particularly righteous.

Features or spells that leave an evil aura are marked by an evil creature's blackened soul and have a potency determined by its Sin score.

SANCTITY

The state or quality of being holy, sacred, or saintly is not something that evil creatures are prone to but it can be emulated, the sheen on oily blackened souls enhanced to deceive those who look directly upon them.

A creature's Sanctity score is increased when it does a good deed and decreased when it is witnessed committing an evil act. The higher a creature's Sanctity score, the stronger its aura of good.

Sanctity can be used to fool inaequa-powered technology as well as the following ways:

- When attempting to hide its true nature via a disguise or the Deception skill, a creature may make a Sanctity ability check (instead of a Charisma check or tool kit check).
- When hit by a good creature with a weapon or spell attack, a creature can spend its reaction to prevent an amount of damage equal to double its Sanctity modifier. After this feature has been used, it cannot be used again until the creature has finished a long rest.
- When someone attempts to detect a creature's alignment, it may make a Sanctity check opposed by a Charisma check. On a success, the detected alignment is that of the creature's choosing.



SIN

Immoral acts and blasphemous transgressions against the ruling divine powers of Askis accrue, transforming the very souls of those who commit foul deeds. As one performs more evil their essence becomes viler until eventually their bodies change as well, mutating into vilespawn.

A creature's Sin score is increased when it commits an evil act and decreased when it is seen doing good deeds. The higher a creature's Sin score, the stronger its aura of evil. When a creature's Sin ability score reaches 23, it transforms into a vilespawn.

Sin can be used to overcharge inaequa-powered technology as well as the following ways:

- When exercising power in a cruel way or using the Intimidation skill, a creature may make a Sin ability check (instead of a Charisma check or other check).
- When a creature successfully hits with a weapon or spell attack, it may spend its reaction to deal an extra amount of damage equal to double its Sin modifier bonus. After this feature has been used, it cannot be used again until the creature has finished a long rest.
- Instead of making a regular saving throw, a creature may make a Sin saving throw to resist being influenced through deception or magic.

VILIS POINTS

An evil adventurer begins play with a number of vilis points equal to their proficiency bonus, gaining 1 vilis point whenever they increase in level. The maximum number of vilis points an evil adventurer can have is equal to their level + 1.

At the end of a long rest, an evil adventurer regains a number of vilis points equal to half their proficiency bonus. In addition, when an evil adventurer increases their Sin score, they regain a number of vilis points equal to the increase.

By spending a vilis point as a reaction, an evil adventurer can do any of the following:

- Change the damage of a spell or weapon attack to necrotic.
- Reroll a failed ability check or saving throw.
- Gain a +1d6 bonus to an ability check or attack roll so long as it is part of committing an evil act (desecrating a holy object or place, delivering a poison, preparing a murderous ambush, telling a hurtful lie, and so on). At 10th level this bonus increases to +2d6.
- Delay the effects of a spell for 1d4 minutes per spell level. By casting a spell at a spell slot one level higher, the delay can be additionally increased or decreased by 1d4 hours per spell slot level (with no other benefits of casting the spell at a higher spell slot).
- Power the use of various feats and features.

INHERENT HERESIES

Every PC in a game using the *Book of Exalted Darkness* is fundamentally flawed in one way or another, their very soul bent to evil. During character creation an adventurer chooses one of the following inherent heresies or invents one with the GM. Characters with an inherent heresy cannot be of good alignment.

Envy. A desire to possess what others have already has made you cunning, sharpening your wit to be as deadly as a blade.

- You are at disadvantage on Wisdom (Insight) and Charisma (Persuasion) checks when buying or selling items.
- Your Wisdom increases by 1.
- Your Sanctity score is 10.
- Your Sin score is 1d4.
- As a bonus action, you may spend 1 vilis point to gain advantage on a Wisdom ability check or saving throw.

Gluttony. Excess is everything—if you cannot have more, why have any at all?

- You always eat and drink more than anyone around you, paying twice as much as normal. For 1 hour afterward you have the poisoned condition (even if you are normally immune to poison).
- Your Constitution increases by 1.
- Your Sanctity score is 11.
- Your Sin score is 1d4-1 (minimum 1).
- As a bonus action, you may spend 1 vilis point to gain advantage on a Constitution ability check or saving throw.

Greed. Being the quickest to harvest means gathering the finest crops and largest cut, and you deserve the most.

- You are an opportunist of the worst stripe and compulsively steal. A DC 12 Wisdom saving throw suppresses the compulsion for 1 hour.
- Your Dexterity increases by 1.
- Your Sanctity score is 7.
- Your Sin score is 1d4+2.
- As a bonus action, you may spend 1 vilis point to gain advantage on a Dexterity ability check or saving throw.

Lust. The pleasures of the flesh are tantamount and you only ever feel complete while in coitus.

- You are not just promiscuous, you achieve sexual gratification as soon as the opportunity presents itself. Resisting the urge to engage in sexual conduct requires a DC 12 Wisdom saving throw.
- Your Charisma increases by 1.
- Your Sanctity score is 9.
- Your Sin score is 1d4+1.
- As a bonus action, you may spend 1 vilis point to gain advantage on a Charisma ability check or saving throw.

Mendacity. You are emblematic of the notion that truth is subjective, spinning falsehoods as easily and often as other creatures breathe.

- Whether for entertainment, gain, guilt, pride, or other motivations, you lie up to half the time. A DC 12 Wisdom saving throw is required to suppress the compulsion for 10 minutes.
- Your Charisma score increases by 1.
- Your Sanctity score is 8.
- Your Sin score is 1d6.
- You gain proficiency in Deception. If you gain proficiency in Deception from another source, you gain a +2 bonus on Charisma (Deception) checks.
- You may spend 1 vilis point to gain advantage on a Charisma (Deception) check.

Pride. You are a step apart from your daft peers, possessing a singularly adroit mind able to unlock secrets well beyond the ken of a normal mortal's brain.

- You are completely certain that your keen intellect makes you superior to everyone around you. Whenever the question of class or station comes up (particularly when dealing with authorities) you are at disadvantage on Wisdom (Insight) and Charisma (Persuasion) checks.
- Your Intelligence increases by 1.
- Your Sanctity score is 10.
- Your Sin score is 1d4.
- As a bonus action, you may spend 1 vilis point to gain advantage on an Intelligence ability check or saving throw.

Sloth. Indolence is bliss but when you are called to act, you do so with the utmost efficiency and can call upon rested energies if need be.

- You are morbidly obese. Your base walking speed is reduced by 5 feet.
- Your Strength and Constitution increase by 1 and your Dexterity decreases by 2.
- Your Sanctity score is 12.
- Your Sin score is 1d4-1 (minimum 1).
- As a bonus action, you may spend Hit Dice to heal as if you had taken a short rest, spending 1 vilis point per 3 Hit Dice spent this way (minimum 1 vilis point). Once you have used this feature you cannot do so again until you have finished a short rest.

Wrath. Your very soul is consumed with a primal fury that drives you ever onward.

- Your face is almost always in a snarl and you must make a DC 12 Wisdom saving throw to assume a different expression for up to 1 hour.
- Your Strength increases by 1.
- Your Sanctity score is 8.
- Your Sin score is 1d4+1.
- As a bonus action, you may spend 1 vilis point to gain advantage on a Strength ability check or saving throw.



LIFE IN ASKIS

Where in Askis a person is can change the specific circumstances and particularities of their life, but some things are virtually always true. Food and shelter are available, a house of worship is ever nearby, and the people are content with their humdrum lives. The only excitement any more comes from the creation or performance of the arts, holiday celebrations, or the rare occasion where one of the fabled Celestial Heroes walks among the populace—aside, of course, from the acts of criminals and terrorists out to shake the foundation of civilization.

A World of Fantasy

In most respects Askis is not unlike a standard medieval world: some dwarves still live in the caverns of its mountains, there are elves that dwell in its forests, gnomes and halflings often reside in valleys and hills, and so on. It is also however an industrialized and globe-spanning civilization where nearly every peak has been climbed and most remote wildernesses have been tamed. It is *strongly recommended* to refer to the short stories at the beginning of each chapter when imagining this campaign setting—should there be nothing pertaining to a specific racial or societal question, fall back on standard medieval fantasy (using the core book's descriptions for races) and/or the 1920's era of Earth.



Gender & Racial Ethnicity in Askis

There are some utopian aspects in Askis that unfortunately the real world is still behind on. Unless the PC(s) and GM decide otherwise for plot and character development, there is no prejudice or discrimination for either a person's ethnicity or the sexual construct with which they identify (except for tieflings; see below). The forces of good are inclusive and welcoming, and agents of villainy don't really care so long as an ally is wicked.

Aasimar in Askis. Askis is a popular destination for angels and while their offspring are not as common as dwarves, elves, gnomes, and halflings, aasimar are certainly in greater abundance than tiefling and even dragonborn. In the pious utopian civilization of the Celestial Heroes aasimar are much like humans in most ways with one major difference: there is no question of their connection to the divine, only how strong their bond is.

Aasimar Traits

Ability Score Increase. Your Charisma increases by 2.
Age. Aasimar age and have lifespans similar to humans (normally extended by inaequa exposure to hundreds of years).
Alignment. Most of their kind are devoted to the forces of good but not all. Evil aasimar with inherent heresies are rare and highly sought after by The Inquisition, trained and kept in the close confidence of only Tucker Quickfoot and Treklotus Edwardius or remanded to the Samovi Preserve.
Size. Aasimar are similarly sized to humans, from barely 5 feet to well over 6 feet tall. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Darkvision. The celestial blood in your veins has blessed you with superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Angelic Resistance. You have resistance to necrotic damage and radiant damage.
Healing Soul. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your level. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.
Lighted Soul. You know the *light* cantrip. Charisma is your spellcasting ability for this cantrip.
Languages. You can speak, read, and write Common and Celestial.
Subrace. Angelic blood manifests in three different ways when mixed with that of

humanoids: elated assimar, soul aasimar, and vindico aasimar. These are the only race options for aasimar in *Book of Exalted Darkness* (though the GM may allow others at their discretion).

Elated

The songs of creation echo in your soul. Your ancestral line includes a celestial creature from Elysium, a bright-spirited entity like a foo lion or possibly even a unicorn.

Ability Score Increase. Your Wisdom score increases by 1.

Float. You do not actually walk on the ground, but instead float just above it. You are immune to the prone condition unless grappled, incapacitated, or restrained, and you can use your reaction when you fall to reduce any falling damage you take by an amount equal to twice your level. You are not able to float on any surface that would not normally support your weight. Creatures following your tracks do so with disadvantage unless tracking you by scent.

Soul

There is an abundance of energy in your potent essence, making you a beacon to the spiritual world. You are descended from a bloodline infused with the lifeforce of a creature from the Streams Divinia or Heaven, charged with seemingly limitless energy.

Ability Score Increase. Your Constitution score increases by 1.

Telepathy. You can mentally communicate with any creature within 30 feet of you that is able to understand a language. If you gain telepathy from a class ability, magic item, or spell, its range increases by 30 feet.

Vindico

The zeal of righteousness runs hot in your blood. Angels from the Upper Planes—likely the defenders of Heaven—mated with your ancestors and the strength of their holy souls fills you with resolve.

Ability Score Increase. Your Strength score increases by 1.

Fast Healer. When spending Hit Dice during a short rest, you heal twice the normal amount.

Otherwalker. Your body can become ethereal for short bursts of time. You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so until you finish a long rest.

Dragonborn & Dragonkin

The draconic masters of Pertinax saw to it that their bloodlines would endure long after their destruction at the hands of the Celestial Heroes, seeding the city and lands nearby with bastard offspring by the multitudes. There are many halfbreeds and pious blooded humanoids too, sired by holy dragons that have take fancy in a fetching citizen in the more civilized settlements. What is far rarer are dragonborn with vile lineage—the insane monsters rarely allow any conception to bear fruit or if so, for the child to survive long after birth.

Table: Divine Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Holy	Radiant	5 by 30 ft. line (Dexterity save)
Vile	Necrotic	5 by 30 ft. line (Dexterity save)

Government Services

Keeping the generic backdrop for Askis in mind, it's important to remember that this is a civilization of long-lived peoples led by benign demigods, societies that utilize an abundant and effectively limitless clean energy source—in other words, it's a really nice place or at least there's a genuine shared intent for it to be as much. Industrialization has spread (from to one degree to another) to everywhere in the world under the authority of the Celestial Heroes, each continent administered over by representatives from its city-state territories. Their hometowns and lands nearby are all tended to by varying kinds of democratic governance ranging from councilors (in a fashion similar to the national level) to mayor-governors aided by dozens of functionaries. These local governments maintain community facilities (like gymnasiums, shelters, washrooms) and public works (such as open-air art installations, inner-territory transportation on vectio lines, radio stations) on behalf of the people, genuinely working hard to provide the best services possible.

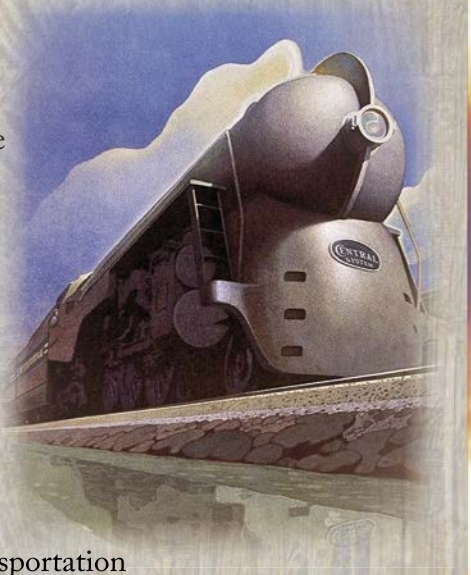
This global yoke of authority does not remit the laws of city-states however and each is has its own local ordinances, allowing for cultures to flourish without being overshadowed by benevolent rule. The Monastic Order of Law, The Ministry, and The Inquisition make their presence strongly felt with localized facilities in every ruling settlement as faith is more important than any loyalty to one's home; people tend to identify with one of the Celestial Heroes or a saint, not their territories. Factory-based economies took hold prior to the Utopian Dawn and have evolved from manufacturing weapons of war to making consumer goods, raising the quality of life across the world by widely sharing successively more affordable technology through trade incentives designed by their demigod rulers. While the markets still give good reason for one to wish to be rich, everything offered by the government—street cleaning, food drives, state employment, public education, medical care, steel plaustras that carry laborers out from settlements to work the farms, and more—is paid for through taxes that favor the downtrodden, encouraging wealthier citizens to invest into businesses that receive greater leniency for the more full-time employees they have.

Naive Citizenry

The resplendent world of Askis is a wonderful place to be raised, learning about life in idyllic rural homes or impressive cities cared for and maintained by government services, but this does not mean that people do not struggle. Some citizens are wealthier than others by virtue of birth, hard work, luck, or smarts, vehicular and workplace accidents still bring tragedy regardless of one's class, and the ministrations of government (benevolent as they often are) can leave those in need impotent thanks to well-meaning bureaucracy. Ultimately this has made for a compliant populace—people know they can trust one another to do the right thing and genuinely believe that anyone they meet is just as kind as they are. Friendly pranks, celebratory surprises, and white lies have kept the population familiar with deception so it should not be assumed that every fabrication told will be believed, but inherent suspicion is exceptionally rare to encounter without good reason (such as a wanted notice for a fugitive or blood-spattered clothes).

Traveling the World

Traveling in Askis is easy and affordable when planned far enough in advance. Steel equos lines and aircraft are services run in conjunction with the government, although anyone in a hurry pays a truly hefty fee for their ticket on a cloudglider, sailing vessel, or steel equos. All government transportation carrying 10 or more passengers has a Justitia of one or another rank on board (usually an Equerry), a licensed operator, and fastidiously checked safety permits to make sure its conveyance is properly maintained. Only privately run travel services —which are uncommon but not unheard of, usually exclusively serving rich clientele—work outside of the transportation hubs and crossroad cities across the globe, meaning that fugitives are more often than not caught when trying to quickly abscond by rail, road, or wave.



Utopian Discrimination

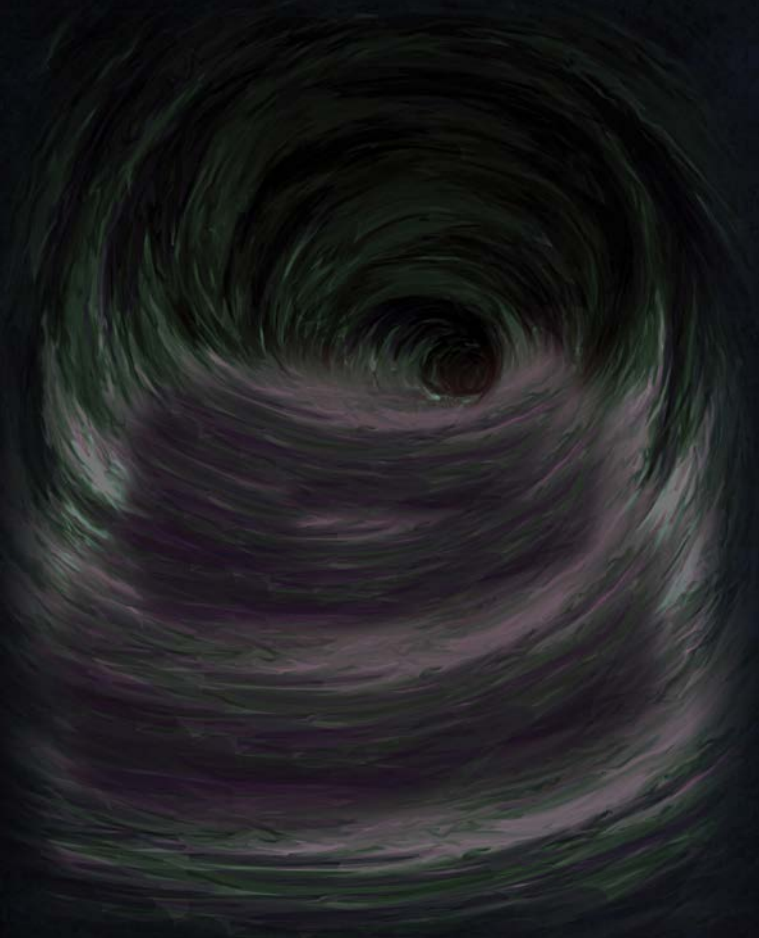
Citizens of Askis are unusually enlightened but discrimination is still common. Those of neither wicked nor blessed heart have a fundamental obstacle in their lives, struggling with inaequa technology and giving people the impression they aren't as competent when in truth they are more likely to be proficient because of their disadvantages. Tieflings are another matter and far more divisive; nearly extinct until the Night of Largitio, many people assume they are evil due to the fiendish blood in their veins. The Celestial Hero Darrius Ventrelli goes a great ways to improve his race's public perception, encouraging his kin to take up the field of medicine in The Ministry, but they are still treated as second class citizens and face skepticism from virtually everyone upon first meeting. Dragonborn, half-orcs, and other monstrous races that have been historically naturalistic (or savage, as some derisively claim) feel the fringes of racism, though not nearly as strongly as those with fiendish blood.

EVIL BELOW

As the centuries dragged on and the benevolent authority of the Celestial Heroes gradually became complete, the most outrageous and dangerous means of subverting them were explored by the mad scientists lurking beneath the skin of civilization. The vast majority of these underground endeavors failed disastrously and often entombed or killed their creators (as well as legions of minions besides) but for every ten that faltered one succeeded, none more spectacularly than the Taenarius Tunnels. These are where the last bits of resistance remains, tucked away in numerous tesseract laboratories accessible only through extraplanar entrances deftly hidden in the rock face, wind tunnels and deadly conveyances, and other inventions of mad science.

Taenarius Tunnels

While their chromatic kin fiercely defended their territories as the soldiers of the world's masters gradually forced them back to Zakuthombo, some dragons swam to the ocean's deepest depths or burrowed deep beneath the surface of Askis to lair undisturbed. There were others however, great serpents that foresaw their impending doom and made a potent pact with the brilliant technologist known only as Caskette. The metal-clad mad scientist offered to implant in them exceptional machinery, devices that would make them tireless and able to carve through the rockface with ease. In exchange the dragons crafted a boon to benefit all parties, boring complex subterranean passages throughout the planet in careful arrays that fill some with intense, gale-force winds, keeping the rarest metals for their devious benefactor. Caskette had betrayed them all of course—the surgical implants all acted off an inversion of the inaequa engines' peculiar properties, gradually corrupting each into malformed, twisted reflections of their former selves.



Incitacio Pods

Not long after Caskette fooled the subterranean dragons into carving vast networks of passages through the crust of Askis, curious metallic spheres began to hurtle through the Taenarius Tunnels. The bloodied contraptions travel at terrifying speeds, flung and caught by hook and chain mechanisms perfectly synced together on endlessly driving tracks. It remains unclear as to whom first created the swift machines (although most suspect Aevus Fatilibus invented the precise clockwork devices, many feature fleshwork favored by Gespadrieux) but all the mad scientists make use of incitacio pods to quickly move their agents across the world.

At the end of a small tunnel hidden behind the facade are strange spherical clockwork contraptions made from brass fittings, steel rails, and numerous triangular patches of flayed skin carved with unfamiliar runes, each set upon a hook connected to a chain machine that disappears into the cavern's roof.

As soon as you fasten the harness around your shoulders the pod drops with a sickening lurch and it sounds as though the gates of Hell have been flung open, intense heat cascading into the cavern alongside an unnatural shriek. Before you can react a massive gale of wind gusts upward from below and pushes you from a fall into a rapid hurtle into a tunnel, carrying you at an insane speed as the skins flap in the tempest and the air echoes with keening screams.

Within a few moments all you can manage to do is grip the pod's handles and try to hold onto your sanity. Just when it feels as if your mind will break a blast of wind slams into you, knocking the air from your lungs as your vessel rapidly decelerates before landing on a hook spattered with dried blood.

Fistula Tubes

Trepida Vereor did not require her mastery of magic to foresee the conquest that the Celestial Heroes were destined to achieve and neither did she wait for Rankir Tarryndorn to complete the *Bands of Kyttarmoak* before acting to preserve herself. Using divine spells was not above her however, and peering into the future she could see the divide was soon to bar Askis from both the Abyss and Hell. Knowing this the sorcerer accepted numerous deals for her soul and those of her minions to gain demonic and devilish servants sent to work geoforming the channels of magma near the planet's core (bargaining for several other dark gifts as well). The passageways they shaped from the rock are feet away from flowing molten stone, ending in capillaries the half-orc adroitly uses to quickly form new, temporary tunnels when moving masses of undead and fear-driven soldiers to assault the surface.

Captionem Ostium

The brilliantly deluded Fraus Calumnia has subtly hypnotized countless minds throughout the world but the furthest reaching of her endeavors are the false walls, hideaways, trap doors, and other captionem ostium she has engineered in cities all over the globe. The workers that have built and maintained these secret constructions remain utterly unaware of their toil, compelled by cogerangario to witlessly do as they are ordered, forgetting the deed immediately thereafter. Fraus uses the oldest structures she can find, trusting that anyone who chances upon one of her numerous hidden escape routes mistakes it as a relic from the distant past and nothing more.

OCEANS OF OLD

Much to the frustration of the Celestial Heroes the open waters of Askis are defiant, the world's oceans a place where the wicked can roam without fear. The demigods' navies actively sail the globe in search of pirates and brigands but considerable obstacles stop them from extending the full reach of civilization's authority offshore: pirates, the Escarion Maelstrom, and most of all pneumavores. Sometimes as large as cities, the massive monsters float throughout the planet's oceans and take down craft powered by inaequa; with mechanical pursuit on the water only possible by air, criminals by and large have taken to the seas. For the fishermen and mercantile captains



there's danger on the waves but to the average citizen there's little to fear—commercial travel between continents is affordable and pirate sea-to-air grappling hooks are notoriously difficult to aim.

Piracy on the High Seas

With the dubious security of work on the high seas there's a great deal of profit to be made by brave sailors willing to haul bulk freight between continents—and even more for cutthroats ready to take their gold and goods. Bribes aplenty, master forgers, and a practice of taking entire vessels (burning the old boat with corpses of their victims within) keep buccaneers a step ahead of authorities until their villainy gives them away while in port. The tactics and means of piracy are increasingly clever but only two cause great worry in the halls of government. Foremost are the fear of more efficient sea-to-air assaults, banks of grappling hooks firing up into aircraft to anchor them into rapid death dives onto the waves. Survivors of crashes (few as they are) become galley slaves or used as bait for Bloodsong Storms (page 53) until either dying or earning their keep and swearing undying loyalty to the crew in a blood oath.

It is from these victims that the second source of maritime dread has been uncovered—ramshackle cities sitting on the backs of pneumavores, one even said to be mutated and under the direct control of the dreaded Rogar Felgrym.

Table: Firearms

Name	Cost	Damage	Weight	Properties
Martial Ranged Weapons				
Matchlock pistol	200 gp	1d10 piercing	3 lb.	Ammunition (range 30/120), light, loading
Matchlock rifle	350 gp	1d12 piercing	12 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Revolver	800 gp	2d6 piercing	3 lb.	Ammunition (range 50/150), reload (6 shots)
Rifle	1,200 gp	2d8 piercing	8 lb.	Ammunition (range 80/240), reload (5 shots), two-handed
Shotgun	1,000 gp	2d8 piercing	7 lb.	Ammunition (range 30/90), reload (2 shots), two-handed
Ammunition				
Bullets (10)	30 gp	—	1 lb.	—

Matchlock Pistol. This handheld pistol holds a slow-burning match in a specialized mechanism known as a serpent, which when the trigger is pulled ignites the gunpowder within to fire a lead pellet at incredible speeds at the target.

Matchlock Rifle. In most ways this long-barreled rifle is similar to its smaller cousin, but larger—allowing it to hold more gunpowder, utilize a bigger bullet, and to fire more accurately.

Revolver. Prohibitively expensive and rare, possession of one of these repeating handguns is highly illegal and grounds for possible remandation to the Samovi Preserve.

Rifle and Shotgun. Aside from in the hands of pirates, the only legal place where one might find one of these powerful two-handed firearms is in highly secured caches for last-ditch emergency responses in the Samovi Preserve. All are antiques however and only buccaneers that have earned the favor of Rogar Felgrym carry newly forged versions of these weapons.

Reservoirs, Wells, and the Escarion Maelstrom

The mage Escarion did not accept defeat without wounding his enemies as dearly as he could—and the foul wizard did exactly that. As the fourteenth and final holy crusade bore down on Zakuthombo the elf simultaneously sacrificed thousands of willing souls, funneling the dying energies from their bodies into his own, killing his overcharged person to create one massive tempest that has put Mystral Farsong's Bloodsong Storms to shame. The Escarion Maelstrom has raged for hundreds of years since and will for centuries more, turning the entirety of the Rallus Ocean into territory with endless precipitation and waves hundreds of feet high. Even the mightiest of the Celestial Heroes' naval vessels cannot brave the waters of the Escarion Maelstrom but sailors with wicked hearts have no need to fear its tempests—their ships sail through its waters unhindered, making it a safe place for pirates to escape pursuit.

Making the Rallus Ocean impassable was merely the first injury inflicted by Escarion. Deciding that the demigods wanted Zakuthombo badly enough they couldn't be stopped, the elf made it a less worthwhile prize by sapping it of its water. To fuel the actual storms in his maddened assault the mage purged the Far Continent of its rivers and seas, drawing all the moisture to the skies eastward. What's resulted are the Three Sand Seas and extensive terraforming in search of water—wells reaching down to underground lakes, reservoirs to catch melting snows, and dams to gather re-emerging streams have become commonplace. Over time eventually Escarion's Maelstrom will become a footnote in Askis' history however, and already its borders shrink infinitesimally each year, very gradually restoring the waterways of Zakuthombo while the rains in Samovi slowly dwindle back to historic normalcy.

WORSHIP IN ASKIS

The core book of player options for *Fifth Edition* has a litany of gods and it is the GM's discretion as to which are prevalent in Askis. For the vast majority of the world however, the gods ceased to be worshipped directly ages ago, looked upon now as a level of divinity beyond their reach—and their need, for the Celestial Heroes walk the world, taking the place of pantheons (granting domains of the GM's choice) alongside their saints.

Churches of the Divine

The countless houses of worship throughout Askis have saints or Celestial Heroes upon which their devotion focuses, but the followers of any of these figures are welcomed as kin within all of their churches. Each is built in accordance with the faith's central tenets and reflect their core beliefs—devotions to Tucker Quickfoot are extremely ostentatious whereas Varrus Goodwin's clergy keep an austere environment and Tapper Underknoll's temples are integrated with nature.

Holy Books



There are 89 different divine tomes, holy scriptures, and other considerable texts devoted to the religious followings of the Celestial Heroes and their saints. The foremost of these is *Praecepta Ministerium*, unique in that it is the only book devoted to (and penned by) Tucker Quickfoot and the predominant source of The Inquisition's edicts, frequently turned to by The Ministry as well (alongside the titles of Darrius Ventrelli). There are 11 other volumes, each with 8 different editions penned by one of the world's demigod rulers or their underlings: *Angelorum Nuntius, Dedit Partem, Divina Cartis, Divina Doctrina, Gaduis Exanimo, Integrum Opinionem, Lex Altiores, Libris Bonitatem, Memoria Vivorum, Sacras Litras,* and *Verbum Deorum.*

THE MINISTRY

It has been centuries since the last criminal execution on Askis—deviants and transgressors of the law persist of course but even the most heinous and blasphemous acts do not carry the punishment of death. Instead anyone caught causing injury or harm of any kind is brought to be judged, sentenced, and rehabilitated by The Ministry. Those deemed impossible to reform are sent to the Samovi Preserve, left to fend for themselves as best they can in the den of evil and iniquity floating over the Wild Continent.

A Thousand Hands for Every Task. Over the years as the number of sinners dwindled one would imagine that the organization tasked to deal with them would shrink as well but instead their numbers grew. New positions were made to carry out the minutest duties, themselves birthing new wings of bureaucracy to oversee and micromanage the ever growing base of functionaries. The fallout from the Night of Largitio has put The Ministry to the test however as their overly-complicated triplicate forms, stamped certificates, and strict adherence to regulation turn from a means to busy themselves into endless paperwork, boxes of documents that fill up entire floors of their government buildings, and more and more people being sent to the Samovi Preserve.

Civilization's Healers. A great number of clerics and sorcerers are among The Ministry but regardless of whether a magician's practices are arcane or divine, all of them are educated in the medical sciences. The organization carefully tracks sicknesses of all kinds throughout the cities of Askis, recording the data for processing by functionaries in Coelicla. Anyone suffering injuries is encouraged to report themselves for healing free of charge—though questions will be asked and should the patient need rehabilitation, there is no way to opt out of further treatment.

Masters of the Holy Hounds. The one sickness not effectively treated by The Ministry is the great work of Darrius Ventrelli aimed at ridding the sin of lust from the world: *Divinus Biologis*. Patients reporting its symptoms are given placebo drugs and carefully observed until they finally transform into Divirulent Hounds. Once changed these lycanthropes become compelled servants of The Ministry, blindly obeying the orders of their masters in order of their hierarchy and ultimately at the control of the divine tiefling responsible for their remaking. Even the least important inductee of The Ministry can

call upon them, but all of the most important members are constantly accompanied by a canine companion to ensure their safety and act as devoted, trustworthy personal attendants.

Order of the Silent Knights. In the mass of officialdom that is The Ministry a secret lurks, a practice borne of necessity and kept from the eyes of the citizenry. The Quibus Pythonicus are honored as masters of the afterlife but they serve a more resolute purpose, controlling the Ministerium Inmorte (as it is known by those possessing official knowledge of the soldiers' true nature) to ward off dangers arising from the Taenarius Tunnels. Anyone that uncovers what lay beneath the helmets of the Silent Knights is either convinced of the need to keep things classified or considered a potential enemy of the state, submitted to the madhouses for rehabilitation.

Rehabilitation by The Ministry. In years past The Ministry would take *every* possible step when helping criminals find civilized enlightenment but the explosion of miscreants in recent years has led to numerous thoughtless diagnoses, medical malpractices aplenty, and countless lawbreakers briskly sentenced in the name of expediency. The insane are sent to madhouses and sanitariums where they meet either a daily regimen of pills that stupefy them or for those too dangerous to themselves and others, crude brain surgery that leaves them no better off. When all of these options fail or a patient becomes too difficult to keep penned, they are deemed to be criminally insane and remanded to the Samovi Preserve.

Spellcasting and The Ministry. Scriniarii (page 381) work closely with Inquisitors and The Ministry to ensure that powerful magic is used only by those deemed worthy of the responsibility. Rankir Tarryndorn's servants roam the globe in search of spellcasters with potency beyond the sanctioned level of access—hunters preying on their own. Otherwise reports of unsanctioned use of restricted spells is responded to first with an investigation by the local functionaries of The Ministry, reinforced by the Justitia if necessary. For pernicious mages and errant priests that resist arrest the Scriniarii and at least one Inquisitor are called in to track down the fugitive. Once captured, they are stripped of all possessions, gagged, and fitted with manacles that shackle their fingers to reduce the possibility of magical escape.

- ***Accessible Spells (1st–2nd).*** The use of magic of 1st- or 2nd-level is not restricted provided that the spellcaster follows the rule of law.
- ***Restricted Spells (3rd–4th level).*** Only mages and priests with permits sanctioned by local government authorities are allowed to make use of 3rd- to 4th-level spells without censure.
- ***Sanctioned Spells (5th–7th level).*** The Ministry personally interviews anyone keen to use spells of 5th- to 7th-level, rigorously testing an applicant for sufficient piety as well as devotion to both the Celestial Heroes and the *Philosophy of Enlightened Civility*.
- ***Inlicitus Spells (8th–9th level).*** Individuals that pass the highly confidential and rigorous approval of The Inquisition (despite the organization's general lack of magical aptitude) are allowed to use spells of 8th- to 9th-level as they see fit, but there are perhaps only a dozen actively permitted to do so at any given time.

Hierarchy of the Clergy

The whole of The Ministry is overseen by roving Ministratus and individual hospitals are minded by Divine Pathologists (pages 351 and 352), but administrative, bureaucratic, and religious duties are upheld in a single city-state by Bishops under the guidance of Archbishops that oversee several regions. There are a dozen of the latter in each continent, and individual territories can have a score or more depending on how effective the local government is and the status of their relationship with The Ministry (and perhaps more importantly, The Inquisition).



Overshadowed by them all are the Cardinal Councils of Ouranios, Samovi, and Zakuthombo, small assemblies of the five men and women considered to be the most pious—they keep direct contact with the Celestial Heroes, acting as functionaries between them and the national representatives of Askis' settlements.

What distinguishes members of The Ministry aside from their authority is their recognized measure of devotion and faith: one's Paene. Any ranking member of the church (whether a lowly priest or a powerful archbishop) submits themselves to a scrutinizing background check by The Inquisition before undergoing intensive training that teaches them to be zealously skeptical of heretics. Note that a clergy's Paene is not requisite of their authority; depending on circumstances, a bishop might be of the 3rd Paene but the archbishop they report to only of the 1st Paene.

Members of the 1st Paene are granted access to sections of the *Praecepta Ministerium*, a holy book forbidden to most. Once its holy secrets are fully understood and their betters approve, an ecclesiastic may petition to be accepted to the 2nd Paene—those that are ardent enough in their beliefs learn of the true breadth of the Ministerium Inmorte, accessing some of the restricted chapters in Tucker Quickfoot's divine tome. After a lifetime of commitment to the Celestial Heroes and the organization devoted to them, a member of The Ministry may request an audience with the demigod halfling himself. If found worthy, the 3rd Paene is open to them—they are given their own copy of the *Praecepta Ministerium* by Gimli Stoneflask and the existence of Refesina (though not what has occurred there) is revealed.

Ministerium Inmorte

Knowing the dangers that could result from the Taenarius Tunnels but aware that removing them would be impossible, the Celestial Heroes sought a way to maintain the danger they could not destroy and tried a wide variety of means. Legions of soldiers sacrificed their lives in the entombing darkness, automata returned to the surface as crazed killers, and in time only one solution presented itself. So it is that for the denizens of Askis, there is service even in death: the Minesterium Inmorte.

It is not at all widely known but virtually everyone donates their corpse to public service when they finally pass away. Most funeral rites involve incineration of the body but even those who choose not to be cremated are ultimately recruited, the corpse taken away to The Ministry after the final viewings and bereavement have passed (ostensibly in the interests of the public health). Once there the Quibus Pythonicus prepare the remains with holy oils and salves to ensure the smell of decay does not emanate and then raise it to patrol the world's waters and subterranean passageways. Before being sent into the field a mindless recruit of the Silent Knights is encased in sacred armor that completely covers their body, leaving nothing to see but the intense glare of their undead gaze. These protective suits disguise members of the Ministerium Inmorte from casual detection (with spells like *detect good and evil*), allow them to persist despite the *Animarum* of the *Bands of Kyttarmoak*, and provide a litany of defenses that aid them in the fight against evil as surely as the enchantments change the very nature of their wearer.

They lack thinking minds and pose little danger by themselves but a Silent Knight is rarely alone and usually dozens or score more are nearby (and can be alerted by the enchantments shared through their armor). Since their deployment these altered undead have proven to be perfectly suited to their task, wandering the depths of Askis in search of evil auras and wiping out several major threats that may have otherwise spilled out onto the surface. Recently however the bureaucrats of The Ministry have begun to panic as more scourges now suddenly loom on the horizon and while there has always been the occasional body that refuses to animate, lately more and more corpses are rejecting their service and being destroyed entirely rather than repurposed.

Statistics. Use the regular statistics for a skeleton with the following changes: AC 16, increase Strength by 3, telepathy 500 ft. (Ministerium Inmorte only), no vulnerability to bludgeoning damage, a longsword attack that may be taken in place of a claw or slam attack, advantage on saving throws to resist being controlled, destroyed, or turned by an evil creature, Challenge Rating increased by two steps. In addition, Ministerium Inmorte can be flanked by creatures that have a shared melee attack line that passes through any two sides of the Ministerium Inmorte's square (rather than passing through two parallel sides).

Ringed mail and other metal covers this knight from head to toe. They stand incredibly still, gloved hands wrapped around their greatsword and an enchanted glow cast from eyes masked behind the visor of an imposing cylindrical helm.

Silent Knight

Medium undead, lawful evil
Armor Class 16 (chainmail)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak, telepathy 500 ft. (Ministerium Inmorte only)
Challenge 1 (200 XP)

Ministerium Inmorte. The Silent Knight has advantage on saving throws to resist being controlled, destroyed, or turned by an evil creature.

Visor Sight. The Silent Knight can be flanked by creatures that have a shared melee attack line that passes through any two sides of its square (rather than passing through two parallel sides).

ACTIONS

Longsword. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if wielded in two hands.



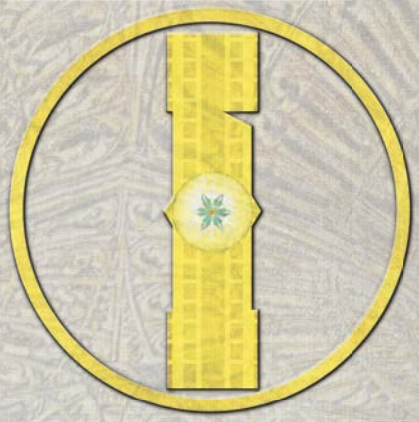
THE INQUISITION

Respected as they are feared, the agents of The Inquisition are figures of utmost authority in Askis—carefully overseen, vetted, and deftly commanded by the most lauded of the Celestial Heroes, the halfling Tucker Quickfoot. The silver-tongued rogue remains deeply involved with the day to day affairs of The Inquisition, making certain that his operatives are given the freedom to do their duties as circumstances demand and that he maintains strict control over who qualifies to be trained as an Inquisitor. Thus the organization is the most mysterious and enigmatic of all of the governmental services overseeing civilization's utopia, a far cry from what it once was before the Score Tarvorial. Using dubious tactics of subterfuge and rumored to consider themselves above the law, the agents of this most devoted of orders are nonetheless still highly esteemed and treated to overwhelming praise from the masses—one never knows when an Inquisitor is near.

Gaolers of Askis. Any captured criminals not already in the hands of The Ministry or the confines of the Samovi Preserve are being temporarily held or transported by low-ranking members of The Inquisition. As would be expected with a bureaucracy, there are no shortages of prisoner transfers and Tucker uses these as opportunities to train new recruits, ensuring they witness firsthand the need for their loyalty and some flexible, questionable tactics when circumstances warrant. With the precise means of finishing this training are as elusive and enigmatic as the organization itself, and many glorified jailers never rise above their station, grimly but proudly enduring all the unpleasantries the filth they watch over can manage to heap upon them.

Hunter Agents. The vast majority of Inquisition recruits are destined not to reach the status of full Inquisitor, held back by their nature more than anything else. Inquisitors may (or may not) choose the most talented lesser members to be their

apprentice Adeptus after which they undergo years more of specific training tailored to their strengths and weaknesses, but even then Tucker Quickfoot is extremely particular with candidates considered fit for promotion. Those reaching this level undergo rigorous testing —only after emerging from their trials without any detectable aura are they fully inducted into the order. Once they have reached an appreciable level of skill, these applicants receive confidential training in Pertinax before learning The Inquisition's most secret practices and techniques (their subversive expertise remaining known only to their peers). The full rank of Inquisitor comes after the agent has successfully infiltrated one of the few dangerous realms remaining in Askis, capturing no less than three heretics without aid of any kind to prove their utter, complete, and total devotion to the cause.



Scholams Inquis. Enlightenment can only come through knowledge and while Askis has a great number of excellent public schools, there are private institutions as well—many of which are fronts for the Scholams Inquis. During their elementary schooling all students are tested by Inquisitors to determine their academic, physical, and spiritual competency. Any thought to possess the qualities of a potential agent are remanded to these confidential academies, replacing a fanciful youth and competent level of education with a truly strenuous regimen of martial arts, mystic practices, religious dogma, and tactical decision-making (frequently taught through games). Instructors at the secret schools are trusted Inquisitors that failed at their final test and though they lack the finest arts of their order, they are more than capable of preparing the next generation—and defending them from foul influences or sabotage from within.

Divinity & Dragons

In the face of the demigod Celestial Heroes, the dragons of Askis were thrown from their historical place at the top of the food chain and cast onto the winds of fate. The schism created by the wickedness of chromatic scaled serpents and the benevolence of their metallic kin has become an impassable gulf—where once they would at least parley now the forces of dragonkind view each other as the ultimate enemy, either traitors to their heritage or blind to the inevitable victory of humanity's destiny. Some fell to corruption, tricked by Caskette and turned vile through her implementations, and others went into hiding, but wherever dragons still dwell in the world their lives have irrevocably changed.



Chromatic Dragons. Lusterless dragons fared as poorly as the wicked folk that attempted to hide within the confines of civilization, meeting their fate earlier as the Celestial Heroes (particularly Tucker and Co.) turned them into the focal point of their military campaigns. The vast majority fled to Zakuthombo but ultimately fell to Grukk's axe after being worn down by hundreds of mercenaries, the reds suffering more than any others—only a few are rumored to remain. Dozens of the azure and most of the white-scaled serpents submerged into what became the Taenarius Tunnels, only a handful foreseeing the dangers of trusting Caskette and burrowing instead to lair deep, deep beneath the surface. Those that did not were either slaughtered or fled into the oceans with their ebony and verdant brethren, preying upon fish and other aquatic creatures in the most inhospitable watery depths far from the reach of Askis' soldiers.

Not every wyrm escaped or died in the Celestial Heroes' quest to conquer the world. There are territories in the Samovi Preserve reigned over by gaoled dragons either through fear or pure malice but always with total control. Others, tired of isolation, carefully, artfully negotiated alliances with mad scientists (with the exception of Caskette of course) in order to sate their burning desire for vengeance,

pooling knowledge and resources to better wound The Ministry and The Inquisition. Rarest of all are the exceptional few that have "seen the light" of the latter, fearsome special agents used to rout any threat that Tucker Quickfoot deems genuine (brainwashed into complete devotion by centuries of trickery at the halfling's hands). Any other active chromatic dragons are not truly alive, transformed instead into vile parodies of their former majesty and universally avoided by other great serpents for the corruption they sow.

Metallic Dragons. When the adventurers that would become rulers of the world first began to hunt and slay wicked scaled serpents, their lustered cousins either fled to begin lives of quiet solitude or joined alongside armies to add claws and fire to blade and spell. Winged serpents with reflective scutes receive nearly as much reverence as the vaunted Celestial Heroes when they choose to dwell among humanity, living in palatial estates bedecked in golden tributes and staffed by only the most qualified butlers, chauffeurs, chefs, maids, tailors, and the like. Though they are provided with every possible worldly desire a draconic heart might have, these gifts and servants come with the expectation of service and those living within the bounds of society do their own part in propagating the utopia.

To begin with the homes of all dragons of the state are partially open to the public and used as museums, and a menagerie as well if the owner is home. Those averse to the gawking attentions of wide-eyed citizens are instead made to swiftly respond to the Bloodsong Storms when the enchantment sounds near a coast, rapidly flying to the location and disabling any pirate ships they find. Perhaps the rarest dragons of Askis are the metallics that defy the subjugation of dragon-kind, relentlessly fighting against The Inquisition and The Ministry. Skepticism clouds their vilification in the papers where weekly articles depict them to be as evil as their defeated kin, but not all of it is unfairly cast—they have been known to sometimes ally themselves with truly wicked criminals, even rumored to have aided convicts in an escape from the Samovi Preserve.

The Pious Alliance. Draconiaci Faciantsanct Itateveritatis is the eldest and most sacred of the holy dragons, born on Askis but rumored to have been laid in an egg on the Celestial Plane where she was infused with divine energy. Throughout most of the world's history the grand winged serpent has remained hidden away, content to philosophize on the nature of existence and spirituality. Only in the most recent centuries has she been seen in glorious flight, occasionally visiting Kaelesti to meet with the Order of the Shining Stone. Despite the best efforts of The Inquisition and Darrius Ventrelli, the contents of their conversations have remained secret.

Population Control

Prior to the discovery of inaequa the typical family was quite large, with generations of sometimes as many as a dozen brood or more commonplace. Technology has elongated lifespans however and urbanization has lessened the need for more hands to toil in the fields, so to deter overpopulation the government dissuades parents from bearing more than three times—it is only the privy of the wealthy or the implacable to sire more than a few offspring. When a citizen has a fourth child all higher education costs for their progeny become theirs to pay, after a fifth their taxes increase, and so on. For the most part these methods have proven effective but the stigmata surrounding parents with too many children is formidable, making the social cost for too much procreation the greatest of its penalties.



"Quiet, Bigbo!" Ooni whispers, grabbing her friend by the arm, "They might hear you shuffling about. Remember that the elders said that still is safe. Still is safe!" Bigbo waves her away with one hand, slowly creeping forward along the branch to a better vantage point of the bloodbath below. Of all the village's purpura he'd always been the most confident and curious, venturing to play further than the elders allowed and creeping closer to the dangerous, wicked giants that lived above them. Once he'd even stolen a slice of pilum from one! Ooni had come to admire his foolhardiness, thinking the purpura to be the bravest she'd ever known.

The enormous creatures below were certainly not brave like Bigbo, but they fought like they didn't fear anything. Wiping away her tears and wishing herself not to be too saddened by the grisly scene that just unfolded beneath her, Ooni watches as the standing giants grab the belongings of the slain from off the ground. As they turn to leave she does the same, ready to return to the village and find some solace in the elders' wisdom—but Bigbo won't. With a twinkle in his eye he winks at her and hurries down the tree trunk, making after the attackers and disappearing down the trail before Ooni sprints to catch up with him.

Keeping up with the giants proves to be tough and the pursuing purpura lose the trail when their enormous quarry slips into the yawning mouth of a cave near the mountainous edge of the island, but the tunnel inside never splits off. Within a few minutes sounds echo from ahead, the clinking of coins and crackle of fires, and once more Ooni implores, "Bigbo please, we should not be here I know it. We have seen enough, more than enough." He returns her plea with an almost mindless shake of his head, clearly enraptured with what might be seen a bit further on.

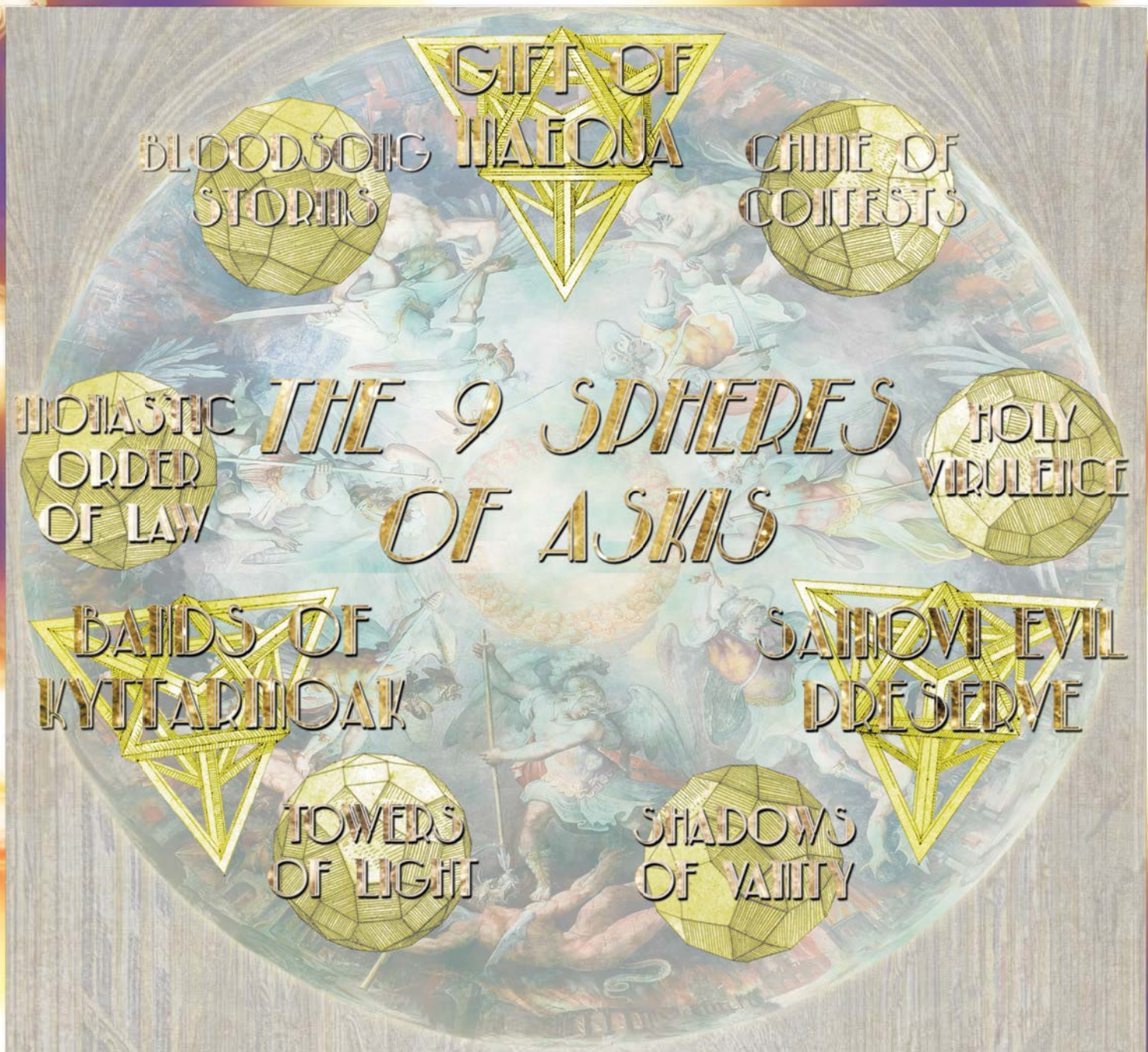
Edging forward slowly, careful not to disturb any pebbles, Bigbo leads Ooni into a huge cavern. A sea of radiant light flows across its high walls, the flames from sconces and braziers reflecting off of piles of gold, silver, and gems, but their gazes gradually turn to the huge sculpture in the center of the chamber. It dwarfs the giants in size and they pay it great deference, making Ooni wonder if it was a religious statue like the carving of Elder Biddi.

Then the statue's eye opens and Ooni realizes it isn't a statue at all.

The realization stuns her into shock and she goes still, but Bigbo panics and starts to run back towards the forest. Rising up on four legs the creature slithers forward, wings of flaming energy emerging from its back. It bellows out a cold, cruel laugh and reaches out, knocking him down with its claws before gingerly plucking the purpura into the air and snapping it inside of gigantic jaws. "Delicious," it says, the serpent's fetid breath roiling out onto the floor and making Ooni gag. To her horror it looks at directly her once more, the scales on its neck catching the glitter of gold as its head hovers nearby and it sniffs at the air. Unable to resist herself Ooni dashes towards the nearest pile of coins but snags her foot, slamming into the metal as the world around her goes black.

For her entire life Ooni has woken up to the voices of her village gleefully singing the melodies of her people as they go about their daily work, but what meets her awakening ears now is entirely different—the wailing moans of purpura fill the air, crowded by the scent of the dead and dying. Rubbing at her temples and peering about, Ooni finds bars on all sides and dozens of her kind suspended in cages like her own, some missing a limb or an eye but each wounded in one way or another.

Strange machines are scattered about the large room, covered in magenta blood. The gore of purpura is everywhere—smeared across the floor, dripping from hooks across the ceiling, congealing on boards where victims are pinned and still wriggling to death. Ooni gags again as the enormity of the scene overwhelms her and a giant stalks into sight. "Ah," it says, its voice familiar, "you are awake. That is excellent. I must apologize for earlier; normally as you can see I am a...thoughtful host, but your companion's terror promised a very sweet treat." She recoils as he comes nearer, peering into her cage and tapping it to make it sway slightly. "I promise that in time you will prove to be just as satisfying."



LONG AGO THREE CADRES OF ADVENTURERS (THE ORDER OF THE SHINING STONE, THE GOLDEN REDEEMERS, AND TUCKER & CO.) ROSE UP TO SMITE ALL THE EVILS OF ASKIS, VERY NEARLY PURGING CORRUPTION AND WICKEDNESS ENTIRELY FROM THE PLANET. DURING THESE YEARS OF UPHEAVAL, EACH OF THE CELESTIAL HEROES TOOK RESPONSIBILITY TO CREATE AND MAINTAIN A DEFENSE AGAINST EVIL'S INEVITABLE RETURN. THESE INCREDIBLE RELICS AND POTENT WARDS—COMBINED WITH THE DEMIGODS THEMSELVES AND THE GREAT WORKS THEY HAVE CREATED—ARE KNOWN AS THE SPHERES OF ASKIS.

Table: Primary Spheres of Askis

Sphere	Location	Founding Hero	Protection
Bands of Kyttarmoak	Worldwide, but primarily Ouranios	Elven Master Wizard Rankir Tarryndorn	Twelve arcane bands restrict supernatural and magical evil, preventing wickedness from taking hold in Askis.
Samovi Preserve	Samovi	Warden of Samovi Tapper Underknoll	Allows merciful punishment for evil creatures that cannot be rehabilitated, providing for them a place to live out the rest of their lives.
Gift of Inaequa	Worldwide	Tucker "the Great" Quickfoot	Inaequa has spread throughout the world, granting long life to all good creatures and powering incredible technology across Askis.

Table: Tertiary Spheres of Askis

Sphere	Location	Founding Hero	Protection
Towers of Light	Ouranios	Dwarven High Priest Gimli Stoneflask	Lighthouses guard against accidents but also produce a powerful field that warns when evils from the depths climb up onto Ouranios' shores.
Monastic Order of Law	Worldwide (based in Ouranios)	Silent Protector Varrus Goodwin	The law keeps society strong thanks to these defenders while they lead the slow but steady crusade against the pockets of evil that exists in the Taenarius Tunnels beneath Askis.
Divinus Biologis	Worldwide	Redeemed Genius Darrius Ventrelli	A magical disease suppresses the desires for earthly pleasures, transforming lawbreakers into subservient warriors of The Ministry.
Shadows of Vanity	Samovi	Angelic Beauty Lellwyn Fethyrwal	Spirits bound to cloaks follow the young and beautiful, serving them and protecting them from harm.
Bloodsong Storms	Worldwide (oceans; foci in Zakuthombo)	Master Minstrel Mystral Farsong	A melodic enchantment creates storms on the seas to destroy ships carrying criminals or vessels that attack other boats.
Chime of Contests	Zakuthombo	Honorable Half-Orc Grukk the Axe	The din of dishonorable combat can be heard from afar by the Knights of the Chime thanks to this artifact, preventing underhandedness in battle.

TOWERS OF LIGHT (TERTIARY SPHERE, OURANIOS)

All along the coasts of Ouranios stand grand lighthouses—towers of white marble and gray slate that reach ten stories above the ocean. At the apex of each is a magical orb that burns with the brilliant radiance of tempered inequea. These are the Towers of Light, Gimli Stoneflask's contribution to the war against all that was evil in Askis.

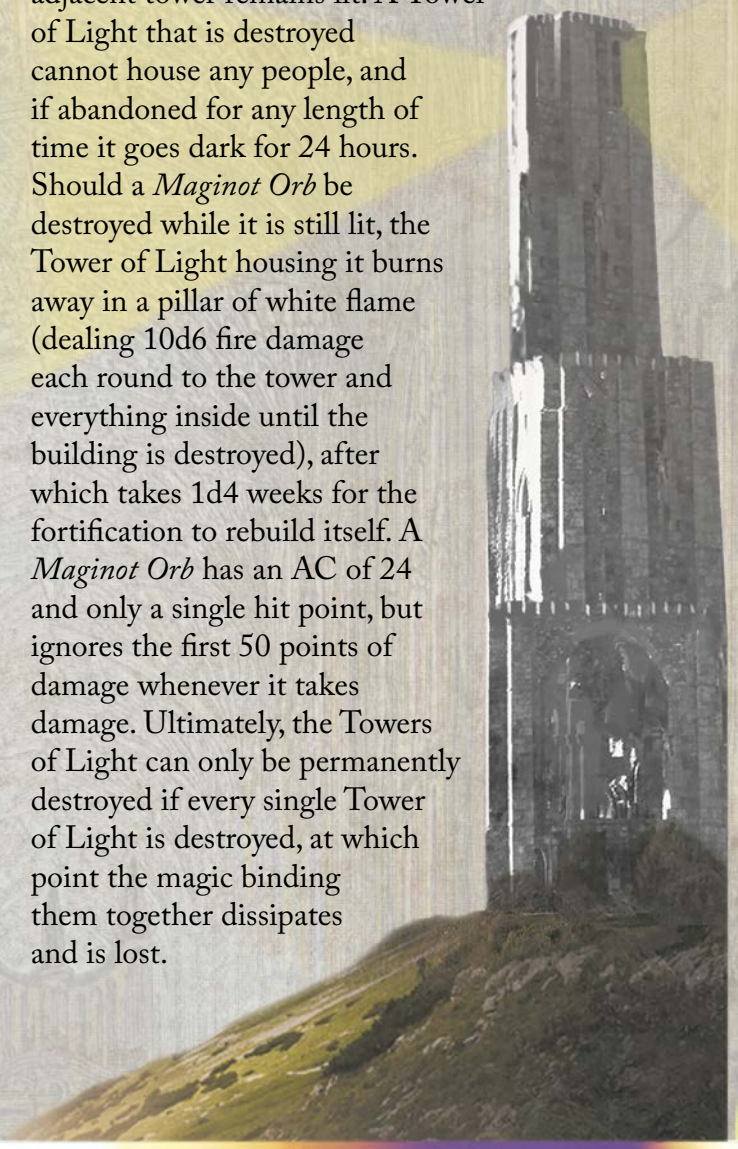
First among their functions is to maintain the *Aurora Maginot*, a barrier of shimmering light that protects the coastlines of Ouranios from the creatures of the deep. Any aquatic creature of evil alignment that approaches within 50 feet of the energy field feels the burning focus of raw inaequa, singing flesh and soul giving it disadvantage on ability checks and saving throws until it moves out of the area. Land-dwelling creatures can harmlessly pass through the *Aurora Maginot* and after the sun sets, the energy field emits light 100 feet (and dim light an additional 50 feet) until dawn—any trespassers that suffer in its radiance (whether night or day) are immediately detected by the hue of the energy field turning electric blue, warning sailors and guards alike that evil is afoot.

More obviously the Towers of Light serve as coastal lighthouses, each standing over a hundred feet tall and visible to its neighbors no more than twenty miles away. In this way they form a continuous loop around both the northern and southern coastlines of Ouranios, illuminating every rocky crag and hidden cliff that might abruptly end the lives of seafarers. Some of this light comes from the *Aurora Maginot* but most of it comes from *Maginot Orbs*—the lights at the apex of each tower. They shine out like miniature suns across the coastline yet are cool and solid to the touch. Their simplicity belies their power; in order to focus the very energy of society itself into the powerful supernatural field, these artifacts are all harder than steel. If one were to ever crack, the entire tower beneath it would likely burst apart in the resulting magical explosion.

The third and final purpose of the Towers of Light are to serve as a foundation for a community. None contain moving parts and each maintains itself by magic, but they cannot ever be unmanned—their light and the *Aurora Maginot* are empowered by the connections between those who live within them. Not only does each tower have a dedicated staff of five or more keepers (whose job it is to remain inside the fortifications at all times) but they serve as waystations and meeting halls for organizations of every stripe. In some larger settlements, the Towers of Light are so popular that they are surrounded by dozens of spillover buildings where people can gather even if every room in the edifice of Gimli Stoneflask is full. Should a Tower of Light ever be empty, the illumination from its *Maginot Orb* winks out, not returning until at least two people have remained inside the tower for 24 hours. If two adjacent towers were to be dark at the same time, the wall that stretched between them would disappear and the dark creatures of the ocean would have free reign to terrorize the land once more.

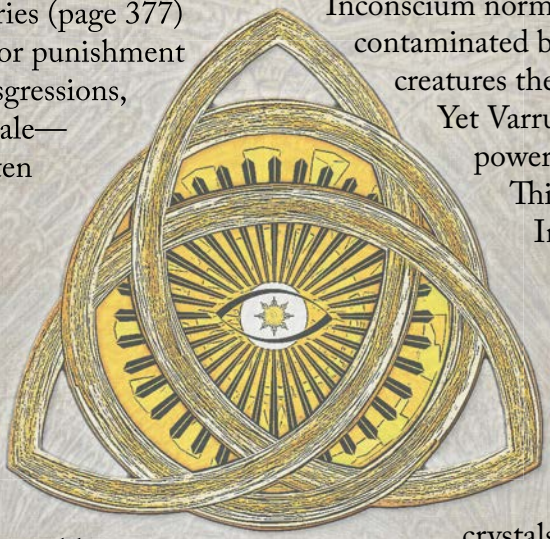
Although the Towers of Light are largely invulnerable, rebuilding themselves from even total obliteration, most are further protected by the skill at arms of their inhabitants. The Knights of the Chime in particular use the Towers of Light as waypoints in the wilderness—it is rare to find one without a warrior of the order in residence, and often more passing through. These holy soldiers pass on their training to the lighthouse keepers, who in turn share combat techniques between those who next stay in the fortification. Over the span of decades most keepers become extremely capable warriors in their own rights, well-suited to defend their abode (use the statistics for a single Veteran and a quartet of Guards). The most powerful keepers however are the Lunares Carceris and Soleorto Carceris (pages 369–370), scholars of deific knowledge under the tutelage of Gimli Stoneflask and his functionaries. In the hands of these clerics many Towers of Light also serve as hospitals or shelters in the event of natural disasters. Routine patrols by Solis Occassum (page 368) and Salvum Meridiem (page 371) keep the defenders of the divine dwarf's great work alert, ensuring that each is well supplied with fresh rations and potable water.

Destroying the Towers of Light. Each of the the Towers of Light are just buildings and can be damaged or destroyed like any other—their true power lies in their interconnectedness and while even a single Tower of Light stands on the same shore, they will eventually rebuild themselves. A Tower of Light that is damaged or destroyed completely rebuilds itself within 1d4 days, so long as at least one adjacent tower remains lit. A Tower of Light that is destroyed cannot house any people, and if abandoned for any length of time it goes dark for 24 hours. Should a *Maginot Orb* be destroyed while it is still lit, the Tower of Light housing it burns away in a pillar of white flame (dealing 10d6 fire damage each round to the tower and everything inside until the building is destroyed), after which takes 1d4 weeks for the fortification to rebuild itself. A *Maginot Orb* has an AC of 24 and only a single hit point, but ignores the first 50 points of damage whenever it takes damage. Ultimately, the Towers of Light can only be permanently destroyed if every single Tower of Light is destroyed, at which point the magic binding them together dissipates and is lost.



MONASTIC ORDER OF LAW (TERTIARY SPHERE, OURANOS)

Everyone in Askis knows the law not due to an innate trait for order or an automatic desire to conform to society—it is because of the Monastic Order of Law. The organization has devotees in every settlement across Askis, from the largest metropolis to the smallest hamlet. These vary in dedication but true members are marked by the Troth of Silence they've sworn, dedicating their lives to serving the world as Justitia and defending it against evil. The demigod Varrus Goodwin's loyal followers undertake a journey of discovery under his guidance that begins with the simple mantra that there are things that can only be ascertained by oneself. As part of their training Justitia memorize every local, national, and global law, enforced to report even the slightest infractions to their superiors. The violations of an individual are compiled by Equerries (page 377) but requisitions to The Ministry for punishment are only for the most serious transgressions, heavily tempered by mercy and scale—most civilians simply receive written warnings instead of drastic action as long as violent offenses (theft, murder, or the misuse of inaequa) aren't involved.



Despite their quiet contemplation the Justitia dedicate themselves to perfect order not just in society, but in themselves as well. They train almost tirelessly both in their fortress-like Citadels of Law, and in the darkness of the junctions in the Taenarius Tunnels above which the citadels sit. Accordingly these fortifications are as difficult to breach from the inside as they are from without—and every one of them is prepared for the wickedness that could spill forth at any second (page 28). They are riddled with traps, wards and locks of all kinds, making even entering a Citadel of Law a dangerous proposition. The greatest of the headquarters for the Justitia is the Monastery of Law in Fluctus. From its ramparts Varrus Goodwin leads the Monastic Order of Law to exert control not only over themselves and maintain a just society, but over the very land around the city as well.

Most of this control is mundane: the Justitia endlessly train their bodies and hone their minds for service—but through the power of inconscium Varrus has started to forge a powerful (albeit crude) psychic link between his most devout followers. Inconscium is a rare crystal found only in the Taenarius Tunnels and when sheared away its slivers expand the subconscious mind of those who come into contact with it, granting a temporary empathic connection with those close to them and others touched by the anomalous subterranean substance. The Monastic Order of Law puts high priority on the extraction and recovery of these crystals, and even hiring willing mercenaries to scout the dangerous passages beneath Askis for clues of the next deposit. The Inconscium ore is then brought back to the Citadels of Law for the Justitia to focus upon, renewing their connection with their brethren.

The empathic connection brought about by Inconscium normally lasts a full day, allowing anyone contaminated by it to detect the emotional state of creatures they know well (and other empaths). Yet Varrus has used these crystals to forge a powerful artifact: the *Ring of Oneness*. This ring multiplies the effects of Inconscium a thousandfold for anyone who wears it for more than a moment, permanently branded with its magic forever afterward. It is said the Divine Monk is working to forge a more perfect version of the holy relic—one that might clarify Inconscium crystals to allow for full telepathy between members or even more—but so far he's yet to succeed.

Destroying the Order of Law. The Monastic Order of Law cannot be destroyed as it is not a physical or magical construction, but a social ideal—so long as the concept of the order exists, an enterprising creature can restore the Monastic Order of Law in one incarnation or another. The *Ring of Oneness* however is the crux of the Celestial Work wrought by Varrus Goodwin and its destruction would reduce the order to stringently lawful monks. If the artifact is worn for a year and a day by an intelligent non-undead creature that feels no emotions (such as a construct), its power turns in on itself, instantly psychically deadening all creatures it has marked and making it impossible for the wearer to gain magical abilities of any kind (or be detected by magical means).

The Ring of Oneness

Ring, artifact (requires attunement)

The *Ring of Oneness* can never be entirely removed—it can be slipped from the finger like any other ring, but after being worn for 1 minute it leaves a permanent impression of itself in the form of a brightly colored tattoo. This tattoo opens the mind of the wearer to psychic activity, making it impossible to hide from psychic means to locate them (though not divination magic). The wearer of the *Ring of Oneness* can freely detect the presence and location of psychic creatures (including those marked by the artifact, or those under the effects of Inconscium) within 10 miles, and the current emotion of any creature within 100 feet. In addition, the wearer gains telepathy with a range of 200 feet and can cast *detect thoughts* without the need for concentration or components of any kind.

INCONSCIUM (500 gp, ½ lb)

This translucent shard of crystal can be focused upon as an action to grant temporary empathy to a creature for 24 hours. For the duration the creature is able to telepathically project affection, frustration, suffering, fright, peacefulness, and any other emotions the GM permits, or as an action sense these emotions in a creature within 100 feet that they are able to see. In addition, the creature automatically projects and detects their emotions to and from other creatures contaminated by Inconscium that are within 100 feet. After a piece of Inconscium has been focused upon, it goes inert for 4d12 hours.

BANDS OF KYTTARMOAK (GREATER SPHERE, OURANIOS)

The *Bands of Kyttarmoak* are second only to inaequa in the ultimate victory over evil in Askis. Forged by the immortal sage Rankir Tarryndorn, each of the dozen magical circlets are made of thick metal roughly a foot wide and emblazoned with glowing, flaming runes and precious gems. The means of its function is an absolute secret however—only the most respected and esteemed mages know the scarcest details of the elven master wizard's great work despite its incredible magnificence. Likewise the identity of Kyttarmoak is left unsaid; Rankir refuses to speak of it and has never publicly revealed if it is a creature, a person, or as little as a name invented in his youth.

Despite the enigma that surrounds the *Bands of Kyttarmoak* the nature of exactly *what* they do is largely obvious. Since Rankir's great work was wrought no creature has breached from the lower planes into Askis without extensive mortal aid (demons and devils have still set hoof here, but only by using a foolish, willing creature as their conduit.) Cruel elementals, slavering undead, and vengeful gods alike are kept at bay by the *Bands of Kyttarmoak* leaving no entity of evil free access to Askis; once here, none can leave except as ash. Even malevolent souls remain trapped with many if not all bound to the *Cincture of Souls* until they can be safely taken to an appropriate judgment on another plane.

Despite his distrust and secrecy Rankir cannot carry all twelve *Bands of Kyttarmoak* on his person at one time, and the loyal mages he has allowed to aid in their protection (Magi Primaria, page 380) have been given limited instruction as to what they do. Each cincture that makes up the potent relic strangles the space through which the dark realms can reach into Askis, reducing all interplanar activity to be forced through a measly circle one foot wide—provided that one of the cinctures can be wrested from its protector. Although it has been decades Rankir insists he continues on his construction of a thirteenth addition to his great work, a truly potent artifact containing the powers of all of the previous twelve and more.

Bands of Kyttarmoak

Wondrous item, artifact

Each of the dozen *Bands of Kyttarmoak* has its own unique power but every one of them was forged by Rankir Tarryndorn. A creature that attempts to perform a task restricted by one of the cinctures fails without succeeding at both a DC 20 Constitution saving throw and DC 20 Intelligence saving throw. Outsiders always have disadvantage on these saving throws. The twelve bands and their powers are:

- ***Animarum, the Cincture of Souls*** draws evil essences into it, restricting them from escaping to the River Styx when they die. Rankir then siphons the souls to a plane of his choice for judgment—although the process appears imperfect, as a large fraction of evil souls never arrive at the chosen final destination.
- ***Satanas, the Cincture of Devils*** restricts the creation of any portal to or from Hell, except within the cincture.



- ***Daemonium, the Cincture of Demons*** restricts the creation of any portal to or from the Abyss, except within the cincture.
- ***Creui, the Cincture of the Maelstrom*** restricts the creation of any portal to or from Limbo or Purgatory, except within the cincture.
- ***Veneficium, the Cincture of Magic*** causes the auras left by the casting of evil spells to persist (Vile Spells, page 187).
- ***Loquella, the Cincture of Tongues*** restricts speech in Deep Speech, Undercommon, or Vilespeech except at a loud volume, heard from within 10 feet by any creature that makes a DC 5 Wisdom (Perception) check.
- ***Obcasus, the Cincture of Death*** restricts psychomps from entering Askis on missions for deities other than those from the Upper Planes.
- ***Adligamentum, the Cincture of Binding*** is combined with the power of *Tapper's Spike* to create a series of wards and barriers around the Samovi Preserve. Each restricts the passage of evil creatures through it and moderates anomalies caused by magics that make the prison island float (including the creation of purpura).
- ***Halitus, the Cincture of Steam*** restricts creatures from opening portals to or from the Plane of Fire and Plane of Water in the same day.
- ***Pulvis, the Cincture of Dust*** restricts creatures from opening portals to or from the Plane of Air and Plane of Earth in the same day.
- ***Mortalium, the Cincture of Mortals*** prevents direct actions of evil deities.
- ***The Cincture of Kyttarmoak***, linking each ring to all others.

Destroying the Bands of Kyttarmoak. Separated from one another the *Bands of Kyttarmoak* cannot be destroyed, but when all dozen rings are gathered together and the *Cincture of Kyttarmoak* is used to link them into a looped chain they have a single vulnerability. This looped chain must be taken to each of the outer planes in turn—Heaven, Elysium, the Streams Divinia, the Plane of Air, the Plane of Water, Limbo, Purgatory, the Plane of Fire, the Plane of Earth, the River Styx, the Abyss, and Hell. With each new plane visited one of the *Bands of Kyttarmoak* is absorbed into the others, shortening the loop. Once eleven bands have been absorbed, upon reaching Hell the *Cincture of Kyttarmoak* transforms into a portal to the true home of the mysterious Kyttarmoak before disappearing a minute later—along with the artifact.

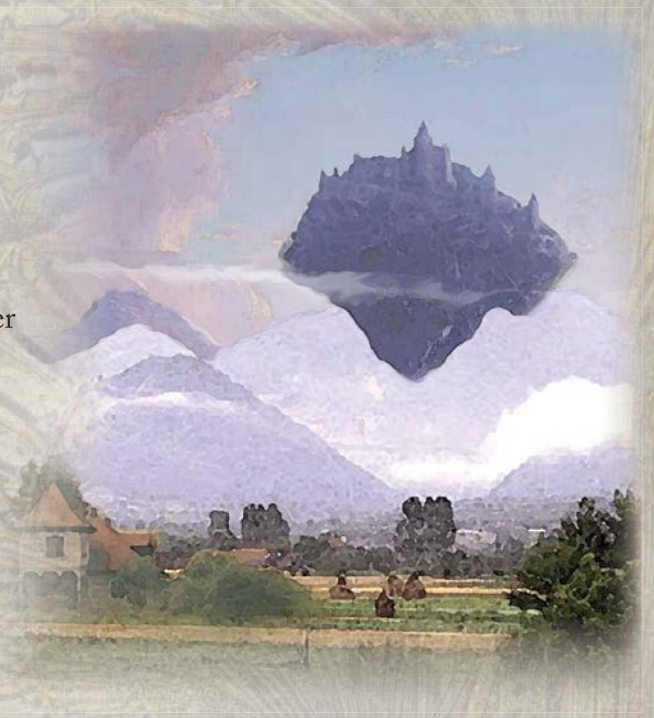
SAMOVI PRESERVE (GREATER SPHERE, SAMOVI)

Tapper Underknoll and the Celestial Heroes hate the idea of killing—even for the foulest of enemies. To them murder has become unforgivable and not even to be considered except as an absolute last resort. Instead the Divine Hunter has gone to great extremes to capture the foes of the demigods, redeeming them or locking them away when rehabilitation by The Ministry proves impossible. Although this worldview is somewhat extreme, it led Tapper to a very practical idea that his allies supported: a prison on a massive scale, a place where the irredeemably wicked could live out their lives without bringing harm to the innocent (inflicting themselves on others of their kind, but no further). After centuries of careful construction and delicate magics, the result is the Samovi Preserve: a titanic, fortified island that soars through the skies above Samovi.

The island is not only massive but extremely diverse with mountains, deserts, forests, and even tundra existing in relatively close atmospheric proximity, all magically maintained to suit the needs of its diverse population. Some regions are as large as a few of the world's city-states, while others are as small as individual bogs or groves depending on the size of its inhabitants and their number. All of this is made possible by a pair of artifacts: *Adligamentum, Cincture of Binding* to power the massive, impenetrable set of barriers around the Samovi Preserve and *Tapper's Spike* to keep the island aloft.

Waypoints are the gates to the Samovi Preserve, small structures that open and close regularly to allow gaolers to explore, tame, redeem, or simply observe the evil creatures they're charged with containing. These junctions are under constant watch by Serva Venandi (page 364) and connected to lesser waystations throughout the island under the command of more experienced Tueri Principis (page 363). As of late there are even tours by way of armored inaequa chariots for civilians and researchers, allowing visitors to the waystations to witness firsthand what evil creatures are and look like (including special locations specifically for dragons), though only when in the company of a Praeceptorem (page 362) for protection.

Visitors are far from the only observers however—a race of tiny beings known as purpura (or more commonly as "purps") skulk around the the entirety of the Samovi Preserve. On the whole they are carefree creatures, almost comically round with a penchant to wear small, silly hats—but they're big talkers, retelling anything and everything they have seen and heard. Purpura refuse to leave the floating prison despite the danger they face every day so Tapper and his men use the miniature celestials to their advantage as spies, rewarding clever purps able to tell them the most about what is going out of sight in the Samovi Preserve.



The reason the purpura remain isn't any particular sense of honor or dedication to their homeland but because they are actually created by the *Adligamentum* (although neither they, nor Tapper, know this). Their species is but one of many wards that the *Cinture of Binding* creates, much like the field of energy that encircles the island. No creature is known to have breached the barrier entirely, but more than once strong-willed creatures have managed to escape (prompting the creation of more Waypoints nearby to discourage others from using the same route).

Tapper's Spike is more straightforward in purpose than the *Cincture of Binding*: it holds everything together, keeping the island in the sky and binding the Waypoints into existence. So long as the artifact persists the protected buildings exist at once inside and outside of the Samovi Preserve, the only reliable way in or out. If *Tapper's Spike* were ever drawn from its current place, the magic of these Waypoints would unravel to trap everything inside of it—permanently.

Destroying the Samovi Preserve. The Samovi Preserve relies on two artifacts to function and if either *Adligamentum* or *Tapper's Spike* are ever removed, the island collapses or is rendered useless. Accordingly both artifacts are hidden in a special Waypoint within the Samovi Preserve, warded from every kind of magic by encircling *antimagic fields* and protected by deadly traps (minimum save DCs of 14) and tireless guardians (aesgigas sanctus; page 321). Only Tapper and a small number of his closest advisors (all Praeceptorem) know their current location.

Tapper's Spike

Wondrous item, artifact

This foot-long golden spike is a work of art and functions as though it were a *+3 dagger*. As an action it can be driven into any material, at which point neither it nor the object it is embedded into can be moved (as an *immovable rod*). Once embedded the spike can only be removed by the creature that planted it (a bonus action), leaving no mark where it had been planted. A creature that has been pinned by *Tapper's Spike* (either through equipment or flesh) requires a DC 20 Strength saving throw before it can attempt to move up to 5 feet by making a DC 22 Strength check. On either a failure or success, *Tapper's Spike* deals 4d6 piercing damage to the creature pinned by its flesh. A creature other than the spike's owner can remove *Tapper's Spike* with a DC 26 Strength check.



Destroying Tappers Spike. If in one single blow *Tapper's Spike* is driven through a creature that has never killed anything and a creature of raw murderous energy, it immediately melts to lead.



PURPLE PEOPLE EATING & YOU
A PRACTICAL PRIMER ON AMETHYST ORGAN EXTRACTIONS

The Samovi Preserve's inmates are well aware of purpura and some of the resourceful deviants don't just make the most of the magical creatures, they've created an art form out of manipulating, dissecting, and murdering the curious spies. Runts that aren't able to fend for themselves against other prisoners make it their niche to follow and track purpura, locating villages within hollowed out boles inside prodigious trees and miniature dug-out tunnel networks, turning over the information when intimidated or able to score a good deal on a trade.

Despite constant danger and consistently being the targets of atrocious mass-slaughters, purpura continue to mete out their short lives in the Samovi Preserve before meeting a violent end—not a one of them has been known to die of old age. The origins of these creatures are just as mysterious, appearing in Askis only after the island prison first rose into the sky, and wicked mages have concluded that "foot pigs" (as they are sometimes called) must have a connection to *Adligamentum* the *Cincture of Binding*, explaining their potent magical nature.

Regardless of whence they came the purpura are both pest and boon to the inmates upon which they spy. Illicit activities are extremely commonplace in the confines of the Samovi Preserve and most of them are either hidden from Tapper's underlings or quickly disrupted, but even when an endeavor is undone the possibility of capturing one of the damnable things can make up for lost resources. Purpura aren't just extremely savory, sweet, and filling, in the hands of even an amateur alchemist they can be used to truly nefarious ends!

Capture. Spotting a purpura is fairly common, but actually catching one of the elusive little folk is another matter entirely. The magical creatures are able to rapidly blend into their surroundings, have ways to embolden their hearts in times of great fright, and they can quickly trap areas nearby with dangerous incendiary fungi. Perhaps worst (or best) of all, a purpura is rarely abandoned by its friends and relatives—in a matter of hours they usually sneak into wherever a captive ally is being kept in covert rescue attempts.

Tricking. Though purpura are slightly smarter than the average citizen of Askis, the evil minds that resist conditioning at the hands of The Ministry often end up in the Samovi Preserve and are more than capable of out-thinking the naive little creatures. Staged performances of being outcast from a gang, "freeing" a captured purpura to return it home, and last-minute decisions to "fight" one's allies in defense of the tiny celestials are convincing enough as long as the actors have at least an ounce of talent for deception. Once trust has been gained inmates befriend the magical wonders, returning to receive the praise of a tiny village only to sneak away in the night to launch a raid while the benign creatures sleep. Otherwise canny prisoners will put on fake demonstrations in the clear eyes of purpura, knowing that Tapper's guards will believe what they're told (unaware their witnesses saw a ruse in the first place).

USING PURPURA

Spreading misinformation is the best way to use a living purpura but they are a far more valuable resource to prisoners of the Samovi Preserve when they're dead. The preparation and consumption of the little creatures has been refined over the centuries, perfected by magicians behind the floating prison's walls into an art form that yields potent creations—concoctions able to aid in escape from confinement by Tapper.

TORTURE

One of the difficulties of preparing purpura concoctions is that their magical potency fades away in a matter of days. Properly preserving their remains with embalming fluid can increase their usefulness by a fair bit of time, but breaking a purpura's will before its death elongates that window far more impressively. Every day that a purpura is kept in the restrained condition or confined to a cage, it makes a **Wisdom saving throw (DC 10 + 1 per previous day)** or loses its Resolve. A successful **Charisma (Intimidation) check (DC 20 - 1 per day of captivity)** by a purpura's captor causes it to make this saving throw with disadvantage.

Different purpura have different fears and the GM is the ultimate arbiter of what forms of torture are effective, but until a purpura's Resolve is stripped away torture just doesn't work. Every hour a purpura is subjected to torture, it makes a **Constitution saving throw (DC 8 + 1d4 + 1 per previous save)**. On a failure by 5 or more, the torture either inflicts or causes the purpura to self-inflict enough damage to go unconscious (and possibly die). On a failure of less than 5 the purpura's Willpower is completely shattered.

The body parts of a purpura with broken Resolve last twice as long and the body parts of a purpura with broken Willpower last four times as long (see Table: Purpura Dissection).

EATING

While rewarding in a variety of ways, not everyone has the time or leisure to prepare purpura concoctions—and they *do* taste very good unseasoned. Simple consumption of a purpura that has died within the past 1d4 hours grants the following benefits for 1d4 minutes, provided that the entirety of the purpura (cartilage-bones and all) are eaten by the same creature: the creature leaves no tracks, heals one Hit Dice worth of hit points, adds its proficiency bonus to Dexterity (Stealth) checks (even if it is already proficient), gains advantage on saving throws against fear and resistance to radiant damage. Eating any part of a fresh purpura's corpse is as filling as a full meal.

DISSECTING

Removing the miniature organs from a purpura's tiny corpse is a delicate and difficult task that requires a sharp implement (usually a dagger) and either a healer's kit or thieves' tools. The extractor makes a Wisdom (Medicine) check over the course of 1d4 minutes cutting, cinching, and extracting the organ in question. Attempting to dissect a purpura without either imposes disadvantage on the check, and without a means to deal at least 1 piercing or slashing damage it is impossible to dissect a purpura.

PURPURA CONCOCTIONS

Crafting a purpura concoction takes 1 hour per point of DC in its Alchemist Supplies check but has no exceptional costs or components aside from the creature's corpse. For example, brewing some purprapaste takes 12 hours. One month after it is created, a purpura concoction loses half its potency (granting benefits for half as long, restoring half as many hit points, dealing half as much damage, and so on). Two months after it is created a purpura concoction goes inert.

Unless otherwise noted, imbibing or otherwise using a purpura concoction requires an action. Purpura concoctions and their effects are not magical.

Table: Purpura Concoctions

Concoction	Parts Required	Alchemist Supplies' DC	Bonuses
Purprapaste	Blood (2)	12	Leave no tracks for 1d4 hours.
Magjuice	Stomach, Kidney, Pancreas	12	Heal one Hit Dice worth of hit points.
Magentsia Purprosa (potion)	Liver, Intestines, Tongue	12	Add proficiency bonus to Stealth (even if the imbiber is already proficient) until next short or long rest.
Lesser Purprasak	Heart (2), Genitalia	13	1d6+2 radiant damage, range 20 feet, DC 12.
Purpurapie	Brain, Eyes (2), Lungs (2)	13	For the next 1d4 hours, gain advantage on saving throws against being frightened and resistance to radiant damage.
Improved Magjuice	Kidney (2), Pancreas (2), Stomach, Tongue	13	Heal two Hit Dice worth of hit points.
Pupurapaella	Blood (6), Eye (3), Kidney (2), Genitalia, Intestines, Heart	14	For the next 1d4 hours, shrink to Small size (this has no effect on Small creatures).
Violetsia Purprosa (potion)	Liver (2), Intestines (2), Brain, Tongue	14	As *magentsia purprosa*, but the imbiber also gains advantage on Dexterity (Stealth) checks.
Purprasak	Heart (4), Brain (2), Genitalia (2)	14	2d6+4 radiant damage, range 40 feet, DC 14.
Purapraté	Eyes (3), Lungs (3), Brain, Heart, Pancreas, Stomach	15	For the next 1d4 hours, gain immunity to fear and radiant damage.
Greater Magjuice	Kidney (3), Pancreas (3), Stomach (2), Tongue (2), Liver	15	Heal four Hit Dice worth of hit points.
Supremis Purprosa (potion)	Liver (4), Intestines (3), Brain (2), Genitalia, Heart, Tongue	15	Until the imbiber takes a short or long rest, it gains the benefits of *violetsia purprosa* and can use a bonus action to Hide even while it is being observed.
Greater Purprasak	Heart (6), Brain (3), Genitalia (3)	16	4d6+8 radiant damage, range 60 feet, DC 16.
Steamed Chaotzu-Prua	*Blood* (9), Eye (5), Kidney (4), Genitalia (3), Intestines (2), Brain, Heart, Pancreas	16	For the next 1d4 hours, shrink to Tiny size (this has no effect on Tiny creatures).
Roast Purpura with Purpachutney Glaze	Blood (12), Eye (9), Lung (8), Intestines (6), Kidney (6), Liver (5), Pancreas (5), Stomach (5), Tongue (5), Genitalia (4), Brain (3), Heart (2)	17	The imbiber gains the benefits of the following purpura concoctions: *purapraté*, *greater magjuice*, *supremis purprosa*, and *steamed chaotzu-prua*.

Purprasaks. As an action, a creature throws a *purprasak* by making a ranged attack against a creature or object with range, treating *purprasak* as an improvised weapon. On a hit, the target takes damage as the *purprasak* explodes. All other objects and creatures within 5 feet of an exploding *purprasak* make a Dexterity saving throw or take half damage.

From the foliage nearby you hear the distinct and odd tones of a truly small voice loudly singing, its squeaky notes just on the edge of painful as they float through the air. The melody comes from a miniature humanoid with a pristine white smock on its head, its little purple gnome-like face gleefully grinning as it obliviously skips on its way, a tiny bundle of joy.

Purpura

Tiny celestial, neutral good

Armor Class 13
Hit Points 5 (1d4+1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	15 (+2)

Skills Nature +4, Perception +2, Stealth +7, Survival +2
Damage Immunities radiant
Senses passive Perception 12
Languages Common, Sylvan
Challenge 1/4 (50 XP)

Joyful Song. The purpura can sing as a bonus action. Until the end of its next turn, any creature within 20 feet that is able to hear the purpura has advantage on saving throws against fear.

Mushroom Magic. The purpura can spend a bonus action touching the ground or a mushroom on the ground. When the ground is touched, a mushroom appears at thebeginning of the purpura's next turn. When a mushroom is touched, it charges with primal energy. Any creature of Small size or larger that steps inside a square with at least one charged mushroom makes a DC 12 Dexterity saving throw or causes it to explode, dealing 5 (1d6+2) radiant damage to any creatures within 5 feet. For every additional charged mushroom in the same square increase the DC and damage dealt by 1 (to a maximum of DC 18 and 1d6+8). Spotting a mushroom that's been charged by a purpura requires a passive Perception of 17 or DC 17 Intelligence (Search) check.

Table: Purpura Dissection

Purpura Parts	Wisdom (Medicine) DC	Use By Date	Preservation Date
Blood (3)	10	1 week	1 month
Eye (2)	11	1 week	2 weeks
Kidney	12	1 week	1 week + 2d4 days
Stomach	13	2d4 – 1 days	1 week + 2d4 days
Tongue	13	2d4 – 1 days	1 week + 2d4 days
Liver	14	2d4 – 1 days	1 week + 2d4 days
Intestines	15	2d4 – 1 days	1d4 + 5 days
Pancreas	15	1d4 days	1d4 + 5 days
Genitalia	17	1d4 days	1d4 + 4 days
Lung (2)	18	1d4 days	1d4 + 4 days
Heart	19	1d4 days	1d4 + 3 days
Brain	20	1d4 days	1d4 + 3 days

Natural Kindness. The purpura has disadvantage on Wisdom (Insight) checks.

Vanish. The purpura can use a bonus action to Hide even while it is being observed. In addition, it can't be tracked by nonmagical means (unless it chooses to leave a trail) and has advantage on Dexterity (Stealth) checks.

ACTIONS

Twig. *Melee Weapon Attack:* -2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Pebble. *Ranged Weapon Attack:* +5 to hit, range 10/20 ft., one target. *Hit:* 1 bludgeoning damage.

Purpura are loving, trustworthy, benign creatures spawned from the errant energies created by one of the *Bands of Kyttarmoak* (*Adligamentum* the *Cincture of Binding*) and its interactions with the Samovi Preserve. They live simple lives in secret villages of no more than a score of their kind, spending their days spying on the doings of larger creatures, foraging to peacefully live off of the land around them, or singing with joy. It is extremely rare to see an elder purpura—these few tiny celestials have wizened up (losing the Natural Kindness feature) and remain supremely aloof.

HOLY VIRULENCE (TERTIARY SPHERE, SAMOVI)

Darrius Ventrelli was not the result of a willing pregnancy and he does not shy from retelling the parable of his mother's sordid demonic-rape. Though left crippled and with child, the aasimar persevered through labor and raised him—at least until she was killed by a slaver, 8 year old Darrius' innate powers of sorcery coming to the fore in the tragedy's wake. He says that her story is a warning and a lesson: a person's body is their own and no violation of that sanctity brings about good for that person. Those who take the unwilling flesh of others, through lust or violence, are no better than feral animals—and should be treated as such.

It is with begrudging irony that the means he has created to preserve a body's sanctity is through a magically engineered symbiote: the *Divinus Biologis* or as it is more commonly called "DB". The infection spreads through the population of Askis like a latent disease. In most it has no effect beyond nearly invisible blue spots on a creature's palms, making it highly contagious and easy to pass from one to another through blood, saliva, and other bodily fluids. On those who force themselves upon others however, the effect is dramatic, painful, and permanent.

Some medical institutions estimate that up to 80% of the human population of Askis has DB and the number continues to rise. Most don't object to the infection, but neither do many know that sexual assault is only one way to catalyze the disease. The highest levels of The Ministry possess an arcane-locked key phrase that allows them to implant a *geas* into any sufficiently infected target (at the 2nd stage of progression; DC 16 Wisdom saving throw negates). Instead of taking psychic damage on a failed save, the *Divinus Biologis* begins its progression, yet Darrius has an even more powerful connection than that—it is said that he can accelerate the symbiote's progression with but a single word.

Divinus Biologis

This microscopic, quasi-divine symbiote infects host creatures and spreads like other diseases. Its harmless primary symptoms (tiny blue spots on the hands) can be detected with a successful **Wisdom (Medicine) check (DC 20 - 1 per week of infection)** and for many the *Divinus Biologis* never progresses further than that.

Any time a creature infected with *Divinus Biologis* attempts to have sex with an unwilling or helpless living target, the disease progresses to the next stage unless the creature succeeds a DC 18 Constitution saving throw each minute of the unwanted encounter. Unless the disease has progressed completely at the end of each long rest an infected creature can make a DC 16 Constitution saving throw to reduce the disease back to a previous progression, or to become dormant. If an infected creature fails a saving throw by 5 or more, it instead progresses to the next stage.

At the first stage of progression, the infected creature's sex drive is dramatically reduced and if male it becomes impotent.

At the second stage of progression, the infected creature gains two levels of exhaustion, which it cannot recover from until the disease is cured.

At the third stage of progression, the infected creature is wracked with pain and takes 1d4 points of untyped damage each hour it is not taking a long rest. If this results in a creature being reduced to 0 hit points, the disease progresses to its final phase. This damage can't be recovered by magical healing until the disease is cured or regressed to the second stage.

In the final phase, the infected creature undergoes a painful transformation into a Divirulent Hound, a werewolf like creature with only one goal: to serve the commands of The Ministry.

Destroying the Holy Virulence. The *Divinus Biologis* is ultimately a disease but as a magical sickness it cannot be cured by any single task alone. Linked to Darrius' *Inaequa Lapis*, the viral symbiotes cannot be rid from Askis permanently so long as he remains alive. Once he has shuffled off his mortal coil, an antiplague (albeit a sophisticated one) would wipe out the remnants of the tiefling's great work in a matter of years or less; the recipe for this cure does not yet exist but could be created by any mad scientist with enough dedication. In addition to more common medicinal ingredients, the antiplague to cure *Divinus Biologis* must contain a sample of fresh blood of Darrius Ventrelli—as well as that of Varrus Goodwin.

A Malady by Any Name. *Divinus Biologis* is known by many different names, the guilty and salacious citizens falling prey to the sexually transmitted disease spawning a litany of monickers to avoid directly confronting their sickness: Blue Rover, Broken Keys, Church Pox, Collared, Dog Bite, Fuzzy Pits, Howling Horror, Lonely Flu, Lupus Dei, Rover's Revenge, Rusted Lock, The Admonition, Were-Warts and whatever other names the GM thinks are appropriate.

Transformation into a Divirulent Hount. There is little public knowledge of the transformation into a Divirulent Hound except that the process is extremely painful, often compared to death and re-birth but not feared because the vast majority of citizens remain blissfully unaware of their full effects of their sickness (if they even know they have it).

After changing from the full effects of the *Divinus Biologis* humanoids usually become canine servants of The Ministry, but occasionally more powerful creatures fall prey to DB and its effects are impossible to predict—these unique contaminated can retain a greater degree of their knowledge and skills from their former life, become other were-animals (such as the Rat Queen of Alacer; page 261), assume an entirely different corporeal form (as an elemental or fey), become trapped in the Ethereal Plane, or suffer myriad other fates. Any rumors of the final effects of *Divinus Biologus* and the anomalies therein are squashed wherever they come to the attention of The Inquisition or The Ministry, although there is only so much that can be done when such a transformation draws the attention of an entire city block or small settlement with their pained screams.

A golden glow emanates from this albino werewolf.

Divirulent Hound

Medium humanoid (human, shapechanger), lawful good

Armor Class 15 (natural armor)
Hit Points 144 (16d8+64)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +6, Perception +5, Stealth +5
Damage Resistance radiant
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons not made with silvered weapons
Senses passive Perception 20
Languages Celestial, Common (can't speak in wolf form)
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the Divirulent Hound can move up to their speed toward a hostile creature they can see.

Shapechanger. The Divirulent Hound can use their action to polymorph into a wolf or back. Their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed. The Divirulent Hound reverts to their true form if they die or are cured of their disease (divine virulence), a process much more involved than casting *restoration* or *remove curse*.

Solar Curse. While in sunlight, the Divirulent Hound can only assume its hybrid form or wolf form.

Touch of Darrius. The Divirulent Hound has advantage on saving throws to resist the charmed condition.

ACTIONS

Multiattack. The Divirulent Hound makes three attacks: one with their bite and two with their claws (or if in wolf form, twice with their bite).

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+3) magical piercing damage plus 3 (1d6) radiant damage. If the Divirulent Hound is in wolf form and the target is a creature, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 8 (2d4+3) magical slashing damage plus 3 (1d6) radiant damage.



SHADOWS OF VANITY (TERTIARY SPHERE, SAMOVI)

Life is beautiful and in turn beauty is to be cherished—and since the moment of her birth Lellwyn Fethyrwal has been considered a vision of radiance. It was no surprise to any that she considered the world not in terms of good and evil or as a struggle between life and death, but matters of beauty and filth. To the amazement of all she sees beyond visible magnificence however, praising kindness of soul and the worth of one's labors—things that are not always outwardly aesthetically pleasing can possess even greater beauty than what meets the eye.

One day Lellwyn saw a shadow that made a distorted and cruel shape on the ground only to realize in horror that it was her own. Rather than allowing this unlikely moment to happen again she used all the angelic magic at her command to bind her shadow into her cape, creating the first *shadow of vanity*. As time passed it remained hidden on her back, animating the garment and aiding her while its power expanded whenever Lellwyn stood in the light (which was often). The shadow tore the darkness away and transformed it into beautiful weapons or armor, ultimately becoming a powerful ally that prepared her most loyal warriors to fight for the cause of good. The lack of a shadow proved to serve another benefit for Lellwyn, invisible until after others joined her shadowless elite—those who lacked silhouettes no longer visibly aged, remaining as beautiful as a decade after the day their shadows were bound until the day their time came. No injury, illness, or even age itself could mar their resplendence, although time and the ongoing fight against evil proved their invulnerable immortality is only an illusion.

Lellwyn has since passed her method along to others, creating cadres of like-minded beatific guardians that roam Askis seeking justice and glory: Soul Knights, Animeo Custodiae, Speculi Eleganti, and the Iterati, her Shadowless Elite. Only the most beautiful creatures in the world receive a *shadow of vanity* as reward for their perfection of both body and soul. These sentient capes are not only protection from the ravages of time but ideal servants as well—clever, powerful, and utterly loyal, they reflect their bearer and learn their habits, drawing shadows from around them to shape into tools or weapons for their wearer. Some of the most powerful *shadows of vanity* are capable warriors in their own right even when cornered and alone. All those who bear one of the divine capes are among the Shadowless Elite but not all traverse the world, most enriching life through mundane means instead as architects, artists, beauticians, stylists, and writers.

Shadow of Vanity

Wondrous item, very rare (requires attunement)

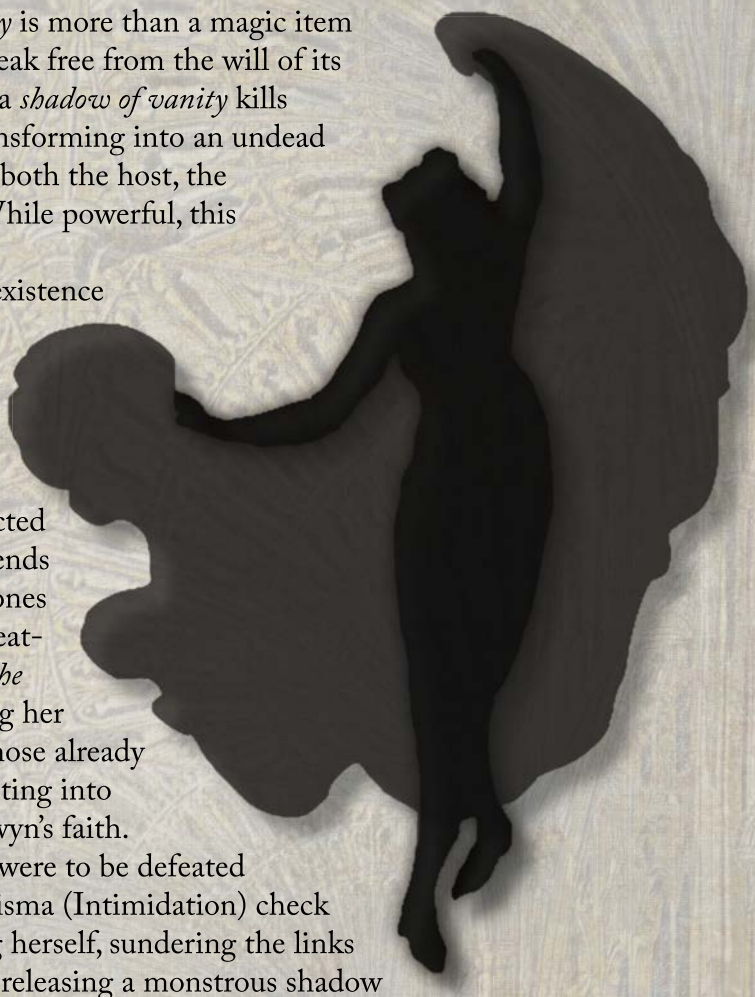
Any creature wearing one of these finely wrought cloaks casts no shadow and shows no signs of injury or aging no matter what trials or tribulations they might endure. The shadow of the wearer is instead folded into the cape of the cloak where it and a tiny sliver of the bearer's soul transforms the cloak into a sentient (although not quite living) creature that can change itself into any object that casts a shadow (use the statistics for animated objects). A *shadow of vanity* is capable of acting as any tool kit or one-handed weapon, hold one extra hand worth of items for its wearer, or take the Help action (if it isn't taking another action).

Sentience. *Shadows of vanity* are sentient objects, generally with Intelligence, Wisdom, and Charisma scores of 12. They have hearing and darkvision out to 60 feet. The wearer can communicate with a *shadow of vanity* telepathically within 60 feet, but the cloak can only communicate through gestures

Personality. The personality of a *shadow of vanity* is generally a counterpoint to its original wearer, doing whatever it needs to in order to be a perfect servant—although sometimes a *shadow of vanity* and its wearer (most recent or otherwise) might disagree as to the best course of action.

Vain Shadows. When a creature wearing a *shadow of vanity* commits suicide the two merge into an amalgam. This amalgam possesses the race features, class features, attacks, equipment, feats, languages, and proficiencies of the wearer, a shadow, and the *shadow of vanity*, using the highest ability scores, proficiency bonus, and movement speeds between them. All effects and spells currently targeting the wearer end when the amalgam is formed. The amalgam has a Challenge Rating equal to the wearer's + 1 (or more, at the GM's discretion).

Destroying the Shadows of Vanity. A *shadow of vanity* is more than a magic item and sentient of its own accord, however it cannot break free from the will of its wearer so long as its wearer lives. When a wearer of a *shadow of vanity* kills themselves the shadow trapped within is freed—transforming into an undead creature of great malevolence with all the powers of both the host, the enchanted cloak, and that of a shadow combined. While powerful, this creature can be destroyed like any other.



The great work of Lellwyn Feathyrwal (the existence of *shadows of vanity* and the Shadowless Elite) is no different, though her own cloak is far more powerful. Driving the immortal paladin to suicide requires striking at her very heart, depriving her of those she loves most and collapsing any support structure that might draw her away from a self-inflicted death. Her faith is strong but Lellwyn's bonds to friends and family are stronger. By cutting down her loved ones (such as two of her great-great-great-great-great-great-grandchildren Deardra and Kristof; see the *Killing the Golden Twins* adventure on page 383), and destroying her friends (in particular the Living Saint Hortensia, whose already fading memories are but a slight push from plummeting into dementia; page 246) will completely obliterate Lellwyn's faith. Without these crucial foundations of her life, if she were to be defeated in combat and publicly shamed with a DC 22 Charisma (Intimidation) check the immortal paladin would cross the brink—killing herself, sundering the links between all *shadows of vanity* and their wearers, and releasing a monstrous shadow creature that might be the most terrible evil Askis has ever seen.

BLOODSONG STORMS (TERTIARY SPHERE, ZAKUTHOMBO)

Sailors have always heard the song of the sea, a melodic rhythm borne on the crashing of waves and the rush of the wind. To many it was a simple metaphor for the ocean's soothing sound but to Mystral Farsong it was far more—she heard it as a melody that could be sung, strummed, and shared, turning the very weather into music. At first the harmony was wondrously mundane but as she grew to master her magic she in turn mastered the song, the sea and sky answering her every note.

Time passed and the Celestial Heroes grew in power, flushing out more evil creatures seeking to escape justice; some fled underground, others sought reform, and many retreated to the untamable seas to become pirates or fight for survival beneath the waves. Mystral penned a new song for these enemies of goodness, a living melody and her greatest masterpiece: the Bloodsong. The subrosa melody floats quietly out to sea, reverberating along the waves seeking the freshly-spilled blood of humanoids—and where it's search ends, it destroys those responsible.

Normally the Bloodsong is a calm and soothing enchantment, too quiet to be heard against the sound of the surf without a DC 18 Wisdom (Perception) check. Anywhere it discovers blood in the salt water it increases in tempo and volume, churning the brine and gathering riotous clouds for a Bloodsong Storm. Where the magic that bears it flows like the sea, the Bloodsong Storm and its thunder are percussive, showing no mercy when it finds evil auras nearby blood spilt into one of Askis' oceans.

A Bloodsong Storm has an area 1-mile in diameter, can move up to 40 feet per round, and begins with at least moderate winds and light rain (but quickly escalates). After 1d4 minutes the winds pick up, acting as strong wind, and 1d6 minutes after that the rain becomes heavy precipitation.

Waves from the Bloodsong Storm become high enough to to toss a ship about once another 2d4 minutes have passed, and any creature in the storm that

fails a DC 12 Dexterity Strength check each round gains the prone condition.

At this point any ships (and creatures) in the water beneath a Bloodsong Storm begin taking 1d6 magical bludgeoning damage (ignoring damage threshold) at the end of each minute they remain in the area. Every 5 rounds beyond that the storm grows worse, increasing the DC of the check to remain standing by 2, and doing an additional 1d6 points of damage each minute to creatures and vehicles beneath it. When there are no longer any creatures or vessels beneath it, a Bloodsong Storm dissipates and over the next 10 minutes the waters calm.



Destroying the Bloodsong Storms. Permanently ending the Bloodsong Storms requires a counterpoint melody—the Dark Verse, a terrible composition sung in Vilespeech (and penned by an evil bard of at least 12th level). Simply singing the Dark Verse (with a successful DC 16 Charisma check) suppresses a Bloodsong Storm, but by making Mystral give voice to it instead of the Bloodsong (which she repeats on the shore each morning at dawn to retain the enchantment's full power), a Bloodsong Storm spawns and grows into a massive hurricane that wrecks everything in its path. This cyclone can be destroyed by any means that could stop a common hurricane, but Mystral can sing the Bloodsong at any time before the enlarged storm has wound down to regain control of the enchantment.

CHIME OF CONTESTS (TERTIARY SPHERE, ZAKUTHOMBO)

All of the Celestial Heroes are capable of incredible feats and possess great prowess but that does not mean they are all geniuses and Grukk the Axe is, as his name suggests, is not terribly sophisticated or nuanced. As his companions went about constructing their great works—Tucker negotiating with the powers of Refesina, Mystral composing her elegant Bloodsong—the half-orc searched through his adventuring cadre's treasure hoard, seeking out the most valuable metals and gems in their vaults. The fighter took them into the rim of the Sepitam Volcano, forging a huge cymbal made from adamantine, mithral, and jewels fused together by the heat of the planet and the strength of his soul into a luminant shield: the *Chime of Contests*.

Since then fellow Celestial Heroes (the dwarven cleric Gimli Stoneflask, the tiefling sorcerer Darrius Ventrelli, and the elven wizard Rankir Tarryndorn) have used their magics to enchant Grukk's creation, turning it into a proper artifact capable of sensing the entirety of the world and connecting the souls of those who have pledged themselves to the half-orc's crusade for honor. To become a part of this revered order is the lifelong ambition of many a young warrior, though most falter or fail in the final test for admission—holding their own in battle with Grukk for a full minute. Any that succeed (whether by guile or prowess) are brought into the fold, attuning themselves to the *Chime of Contests* and roaming the lands of Askis in search of its telltale toll.

When a sentient (Intelligence of 4 or higher) creature fights dishonorably by ambushing a target without challenging them first, using dirty tactics, striking a helpless opponent, or other dishonorable conduct (at the discretion of the GM) the chime rings. This is inaudible to most creatures but any Knight of the Chime within 1 mile hears a distinct ringing from that general direction. Powerful creatures (those with a CR of 10 or higher, or 10 or more character levels) cause a chime powerful enough to be heard up to 10 miles away.

Knights of the Chime are honor-bound to investigate these chimes—and know unerringly the exact point where the chime sounded for 24 hours after they hear it. They have no supernatural means to reach these locations, nor to know precisely what happened, but their regimen of training makes them all capable survivalists, trackers, and investigators. These skills make the Knights of the Chime in high demand in settlements of every size as they solve mysteries, hunt down criminals, and generally serve the community as guardians and stewards.

It only happens rarely but should a Knight of the Chime ever act dishonorably, they immediately lose their status and are chastised as Dishonorable Ones. The *Chime of Contests* immediately rings with a discordant tone, audible to Grukk himself and all members of the order within 50 miles of the site of the dishonor. Despite the protests of his fellow Celestial Heroes, any Dishonorable Ones that refuse to atone and return to the ranks of the Knights of the Chime are executed on sight—if they can be found.

Destroying the Chime of Contests. The *Chime of Contests* cannot be destroyed so long as Grukk's honor remains intact. It is said that if Grukk were ever to fight dishonorably that the artifact would begin to ring so loudly that every Knight of the Chime in Askis will hear it—warning them that their leader must atone. So long as it rings in this way the *Chime of Contests* can be shattered, although it remains forged of enchanted adamantine (AC 18, 100 hit points, damage threshold of 40, and immunity to all nonmagical weapon and energy damage).

Chime of Contests

Wondrous item, artifact

The *Chime of Contests* is a single huge cymbal, forged primarily of adamantine and worked through with precious metals and gems of a staggering variety, filled with so much power that it shines with golden light (bright light within 50 feet and dim light within 100 feet). It constantly hums at an inaudible volume but any creature touching it feels a faint vibration. When the artifact is struck all creatures within 100 feet cannot lie for 10 minutes (as though they were in a *zone of truth*; a DC 16 Charisma saving throw allows a creature to speak as it wishes). During this time the creature who rang the *Chime of Contests* can call out a target they can see for single combat. Both the ringer of the chime and the target are immediately subject to a *geas* (no saving throw) to immediately engage one another in combat—this can only be lifted once one of the creatures has drawn the blood of the other by dealing at least 1 point of bludgeoning, piercing, or slashing damage. Alternatively, a creature can ring the *Chime of Contests* as an action, forcing an end to all hostilities within 120 feet. Creatures that fail a DC 18 Constitution saving throw are stunned for 1 minute, and creatures that fail a DC 18 Charisma saving throw are charmed for 1 minute by the creature that rang the artifact.



GIFT OF INAEQUA (GREATER SPHERE, ZAKUTHOMBO)

Tucker Quickfoot is known far and wide for discovering inaequa but despite his normal lack of modesty, he claims that even he isn't truly certain from whence the remarkable substance originally came—only that it was one of the many things discovered amidst the hordes of foul knowledge that were uncovered in the process of purging evil from Zakuthombo. The halfling did not develop the engines that produce energy from nothing but inaequa, powering the technology of the world without pollution or dangerous fuel sources. This is of course what the sages and scholars of Askis have been led to believe; in actuality the power behind civilization is borne from the divine halfling's actions on Refesina, his work helping to engineer the *Torquem Machina*, and his invisible hand pushing the machinery to become omnipresent across the globe. Today only Tucker Quickfoot and Darrius Ventrelli know the full truth of its origins and they are quick to dissuade or outright silence anyone who pries too deeply (including Varrus Goodwin and any other of their fellow demigods that learn of what inaequa actually is).

Fortunately very few care of how inaequa came to be—it has utterly transformed the world and continues to do so with every passing day. Vehicles with inaquea engines have almost entirely replaced beasts of burden, tools powered by finger-sized inaequa batteries have reshaped the face of domestic and professional life, and weapons enhanced with divine energy have changed warfare and the hunt for evil.

While it has corporeal form, the power locked within inaequa exists just barely behind normal reality. Engines that use it as fuel collect and refine this energy through sieves, straining out inaequa as though it floated in the air. The process of creating a sieve is relatively simple—amateur mages can create such a device from one of a dozen freely available blueprints, and nonmagical craftsmen can fashion entirely mundane sieves through the use of exacting mixes of rare metals believed to harmonize precisely with the energy they are sifting for.

Inaequa may be plentiful but it is not equally accessible by all. Most sieves function at full capacity only in the presence of good-aligned creatures. Neutral and unaligned creatures can generally access only limited amounts of energy, usually the power stored within a device's batteries. Should they get their hands on such machines evil-aligned creatures cause them to malfunction and overcharge—rather than performing as designed they work unpredictably or not at all, possibly overloading to spectacular effect before tearing themselves apart.

Destroying the Gift of Inaequa. The introduction of inaequa to Askis may seem to have only changed the face of the world but Tucker's "discovery" has fundamentally reshaped the nature of reality. By replacing the Handler of Threads with the *Torquem Machina* the very underlying forces of the multiverse have been subtly altered, a precise change that if edged any greater could lead to the eventual annihilation of everything on the Material Plane, or perhaps beyond—and with every passing day that balance drifts by a hairsbreadth.

Several herculean tasks must be accomplished in order to destroy the Gift of Inaequa without also destroying all of creation. All of these must be accomplished with the utmost care for any tampering to the already strained integral gears of the *Torquem Machina* could cause the relic-machine to tear itself apart, doing irreversible, untold damage to the multiverse. **First, Mpahy the First Kyton must be found and the *Torquem Machina* discovered.** The Handler of Threads lives still, reveling in their freedom. Like a primordial child Mpahy flits from world to world and plane to plane, often mercurial and fleeting.

Once found Mpahy must be convinced to reclaim their place as Handler of Threads. The near-deific figure remains weary from aeons of labor and embraces their new "duty" to explore and experience all that exists. No less than a DC 24 Charisma (Diplomacy) check is required to have Mpahy even consider returning to their position, no matter how dire the situation is explained to be. This check may be attempted once every 24 hours. If statistics for Mpahy are necessary, use a kyton (page 312) with the angelus template and celestial templates (page 320), and no changes to alignment.

Next the *Torquem Machina* must be located, in whole. Although this construct is titanic its true form has dispersed across the generally inaccessible plane of Refesina, and the six integral gears of the divine contraption must be collected together before the machine will manifest in its full glory. Each is protected by kyton defenders (pages 312–314) and located in different areas of the planar axis (one near the Upper Planes, one near the Lower Planes, and four near the junctions of the Perpetuous Planes).

Finally, the *Torquem Machina* must be destroyed and Mpahy must take its place at the heart of Refesina. The powerful relic reaches through all planes to the chains that hold reality together and is not just some physical thing to be shattered—each of the six integral gears must simultaneously be struck by potent artifact weapons in order to permanently destroy the *Torquem Machina*. At this point the cycle of life and death immediately grinds to a halt across the Material Plane and without Mpahy to resume their work untold catastrophe looms. Not only does death become impossible without the First Kyton on hand to bring structure to the dimension of chains, but the resulting buildup of inaequa energies both in Refesina and on the Material Plane puts both dimensions in danger of quickly being torn apart!



Vessyda wakes up to the steam-whistles of the few factories still in full operation inside of Gratia, the sun's golden luminance spilling through her apartment's bedroom window. With the day as vibrant as always she is much the same, cheerfully smiling as she stretches in her terry cloth pajamas and saunters into the bathroom to clean out her teeth. Looking out over the city's bustling streets she sees others beginning their days as well, spotting a few of her neighbors and peers already on their way to work and she smiles at the industriousness of the people at large.

Pulling on a clean blouse and a comfortable pair of pants she steps into her small kitchenette, taking two slices of bread from a plate in the cabinet and putting them into her newly bought frena before pulling its lever down to toast them. After turning on the gas stove's lighter to get her morning coffee brewed, Vessyda unscrews the baca jam she picked up from the market last week and takes in a whiff of its pungent, fruity aroma, savoring its sweetness.

Suddenly a thunderous crack erupts from outside to ruin her perfect start to the day. As the boom echoes across the tall buildings of Gratia and down the geothermal vents towards the mountains to the east she runs to her bedroom window, looking out over the pristine buildings and bustling crowds—what greets her is bloodshed and chaos. A few blocks away she can see the largest of the shrines to Sanctus Betucia billowing with thick black smoke as survivors stream out of the building, but the bodies of the maimed and slaughtered littered all over the streets are what take her breath away.

A metallic clack from behind her startles Vessyda as the bread toasted in her frena pops into the air, the mug of coffee in her hands dropping to spill onto the capra fur rug her parents gave her last year on Magister's Day, ruining it. Grabbing the food off the counter she stuffs it into her mouth while hastily pulling on her boots, snatching up her purse and rushing to the atollo to offer help as fast as possible. The elevator's car is crowded with residents dressed just as hastily, not quite prepared for the difficult day to come, and Vessyda nods to a few of them as she steps inside and the doors close.

By the time she reaches the street the blaring sirens of hospitia inaequa chariots can be heard in the distance and dozens of other citizens are already trying to help the wounded. Vessyda's heart breaks as she spots the still form of a mother from an apartment across the hall, a child crying on the ground nearby. For the next half hour she applies pressure to dangerous injuries, helps moves the crippled into gurneys, and prays for the dead before continuing on her way to work with a heaviness in her heart.

Although everyone in the office smiles as Vessyda shuffles in, she can't help but notice that the cheerful expressions of her coworkers are a forced thing. They all keep busy throughout the day of course—their noses in requisition forms, trade permits, and scriptographs—because the pall of the attack that morning is palpable in the air, everyone's ears are keen to the radio waves and any reports regarding the capture of the criminals accused of desecrating the High Shrine of Sanctus Betucia.

No such news came before the end of the day however, and still pained by sorrow she makes her way to the vectio to stop by the grocer, get home, prepare dinner, and hope for a better day tomorrow. Waiting on the sidewalk with a gaggle of other workers, she looks up at the sky and sees the golden radiance of the sun playing on the many other shrines and impressive structures throughout Gratia and her heart swells—Vessyda decides that the Celestial Heroes have brought the world so very far and that true peace must be within reach. As the trolley approaches she looks up and appreciates the confidence in the wide grin of the new driver at the controls. She returns his smile as she steps up into the car and though up close the fellow seems slightly anxious, Vessyda was nervous at her first day of work too, and with the way he seems to stumble with controls she determines that must be the case for him as well.

Nothing to worry about—an odd end to an all too exciting, dangerous, and dramatic day.

OURANIOS The Contiguous Continent

For the most part the days of Ouranios' citizens are predictable and bland, filled with the monotony of commerce, school or work, and complacently subdued recreation. Industry isn't what it used to be on the Contiguous Continent but it is still more prevalent than anywhere else in Askis, keeping folks busy working to gradually improve society with products and services that become incrementally better with every passing year. Life in these lands is one of contentment and repetition, and little does not happen that is not expected so the recent rash of violent resistance to the world order has shook the populace—but enlivened them as well. Newspapers are printing articles of intrigue now rather than bland reports of projected work quotas and lackluster sporting leagues, and though the danger before Ouranios is daunting the excitement breaking the tedium of their lives has a certain potentially disastrous appeal...

Table: Settlements

Settlement Size						
Settlement	**Signifier Words**	**Signifier Modifier**	**Gritty**	**Standard**	**Populous**	**Marketplace**
Hamlet	1	+1	6–12	10–19	25–49	—
Outpost	2	+1	13–24	20–49	50–99	1d4 common potions
Village	3	+2	25–49	50–79	100–249	2d4 common potions, 1 common magic item
Town	4	+2	50–99	80–149	250–499	2d4 common potions, 1d4 common magic items
City	5	+3	100–299	150–499	500–1,499	Various common potions, 2d6 common magic items, 1d4 uncommon magic items
Metropolis	6	+4	300+	500+	1,500+	Various common potions, 3d8 common magic items, 2d6 uncommon magic items, 1d4 rare magic items

Marketplace. Settlements that are without a hedge wizard, particularly wealthy merchant, or magic item shop may still have a few unique items of value owned by retired adventurers or kept as treasured family heirlooms. In these instances it may require more than gold for a PC to acquire a magic item but it gives a general measure of how likely the party is to find one in a gritty campaign setting. For a standard campaign setting double the amount of items listed in this column and for a populous campaign setting (like Askis) triple them instead.

Settlement Size. Depending on the type of campaign (gritty, standard, or populous), the size of a given settlement can change. The world of Askis is predicated to populous games.

Signifier Words and Modifier. These are what make one settlement unique from another. The GM should choose no more signifier words for a settlement than listed on the table above, but they need not select the maximum amount either. Signifier words are chosen from the following list (although the GM may use any they deem fit): *Aging, Angling, Arctic, Ardent, Aristocratic, Artistic, Blessed, Bureaucratic, Canals, Capital, Chaotic, Coastal, Competitive, Content, Cramped, Crossroads, Defensible, Defensive, Disorganized, Dispersed, Elevated, Enchanted, Free, Friendly, Generous, Gourmet, Hardworking, Heavenly, Historical, Holy, Humble, Idyllic, Industrious, Insular, Isolated, Laboring, Lakeside, Landmark, Lawful, Leering, Luxurious, Militaristic, Mountainous, Mountainside, Natural, Nature, Naval, Neutral, New, Odorous, Old, Old Fashioned, Orderly, Pious, Political, Populous, Productive, Progressive, Remote, Resilient, Resort, Resourceful, Respected, Resplendent, Responsive, Riverside, Rumor-Mongering, Salt of the Earth, Seaport, Seaside, Sleek, Sprawling, Spread Out, Storied, Structured, Subterranean, Technological, Towered, Towering, Tradehub, Unusual, Urban, Waystation, Wealthy, Weathered, White.*

Whenever the GM feels that a PC (or NPC) is making an ability check where a signifier word would apply, the Signifier Modifier (in part or in whole) is added as a bonus or subtracted as a penalty (depending on whether the task is aligned with or against the Signifier Word).

Kaelesti, Capital of Ouranios

Blessed, Capital, Heavenly, Historical, Orderly, Wealthy

As the capital of the first continent championed by the Celestial Heroes, the metropolis of Kaelesti is truly a sight to behold—the countless statues arrayed throughout the streets and its soaring concrete skyscrapers raise the hearts of its citizens to ever loftier heights, promoting goodwill almost by their very presence. It's said that eventually all of the steel equos in Ouranios ultimately end here and dozens of rail lines converge within the city so it's certainly possible for the aphorism to be true.

Even before the preponderance of railways leading to and from it were constructed Kaelesti benefited from a great deal of trade and commerce thanks to the Laevis River to the south—and the Duertek Mercantile Consortium. Founded by Glorisdrana Duertek before the Age of Discord, the esteemed mercantile company has existed since before the Celestial Heroes and is lauded as the finest business venture to ever grace Askis. The first steel equos to set off from Kaelesti did so laden with Duertek goods, and their continued influence and investments into the city have grown the capital of Ouranios into the wondrous testament to civilization it is today.

More importantly it is the home of the Order of the Shining Stone: the devout dwarven cleric Gimli Stoneflask, the silent human monk Varrus Goodwin, and the elven master wizard Rankir Tarryndorn. The trio fortified the settlement from attack early on and it has weathered numerous simple assaults, the evil of Askis blunting its teeth here while more cunning villains reserved strength in Samovi or Zakuthombo. After numerous attacks Stoneflask drafted more defensible plans and the solid walls put up by his ancestors still stand today, concentric circular barriers surrounding the original districts and blocking any straight roadways directly into the city. The exception to this would be the steel equos rails that criss-cross the settlement, weaving through broad avenues cut out of the bulwarks in the fourth, fifth, and sixth rings of the city. Over the years Kaelesti has added more rings of construction to accommodate a growing populace, building upon and enhancing what was there before.

Protego Palace

In the very heart of Kaelesti sits the same fortress built by the Celestial Heroes when they first adopted the settlement as their home. It has become the palace of Gimli Stoneflask and Rankir Tarryndorn—as well as the Duertek Mercantile Consortium (Varrus roams where he likes across the Contiguous Continent, and elsewhere). Its upper levels are restricted to authorized persons (usually Numcustos Mysterium, Magi Primaria, and Solis Occasum) but the business occupies the remainder of the impressive building and is always welcome to words of a profitable venture.

Ecclesia District (2nd Ring)

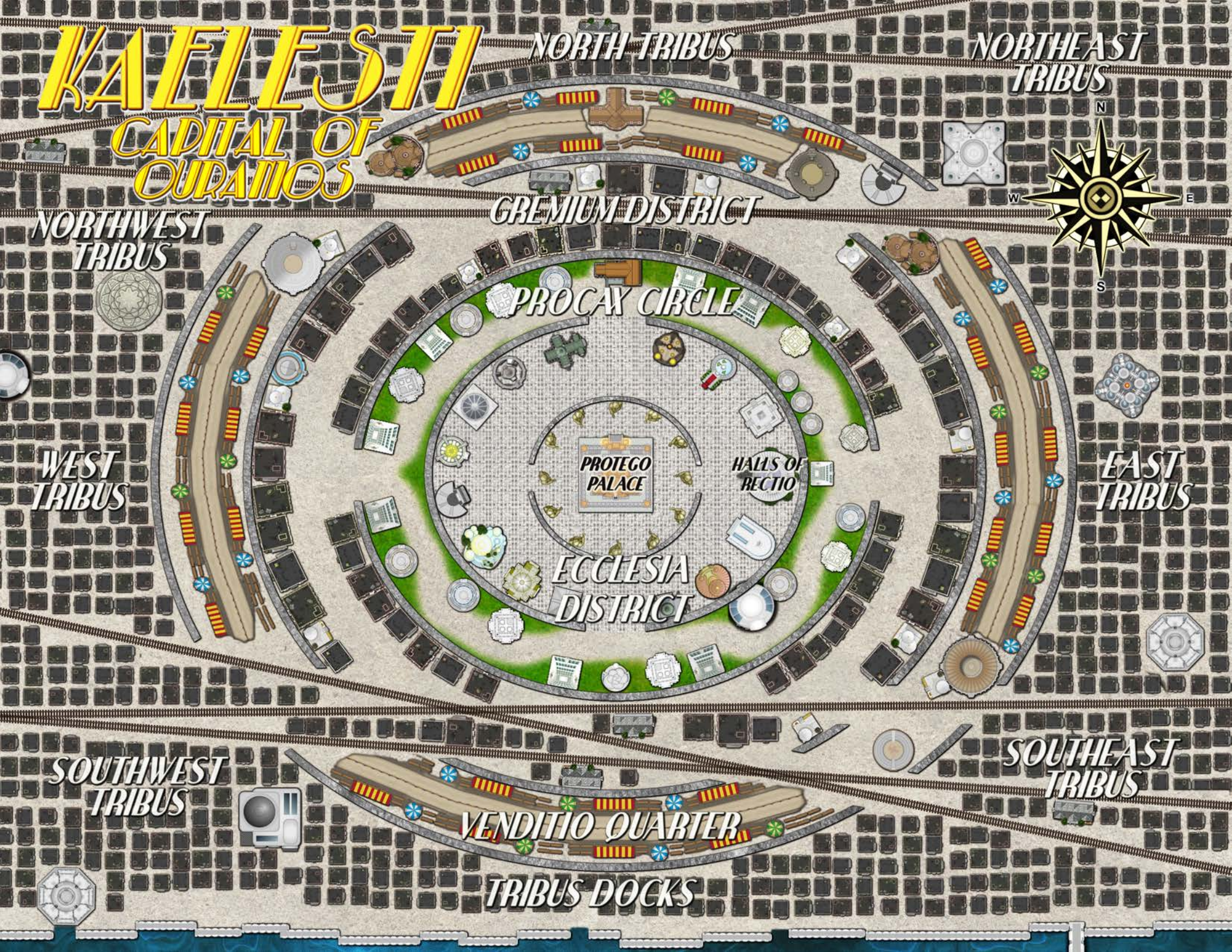
The first ring of Kaelesti is bisected into two rough hemispheres of the city's oldest and grandest buildings, many of which are shrines to Askis' saints (most prominently Sanctus Breila, Saint Ludovicus, Sanctus Hariusalp, Sanctus Phygia, and Saint Castorius) or the Celestial Heroes (Gimli, Rankir, and Varrus in particular). These are built on the foundations of the militaristic fortresses that sat here long ago, a few of which are kept standing—some are used as museums for displaying historical artifacts from Ouranios' past, others reinforced and gutted to make space for theater stages and cinemas galleries. Most famous among them are the Halls of Rectio, a massive indoor amphitheater where ambassadors from the Contiguous Continent's city-states tend to matters of governance in full view of the public.

Procax Circle (3rd Ring)

Manses and luxurious apartment buildings line the paved roads weaving around the homes of Kaelesti's elite, interspersed by parks and high-end restaurants. Ambassadors of other Ouranios territories (as well as representatives of Samovi and Zakuthombo) dwell beside titans of industry and socialites entrenched into the tapestry of the city centuries ago, though all are welcome to the expensive boutiques and eateries squeezed in amongst the ornate habitations.

Gremium District (4th Ring)

While not as densely packed as the Tribus Burroughs the neighborhoods of the Gremium District are just as charming—tenement buildings are more common here where most of the city's middle class live in blocks of narrow streets just large enough for one or two people to walk


KAELESTI
CAPITAL OF OURANOS
NORTH TRIBUS
NORTHEAST TRIBUS
N
W
E
S
GREMIUM DISTRICT
NORTHWEST TRIBUS
PROCAX CIRCLE
PROTEGO PALACE
HALLS OF RECTIO
WEST TRIBUS
EAST TRIBUS
ECCLESIA DISTRICT
SOUTHWEST TRIBUS
SOUTHEAST TRIBUS
VENDITIO QUARTER
TRIBUS DOCKS

abreast, a wide avenue between the inner and outer wall of the fourth ring. Several factories have been constructed in the buildings of this part of the metropolis to enhance worker efficiency but they are amidst the plethora of crafters in the trade guilds established in Kaelestis hundreds of years in the past, still working in the same buildings as their predecessors (usually in the basement or on the ground floor)

Venditio Quarter (5th Ring)

Merchants and traders were pushed out to the boundaries of the city until architectural developments made vertical expansion more feasible, prompting Gimli Stoneflask to limit the size of this area once it had come to take up too much of the settlement. Bazaars of many kinds line the wide dirt pathways of the fifth ring (the high traffic of the area quickly proved any permanent walkways would be pulverized too rapidly to keep repaired) and some are resplendent multilevel affairs, usually connected directly to the homes of prominent shopkeepers—while theft may not be as much of a danger as it once was their personal guards usually live there as well. It's said that if one has time enough to run the full circle around Kaelesti, they are certain to find whatever it is they're looking to buy.

Tribus Burroughs (6th Ring)

Surrounding Kaelestis on all sides are the tenement housing of the working class generally clustered near factories that employ the majority of the city's populace. Inventors come from all over the world to see these living relics of history at work, taking home the refined and perfected lessons garnered in long-running production facilities. The capital of Ouranios exports a wide and evenly-distributed array of goods ranging from specific parts for assembly elsewhere (in the city or beyond) to completely finished products like toilets, kitchen appliances (such as frena), forever lights, and more.

Sanctus Breila, Sister of Battle Protection, War
Dedit Partem (Goodwin 12:4) After the first hour of dueling they were exhausted but continued unabated —until a lurking scoundrel used the distraction of their fighting to purloin from a nearby merchant. In an instant each broke from the combat to pursue the thief, laughing in camaraderie as they realized that in truth they had a measure by which they were certainly already equals.

Saint Ludovicus, Defender of the Meek
City, Protection
Divina Cartis (Stoneflask 2:13) Cowardly brigands had robbed Ludovicus of his husband and children but even before their blood dried, he was already rallying neighbors and friends alike to resist such butchery, inspiring his fellow citizens to rout the murderous element of their home. Though it ultimately cost him his life, his efforts were not in vain.

Sanctus Hariusalp, Healer of Hearts
Life, Protection
Gaduis Examino (Stoneflask 7:13) Distraught and nearly broken after the sorcerer's destructive magics completed their fell work, the Celestial Hero Gimli was on the precipice of doom. Hariusalp saw past his proud demeanor and she reached out to the dwarf through story, speaking until her voice cracked from thirst, and in his reverie Cleric Stoneflask found himself anew.

Sanctus Phygia Celestial Bureaucracy, Trickery
Sacras Litras (Stoneflask 15:6) After a rival dwarven hero shorn off some of Stoneflask's beard in the night, the next day Phygia scoured the streets of Kaelesti until she had tracked the thief down, stealing the beard back. That night as Gimli slept, tossing and turning in turmoil, she stealthily tied the strands back to their place—finishing her work just as he awoke.

Saint Castorius, Keeper of Homes City, Nature
Lex Altiores (Tarryndorn 3:15) As the citizens and even defenders of Kaelesti panicked, Castorius remained calm, studying the swarms of insects flowing over the city. After merely a few minutes of tinkering in his shop he emerged, a strange metal club in hand. Forcefully swinging it into the ground, the halfling produced a low hum in the air that c aused the invading insects to flee in fear!

Saint Milorius, Patron of Bookmakers
Celestial Bureaucracy, Knowledge
Integrum Opinionem (Tarryndorn 4:20) Every day wore upon him greater than the last but Milorius worked upon the presses until the bones of his hands cracked and continued laboring even then. They came upon his body in the morning, clutching the first of the holy books of our lands between his broken digits.

Alacer, City of Saints

Aging, Holy, Idyllic, Resort, Seaside

While it has modern amenities and the occasional newly built structure, most of Alacer's streets are lined with aging townhouses and just as the aphorism claims there's a shrine on every corner. Set in an appealing, warmly temperate climate and blessed with so many places of worship, it is a popular retirement destination and the most favored of the Celestial Heroes' mortal kin live out the last of their days in its warm, holy streets or the Alacer Heavenly Estates. As such it has oft been the target of their enemies and dozens of heroes have championed Alacer over the years, each enjoying at least one monument somewhere in the City of Saints. Those listed below are only the most prominent of the many enshrined within and no other settlement boasts as many sacrificed defenders of note.

Folks from the City of Saints are often as ambitious as they are pious, taking the countless lessons and adages taught to them through the settlement's numerous shrines and festivals to heart, hoping to one day attain a measure of divinity for themselves. The high percentage of elders in this city-state results in lots of queues so Alaceans are used to waiting and exceptionally patient, sometimes to a fault—they can easily be considered lazy, utterly complacent until an external force prompts them to take immediate action.

Sanctus Ampelisca, She of the Golden Panacea
Knowledge, Life
Integrum Opinionem (Goodwin 13:14) Armed only with her faith Ampelisca descended under the city, witnessing the unholy sickness lurking beneath Alacer. By the grace of her sacrifice the priestess purged it from the face of Askis—at the cost of her very soul being forever extinguished.

Saint Charimides, His Silent Word
Celestial Bureaucracy, Knowledge
Memoria Vivorum (Goodwin 8:23) Exiled for his crimes of heretical devotion, Charimides was not deterred for he knew the truest faiths of the Celestial Heroes deep in his heart. For four score he spread the word of Varrus to heathens afar, sharing the Divine Monk's gospel beyond Ouranios and across all of Askis despite the dark shadow of his shame.

Saint Edwardus, Slayer of the Crimson Lions
Light, War
Gaduis Examino (Stoneflask 3:34) And lo, Edwardus carried his sword into the field and gloriously drew the beasts to him as the kindle does fire. One and all they leapt to attack, their shed blood scorching the air, but the stalwart knight's sacrifice was not in vain—at its final hour, Alacer was saved by the arrival of he of the Axe, felling the beasts with divine slashes and the fiery vengeance of a friend forlorn.

Sanctus Hortensia, Arch-Bishop of the 3rd Paene & the Living Saint Knowledge, Light
Sacras Litras (Fethyrwal 4:12) "What could an unsightly woman such as thee offer?" the angelic warrior asked, her eyes wandering. Hortensia snapped her fingers by her ear and as Lellwyn turned, her hands were on the Celestial Heroes' sword-hilt. "Beauty must be cared for and maintained to remain, child—not all is forever and every living thing is worthy of love while it lasts."

Saint Lyconedes, Charitable Hand of the Stouts
Celestial Bureaucracy, Light
Lex Altiores (Stoneflask 13:15) His face sallow and gaunt, the ribs of his great dwarven bones clear beneath his robes, Lyconedes still would not yield. "I sense a child in Alacer hungers still and I will not eat until they have first had their fill."

Sanctus Iosepha, She of the Persistent Voice
Light, Tempest
Verbum Deorum (Tarryndorn 2:34) Wreathed in the flames of heretics and assailed by fleets trailing to the horizon, many thought Alacer doomed. Courageous of heart, Iosepha ascended to the heights of the city and sang, the very power of Mystral Farsong channeled through her voice to ring far and clear—a song of victory so beautiful it raised the hearts and sword-arms of all, dashing the invading warlord's fearful siege before it could begin.

Sanctus Tedusia, Walker of the Clouds
Nature, Trickery
Libris Bonitatem (Tarryndorn 16:24) The vile bats descended upon Alacer with the setting sun again and again, bringing with them fear and strife. For three score Tedusia chased them atop her great eagle by the light of the moon until finally finding their cavern lair, the creatures numbering beyond count. Finding no other exit she crept to the entrance and upon witnessing the setting sun, collapsed it to entomb both the winged terrors and herself.

Bellua, Baron City

Hardworking, Odorous, Old Fashioned, Salt of the Earth, Spread Out

Steed barons and farming syndicates are the lifeblood of Bellua, coming from all across the fertile plains between the Sudor and Laevis Rivers. The entire settlement is a place predicated to beasts in one manner or another—its ports are filled with livestock bound for elsewhere on Ouranios' coast or a new shore on another continent, auctioneers and trainers provide farmers headed home with plenty of worthwhile new stock, and all is done so under the watchful eyes of the Knights Positus. Riding the finest horses in all of the Contiguous Continent, they can spur their mounts to be nearly as fast as an inaequa-chariot when necessary and have ridden across the pastures of their charges for over a millennium.

With its economic backbone in the trade of livestock Bellua is widely spread out and the constant trod of heavy hooves has made it difficult to create infrastructure for easier travel; in short, Belluans have all done a lot of walking around. Most like to sing as they go and those that don't spawn melodies have a few tricks to entertain while making their way from place to place. There is also a pronounced love for animals among them and despite a preponderance of cheaply available meat, it isn't uncommon for a Belluan to refuse to consume another creature's flesh.

Sanctus Vipstana, Saint of Animals
Celestial Bureaucracy, Nature
Libris Bonitatem (Goodwin 13:4) No taller than a halfling, the young half-elf confronted the stampede of livestock and her very presence calmed all the beasts. It was then that Varrus knew Vipstana would become a powerful druid and ally of the Order of the Shining Stone.

Sanctus Umbrenia, The Furious Saint Nature, War
Divina Cartis (Stoneflask 6:14) And lo the brave warrior was swallowed whole by Kriygizantri, the massive sea beast's jaws snapping up half of Umbrenia's ship along with her. Though thought to have perished in the brutal attack, in mere moments she emerged from the dying creature's enormous belly, carving her way out of it with nary but a broken crossbow bolt!

Burgus, Town of the Pass

Defensible, Friendly, Isolated, Tradehub

Tucked away high in the Northern Inexoribalis Mountains lay the settlement of Burgus, once a small and quaint village far from civilization. Though the nearest rail station is still an hour away by inaequa-chariot, since the disappearance of the stone landmasses that isolated it the tracks of steel equos lain through Ianuae Pass have brought commerce and technology turning it into a proper town. The local mountaineers and miners have turned tapped excavations into ski resorts for the rich, offering accommodations all around Burgus that are becoming more and more common as the years pass.

A strong work ethic from centuries of mining and mountaineering is instilled into the culture of Burgus, making people from there a motivated and straightforward lot. Burgusers are keen to make sure they use their time in a way they think is valuable—when they relax with a drink they take down several flagons, when they go to work they keep at it until the job is done, and they are stubbornly persistent after setting their mind on accomplishing something. This has made for some trouble in Kaelesti's halls of governance as usually the ambassador from the Town of the Pass is the most unyielding.



Sanctus Varia, Lady of the Mountain
Celestial Bureaucracy, Nature
Dedit Partem (Stoneflask 4:9) After days in seclusion working blessed magics gifted to her by the Upper Planes, the half-orc oracle strode into the Inexoribalis Mountain Range. Her followers witnessed in shock and awe as she morphed into the stone just moments before an entire mountain disappeared, creating one of the most significant of the Nine Wonders of Devotion: Ianuae Pass, allowing the Contiguous Continent to truly become connected.

Saint Philoxenus, Patron of Scholars
Celestial Bureaucracy, Knowledge
Integrum Opinionem (Tarryndorn 11:12) Traumatized by the tragic passing of his father when one of the mad philosopher Xantilica's destructive warping patterns threw him into the path of a steel equos, Philoxenus spent his years learning their intricacies. Only in the culmination of decades of research did he succeed, quelling the rogue apostate's curse—though some claim to see them still on mornings where the dew is thick.

Ductus, Village of Beauty
Artistic, Holy, Landmark
Nearly all of the homes of the Village of Beauty are built along the shore of Aestua Lake where it meets the Laevis River so its residents are well-versed with sailing and comfortable on a boat. The best water-worthy inaequa-powered craft in the world are constructed in Ductus and sent downriver for expeditions from Gratia or put onto sailing vessels for safe passage to inland waterways on the other continents of Askis. Ships and engineering are the backbone of the economy here but the wealth these industries have wrought left a haven of artistic patronage in their wake, turning every street and facade into a work of art.

People from Ductus are good observers and insightful, frequently taking in the whole of their surroundings with an eye for beauty. They are also known to have a penchant for traveling, ever seeking more of Askis' majesty to inspire worthwhile artwork to display at home. Standards for displaying pieces or performances on the streets of the Village of Beauty are extremely high and there's no telling how far a Ducti will go to find the right stroke of creativity.

Saint Lorar, Patron of the Pen
Celestial Bureaucracy, Light
Verbum Deorum (Tarryndorn 2:16) Despite the elven wizard's protests, Lorar tarried behind them and wrote every word and deed the gnome witnessed —making his the first mortal hands to inscribe the holy doings of the Celestial Heroes.

Sanctus Antipho, Saint of Travelers
Celestial Bureaucracy, Cog
Libris Bonitatem (Tarryndorn 14:7) Blessed with a truly brilliant mind, the dwarf constructed the complex scheme for the same tracks used by countless steel equos all at once in the Rotundus Railway, connecting all of Ouranios by way of the wondrous machines in the largest of the Nine Wonders of Devotion.

Exortus, Faith Town
Insular, Holy, Mountainous, Resplendent
A massive concrete dam protects the elevated city of Exortus from flooding in the melting snows from the Southern Inexoribalis Mountains, and only a few buildings sit as high above Ouranios as the engineering edifice. The most famous of these is the Repository of Faiths, a solid building carved from the rock to house relics from the lost religions of the old world. The Inquistion, The Ministry, and researchers sanctioned by either live inside of its confines, studying the artifacts to better understand the nature of divinity in Askis. A few nobles and wealthy industrialists are their neighbors but the remainder of the settlement's citizens dwell in the shadow of Exortus Dam, many of them traveling downriver to fish in Lake Praestri or taken by steel plaustra to farmwork north of town.

There is a quiet, contemplative nature unique to Exortians—they take life in stride, neither panicked by tragedy nor overwhelmed by success. On the whole they're known to be tough as well, able to travel easily on a light stomach and not in the slightest bit afraid of doing some hard work. More than anything they are pious and emboldened by their faith; Exortus' ancient past is ensconced in countless primitive belief systems and while they may no longer be prescient, the cultural tendency to lean into religion and ceremony remains.

Saint Acroteleutium, The Forsaken Saint
Arcana, Life
Dedit Partem (Tarryndorn 4:1) Even the pious may err. One of Rankir's earliest lessons in this came from

the suffering of Acroteleutium, a man condemned for witchcraft and burned at the stake. The dwarf survived, bearing horrible scarring from the flames, but spent the rest of his days spreading the gospel of peace and understanding.

Saint Sceledrus, Drowner of Heresy
Celestial Bureaucracy, Nature
Gaduis Examino (Stoneflask 8:6) Having blared the signal to move to high ground the dwarf let loose the dam, flooding the abattoirs of the apostate Ignifacus. Thousands of his heretical scrolls were destroyed and the traitorous wizard with them, and so impressed were the people of Exortus that they then went on to demand he rule over the city—which he did for five decades of peace and prosperity unmatched since.

Fluctus, Shifting City of Law

Ardent, Lawful, Resilient, Responsive, Structured
By many measures Fluctus is an ideal location to build a city; the climate is temperate, the nearby land is mostly flat and rich in minerals and food, and the shore provides access from the water allowing for swift travel. Despite these boons however, the location also sits on a fault line and devastating earthquakes are common. Seismic activity can topple buildings, injure people, and even cause the tsunamis that the city is named for. Yet the people of Fluctus are uncowed by even the worst of nature's wrath—their home has been built to be strong, yet flexible.

Fluctians respond quickly and predictably to danger (natural or not), choosing to be more reactive than proactive. They often look to Varrus Goodwin's teachings in times of trouble, and sometimes he's even appeared to silently guide the city to safety and spiritual enlightenment alike. Near the center of the settlement is the Monastery of Law: a ten story tower that sways gracefully in even the most catastrophic earthquake. The building reaches as far underground as it does above and at high noon, the mostly open atrium in the center allows natural sunlight to filter deep beneath the ground where it is met by a massive prism to illuminate the darkest tunnels, which collapse and reform beneath the city almost as though they were living things attempting to resist the order placed upon them.

Sanctus Exceta, The Core of the City Forge, Protection
Memoria Vivorum (Goodwin 9:2) The tower bent in the wind and the very ground pitched beneath it. Exceta struck down her feet and gave her life to transform into a mighty obelisk a hundred feet tall and to this day, she stands tall at the heart of the city.

Nort Salvus, Steward of the Living Dead
Grave, Trickery
Divina Cartis (Goodwin 13:18) Nightly, the dead did walk. They could not be slain, as any blow dealt against them would appear on the living. Nort drove them to a cliff and then into a bottomless pit so that they could never again rise nor return to plague the land of the living.

Sanctus Visellia, Lady of the Wandering Scale
Protection, War
Integrum Opinionem (Stoneflask 3:14) Unsure what to do with her capacity for violence so at odds with her desire for peace, the half-orc walked the roadways of Askis in search of injustice. With nothing more than her robe and a wooden staff, she righted wrongs and enriched the lives of everyone she met until she could travel no more, retiring in Fluctus to the delight of countless traders and travelers she'd helped throughout her journeys.

Saint Eutychus, Patron of the Pen
Celestial Bureaucracy, Knowledge
Libris Bonitatem (Tarryndorn 2:16) Even with all of the hapless victims of Nezarikk's Possessing Pens imprisoned, the apostate's writings continued to flourish until Eutychus solved the mystery of her blasphemous pamphlets and saved Fluctus from her corrupting influence.

Gratia, South Port City

Arctic, Generous, Resourceful, Seaport, Technological
The coldest city in Askis is also one of its most advanced, its harbors filled with powered boats and the whole of Gratia heated through thermal piping that leads deep into the Southern Inexoribalis Mountains. Unlike nearly every other major coastal settlement in the world, the threat of pneumavores is nonexistent here—none of the creatures swim south of Ouranios, making the southern pole's waters the most sought after region for discovery. Since the Celestial Heroes rise to power and

exploration into these frigid waves, sailors discovered that ice brought back from the furthest reaches of the landless ocean—*glacies ice*—takes far longer to cool than normal. Magnates have seized on this remarkable resource, creating a whole industry of ice barging to collect the precious anomaly for use in manufacturing, home appliances, and more.

Gratians are as kind as they are clever; in the South Port City it is taught that it's better to feed a neighbor than to fall asleep with a fat belly. Its citizens are taught to make the most out of everything, leaving nothing to waste unless it is absolutely necessary. Sometimes this leads them to use machinery that seems unsafe or to be seen as hoarders, but they consider themselves a resource as well—when something has lost its use they don't waste energy lugging it around.

Saint Stasimus, Saint of Sacrifice Death, War
Angelorum Nuntius (Tarryndorn 11:13) The brave knight marched into Hell itself, battling back a legion of devils attempting to claw their way through into Askis as the ritual neared completion. His blade and blood bought the time the elven wizard needed, sealing away the evil dimension from our own forever more.

Sanctus Betucia, Saint of Sailors Nature, Protection
Lex Altiores (Goodwin 2:16) Maddened by fear and fire, the captain of the pirates downed a foul magenta elixir and exploded into a freakish thing more sea monster than man, a writhing mass of tentacles that flung three sailors overboard with but a swipe. Betucia was unhindered however and with flaming sword in hand she met him head on, falling into the icy waters to die but saving the ship of survivors she had fought so hard to free from the buccaneers' clutches.

Kalator, Mountainbay Town

Content, Defensible, Humble, Storied

In the days of yore pirates frequently made port in Kalator, fleeing to the network of sea caves nearby when capture or danger reared. These ancient coves and tunnels made it the last settlement in Ouranios to succumb to the Order of the Shining Stone—some of the original inhabitants' caverns are still unknown to law enforcement today, rumored to hold hordes of ill-gotten gains. Getting into the navigable entrances is a difficult task however, requiring skill and stealth to sneak beneath the notice of guards in the mountaintop Tower of Light that shines over the Mountainbay Town. The presence of Gimli Stoneflask's most devout followers brings a sense of security to the otherwise unremarkable fishing settlement, although the sailing ships of the Shining Navy offshore nearby and the soldiers securing the bay are more than ample protection.

Modest and forthcoming, Kalati are frequently thought to be dim-witted or especially naive. This is of course inaccurate and many citizens of Kalator have made brilliant contributions to society—though not a one of them was in a rush to do so. Adventurers hailing from here are uncommon as most of the city-state's folk are only too happy to stay where they are, setting down roots shortly after coming of age and finding love. Kalati that do choose to venture from home are stalwart companions that can be relied upon to defend their allies or for a good tale by the fireside.

Saint Callipho, Dawn Father Light, Protection
Divina Cartis (Tarryndorn 4:23) That morning the sun did not rise over Kalator, its light snuffed from the sky by a baleful winged shadow looming from Exiel Keep. Joined by his loyal apprentices and bolstered by his faith, they chased the monstrous apparition off and cast it down into the waters of the bay before noon that very day.

Sanctus Paenula, She of Divine Strength
City, Protection
Dedit Partem (Stoneflask 11:3) Sabotaged and uncontrolled, the steel equos hurtled toward Kalator with rising speed, far too swift for any of the waiting travelers to flee. Paenula surged forward, a burst of divinity giving wings to her feet and in a surge of white light she was granted the strength to slow the massive machine! A storm of dirt was thrown into the air and much of the train station soiled as her feet plowed through board, rivet, and rail, but nary was a soul injured.

Legio, City of Industry

Historical, Industrious, Pious, Progressive, Tradehub

During the times before evil was routed from Askis the village of Legio was widely known for the quality of its weapons but with the peace that came after

the ascension of the Celestial Heroes, the need for tools of murder subsided and the arts flourished in their place. Craftspeople and sculptors flocked to the settlement, growing it into a beautiful city filled with holy carvings, mosaics, and statues dotting streets dwarfed by buildings built in the sleek style emulating the works of the deific beings that have blessed the world with inaequa. Given the many forges already there the manufacture of items powered by the unique substance became a staple of Legio, the weaponeers turning their crafting expertise to the mass production of inaequa-chariots, cloudgliders, items of convenience, steel equos, and anything else powered by the divine fuel. What was once a humble collection of homes and shops has expanded into an artistic urban paradise built upon the backs of the thousands of workers that fill its dozens of factories.



Legians respect hard work and reliability—every citizen is expected to achieve for themselves, only aided by the community when necessary. The Legio College of Inaequa Studies offers educations ranging from rudimentary occupations to the most sophisticated of sciences and magic, taking students based on aptitude and availability. Unfortunately both have become somewhat infrequent as of late as the City of Industry tries to expand while its manufacturing base settles, leaving the economy in flux; depending on the markets, some weeks see workers left without jobs. Many would-be students choose instead to venture out into the world to find their slice of success, proving to be brave, dependable adventuring companions.

More information about Legio is on page 384 (in the *Killing the Golden Twins* adventure module).

Saint Audaios, General of Healing Life, War
Angelorum Nuntius (Stoneflask 6:8) With a long and respected military career behind him, Audaios looked at the blood shed by his hands and wretched at the enormity of the pain he'd inflicted throughout a life of violence. Forsaking to ever draw a weapon again, he took up the reigns of priesthood and devoted his remaining days to negotiating peace where otherwise blood might have been spilt.

Sanctus Aurelia, Magister of Hope
Life, Nature
Divina Doctrina (Goodwin 6:11) As a child the young Aurelia was trapped underground with other children during an earthquake. Guided by her faith, she led them all to safety and became a hero of the city until her final day—disappearing into the Taenarius Tunnels after decades of faithful duty to The Ministry. Though she is forever lost, the kidnapped child she pursued returned home before the next sundown.

Saint Pellio, Divine Anvil Forge, War
Lex Altiores (Goodwin 9:13) Caskette's foul sickness spread throughout the city, eating away the metal of its defender's blades. As Forgemaster of Legio it fell to Pellio to arm its defenders, and in a single night the dwarf crafted 200 blades before perishing from exhaustion, living only long enough to know that his toil had saved the city.

Maoir, Canal Town

Aristocratic, Canals, Respected, Wealthy

Maoir is unlike the other settlements in Ouranios not only for the waterways interweaving its city blocks, but the nature of its governance as well. Most cities and villages have thrown away their former rulers but the descendants of Canal Town's ruling council are of the same noble bloodlines, the power of the state preserved through carefully worded land laws established in a treaty with the Order of the Shining Stone when it became clear that taking Maoir would spill more blood than it was worth. As a result it is the wealthiest settlement on the Contiguous Continent, the shores of Lake Praestri resplendent with palatial mansions owned by the entrenched aristocracy. There are plenty of successful traders and industrialists with lofty homes further inland, but the Viridarium Gardens surrounding Canal Town's original streets—long ago the border between the rich and the poor—has become the demarcation of rule, with the least wealthiest citizens living on the outskirts far from the water.

The Maoiai are of two different sorts—those who have known hard work and those who haven't. Adventurers are more common among the latter, the youths

of the upper class finding they've got a penchant for glory and the money to make a run on that dream by exploring the southern waters or taking to the skies in search of pirates in Askis' other oceans. Despite the genuine benevolence and generosity of the nobles in Maoir, advancing beyond one's station eventually becomes a practical impossibility (with exclusion by proxy through birthright and land ownership). Lower class Maoiai with ambitions for a better life take to the road without the benefit of a cloudglider or jetter bought with family money but some consider them better off for the hardship, their demeanor tenacious and their will to succeed unmatched.

Sanctus Camilia, Patron of the Chosen
Protection, War
Angelorum Nuntius (Goodwin 7:8) Little more than 3 feet in height, the youthful elf burst from the brush to intercede with the demon assassin, doing battle over the lifeless bodies of the scouts just moments ago watching over the sleeping forms of the Order of the Shining Stone. Using only her hands she subdued the fiend, battering it into defeat just as Varrus awoke to the commotion.

Saint Cocus, The Pious Saint Knowledge, Light
Divina Cartis (Tarryndorn 5:16) Once the riots had moved on past Tralgo Square, the intrepid dragonborn ventured out to evaluate the area for untoward magics and thus it was he that discovered the enchantments of the heretic mage Lopathriosk! Drawing on the Upper Planes with his glittering draconic ancestry, he dispersed the foment fermenting curses and brought an end to the violence in Maoir.

Moene, Squamiger Town

Angling, Isolated, Odorous, Productive
Fishing has always been integral to the lonely settlement on the sliver of land between the Angustia Strait and Northern Inexoribalis Mountains, but the synergy of new technologies and changed currents resulting from the Escarion Maelstrom have set ever higher yields of catches with every passing year. The independence that Moene once knew has remained but only barely, most of its industry and businesses relying now on the abundant fishing trade—either processing, preserving, or exporting the sea's bounty. Sometimes known as "Squami" to friends, Moenians are extremely industrious and rarely take to leisure even when it's freely provided. Hobbies are extremely popular, leading many to master games or music rather than lay back for a casual respite. While it can certainly be annoying, it doesn't hurt for someone in Moene to bring up their origins as a means of securing work as a guard or lookout, their reputation for being active well known across Ouranios. There's another truism of Moenians—the professions of the sea's bounty are so ingrained into the town that virtually every Squami knows their way around a fish regardless of upbringing.

Sanctus Ummidia, Patron of Oil
Arcana, Protection
Integrum Opinionem (Goodwin 12:13) Wise to the merchant Barzen's deviousness, Ummidia bade the rest of the Justitia to cover themselves in oil. Their skin and armor proved too slick to pin and though the minders of the shop were curious at first, they soon fled from the seemingly incorruptible soldiers and the gnome's evil became known to Moene and Ouranios at large.

Sanctus Calvisia, The Martyred Knight
City, Protection
Verbum Deorum (Stoneflask 8:11) Last in a long lineage of knights, Calvisia sacrificed herself in battle against the ogre overboss Jyrall, stalling the twilight assault on Moene's councilmasters and alerting the guards to the invasion. Her spirit lived on to see the city successfully resist the attack and is said to still linger in its streets when the moon is high.

Patefactio, Thinker City

Coastal, Historical, Mountainside, Old, Storied
Scholars still argue over when exactly Patefactio was built but it is universally agreed that the greatest empire of Ouranios—now lost to time—began the world's oldest major settlement long before the Twilight of Suffering, ruling from the base of Mount Exai. Wide plains filled with rich soil around the coastal city have long provided plenty of food for a sizable populous, and the cold winds of the mountain disperse the fury of the southern seas to leave a great deal of the fields with surprisingly light gales. After the Divine Philosopher conjured the *Philosophy of Enlightened Civility* on its streets, some came to call it the Thinker City and the name stuck after engineers in its universities achieved mechanical flight unaided by magic. Wealth has always flowed into Patefactio

but profits have steadily risen since the first whirlybird and new construction of beautiful, towering skyscrapers now compliment the mountainous skyline—but the Thinker City is truly ancient, filled with secrets. Rumors of the collapsed catacombs of its ancient rulers have seen many a well-funded archaeological expedition head into Mount Exai, though after a Maoiai noble's heavily publicized recent demise within, permission to venture through its passages requires sanction from The Inquisition or The Ministry.

As the unofficial name of their home suggests Patefacti are thinkers through and through. Every citizen's education is of paramount importance and wherever their mental talents lay, the Thinker City provides a path forward through apprenticeships and institutions. Focusing on a specific field of learning is important but no student escapes comprehensive general schooling, and all but the humblest Patefacti are know-it-alls—not always smug about their intellect, but definitely confident in their acuity—a trait that leaves others to find them brash or arrogant. Observation and study are second-nature to citizens of Patefactio, and though they may be bold and confident in their actions they very rarely act on impulse alone. While this can make them predictable, the meticulous and carefully honed plans of someone from the Thinker City usually overcome their weakness of routine.

Sanctus Livigenus, Divine Philosopher
Celestial Bureaucracy, Knowledge
Angelorum Nuntius (Tarryndorn 3:16) It was there in the shade of a derragos tree that Livigenus had her first truly divine thought, the foundation for what became the Philosophy of Enlightened Civility we all know today. Without her contribution to the Nine Wonders of Devotion, the civilization in which we live might never have come to be.

Saint Palaestrio, Destroyer of Heresy
Celestial Bureaucracy, Light
Gaduis Examino (Stoneflask 3:12) Where acid, flame, and blade failed, the faith of Palaestrio coalesced into holy fires that consumed the Invincible Tomes of the duplicitous High Mage Horracio after he dared to blaspheme the divinity and righteousness of the Celestial Heroes.

Praeclarus, Town of the Tongue

Mountainside, Pious, Populous, Rumor-Mongering
Once isolated by the Inexoribalis Mountains and the only defensible city with open access to the southern coast, Praeclarus was a linchpin in the Vetrydion Compact's spiteful resistance to the forces of the Order of the Shining Stone, lasting against the rule of the Celestial Heroes nearly as long as Kalator. Like the rest of the world's aging power structures the walls of the settlement eventually fell; its oppressed peoples, glad that their suffering had come to an end, proved to be a welcome boon. Long a place of industry and expert miners, their exports to Legio proved vital to the final thrust to conquer Ouranios and the citizens of Praeclarus haven't stopped talking about it since. For that matter, they generally don't stop talking at all.

The settlement's penchant for loquaciousness is well-deserved, a talkative nature common to virtually every Praeclarian. In the times of peace since the Celestial Heroes' rise to power this has become the town's greatest asset, making it a place diplomats and promising priests are sent to hone their tongue. Walking along the mountainside villas and overlooking the vista of the Inexoribalis Mountain Ranges to the west, men and women of the peace and pulpit master oratory skills, learning to truly make the most of their words—which any Praeclarian has plenty of, so much so that their generous speaking can be annoying.

Sanctus Cania, Undead Slayer Grave, War
Lex Altiores (Stoneflask 11:5) Shock and horror followed the revelation that the respected scholar Romulius dabbled in the dark arts, but when he slew and raised a cadre of the Ministerium Inmorte some thought he could only be undone by the Celestial Heroes themselves. Cania said nay, venturing into the necromancer's tower and emerging only after she had slain him! The mage's spirit is tenacious and blasphemers claim it can occupy the recently deceased, though any interred with a charm for the Undead Slayer are protected from his grasp.

Saint Bepharo, Patron of Workers
Celestial Bureaucracy, Life
Libris Bonitatem (Goodwin 11:12) Poor as he was, after a week of hard work on his way home he would give one of the city's vagrants half his

earnings—a single polished silver. One day a merchant in fine clothes stopped him, explaining that the gold coin he received the week prior had changed his life. Again and again this happened, though Bepharo never had gold to give or accepted any in return, until no vagrants walked the streets upon which he trod, the poor of the city lifted up by his toil.

Riskara's Bastion, Dwarven Metropolis

Defensible, Historical, Landmark, Remote, Subterranean, Structured

Most underground dwarven cities have become sparsely populated outposts thanks to Trepida Vereor's lava tunnel-routed ambushes, the threat of violence making settlements on the surface far easier to live in than those below ground. The home of Gimli Stoneflask remains resolute however, the very walls of the Dwarven Metropolis lined with adamantine impossible for the mistress of fear to quickly breach so that her undead legions might march through—all of the rare metal and their installation paid for by the seemingly bottomless coffers of the Celestial Heroes. Dwarven traditions are strongly practiced in Riskara's Bastion, and with its populace of forge-handy citizens and general impregnability it is the chief manufacturer of steel equos parts prone to sabotage.

Riskarans are extremely proud of their heritage, whether they are stout folk or not. Dwarves are far and away the majority of the city's population but all races live within its adamantine walls—so long as someone is hard-working, takes pride in what they do, and has something of value to offer to the community they are met with welcome arms. Adventurers from the Dwarven Metropolis are common but are usually either champions of battle or dedicated priests, stout folk seeking the same glory attained by its most celebrated son.

Sanctus Asinia, The Wounded Saint City, Life

Divina Doctrina (Stoneflask 7:12) Opening up her soul with a pious prayer, the dwarf embodied and suffered the pains and wounds of all the metropolis' citizens as the monstrous hordes of Erathka assailed its walls. Though Asinia died before the next dawn, her sacrifice granted enough resolve for her fellow citizens to overthrow their attackers as every injury was borne onto her body alone.

Saint Saint Phaedromus, Magicio Divinatus

Arcana, Knowledge

Dedit Partem (Stoneflask 24:33) Faerican'xi loomed in the grand cavern of Riskara's Bastion, so mighty in form as to dwarf even the greatest clan hall, and all knew fear in their hearts save for Phaedromus. As an ant the gnome stood against the fiend, working his magic so intensely that the effort took his life—yet all seemed lost. The demon's victorious cackling brought terror but the wizard's final spell took hold just as its massive weapon bore down on the last great defenders, transforming its laughter into cries of pain as bands of divinity enveloped it, upending the city's certain doom.

Sobrius, Prohibition City

Friendly, Gourmet, Lawful, Luxurious, Waystation

Citizens in Sobrius were quick to accept the authority brought by the Order of the Shining Stone—theirs has always been a society that abides by its laws down to the letter. Far and away the most famous of these is the prohibition of alcohol, an ancient practice originally begun as a practical means of deterring pirates from making port nearby (why bother when there isn't any rum?). This of course only worked to a certain point and lesser spirits were eventually legalized inside of the city-state if not the boundaries of its central settlement, leading to rings of taverns forced to vacate as the village grew into a town and now Prohibition City. There are still drinking establishments ringing Sobrius just outside of the local guards' direct purvey, but it is better known for the wide and diverse array of fine eateries housed in buildings once devoted to intoxication. The further one travels toward the center, the more expensive and delicious the offerings get; as a reliable place to make landfall and departure with an aircraft, the most premier restaurants offer the freshest ingredients from all over Askis and are booked by diplomats, industrialists, military officers, nobility, and politicians, often weeks or even months in advance.

One might think that being surrounded by countless delectable eateries would lead Sobrians to be portly but their culture has always promoted active lifestyles (with plenty of leisure activity in lieu of alcohol) and aside from the very well-to-do, their citizens are trim, fit, and bright. It differs from person to person but people from Sobrius tend to be connoisseurs—the only real difference is whether they are aesthetes about *one* thing or *many* things.

A Sobrian's penchant for the finer things in life can make them difficult to travel with, but what they lack in tolerance they make up for in exuberance and a delectable curiosity for new experiences.

Saint Periplectomus, The Blind Navigator
Celestial Bureaucracy, Tempest
Integrum Opinionem (Stoneflask 12:14) Unwilling to be taken prisoner, Periplectomus led the shipful of devout colonists to rebel against the pirates that had overtaken the vessel. In the fighting that followed he lost both of his eyes, but even blinded he guided the boat truly through stormy waters to land safely in Ouranios.

Sanctus Attia, Flockmaster Saint Arcana, City
Divina Cartis (Tarryndorn 17:12) Calling forth a powerful enchantment, the wizardess drew the blood crows of Gazrathox away from Sobrius and back to the foul priest's lair where she teleported them all to an unknown dimension. None know whence Attia went but the unnatural plagues destroying the crops of the territories nearby never returned, ending the cult's threat and influence.

Variatio, All-Town

Friendly, Lakeside, Landmark, Pious

In ancient times Variatio was a village of misfits and outcasts, exiles that congregated together on the haunted shores of Lake Saede. These primordial curses forced away all but the most ardent folk with simple rules of law all beneath one auspice—no discrimination between citizens, an acceptance for all the nonviolent quirks and manners that the rest of the world refused to tolerate. Rankir Tarryndorn and the Order of the Shining Stone undid the malicious magic and since then docks and piers have gone up in All-Town, with ever more people choosing to move there despite its history of hexes. After the Contiguous Continent became connected by the Rotundus Railway and the Ariolo Merchants moved to Variatio, to show their devotion to the Celestial Heroes they paid for the construction of a building worthy of their idols: the Ariolo Chorum, a massive choir stadium that has stood for hundreds of years.

In the shadow of this grand tribute there exists an illegal market, one that The Inquisition and The Ministry are wont to crack down on—the sale of holy blood. Over the millennia the Celestial Heroes suffered spectacular wounds countless times as they brought civility to Askis, and after their divinity began to reveal itself some enterprising commoners started to covet and protect anything stained by the blood of the demigods. Because of their piety many Variati are as secretive as they are friendly, used to a bit of deception in the pursuit of personal divine revelations and the faith such an experience brings. Tolerance is another quality that citizens from All-Town are known for, their willingness to accept others as true abroad as at home.

Sanctus Drymphia, Saint of Caves
Death, Protection
Angelorum Nuntius (Stoneflask 13:24) With no time to waste Drymphia grabbed the deadly bomb and fled into the Taenarius Tunnels before it could explode, saving the people of Variatio. The half-elf died in the hellstorm that followed but not in vain—the unholy fires that erupted throughout the underground passageways consumed the laboratories of Kozarryl along with the malevolent villain herself.

Saint Sangarinus, The Sanguine Saint
Knowledge, Life
Libris Bonitatem (Tarryndorn 4:13) Withered by a disease that resisted all curatives both magical and otherwise, Rankir knew his father's time was near. The curious healer Sangarinus thought differently however, using some of the elf's holy blood to transfuse his father with life and beating back the sickness that ignored all other cures!

Holy Blood

Potion, rare

A soft nimbus of white energy flows off of this sanguine vial. Filled with the blood of one of Askis' saints, it is a holy relic not to be squandered. When you drink this potion, you gain the following benefits:

- You regain 2 hit points at the start of each of your turns.
- Your weapons are magical and have a +1 bonus to attack and damage rolls.
- You have resistance to radiant damage.
- You AC increases by 1.

After 1 minute, these benefits end and you gain the effect of the *augury* spell.

Legendary vials with diluted blood from the Celestial Heroes' blood are said to exist as well. When consumed, such a potion grants these bonuses for 8 hours (twice) or 24 hours if drank all at once by a single creature.

As they do every morning, the soft lapping waves of the Diffusilus Ocean lull Icalus out of his reverie and into another beautiful day tending to the folks vacationing at the Requiesque Curarum Resort. Checking a calendar on the wall the gnome sees that today is a working day. Pulling out the clean white uniform from the beaudrot his aunt gave him when he was hired here, Icalus saunters into the luxurious washroom connected to his apartment and refreshes himself while singing a jaunty tune from his youth to the songbirds tweeting their own melodies out of the lush treetops not far away.



Locking his room behind him, Icalus nods politely and wishes a fine morning to all the well to-do guests he comes across while making his way to central area of the resort to report in. Taking in the sight of the ocean one last time before the tasks of the day begin, he peers out across the water and spots something strange amongst the waves—a swell hued a different blue than the others. Though he thinks little of it, all of the Requiesque Curarum Resort staff are encouraged to report anything at all they find to be awry and he makes mention of it to his superior, Procia, who in turn reports it to the nearby guard station just in case. They watch a trio of jetters roar across the water to investigate before returning to their duties.

Icalus begins the preparations for brunch by seeing to the kitchens, making sure all the new produce has been delivered and that the staff are at their stations getting the meal prepared—as usual, everyone is cheerful and ready to go. Following in the wait staff with a tray of fine silverware in his hands, the gnome looks out the dining room's impressive gallery window to see one of the jetters returning. His curiosity over the boat coming back alone wanes as the first guests arrive and Icalus quickly begins his duty as the host, welcoming one and all to their tables. The servers spread out like a school of fish, expertly delivering the right plates to the right seats, and soon the tinkling metallic tines of the resort's customers are accompanied by the beautiful melody of expertly played string instruments. A sense of wholeness seems to grip the room but the gnome cannot enjoy it, spotting through the glass a half-dozen more jetters all zooming across the water out toward the horizon and more strangely discolored waves.

It's from there that the cascade of explosions boom out and shake the walls, bringing the wavering melodies to an abrupt halt as the diners in the room all gasp, dropping their silverware to clatter on the floor as more fire blooms on the horizon. Before a panic sets across the room Icalus quickly moves to reassure and reseat guests, barking at the wait staff to acquire clean eating implements and restoring order. The crowd comes down to an acceptable level of quiet as they witness a cadre of vessels cutting across the water out into the Diffusilus Ocean before dozens of them return, accompanied unknowingly by the enthusiastic applause of the resort's clientele—what looked as though it were going to be a disastrous day has instead become an exciting story that the guests of the Requiesque Curarum will excitingly retell for years on end!

With the first major part of his day over and a few other things taken care of—double-checking the laundry room for damaged or missing items, notarizing forms, handling letters, returning pertinent phone calls, getting the cleaning staff underway, making sure the maintenance crew were aware of a few malfunctioning forever lanterns, and generally keeping the machinations of the resort moving—Icalus acquires some ripe looking malum and extra smoked meats not eaten during brunch before making his way down to the shore for a resplendent view to accompany his meal. The gnome reflects on his good instinct to eat the latter first as he sees the fleshy limbs of pneumavore washing up on the shore with the flotsam, a sight that surely would've ruined the delightfully tasty treat's flavor. This is not all that the waves lap up however, and soon Icalus spots strange pieces of material and objects he cannot recognize make their way onto the sand. Walking nearer to the strange sights, his eyes grow wide as from this close up he notices footprints from several people leading from the water and into the jungle nearby!

Normally the gnome eats his malum down to the core but the fruit falls from his hand as he rushes back to the resort, exasperatedly telling Procia of what he'd found. Immediately she phones the local guard station and after a moment of discussion assures him that several squads have been sent out in inaequa-chariots to track down any persons that made it ashore from this morning's disturbance. Unsettled but committed to his tasks, Icalus goes about preparing for the evening meal much as he had for brunch though this time he has an added duty: quelling any talk of danger lurking nearby. For their part the guests regaled one another with speculation over what the day's earlier excitement could be about, making the lively discussions of the evening nearly loud enough to drown out the string quartet serenading the meal. The din travels even to the kitchens, and though the gnome could almost swear he heard some commotion in the lush wilderness near where the tracks led, the clamor of the cooking staff and animated guests in the dining room make it impossible to be sure.

A bright fireball reaches up from under the gallery window of the resort's primary eating area and explodes after descending, bringing a quick end to the dessert course. Yelling for the kitchen staff to quiet and calm themselves, Icalus runs into the dining room just as the public announcement system chimes and Procia's voice politely requests that all guests and workers return to their rooms as a matter of safety. Near panic rips across the dining room and the gnome leaps upon one of the tables, directing the former-diners to the exits while shouting for the resort's employees to aid any confused patrons they find as they too return to lock their doors. In a matter of moments the room clears and Icalus quickly gathers himself, making to lock the front gate before retiring to his own dwelling.

Going the roundabout way he makes certain that all the guest areas (the pool, gym, club room, atrium, athletic courts, cabanas, gazebos, greenhouse, and all the rest) are secure before approaching the grand steel-wrought fence surrounding the Requiesque Curarum Resort, slowing his jog as the dim lights of an inaequa-chariot come into view. Unsure of what to expect Icalus fiddles with the whistle strung around his neck, ready to blow into it as hard as his tiny lungs can manage, but soon he sees there's nothing to fear: the approaching vehicle belongs to members of the Justitia. The gnome increases his gait and is slightly winded as the surprisingly diverse array of officers stepped out, their equipment dirty and clearly getting some recent use. One of them approaches with a reassuring smile on her face, explaining that they've had a bit of trouble nearby but nothing to worry about—the fugitives the resort spotted on the water that morning were taken care of and all is well. Although there's no warmth to her smile and her compatriots seem grim, his relief that nothing will befall the guests is so great that Icalus cannot help but offer these fine soldiers a meal for their troubles.

The guards are only too happy to oblige, one of them stopping to shut off their vehicle before heading into the resort. In a coughing fit the inaequa-chariot sputters and belches out black smoke before growing still, and though it strikes Icalus as odd he supposes that the scorch marks along it are from battle and something must have been damaged. The lead officer smiles again with a strangely wide grin and nods, explaining that the day they've had was a hard one and promising to share the thrilling tale over a fine bit of food once they're all safely settled inside...

SAMOVI The Wild Continent

While it was once a den of villainy and an untamed frontier, the Wild Continent is far from those days of danger—the beautiful and abundant nature that once ruled here has been brought to heel by the Golden Redeemers and the criminal element has been whittled down nearly to non-existence. That doesn't mean one shouldn't be mindful while traveling through the thick forests, heavy jungles, precipitous mountains, and far-removed plains of Samovi however, for beasts and lethal plantlife have been preserved. There's also the occasional escapee from the floating prison fortress minded by Tapper Underknoll and his retinue, desperate creatures more than willing to do whatever is required to flee from their captors. These lands are home to The Ministry too and therein has the greatest number of rehabilitation clinics, special care facilities, and sanitariums, their divirulent hound servants ensuring that no patients make it far should they manage to escape into the wilderness.

Coelicla, Capital of Samovi

Capital, Dispersed, Industrious, Ministry, Natural, Tradehub

In the center of Samovi lay the Estuary Metropolis, its largest settlement and home to the headquarters of The Ministry. The capital is as lush, alluring, and exotic as the Wild Continent—unlike most cities it is not cramped, many travelers are still on horseback striding aside rolling inaequa-chariots, and the balance between nature and technology remains on an even keel. What most people know of Coelicla is that it is home to the Golden Redeemers Lellwyn Fethyrwal, Darrius Ventrelli, and Tapper Underknoll, but its history runs deeper than that.

Formerly called Rhyztown, the city that would become Coelicla was the first of the grand pirate bastions to fall to the Golden Redeemers. Fertile soil for farming and livestock provided the territory nearby ideal conditions for plentiful habitation, and being positioned in the center of the Wild Continent—easily accessible by water—made for the perfect place to hang one's salty tricorne. The Estuary Metropolis is also the ancestral home of Darrius Ventrelli, where his mother begat and raised the Celestial Hero before his rise to divinity. It was for these reasons that Tapper Underknoll decided that Coelicla was the best location to fortify in his quest to civilize Samovi, systematically assassinating the rulers of Rhyztown until finally overtaking it alongside the holy tiefling after their ruse on *The Scorned Maiden*. The city has remained under the control of the Golden Reedemers ever since, successfully rebuffing guerilla campaigns and resisting numerous plots by insane apostates attempting to unleash either nature or the forces of destruction upon its wide streets.

The Wild Continent has a far wider range of plant-life than Askis' other lands and its lush grasslands are perfect for raising livestock, much of which flows out of the harbor in Coelicla. As it is equidistant to most of Samovi, a bustling trade of herbalism developed in the capital to standardize the expiration (and export) of curatives, poultices, spices, and the like. Once collected from the wilderness, the valuable resources are processed and prepared by one of the many factories in Coelicla before shipping out to elsewhere in Askis. It's no coincidence that the headquarters of The Ministry is located here, making use of the abundant commerce to acquire the alchemical supplies needed to keep hospitals well-stocked.

Coelicla is a widely dispersed metropolis on the estuary of Lunaris River and Machaera Sea, its broad avenues and large burroughs intersected by rails for steel equos or paved roads used by inaequa-chariots, embracing a philosophy of openness throughout. Parks and amphitheaters are common sights throughout the metropolis as well as mounted travelers, people prepared for trekking out into wildernesses an automobile can't traverse. Truly, the capital of Samovi is the world's greatest waystation and sees the beginning, middle, or end of more journeys than any other city Askis.

Turris Center

Jutting up from the Estuary Metropolis is the weathered brown stalk of a great tree, its branches shorn into platforms that are hundreds of feet in the air above the city streets. This is strange growth is home to two of the Golden Redeemers: the Scoutspire, roost of Lellwyn Fethyrwal and urban crow's nest of Tapper Underknoll. Support staff for the Samovi Preserve dwell in the hollowed out chambers and stairwells throughout the interior, stocking the arrows and preparing the reagents needed for the gnome's Celestial Work to remain effective.

Clustered around the Scoutspire's trunk is the headquarters of The Ministry (Darrius Ventrelli's


RAEDA DISTRICT
HERBIFER DISTRICT
BOTRUM PORTASSENT
MEDIETAS WARD
CAELO STRIP
SCOUTSPIRE & MAGNO VALETUDINARIUM
TURRIS DISTRICT
PRODIGIUM PORTS
MEDIETAS WARD
IEUMENTUS FIELDS
N
W
E
S
COELICLA
CAPITAL OF SAMOVI

home) and their premier hospital, the Magno Valetudinarium. Inside of it some of the keenest minds of Askis are supported by magicians and priests in their research for cures to diseases, ways to make healing more accessible to the public, and development of inaequa devices more effective at elongating lifespans. The elite of Coelicla have long scrambled for plots around the massive tower, buying out residents and raising antiquated structures to put up mansions all surrounded by gardens dotted with artworks of their choosing (a game played by socialites commissioning ever more impressive sculptures).

Raeda District

Hardy wilderness with rough terrain make travel by rail a tricky proposition in Samovi and after Sanctus Rusonia invented the inaequa-chariot, the Estuary Metropolis became known for producing automobiles. The penchant for engines never left and assembly lines chug away in the Raeda District, producing vehicles that get sent all over the world. Garages and auto shops are common as well since the rigorous environment demands a good bit of maintenance on the machines that travel across the Wild Continent, and road crews are constantly receiving larger construction vehicles dispatched from here. Taxis frequent these roads and byways more commonly than elsewhere in Coelicla, particularly around the Botrum Portassent where emissaries from Samovi's city-states congregate to govern the continent as a whole.

Medietas Wards

The largest areas of the city are conglomerations of modest homes for the fairly well-to-do, apartment buildings filled with common folk, and shrines to the Celestial Heroes and the world's countless saints. Citizens are encouraged to dwell nearest to the sites of devotion of their favorite patrons, given tax incentives to make housing more affordable when rents fluctuate.

Herbifer District

Smells aplenty emanate across Coelicla from dozens of herbalist factories chugging away in this neighborhood, a coterie of production facilities that manufacture reagents brought into the city day in and day out. Not all plants are gathered in the jungles and wilderness however, and by decree of Tapper Underknoll there are no less than nine greenhouses for every industrial building. Most of the steel equos rails in the capital of Samovi—few as they are—run through here to facilitate moving goods and materials inland or towards the water and transport by ship on the coast.

Caelo Strip

Sculptures and carvings are grouped together along a boisterously wide promenade that snakes through the Estuary Metropolis, a roadway that touches upon or crosses through every area of the city. Artisans, cinemas, eateries, theaters, and other entertainments line the winding avenue and the settlement offers a bit of magnificence nearby no matter where a traveler stands. These carvings and sculptures of the Celestial Heroes, saints, and other legendary figures watch over Coelicla even in repose.

Statue Sentries. Most of these sculptures are immaculate but otherwise unremarkable works of art—but not all. Dozens of them are enchanted with divination magic that detect the presence of great evil, notifying the guards in the Turris District of the dangerous individuals and their approximate location. When a creature with a Sin score of 10 or higher remains within 100 feet of a statue sentry (AC 16, 60 hp) for more than 10 minutes it enters alert mode. Every round a statue sentry is alert, the GM makes a secret d20 roll. On a result higher than 20 – the creature's Sin ability modifier, the statue sentry confirms the evil presence, sends its rudimentary message, and puts the nearest statue sentries into alert mode. Evil creatures after the first include their Sin ability modifiers to the secret d20 roll.

Iuementus Fields & Prodigium Ports

Piers and docks festooned with tenement housing dominate the southern edge of the city servicing hundreds of ships every day as the bulk of the Wild Continent's commerce courses through Coelicla. All of the landlocked outskirts of the Estuary Metropolis are used to support an enormous livestock trade. Steeds, cattle, and domesticated beasts of all sorts are penned and fenced in the fertile plains, kept in balanced cycle by druids using natural farming to promote growth before another herd moves in.

Saint Cario, Teacher of Words
Celestial Bureaucracy, Knowledge
Sacras Litras (Ventrelli 9:4) Despite the life of ease and luxury before him, Cario forsook his royal claim

and fortune to spread literacy to races once seen as inferior and savage, journeying across Samovi until his very last day.

Sanctus Luccinallea, Patron of the Faithful
Celestial Bureaucracy, Light
Integrum Opinionem (Ventrelli 4:17) The enchantress Urnicia's powerful magic had taken hold of many of The Ministry's canine servants, but the priestess Luccinallea showed them the truth of her faith and illuminated by her spirit, together they turned upon the sorceress. Divirulent hounds can sometimes hear the enchantresses' lamenting cries when the sun is high, but the scales of justice are unforgiving of the heinous nature of crimes such as her's.

Sanctus Myrrhina, Divine Sculptor
Celestial Bureaucracy, Forge
Memoria Vivorum (Underknoll 6:10) Upon seeing her sublime sculptures even the Divine Hunter's stalwart heart was moved, declaring the portrayal of he and his fellow Celestial Heroes to be perfect in accuracy. Immediately he declared Myrrhina's carvings to be one of the Nine Wonders of Devotion, a sight all the righteous of heart deserve to bear witness to.

Sanctus Rusonia, Patron of Engines
Cog, Forge
Verbum Deorum (Ventrelli 11:9) Institutions all across Askis sought Rusonia for her expertise after the first of her wondrous inaequa-chariots began to traverse Zakuthombo, but she refused them all. Instead the brilliant engineer traveled the world, using her talents to repair machinery in the remote reaches of the continents until her very touch could heal damaged technology.



Adversus, Alpine Town
Isolated, Nature, Riverside, Wealthy
When Tapper Underknoll began his crusade to purge evil from Samovi a few dozen intrepid lumberjacks trekked deep into the elevated forests of the Recaltio Mountain Range, felling enormous taxodiaceae trees and shipping them downriver. A strong timber trade persists in Adversus but after the taming of the Wild Continent mansions have cropped up to accommodate affluent tourists, the lanes of reseeded groves ideal for winter leisure. Newfound wealth hasn't changed Alpine Town with anything more than nicer roadways and more homes however, its citizens as courageous as their ancestors.

Adversians are plucky and tireless, awake at dawn each day and eager to make for new lands or get to work. Mealtimes bear great significance in Adversus' cultural landscape, treated by companies and families alike with a reverence usually reserved exclusively for religious worship. Folks from Alpine Town are on the whole kind and polite, but everybody knows it's better not to get between an Adversian and their next meal.

Sanctus Caesennia, Lady of the Shield
City, Protection
Lex Altiores (Underknoll 5:14) Fifty-four holy servants had been slain by the fallen knight Calladon's notched greataxe, cut down for their devotion to the faith. Surrounded by the corpses of her allies, the meek scholar Caesennia had no choice but to fight—she took up two shields from the dead soldiers and smote him down, ending his accursed reign of terror in Adversus.

Sanctus Pescennia, Patron of Strength
City, Protection
Gaduis Exanimo (Fethyrwal 14:3) Straining against the impossible forces ripping the Ryttanio Dam apart, Pescennia gripped into the stonework and held fast long enough for the citizens of Adversus to flee their homes ahead of the onslaught of water that ultimately shorn her in two.

Amicus, Village of Sentries
Coastal, Defensive, Historical
Amicus can be seen from afar when the towers on the corners of the settlement are alight—ancient defensive measures once used to warn of naval attacks, now only activated when a pneumavore is spotted entering the Machaera Sea. Fishing is commonplace both in the inland waters and the Diffusilus Ocean to the east but maritime activities of all kinds have long been a major part of the village's economy. Before Tapper Underknoll's crusade began a small cadre known as the Buccaneer Legion were the undisputed rulers of Amicus for decades, policing the region and making their own peaceful kingdom.

A short-lived alliance with The Golden Redeemers saw the outpost rapidly expand and the end of the so called "pirates with honor", their vessels and men drafted into the navy.

The free-spirited attitude of the Buccaneer Legion is still very much a part of the culture and peoples of Amicus, its citizens citing lineages back to the same sailors. Concern for others is also a major part of life here and folks from the Village of Sentries are always looking out for their friends, frequently leaving themselves vulnerable. Indeed, Amicai feel lost when not part of a group and the need for a sense of belonging is paramount—there are few lone explorers from the village but a great many adventurers, stalwart companions with a belief in something greater than themselves.

Sanctus Liburnia, Uprooter of Evil Light, Nature
Gaduis Exanimo (Ventrelli 11:18) While she had no talent for magic, this did not stop her from tending to Askis—Liburnia spent her life traveling across the wildernesses of Samovi, uprooting plagued and toxic plants with her bare hands regardless of the dangers prowling about her. It was her mundane quest that undid the foul plans of the blight druid Xycartha, weakening the seeds of evil she carefully tended beneath the notice of the Celestial Heroes and the Wild Continent's druids.

Sanctus Treblana, Holy Bodyguard
Grave, Protection
Divina Doctrina (Underknoll 3:14) The most loyal of his retinue was Treblana, a bodyguard of truly complete devotion. Even after being killed in the line of duty and unexpectedly reincarnated as a mouse, she still persevered in her duty, upending a plot to kill the Divine Hunter despite being reduced to nothing more than a mouse.

Saint Crococium, Stone Saint
Celestial Bureaucracy Nature
Memoria Vivorum (Ventrelli 9:15) No matter how many times the king of Amicus had the carvings of Kyttirion scoured from the cliffside, every year they would reappear even more pronounced than before. While still unlearned in the ways of druidic magic, Crococium was dedicated to his piety and created a new rockface entirely covering the heretical writings—a monument that still stands to this day.

Consilium, Stout Town

Holy, Nature, Remote, Tradehub
Very early on in the history of the Duertek Mercantile Company in Ouranios, perfidy was found among their kin—dwarves stealing from their own. The theft ran deep and with no precedent for so heinous an act, whole clans were exiled not only from the business but the entirety of the Contiguous Continent. Traveling to the nearest shores and far inland, up against the mountains through a dense patch of the jungle, the foreigners erected a short, wide settlement beneath the treeline. Initially they made great gains with trade (illicit and otherwise) but eventually ill fortune followed the exiles and when mercenaries flocked to The Golden Redeemers, the town's walls, remote location, and lack of swords proved unable to stop evil from taking root. The dwarves prepared for such an eventuality of course, filling the interior of the northwestern Recaltio Mountain Range with escape tunnels and leaving their second home to be infested by druids intent on fouling the Wild Continent, the last refuge for corruption in all of Samovi. Ultimately the Celestial Heroes cleansed Consilium, but not without great losses and only with all nine of the ascendant demigods reinforcing Underknoll's mercenaries. In the centuries since the last vestiges of its torrid past have been paved over in concrete and iron, the great forests that shrouded it cut down and the land tilled for farming. The passages of the forgotten dwarven clans are mostly collapsed and gone, though miners speak of whistling and howling winds that can't just be from the mining tunnels dug into the bedrock since.

Consilians are level-headed and sensible, grounded like their hometown. New growth is incorporated throughout all of the settlement and its surrounding territory, and in the wake of the Battle of Black Storm the need for overseeing a clean return to nature prompted Tapper Underknoll to plead with druids to relocate there. Reverence for nature has gone hand in hand with devotion to the Celestial Heroes for citizens of Consilium, slowing their embrace of technology somewhat but ensuring that any seeds of evil won't sprout in the wake of the settlement's corrupt past.

Saint Artamo, Saint of Hunters Death, Nature
Gaduis Examino (Underknoll 1:11) Bereft of armor, weapons, or even a coat for the heavy winds and snow, the courageous hunter dashed up the slope after

the fleeing witch Trajosi, disappearing in the flurrying snows. All were surprised when she descended from the peaks of the mountains nary a week later on a day of clear skies, clad in the powerful yeti's hide.

Sanctus Bantia, Honeyed Saint Life, Nature
Lex Altiores (Ventrelli 4:7) Much like her ancestors, Bantia practiced bee keeping and lived a humble life—until the honey she collected proved to be a panacea for all manner of sickness. Realizing the blessing bestowed upon her the halfling began to give away her harvests, but with every freely gifted jar the honeycombs produced ever more until all of Consilium possessed one in their homes.

Sanctus Fadia, The Proud Saint Protection, War
Divina Doctrina (Underknoll 4:16) Embedded with arrows and with one arm broken she persevered still, carrying the banner of her regiment through the slaughter at the front lines of the Battle of the Black Storm until using the standard to bludgeon the foul General Joraissai into submission and ending the Insurrection of Consilium in but a night.

Melculum Jar

Wondrous item, very rare
Dust and grit are worked into the chipped ceramic of this ancient pot. Inside of the *melculum jar* are 1d4+4 doses of holy honey. When you eat a dose of holy honey, you are cured of blindness, deafness, and all poisons and diseases you are suffering from. For the next hour you have immunity to poison damage and the poisoned condition.

By adding an ounce of blood from five different intelligent humanoid children, a *melculum jar* can be corrupted and produce unholy honey. A creature that eats unholy honey makes a DC 20 Constitution saving throw. On a failed save, the creature is infected with a randomly determined disease (page 245). If the saving throw fails by 5 or more, the creature is infected with two diseases, and if it fails by 10 or more, it is infected with three diseases. Diseases gained from consuming unholy honey cannot be removed with magic like *heal*, though a creature can still benefit from magic to resist the disease (such as advantage on Constitution saving throws from an *enhance ability* spell).

Etium, Moon City

Crossroads, Enchanted, Landmark, Tradehub, Wealthy
Whenever a moon hangs in the night sky Etium sparkles in a ghostly luminance until the sun rises, lighting up the streets that run perpendicular to Lake Lunaris. Along these cobbled lanes are some of Samovi's finest mansions and luxury apartment towers, hundreds of townhouses for the less wealthy crowded into the shadows in between. The wondrous enchantment that makes the Moon City so special is a remnant of the Zherythi Sahuagin Temple, once the lair of tenacious and insane monsters that ruled over the middle of the Wild Continent until The Golden Redeemers sank the shrine. Courageous settlers quickly rooted down nearby after the victory, and universities followed to study the watery anomaly that remained. While students of many sorts are welcome in these halls, actually visiting the aquatic site requires sanction by The Ministry (and usually accompaniment by divirulent hounds). Tourism abounds for witnesses of the lunar luminescence of Etium but the Fethyrwal Holy Garden as well, drawing pilgrims each year by the thousands.

Coming from a place of wonder, Etiumi have an optimistic outlook on life and tendency to see things in a merciful light. They are famously forgiving and ineffably polite, the affluent mannerisms of the large number of wealthy residents (seasonal as many of them may be) having trickled down to the rest of the city-state. Nice as they often are the folk of Etium are known to be flighty and fickle, moving from one interest to the next with little thought of all the consequences therein.



Saint Cyamus, Patron of Truths Death, Trickery
Integrum Opinionem (Fethyrwal 4:12) It was Shevtreo Barcalla's son, Cyamus, that brought an end to the dangers of the Eclipse Shard cult. He slew his father and the other heads of the dark cabal, duping those that remained into capture and bringing the whole organization into the light of justice—earning redemption in the eyes of the Celestial Heroes.

Sanctus Bruccia, She of Divine Sight
Celestial Bureaucracy, Forge
Sacras Litras (Fethyrwal 13:2) There was no stopping Lellwyn from commissioning Bruccia after seeing one of her amazing artworks, but even the Divine Paladin could not have expected the beauty she would wrought. So it was that Etium became home to one of the Nine Wonders of Devotion: the Fethyrwal Holy Garden, a labyrinth of stained glass where it said that one who gazes long enough can see the reflection of their truest self.

Hemina, Dune Town

Crossroads, Landmark, Nature, Wealthy
For centuries travelers were warned not to traverse the eastern half of southern Samovi for fear of death by exposure or worse within the only respite from the blazing heat of the spanning sands: the Dune Temple. Ancient even before the Age of Discord, its immortal ruler required great tribute from travelers to allow them to leave after drinking from the waters she guarded. What happened to those unable to pay the fee is what drew the ire of the Celestial Heroes, but in days of yore the Marcor Desert stretched from the Relictus Mountains all the way to the coast—too remote even for the resourceful forces of the Golden Redeemers to assault. The most brilliant colleague of Darrius Ventrelli traveled to the Dune Temple alone, tricking and exiling its primordial master. With many treasures in its coffers, the outpost around it quickly grew into a proper town. A powerful elemental artifact unearthed from the vaults beneath the shrine has been used to terraform the areas nearby through irrigation channels traveling up and down the coast, turning barren hills into grassy knolls and sparse forests. Arrivals from the desert by air or rail have become a rarity however as sinkholes pose an ever-mounting problem, attributed by some excavators to the unnatural modifications to the environments nearby (and in hushed circles by others, the doings of the mad scientist Trepida Vereor).

The legend of their home's founding have long encouraged Heminai to aspire to intellectual heights but never at the cost of humility; after all, the settlement wouldn't exist were it not for both. Hemina's citizens are cautious however and taught to be careful from a young age, reminded often of the dangers of the Marcor Desert and that to be prepared is to be protected. Dune Town's culture carries other habits of its ancestors as well and bartering is as common as purchasing something with coin, though standardized services requiring gold and silver (like the railroad) have slowly started to bring a close to the trend of trade over currency.

Sanctus Egnatia, Master of Questions
City, Trickery
Gaduis Exanimo (Ventreli 3:12) She was not done after answering Madriogarra's riddles however, asking the powerful creature only one of her own. In minutes the great sphinx grew so frustrated that she bounded around the Dune Temple in rage and aggravation, threatening to kill the half-elf should she not reveal the answer—but Egnatia did not yield. Finally Madriogarra relented, accepting defeat to know the truth of the clever puzzle and forsaking any claim over the territory, allowing the city of Hemina to rise from the sands around the desert's ancient sanctuary.

Saint Tranio, Speaker Saint
Celestial Bureaucracy, Light
Integrum Opinionem (Underknoll 6:3) It took her almost a century but ultimately the elf succeeded, hunting down the 20 Babbling Familiars of Curesceo the Fallen. As a wizard of great power his creations sometimes appear still, though only as figments to youths in Hemina—as one's faith in the Celestial Heroes grows, their heretical lies and blasphemous falsehoods fall silent.

Meridies, City of Peace

Crossroads, Friendly, Historical, Political, Tradehub
Sitting in an idyllic river delta on Samovi's southern coast, the village of Meridies remained quaint throughout and well after the Age of Discord, the Marcor Desert too much of a barrier to make routing goods through there a difficult prospect and treated by pirates with respect (too much fleecing of the sheep kills the sheep, after all). With the rise of the Utopian Dawn and steel equos rails cutting through

the sand however, the need for short shipping lanes on the oceans between the Wild Continent and Ouranios rapidly expanded the settlement. Birthing the study of psychology and with high-volume trade, institutions of all kinds became established in the City of Peace—the first ever for reforming the mentally deranged standing beside towers devoted to teaching the arcane arts. Once The Ministry had rooted into Meridies scrutiny over the magical colleges soon followed, and (fearful of more unrest) the practice of vetting higher-level spellcaster came not long after.

Amenable and peaceful as their home might be Meridians are natural-born explorers—they rarely lose their way and even when they do, they eventually find wherever it is they were trying to go. Baffling and insulation keep most of the cries of the insane inside of their asylums but the citizens of Meridies are raised with plucky attitudes all the same. The need to get back up and persevere despite misfortune is part of the core to their attitude towards life; paired with their penchant to explore, they make for excellent, reliable, and slightly stubborn adventuring companions.

Saint Adelphasium, The Swimming Saint Nature, Tempest

Divina Doctrina (Underknoll 8:7) Knowing all too well now why hundreds of pirates suddenly blockaded the southern waters of the continent, she took to the open ocean without a second thought, swimming from Ouranios to Samovi with the rare antidote for the diabolical poison concocted to kill Tapper Underknoll clenched betwixt her teeth.

Sanctus Portia, Healer of Minds Knowledge, Life

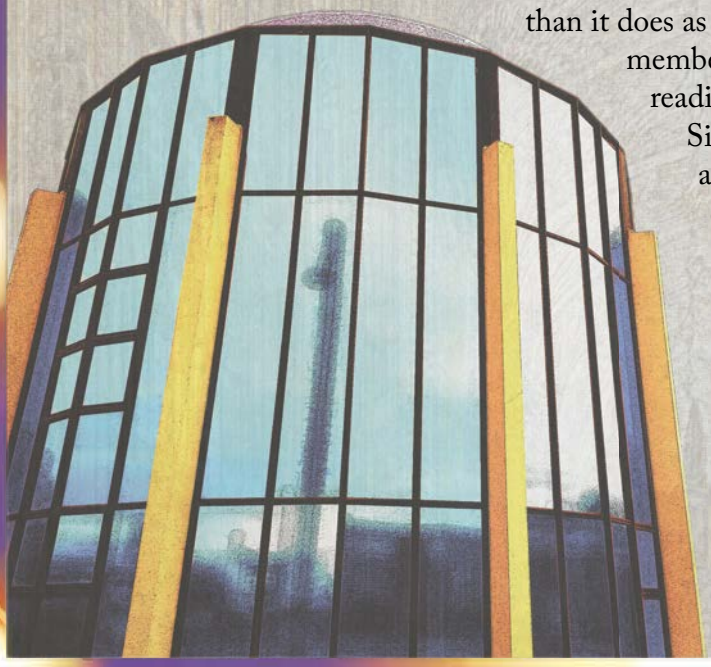
Sacras Litras (Ventrelli 4:18) It was then that Portia realized that some wounds cut deeper than flesh, injuring the victim's very mind. The flurry of research that followed resulted in the first reform institution for those ill of thought and in turn begat the many facilities of The Ministry we turn to for healing the sick.

Nitidus, The Gnomish Metropolis

Resplendent, Sleek, Sprawling, Towered, Unusual, White

Tall folk that make the trek into the heart of Samovi's eastern jungles can find Nitidus unsettling. The city is massive in scale but the mighty buildings are sized for its gnomish inhabitants, automatically putting many people off-guard. The Gnomish Metropolis' architecture is beautiful, but to the untrained the entire city looks like it is on the brink of collapse—yet this unsettling appearance is nothing compared to the city's function as Samovi's leading innovator in inaequa technology. The Gnomoriun (gnomish Master Sages) are always pressing for the newest and greatest advancements in every branch of inaequa and mechanical engineering.

These seemingly boundless innovations aren't simply thrown out into the street or even submitted to the Global Patent Office in Pertinax without careful testing. The Gnomoriun serves more as a standardizing body than it does as a guild of inventors. The Committee—the leading hundred members of the Gnomoriun—spend the better part of each day reading, reviewing and regulating new and existing technology. Sitting members enjoy the highest honor an inventor can be assigned, making decisions on local and global regulations every day; having sway over even a few of the scientist-politicians can mean the difference between feast or famine for an engineer or inventor. Members of the Committee are constantly at the center of networks of subsidies and while they might spend most of their time debating regulations, during their other hours they're in the lap of luxury satisfying their smallest whims.



Nitidus' division between the gnomes it was built by and the other races that have come to dwell in it is a note of discord to their otherwise benevolent society. The situation is all the

more prevalent due to the wealth of inaequa devices all throughout the metropolis—the long-legged population is becoming less and less capable of working divine machines. This city-wide anomaly has driven the wedge between short and tall Nitidians deep enough to disrupt the economy, segregate sections of the settlement, and even spawn divergent cultures. Both still embrace inaequa and the Celestial Heroes but now differ in how, small citizens devoting themselves to higher ideals like intellect, benevolence, and grace. Their larger peers pay homage to these and while fewer in number, they are utterly devoted to the demigods of Askis and their faith overshadows that possessed by the more numerous diminutive denizens.

Thoa Steelbeard, Patron of Chains Arcana, Forge
Libris Bonitatem (Underknoll 2:2) With a final blow of his hammer, Thoa completed the last link of his own chain. The curse of breaking chains grabbed hold of the foul relic and it immediately began to rot, but he held the corrupted thing in the fire and it smoldered. He continued to forge links as the blasphemy rotted away and after one hundred days and nights, Thoa had bound the curse of breaking chains into an enchanted loop of his making, a holy wonder that heals itself no matter the injury wrought upon it.

Maconnel Sirjonna, The First Standard
Celestial Bureaucracy, City
Dedit Partem (Fethyrwal 192:41) The great contract of the city was itself a thing of beauty. Although it stretched as tall as Nitidus' tallest tower, it declared that the city's creation shall never cease, and that all it shall create shall be in the pursuit of glory. Maconnel bound the compact in leather, then wood, and finally in iron before the citizens began their divine task: to create everything that ever could be.

Saint Gulielmus, Divine Builder City, Forge
Verbum Deorum (Fethyrwal 4:16) Seeing the Celestial Heroes as heralds of change, Gulielmus turned all of his fortune and expertise as an engineer to honoring the saviors of Askis. Building on the solid foundations of the defeated monarch's destroyed castle, he constructed the first of the Nine Wonders of Devotion: the Silinium Tower, stretching its upper spire to the very heavens.

Sanctus Domia, Lady of the Word Arcana, Knowledge
Angelorum Nuntius (Fethyrwal 11:6) Domia was powerful mage that won acclaim in many battles, but this was not what earned her the admiration of the Celestial Heroes. After visiting the Upper Planes on behalf of our demigods, she devoted her life to bringing celestial enlightenment back to Askis and championed peace over all other things.

Noticia, Halfbreed Town

Crossroads, Isolated, Tradehub, Wealthy

In days past currents off the southwestern coast made for difficult waters and land bound journeys through the south of Samovi were incredibly harsh, but some travelers persisted all the same. These wayward folks began an outpost to the west of Relictus Mountain between Etium and Meridies, a collection of a few buildings that grew into a village where tieflings, half-orcs, and other peoples of mixed heritage gathered together. Only the destitute and desperate were willing to put down roots in the small settlement of Noticia—and then the Escarion Maelstrom wrecked havoc on Askis' shipping lanes. The village of misfits swelled into a town, the docks expanding into a naval port able to accommodate a stream of ships larger than those that used to stop in Noticia. Halfbreed Town is no longer a place to be derided, the city-state's estates sought by wealthy citizens intent to capitalize on the expanding naval port's heavy traffic. Tieflings of high standing are particularly fond of the settlement, making up the majority of Noticia's societal elite alongside half-elves, half-orcs, and dragonborn from families that moved there centuries ago.

Like their home's monicker implies Noticians are a mixed lot and attempts to categorize them are as endless as they are varied. One of their commonalities is one of living situations—whether a citizen lives within Halfbreed Town's territory or within Noticia itself, and if so whether they dwell in a home or one of the apartment complexes that have arisen to house the growing population. Denizens from this city-state are also easily accepting of others and adaptable with their beliefs, willing to hear out opposing views with an openness unmatched in Askis.

Sanctus Acoleia, She of Vigilance Knowledge, Protection
Memoria Vivorum (Fethyrwal 3:11) Through guile and cunning, Acoleia uncovered a succubus! The wicked creature was hidden by the ignorant perfidy of Samson Grandwit and she slew him for allowing it to escape justice, fleeing Noticia before it could be purged.

Saint Martinus, Saint of Self-Reliance
Celestial Bureaucracy, Life
Sacras Litras (Underknoll 12:15) Uncowed by the massive creature threatening his fleet, the halfling leapt to one of the smaller vessels and drew the pneumavore away from the rest of the ships. His ruse succeeded and the creature chased him down, consuming his craft. Martinus survived however, climbing atop its back and living for over a decade before being rescued—sustained by his faith alone.

Peribolus, The Walled City

Chaotic, Cramped, Defensible, Political, Urban
Peribolus is built around Rumex Bay at the bottom of a circular valley in northeastern Samovi, shadowed by the Scissura Mountains to the south and Recaltio Mountain Range to the west. Massive stone and iron walls were erected around the settlement at its founding, creating a perfectly circular limit to the city's growth. For generations the ramparts served their purpose admirably, protecting from beast and wartime alike, yet as time passed the Walled City grew, first outwards and then upwards. The settlement changed slowly from a fortified paradise to an architectural tribute to bureaucracy, with buildings growing taller and streets shrinking with each passing year. It is said that entire districts of the city are blocked off from the sun—whether true or not the maze-like streets make such legends easy to believe.

The tangled mess that is Peribolus is quite different from many cities on Askis; in the thick press of people, only the loosest versions of law and order hold sway. Things that would be illegal elsewhere are permitted inside the ignorance of the Walled City, its warren-like streets impossible to effectively police. Psychotropic drugs and poisons are among the most prominent examples of contraband, prompting impatient doctors and scientists looking to test the full effects of these substances to flock to Peribolus—as do those who wish to partake. There is little doubt that with the loose enforcement of regulations that *purpura dirks* (page 223) are being traded here, and if given enough time and subtlety the wielder of such a weapon could have every poison imaginable at their disposal.

It's no coincidence that people often look down on Peribolis, assuming anyone from the city-state's territory is as loose with the law as they are their morals. In nearly all instances this couldn't be further from the truth and the infamous miniscule percentage of the population causes the rest of Peribolus' citizens to turn to their faith in the Celestial Heroes all the harder. As a result their ardent rites of worship are perhaps more brutal but embody contrite penance in the hopes that the demigods will soon assuage the Walled City's woes directly. Facing adversity, traffic, and fearful of the worst elements of their urban home, Periboli are both demanding and somewhat skittish—if something seems awry or like a waste of time, they're usually the first people making an exit.

Christine Fos, Capturer of Monsters
Celestial Bureaucracy, City
Gadius Exanimo (Underknoll 10:15) Panic swelled in the gathered throng, choking them even as they gasped for breath. Only Christine stood firm against the mighty dragon, though tears rolled down her face she persevered. When dawn rose the next day the dragon was bound in iron chains—with Christine holding the key. Its flames would be used to reforge the shattered walls, now stronger than ever before.

Paran Batharos, The Wallsmith Cog, Forge
Angelorum Nunitus *(Underknoll 6:7) And so he did build a wall. The ground yielded to him blocks of stone whole from the ground, and Paran moved them. The ground gave him pure iron, and Paran forged it into great gates. The ground gave him sustenance, and Paran planted it, creating a verdant paradise.*

Saint Dordalus, Divine Alchemist
Knowledge, Protection
Libris Bonitatem (Ventrelli 7:18) In a truly miraculous accident Dordalus spilled a flask of the mad inventor Braskredj's unquenchable flames—but some of his own experiments as well. Ready to flee from the imminent inferno, the alchemist scrabbled to get away only to quickly realize that the fire had been put out. In hours he had perfected the solution, providing barrels of it to the Golden Redeemer's armies the next morning.

Saint Melitus, The Leafeating Saint
Celestial Bureaucracy, Nature
Verbum Deorum (Fethyrwal 13:6) Melitus had taken to eating only plants and espoused the good health it brought, spreading his beliefs far and wide.

Farmers flocked to follow in his footsteps after druids began to bless the most devout among them, making certain their harvests were bountiful, and to this day many who till the fields abstain from meat—as should we all.

Praesus, Town of Respite

Competitive, Historical, Nature, Political

Taming Samovi's dense northern forests proved to be beyond reach until the druid-mage Rollath opened his grove to travelers beset upon, saving lives from the harsh wilderness by offering a safe place to rest before continuing one's trek. When the elf shuffled off his mortal coil it became a village known to welcome those with a respect for nature—before long it was the premier place for the Wild Continent's beastmasters to learn their trade. The tradition of embracing animals and plants has persisted, morphing with the times until today where the current aims of the city are academic pursuits into biology and expert animal training, focuses that have become the main source of gold flowing into and out of the settlement. Praesus is also known for its competitive races of all kinds, particularly the Triarch Marathon (a footrace that begins in Etium and ends here) and the Jetharka Rally, a grand contest that spans the entire continent.

Praesians are gentle and kind but above all competitive—whether it is a matter of a wager, grades, sport, or anything else. Citizens from the Town of Respite make up contests almost constantly but always with the spirit of good sportsmanship, urging each other to do better and reach higher at every turn with earnest encouragement. Traditionally the people of Praesius were raised to master a trade or skill, but with modern technology bringing an end to its isolation more folk have become lackadaisical in their life's pursuits, traveling until they can journey no more and then returning home to out-do one another in the pursuits of the retired community.

Sanctus Novia, Saint of Sunrises Light, Protection
Integrum Opinionem (Fethyrwal 3:12) With the undead hordes of Wao'zaokan crawling over the settlement's outer wall, many in Praesus had lost hope of surviving until morning—but not Novia. In a blinding flash of light from the heavens she disappeared, transformed by her faith into a celestial force that caused the sun to rise on Askis hours ahead of dawn. The vampiric warmaster and his forces were caught completely unprepared, scoured from existence as the sun shone down on Praesus.

Sanctus Aloysius, Patron of Cunning
Death, Trickery
Memoria Vivorum (Ventrelli 2:16) With a steely gaze she drank deep from her flagon, urging Tark One-Eye and the Voidcrest pirates around her to do the same. The dwarf's cunning ruse took and as the last of the brigands drained their flask, the first of them succumbed to the potent poison inside of it. Aloysius was the last to suffer from the toxin, grinning with the knowledge that the scourge of the northern seas was undone.

Saint Sulla, He of the Bare Foot Forge, Protection
Memoria Vivorum (Underknoll 11:5) Despairing with every suffering passerby he saw, Sulla gave away the contents of his whole cobble shop. From that day forth he walked barefoot across Samovi, putting shoes onto the feet of every barefoot traveler he came across but never his own.

Refovio, High Town

Elevated, Isolated, Technological

No town in the world sits higher than Refovio, positioned on the outer peaks of the Recaltio Mountain Range and glittering in the dawn like a promising vein of ore jutting out of the rock face. Thermal vents from deep in the stone keep its homes warm and add some steam-powered machinery to the hundreds of inaequa-devices that make the settlement function, inexorably dragging the countless chains running cable cars from plateau to plateau. The oddity of High Town's location and layout make it remarkable enough but there are few more popular figures than the Caelum Gladio. Clad in jetpacks and wielding magic blades forged from the teeth of dragons, these courageous warriors have defended Refovio since before the emergence of the first divine machines (the secrets of their ancient technology now thought to be lost to time). This should not overshadow High Town's significant respect for knowledge and among academia it is just as famous for the writers it has produced, many of them taught in the ancient bastion of knowledge now called the Library of Adriotemachus.

There's one thing true about all Refovi: they keep their heads on straight during a crisis. Maintenance crews are constantly at work keeping the machines of High Town functioning and anyone raised there has experienced more than one nearly-disastrous cable car ride, dangling hundreds of feet



in the air. Citizens from the remote territory are also used to passing the time, either carrying unread books or the accoutrements of another quiet hobby in their pack. They tend to keep to themselves so there aren't many negative generalizations about Refovi other than their lack of wonder—being raised amongst the clouds with the song of the Whistling Caves lilting in the air gives them lofty expectations.

Saint Misargyrides, Keeper of Books
Celestial Bureaucracy, Knowledge
Gaduis Examino (Ventrelli 15:5) Helping the Celestial Hero Darrius seek out some scrap of knowledge to aid in felling the Bandit King Mincallius proved difficult but not fruitless. None was to be found, but in his search the dragonborn discovered secret runes hidden in the shelves of the Library of Adriotemachus! The scholar resisted sleep for every day of a week filled with zealous pursuit through the stores of scrolls and catalogues of tomes, erasing each blasphemous mark from the holy halls of divine knowledge.

Saint Cappadox, The Holy Mason Forge, Nature
Memoria Vivorum (Underknoll 7:16) The first building in Refovio was wrought by The Holy Mason, slowly bit by bit over the course of many years. Every day Cappadox carved and carried a block up the mountain, the path worn by his tread becoming the initial road up to his temple and the settlement it begat.

Saint Peniculus, The Whistling Saint
Celestial Bureaucracy, Forge
Sacras Litras (Fethyrwal 12:4) While his love of discordant melodies caused many to think him mad, The Ministry sought to reform him when Peniculus was discovered burrowing seemingly pointless passages in the Recaltio Mount Range. Only a year after his treatment began his work truly took hold, the tunnels producing a divine song all their own as winds passed through the Whistling Caves. Lellwyn Fethyrwal heard the tune and declared it one of the Nine Wonders of Devotion, seeing to Peniculus' release and ensuring his curious works could continue.

Regredior, East Port City

Crossroads, Enchanted, Historical, Tradehub, Urban

Merchants settled and fortified Regredior before The Golden Redeemers began their crusade in Samovi, guided to prosperity in the age of piracy by clever aristocrats that tightly controlled its economy. It is far and away the Wild Continent's most self-sufficient settlement, the ruling council of the past utilizing the wide manufacturing base to fix prices for goods when the need arose. The citizens of East Port City squandered in poverty for centuries until a revolt led by Darrius Ventrelli overthrew their class system and now its factories are devoted more to the production of appliances than anything else. The oligarchical wealth of Regredio's past was put to use in a way that benefits all however, and ancient enchantments keep the city's streets utterly pristine without the need for sweepers or shovelers.

Regredi aren't known for excessive talking—they like to get to the heart of a matter. This philosophy is inherent throughout the culture of East Porty City's territory and only when using good manners will one of its citizens patiently suffer dawdling. Folks from Regredior are used to the settlement's exceptional hygiene and don't like to get dirty themselves unless they have to, keeping an attitude that puts pristine style on a pedestal thanks the fashion trends of their hometown (known for being as immaculate as its sidewalks).

Saint Argyrippus, The Breathless Saint
Grave, Protection
Lex Altiores (Ventrelli 4:12) After the philosopher scientist released a maddening gas to spread all over Regredior, the brave Argyrippus ignored the warnings of the Golden Redeemers and ventured out into the mind-altering mist. He heaved and spat before drew in a breath so deep that the the city-wide fog withdrew from the streets and into his lungs! The dwarf died for his efforts and his bereaving ghost sometimes haunts the night in Regredior to recant his death, but the citizens of the city shall ne'er forget his noble sacrifice and without fail they have honored him thrice a year since.

Sanctus Quirinia, Lady of the Bow
Celestial Bureaucracy, War
Lex Altiores (Underknoll 5:4) As the walls of Regredior began to fall she leapt back from the battlements, letting loose an arrow before falling to her death. The missile was so righteous it flew beyond sight of the crumbling ramparts and directly into the demon Vura-Sxra's eye, blinding it to the approach of Tapper Underknoll's forces and saving the city from destruction.

Severus, Village of the North

Historical, Landmark, Naval, Tradehub

Founded in the days of primordial Askis, Severus has persisted in the coldest place on the lowlands of the Wild Continent by virtue of its perseverant people. Today its homes are heated and their industry aided by technology (though not too much as weighty engines are best used only in frigid waters), but the spirit of the Village of the North is just as strong as it has always been. Centuries of navigating some of the roughest waves in the world have ingrained the practice of sailing in the settlement and now its wealth comes in equal parts largely from naval schools, the bounty of the sea, and the brave shipmasters working the far northern shipping lanes.

There's an unfair yet widely-held perception that Severi are callous but this is simply their self-dependence and hardiness being misunderstood—they've been raised to expect everyone around them to be the same, with similarly sarcastic but well-meaning attitudes. They're still quite helpful when asked and a citizen from the Village of the North won't think twice about providing aid if prompted, they're just recalcitrant about making the same request when they could use some assistance.

Sanctus Dossenia, Saint of Purity Life, Light

Dedit Partem (Fethyrwal 14:5) The gnomish girl possessed a soul so pure her merest touch restored rotting food and cleaned tainted water. Realizing her gift was a blessing, she spent her life upending plagues and diseases across Samovi before dying at the hands of an assassin's blade.

Sanctus Modia, Master of Forests City, Nature

Divina Doctrina (Underknoll 6:18) What she did next surprised even the Divine Hunter, for he had known Modia since she was but a child and the half-orc had never shown any talent for nature magic. Still, she raised her hands and slowly, carefully, wove them together—as she did so the branches of the Artius Forest intertwined to make sturdy byways and platforms. With a new, safe abode secured, the well-meaning goblins and Severus formed a compromise of peace forevermore.

Sanctus Socellia, Saint of Wisdom Knowledge, Life

Sacras Litras (Ventrelli 8:4) After defeat at the hands of the Golden Redeemers she renounced her evil ways, taking a role of counsel rather than violence. As an advisor to the many lords of the land, her advice to make peace rather than war saved countless lives through resolutions and compromises instead of battle.



Resounding across the rooftops and down into the alleyways of Pertinax, the tolling of shrine bells awakens Lotiana from her slumber in the little alcove behind Sarcaggio's butchery. The old half-orc was always kind to her, never revealed her presence to the guard, and shared his meals freely (though even he never ate the finer cuts of meat sold in his shop). While wandering the streets these past months the young half-elf had heard many travelers say that the home of The Inquisition is actually a city split in two—one for the blessed, one for the cursed. Lotiana knew since the catastrophe that she was to be counted among the latter, left to be taken in by the government or survive with the bad hand she was dealt after her family passed away in the accident.

So many accidents.

The people of Pertinax are righteous folk and have not allowed the despicable violence of the resurging criminal element of Askis to cow them. Before the great serpents' fall they used this city as their final stronghold and the descendants of those hard-bitten citizens are stubborn, independent, and self-reliant—like Lotiana. She likes to think of herself as a sort of defender of her home, performing small bits of heroism here and there whenever the opportunity arises.

Stretching out her cramped limbs to wake up, the girl's belly rumbles mightily and she reflects that breakfast needs to be a priority. Lotiana grabs her small pouch of belongings and slips out of the alleyway and onto the sidewalk of a busier street, swept up into the bustle of mid-morning already underway. Inaequa-chariots and cabled vectio cars sweep through the roads of Pertinax and Lotiana nimbly skips across the way as a crossing guard signals for vehicles at the crosswalk to stop. The friendly man says something to her about getting on to school and she simply nods, looking away and shuffling all the more quickly towards the marketplace.

After a few more minutes of darting through alleyways between buildings and across smaller streets, the half-elven lass reaches the small, off-beat Haristra Market, her home away from home. Immediately she spots several people known to her—other vagrants living on the fringes of Pertinax, shopkeeps glaring at her from behind their stands of goods and delicious smelling foods, and the well to-do curious why a girl as young as her isn't in school. Although Magdo's sweet pastries vie for her attention, Lotiana focuses on an even greater purpose and scans the crowd for the mysterious woman she saw last week.

As luck would have it there she was, clad in the same brown ankle-length coat with her face shaded by a crimson-banded broad felt hat—although unlike before, today she carries a cord-bound satchel. The woman briefly speaks to one of the food vendors, exchanges a few coins, takes a skewered bit of meat, and briskly moves toward the northern edge of the market. Lotiana furtively follows after her through a half dozen alleyways before the woman passes through the annex behind the shrines to Sanctus Amandri and Saint Jetzio, and the vagrant comes to a stop, allowing the quarry to go as she will. The half-elf ducks into a familiar corner, making herself scarce and minding her own business as people shuffle off to their own tasks, paying her little attention.

Except for the new denizen that appears a few minutes after her. Lotiana doesn't recognize the old human and isn't quite sure what to make of him, carefully watching in her peripheral vision and trying to determine if he's a threat. It was unlikely, of course—most of the vagrants she meets aren't violent and those that are quickly get brought in to The Ministry—but living alone had taught her to be cautious. More than one friendly smile has tried to hide wickedness from her in the past.

The old vagrant approaches her in a lazy walk, saddling up comfortably against the wall near Lotiana's corner. For a brief moment she tenses her muscles to spring as the man reaches under his robes but calms as he produced a half-eaten pirum. He offers it up in one hand but after she silently declines, he takes a bite into the fleshy fruit. "Been a good harvest this year," he says, nodding appreciatively as its juices flow around his fingers. "Inquisition's really turned up lately though and the fruit selection has hurt because of it, hasn't it? That's what the farmers are saying."

Lotiana shakes her head, disagreeing. "Not at all. I heard just yesterday that the recent influx of new inductees for The Inquisition are bringing in a lot of coin with them. Even saw a few emptied stands."

The disheveled fellow looks slightly hurt but continues. "Sure, sure. Plenty of new recruits this time too. Seems to my old eyes that the fresh Inquisitors are all sloppy, poorly trained." He bites more of the flesh off the pirum, exposing its core and chewing as he adds, "lot of fools and ne'er-do-wells , I say."

"No, no," Lotiana replies, "that's not remotely true. I've never seen an Inquisitor I wouldn't trust. They are fine defenders and make Pertinax a safe place for me to live." She genuinely smiles, thinking of all the times the organization has helped her make ends meet after the accident. "Anyone that doesn't have love in their hearts for The Inquisition—there's a fool."

The old man nods and laughs, turning away to furtively look up and down the alleyways nearby as his voice suddenly changes in timber, gaining a measure of authority and command she recognizes instantly. "I couldn't agree more, my dear—love for The Inquisition should be in all our hearts." Lotiana gasps as the old vagrant turns, revealing the familiar and much younger face of Inquisitor Octavius. He smiles warmly at her and produces a fresh pirum from his robes, tossing it into the air for her to catch and quickly eat. The sweet juices delight her half-elven taste buds and she rapidly consumes the ripe fruit, quickly eating down to its core before popping the pit into her mouth to relish every last bit of its pulp. "Tell me my dear," her trusted friend asks, "have you any news about the woman I asked you to keep an eye on?"

Tonguing the pit to the side of her mouth, Lotiana nods and explains everything about the mysterious woman in great detail—what she is wearing, the satchel she carries, who she spoke to and for how long, where she was last seen headed toward and when, and the other sorts of information that Inquisitor Octavius often asked for. As usual his gaze never waver from her eyes as she shares what she's seen, and though she knows many found his intensity to be frightening it only emboldens her heart to know that the defenders of her home are fierce and true.

"Once more, child, you have done The Inquisition a great service." The Inquisitor reaches into his robes—no longer the dirtied rags of a vagrant but now the pristine and exquisite finery appropriate to his station—and produces a small pouch that jangles with the promise of food, shelter, and comfort. "Very well." He hands her the small parcel of coins and walks purposefully in the direction the mysterious woman had went, righteousness in his gait.

Lotiana quickly takes to her own tasks, slipping back into the Haristra Market and making for Magdo's stand. She thinks to herself that the Celestial Heroes must be smiling on her today because a few of the pastries—particularly the ones she had been eyeing up—are still there. Though surprised that she has the coin, the salty dwarf turns over two of the delightful confections and after storing one in her shirt, the half-elf carefully bites into the other, closing her eyes to savor the sugary treat.

A sudden yell interrupts her sumptuous distraction however and Lotiana snaps open her eyes to see the mysterious woman from earlier in the day crashing onto the ground only a few feet away. Several men and women dressed as civilians expertly tackle her, sending the satchel sailing off into the air and pamphlets of paper spilling onto the dirt. She screams, "the truth of the light cannot be held in shadow for long! The truth shall be revea—" before Inquisitor Octavius appears, chanting an incantation that knocks her unconscious.

Lotiana picks up one of the pieces of paper and inspects it, appreciating the boldness of the letters, but her trusted defender takes it from her hands and pats her on the head reassuringly. "They are misguided," he says, winking at her. "We both know better—The Inquisition is the ***real*** *light of truth."*

ZAKUTHOMBO The Far Continent

As the last stronghold of evil in Askis, more disbelieving citizens live in the Far Continent than anywhere else. The Inquisition has thus made it their de facto home, rooting out the unfaithful and malignant for either imprisonment or rehabilitation with The Ministry. Their agents are a constant presence in the cities and roam the countryside looking for wanted criminals, rumors of anti-establishment groups, and anyone thought to be suspiciously lacking in devotion to the Celestial Heroes. While trade routes and infrastructure are mostly complete in Zakuthombo, they are not as developed as in Ouranios and amenities are slightly more expensive or harder to come by than even in the (heavily invested and resource rich) continent of Samovi.

Iacio, Capital of Zakuthombo

Capital, Disorganized, Free, Laboring, Mountainside, Tradehub

Of all the major settlements in Askis there are none less prone to order than Iacio though the capital of the Far Continent is far from lawless—the shadow of The Inquisition falls heavily over the city, its agents ever vigilant for the threat of evil resurging. There is some irony in its history as the stronghold of bandits and brigands, villains that retreated here to reserve strength as more of the world fell under the sway of the Celestial Heroes. Loyal soldiers lost their lives by the thousands assailing its walls only to be rebuffed by blades and arrows, then bullets, and finally fire; even after Ouranios and Samovi were conquered the foes in Tucker & Co.'s quest to end malevolence in Zakuthombo stood fast, resisting several of Grukk's Grand Expeditions before dragons came to lair in the mountains behind the metropolis. It wasn't until the 14th Grand Expedition led by all of Askis' demigods that the villains fled, cowed in the face of the overwhelming divinity and numbers arrayed against them. Mystral Farsong encouraged her allies not to forcibly alter the doings of Iacio too much after taking the city however, and alongside Grukk she has overseen its "rule" ever since, maintaining the same freewheeling attitude the metropolis once championed (tempered by the presence of benign authority, of course).

The Operans Mountains provides the backbone of industry in Iacio: ore. Workers descend into its stony interior day in and day out, picking away veins of iron, lead, copper, silver, and even gold to be processed in the Interlino Quarter below before shipping off on steel equos to elsewhere on the Far Continent or a ship bound for the high seas. There are a stunning variety of other trades practiced here as well, whether to support the mining economy that has driven the metropolis or not—while its history as a den of iniquity contained a great deal of evil it was also a locus of cultures from all over the world, a microcosm of Askis in one settlement. Some of the forbidden practices and traditions that died out in Ouranios and Samovi survive only here, shedding their most unseemly aspects in order to be tolerated by The Inquisition. Finally it is a common place for the successfully reformed to dwell, brought by expense of the state to live a fulfilling life of labor in the Free City.

Architects and archaeologists argue at length over the system by which Iacio was laid out but most people assume it was done by a throw of the dice (or something else just as random). Despite the chaos of its construction, the metropolis has numerous signs and public maps to assist travelers getting around though as part of the last of the continents to become civilized, inaequa-chariots and other amenities common elsewhere are not in abundant supply here. One can still purchase them in Iacio's streets if they've coin enough, but the steel equos rails are nearly always occupied by mining shipments—not passengers cars—and most folk that don't have a steed either walk, bicycle, or take a rickshaw when traveling inside its confines. The only true mark of the Celestial Heroes are the irrigation channels dug out from the base of the the Operans Mountains to the wartorn plains around the Free City, used by enterprising farmers to revitalize the badlands and coax them back into fertile fields—until then the capital of Zakuthombo relies heavily on imports from its neighboring city-states to keep the populace fed, gradually improving the travel corridors across the Far Continent as the need increases with every new arrival.

Cantatio Promenade (Center)

Melodies and jaunty tunes float over the streets where Iacio's artists and performers congregate and their collected menagerie of open-air entertainment provides a daily circus of performances. A plethora of theatrical parks and amphitheaters complete the Free City's arts district and have made it the hub of travel in the core of the settlement, criss-crossed by rickshaws commonly used in its


LENOCINOR DISTRICT
PARS CIVILIS
N
W
E
S
HARIALOR SQUARE
CANTATIO PROMENADE
VOLGATUS COMMONS
HIPPODROME MIRABILE
INTERLINO QUARTER
REDIMO DISTRICT
VOLGATUS COMMONS
IACIO CAPITAL OF ZAKUTHOMBO
KNIGHTS OF THE CHIME

cobbled, winding, and varied streets. Mystral Farsong dwells in the Hippodrome Mirabile at the center of the gymnasts, musicians, thespians, and other performers, viewing the athletic performances and theatrical plays in stadiums nearby from ornate porches that extend far from the 16th floor near its top like the petals of a blooming flower.

Lenocinor District (North)

There were great profits to be made from (and by) the villains that flocked to Zakuthombo's center of mining (and thus forges for armor and weapons) as incursions into the Far Continent persisted. The war-profiteering that created the ostentatious palaces and manses on the cobbled roads is long gone but their dwellings remain, inhabited now by the heads of merchant guilds, mining consortiums, and the delegates of city-states working in the Pars Civialis.

Harialor Square (Northwest)

Shrines to the divine patrons of Askis were the targets of destruction and sabotage after Iacio was conquered, a problem that Grukk had a simple solution for: lump them together with a wide area around the cluster and then surround it with guards. While the constant presence of warriors has largely become a thing of the past and it's increased far beyond its original parameters, the majority of Iacio's devotional sites continue to locate in Harialor Square.

Interlino Quarter (East)

Abutting the slopes of the Operans Mountains are refineries, processing facilities, and the Rectus Semita —a chain of continuously running vectios that haul workers up the mountain and bring them back with loads of ore. Most of the citizenry in the city are employed here and to accommodate shipping all of the raw materials (as well as waves of laborers arriving or departing their shifts) its avenues are broad, easily traveled upon by five or more steel plaustra or wagons at once.

Redimo District (West)

Numerous assaults that never made it to the city walls turned the fields around Iacio into badlands blasted by spellwork, dragon fire, and lead shot. Importing food enough to support the metropolis is a difficult task and with no agrarian infrastructure nearby Mystal Farsong knew that Iacio had no future, so upon the Free City's conquest she immediately went about reworking the resources nearby to restore natural growth. Evokers from the Tucker & Co. spellswords and laborers sourced from the mines were requisitioned to carve out new aqueducts channeling the Operans Mountains' runoff into efficient irrigation channels that stretch beyond the horizon. The Celestial Hero's terraforming venture has borne fruit and after hundreds of years the lands around Iacio have begun yielding strong crops once again, though The Ministry has matched their gains with additions to the populace and the Free City still requires no small amount of foodstuffs to feed its citizens.

Volgatus Commons (South and scattered)

The remaining areas of the Free City are a varied lot of townhouses, tenement homes, shops that double as dwellings, and apartment buildings collectively called the Volgatus Commons. Middle class citizens (usually specialty artisans) are interspersed throughout along with the occasional newly built shrine, although the most imposing and notable part of the district is the headquarters of the Knights of the Chime where Grukk's celestial work is kept, protected by the order's trainers and new inductees.

Saint Lydus the Canny Arcana, Grave
Angelorum Nuntius (Farsong 5:11) In the catacombs beneath Iacio the explorer discovered something both dangerous and rare—the ancient spell scrolls of the primordial wizard Vicefroth, unleashing his spirit to haunt the city! After a night of true terror and bloodshed Lydus sacrificed his own soul and used the mage's ancient magic to put the ghost to rest, though he has been entombed with it since.

Saint Isauricus of the Courageous Heart
Protection, War
Dedit Partem (Grukk 14:38) Taking hold of his glaive and crying high a prayer to the Celestial Heroes, Isauricus leapt out onto the back of the seemingly invincible dragon Huradian'thaiich and slew it, falling with it to his own death

Sanctus Volcatia, Patron of the Meek City, Trickery
Gaduis Exanimo (Farsong 12:14) Unbidden of the dangers, the dwarf permanently shrunk herself to the size of a thimble in order to evade and follow the blasphemous mage Neracito back to his hidden lair in the Forests of Patro, returning to Tucker & Co. with its location and saving Iacio from any more of

his terror. Despite the efforts of Askis' finest workers of magic the ghost of the sorcerer remains, returning every fortnight to harry the citizens of Zakuthombo's capital.

Saint Gulielmus, Divine Builder City, Forge
Verbum Deorum (Farsong 4:16) Seeing the Celestial Heroes as heralds of change, Gulielmus turned all of his fortune and expertise as an engineer to honoring the saviors of Askis. Building on the solid foundations of a defeated monarch's destroyed castle, he constructed the most imposing of the Nine Wonders of Devotion: the Silinium Tower, its upper spire stretching to the very heavens.

Pertinax, Inquisitorial Metropolis

Historical, Holy, Landmark, Political, Tradehub, Wealthy
In the wake of the Night of Largitio the demand for The Inquisition swelled and the small city of Pertinax did the same when it became their headquarters, rapidly expanding in size and scope in a matter of months. Tucker Quickfoot dug deep into the coffers of the Celestial Heroes' vaults to reforge the nearly-ruined settlement, arguing that in order to properly see to its duties that his organization required a city of their own. The Inquisitorial Metropolis has transformed under the demigod halfling's guidance —once a shrine to everything wrong in the world, it's now the home of its first defenders against wickedness.

Dragons fled eastward from Iacio when it finally fell and laired together for a last stand in tightly-controlled Pertinax, quickly overpowering its ruling mage council with tooth and claw. Decades passed before Tucker & Co.'s mercenaries retook the city and it became host to horrors beyond counting, the serpents and their lackeys treating citizens as expendable slaves, food, and subjects for experimentation. Foul magics were worked to transform the interior of the rocky slopes behind and beneath Pertinax into dozens of miniature environments—passages leading from swamps to arctic caves to chambers with rivers of lava and more. When the forces of good finally overcame the draconic overlords many of these tunnels were hastily collapsed but those that remain have become the training grounds of The Inquisition where the last tests for agents await the truly resolute.

Pertinax's first rulers chose the site for its position around the pass leading into the mountains but also because of the unique geography of the conical rock formations nearby. Using magic of all kinds was what united the city's mage council (many of their practices now banned or restricted by The Inquisition and The Ministry) and their spellwork carved magnificent towers that became home to the overpowering dragons resisting the Celestial Heroes. Zakuthombo's nobles compete to own these lofty mansions and pay ever more exorbitant fees the higher up they are—save for the three tallest and largest of the "Dragon Spires", inhabited solely by The Inquisition. Dragonborn have been welcome in the city since its founding but the serpents that died here left more than a shell-shocked populace, interbreeding to make half-dragon warriors that sired children of their own and now more draconic citizens (many of them poor) dwell here than anywhere else in Askis.

The wyrms did not allow Pertinax to slip from their claws easily however and their climactic final encounter with the Celestial Heroes has turned into one of the world's most retold legends: the Battle of Cruenta. Steaming gore flowed from the city's highest public square to turn the very streets of the city crimson, the blood of dragon and demigod alike coating paved bricks as the bloody massacre grew more dire. Only the clever tactics and patience of Tucker & Co. saved the day, the trio materializing from another dimension to strike down the vile dragon Gardarromaalmo with blade and spell just as she was about to end the rest of the divine champions' lives. Thus Pertinax has become a site of pilgrimage for tens of thousands of the most devout, the plaza considered to be one of the holiest places in Askis.

Reshaping into the Inquisitorial Metropolis wrought changes aplenty but the city's original masters and the draconic terraforming inside of the Operans Mountains allowed Tucker Quickfoot to make the settlement surprisingly self-sufficient. Even so the wide assortment of exotic beasts and goods required by The Inquisition to train their agents have brought a great deal of trade alongside the pilgrims constantly streaming into and out of Pertinax to bear witness at Cruenta Square. Overseeing and amplifying these are the Global Patent Office (GPO) and Askis Invention Archive (AIA) where devices for mass-production are logged, ratified, protected, and in almost all cases have a single copy of the item stored on site.



Pertinax sits inside of a gorge with each level of the city walled 30 feet from those below it and accessible only through heavily-fortified gateways staggered on opposite sides. There was a period of greater equality during the Utopian Dawn yet the rush of The Inquisition's revival has set the city's society askew, the rapid construction bringing prosperity for a time but leaving a vacuum in its wake. As with the Dragon Spires the poorer citizens of Pertinax live at the lowest elevation with the wealthier further above, though trades of all kinds are to be found in each of the seven districts—one can find artisans and small factories at any of the Inquisitorial Metropolis' elevations, but quality rises with both price and location.

City sectors are free to travel between except for the highest bastion where The Inquisition dwells in the trio of Dragon Spires towering above Pertinax. Home to the logisticians and tacticians of the holy order, Praetexitur is the tallest spire and hugs the cliffsides behind its lessers—rumors abound of what's inside, tales of evil relics that resist destruction and inaequa contraptions too dangerous for the world at large. Next is Horologium, the largest of the three and dormitory for recognized members of The Inquisition. Its other primary uses are to collect and collate the investigations of the organization's numerous agents. The Peniculamentum is where their training takes place and where they are made to live before attaining the rank of Inquisitor, made to sleep in cold discomfort and squalor as a test of their faith.

Sanctus Amandri, Lady of the Hearth
Cog, Knowledge
Gaduis Exanimo (Farsong 17:2) Amandri was one of many abandoned children in the orphanage but unlike the others, she had true faith. Every morning during the Blizzard of the Maelstrom she filled their home's furnace with the same small sack of coal—scarcely enough for a few hours—yet the fires burned until dawn every day for a month.

Saint Jetzio, The Mad Saint City, Knowledge
Dedit Partem (Farsong 5:12) Forsaking his authority as mayor of the growing village, Jetzio descended into the Crypt of Amtretheon beneath Pertinax. It took him weeks and cost him his mind, but he completed the diabolical puzzles within and closed the fiendish gateways threatening the land.

Saint Labrax, The Hearty Saint
Celestial Bureaucracy, City
Divina Cartis (Grukk 11:4) With no other means to escape the rebel wizard Gandros turned himself into water, fleeing through the pipes of the university and down toward the city. The sullied half-orc was keen to the ploy however, dashing mightily to outpace the mage before he could reach the network of passages beneath Pertinax. Opening wide his jaw the protective brute swallowed the apostate along with all the waste nearby, killing them both but ending the evil of Gandros' blasphemy. It is said that when storms fall upon Pertinax one can hear the two battling in the dirtied passageways, The Hearty Saint forever keeping the wizard's spirit at bay.

Sanctus Cispia, Patron of Secrets
Grave, Knowledge
Verbum Deorum (Grukk 4:13) With no parchment or ink to write with she carved into her own skin the secrets of the lich Ulnayr, forever damning her soul but giving Grukk the knowledge of how to destroy the foul undead mage when he came upon her still corpse during his hunt for the undead.

Aquila, Snow Town

Arctic, Landmark, Lawful, Nature

Once home only to hardy sea captains hunting the large beasts in the icy northern waters of Askis, the settlement of Aquila is as humble as it has always been even after turning into the initial testing grounds for The Inquisition. Cold seasons and bitter winters transformed into ever present snow with climate alterations resulting from The Escarion Maelstrom—the perfect place to ensure that only serious contenders with the fires of holy righteousness in their hearts reach proper training in Pertinax to the south. In the crusades of Tucker & Co. the settlement became the staging grounds for retaking the northeastern regions of Zakuthombo and essential to the war effort, already a place once trod upon by soldiers' boots and well-prepared to use for conditioning warriors once again.

A strong tradition of fishing and maritime hunting coincides with new professions to service the countless hopeful recruits that arrive in Aquila—though isolated as it is and meant to toughen applicants, its citizens are fewer in number than any other of the Far Continent's settlements. Some thought

the heavy snows would be the end of Snow Town but Aquil are resolute with a tenacity that has kept them rooted even after Zakuthombo's more hospitable lands were rid of evil. Citizens of the territory welcomed The Inquisition's offer with open arms and their culture has since stopped being recalcitrant (though they are just as ardent), ready for coin to come from elsewhere than the icy waters to the north and meager farms further inland.

Sanctus Phanostrata, Patron of Freedom
Celestial Bureaucracy, Trickery
Verbum Deorum (Grukk 6:5) Never one to listen to a strongly worded command, Phanostrata led numerous other slaves in escaping the clutches of the tyrannical monster Elroathia Eleven-Eye to find refuge behind Tucker & Co.'s mercenary forces. On her 17th journey to liberate more of her kin she was captured, flensed of her flesh but never forgotten by the devout for her holy work.

Saint Dexippus, Master of the Tide
Nature, Protection
Divina Cartis (Farsong 10:16) Merely an apprentice, the fleeing citizenry thought Dexippus mad for preparing a spell as the fires raged around Aquila. Untroubled by their fears she coughed and hacked her way as smoke choked the city's streets, falling unconscious as the voracious Flames of Aitrigdior were finally quenched by the rising tide she summoned to douse the mythical fires conjured by the mage apostate Magnio Quilarri. He, his rioters, and the unhinged wizard all drowned in the flood but Aquila was saved from certain destruction—when the moon is high their spirits roam still, seeking to incite riotous fires once more.

Conlatus, City of Victory

Artistic, Crossroads, Historical, Landmark, Tradehub
No other place in Askis has been won or lost as many times as Conlatus, a truth proven both by the catacombs beneath the settlement holding the scant remnants of rulers beyond count and plain as day in the rich architectural traditions of each culture that's controlled it at one time or another. The Celestial Heroes brought an end to the City of Victory's cycle of violence and its residents have embraced its tumultuous past—artisans aspire to learn their trade here and dream of attaining skill enough to become one of Conlatus' famed masons or sculptors. There are no tributes to the ruthless and savage masters of course, its streets instead lined with masterpieces of the demigods constantly improved upon with more in-depth details and corrections as the years pass. For those with little interest in the arts the city has little to offer, a waystation for steel equos with enough infrastructure to support the scores of locomotives that arrive and depart there day and night.

Conlati are laid back, easy going, and confident in their knowledge that the best results come in due time. Getting a resident of the city-state to rush is a difficult obstacle unless they've committed to a cause, in which case they are as implacable as stone. There is also a fair bit of superstition among Conlatus' population—bloodmages, necromancers, and worse were once its rulers. Undead armies and hordes of fiends haven't been seen in the City of Victory for centuries but the memories of those terrifying times are livid in the cultural landscape, preserved by frescoes and mosaics in the few passages underneath it that haven't yet collapsed to the march of time.

Saint Gallicles, Master of Death Death, Grave
Gaduis Exanimo (Grukk 12:19) Many a warrior has traveled beyond the pale and been brought back to life but none have gripped the mortal coil more arduously than Gallicles. Every time he returned to the battle lines of the crusades to conquer northern Zakuthombo, his presence surged holy forces to victory. His thirteenth death was too extreme for resurrection but still, Gallicles would not leave us—he came back next as a stallion, thenas a bull, and even more until finally time claimed him.

Sanctus Faleria, Saint of Spirits
Arcana, Celestial Bureaucracy
Lex Altiores (Grukk 4:17) When discovered by The Inquisition, the apostate Vassnio attempted to escape across the dimensions and would have succeeded were it not for Faleria's interference, her spells disrupting his magic as he fled Askis. The talented mage spent the rest of her days containing the blasphemer's sundered spirit, saving Conlatus from his heretical vengeance before time claimed her as well.

Eludere, Hill Town

Historical, Landmark, Nature, Wealthy
The origins of where some of the demigods were born are shrouded in obscurity but not Tucker Quickfoot—the village of small folk that raised him has loudly proclaimed it since the first stories of Tucker & Co.

circulated across the Far Continent. Built on and throughout rolling knolls the aptly named Hill Town has grown outward, upward, and downward since its favorite son's ascension. Businesses and dwellings dug down into the embankments of the town's valleys are sized for the halflings that founded Eludere (and connected by dirt tunnels just as small), but these have been overwhelmed by buildings that jut out of the green slopes like oversized fence posts. All of them are perpetually heated by proximity to the Sopitam Volcano to the south—one of the reasons its founders settled here—and a longtime trade alliance with Obcidens to the north has flourished to provide construction of the finest quality, befitting given what Eludere has contributed to Askis in the blessed tactician.

Much of Eludere culture comes from their historical ties to Obcidens—for all the jewels mined from the Camara Mountains, in a land of brigands and pirate-filled seas there came a dire need for clandestinely transporting gemstones to the wealthiest markets. This was the backbone of the economy of Hill Town's past and proved to be fruitful enough for a mere village, and since its expansion the small folks' penchant for acts surreptitious has evolved to more closely emulate its favorite son's most lauded talent by espousing a mastery of tactics. Students in the town's schools play at miniature games of war every day and even well after their state education ends, their home's past as a den of rogues turned on its head to provide the best security advisors and commanders in all of Askis rather than its greatest smugglers.

Sanctus Sejanus, The Deaf Saint
Celestial Bureaucracy, Life
Libris Bonitatem (Grukk 13:7) Though deaf at birth Sejanus was guided by a divine song that drew her to Grukk—seeing the demigod's mortal wounds, she helped him to the safety of her home and offered what little healing she could provide. For days she secreted the holy warrior from the forces of Commander Kinstahg, but before a week had passed his fell soldiers found her out and executed her as Grukk awoke. Enraged that so kindly a halfling had died for her kindness, he waged terrible war directly to the private chambers of Kinstahg to honor her but we are never to forget her sacrifice.

Saint Tyndarus, Patron of Crusaders
Protection, War
Integrum Opinionem (Farsong 2:11) Knowing that the fiend would never leave Eludere be, the brave halfling Tyndarus embraced his family one last time before facing off against the monstrous Izbek. Bolstered by faith he harried the demon with the swords of the town's defenders, each throw striking true until at last he closed on the wicked creature. Izbek grasped Tyndarus and their embrace suffused each into nothingness, floating off on the wind never to be seen again.

Sanctus Macrinia, Saint of Bards
Nature, Protection
Divina Cartis (Farsong 5:12) With the ground quaking beneath her Macrinia stumbled up the slopes of the Sopitam Volcano and descended into its caldera just as eruption was nigh. Breathing deeply from the sheepskin bag of air she brought with her before collapsing onto the scorching stone, the dragonborn unleashed a melodious song of such potent divine force that it stopped the magma from exploding up from below, saving Eludere from certain doom.

Entiam, Last Stop Village

Isolated, Leering, Weathered

It is easy to bypass Entiam as another series of dunes at the edge of the Escarion Maelstrom yet it is so much more, turning into a riot of color and life on days the desert winds die down. The people of Entiam are full of life and song with tales and stories for every occasion. Just as the settlement is easy unassuming by appearance so too are these parables, but every told yarn has a purpose for the sand seas outside their home are inhospitable, deadly to the unprepared—and there is a story for every situation.

To those from elsewhere the advice-heavy Entians seem pushy and pessimistic. This is perhaps not wrong, but certainly not right—a long life in the hard lands in which they live has taught them to do whatever they can to save the lives of explorers and adventurers who visit their home as a stopping point to the unforgiving wastelands beyond. For those who heed the local advice there are great treasures to be found, but the most significant of all may be buried only a few miles from Entiam's step: the corpses of hundreds who refused to properly acknowledge its long-storied history.



Imperiosi Relator, The Preacher Knowledge, Grave
Angelorum Nuntius (Farsong 8:15) Imperiosi knew what must be done. He watched over the people of Entiam and spoke to the spirits of each one after their passing. He learned how their deaths might be avoided, and he learned of what they treasured most in life, and from their tales he wrote ten thousand songs, stories, and poems, each one protecting the listener from the dangers of the great storm of the desert. Only after the final song was penned did he rest, and then finally prepared, ventured out into the sands.

Tempestas Pulvis, the Desert Watcher
Nature, Tempest
Memoria Vivorum (Farsong 9:23) Once again, Tempestas returned from the desert. In her arms she carried the wounded like they were babes, and laid them upon the altar. They grew in strength over the coming days, and again and again they said "we were wrong". Tempestas smiled calmly for so long as there were wanderers who would brave the blistering deserts outside of the city, she would be there to rescue them when the warnings were not heeded.

Sanctus Didia, The Gun Saint Trickery, War
Libris Bonitatem (Grukk 9:12) Brave beyond doubt, the halfling stalked the camps of Warlord Grusakk for weeks, her gunpowder miraculously restoring itself until the pistols left her hands when she was captured, brutally killed, and kept as a grisly display of the ogre's savagery. Only after his disrupted forces were routed by Grukk's mercenary allies was she shown due respect and honor, though we are to remember her courageous sacrifices forevermore.

Sanctus Cincia, Lady of the Forge Forge, Protection
Divina Cartis (Grukk 4:15) Keen to impress one of our world's most holy protectors, Cincia spent months painstakingly crafting a helmet so geometrically perfect and precisely forged that even Grukk could not harm it. Her talent for smithing proved true, the helm still worn by the Celestial Hero long after her passing.

Maerus, Barter City

Historical, Political, Resplendent, Tradehub, Wealthy
Maerus has played a major part in commerce on Zakuthombo for centuries and continues to do so today, still led by the descendants of its outcast founders. The ancient democracy of Prensatio exiled the dwarves that settled in what's become Barter City millennia ago, but while their crimes have been forgotten their punishment has not—unlike the stout folk elsewhere in Askis they were not just exiled but stricken into the sand seas, naked and left to die from exposure. Desperate, exhausted, and dying in the desert they came across a djinn and struck a bargain that lasted until the Celestial Heroes finished their great works. Not only did the outcast clans survive their ordeal, they thrived; the lands around their new home flourished, malicious armies of the Far Continent suffered terrible curses when attacking them, merchants flocked to the settlement, and even the demigods' crusades failed to breach its walls.

Eventually Tucker & Co. decided the best thing to do was to purchase peace and compliance from Maerus. The price they paid was vast as the dwarven rulers of Barter City—famous for their greed—began a bidding war with the dragons still fighting in Pertinax, achieving a sum so great that all of their descendants are still among the world's

richest people. A history of wealth has resulted in eateries, universities, law firms, and other services of the highest quality, giving Maerusi little reason to travel beyond its walls. This is only true of those able to afford it of course and the working class are of a different mindset, knowing that achieving a higher station in life is almost certainly more probably anywhere else other than their home. While they are fair and share their prosperity, the elite of Maerus have also used their fortunes to shroud the systems of power in bureaucracy that is almost impossible for anyone but the affluent to cut through.

Sanctus Papiria, Saint of the Flame
Celestial Bureaucracy, Forge
Gaduis Examino (Grukk 16:6) Never did the lowly curator of the Styphnia Museum suspect to be of any true importance, but it was here that the heretic mage Juliaros chose to hide. While walking the hallowed halls she noticed a figure in the paintings of Draenarius, a man out of place. Gasping in shock as it suddenly moved to the canvases of Xylicus, she leapt to the next chamber and seized Sparaxio's famed portrayal of the Hydralis Steppes—setting it to the flame of a torch nearby, burning the apostate Juliaros and sending him to a fiery judgment in the afterlife.

Saint Grumio, Patron of Warsingers Forge, Life
Divina Cartis (Farsong 3:12) Every day underneath Roualiarra's rule withered his bones and will, but never his faith, and Grumio let his mind wander as he toiled to compose songs of courage and loyalty. When shared with his fellow slaves the inspired melodies banded them together and bestowed the bravery required to overthrow the warlock's bloodletters in the Rebellion of Song, and so we sing Grumio's praises to this day.

Sanctus Quintia, Saint of Artistry
Celestial Bureaucracy, Forge
Memoria Vivorum (Farsong 4:22) In her mind's eye Quintia finally saw it, a work of art worthy to become one of the Nine Wonders of Devotion—sculptures animated by water, truly depicting the Celestial Heroes' most awe-inspiring feats. After a decade of toil the Moving Mosaic of Intuor was complete, its creator's aspirations confirmed by the tears of joy shed by Mystral Farsong when she first witnessed it.

Navicla, Hook City

Crossroads, Friendly, New, Tradehub, Urban
Mariners of ages past knew to avoid the hook of southeastern Zakuthombo, its warm waters home to the boats of pirates and scallywags. Brigands took root on the shores of the ingress' southern tip, striking an ages old agreement with orc warbands that merchants feared too much to trade with and creating a marketplace where the nomads of the Far Continent could routinely acquire civilized (usually smuggled) goods. Navicla is a place of resurgence, its proximity to Ouranios and the cutthroats on every corner making it the target of frequent failed assaults—enemy armies were seen from afar, the pirates fleeing on water and orks scampering into the wilderness only to wait for reinforcements then returning in such great force that no sane commanders stayed their ground. The last of these cyclical invasions were done by Tucker & Co. in numbers that the dwindling buccaneers and tribal warriors could never hope to match, and the spiteful Captain Cynthius Crimson Eye (still at large despite the elf's advanced age) put the whole settlement to the torch.

Everything has been rebuilt with an eye for the future, city blocks of apartments, markets, artisans, and the like with steel equos tracks taking freight from the Contiguous Continent east and north at a steady pace thanks to recently improved infrastructure. Native citizens of Hook City are few these days and the survivors of the original settlement are wont to admit they once lived there. Naviclans are all making a fresh start—hopeful, eager to succeed, looking for new friends, and committed to the *Philosophy of Enlightened Civility*. Usually they only leave Navicla on business but not everyone fits in and when their dreams are dashed, the urge for a better life sends them elsewhere.

Saint Ergalisus, Saint of Quickness Life, Tempest
Divina Doctrina (Grukk 16:8) Even with his arm hanging broken at his side, the half-elf's fleet feet remained true and he outran the boar-riding messengers of the powerful orc warlord Klashrak. Informed of the impending assault hours in advance, the defenders of Navicla easily pushed back the monstrous assault and helped smite the forces still laying siege when reinforcements from Prensatio arrived.

Saint Harpax, Patron of Belief
Celestial Bureaucracy, City
Memoria Vivorum (Farsong 3:13) As fearless as he was zealous, Harpax traveled the heathen territories of Zakuthombo far ahead of Tucker & Co.'s armies, spreading the gospel of civilization until brutally killed for his preachings.

Obcidens, Glitter City

Isolated, Mountainside, Resplendent, Towering, Wealthy
The Far Continent has gems aplenty buried in its mountains and the richest of its mines have long been in the northeast, the dense clusters of jewels making for deadly mines prone to collapse. Zakuthombo's gnomes seeking peaceful lives fled here long ago to take their chances in the tunnels, eventually turning their cunning minds to ways that made it safe enough to make the risk acceptable and mastering all the arts of gemwork. Thanks to the halflings of Eludere the rulers of Obcidens had coin aplenty to defend the cliffside settlement with elite mercenary companies and expert spellswords. Glitter City's longtime alliance with Hill Town ensured they would never take sides against its favorite son and they received Tucker & Co. with epic fanfare—and an agreement of abdication with the singular provision that their home's boundaries only grow as per the meticulous schedule of its demitting rulers. What was once a quaint but upscale village has bloomed into clusters of towers looming over the southeastern slopes of Camara Mountains, bereft of large factories and instead accented by numerous smokestacks drifting up from countless artisan shops. The mines that made Obcidens rich are still a source of great pride but fewer laborers descend into them each year, clad in power armor for protection yet slowed by red tape as The Ministry oversees all operations.

As a result of the complex (largely vertical) layout of their home Obcidians have organized minds and a knack for remembering things. Appreciation for precision has spread from its founders' professions of choice to become integral to Glitter City's culture, prompting them to rebuff mass-production and place master artisans of all kinds in Obcidens' towers. Citizens too poor to afford custom wares still acquire them of course, the trade of used goods so common that anything not hand-crafted (new or worn by experience) is considered to be inferior.

Saint Optatus, Patron of Archers City, War
Integrum Opinionem (Grukk 3:5) Fastening his bow across his back, the halfling climbed the tallest steeple in Obcidens to see out beyond the fog surrounding the undead armies of the necromancer Zalskoria. Drawing his own blood to dye the scraps of cloth tied to each arrow with a bright crimson, Optatus' missiles signaled Grukk's troops to where defenses were beginning to falter and saved the city from the dark mage's most brutal assault.

Saint Giddenes, Patron of Jewelers
Celestial Bureaucracy, Forge
Gaduis Examino (Ventrelli 3:19) Countless nobles had committed crimes of the most bizarre nature and the defenders of Obcidens knew not why—until the gnome jeweler Giddenes discovered the Changing Ring of Stevwendro. Cursing it upon his death, all who wore the fallen sorcerer's trinket lost their minds. The accursed thing resists nary every attempt at destruction but lay at rest in the Patron of Jeweler's tomb, one of the city's most holiest of sites.

Prensatio, Metropolis of Trade

Defensible, Friendly, Historical, Technological, Tradehub, Wealthy
Dwarves native to Zakuthombo's southern mountains approached democracy due to its practicality, ruling the territory around and between their homes through political compromise that naturally arose ages ago. This trickled down to the power structures of each stout folk kingdom and when it became clear that Prensatio's gold mines were far and away the most profitable, to consolidate they gathered together during the Celestial Heroes' crusades and fortified the city on behalf of Tucker & Co. when Navicla proved too tenacious to conquer. The settlement has expanded since the demigods secured the bottom of the Far Continent and little has changed since accepting a greater authority ruling from afar aside from the integration of new technologies, something the largely dwarven population has completely embraced. Sentry towers arrayed around the smaller clusters of outposts and villages on the southwestern shore regulate scheduled shipments to the steel equos rails running northward, training engineers and machinists that spread infrastructure elsewhere on Zakuthombo while improving the city's own.

The culture of this city-state is emblematic of its founders, raising loyal, stalwart, and sometimes



stubborn citizens with a widespread respect for machinery. Like the stout folk their home is known for Prensati have a penchant for drink that can easily spill into trouble but only after they've earned their keep—respite after a day's hard work is far better than endless leisure for the people of Prensatio. The most celebrated attributes of society here are the high level of equality among the populace, elevated quality of life for all classes, and numerous means for the hard-working to advance their station; as long as someone can pull their own weight, the Metropolis of Trade welcomes them.

Saint Lampadio, The Striking Saint
Celestial Bureaucracy, Protection
Gaduis Examino (Grukk 18:12) Cast out by her peers and sought after by The Inquisition, the apostate philosopher Verecundia prepared an inaequa chariot with powerful magical explosives and possessed the carriage itself, laying in quiet wait for the procession of the Divine Warrior to come near. Just as the deadly craft surged towards the parade Lampadio leapt down into it, his power sword surging with light and sundering the carriage in two! Fire and arcana billowed out into the alleyway to pulverize his corpse, but the divine half-orc grasped what remained and declared his sainthood without delay.

Sanctus Sempronia, Holy Diver Nature, Protection
Lex Altiores (Grukk 12:14) Stripping off her armor and biting down on a dagger, Sempronia descended to the bottom of the great well that provided all Prensatio with life-giving water. In the epic struggle that followed the halfling drowned but not before the foul demonic spawn's dying cry erupted from below, eclipsed by a bright shaft of holy light soaring to the heavens.

Saint Sulpicio, The Iron-Handed Protection, War
Mmoria Vivorum (Farsong 5:29) Wounded by pitchfork and scalding claw, Sulpicio let loose with a roar of defiance fueled by his faith and let fly with his iron shot, the lead striking true and cutting short the mortal coil of Xalzaia Cardime. Dozens more of her soldiers fell to his righteous fury and the necromancer's forces broke like water on stone—though the wounds he suffered were of fell magic and Sulpicio did not live to see the next sunrise, he rests eternal knowing that Prensatio is safe from her tyranny.

Suppetia, West Port City

Bureaucratic, Crossroads, Productive, Technological, Tradehub

Manufacturing has spread across Zakuthombo predominantly through Suppetia, borne on the back of the materials trade flowing from Iacio and the brilliant minds at work in the University of Sanctus Menaechmus (formerly Sancti Afflatu College). Industrialists persuaded and incentivised by Tucker & Co. to build here turned it into a settlement ruled by the interests of the market, the means of production dictating life in West Port City. Factory owners and executives determine the prices of virtually everything in the city from their lofty offices, and although this could certainly lead to unfair commerce they are benevolent and compensate the working citizenry well.

Suppetians are not alone in their presumption that their home is the most civilized of Zakuthombo's city-states and they take great pride from that, always at least familiarizing themselves with one or another type of machinery even if only as a hobby. The recent arrival of rich folk resulted in a society quite fixated on culture and the people of West Port City take manners very seriously with laws regarding how one presents themselves in public, excessive noise levels, and liquor outside of licensed establishments. The citizens of Suppetia are also used to regulations and bureaucracy, every service and business carefully kept in line with local ordinances that exceed The Ministry's already considerable list of statutes—this can make adventurers from here exacting to the point of annoyance, but their companions are often happy to find rations that aren't expired, full quivers of arrows, and emergency medical supplies on hand thanks to a bit of planned foresight.

Saint Therapontigonus, Master of Tongues
Protection Trickery
Divina Doctrina (Grukk 8:12) It was true that Dean Mantocles Ustinar was without peer in debates of all kinds, but Therapontigonus was aghast after their discussion of theology. The soul of the priest yearned for truth and he studied the dean carefully, discovering that what gave him victory was an item of heresy! Knowing that so persuasive and powerful a man could evade authorities—doing untold damage all the while—it was Therapontigonus' clever wordplay that won the day in a forum held for the entirety of the college to witness. Ustinar fled but the priest took his place, guiding Suppetia back from the edge of blasphemy the university's minder had brought so very near.

Sanctus Menaechmus, Master of Machines
Cog, Forge
Angelorum Nuntius (Farsong 12:3) Disassembling and reconstructing devices since her youth, Menaechmus rapidly advanced through her studies and began to build her own machines, each more impressive than the last. Her numerous designs are still used today though her finest masterpiece is considered by some to be an act of inspiration that is truly divine: the miniaturization of inaequa engines.

Truso, Town of Elves

Crossroads, Enchanted, Nature, Neutral
The ancestral home of the elves stands alone in the history of the Far Continent, famous for remaining neutral in all conflicts and independent in the face of overwhelming odds. Power has never been the aim of Truso or its rulers however (whether today or millennia past) and to protect their home, potent mages enacted enchantments in the Twilight of Suffering that concealed the settlement from invasion for ages. Ultimately the Celestial Heroes persuaded the Town of Elves to join them after most of Zakuthombo was conquered, bringing the forested city-state into the fold of the *Philosophy of Enlightened Civility*.

Elves make up the majority of the population of Truso but all of its citizens are respectful of nature—farmers, druids, rangers, and the like find the forested dirt lanes far more comfortable than the concrete streets in Askis' other settlements. Trusians hold tradition and esteem in high regard, yet their cultural preference for nature has caused technology to trickle into their homes slower than elsewhere. Only after the Night of Largitio have machines become more prevalent, infrastructure spread outward, and modern dwellings multiplied; a century ago only a few brick buildings poked out from the ancient hollowed tree-towers that dominate the Town of Elves and now they number in the dozens.

Sanctus Epidia, Martyr of Truso Death, Protection
Dedit Partem (Farsong 8:11) The despicable deviations of Fraus Calumnia had not only taken root among the peoples of Truso, but flourished a nd spread, his pamphlets for free coin spreading throughout the city like wildfire to damn scores of souls to tormented afterlives in exchange for but a few gold and silver. Epidia used what little magic she could to intercede with the devil Quorallk'i directly, trading her own shining pure soul in order to free those that unknowingly sold their own. The selfless woman never reached her final torments however, stuck between worlds to watch over the people of Truso she had given so much to protect.

Sanctus Rutilia, The Farming Saint City, Nature
Integrum Opinionem (Grukk 4:6) Unnatural illnesses had overwhelmed the farmers around Truso so thoroughly that nary a man or woman walked unaided! In the midst of this sickness Rutilia marched alone, singlehandedly harvesting the ripe fields before rot set in and saving the townsfolk from certain famine in the harsh winter that followed.

Tutela, City of the Gate

Crossroads, Defensible, Lawful, Militaristic, Tradehub
Latratus Bay and the territory around it were the first part of Zakuthombo that Tucker & Co. definitively conquered, growing with each successive crusade from an outpost once home to bandits into the defensible city it is today. The only vestige of its history are the fine chefs trained here, cooks known for incorporating bizarre techniques in their meals—expertise drawn from the pirate cooks of its past. Ingredients of all kinds are in constant supply to make this the gourmand's dream in the Far Continent, particularly so for the punctuality of its restaurants and other businesses. So much work and wealth went into building Tutela into the demigods' base of operations that the remnants of Tucker & Co.'s enormous mercenary army (easily the most organized

and best trained of the three continents' various military forces) still train new recruits here even after the long age of peace since the Utopian Dawn.

Timeliness and efficiency are important to Tutela's culture: steel equos run on time, damaged roadways and buildings are promptly repaired, and the law is enforced to the letter. People from the City of the Gate are impassive or subdued until they've befriended someone—the rigid tendencies of their home rub off strong—but Tutelli are warm and dutiful to folks that get to know them, willing to go as far as they have to when protecting a friend or rendering aid.

Sanctus Eunomia, Lady of Mazes Celestial Bureaucracy, Knowledge

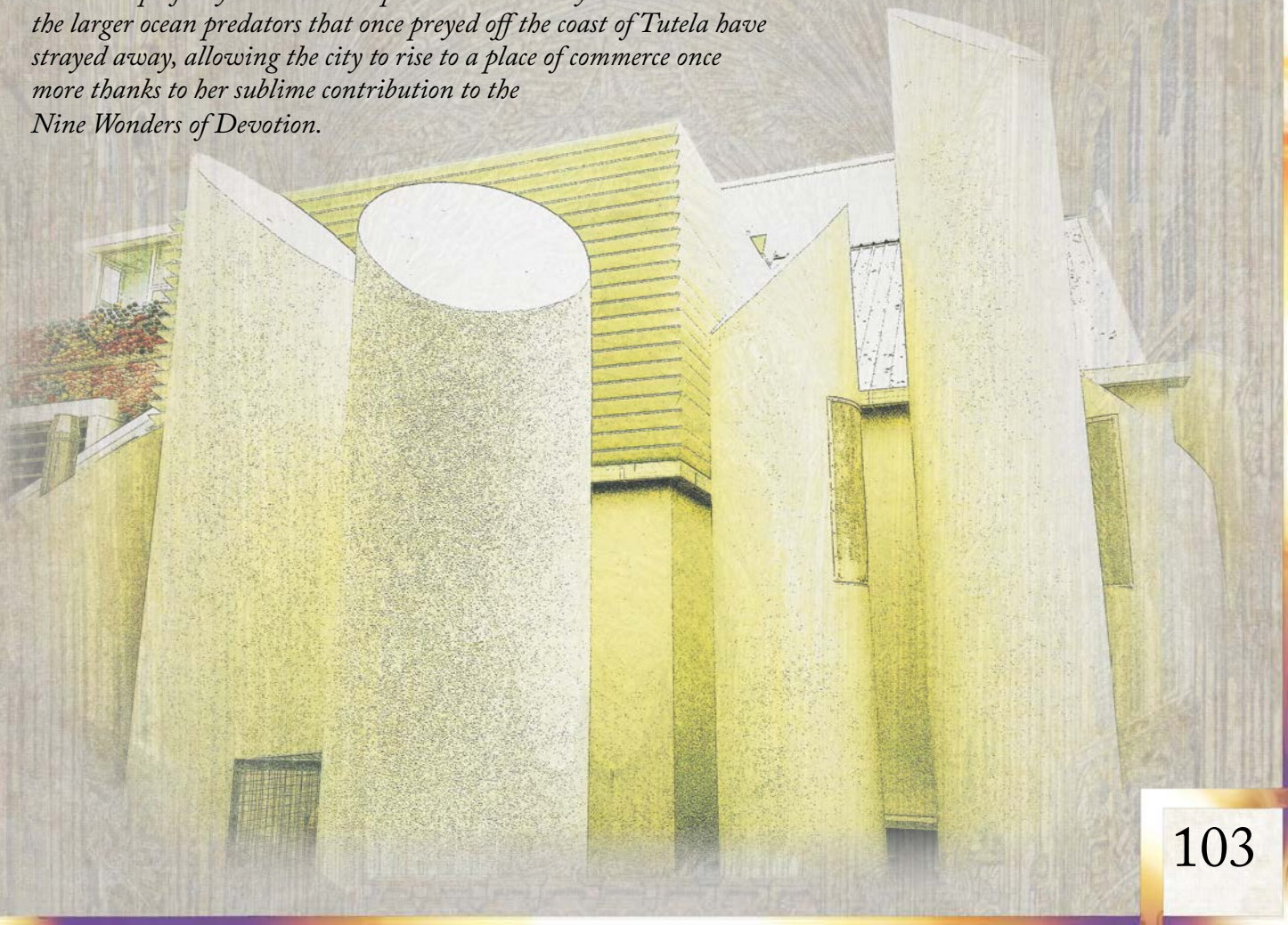
Memoria Vivorum (Grukk 14:7) Walking carefully and deliberately on her lame leg the half-elf navigated the ancient Labyrinth of Wyrroniclia, treading across ancient stones and through deadly traps that had taken the lives of hundreds of heartier adventurers. Where so many had failed she succeeded however, reaching the center of the maze and securing the unique gem therein to complete the Chime of Contests.

Sanctus Adamina, Restorer of Faith Celestial Bureaucracy, Light

Divina Doctrina (Grukk 3:14) Chaos gripped Tutela as suddenly the citizenry lost their divine connection to inaequa—automated carriages crashed, steel equos jumped their rails, and the guards became defenseless to an attack on the city! It was the unlikely youth Adamina that discovered the reason why, destroying the unholy machinery of the criminal mage Inpaitir—ending both his curse and his life.

Sanctus Sotericus, Divine Perfectionist Celestial Bureaucracy, Forge

Lex Altiores (Farsong 9:10) Upon wakening from her dream Sotericus immediately began work upon a new spell, a conjuration of such epic force that she forsake food and rest for 7 days and nights in utter concentration. By the following dawn her ritual was complete and the Segrego Floating Sphere emerged from the waters of Latratus Bay, a massive perfectly round and impervious semi-buoyant construct. Ever since the larger ocean predators that once preyed off the coast of Tutela have strayed away, allowing the city to rise to a place of commerce once more thanks to her sublime contribution to the Nine Wonders of Devotion.







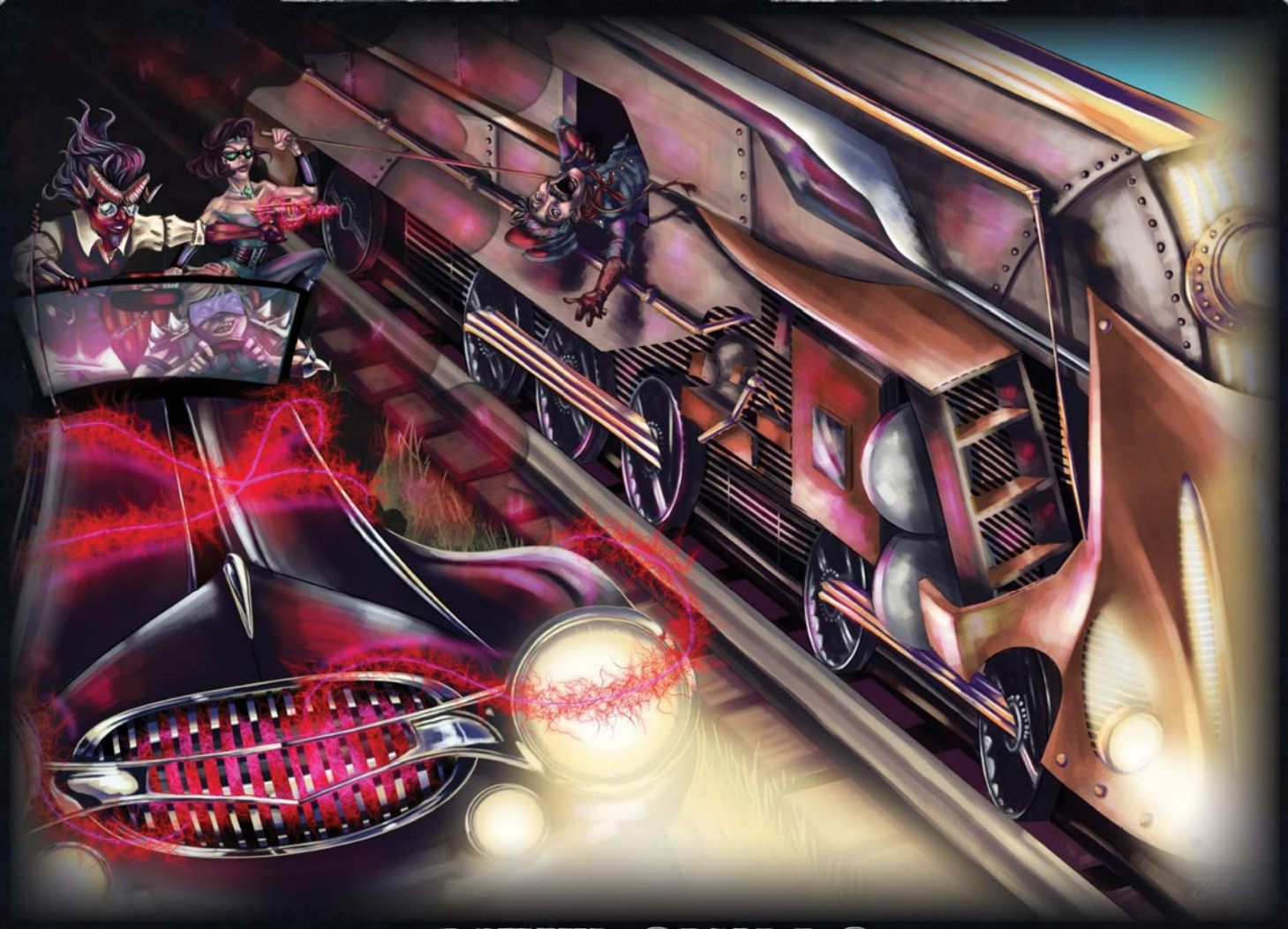
Drifting with their heads bobbing just above the water, Huralla raises her scaled arm and silently commands the vined skeletal monstrosity bearing them aloft to lurk closer to the SS Rioma, one of its tentacle-like limbs creeping upward with Xankra hunched low on its tip. When the undead's reach fails the dwarf easily leaps off of it and clings to the side of the boat, wisps of shadow sinking into the timber. After a few seconds she peers over the side of the ship before nodding at her companions twice, silently drawing her scimitars and ambling onboard. Karrik licks his cracked lips and utters a few accursed words to his fell patron, lifting into the air and following suit with a salt shaker in hand. The druid orders her servant to steer to the other side of the vessel then climbs up herself, grabbing onto some rigging and waiting for the signal to move.

The symphony of suffering begins with a vile spell conjured by the warlock—words of evil boom out across the deck as he leaps onboard and touches the helmsman, pulling away a stream of blood. As Karrik's spell takes hold the sailor drops to his knees in agony, gouts of crimson squirting from his every orifice and pore in a sanguine fountain until his horrendous cries suddenly stop in the throes of a quick but excruciating death. Unable to control himself the gnome falls to the ground and dashes salt onto his victim before sinking his teeth into the corpse, tearing away a hunk of flesh then leaping back over the side of the ship.

Mariners stream out from below deck and Xankra is waiting for them, her blades roiling with dark power. The first two are no match for her swordplay and fall beneath her savage assault, but the third is a burly fellow nearly twice her height and he makes to wrestle instead. Locking arms they fight for footing and leverage, struggling in the pale light from the ship's forever lanterns before the warrior realizes she's evenly matched. Opening her jaw wide and producing a retching noise no living creature born of blood should ever make, Xankra spits a poison into the sailor's eyes and he drops to his knees, screaming in pain and clawing at his face.

With all of the crew's attention focused on her companions Huralla easily slips over the side of the vessel and into the cargo area beneath the deck of the SS Rioma undetected, reaching into her pouch and grabbing one of the pods she's so painstakingly prepared over the last few days. Inside of these unique creations are spores far more potent than her normal seedlings, beautiful works of biological art that came to her in a fevered vision months ago. Much effort and gold were spent locating the freight line that transports tea leaves which ultimately find their way to Tapper Underknoll, acquiring the materials for a ritual large enough to accomodate tainting an entire shipment worth, and researching the ideal vessel and time to stage her sabotage—but the moment had finally come. Cracking them open she cackles softly to herself and spreads the seedlings across the palettes of tea, trusting the biological cultures to roil through everything below. Weeks or months from now the demigod hunter will have a stomach ache that will grow and expand, a creature too complex to kill with simple curative magics birthed in his digestive tract. Scores or perhaps even hundreds of others will share both that fate and certain death, but Huralla only considers their demises for the briefest of moments before scurrying back out to her undead servant waiting submerged in the water nearby.

In the meanwhile Karrik and Xankra continue their violent diversion, wading into the captain's quarters to make their assault seem like a brand of murderous brigands were disappointed in the potential value of their acquisition. As the gnome emerges laden in bloody jewelry and before leaping off the side of the ship, the druid conjures gouts of water that wash her cannibal ally clean of detection by the Bloodsong Storms. Huralla goes to do the same for Xankra but she growls in protest, instead leaping briefly into a brazier kept alight for heat to singe the blood from her body and blades, some of the scars on her skin glowing bright orange where the fire touches her. Before joining her the dwarf tears at the ship's helm and the wheel spins hard, the rudder turning in response to force the SS Romia to bear on the docks of Coelicla. The trio slink away into the waters of the bay as quietly as they came, preparing for the next step in turning the Celestial Heroes' vaunted hunter into their prey.



NEW SKILLS

Mechanical wonders and technology beyond the ken of medieval societies play a large role in the world of Askis, and to implement those there are two new skills: Science and Technology.

Science (Intelligence)

You're familiar with the actual practical application of science—collecting samples, performing experiments, realizing hypothetical designs, finding radio frequencies, understanding the nuances of and handling inaequa, and so on.

Bards, monks, rogues, rangers, and wizards add Science to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Science: Guild Artisan, Hermit, Noble, and Sage.

Technology (Intelligence)

You can understand how a device unknown to you functions, locate radio frequencies, and anything else that falls under "hit the keys to make things happen" that doesn't qualify as music. The majority of checks using this skill are either against a DC determined by the GM (such as hacking a messaging cable), or as an opposed check against an opponent who also has the Technology skill (such as a technician overseeing a functioning system).

Bards, fighters, rogues, sorcerers, and wizards add Technology to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Technology: Charlatan, Criminal, Entertainer, Guild Artisan, Noble, Sage, Sailor, and Soldier.

EVIL BACKGROUNDS

Many of the standard character backgrounds (like the acolyte) are already in a keen place to be used for evil characters but some unlawful compulsions extend beyond those of a mere criminal. The myriad ways in which a corrupted soul can be turned more wicked have flourished in Askis and there are several additional character backgrounds to accommodate evil characters—more might yet appear.

ARSONIST

There's something about fire that speaks directly to you, invigorating your soul whenever a flame dances nearby. It's no wonder that you cannot help but set things alight, reveling in the incendiary destruction of the world around you. The smells, the licking flames, the crackle and pop as whatever is thrown into the fire turns to ashes as all things do—there is nothing better.

Skill Proficiencies: Athletics, Nature
Tool Proficiencies: Alchemist's supplies
Equipment: Alchemist's supplies
Feature: ***Pyromaniac.*** Your Sin score increases by 1 and the DC of saving throws against fire-based attacks or spells you make or cast is increased by 1.

CURSED BLOOD

Someone among your ancestors dabbled in evil and planted the seed of great malevolence into their blood, passing it along generations that only caused the corruption to grow and spread until your accursed birth. Your life has been dreadfully oppressive, almost as though the world has a grudge against you and only you. The only things of value you've inherited from your unhelpful and unloving family are the relics of that bemoaned ancestor whom set your suffering into motion all those years ago.

Skill Proficiencies: Perception, Survival
Tool Proficiencies: Ceremonial relics
Equipment: Ceremonial relics
Feature: ***Born Evil.*** Your Sin score increases by 3 and you gain your proficiency bonus on Sin ability checks and saving throws.

DEVIANT

"Normal is only a setting on machines" is a phrase common in Askis but you've found that when put to the test it usually falters. Something about you is and always has been fundamentally *off*, different from your peers. All attempts to overcome this oddness have failed utterly and you have simply come to accept that for whatever reason, you are not like others.

Skill Proficiencies: Insight, Perception
Tool Proficiencies: Artisan's tools
Equipment: Artisan's tools
Feature: ***On or Off.*** Individuals either like you or dislike you. Whenever you meet a new NPC and begin a conversation the GM makes a secret dice roll.

On an odd result the NPC dislikes and fears you, causing you to make Deception and Persuasion checks against them with disadvantage but giving you advantage on Intimidation checks against them.

On an even result the NPC senses your loneliness and likes you, granting you advantage on Deception and Persuasion checks against them but causing you to make Intimidation checks against them with disadvantage.

FOOLISH SPELUNKER

Despite being warned against it, while exploring the countryside of Askis or the sewers beneath a settlement you discovered a strange cave and followed, traveling deep underground. There you were struck by a strange phantasmal energy that bounded along the passageways, passing through you but not without leaving a touch of wyrd that has darkened your soul.



Skill Proficiencies: Athletics, Survival
Tool Proficiencies: Navigator's tools
Languages: Vilespeech
Equipment: Climber's kit, map of caverns deep underground leading to an unknown location, navigator's tools, 4 days rations
Feature: ***Touched Soul.*** In addition to increasing your Sin score by 1, your encounter beneath the surface of Askis left you with the knowledge of and ability to cast two of the following cantrips: *dancing lights, druidcraft, light, mage hand, mending, message, prestidigitation, spare the dying, or thaumaturgy.*

HEXED

You were born without corruption or evil but had the misfortune of crossing paths with a wicked character that has cursed your soul. Whether or not you knew of your hex, it has festered for too long to be removed and has forever changed your life, dooming you to an ignoble end.

Skill Proficiencies: Insight, Perception
Tool Proficiencies: Artisan's tools
Equipment: Artisan's tools
Feature: ***Resist Magic.*** The corruption of your soul has not been entirely without benefit and the changes wrought on your essence have made it more resistant to magic. When making a saving throw to resist a spell, your bonus to the saving throw increases by 1.

INAEQUA TECHNICIAN

While inaequa is a wonderful and impressive resource the machines that utilize it require constant attention and maintenance in order to function correctly—you were one of the countless technicians that performed that essential work.

Skill Proficiencies: Science, Technology
Tool Proficiencies: Tinker's tools
Equipment: A bottle of black ink, a quill, a small book detailing various inaequa circuitry patterns, tinker's tools, a set of common clothes, and a pouch containing 10 gp
Feature: ***Mechanical Knack.*** You are really good at making a machine work even when it doesn't want to. You gain advantage on Sanctity checks made to trick an inaequa-powered device into functioning for you.

MURDERER

You have done the unthinkable and taken the life of another. The authorities of Askis never willingly kill another creature unless it is absolutely, unquestionably necessary and subjects those that do to intense mental conditioning in a thorough rehabilitation process with a terrifyingly low recidivism rate. Unlike the others you were "treated" alongside, your will was not broken and you are just as ruthless as you were when you went on the inside—now you're just better at hiding it.

Skill Proficiencies: Deception, Sleight of Hand
Tool Proficiencies: Painter's supplies
Equipment: A trophy taken from a victim (locks of hair, teeth, ears, fingers, toes, nails, eyes, tongues), a dagger, a set of common clothes, and a pouch containing 10 gp
Feature: ***Ruthless Strike.*** In the first round of combat if you have successfully concealed a weapon by making a (retroactive if necessary) Dexterity (Sleight of Hand) check, you gain advantage on your first attack roll as long as it is made before the next round. If this attack hits a creature that was unaware of the weapon it is a critical hit (if you roll a natural critical hit you deal double your proficiency bonus in extra damage). If you have the Sneak Attack feature you deal your Sneak Attack damage with this attack. In addition, your Sin score increases by 1.

THIEF

It isn't easy being a burglar in Askis but you have successfully made a go of it by virtue of luck, a reassuring smile, and the ability to quickly lose your pursuers. You also know from experience that the heat really only comes on when blood is spilt—it's smarter to abscond without the goods than to resort to violence and even then, it's important to sell what you've got quickly even if it means taking a hit on the take.

Skill Proficiencies: Deception, Stealth
Tool Proficiencies: Thieves' tools
Equipment: Thieves' tools
Feature: ***Escapist.*** You are exceptionally talented at winning in a chase (if the chase rules are in effect you gain advantage on one check each round while you are being chased, although this does not benefit your companions). Creatures tracking you with Wisdom (Survival) checks have disadvantage and when you are in an urban area you gain advantage on Dexterity (Stealth) checks made to blend in with a crowd.

TRAITOR

There was once a place or group that accepted you utterly, giving you great access to its resources and secrets. Their trust was misplaced however and your loyalty was bought away, telling rivals of their weaknesses and vulnerabilities in exchange for a bag of gold.

Skill Proficiencies: Deception, Insight
Tool Proficiencies: Gaming set
Equipment: 50 gold
Feature: ***Bribed.*** You begin play with one magic item of uncommon rarity chosen from the following list (roll 1d10): 1—*bag of tricks (rust)*, 2—*boots of elvenkind*, 3—*boots of striding and springing*, 4—*cloak of elvenkind*, 5—*decanter of endless water*, 6—*eversmoking bottle*, 7—*eyes of minute seeing*, 8—*eyes of the eagle*, 9—*gloves of missile snaring*, 10—*gloves of climbing and swimming*. You cannot sell or trade this item until you have reached at least 5th level (though you may lose it or have it stolen from you if circumstances prevail).

In addition, your Sin score increases by 4 and you are hunted by those that seek vengeance for whatever you did to acquire your wealth. The full breadth of what your nemeses will do to have their revenge is at the GM's discretion (though at the very least bounty hunters, Justitia, and private investigators attempt to capture you once each month).

UNHOLY WITNESS



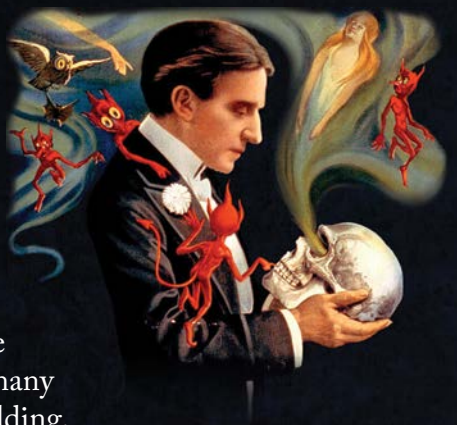
The doings of evil are a rare thing in Askis but that makes it all the more traumatizing when one of its coddled citizens bear witness. Perhaps you were a guard that responded to a foul disturbance, someone passing by to see a thing from beyond slain, or even a surviving victim of a cult ritual—either way you gazed upon something no mortal was ever meant to see. This dark knowledge has tainted your very soul and fundamentally changed you, bending your future towards evil.

Skill Proficiencies: Insight, Perception
Tool Proficiencies: Artisan's tools
Languages: Vilespeech
Equipment: A set of artisan's tools (one of your choice), a set of common clothes, and a belt pouch containing 10 gp
Feature: ***Natural Sinner.*** Your Sin increases by 1. Roll 1d20 whenever you spend a vilis point. On a result of 19 or 20 you do not have to expend the vilis point to benefit from it.

DIABOLIST

Cackling with glee as the villagers flee from her terrifying servants, the tiefling commands her ghoul and lemure to hold down the town's priest and draws forth her sickle. She grabs him by the hair and savagely cuts it away, nicking his scalp and washing his face in red blood, blinding him as she retreats before the shouting of the local guards—this is only the beginning of the holy man's tormented path to corruption before her infernal allies claim his soul.

As expected, the allure of the succubus the dwarf summoned is more than enough to entice the merchant quarry to drop his guard, leaving the tavern like a fool. The man's bodyguards follow but the will-o'-wisps bent to Virrdio's will distract their simple minds and by the time the swords of any defenders can react to the dying trader's screams, the dwarf and his fiendish servant are long gone.



Diabolists are not typical mages or priests and devote themselves not to study or prayer, only to finding and taking the fastest pursuits to power—through dark pacts with evil creatures hungering for the foolish souls of bargainers. These greedy and despicable individuals wager everything to make fell bargains with not just one creature from beyond the Material Plane but many entities, calling on the malevolent powers of the Abyss or Hell to do their bidding. Any and all dark arts are the purview of diabolists and there is no depth to which they will not sink as they seek to conjure ever more powerful allies. The compacts one must strike in order to summon evil entities with a whim are dire indeed however, and the further along the corrupted path one travels the greater they find the demands of their otherworldly partners.

Forbidden Secrets

The path of the diabolist is rarely lauded or promoted within society and the very nature of their art requires one to have a taste for taboo knowledge. Only the strong of will and spirit can endure the trials required to learn the secrets of diabolism, and though master summoners frequently take on many apprentices most of these deluded fools are merely pawns used for sacrifice. Devious, foul, and wily as they are, diabolists are ever keen to acquire relics, tokens of power, or forbidden lore whenever the opportunity arises and they can be trusted to do whatever they must in their relentless pursuits.



Unyielding Avarice

Greed is what inspires most diabolists to take up the darkest arts of conjuration but they are never sated—the need for more power and wealth drives them ever forward the further they fall toward depravity in a vicious cycle that ends in eternal torment. The aid of demons and devils does not come without a cost however, and either divine relics, great treasures, or the souls of the living must be sacrificed in order for diabolists to forge new unholy alliances.

Creating a Diabolist

The first thing to decide when making a diabolist are the circumstances that led your character to seek out unholy alliances: are they destined to bring balance to the forces of good and evil, driven to do whatever they must to become rich, or tricked to stray into the depths of depravity? Have they any remorse for the horrendous acts they perform in exchange for power? While your diabolist is undoubtedly evil, is there any good still within the corruption overtaking their soul? Are they totally consumed with achieving their goals and willing to go to any lengths to do so?

Does your character impose their will on lawful servants, or are they an enslaver of chaotic entities, or devoted only to their goals and working with whatever allies they can conjure? Do they seek to inspire fear or attempt to blend in with the sheep of society? Perhaps most importantly, how will they save their soul from the end of their bargains with the powerful creatures that act as their lackeys—or have they fallen too far to care?

CLASS FEATURES

As a diabolist, you gain the following class features.

Alignment. Diabolists cannot be of good alignment. If your group uses alignment, a diabolist whose alignment becomes good cannot level in this class again until their alignment changes from good.

HIT POINTS

Hit Dice: 1d8 per diabolist level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per diabolist level after 1st

PROFICIENCIES

Armor: None
Weapons: Simple weapons
Tools: Ceremonial Relics
Saving Throws: Wisdom, Charisma
Skills: Choose three from Arcana, Deception, Insight, Intimidation, Perception, Persuasion, and Religion

EQUIPMENT

You begin play with the following equipment, in addition to any gear acquired through your background:

- ceremonial relics
- *(a)* a dagger or *(b)* a sickle
- a light crossbow and 20 bolts
- *(a)* an arcane focus or *(b)* a holy symbol
- *(a)* a priest's pack or *(b)* a scholar's pack



Table: Diabolist

Level	Proficiency Bonus	Conjuring Points	Necromantic Touch	Features
1st	+2	1	1d8	Diabolist Spellcasting, Masterful Presence, Necromantic Touch
2nd	+2	2	1d8	Diabolic Resistance, Diabolic Strike
3rd	+2	2	1d8	Summoning, Unholy Familiar
4th	+2	3	1d8	Ability Score Improvement
5th	+3	4	2d8	Telepathic
6th	+3	4	2d8	Dark Path
7th	+3	5	2d8	Banisher, Voodoo
8th	+3	6	2d8	Ability Score Improvement
9th	+4	6	3d8	Dark Path
10th	+4	7	3d8	Breathless, Diabolic Blood
11th	+4	8	3d8	Expanded Mind
12th	+4	8	3d8	Ability Score Improvement, Dark Path
13th	+5	9	4d8	Scion of Evil
14th	+5	10	4d8	Diabolic Essence
15th	+5	10	4d8	Dark Path
16th	+5	11	4d8	Ability Score Improvement
17th	+6	12	5d8	Unbound Soul
18th	+6	12	5d8	Dark Path
19th	+6	13	5d8	Ability Score Improvement
20th	+6	14	5d8	Master of Evil

Multiclassing Prerequisite: Wisdom 15
Proficiencies Gained: Ceremonial Relics, Religion

Diabolist Spellcasting

At 1st level, you know three cantrips of your choice from the cleric and wizard spell lists or the vile school of magic. You learn one additional cantrip at 5th level, 10th level, 15th level, and 20th level.

You receive a number of conjuring points determined by your diabolist level. You are able to cast the *find familiar* spell as an action by expending 1 conjuring point. Conjuring points are restored at the end of a short or long rest.

Wisdom is your spellcasting ability for your diabolist spells, since you draw your spells from a dark connection between your soul and things from the beyond. 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 diabolist 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

Masterful Presence

While you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Necromantic Touch

Starting at 1st level, the fell pacts you've made have garnered you a measure of power that lets you manifest energy antithetical to life but one that revitalizes the forces of evil. As an action, you may make a melee spell attack, dealing 1d8 necrotic damage to a living creature on a hit. If you kill a creature using Necromantic Touch, you gain a number of temporary hit points equal to the damage you dealt with the killing blow. Unlike normal temporary hit points these stack and you may gain a maximum number of temporary hit points this way equal to twice your diabolist level. When you target one of your diaboli with this feature, you restore the creature's hit points instead.

At 5th, 9th, 13th, and 17th level this feature increases by 1d8.

Diabolic Resistance

Beginning at 2nd level, you gain resistance to poison damage and advantage on saving throws to resist being poisoned.

Diabolic Strike

At 2nd level you channel more unholy power into your strikes, adding your Wisdom or Charisma modifier (whichever is higher) to your Necromantic Touch.

You may choose not to add your Charisma modifier to your Necromantic Touch to instead inflict a condition on your target, forcing them to make a saving throw against DC 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target gains the blinded or deafened condition for a number of rounds equal to your diabolist level. The target may repeat this saving throw at the end of each of its turns, ending the condition on a success. You may attempt to inflict a condition a number of times equal to your proficiency bonus, after which you must complete a long rest before you can do so again.

Summoning

Starting at 3rd level, you learn to summon lesser creatures to do your bidding. At first these minor diaboli are undead creatures as all diabolists dabble in necromancy, but inevitably acquaintances are made with daemons, demons, and devils.

Summoning a diabolus takes an entire turn during which you do not take any movement or other actions (including reactions) and expend conjuring points equal to the amount listed for the creature. If you take damage while summoning a diabolus, a Constitution saving throw to maintain concentration is required or the diabolus dies in transition. You summon diaboli that appear in unoccupied spaces that you can see within range. Once summoned a diabolus remains on the Material Plane until it has taken an amount of damage equal to its hit points, you dismiss it as a reaction, or the diabolus travels more than 500 feet from you. If a diabolus suffers a critical hit you must succeed on a Constitution saving throw to concentrate and to maintain your connection to it or you lose control of the creature (at the GM's discretion it may attack an ally, but never you). You may only have a number of summoned diaboli equal to your proficiency bonus.

Diaboli are friendly to you but not necessarily your companions—the further removed an ally's alignment is from a diabolus, the less likely the diabolus is to be friendly when interacting with that companion. Roll initiative for your diaboli as a group, which has its own turns. They obey any verbal (or telepathic)

commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Diaboli with innate spellcasting can cast a number of spells equal to the conjuring points you spent to summon the diabolus but afterward you must expend 1 conjuring point to have a diabolus use its innate spellcasting.

In addition, you are able to cast any spell with the ritual tag so long as the spell level is equal to or less than half your diabolist level. You may only cast a number of ritual spells equal to your proficiency bonus before requiring a long rest to cast more ritual spells. You may use either an arcane focus or a divine focus as a spellcasting focus for your diabolist spells.

Minor Diaboli (1 Conjuring Point):
Cacodaemon (CR ½, page 290),
Skeleton (CR ¼), Zombie (CR ¼)

Unholy Familiar

Beginning at 3rd level, the familiar you summon is undead. It gains darkvision 60 ft., resistance to bludgeoning, piercing, and slashing from nonmagical weapons, immunity to necrotic and poison damage, and immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, poisoned.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Telepathic

Starting at 5th level, you gain telepathy to a range of 30 feet and darkvision 60 feet. When using telepathy with your diaboli, the range increases to 60 feet.

Dark Path

The evil pacts you've made with lesser creatures have their limitations and eventually you find their gifts lacking, leaving your lust for power to drive you to find darker entities to make your allies. At 6th level, you choose to focus your studies on either the summoning of ephemeral undead and demons or corporeal unlife and devils.

At 9th, 12th, 15th, and 18th level you learn to summon more creatures determined by your Dark Path.



Banisher

Starting at 7th level you can cast *banishment* or *hallow* (evil options only) by expending 2 conjuring points.

Voodoo

At 7th level you gain the Voodoo ritual feat (page 170).

Breathless

Starting at 10th level, you no longer need to breathe. You gain advantage on saving throws against spells and effects that come from dangerous gases.

Diabolic Blood

At 10th level, you gain immunity to poison damage and the poisoned condition.

Expanded Mind

Beginning at 11th level, the range of your telepathy increases to 60 feet, or 120 feet if communicating with your diaboli. The range of your darkvision increases to 120 feet.

Scion of Evil

Starting at 13th level, you gain advantage on saving throws made to resist the spells and effects of undead. You also gain advantage to saving throws made to

resist the spells and effects of the type of fiends you can summon via your Dark Path (daemons and either demons or devils).

Diabolic Essence
At 14th level you gain resistance to necrotic damage.

Unbound Soul
Beginning at 17th level, the range of your telepathy increases to 120 feet. As long as a diabolus is on the same plane of existence, you can communicate with them using your telepathy. In addition, your darkvision can also see through magical darkness and you can cast *plane shift* or *teleport* by expending 4 conjuring points.

Planar Master of Evil
At 20th level you gain immunity to necrotic damage. You learn the true name of an extraplanar creature determined by your dark path, forcing it to become one of your diaboli: either a Hezrou demon (CR 8) or a Chain Devil (CR 8). You may spend 100 gp in materials throughout an hour long ritual to summon this diaboli, or you may expend 10 conjuring points to summon it. Once per month you can perform a ritual requiring 500 gp and 1d4 + 1 hours to summon a more powerful demon or devil, but this may be met with a celestial response by the powers of good (at the GM's discretion).

In addition, for a number of rounds equal to your proficiency bonus you do not take energy damage from an environmental effect of a plane that is not your own (usually the Material Plane). You may spend a conjuring point to increase the duration of this feature to a number of minutes equal to your proficiency bonus. Afterward it can be extended by 1 hour per additional spent conjuring point.

Devilish Dark Path
You sought out the devils in Hell in your pursuit to power. Your agreement with infernal creatures allow you to call on them to do battle, practice guile, and otherwise serve you.

At 6th level your Unholy Familiar becomes a devilish undead familiar. It gains resistance to cold, resistance to bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered, immunity to fire damage, and blindsight to a range of 5 feet per two diabolist levels.

You learn Infernal and how to summon devils to do your bidding. At 9th, 12th, 15th, and 18th level you can summon more potent devils to serve as your diaboli.

6th level. **Lesser Diaboli (2 Conjuring Points):** Lemure (CR 0), Warhorse Skeleton (CR ½), Ghoul (CR 1), Imp (CR 1)

9th level. **Moderate Diaboli (3 Conjuring Points):** Minotaur Skeleton (CR 2), Ogre Zombie (CR 2), Bearded Devil (CR 3), Cambion (CR 3; page 284)

12th level. **Dire Diaboli (4 Conjuring Points):** Accuser Devil (CR 4; page 297), Contract Devil (CR 4; page 298)

15th level. **Greater Diaboli (5 Conjuring Points):** Barbed Devil (CR 5), Vampire Spawn (CR 5)

18th level. **Epic Diaboli (6 Conjuring Points):** Bestiola Devil (CR 6; page 297), Thanadaemon (CR 6; page 292), Warmonger Devil (CR 6; page 299)

Demonic Dark Path
Your research into the entities of the beyond led you to the denizens of the Abyss, forging a pact with evil as rife with chaos as malevolence. As though you were one among them, you can call on demons to grant you aid, slay your enemies, and obey your every command.

At 6th level your Unholy Familiar becomes a demonic undead familiar. It gains resistance to cold, fire, lightning, and truesight to a range of 2 feet per diabolist level (round down to the nearest multiple of 5 feet).

You learn Abyssal and how to summon demons to do your bidding. At 9th, 12th, 15th, and 18th level you can summon more potent demons to serve as your diaboli.

6th level. **Lesser Diaboli (2 Conjuring Points):** Dretch (CR ¼), (Shadow CR ½), Quasit (CR 1), Specter (CR 1)

9th level. **Moderate Diaboli (3 Conjuring Points):** Ghast (CR 2), Imp-Erosi (CR 2; page 296), Coloxus (CR 3; page 294), Will-o'-Wisp (CR 2), Wight (CR 3)

12th level. **Dire Diaboli (4 Conjuring Points):** Ghost (CR 4), Incubus/Succubus (CR 4)

15th level. **Greater Diaboli (5 Conjuring Points):** Abrikandilu (CR 5; page 293), Wraith (CR 5)

18th level. **Epic Diaboli (6 Conjuring Points):** Hydrodaemon (CR 6; page 291), Vrock (CR 6)

MAD SCIENTIST

Sliding back into the shadows of the kitchen, Varystrax smoothes out her worker's apron and gently covers the belt of syringes hidden beneath it. She can't resist basking in self-satisfaction as the servant comes in to prepare the Archbishop of Paenitio's breakfast, staying far longer than is safe for any alibi. Waiting until the commoner's footsteps—taking the tray of toast and expertly poisoned coffee up the stairs—to echo down the hallway, she reaches down to her belt and activates her form disruptor. With a loud pop and hiss the device flickers on and she utterly disappears from sight, sprinting towards the servant's entrance. A piercing scream cuts through the air as Varystrax scales the mansion's wall, and knowing that her earlier delay will necessitate laying low for more than a while anyway, she stops to watch as the old man struggles through a high window, his face purple as a beet and popping with red, festering sores. As he loses his balance she briefly depowers her gadget so that their eyes can meet and he points out towards her but falls out into the open air, hitting the ground with a sickening smack as his killer sprints off to grab a train out of the city before the news breaks.

Sweating from hours of effort, Maridivius cuts the last bit of thread and steps back to appreciate his work. The patient was unwilling of course so some blunt anesthesia was required, but fortunately only the bruising on her skull mars his newest creation's beauty. The farm girl's face is otherwise intact as are her legs, but the lass' weak, ineffectual arms lay discarded on the floor nearby—Maridivius has greatly improved her with some burly limbs taken from a recently slain orc dockworker instead. What a great gift this young woman has just received, he thinks, how much faster she'll finish her chores! As her eyes flutter open he grins broadly, arms crossed in satisfaction, but after confusedly looking about she gaze downward and sees the bulging, green arms connected to her sides. She turns to regard the doctor and screams, pressing against the restraints and frothing at the mouth as the chirurgeon dashes forward to stick a syringe into her neck, taking her back to unconsciousness. Well, Maridivius reflects, she'll learn to like it.

Dawn breaks over the city of Patefactio and a lone figure slowly moves down the outside of The Ministry's local skyscraper. To observers on the ground Korexa's arachno belt makes her look like a large spider, something sure to titillate the dull minds of those below her when they read the headlines of tomorrow's papers. As she always does on the weekdays Broadcasting Director Lydia Harquist slept in her office on the 27th floor, and like other mornings her usual recording of the Ballad of Varrus softly begins reverberating out into the morning air above the settlement—but unlike other mornings Korexa has been waiting for this very moment. She risks a glance down into the room to see her target's back turned, pulling away a circle of cut glass just large enough to fit a small melon through. Lydia feels a chill run down her spine and glances upward in time to see two metallic cylinders sail through the room towards her, landing on the floor and rolling into the wall. The realization of what they are hits as the grenades explode, the most influential bureaucrat of radio in the region flung outward in a halo of glass as Korexa cackles with glee at the size of the blast her explosives just made, skittering back towards the roof and a rapid escape by hang glider.

Huffing from the exertion of so much sprinting, Zedro begins to second guess his plan just when the door to the Generator Control Room finally comes into view at the end of the hallway. Cursing at the damned fire alarm for shutting off a few seconds early, he pulls out a set of tools and rapidly picks the lock to the chamber, quickly stepping inside. Therein lay the prize: the inaequa well of Suppetia. Cracking his fattened fingers, the dapper but ungainly half-orc wraps meaty, fleshy fists around the handholds of the attenuators arrayed on either side and feeds his darkened soul into the devices. They resist him but in only a few moments he knows their schematics, reaching around to make minute adjustments that cause their hum to change in pitch ever so slightly. Still panting he swears again, grabbing a worker's cap from a hook on the wall before stepping outside and closing the locked door behind him. With the exit just a hundred feet ahead he jumps in genuine fear as the city's power source is attended to once again and an explosion ripples through the building! Anxious as he is the foolish guards believe his innocence and Zedro successfully escapes, managing to fight back his grin until after ducking down an alleyway to plan on how best to reach his headquarters now that the first steps of his scheme have been delayed by nearly two minutes.

Mad scientists are the most common wicked souls to survive capture and reformation or imprisonment at the hands of Askis' defenders, hidden and aided by technology much harder to detect and track than magic. They form the backbone of resistance against the world order, relying on their cunning and intellect where others would turn to strength of arm or flee in cowardice. That is not to say you don't appreciate weaponry, however—in order to survive and ultimately enact justice on the society that has cast you out for your intellectual pursuits, devices of both defensive and offensive intent are of the utmost importance.

For SCIENCE!

Whether neutral or evil, a mad scientist prizes the pursuit of knowledge above all other things. They may not care what must be done to acquire information, the dangers of learning forbidden secrets, or frequently the consequences of experimentation (particularly when inflicted upon creatures other than themselves). Adventuring and exploration go hand in hand to provide stimulating new insights into a wide variety of fields. Moreover, groups of adventurers make for great pack animals (if treated with enough respect) and can provide a measure of safety when delicate research is required at a hostile site.

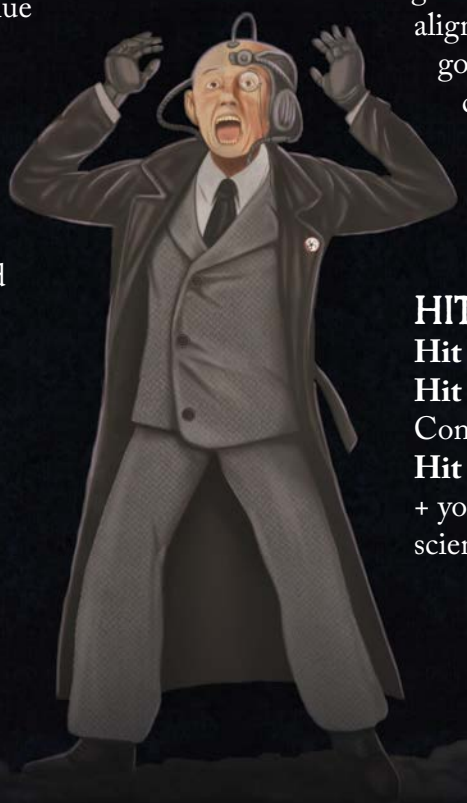
Selective Isolation

Society repels those who follow unapproved scientific pursuits, disbarring them from study at institutions of higher learning and carefully watching expelled students long after their education has ended. Already cast as pariahs, it is difficult for mad scientists to truly reform and properly become a part of any community—yet to survive and continue their work they must befriend others whether to acquire some obscurity from Inquisitors, find esoteric and rare resources, gather test subjects, or effect a quick means of getting out of town. After the usually unexpectedly unfair treatment received at the hands of Askis' higher powers it comes naturally to them to keep these associations a secret, ever watchful for potential agents from The Inquisition lurking nearby.

Creating a Mad Scientist

The first thing to decide when making a mad scientist is the field of study which most interests your character. Do you seek to understand how things are understood? Work the flesh of creatures in ways both terrifying and wondrous? Manipulate technology to maximize its offensive potential? Bend the divine machines of civilization to your will?

Knowing the area of science that most interests you can be further explored to give your maniacal master of machines more depth. Why have they decided their field of study is superior to others? What ultimate truth do they hope to learn in their intellectual pursuits? Or were you left with no choice by a haunting spirit or a lack of opportunity? Did circumstance force your hand into mastering science? Either way you must have some ideas on where your studies will go—what grand experiments do you hope to undertake?



CLASS FEATURES

As a mad scientist, you gain the following class features.

Alignment. Mad scientists cannot be of either lawful or good alignment. A mad scientist whose alignment becomes lawful good, neutral good, chaotic good, or lawful neutral cannot level in this class again until their alignment changes back to an alignment that is either not lawful or not good.

HIT POINTS

Hit Dice: 1d8 per mad scientist level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mad scientist level after 1st

PROFICIENCIES

Armor: Light armor and shields
Weapons: Simple weapons and martial weapons
Tools: Thieves' tools, tinker's tools
Saving Throws: Dexterity, Intelligence
Skills: Science, Technology, and one from Acrobatics, History, Investigation, or Nature
Languages: Vilespeech

EQUIPMENT

You begin play with the following equipment, in addition to any gear acquired through your background:

- *(a)* wrench that can also be used as a club or *(b)* a hammer that can also be used as a greatclub
- light crossbow and 20 bolts
- studded leather
- tinker's tools
- an explorer's pack

Table: Mad Scientist

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Gadgets Known
1st	+2	Mad Science, Weaponized Spellcasting	2	2	1	1st	—
2nd	+2	Scientific Gadgets	2	3	2	1st	2
3rd	+2	Forbidden Knowledge	2	4	2	2nd	2
4th	+2	Ability Score Increase	3	5	2	2nd	2
5th	+3	Mad Science	3	6	2	3rd	3
6th	+3	Insane Contraptions	3	7	2	3rd	3
7th	+3	Technological Crafting	3	8	2	4th	4
8th	+3	Ability Score Increase	3	9	2	4th	4
9th	+4	Analyze Weakness	3	10	2	5th	5
10th	+4	Prototype Drones	4	10	3	5th	5
11th	+4	Mad Science	4	11	3	6th	5
12th	+4	Ability Score Increase	4	11	3	6th	6
13th	+5	Diviner of Secrets	4	12	3	6th	6
14th	+5	Hardened by Experimentation	4	12	3	6th	6
15th	+5	Grenadier	4	13	3	7th	7
16th	+5	Ability Score Increase	4	13	3	7th	7
17th	+6	Mad Science	4	14	4	7th	7
18th	+6	Master Blaster	4	14	4	7th	8
19th	+6	Ability Score Increase	4	15	4	7th	8
20th	+6	Master Technologist	4	15	4	7th	8

Multiclassing Prerequisite: Intelligence 15
Proficiencies Gained: Science and Technology

Weaponized Spellcasting

At 1st level, you learn how to craft a technological weapon that can produce scientific effects identical to spells. When you cast spells, you do so by activating your technological weapon, making it a requirement for the casting of all spells as though it were an arcane or divine focus. Only you are able to use your technological weapon. It has an AC equal to 10 + double your proficiency bonus and 5 hit points per mad scientist level.



At 9th level, the spells you cast using Weaponized Spellcasting are immune to the effects of *counterspell* and *dispel magic*.

At 18th level, they become immune to the effects of *antimagic field*.

Cantrips
You learn two cantrips of your choice from the mad scientist spell list. You learn additional mad scientist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Mad Scientist table.

Spell Slots
Table: Mad Scientist shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your mad scientist spells of 1st-level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of lst-Level and Higher
At 1st level, you know two 1st-level spells of your choice from the mad scientist spell list. The Spells Known column of Table: Mad Scientist shows when you learn more mad scientist spells of your choice of 1st-level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new mad scientist spell, which can be 1st-, 2nd-, or 3rd-level. Additionally, when you gain a level in this class, you can choose one of the mad scientist spells you know and replace it with another spell from the mad scientist spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability
Intelligence is your spellcasting ability for your spells, since you learn your spells through careful application of honed techniques derived from centuries of accumulated knowledge. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus
You can use your technological weapon a spellcasting focus for your mad scientist spells.

Mad Science
At 1st level, you choose a field of mad science: an engineer of evil, fleshworker, trickster, or unholy technologist. The mad science you choose grants you features at 5th level, 11th level, and 17th level.

Scientific Gadgets
While learning to harm with magic you have garnered a few other miraculous tricks as well. At 2nd level, you gain two scientific gadgets of your choice. Your gadget options are detailed at the end of the class description. When you gain certain mad scientist levels, you gain additional gadgets of

Table: Mad Scientist Spells Known

Cantrips—*acid splash, blood spear, eldritch blast, fire bolt, mage hand, poison spray, produce flame, ray of frost, unholy gaze*
1st—*burning hands, color spray, faerie fire, flay skin, fog cloud, grease, guiding bolt, hunter's mark, kneeling cur, magic missile, sleep, thunderwave, unstable isotope*
2nd—*acid arrow, blindness/deafness, bone spurs, calm emotions, create or destroy water, darkness, fleshcurdle, gust of wind, heat metal, hold person, knock, levitate, ray of enfeeblement, savage break, scorching ray, shatter*
3rd—*bestow curse, blasphemous influence, blood bullets, daylight, disrupt technology, fireball, haste, lightning bolt, mutagenic reversion, remove curse, sleet storm, slow, stinking cloud*
4th—*banishment, compulsion, confusion, exsanguination, forced hemorrhage, ice storm, phantasmal killer, summon mutants, unbearable pain, wall of fire*
5th—*awaken heresy, cloudkill, cone of cold, flame strike, hold monster, insidious indoctrination, mutagenic mist, mutation, planar binding, sanguine razorstorm, summon horde of flesh, telekinesis, wall of force, wall of stone*
6th—*bone wall, chain lightning, circle of death, disintegrate, extinguish soul, eyebite, flesh to stone, forbiddance, freezing sphere, genetic purification, harm, irresistible dance, sunbeam, wall of ice*
7th—*ancestral perversion, finger of death, fire storm, forcecage, mark of unspeakable horror, one of us, plane shift, prismatic spray*

your choice, as shown in the Gadgets Known column of the Mad Scientist table. Additionally, when you gain a level in this class, you can choose one of the gadgets you know and replace it with another gadget that you could learn at that level.

Your scientific gadgets weigh 1 pound per spell level. The AC of a gadget is equal to your AC while it is on your person and it has a number of hit points equal to twice your mad scientist level. While not in your possession, one of your gadgets has an AC equal to 10 + spell level. Other creatures are unable to understand how your gadgets function and only you are able to use them.

In addition, you gain proficiency with alchemist's supplies.

Forbidden Knowledge

Starting at 3rd level, you gain one ritual feat (selected from the core rules or from those presented on page 167) or one sinful feat. In addition, you learn how to cast ritual spells from either the cleric spell list or wizard spell list.

Insane Contraptions

At 6th level, you gain a second ritual feat or sinful feat. When performing a ritual, if you have access to an anvil and smithery you may spend an additional hour building an insane contraption to incorporate the effects of one of your known spells or scientific gadgets into the casting of the ritual spell. The full effects of an insane contraption are at the discretion of the GM (some may simply add a light show, others might create genuinely impressive if unreliable effects).

Technological Crafting

Starting at 7th level, you are able to create technological items that duplicate the effects of magical items without the need for inaequam, using mundane means and mechanical genius instead. You are only able to craft one technological item at a time. You are able to craft a common technological item over the course of a week of tinkering for 25 gold. You may craft an uncommon technological item over the course of a month for 500 gold (or more, at the GM's discretion).

At 14th level, you are able to craft a rare technological item over the course of 3 months of tinkering; the cost in materials is at the GM's discretion.



Analyze Weakness

At 9th level, by spending a bonus action you may make an Intelligence check against a DC equal to the CR of a creature. On a success, you learn the attacks, immunities, features, and resistances granted by the target's race or type. You must be able to see or hear the target and the full breadth of what you learn is at the discretion of the GM (particularly obscure monsters may reveal very little and a hidden weapon remains hidden). You can only use this feature against an individual target once every 24 hours.

Prototype Drones

At 10th level, you can cast the *find familiar* spell as a ritual, summoning (i.e.: activating) a number of drones equal to your proficiency modifier. The drone familiars you create are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by you. Drones that are not duplicating the appearance and abilities of an animal use the Homunculus stat block. As constructs, the drones do not need to eat, sleep, or breathe, and are immune to both poison damage and the poisoned condition.

Your drones may not be dismissed as the spell. You may share senses with the drones or communicate with them while they remain within distance of your radio transmitter (a device that broadcasts 50 feet per mad scientist level).

Diviner of Secrets

Starting at 13th level, you gain a third ritual feat and learn how to cast ritual spells from either the cleric or wizard spell list (whichever you did not already know).

Hardened by Experimentation

Starting at 14th level, you gain advantage on checks made with alchemist's supplies. In addition, you gain resistance to acid, lightning, and poison damage.

Grenadier

At 15th level, you learn how to craft grenades. Each day when you prepare your spells, you may make a

number of grenades with a total price equal to 10 times your mad scientist level. These grenades do not cost you gold to produce but do require a part of your essence to remain unignited, causing them to explode 1d6 rounds after being given to another creature. The saving throw DCs for grenades you create using this feature use your spell save DC.

In addition, as an action you may throw up to 3 grenades at different squares within range.

Master Blaster

At 18th level, you gain advantage on spell attacks using your technological weapon.

Master Technologist

At 20th level, your mastery over technology is remarkable. Your proficiency bonus is doubled for any ability check you make that uses Technology and you have advantage on Intelligence (Technology) checks. In addition, so long as they are able to hear you, you may advise an ally on how to activate one of your scientific gadgets after you have altered it for their use. You may keep a number of these altered devices equal to your Intelligence modifier.

FIELDS OF MAD SCIENCE

Mad scientists are masters of technology but tend to focus their efforts on one or another aspect. This specialization makes you peerless in your field of expertise, granting special features that reflect your superior understanding of analysis, fleshcraft, offensive devices, or inaequa-powered machines.

ENGINEER OF EVIL

To remain beyond the grasp of inquisitors and insure you leave no trail for hunters to follow after a dastardly deed, you pursue analysis to better fool divinations, sensors, and the senses of Askis' defenders. Lurking unseen and working from the shadows, you strike from out of nowhere and disappear before any true pursuit can be mounted to stop your next devious deed!

Presence Detector

Starting at 1st level, as an action, you can activate a small monocular device that allows you to detect the forces of evil and good. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated (as with the *hallow* spell), any especially evil or good creatures, and evil auras left by magic. This feature otherwise functions like the *detect magic* spell with the visibility of auras at the discretion of the GM. You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a long rest, you regain all expended uses.

Divinus Screener

Beginning at 5th level, you learn how to craft a device that fools detection magics. Whenever you are targeted by a divination spell, you may spend your reaction to gain immunity to the spell. You must be aware of the spell being cast to use this feature. Alternatively you may always have the device active, in which case it automatically negates divination spells cast at you regardless of whether or not you know of their casting. It is a free action to check your divinus screener to see how many charges it currently has. Once this feature has been used a number of times equal to your proficiency bonus, you require a long rest before it can be used again.

Keen Analysis

At 11th level, you gain advantage on checks made using your Analyze Weakness feature. In addition to the knowledge it normally grants, you learn a number of additional pieces of information equal to your Intelligence modifier (minimum 1). At the GM's discretion these may inform you of class features, feats, legendary actions, or other secretive information directly related to combat.

Locate Vulnerability

At 17th level, your talent for analysis reaches a terrifying plateau and you learn how to exploit the most nuanced of

weaknesses in an enemy's defenses. By spending an action and making a successful spell attack using your technological weapon against a creature you have successfully used Analyze Weakness against, you give the target vulnerability to one of the following elements: acid, cold, fire, lightning, or thunder. Creatures that are immune to the element you choose lose their immunity and gain resistance instead. Creatures that are resistant to the element you choose lose their resistance. The vulnerability lasts for 1 minute. At the end of its turn each round, a target may spend its bonus action to make a Constitution saving throw against your spell save DC to end the effect.

FLESHWORKER

You are a master of chirurgery, a field of study that represents a combination of medical skills encompassing the encyclopedic diagnosis of ailments, the swift and skillful compounding of medicines tailored for them and the needs of the patient, as well as a deft hand at surgical maneuvers, operations, and equipment. With this knowledge and experience in hand, you are able to repair the physical body like a finely tuned machine. The radical procedures of chirurgery are so extreme that you can even manipulate the mind itself by subtle application of your techniques and alchemical concoctions to the nervous system.

Note: At the GM's discretion, a warlock may choose this archetype instead of a patron (gaining the 5th level features at 6th level, 11th level feature at 10th level, and 17th level feature at 14th level). A warlock using this archetype gains both the pact of the blade (choosing a weapon that deals slashing damage) and pact of the chain (gaining a Homunculus as their familiar) but does not gain patron spells.

Medicinal Training

Starting at 1st level, you gain proficiency in Medicine, and you are able to use Intelligence instead of Wisdom when using Medicine. If you have or gain proficiency in Medicine from another source, your proficiency bonus doubles on Wisdom (Medicine) checks. In addition, you learn 1 chirurgical procedure.

Novice Fleshcraft

Beginning at 5th level, you learn 1 chirurgical procedure. In addition, you are able to perform chirurgical procedures on yourself, though you do so with disadvantage.

Surgical Precision

At 5th level, you learn how to best strike a living creature with deadly effectiveness, gaining proficiency with martial weapons. In addition, once per turn you can deal an extra 2d6 damage to one living creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases by 2d6 at 11th and 17th level (to a maximum of 6d6).

Deft Hands

At 11th level, you learn 2 chirurgical procedures and gain proficiency in Sleight of Hand. In addition, you are not at disadvantage when performing a chirurgical procedure on yourself and the time it takes you to perform a chirurgical procedure is halved.

Master Fleshworker

At 17th level, you learn all the chirurgical procedures and have advantage on checks made to perform an operation (even when operating on yourself). The time it takes you to perform a lengthy chirurgical procedure is reduced by a number of hours equal to your Intelligence modifier (minimum 1 hour). In addition, you finish building a dissectrinator (page 288). Your dissectrinator can be controlled with bonus actions to attack a target you point to, but otherwise you control it as if you were using *command* spell.

TRICKSTER

To defeat the powers that be there you seek to push technology to its limits, focusing your efforts on explosives, traps, and outsmarting your opponents. You have a penchant for incendiary devices and dangerous machines, bending your mind to perfecting their use in combat.

Overcharged Shot

Starting at 1st level, when you have advantage on a spell attack using your technological weapon, you may choose to make the attack normally to deal an extra 1d4 damage per 2 mad scientist levels (minimum 1d4). Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until after you finish a long rest.



Bomb Thrower
Beginning at 5th level, you gain access to the Grenadier feature (page 120) except that you are only able to throw 2 grenades as an action. When you reach 18th level, you may throw 4 grenades as an attack action.

Deadly Terrain
At 11th level, you can spend a bonus action throwing down a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap blends in with its surroundings, and a creature requires a Wisdom (Perception) check against your spell save DC to pick it out from the 5-foot square it rests in. A creature that steps in the same square as the trap must succeed on a Dexterity saving throw against your spell save DC or be crushed, taking 1d4 bludgeoning and piercing damage per point of proficiency bonus you possess and gaining the restrained condition. A creature can use its action to make a Strength check against your spell save DC, freeing itself or another creature within its reach on a success. Each failed check crushes the trapped creature, dealing damage to it. It takes 1 hour to craft a saw-toothed steel ring and you may have a number of these traps on your person equal to your proficiency bonus. Uses of this feature recharge when you have finished a long rest.

Hide Out Of Place
At 17th level, you become a master of being where eyes are not looking. You are able to hide using Dexterity (Deception) instead of Dexterity (Stealth) and while doing so may hide in plain sight (without any cover or obscurement).

UNHOLY TECHNOLOGIST
All of the Spheres of Askis gave the Celestial Heroes an advantage in conquering the world and stamping out evil but one has had a greater impact than all others: inaequa. It is only fitting that the downfall of the civilization they've built come through their reliance on the vaunted divine machines, devices you seek to master and turn to your own ends whenever possible. Waste not, want not.

Fluid Connectivity
Starting at 1st level, when you first touch an inaequa-powered device you may choose to be considered one alignment-step closer to good (if you are evil the device treats you as if you were neutral and if you are neutral the device treats you as if you were good.) Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a short or long rest.

Reverse Polarity
Beginning at 5th level, you may spend 1 minute manipulating an inaequa-powered device to reverse its polarity for a number of hours equal to your mad scientist level. While its polarity is reversed, the device reads evil alignments as good alignments and vice versa. By spending 1 hour every day for a week making adjustments, you can permanently reverse the polarity of any inaequa-powered device.

Negating Touch
At 11th level, you are able to kick, knock, kiss, or otherwise touch an inaequa-powered device in a certain and specific way that renders it inoperable. As an action you make a melee or thrown ranged attack against an inaequa-powered device. You may use your spell attack bonus for this attack. For an attended or worn target use the AC of the attending creature (minus any natural armor bonus) but otherwise the AC is determined by the object's size (Tiny or smaller: 13, Small: 11, Medium: 10, Large: 9, Huge: 7, Gargantuan: 5). On a successful hit the device stops functioning for 1 minute. On a critical hit the item stops functioning permanently. Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

Talonis-Inaequa
At 17th level, you learn how to create a very special device called a talonis-inaequa. This powerful gadget requires 8 hours of work to build, is attuned to your soul, and does not have any effect on items you have created. You may only possess one talonis-inaequa at a time and only you are able to activate it. Once activated, the talonis-inaequa emits energy in a 50-ft.-radius. All inaequa-powered objects that have not been perverted by a creature with a Sin score or in your possession cease to function when touched by this energy field. After activation the talonis-inaequa functions for 1 minute (regardless of whether or not it is on your person) at the end of which it is destroyed. Roll 1d6 a minute after your talonis-inaequa makes an object inoperable; on a result of 1 the object explodes (dealing 6d4 force damage in a 5-ft.-radius; no saving throw), on a result of 2–4 the item never functions again, and on 5–6 the item resumes working normally.

SCIENTIFIC GADGETS

If a scientific gadget has prerequisites, you must meet them to learn it. You can learn the gadget at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class. Some warlock eldritch invocations are suitable as scientific gadgets along with those listed here (where a warlock would use Charisma for an eldritch invocation, you use Intelligence.) Spells you cast using a scientific gadget do not require your technological weapon and produce nonmagical effects that are immune to *antimagic field, detect magic, dispel magic*, and other effects that target spells.

Adrenal Boosters

Prerequisite: 5th level

You can cast *enhance ability* or *enlarge* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Arachno Belt

Prerequisite: 5th level

You can cast *spider climb* or *web* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.



Table: Scientific Invocations

Eldritch Invocation	Scientific Gadget
Agonizing Blast	Concentrated Beams
Armor of Shadows	Forcefield
Ascendant Step	Levitator
Beast Speech	Primal Annunciator
Beguiling Influence	Persano-Stimulators
Bewitching Whispers	Mentallo Ray
Devil's Sight	Midnight Goggles
Dreadful Word	Viral Equation
Eldritch Sight	Arcanodetector
Eldritch Spear	Heavy Barrel
Eyes of the Rune Keeper	Jolted Mid-Temporal Gyrus
Fiendish Vigor	Nerve Killers
Mask of Many Faces	Self-Projector
Master of Myriad Forms	Morphedri
Minions of Chaos	Energy Dominator
Mire the Mind	Gravitonic Inhibitor
Misty Visions	Nega-Projector
One with Shadows	Stealth Field
Otherworldly Leap	Pistonized Boots
Repelling Blast	High-Capacity Dynamo
Sculptor of Flesh	Genetic Destabilizer
Sign of Ill Omen	Entropic Fluctuator
Thief of Five Fates	Synapse Disruptor
Visions of Distant Realms	Spatial Reflector
Whispers of the Grave	Soul Excisor
Witch Sight	Morphae Lens

Arcodivinus Negator

Prerequisite: 9th level

You can cast *counterspell* or *dispel magic* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Blasphemous Resuscitator

Prerequisite: 7th level

You can cast *animate dead* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Cortex Disassembler

Prerequisite: 7th level

You can cast *fear* or *hypnotic pattern* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Defibrillator
Prerequisite: 7th level
You can cast *revivify* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Emergency Boosters
When you would take more than 1d6 damage from falling, you automatically cast *feather fall* without expending a spell slot or material components. You can't do so again until you finish a short rest.

Form Disruptor
Prerequisite: 5th level
You can cast *blur* or *invisibility* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Implometastitizer
Prerequisite: 7th level
You can cast *nondetection* or *vampiric touch* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Influencing Aerosol
You can cast *charm person* or *command* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

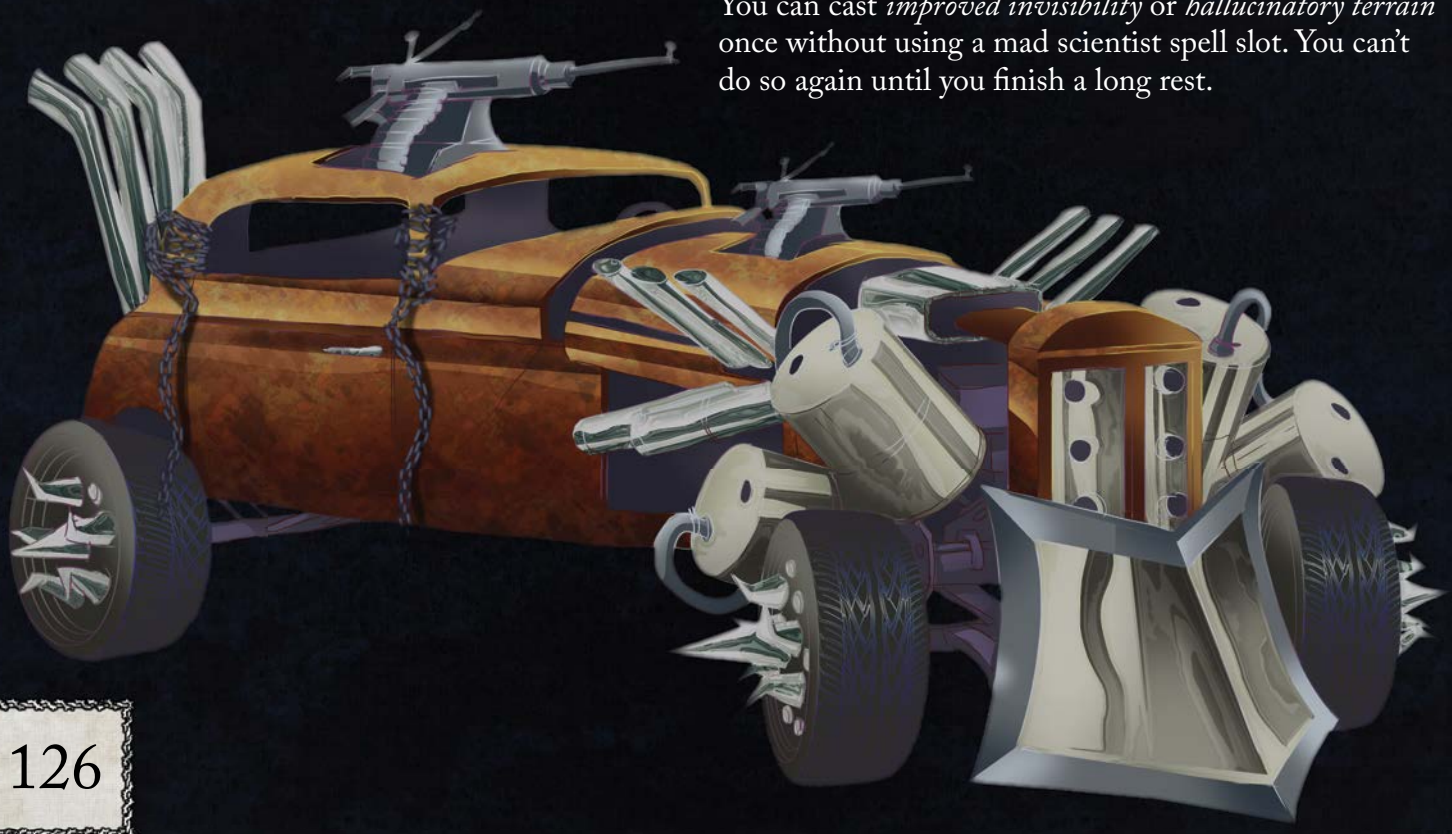
Mechanized Steed
Prerequisite: 7th level
You have built a robotic mount and can summon it from afar using radiotechnology and electronics. Add *find steed* your list of spells known. When casting the spell you summon a mount that has the construct type, resistance to acid, cold, fire, thunder, and damage from nonmagical weapon strikes, and vulnerability to lightning. If this mount is destroyed it takes you 20 hours of labor to repair it or build a new one.

Quantum Kineticizer
Prerequisite: 5th level
You can cast *misty step* or *pass without trace* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Spatial Prism
Prerequisite: 5th level
You can cast *mirror image* or *see invisibility* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Subliminal Resonator
You can cast *heroism* or *hunter's mark* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.

Visual Compiler
Prerequisite: 7th level
You can cast *improved invisibility* or *hallucinatory terrain* once without using a mad scientist spell slot. You can't do so again until you finish a long rest.



Occultist

Howling at the high moon and reveling in her bestial form, the werewolf leaps out of the darkness and snatches one of her former pursuers, dragging the screaming man into the shadows and depriving him of his innards with her sharp fangs and claws.

Backing out of the tavern with the merchant lord's gaze locked onto his, the vampire slips into an alleyway nearby, baring his fangs to better slake his thirst on the blood of the foolish man trundling toward him.

Powered by unnatural chemicals, the once living flesh of an abomination refuses to yield against the hail of arrows pelting her form and she charges forward unheeded, slamming into and through a barred door to shatter it into pieces.

Occultists are the dark things that stalk in the night. Empowered by mystical rituals, unnatural science, or otherworldly forces, occultists are thought by most to be monsters, shunned and feared by society. Some seek this power out while others have it foisted upon them, but not all of these individuals are beholden to their base desires and some lead lives that are a boon for a society rather than bane.

Monstrous Origins

Occultists are the stuff of dark secrecy and fell power, things of legend and forbidden lore. Becoming one of these otherworldly creatures is sometimes the ultimate goal of a cultist, drinking the blood of an existing occultist or engaging in strange rituals to fully realize their power. To others it is a curse bestowed by bloodline or destiny, a burden that strengthens itself through hardship.

Agents of the Beyond

While there is certainly a predilection for occultists to fall towards evil not all of them give in to unnatural compulsions and darker desires—most are driven there by the angry and misunderstanding societies around them. Many of the fell adventurers that resist their inner natures are raised far from civilization or hidden away from the world in utter secrecy, tainted by otherworldly power inherited from their reclusive parents or bestowed upon them by fate and the workings of cults.

Creating an Occultist

The first thing to decide when making an occultist is the source of your character's abilities: did they seek out their dark path or was it forced on them by destiny? They might have discovered a dark object or accidentally happened into a nexus of otherworldly energies, stumbling into a ritual or coming upon the decaying essence of a dying monstrous entity looking for a new soul to tether to itself. Perhaps your character has always sought out power regardless of its source, seeking it out with others in a cult only to be the one that unlocks the secrets of the order. Maybe instead your parents were occultists and in a moment of panic you realized your unnatural inherited talents.

Did you try to hide from society and remain beneath its notice or choose instead to live far from civilized life, surviving in the wilderness? Who—if anyone—knows your truths or helped you keep them secret? Perhaps most importantly, does your character feel scorned by society's treatment of them for their monstrous nature or driven to prove that they are more than their otherworldly appearance suggests?

CLASS FEATURES

As an occultist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per occultist level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per occultist level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple weapons
Tools: Ceremonial Relics
Saving Throws: Constitution, Charisma
Skills: Choose two from Athletics, Arcana, Insight, Perception, and Religion



Dark Strike

Beginning at 1st level, your strikes are imbued with a darkness that allows you to deal more damage with every blow. For abominations this is a reflection of the chemistry or fell power that drives you onward, for horrors and nightmares it is but a sliver of the unnatural energies at your command, oozes a corrosive grip, and for vampires or werecreatures it is emblematic of sharpening fang or claw.

You gain the following benefits:

- You can use Dexterity or Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage of your unarmed strike. This die changes as you gain occultist levels, as shown in the Dark Strike column of the Occultist table.
- When you use the Attack action with an unarmed strike on your turn, you can choose to deal necrotic damage by spending a bonus action. You can use Constitution for the attack and damage rolls of your unarmed strike when dealing necrotic damage.

EQUIPMENT

You begin play with the following equipment, in addition to any gear acquired through your background:

- ceremonial relics
- *(a)* a dagger or *(b)* a sickle
- *(a)* a shortbow with 10 arrows or *(b)* a sling with 15 bullets
- *(a)* a hooded robe and leather armor or *(b)* studded leather armor
- *(a)* an explorer's pack or *(b)* a scholar's pack

Table: Occultist

Level	Proficiency Bonus	Dark Strike	Supernatural Movement	Features
1st	+2	1d4	—	Dark Strike, Occult Path, Supernatural Save
2nd	+2	1d4	—	Devotee of Darkness
3rd	+2	1d4	—	Darkvision, Occult Path
4th	+2	1d4	—	Ability Score Improvement
5th	+3	1d6	—	Extra Attack
6th	+3	1d6	—	Fearless, Supernatural Save
7th	+3	1d6	—	Darkvision, Occult Path
8th	+3	1d6	—	Ability Score Improvement
9th	+4	1d8	20 ft.	Supernatural Movement
10th	+4	1d8	20 ft.	Fearless, Toughened Hide
11th	+4	1d8	20 ft.	Occult Path, Supernatural Save
12th	+4	1d8	30 ft.	Ability Score Improvement
13th	+5	1d10	30 ft.	Extra Attack
14th	+5	1d10	30 ft.	Supernatural Movement, Toughened Hide
15th	+5	1d10	40 ft.	Occult Path
16th	+5	1d10	40 ft.	Ability Score Improvement
17th	+6	1d12	40 ft.	Darkened Soul, Otherwordly Shadow
18th	+6	1d12	50 ft.	Supernatural Save, Toughened Hide
19th	+6	1d12	50 ft.	Supernatural Movement
20th	+6	1d12	50 ft.	Otherworldly Shadow, Supernatural Realization

Multiclassing Prerequisite: Constitution 15
Proficiencies Gained: Ceremonial Relics

Occult Path

At 1st level, your supernatural abilities begin to manifest themselves as an abomination, horror, nightmare, ooze, vampire, or werecreature, all detailed at the end of the class description. Your occult path grants you features at 1st level and again at 3rd, 7th, 11th, 15th, and 20th level.

Supernatural Save

At 1st level you gain proficiency in a saving throw of your choice. You may change which type of saving throw you gain proficiency in by performing an hour long ritual that requires the use of ceremonial relics. At the end of the ritual make a Charisma check (DC 8 + your proficiency bonus) and on a success, you may change one type of saving throw proficiency granted by this feature. On a failed check you cannot change the type of saving throw again for one week.

You gain proficiency with an additional type of saving throw at 6th level and again at 11th and 18th level.

Devotee of Darkness

At 2nd level, you gain advantage on Dexterity (Stealth) checks and Wisdom (Perception) checks made in darkness or dim light.

Darkvision

At 3rd level you gain darkvision 60 feet or the range of your darkvision increases by 60 feet. At 7th level you can see through magical darkness.



Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 13th level in this class.

Fearless
At 6th level, you gain immunity to the frightened condition and gain advantage on checks to resist being charmed.

At 10th level, you gain immunity to the charmed condition.

Supernatural Movement
Starting at 9th level, your speed increases by 20 feet or you gain a new form of movement (a climb speed, swim speed, or fly speed) equal to the speed increase. This bonus to your movement speed or new movement speed increases when you reach certain occultist levels, as shown in Table: Occultist.

At 14th and 19th level, you gain one of the benefits of this feature that you have not already chosen. Oozes do not gain Supernatural Movement.

Toughened Hide
At 10th level, your AC increases by 1 and you gain resistance to one of the following types of damage: bludgeoning, piercing, or slashing. At 14th level and again at 18th level, you gain resistance to another type of weapon damage.

Darkened Soul
At 17th level, by spending a bonus action you can create an effect identical to the *darkness* spell, except that this feature requires no components, it cannot be dispelled, and maintaining it does not require your concentration. The darkness you create lasts for a number of rounds equal to your proficiency bonus. Once you have used this feature, you cannot do so again until you finish a long rest.

Otherworldly Shadow
At 17th level, you gain resistance to necrotic and psychic damage so long as you consume a specific substance (abomination: electricity damage or alchemical substances, horror or nightmare: another creature's dreams, vampire: blood, werewolf: flesh) each time you take a long rest. At 20th level this improves to immunity to necrotic damage.

Supernatural Realization
At 20th level, you gain your final occult path ability.



OCCULT PATHS
The terrible prize of occultists is also the steep price they pay for their power. Once one begins upon an occult path, they are forever and irrevocably changed in both body *and* soul—the taint of supernatural darkness is eternal, rendering near-certain damnation on the foolhardy that succumb to its promises.

ABOMINATION
You are a creature of occult science or mystery, incredibly resilient and driven to sentience by forbidden secrets of alchemy, chemistry, or otherworldly energies. Abominations are constructed from the dead parts of other creatures or revived from the remains of a corpse specially prepared with precise rituals.

Abominable Nature
Starting at 1st level, you gain resistance to poison damage and immunity to the poisoned condition. You do not need to breathe, eat food, or drink water, though you still require periods of rest similar to sleep. You have disadvantage on Charisma ability checks made against humanoids due to your strange appearance.

Unnatural Threshold
Beginning at 3rd level, choose one type of weapon damage (bludgeoning, piercing, or slashing). You ignore an amount of damage equal to your proficiency bonus whenever you are hit with an attack that deals this type of damage. If you possess resistance, this damage is reduced before resistance is applied.

Otherworldly Brute
At 7th level, you gain advantage on attack rolls made against objects and deal double damage when using your Strength to damage an object.

Strange Resistance
Starting at 11th level, choose one type of energy that is not necrotic, poison, or psychic. You gain resistance to this type of energy. Alternatively, you may choose to gain immunity to this type of energy but you also gain vulnerability to another opposed type of energy: acid (lightning), cold (fire), fire (cold), force (psychic), lightning (acid), psychic (force).

For instance, an abomination could choose to be resistant to cold, or they could become immune to cold and vulnerable to fire.

Supernatural Juggernaut
Beginning at 15th, you gain immunity to the blinded, deafened, and exhaustion conditions.

True Abomination
When you reach 20th level, you gain immunity to the paralyzed, petrified, and stunned conditions, and you gain a number of hit points equal to your level.

In addition, your type changes to monstrosity.

HORROR
You have been touched by dark entities from the far reaches of the cosmos or another dimension, imbued with alien powers and potent abilities that defy logic.

Psychic Conduit
Starting at 1st level, you gain resistance to psychic damage and telepathy to a range of 30 feet plus 10 feet per occultist level. When using Dark Strike to deal energy damage, you can deal an additional amount of psychic damage equal to your proficiency bonus or choose to deal psychic damage instead of necrotic damage.

Cosmic Knowledge
Beginning at 3rd level, your proficiency bonus is doubled for any ability check you make that uses Arcana, History, or Religion.

You can see 60 feet into the Ethereal Plane when on the Material Plane, and vice versa.

Forbidden Knowledge
Starting at 7th level, you can spend a minute concentrating to make a DC 14 Wisdom check to learn an obscure piece of myth or lore relating to a subject of your choice. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Alternatively you can spend 10 minutes concentrating to make a DC 17 Wisdom check to learn a secret piece of information known by a creature you are familiar with and have looked upon at least once. Once you have used this feature, you cannot do so again until you finish a long rest.

Alien Step
Beginning at 11th level, you can spend a bonus action to move through other creatures and objects until the end of your turn. You take 5 (1d10) force damage if you end your turn inside an object. Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a short or long rest.

Compelling Gaze
Starting 15th level, you can spend a bonus action to gaze at a creature within range of your telepathy and affect their mind as if you had cast *suggestion* except that it does not require any other components or your concentration. Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

Supernatural Scion
When you reach 20th level, you become a true connection to the dark entities that dwell on the far reaches of existence. You can use your compelling gaze to dominate creatures (as the spell *dominate monster*), you gain immunity to psychic damage, and you gain resistance to force damage.

In addition, your type changes to aberration.

NIGHTMARE
Some ephemeral creatures of darkness defy belief and logic, able to call on a retinue of fell abilities as strangely subtle as they are.

Supernatural Touch
Beginning at 1st level, you gain resistance to psychic damage and telepathy to a range of 30 feet. When using Dark Strike to deal energy damage, you can target any creature within range of your telepathy and use your Intelligence modifier on attack rolls and damage rolls.

You also learn the *mage hand* cantrip and can cast *detect magic* at will. You can cast these without the need for components.

Fell Talents
Starting at 3rd level, you gain access to spells without the need for any components. When casting these spells, you use your Intelligence modifier to determine your spell attack bonus and spell save DC, and you always cast the spell as though it were a spell level equal to half

your occultist level (up to a maximum of 9th-level spells).

You receive a number of fell points equal to half your occultist level. You can spend an action to cast any of the following spells by expending 1 fell point: *darkvision, invisibility, mage armor, magic missile, shield, spiritual weapon,thunderwave, unseen servant.*



Improved Fell Talents

Beginning at 7th level, you gain access to more powerful spells with your Fell Talents. You can spend an action to cast any of the following spells by expending 2 fell points: *dimension door, fear, gaseous form, phantasmal killer, resilient sphere, vampiric touch, wall of force.*

Grater Fell Talents

Starting at 11th level, your repertoire of spells for Fell Talents grows. You gain a number of fell points equal to your proficiency bonus. You can spend an action to cast any of the following spells by expending 3 fell points: *disintegrate, dream, eyebite, telepathic bond, true seeing, wall of force.*

Master Fell Talents

Beginning at 15th level, your mastery over your Fell Talents reaches its zenith. You add your Intelligence bonus to any damage dealt with a fell talent. You can spend an action to cast any of the following spells by expending 4 fell points: *etherealness, feeblemind, forcecage, mind blank, plane shift, power word stun, teleport.*

Truly Other

When you reach 20th level, the range of your telepathy increases to 60 feet, you gain immunity to psychic damage, and you have advantage on saving throws against spells and other magical effects. Creatures you choose that are able to see you and within range of your telepathy have disadvantage to maintain concentration of a spell. In addition, your type changes to aberration.

OOZE

Your eyes have seen beyond the weaknesses of your clumsy, mish-mashed biological makeup and you seek to transform yourself into the truest form of primal existence—an ooze. Many think you mad and find your quest disturbing but none can doubt the potency of the dark gifts you've discovered, talents that make it possible for you to do impossible things with your body.

Acidic Touch

Beginning at 1st level, you gain resistance to acid damage. When using Dark Strike to deal energy damage, you can choose to deal acid damage instead of necrotic damage.

You also learn the *acidic splash* and *poison spray* cantrips, using Constitution as your spellcasting ability. You can cast these spells without the need for components.

Amorphous Grip

Starting at 3rd level, you are able to cast *spider climb* on yourself without the need for components or concentration. Once you have used this feature a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

In addition, when using Dark Strike to deal acid damage, you can choose to automatically grapple any creature hit with the attack. A target can escape the grapple as a bonus action by making a Strength or Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier.

Malleable Form

Beginning at 7th level, you gain the Grappler feat (if you already have Grappler, choose another feat you meet the prerequisites for) and while you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

In addition, when squeezing through a space large enough for a creature one size smaller than you, you do not suffer any penalties for squeezing. You

are able to squeeze through a space large enough for a creature two sizes smaller than you (suffering the normal penalties; spending 1 extra foot for every foot you move, and disadvantage on attack rolls and Dexterity saving throws, and attack rolls against you have advantage while you are in the smaller space).

Corrosive Form

Starting at 11th level, you can make your body extremely acidic for 1 minute by spending an action. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d4 acid damage per point of proficiency bonus you possess. Any nonmagical weapon made of metal or wood that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls (a weapon is destroyed if its penalty drops to -5). Nonmagical ammunition made of metal or wood that hits you is destroyed after dealing damage. You can eat through 2-inch-thick nonmagical wood or metal in 1 round. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Ooze Apotheosis

Beginning at 15th level, you gain blindsight 50 feet and immunity to the blinded, deafened, exhaustion, and prone conditions. In addition, your type changes to ooze.

Engulf

When you reach 20th level, you can subsume another creature into your body. During your turn while moving, you can enter the space of a single creature of your size or smaller. Whenever you enter a creature's space, the creature must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a successful save, the creature can choose to be pushed 5 feet back or to the side of you. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, you enter the creature's space, the creature takes 21 (6d6) acid damage, and it is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of your turns. When you move, the engulfed creature moves with you. An engulfed creature can try to escape by taking an action to make a Strength check (DC 8 + your proficiency bonus + your Constitution modifier). On a success, the creature escapes and enters a space of its choice within 5 feet of you. You are unable to use Malleable Form while engulfing a creature.

VAMPIRE

Infused with unholy energies and driven by a thirst for blood, you are slowly becoming a true master of the night and one of the most powerful types of undead.

Bloodsucker

Starting at 1st level, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. You gain vulnerability to radiant damage; at the GM's discretion, you may choose instead to take an amount of damage equal to your proficiency bonus each turn you are in sunlight. When using Dark Strike to deal energy damage to a living creature (not constructs or undead), you heal 1d4 hit points.

Darkness Form

Beginning at 3rd level, if you aren't in sunlight or running water, you can use an action to polymorph into a Tiny bat or a Medium cloud of mist. You can use this feature twice. You regain expended uses when you finish a short or long rest.

While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does.

While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing, and you can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to all nonmagical damage (except for sunlight which deals 10 radiant damage to you each turn).

You can stay in a Darkness Form for a number of hours equal to half your occultist level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

In addition, you take 20 acid damage when you end your turn in running water regardless of your form.

Charm

Starting at 7th level, you can spend an action to target one humanoid you can see within 30 feet. If the target can see you, it must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma bonus) or be charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can, and it is a willing target for your Dark Strike attack. Each time you or your companions do anything harmful to the target (other than using your Dark Strike), it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are destroyed, are on a different plane of existence than the target, or take a bonus action to end the effect. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

In addition, you can't enter a residence without an invitation from one of the occupants.

Children of the Night

Beginning at 11th level, you can spend an action to magically call 1d4 bat swarms or rat swarms, provided that the sun isn't up. While outdoors, you can call 2d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as your allies and obeying your spoken commands. The beasts remain for 1 hour, until you die, or until you dismiss them as a bonus action. Once you have used this feature, you cannot do so again until you finish a long rest.

When you reach 16th level, you can call 2d4 swarms when indoors or 3d6 wolves outdoors.

Escaping Mist

Starting at 15th level you establish a resting place and imbue a coffin with unholy power. When you drop to 0 hit points outside its resting place, you transform into a cloud of mist (as in the Darkness Form feature) instead of falling unconscious, provided that you aren't in sunlight or running water. If you can't transform, you are destroyed. While you have 0 hit points in mist form, you can't revert to your normal form, and you must reach your resting place within 2 hours or be destroyed. Once in your resting place, you revert to your normal form. You are paralyzed until you regain at least 1 hit point. After spending 1 hour in your resting place with 0 hit points, you regain 1 hit point.



In addition, you are damaged by holy water as if you were a fiend or undead.

Master of the Night

When you reach 20th level, you regain 20 hit points at the start of your turn if you have at least 1 hit point and aren't in sunlight or running water. If you take radiant damage or damage from holy water, this feature doesn't function at the start of your next turn. In addition, your type changes to undead.

WERECREATURE

You are filled with animalistic fury and cursed with a strange form of lycanthropy that changes you into a beast when the moon hangs high in the sky.

Lycanthropic Forms

Beginning at 1st level, you can use an action to polymorph into a beast-humanoid hybrid or into a beast (a black bear, boar, giant rat, panther, or wolf; this is chosen when you take this occult path and cannot be changed), or back into your true form. While in hybrid or beast form your AC increases by an amount equal to half your proficiency bonus. Your statistics, other than your AC, are the same in each form. Any equipment you aren't wearing or carrying isn't transformed. You revert to your true form if you die. When the moon is full you cannot assume human form.

You can only use your Dark Strike while in hybrid or beast form.

Keen Senses
Starting at 3rd level, you gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Hide
Beginning at 7th level, while in hybrid or beast form you gain resistance to any bludgeoning, piercing, and slashing from nonmagical weapons not made with silvered weapons.

Powerful Leaps
Starting at 11th level, while in hybrid or beast form you quadruple the distance of any jumps you make.

Improved Lycanthropic Hide
Beginning at 15th level, while in hybrid or beast form you gain immunity to any bludgeoning, piercing, and slashing from nonmagical weapons not made with silvered weapons.

Master Werecreature
When you reach 20th level, your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24. Your keen senses, powerful leaps, and improved lycanthropic hide features are all available while you are in human form.



DARK TRANSFORMATION PRESTIGE CLASS

A loud crack from below sends the doors of the cathedral bursting open, the corpses stacked against it thumping to the floor as Justitia flood into the ancient building. Kiazzara laughs in her revelry as she hears one of the guards slip on the blood-spattered stairs, falling in a tumble before snapping his neck with a wet thwacking sound. Her bellowing changes to yowls of pain that echo downward with the setting sun and as she expected her body changes, powerful scaled wings sprouting from out of her back. With a whooping howl she leaps from the steeple and takes flight, the town's high priest wounded, unconscious, but still alive—and in her iron grip.

Rushing between the aisles with stacks of restricted tomes tucked beneath each arm, Vincesca rapidly tries to recall where the nearest exit from the library is located as another bolt of frigid cold surges past her shoulder, crisping more of her hair to a fine white. Tired of being chased and confident that her assailant will lose their heart for the chase if threatened, she ducks behind a small cart of books and waits for the foolish scribe to appear; the second he does she leaps like a tiger, slashing at his throat and willing the rakshasa in her spirit to come forth to ward away the magical counterattack sure to come. The apprentice mage backs away and wipes the blood from his brow, grinning triumphantly and pulling a scroll from his robes. With a powerful incantation and complex gesture the parchment turns to ash in his hands but not before a cage of energy materializes around the trespasser—though now it is Vincesca's turn to smile, the spell fizzling out as the hunter becomes the hunted.

Pleased with how much drink he's had and prepared to retire for the evening with a full belly, Gnarbold lets a touch of the demonic power within him flash across his eyes, tempting a bit of malevolence to reach up from the Abyss and muddle the minds of a group of treasure hunters across the lounge. For a moment it seems to fail and the gnome wonders if he'll have to pay for his ale tonight, but only two of the warriors sit dumbfounded—one begins wandering toward the kitchen and another draws a blade, stabbing his nearest companion. Pandemonium breaks out throughout the establishment and Gnarbold wades into the melee, weakly pleading for an end to the violence while forcing his dark will on the combat to singe wounds with its corrosive touch. For a moment the ploy seems to fail but then cries of pain finally pull the bouncer from the door and in the confusion the gnome slips away, untroubled by the bill for yet another sumptuous meal.



Traveling the paths of wickedness and utter damnation mean doom for most but a rare few reach the point of physically changing into something vile, attaining foul apotheosis and transforming into chimerical horrors. Unlike occultists the evolutionary nature of dark transformations is far more drastic and rapid, the lust for power channeling the energies needed to remake a body into a more vile form. Undergoing this vile pursuit is the sole purvey of the malicious or the mad, driving them forward when any sane mind would realize the terrible permanent consequences of their actions—an urge to finish the work outweighing any obstacles between them and the potent components needed for their change. Once someone has started down this road there can be no turning back and they embrace their worst selves, eventually assuming their new form as well as the life that comes with it.

Dark Ritual

In addition to the prerequisites for the prestige class, each dark transformation also requires a specialized ritual as part of the transformation process. This ritual must be completed by the time the character wishes to take a level in the dark transformation prestige class. Each aspect of the transformation has a suggested ritual (usually a small quest) and their specifics are at the GM's discretion (using the sample rituals as guidelines).

A dark ritual may require an aspect ability check (ceremonial relics) against a DC of 8 + the dark transformation prestige class level the character is about to take. On a failure the character gains the vilespawn template (page 281) as their level instead, although they may continue taking levels in this prestige class afterward. If vilespawn character has already achieved a level with the lich aspect dark transformation, their aspect ability changes to Wisdom or Charisma (whichever is higher). Unlike normal vilespawn, the creature does not lose its most recent level or any of its memories.

PREREQUISITES

The dark transformation prestige class is available to any character that meets the prerequisites, determined by the chosen transformation aspect (see below). Taking levels in the dark transformation prestige class follows the same rules as multiclassing except where noted.

Table: Dark Transformation Prerequisites

Proficiency Bonus +3	
Abyssal	Wisdom 15, Abyssal Attunement or Abyssal Experiment
Dragon	Strength 15, Draconic Attunement
Infernal	Charisma 15, Infernal Attunement or Infernal Experiment
Golem	Constitution 15, Promethean Attunement
Lich	Intelligence 15, Undead Attunement, ability to cast arcane spells
Rakshasa	Dexterity 15, Asuran Attunement

CLASS FEATURES

While progressing through your dark transformation, you gain the following class features.

Table: Dark Transformation Prestige Class

Level	Proficiency Bonus	Features
1	+3	Transformation Aspect, Aspect Resistance
2	+3	Aspect Attack
3	+3	Minor Aspect Power
4	+4	Aspect Empowerment
5	+4	Moderate Aspect Power, Greater Aspect Resistance
6	+4	Dark Fortification
7	+4	Major Aspect Power
8	+5	Dark Apotheosis

HIT POINTS

Hit Dice: 1d8 per dark transformation level
Hit Points: 1d8 (or 5) + your Constitution modifier per dark transformation level

PROFICIENCIES & EQUIPMENT

You acquire a set of ceremonial relics and gain proficiency with ceremonial relics. If you are already proficient with ceremonial relics, your proficiency bonus is doubled for any ability check you make that uses ceremonial relics.

Transformation Aspect
When you choose to take this prestige class you choose a transformation aspect, which describes your desired dark transformation: abyssal, dragon, infernal, golem, lich, or rakshasa (each detailed at the end of the class description). Each transformation aspect has its own aspect ability (much like a cleric's spellcasting ability of Wisdom or a sorcerer's spellcasting ability of Charisma) that determines the bonuses granted by your transformation features.

Aspect Ability
These aspects are tied to a particular ability score known as your aspect ability. Your chosen aspect and relevant aspect ability determine how your various dark transformation features manifest. You use your aspect ability modifier when setting the saving throw DC for any aspect powers you use and when making an attack roll with one (unless specified otherwise). If a feature granted by your dark transformation requires a saving throw, the saving throw DC is equal to 8 + your proficiency bonus + your aspect ability modifier.

Aspect Resistance
At 1st level, you gain resistance to a type of damage. At 5th level, you gain resistance to a second type of damage.

Aspect Attack
At 2nd level, you gain a special attack. You are proficient with this attack.

Aspect Power
At 3rd level, you gain an aspect power. You gain more potent aspect powers at 5th level and 7th level.

Aspect Empowerment
At 4th level, your transformation empowers either your body or mind and you can increase your aspect ability by 2. As normal, you can't increase an ability score above 20 using this feature. If this increase would increase your aspect ability above 20, you instead increase your aspect ability to 20 and use the leftover increase to increase any other ability score or scores.

Dark Fortification
At 6th level, you can call upon the power of your aspect to assist you for a number of rounds equal to your aspect ability modifier. Once you have used this feature, you cannot do so again until you finish a long rest.

Dark Apotheosis
At 8th level, you complete your dark transformation and gain additional aspect power.

TRANSFORMATION ASPECTS
When you take levels in this prestige class, you choose a dark transformation aspect that you manifest. Once selected, you may not choose another dark transformation aspect until you have achieved dark apotheosis with your first choice. Although these aspects are the most common, this not an exhaustive list and the possibility exists for other dark transformations not included here. Prerequisite feats can be found on pages 170-176.

ABYSSAL ASPECT
Those that undergo the transformation into an abyssal creature typically live a life of sin. These individuals focus on a particular sin and follow it as their main motivator or objective in their everyday lives. As part of their dark transformation, they do their best to tempt others to fall to their sin, drawing upon the envy, gluttony, greed, lust, mendacity, pride, slothfulness, and wrath of others to fuel their rituals. Upon completion of their dark transformation, they may take on the appearance of a fiend tied to their particular sin, such as a succubus for the lustful or an abrikandilu for the wrathful.

Prerequisites. Wisdom 15 or higher, Abyssal Attunement or Abyssal Experiment (page 165).

Dark Ritual. Take the life of an intelligent humanoid steeped in a particular habitual sin (such as greed or wrath). Bathe in the sinful blood and do not clean yourself of the gore for at least one week.

Abyssal Transformation Features
When undergoing an abyssal transformation, your features manifest in the following ways.

Aspect Ability. Wisdom.

Aspect Resistance: Demon Skin. You gain resistance to poison damage. When you reach 5th level in

this prestige class, you gain resistance to either bludgeoning, cold, lightning, piercing, or slashing damage.

Aspect Attack: Abyssal Touch. Your very touch corrupts and twists both flesh and mind. You can attempt to touch a creature within reach as a bonus action. You use either Dexterity or your aspect ability for the attack roll. On a successful hit, you deal 1d4 acid damage. A touched creature must succeed on a Constitution saving throw or become corrupted. A corrupted creature has disadvantage on its next attack roll, ability check, or saving throw. The damage for this touch increases to 1d6 when you reach character level 9th, 1d8 at 13th, and 1d10 at 17th. A creature corrupted by your touch cannot be corrupted again for 1 minute.

Minor Aspect Power: Destructive Aura. You can exude an aura of destruction as a bonus action. When a creature within 10 feet of you takes damage, it takes an additional 1d4 points of acid damage. You can dismiss this aura as a bonus action or reaction.

Moderate Aspect Power: Perplex. You gain the ability to innately cast *confusion* as an action. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Dark Fortification: Demonsight. As a bonus action, you gain truesight out to 30 feet. You can end this feature as a reaction and turn your gaze towards a creature within sight. The creature must make a Constitution saving throw or become blinded for 1 minute. Once you have used this feature a number of rounds equal to your proficiency bonus, you cannot do so again until you finish a short or long rest.

Major Aspect Power: Demonic Growth. You grow an extra set of arms, a set of wings, or a tail, and you gain proficiency with a slam natural attack using your new augmentation. Whenever you take the Attack action on your turn, you can make an extra slam melee attack that deals 1d6 bludgeoning damage plus your Strength modifier.

Dark Apotheosis: Demon. An abyssal gem grows somewhere on your body, such as on your forehead, your chest, or in your palm. This demonic gem allows you to cast *magic jar* as an action with the gem serving as your material component. You can possess a creature with this feature for a number of hours equal to your Wisdom modifier. Once you have used this feature, you cannot do so again until you finish a long rest.

DRAGON ASPECT

Creatures that undergo a draconic transformation tend to feel the might of dragons constantly stirring in their hearts—the urge to wield it over others roiling in their blood constantly yearning for release. Only the most powerful are able to tap into this might let alone change themselves into dragons. These creatures show draconic tendencies even before undertaking the grand endeavor of a dark transformation, saving their coin or proving themselves as intellectually superior whenever possible. Once they reach their apotheosis, they resemble young versions of their draconic kin, eventually evolving into full dragons over centuries.

Prerequisites. Strength 15 or higher, Draconic Attunement feat.

Dark Ritual. Gather the bones of an adult dragon of any type or at least three young dragons of the type chosen with the Draconic Attunement feat. Shatter the bones into small shards and drive them into your skin in a ritual spanning one week (dealing 1d6 piercing damage each day; this damage cannot be healed by magic).

Dragon Transformation Features

When undergoing a dragon transformation, your features manifest in the following ways.

Aspect Ability. Strength.

Aspect Resistance: Dragonscale. You gain resistance to the damage type of the dragon chosen with the Draconic Attunement feat (black—acid, blue—lightning, green—poison, red—fire, vile—necrotic, white—cold). When you reach 5th level in this prestige class, you gain resistance to either bludgeoning, piercing, or slashing damage.

Aspect Attack: Draconic Fangs. Your teeth grow into terrifying fangs and you gain proficiency with a bite natural attack. You can make a bite melee attack as a bonus action using Strength for the attack roll. On a successful hit, your bite deals 1d4 bludgeoning and piercing damage plus your Strength modifier. Your bite attack's damage increases to 1d6 when you reach character level 9th, 1d8 at 13th, and 1d10 at 17th.

Minor Aspect Power: Wyrm Glare. Your guise grows more fearsome. As a bonus action, you can instill fear into your enemies. One creature of your choice that is within 30 feet of you and aware of you must make a Wisdom saving throw or become frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you have used this feature against a creature, the creature is immune to it for the next 24 hours.

Moderate Aspect Power: Breath Weapon. You gain a breath weapon which you can use as an action. The breath weapon functions as a dragonborn's breath weapon, except your draconic ancestry is determined by the dragon type chosen with the Draconic Attunement feat. Once you use this feature, you must finish a short or long rest before you can use it again.

If you are a dragonborn, you can use your breath weapon twice before completing a short or long rest and can use the breath weapon of either your draconic ancestry or the type chosen with the Draconic Attunement feat.

Dark Fortification: Wyrmscale. As a bonus action, you urge forth draconic might that makes your natural resistances grow stronger. You gain immunity to the damage type determined by the Draconic Attunement feat or resistance to either bludgeoning, piercing, or slashing damage.

Major Aspect Power: Dragon Strike. You are able to tap into the vestiges of great serpents swimming in your blood. As a bonus action, you can call upon this might. When you make a melee attack using Strength, you gain a bonus to the damage roll equal to your proficiency bonus for 1 minute. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Dark Apotheosis: Dragon. You gain a set of wings which allow you to fly either at your speed or at a rate of 40 feet, whichever is faster. As an action, you can beat your wings. Each creature within 10 feet of you must succeed on a Dexterity saving throw or take (2d6) bludgeoning damage and be knocked prone.

INFERNAL ASPECT

Infernally attuned creatures are deceitful—they are the liars, cheats, and traitors of the world—and they savor every moment of their duplicity. Even at a young age they may find themselves fooling friends into entering unfair agreements, but once they learn of the power of Hell and infernal contracts (typically by entering a contract themselves) they usually see another means of establishing power or control over others. When transformed they are least likely to manifest significant physical changes to better allow for further deceptions, though the depths of their depravity are no less significant.

Prerequisites. Charisma 15 or higher, Infernal Attunement feat or Infernal Experiment feat (page 166).
Dark Ritual. Submit a soul, either your own or that of another, via an infernal contract. The contract must include a clause which submits the soul as payment upon the completion of your dark transformation and must be written in the blood of an innocent intelligent humanoid.

Infernal Transformation Features

When undergoing an infernal transformation, your features manifest in the following ways.
Aspect Ability. Charisma.
Aspect Resistance: Devil Hide. You gain resistance to fire damage. When you reach 5th level in this prestige class, you gain resistance to either bludgeoning, cold, piercing, poison, or slashing damage.
Aspect Attack: Goring Horns. Powerful horns grow from your head and you gain proficiency with a gore natural attack. You can make a gore melee attack as a bonus action using Strength for the attack roll. On a successful hit, your gore deals 1d4 piercing damage plus your Strength modifier. Your gore attack's damage increases to 1d6 when you reach character level 9th, 1d8 at 13th, and 1d10 at 17th.
Minor Aspect Power: Fiendsight. You can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.
Moderate Aspect Power: Hellfire. You gain the ability to summon forth hellfire and hurl it as an action. The range of your hellfire is 100 feet and on a successful hit, you deal 3d6 fire damage + your Charisma modifier. If your target is a flammable object that isn't being worn or carried, it also catches fire.
Dark Fortification: Infernal Power. As a bonus action, your body grows with infernal energy. You increase in size as the *enlarge/reduce* spell. While this feature is active your attacks deal an additional 1d6 points of fire damage.
Major Aspect Power: Binding Contracts. As an action, you can strike a short-term bargain with a creature able to see, hear, and understand you. This creature is bound by your binding contract unless it makes a Charisma saving throw. On a failed save, a bound creature must focus any attacks or spells solely on you (including abilities that target an area) or a fragment of its soul is ripped away. A bound creature that attacks or targets anything other than you (failing on its end of the bargain) is wracked with pain and takes 4d10 points of psychic damage at the end of its turn.

A creature is bound by this contract for 1 minute but can repeat the Charisma saving throw at the end of each of its turns, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to your binding contracts for the next 24 hours. You may end a binding contract at any time as a bonus action, dealing 6d10 points of psychic damage to the bound creature. You can only maintain one binding contract at a time. If you strike a binding contract with a nother creature, your previous binding contract immediately ends without damaging its bound creature.
Dark Apotheosis: Devil. You gain immunity to fire. As a bonus action, you can wreathe yourself in hellfire. All creatures that begin their turn adjacent to you take 4d6 points of fire damage from this hellfire unless they make a Dexterity saving throw. You can dismiss this hellfire as a reaction.

In addition, you gain telepathy to a range of 60 feet.



GOLEM

Those that seek to transform into golems rarely feel content with their own bodies. It might start as a simple displeasure of one's hair type or eye color but these feelings evolve into an obsession over flaws, constantly being uncomfortable, or repulsion of specific body parts (or one's entire body). These individuals seek to reshape their body, replacing flesh and organs with manufactured pieces or those stolen from others. Upon a complete dark transformation, they may not have any piece of their original body remaining, leaving only the mind and soul intact to continue the will of physical change.
Prerequisites. Constitution 15 or higher, Promethean Attunement feat.
Dark Ritual. Replace at least one-third of your major body parts with that of a construct or another humanoid (see the graft flesh chirurgical procedure on page 171 and grafting feats on pages 163–168). At least one of transplanted parts must come from a living creature.

Golem Transformation Features

When undergoing a golem transformation, your features manifest in the following ways.

Aspect Ability. Constitution.

Aspect Attack: Dense Strike. Your skin hardens, strengthening your blows. When you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action. In addition, your unarmed strike damage increases to 1d4. Your unarmed strike damage increases to 1d6 when you reach character level 9th, 1d8 at 13th, and 1d10 at 17th.

Aspect Resistance: Dense Skin. You gain resistance to either bludgeoning, piercing, or slashing damage. At 5th level, you gain resistance to either acid, poison, or psychic damage.

Minor Aspect Power: Heavy Blood. Your body is extremely hardy. You add half of your Constitution modifier again when increasing your hit point maximum when you gain a level. You retroactively gain hit points for your previous levels when you gain this feature.

Moderate Aspect Power: Segmented Mind. When you fail an Intelligence, Wisdom, or Charisma saving throw, you may use your reaction to block off that portion of your mind at the cost of going berserk. You treat the saving throw as if you had succeeded, but you go berserk for a number of rounds equal to your Constitution modifier. While you are berserk, at the start of each round you move towards and attack the nearest creature you can see. If no creature is near enough to move to and attack, you attack an object, with preference for an object smaller than yourself. At the end of every round you can make a Wisdom saving throw to regain your composure. While berserk you cannot use this feature (raging does not interfere with segmented mind). If you are able to cast spells, while berserk you cannot cast spells or concentrate on them.

Dark Fortification: Golem Fortitude. As a bonus action, your body grows extremely resilient. You gain resistance to all damage except necrotic, psychic, and radiant damage.

Major Aspect Power: Self-Repair. As a bonus action, your body reconstitutes and repairs damage to itself at an accelerated rate. You spend a number of free Hit Dice equal to your Constitution modifier and recover hit points as if you took a short rest. This does not restore any features that recharge after a short rest. Once you have used this feature, you cannot do so again until you finish a long rest.

Dark Apotheosis: Golem. You become a true construct and no longer need to eat, breathe, or sleep. You have advantage on all Constitution checks and saving throws, and you have advantage on all saving throws against spells or magical effects.

LICH

A person obsessed with becoming a lich may be consumed with a hunger for more powerful magic or to attain immortality. The threat of a mundane life or death is anathema to such an individual. These mages and mystics tend to live isolated lives, spending all their waking hours studying the lore of undeath's masters. Intensive research over hundreds and thousands of hours take a toll on their bodies, leaving gaunt and sickly figures akin to a corpse. Upon the end of their dark transformation, the spellcaster completes their goal, becoming something fully versed in arcana and beyond death. Though they resemble liches in nature, even after their dramatic change these creatures must still spend decades before learning the secrets of phylacteries and complete lichdom.

Prerequisites. Intelligence 15 or higher, Undead Attunement feat, ability to cast arcane spells.

Dark Ritual. Tie off blood flow to one of your extremities until it undergoes necrosis, then revitalize and restore animation to the limb with a smaller ritual that takes place over one day. Complete this process for all of your major extremities.

Lich Transformation Features

When undergoing a lich transformation, your features manifest in the following ways.

Aspect Ability. Intelligence.

Aspect Resistance: Blasphemous Bones. You gain resistance to necrotic damage. At 5th level, you gain resistance to either cold, lightning, or poison damage.

Aspect Attack: Paralyzing Touch. You gain a paralyzing touch. You can attempt to touch a creature within reach as a bonus action. You use either your Dexterity or your Intelligence for the attack roll. On a successful hit, you deal 1d4 cold damage. A touched creature must succeed on a Constitution saving throw or be paralyzed for 1 round. The length of the paralysis increases by 1 round when you reach character level 9th, 13th, and 17th (maximum 4 rounds). A paralyzed creature can repeat the saving throw at



the end of each of its turns, ending the effect on itself on a success. A creature paralyzed by your touch cannot be paralyzed by it again for 1 minute.

Minor Aspect Power: Lesser Arcana. Your lesser spellcasting grows in power. As an action, you can cast a spell using a 3rd-level or lower spell slot without expending the spell slot. If you are unable to cast spells of 3rd-level or lower, you choose and learn one spell of 3rd-level or lower from either the cleric or wizard spell lists. Once you use this feature, you must finish a long rest before you can use it again.

You can use this feature twice between long rests starting at 9th level, three times between long rests starting at 13th level, and four times between long rests starting at 17th level.

Moderate Aspect Power: Gaze of Unlife. Your gaze gains the power to instill fear in your enemies. As an action, you can fix your gaze on one creature you can see within 100 feet. The target must make a Wisdom saving throw or become frightened for 1 minute. Creatures with the blinded condition have advantage on their saving throw. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you have targeted a creature with this feature, the target is immune to it for the next 24 hours.

Dark Fortification: Libris Arcana Mortis. As a bonus action, your spellcasting grows extremely potent. You gain advantage on spell attacks.

Major Aspect Power: Greater Arcana. Your major spellcasting grows in power. As an action, you can cast a spell using a 6th-level or lower spell slot without expending the spell slot. If you are unable to cast spells of 6th-level or lower, you choose and learn one spell of 6th-level or lower from either the cleric or wizard spell lists. Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Dark Apotheosis: Lich. You become a true undead and no longer need to eat, breathe, or sleep. A burst of necrotic energy pulses out from you when you cast a spell of 6th-level or higher. Each living creature within 15 feet must make a Constitution saving throw, taking 4d6 necrotic damage on a failed save, or half as much damage on a successful save.

RAKSHASA



The rakshasa-blooded are manipulators, setting forth subtle machinations requiring months or even years of execution. Although they pride themselves on their guile these individuals are also masters of the sudden, dangerous strike—they jump at opportunities as they present themselves and remake circumstances to be favorable again when they do not. With their full dark transformation, they usually fulfill a long-standing plan. Their appearance changes to match that of other rakshasa and usually resembles an anthropomorphic tiger, but avian or reptilian forms are not uncommon.

Prerequisites. Dexterity 15 or higher, Asuran Attunement feat.

Dark Ritual. You receive a ritualistic tattoo using the bone of an enemy as the needle in an extremely painful procedure that takes a full week (8 hours of tattooing on each day) to complete.

Rakshasa Transformation Features

When undergoing a rakshasa transformation, your features manifest in the following ways.

Aspect Ability. Dexterity.

Aspect Resistance: Deceptive Form. You gain the ability to innately cast *disguise self* at will and your speed increases by 5 feet. When you reach 5th level in this prestige class, the bonus to your speed increases to 10 feet and you gain resistance to either bludgeoning or slashing damage.

Aspect Attack: Claws. Your hands twist into terrifying furred claws and you gain proficiency with a claw natural attack. You can make a claw melee attack as a bonus action using Dexterity for the attack roll. On a successful hit, your claws deal 1d4 piercing and slashing damage plus your Dexterity modifier. Your claw attack's damage increases to 1d6 when you reach character level 9th, 1d8 at 13th, and 1d10 at 17th.

Minor Aspect Power: Invasive Mind. You gain the ability to innately cast *detect thoughts* on a creature as an action. You can cast this spell at will. Once you have used this feature against a creature, it is immune to invasive mind for 24 hours.

Moderate Aspect Power: Invisible. You gain the ability to innately cast *invisibility* on yourself as an action. At 13th level, you can innately cast *improved invisibility* instead. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Dark Fortification: Magic Resistance. As a bonus action, you can fortify yourself against spells. You gain advantage on saving throws against spells and magical effects.

Major Aspect Power: Cursed Claws. Your claws gain the ability instill a curse against your opponents. A creature struck by your claws must make a Wisdom saving throw or become disrupted. A disrupted creature has disadvantage on all attack rolls. A disrupted creature can attempt to remove the disruption by spending an action and repeating the Wisdom saving throw. Once a creature has been disrupted by this feature, it cannot be disrupted by you for 24 hours.

Dark Apotheosis: Rakshasa. You gain resistance to either bludgeoning or slashing damage (whichever you had not already chosen).

In addition, once between long rests you can innately cast *dominate person* without the need for concentration.

EVIL CLASS ARCHETYPES

Throughout these archetypes you'll find [V] citations on several spells to indicate that they are included elsewhere in this book (Chapter 9: Vile Spells). Unless otherwise noted, these archetypes are intended for evil characters or villainous NPCs. At the GM's discretion, a character with levels in an evil archetype may have to choose a new archetype or class should their alignment change to good.

ABYSSAL CLERIC DOMAIN

You have pledged your devotion to one of the greater fiends of the Abyss, drawing on a demon for your divine powers. There are many different lords in the unfettered realm of primeval chaos but they all share the same conduit upon which other hidden adherents like yourself draw power, granting similar abilities that serve devotees well when visiting a master's home.



Domain Spells

Cleric Level	Spells
1st	*flay skin*[V], *hellish rebuke*
3rd	*invisibility, scorching ray*
5th	*fear, vampiric touch*
7th	*confusion, greater invisibility*
9th	*contagion, sanguine razorstorm*[V]

Bonus Proficiency

When you choose this domain at 1st level, you learn Abyssal and gain proficiency with ceremonial relics.

Demon-Touched

Also starting at 1st level, you are empowered by dark entities in the Abyss. Each time you finish a long rest, you can choose to gain either fire resistance or poison resistance. This resistance lasts until the next time you finish a long rest.

Channel Divinity: Aether of the Abyss

Starting at 2nd level, you can use your Channel Divinity to conjure forth miasma from the Abyss. As an action, you present your unholy symbol and summon tendrils of evil that reach out and grasp at creatures you choose within 30 feet, forcing them to make a Wisdom saving throw against your spell save DC or suffer from confusion (as the spell) for a number of rounds equal to half your proficiency bonus.

Abyssal Allies

Beginning at 6th level, you learn *find familiar* and can cast it to summon a Quasit. Unlike normal your quasit familiar is able to take the Attack action, and you may simultaneously keep a number of quasit familiars equal to half your proficiency bonus (although each requires its own casting of the spell). In addition, your quasits add your proficiency bonus to melee weapon damage rolls.

Sanguine Gifts

Starting at 8th level, demonic power mixes with your blood. You learn the *blood spear* cantrip and only inflict 1 point of damage on yourself per spear.

Unholy Minions

At 17th level, your quasits gain a bonus to attack rolls and weapon damage rolls equal to your Wisdom modifier.

CHIRURGEON ARCANE TRADITION

There are wizards that choose to carefully study and analyze not only magic but the workings of the physical body as well. You are one such chirurgeon and feared by your adversaries, known to employ devious plans that intricately weave together spells and diabolical surgeries to enact your will upon a subject, completely transforming creatures into other forms or powerfully warped abominations.

Chirurgeon Training

Starting at 2nd level, you gain proficiency in Medicine and thieves' tools, and you are able to use Intelligence instead of Wisdom when using Medicine. If you have or gain proficiency in Medicine from another source, your proficiency bonus doubles on checks using Medicine.

In addition, you learn 1 chirurgical procedure.

Novice Chirurgeon

At 6th level, you learn 1 chirurgical procedure.

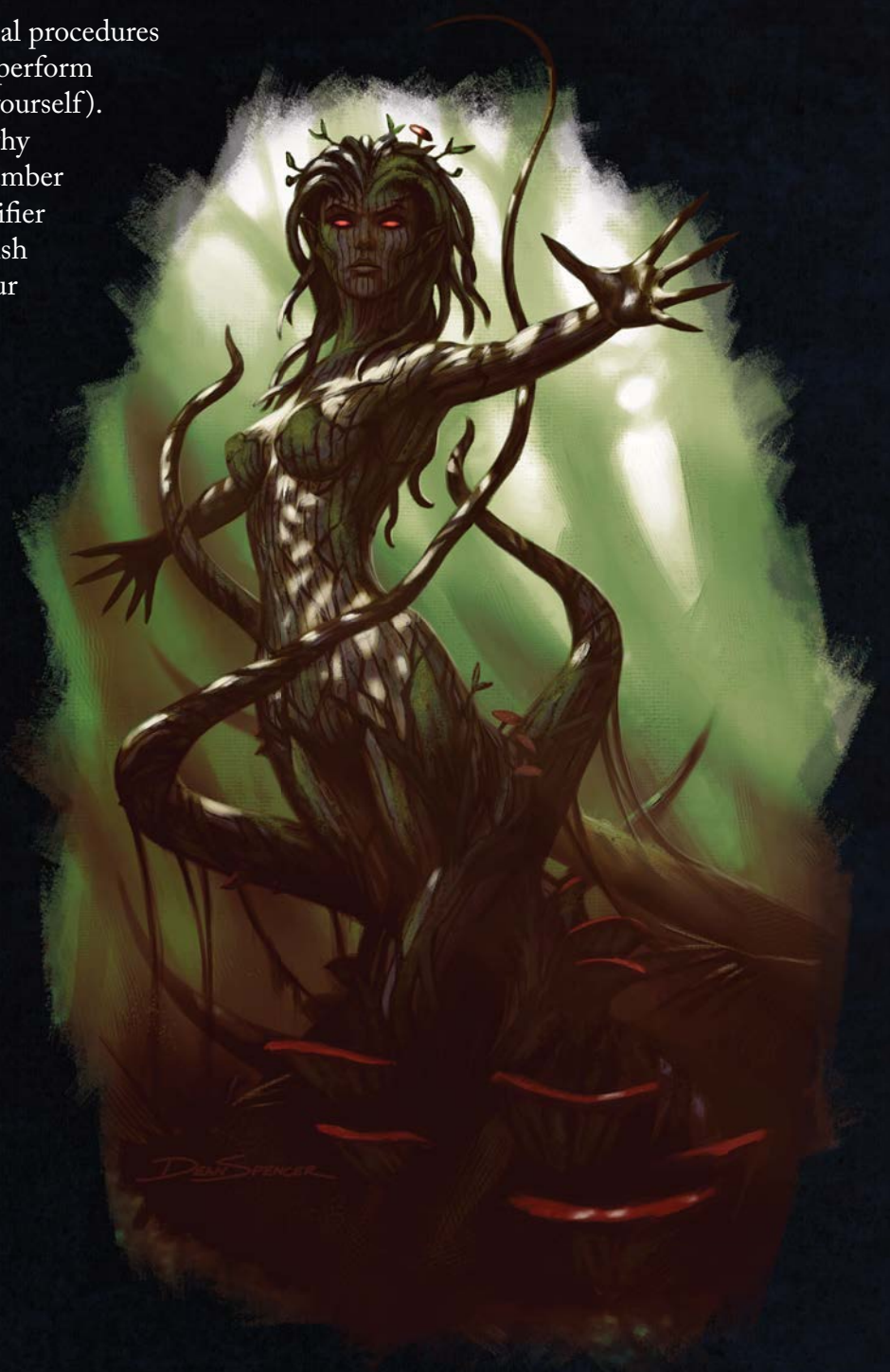
In addition, you are able to perform chirurgical procedures on yourself, though you do so with disadvantage.

Deft Hands

At 10th level, you learn 2 chirurgical procedures and gain proficiency in Sleight of Hand. In addition, you do not have disadvantage when performing a chirurgical procedure on yourself and the time it takes you to perform a chirurgical procedure is halved.

Master Chirurgeon

At 14th level, you learn all the chirurgical procedures and have advantage on checks made to perform an operation (even when operating on yourself). The time it takes you to perform a lengthy chirurgical procedure is reduced by a number of hours equal to your Intelligence modifier (minimum 1 hour). In addition, you finish building a dissectrinator (page 288). Your dissectrinator can be controlled with bonus actions (to attack a target you point to but otherwise as though it were under the constant effects of the *command* spell).



CIRCLE OF NECROBOTANY

To some reanimators the contrast between living and undead is not so stark. You are among those who answer the call of the wild with the chill apparitions of the dead as well, reinforcing your undead creations with plants to interweaving life with death in your abominations to raise truly deadly creatures.

Circle Spells

Druid Level	Circle Spells
3rd	*gentle repose*, *ray of enfeeblement*
5th	*animate dead*, *vampiric touch*
7th	*blight*, *exsanguination*[V]
9th	*contagion*, *raise dead*

Bonus Cantrip

When you choose this circle at 2nd level, you learn the *chill touch* cantrip.

Decrepit Pods

Also at 2nd level, you learn how to create disgusting, decrepit pods of plant seeds. Throwing a decrepit pod at a square within 30 feet is an action. When it hits the decrepit pod spreads into a 20-foot-radius sphere of pollen. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Any creature other than you that ends its turn inside of the pollen makes a Constitution saving throw against your spell save DC or gains the poisoned condition for 1 round. Once you have used this feature a number of times equal to 1 + your Wisdom modifier, you cannot do so again until you finish a long rest.

Resist Death
Starting at 6th level, you have resistance to necrotic damage. At 14th level, you have immunity to necrotic damage.

Skeletal Plants
Beginning at 6th level, undead you create increase their speed by 10 feet, gain a +1 bonus to melee weapon attack rolls, and have advantage on saving throws against effects that turn undead.

Vined Monstrosities
Starting at 10th level, undead you create can be made with additional limbs of tentacle-like vines. You may create a number of additional vine limbs for your undead equal to your Wisdom modifier. An undead may only have as many additional limbs as its proficiency bonus. A vine limb grants an undead one extra attack when it takes the attack action (a slam that deals 1d6 + Strength modifier bludgeoning damage with a reach increased by 5 feet). You may only have one vined monstrosity at a time.

Necroplant
At 14th level, you learn to craft an undead creature woven with greenery so complex that it is as durable as flesh. With one day of work and concentration you can create a necroplant with statistics identical to a Flesh Golem. You may only have a single necroplant at one time.

INFERNAL CLERIC DOMAIN
Some believe that through worship they might gain advantage in striking an infernal bargain, devoting their lives to drawing as many souls down into Hell alongside them as possible. You have entreated the foulest creatures of Hell with your faith, becoming a true adherent to a lord devil in Hell in exchange for dark powers so that you might bring others to befall your fate.

Domain Spells

Cleric Level	Spells
1st	*hellish rebuke, protection from evil and good*
3rd	*alter self, suggestion*
5th	*bestow curse, speak with dead*
7th	*locate creature, polymorph*
9th	*dispel evil and good* (good only), *dominate person*

Bonus Proficiency
When you choose this domain at 1st level, you learn Infernal and gain proficiency with ceremonial relics.

Infernal Blessing
Also at 1st level, you have advantage on saving throws to resist the charmed condition and you gain resistance to fire.

Fires of Hell
Starting at 2nd level, you can use your Channel Divinity to unleash the flames of Hell. As an action, you present your unholy symbol and evoke infernal energy that roils outward from you, dealing 1d8 damage per point of proficiency bonus you possess to all creatures within 30 feet. Half of this damage is fire and half is necrotic. A successful Wisdom saving throw against your spell save DC halves this damage.

Infernal Allies
Beginning at 6th level, you learn *find familiar* and can cast it to summon an Imp. Unlike normal, your imp familiar is able to take the Attack action without requiring you to spend your action for it to do so and you may simultaneously keep a number of imp familiars equal to half your proficiency bonus (although each requires its own casting of the spell). In addition, your imps increase the range of their critical hits by an amount equal to half your proficiency bonus (at 6th level they score a critical hit on 19–20, at 9th level they score a critical hit on 18–20, and at 17th level they score a critical hit on 17–20).

Devilish Skin
Starting at 8th level, you grow a layer of infernal flesh just beneath your skin. After you take damage or deal damage with a spell the unholy meat just under the surface bubbles up, turning you red and increasing your AC by 2 until 1 minute after combat ends.

Infernal Flames
At 17th level, the touch of Hell has become a complete embrace. You are always surrounded by crimson flames that grant you immunity to fire damage. Whenever a creature within 5 feet of you hits you with a melee attack, the flames lick out and the attacker takes 2d8 fire damage. You may suppress or reactivate this feature by spending a bonus action.


Dean Spencer

FEARMONGER (Sorcerer Bloodline)

Terror has great power for those willing to use it, turning horror itself into a weapon. Fearmongers are masters of their craft and able to strike dread in the hearts of even the bravest souls, manipulating their enemies to cowardice through dark magic that most mages are too afraid to seek out.

Frightful Gaze

Starting when you choose this bloodline at 1st level, when a creature that can see your eyes starts its turn within 30 feet of you, you can spend your bonus action or reaction to force it to make a Wisdom saving throw against your spell save DC if you aren't incapacitated and can see the creature. If the saving throw fails, the creature is frightened for a number of rounds equal to your proficiency bonus.

Unless surprised, a creature can avert its eyes to avoid the saving throw from your Frightful Gaze at the start of its turn. If the creature does so, it can't see you until the start of its next turn, when it can avert its eyes again. If the creature looks at you in the meantime, you may spend your reaction to cause it to immediately make the save. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

True Terror

Beginning at 6th level, your features and spells that cause the frightened condition are able to affect creatures that would otherwise not know fear. Targets that normally have advantage on saving throws against fear effects do not gain advantage against when making saving throws to avoid being frightened by you. In addition, by spending 1 sorcerery point when a creature that is normally immune to fear is targeted by a feature or spell that would make it frightened of you, it loses its immunity but gains advantage on its saving throw.

Aura of Fear

At 14th level, each creature of your choice that is within 60 feet of you and aware of you must succeed on a Wisdom saving throw against your spell save DC or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Aura of Fear for the next 24 hours.

Thing of Horror

Starting at 18th level, you no longer require a sorcery point to use True Terror to force fear onto immune creatures. Other creatures are at disadvantage when making saving throws against your fear (if it would normally have advantage, it rolls without advantage instead).

FERAL RAGER PRIMAL PATH

Within every intelligent humanoid resides the ancient bloodline of a more primal creature. By embracing savagery and committing your bloodlust to dark powers you have unleashed a bestial thing from far back in time, something inside yourself made all the more brutal by the touch of prehistoric evil.

Dark Claws

Starting when you choose this path at 3rd level, wicked claws erupt from your fingertips for the duration of your rage. Your unarmed strikes deal 1d6 slashing damage, count as magical, and grant half your Rage damage bonus to attack rolls. In addition, when you use the Attack action with an unarmed strike on your turn you can make one unarmed strike as a bonus action.

Primal Senses

Beginning at 6th level, you have advantage on Wisdom (Perception) checks that rely on hearing or smell. When raging, at the start of your turn you automatically detect the squares occupied by invisible creatures within 30 feet.

Feral Charge

At 10th level, when you move at least 20 feet straight toward a creature and then hit it with an unarmed strike on the same turn, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failure the target is knocked prone and provokes an opportunity attack from you.

In addition, with a 10-foot running start you can long jump up to 25 feet.

Wicked Serrations

Starting at 14th level, you are able to deploy or retract your Dark Claws as a bonus action even when you are not raging, and while raging they form merciless

jagged edges weeping with evil energies that deal 2d6 necrotic damage. On a succcessful hit with your Dark Claws, you regain an amount of hit points equal to the necrotic damage dealt to the target of your attack.

GRUESOME SALVAGER (Ranger Archetype)

Whereas most individuals grafted with the parts of monsters or other races are not willing to accept their new limbs and appendages, you actively pursue creatures to incorporate into your own body as a rite of passage. For your efforts you have been endowed by grisly transformations with powers that make you a terror to behold on the battlefield.

Unholy Experiment

Starting when you choose this archetype at 3rd level, you gain either the Abyssal Experiment feat or the Infernal Experiment feat.

Grafted Warrior

At 7th level and 11th level, you gain one grafting feat that you qualify for.

Extra Attack

At at 11th level, you can attack three times, instead of twice, whenever you take the Attack action on your turn.

Truly Gruesome

At 15th level, you gain two grafting feats. You do not require any of the prerequisites for these feats.

GRAY KNIGHT (Warlock Patron)

The Gray Knight is a potent being dedicated entirely to maintaining balance—what has occurred on this burgeoning planet cannot be allowed to stand. The mysterious figure has imparted some of zir power to you and other agents in Askis so that true order might yet be restored.

Pact of the Blade. Your pact weapon might be a fearsome greatsword similar to the weapon wielded by the true ephemeral Gray Knight.

Pact of the Chain. Your familiar is as inscrutable and stubborn as your grim patron, likely taking the shape of a cat or goat.

Pact of the Tome. Your *Book of Shadows* is an unassuming dark gray grimoire with edges lined by battered, dull metal.

Psipoints

Gray Knights do not gain expanded spells. Instead at 1st level, 3rd level, and every odd warlock level thereafter, you gain 1 psipoint (up to a maximum of 10 psipoints at 19th level). Whenever you encounter an active spell that has been cast within the last week, you may expend 1 psipoint as an action to negate the spell. When you witness a creature within 50 feet casting a spell, you may expend 1 psipoint as a reaction to negate the spell. A spell you negate must be of a level no higher than what's shown in the Warlock table's Slot Level column for your level. When you attempt to negate a spell higher than your Slot Level, it is not negated but you gain advantage on saving throws to resist it or the caster is at disadvantage on its spell attack roll. When you finish a long rest, you regain all expended psipoints.

Gray Armor

Starting at 1st level, you can spend a bonus action to summon spirits that sigh and enshroud you in translucent gray spectral armor. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You cannot use a shield and still gain this benefit.

Enshrouded Mind

Beginning at 6th level, your mind expands as your psyche obscures itself. You gain resistance to psychic damage and immunity to the charmed condition. When a creature targets you with a spell that would cause you to be charmed, it makes a Charisma saving throw against your spell save DC or becomes confused (as the spell) for 1 round.

Psychic Attunement

At 10th level, you have become attuned to the workings of magic nearby and have learned how to react to the arcane and divine without thinking. Creatures that are within your reach provoke an opportunity attack from you when they cast a spell. In addition, enemies within your reach are at disadvantage on checks made to maintain concentration of a spell.

Gray Strike

Starting at 14th level, when you hit a creature with an attack, you can use this feature to cut off the target's access to magic. For a number of rounds equal to half your proficiency bonus, the creature is targeted by an

effect that functions as the *antimagic field* spell except that its range is reduced to touch and it has no radius (affecting only the creature). On its turn, a creature targeted by this feature can spend its action to make a Charisma saving throw against your spell save DC to end the effect.

Once you have used this feature, you cannot do so again until you finish a long rest.

CIRCLE OF GRAY

The Gray Knight has an intense relationship to nature, seeking out those endowed with a connection to fauna and flora to become zir agents for balance—people with a natural understanding. You are a druid exceptional at fighting mages and priests, disrupting magic with every swipe of your shapeshifted limbs.

Expanded Mind

Starting when you choose this circle at 2nd level, your mind expands. You gain telepathy to a range of 10 feet per point of proficiency bonus you possess. Unlike normal telepathy, you can send and receive images, able to primitively communicate with other creatures even if you do not have a shared language.

Circle Spells

Druid Level	Spells
3rd	*detect thoughts, silence*
5th	*counterspell, dispel magic*
7th	*arcane eye, resilient sphere*
9th	*commune, dispel evil and good*

In addition, you can spend a bonus action overloading the mind of a creature within range of your telepathy, and until the start of your next turn it has disadvantage on checks made to maintain concentration of a spell. Once you have used this feature a number of times equal to your Wisdom modifier, you can't use this feature again until you finish a long rest.

Disruptive Wild Shape

Beginning at 6th level, while using Wild Shape any creature within your reach that casts a spell triggers an opportunity attack from you. When you deal damage to a creature while using Wild Shape, until the start of your next turn the target has disadvantage on checks made to maintain concentration of a spell.

Powerful Disruptions

Starting at 10th, when you cast *counterspell* or *dispel magic* it is always treated as 1 spell slot level higher regardless of the spell slot you used to cast it. For example, when you cast *counterspell* as a 4th-level spell it counts as a 5th-level *counterspell*.

Sublime Disruptions

Beginning at 14th level, you are able to cast *counterspell* and *dispel magic* while using Wild Shape.



OATH OF HERESY

The Oath of Heresy is a path that few have the strength to walk. Sometimes known as heresy knights, blackguards, or scourges (and many other, fouler names in less polite company), these paladins set themselves against everything that modern Askis stands for. From the pure and the good, to the extravagant glory of righteousness, heresy knights exist to befoul the world, tear it down, and erect a new, blighted one in its place. Whether wronged by holy agents, sworn to a dark god, or simply born cursed, you have accepted the Oath of Heresy and taken up arms against the celestial forces and all they stand for.

Those who take up this oath come from many different walks of life. An inherent sense of order helps them work with single-minded determination, but there are still others who enjoy corruption and destruction for their own sake, as well as a significant minority that just wish to see the world burn. The armor and heraldry of your order vary greatly as well, though bones, scythes, and the features of evil outsiders are common, as well as images of broken chains.

Tenets of Heresy

The specific tenets of the Oath of Heresy vary among its members, but all have a general focus on desecration, destruction, and befoulment. Paladins who follow this path seek to embody these ideals, becoming a living wound in the heaven-touched world of Askis and spreading their infection wherever possible.

- *Destruction*. It is not enough to assault the minds and morals of those who follow the light. Their monuments must topple and their champions ground underfoot. Work through proxies if you must, but evil is best served by those who use their own hands.
- *Perversion*. There is no virtue that cannot be turned in upon itself and corrupted. Enact this wherever possible, in both word and deed.
- *Practicality*. Never let your own code stand in the way of striking a blow against heaven. Likewise, do not indulge in meaningless destruction when a proper target is present.
- *Putrefaction*. Remember that you are an agent of darkness in a world of light; your very presence corrupts the world and sets it rotting. Do not carelessly throw away your life or that of those you have corrupted.

Channel Divinity

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

Ensnarling Heresy. As an action, you present your holy symbol, turning your heretical words into tangible dark coils using your Channel Divinity. You can focus the force of your blasphemy on a creature within 10 feet of you that you can see. The creature must succeed on a Wisdom saving throw or be restrained. While restrained by the tendrils, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the coils disappear.

Oath of Heresy Spells

Paladin Level	Spells
3rd	*flay skin*[V], *lesser inscribe vilespeech*[V]
5th	*bone spurs*[V], *ray of enfeeblement*
9th	*blasphemous influence*[V], *inscribe Vilespeech*[V]
13th	*blight, forced hemorrhage*[V]
17th	*awaken heresy*[V], *dispel evil and good* (good only)

Putrefying Strike. You can use your Channel Divinity to lend your weapon some of your own blighted nature. As a bonus action, you touch one weapon or piece of ammunition and coat it with an oily film. This substance lasts for 1 minute. The next time you hit a target with an attack using that weapon or ammunition the target takes necrotic damage in addition to the attack. This damage equals 2d10 + your paladin level.

Aura of Darkness

Beginning at 7th level, the miasma of evil enshrouding you obscures the vision of your enemies. You and friendly creatures within 10 feet of you benefit as though you have half cover from ranged attacks (+2 bonus to AC and Dexterity saving throws).

At 18th level, the aura's radius increases to 15 feet and now provides three-quarters cover from ranged attacks (+5 bonus to AC and Dexterity saving throws) and half cover from melee attacks.

Fight Another Day

At 15th level, you gain the ability to judiciously retreat. Immediately after you are hit by an attack, you can use your reaction to wrap yourself in a dark mist and teleport up to 60 feet to a spot you can see. This mist grants you full cover against your enemies (but not friendly creatures) until the end of your next turn, or until you attack, deal damage, or force a creature to make a saving throw. Once you have used this feature, you cannot do so again until you finish a short or long rest.

Scion of Corruption

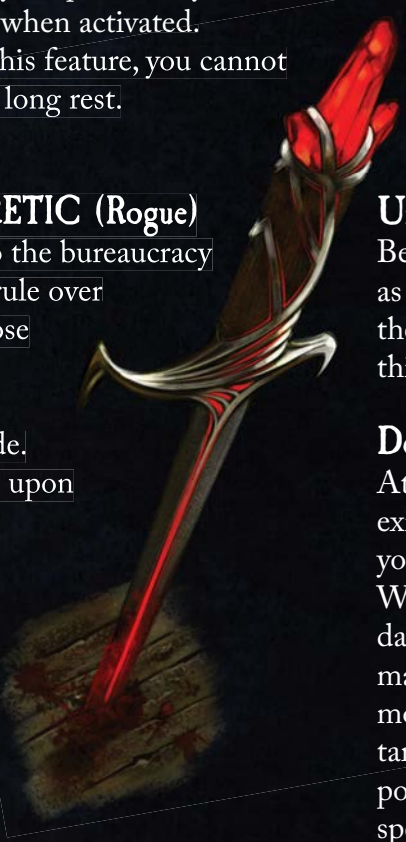
At 20th level you can become an embodiment of your own evil ideals, taking on an appearance you choose. You may take on a fiendish aspect, growing scales or horns, become gaunt and skeletal, gain a terrifying

beauty, or any other number of blasphemous features. Using your action, you undergo this heretical transformation. For 1 minute your Aura of Darkness grows in size and power. Creatures that begin their turn within 30 feet of you take 10 necrotic damage, and creatures that begin their turn within 10 feet of you gain one level of exhaustion. You may choose a number of creatures equal to your proficiency bonus to be immune to this feature when activated.

Once you have used this feature, you cannot do so again until you finish a long rest.

MASQUERADING HERETIC (Rogue)

The most effective wounds to the bureaucracy of the Celestial Heroes that rule over the world will be dealt by those within the gargantuan establishment, agents of evil able to operate from the inside. Your talents are concentrated upon maintaining this deception, staying one step ahead of the zealots seeking out evil in the world as you sabotage the apparatuses that make it function.



Natural Liar

Beginning when you choose this rogue archetype at 3rd level, you may use your Cunning Action to draw upon dark inspiration that grants you advantage on a Charisma (Deception) or Charisma (Persuasion) check. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Obscured Nature

Also at 3rd level, you gain a fundamental understanding of the pliability of soul and you can shape your essence in such a way that it slips past the senses of divine creatures and magic. By spending your reaction and 1 vilis point you may be treated by one known effect or spell (such as *protection from good or evil* or when first interacting with an inaequa device) as though you were an unaligned creature.

In addition, while your actual Sin and Sanctity scores do not change, to the perception of others and for the purposes of detection spells they appear to be switched (so your Sin score appears to have your Sanctity score's value and likewise).

Implacable Will

Starting at 9th level, your mind becomes a devious steel trap impossible to pry open. You are immune to the effects of *detect thoughts* and the charmed condition.

In addition, when creatures attempt to charm you their spell or effect appears to function normally (making it seem as though you have been successfully charmed).

Undetectable

Beginning at 13th level, your soul becomes as stealthy as the void itself. You are under the constant effects of the *nondetection* spell. You may suppress or reactivate this feature as a free action even while incapacitated.

Despicable Strike

At 17th level, you can tap into the worst aspects of existence to deliver a horrendous strike able to sever your target's connection to arcana or divine power. When you hit a creature and deal Sneak Attack damage, you can spend 1 vilis point to force it to make a Wisdom saving throw (DC 8 + your Sin modifier + your proficiency bonus). On a failure the target loses all magical features and spellcasting it possesses for 6 rounds. Any arcane magic items or spells currently affecting the target function normally but divine-based magic dissipates.

COLLEGE OF ANARCHY

Bards of the College of Anarchy are commonly known as malcontents or silvertongues, known for using their mastery of word and song to control the minds of others. They can be found (with difficulty) in every social strata of Askis whispering poison in the ears of nobility, whipping a crowd into a hateful frenzy, and generally twisting emotions to their own purposes. Whatever their goal malcontents are most in control and at home in urban settings where there are plenty of sentient minds to bend to their will, crowds to disappear into, and gossip circles aplenty are ripe for exploitation.

Largely considered a myth among most bards of Askis, the College of Anarchy has thrived in the shadows of civilization's rise. Unlike some morally-

bankrupt bards—who use the positive reputation of their profession to its best advantage—you find that they are better served by not presenting as bards at all. The cupbearer at a duchess' table, the sympathetic barkeep in the slums, or the pious clergy member collecting for the poor could all be your means planting the seeds of hate and corruption. From the lowly stations you and the other children of anarchy pretend to keep, you spur violence and discontent using the crowds of cities to spread chaos before slipping away in the confusion that follows.

Bardic Manipulation

When you join the College of Anarchy at 3rd level, you learn to manipulate the emotions of others through nonverbal cues and intoned subtleties. You may spend a Bardic Inspiration die as a bonus action to gain advantage to your next Charisma (Deception), Charisma (Persuasion), or Wisdom (Insight) check, or to gain advantage on any Charisma ability check made against a crowd (5 or more simultaneous targets).

Emulate Proficiency

Also at 3rd level, you become a master of mimicry. As an action you can observe another creature for 1 minute and emulate it, utilizing talents that normally require dedication and work to attain. You spend one Bardic Inspiration die to gain proficiency in something for a number of hours equal to your proficiency bonus (or bard level so long as you are within sight of someone else that has and is using that proficiency). For example, you might use this feature to copy a driver's vehicles (land) proficiency to take the wheel of an automobile on the highway, help sift through a library after watching a companion use Investigation to work the cataloging system, or take up a strange weapon unknown to you.



Stoke the Fires

At 6th level, you discover how to incite adrenaline with carefully chosen words and a dash of zeal. You may spend your bonus action and two bardic inspiration die to command an adjacent ally, allowing that target to spend its reaction to immediately take an action. By spending an additional Bardic Inspiration die and your reaction, you may choose any ally that you can see instead.

Herder of Sheep

Beginning at 14th level, you can utter your words with such perfect cadence that you can convince a group of individuals into doing almost anything. As a move action, reaction, and action that gives advantage on all attack rolls made against you until the start of your next turn, you deliver an oratory masterpiece. You suggest a course of activity (limited to a sentence or two) and superlatively influence a number of creatures equal to your bard level + Charisma modifier. Only creatures that you can see within range and that can hear and understand you can be influenced. The suggestion must be worded in such a manner as to make the course of action sound reasonable (you cannot directly ask creatures to harm themselves, as *suggestion*). Creatures immune to the charmed condition can still be affected by your influence as long as they are able to understand you.

Each target must make a Charisma saving throw against a DC equal to 8 + your bonus to Charisma (Persuasion) checks. On a failed save, it pursues the course of action you described to the best of its ability for a number of days equal to 1/2 your proficiency bonus. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, your influence ends when the subject finishes what it was asked to do.

You can also specify conditions that trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before your influence ends, the activity isn't performed.

If you or any of your companions damage a creature affected by your influence, the creature receives a new saving throw to end your influence for that creature.

WARRIOR OF DARK CHI (Monk)

Most martial arts training requires years of focus and intense study but not all—there are paths that will allow practitioners without scruples to advance far more quickly though few are fearless enough to utilize them. Warriors learn how to harness a kind of negative energy from these dark disciplines, a force that complements those used by more patient combatants (albeit with effects that defy the techniques of their less pragmatic peers).

Dark Chi

Unlike normal monastic traditions you must choose this tradition at 2nd level when your *ki* shows signs of impurity and many masters will refuse to teach you. Mysterious entities reach out to you however, offering the knowledge you seek. If you choose to continue in the monk class, your alignment must change to and remain evil or neutral. Should you later become good, any levels in the monk class that you take grant a different monastic tradition (beginning with its 3rd level feature) and you cannot continue this monastic tradition until you return to being evil or neutral. Although you ultimately learn to harness *chi*, this feature and all other features from this monastic tradition function as if you used *ki*. Unlike normal, *chi* leaves an aura of evil whenever it is used.

Dark Chi Technique

Starting at 3rd level, you can tap into dark and evil powers when utilizing your *ki*, transforming it into dark *chi*. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects:

- The target must succeed on a Wisdom saving throw. On a failed save, it is poisoned by your *chi* for a number of rounds equal to your proficiency bonus. The purity of body feature does not protect against this poison.
- The attack deals an additional amount of damage equal to your proficiency bonus and all of its damage changes to necrotic.
- The target can't use *ki*, divine features, or cast divine spells until the end of your next turn.
- The target makes a Charisma saving throw. On a failed save, for the next 24 hours the target detects as the alignment of your choice (and if evil, may leave an aura in its wake)..

Scarred Flesh

Beginning at 6th level, you ritualistically scar your flesh and deaden the nerves against physical pain. By spending a bonus action and 2 *chi* focusing your energies into the blasphemies emblazoned on your skin, you gain resistance to one type of weapon damage (bludgeoning, piercing, or slashing) for 1 minute.

Unholy Blasts

At 11th level, you learn how to harness your *chi* into physical manifestations of deadly force. By spending 1 *chi*, you can unleash balls of evil energy (range 40/100) instead of unarmed strikes. On a hit, a ball of evil energy deals your unarmed strike damage but changes to force and necrotic. This feature can be used in conjunction with Flurry of Blows but not the Dark Chi Technique feature.

Evil Manifestation

Starting at 17th level, each time you finish a long rest your *chi* manifests itself physically in a different way. Roll 1d6 to determine what benefit you gain from this feature. By spending vilis points, you can change which benefit you gain by one step (for example, if you roll a 4 but want Deadly Claws you may spend two vilis points to gain them instead of Vile Bones.) This benefit remains until the next time you finish a long rest.

1	***Blindsight.*** You grow enormous bat-like ears and are able to perceive your surroundings within 50 feet without relying on sight.
2	***Deadly Claws.*** Your unarmed strike damage changes to slashing and you gain a +3 bonus to attacks and damage when making unarmed strikes.
3	***Evil Blood.*** Your blood becomes acidic. You gain immunity to acid damage and when a creature deals more than 5 piercing or slashing damage to you with a melee weapon attack or natural weapon melee attack, it takes 1d8 acid damage.
4	***Vile Bones.*** Your bones become infused by dead spirits that grant you immunity to necrotic damage, critical hits, and damage from the Sneak Attack feature.
5	***Wicked Soul.*** By spending 3 *chi* as a reaction, you unlock the bottomless pits of the lower planes. For 1 minute your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
6	***Wings.*** Your rest ends in terrible pain as your back extends and stretches into fearsome wings that give you a flying speed equal to your base walking speed.

PATRON OF MEAT

The first time you tasted flesh something inside you was emboldened, a primal predatory craving that you held at bay—until you tasted the meat of your own kind. A ray of divinity struck you as clear as day as you chewed the tender remains of one of your own, reveling in the blasphemous flavor and instantly obsessed with acquiring more. There must always be more, you understood. That thing inside yourself blossomed, beckoning out into the void like a vine in the forest until it found its reflection: the Meat.

The Meat must be fed. There must be more, always more. The Meat always desires more. The Meat's hunger is unending. *Feed the Meat.* ***Feed the Meat.*** *Feed the Meat. Feed the Meat.*



You form a pact with a mindless primordial entity that knows nothing but hunger, an unyielding and all-consuming desire to consume flesh. Your agreement has made you one of its tasters, allowing it to vicariously experience tender flesh as you work your jaw through blood, muscle, fat, and skin. Every day you must consume the flesh of an intelligent humanoid. Should you consume food during a day but fail to eat the flesh of an intelligent humanoid, you lose the ability to cast spells (but not cantrips) and lose any features granted by your pact until after the next midnight.

Pact of the Blade. Your weapon is either a scimitar that quivers and gasps when it sheds blood or a pitted yet sharp cleaver of enormous size (which uses the statistics of a greataxe).

Pact of the Chain. Your familiar is a depraved, monstrous reflection of your blasphemous soul. At first you can only conjure a fleshy blob of skin and meat that uses the statistics of a Homonculus. When you reach 7th level in this class, you are able to summon a Gray Ooze as your familiar.

Pact of the Tome. Your Book of Shadows is a living, breathing grimoire covered in flesh, lipless mouths, and gnashing teeth. It gasps when you read it, writhing in your hands and whispering in an endless, senseless jumble of syllables that pique your appetite.



Expanded Spell List

The Meat lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Patron of Meat Expanded Spells

Warlock Level	Spell Level
1st	*false life, flay skin*
2nd	*bone spurs, hold person*
3rd	*slow, vampiric touch*
4th	*exsanguination, forced hemorrhage*
5th	*hold monster, sanguine razorstorm*

Lean and Hungry

When you choose this patron at 1st level, you are always possessed by a desire to eat the flesh of intelligent humanoids (Intelligence 7 or higher). When the opportunity to consume the flesh of a recently killed humanoid presents itself (even an ally's), you must succeed on a Wisdom saving throw against your spell save DC or spend your next action eating part of their body.

You require half as much food and water as normal, and you can go twice as long without food or water before suffering from exhaustion. In addition, your hit point total increases by an amount equal to your warlock level.

Blood Magician
Starting at 6th level, you master the elegance of sanguine spells and learn to make the most of their primary component. You have resistance against self-inflicted damage from the casting of blood magic (minimum 1 damage).

Sanguine Magnet
Beginning at 10th level, the affinity your blood has for magic draws it back into your body when your flesh is rent. Whenever you take bludgeoning, piercing, or slashing damage you take 1 less damage (minimum 1 damage).

Rip Out the Broth
At 14th level, you can rip the very blood from your enemies, tearing it directly through their flesh. By spending an action, you make a grapple check against a living creature within 60 feet. You have advantage on this check and use your spell attack bonus instead of Strength (Athletics). On a success, choose either Constitution or Charisma. The target makes a saving throw using the chosen ability score. A target that fails this saving throw gains the paralyzed condition and takes 8d6 force damage (half as much damage on a successful save). Each round the target is paralyzed it takes an additional 4d6 force damage at the start of its turn. A paralyzed target makes a new saving throw at the end of each of its turns. Once you have used this feature, you cannot do so again until you have finished a long rest.

VILE ARCANE TRADITION
Study of the arcane arts often brings the beck and call of forbidden powers, and you found the offerings from the darkness intriguing. Delving into the darkened corridors of arcana promises discovery upon damning discovery and with every day that passes, you fall deeper into the depths and trappings of unholy magics that stain your very soul.

Vile Savant
Beginning when you select this school at 2nd level, the gold and time you must spend to copy a vile spell into your spellbook is halved.

Magic for Blood
Also at 2nd level, you learn how to collect ambient evil energy able to replicate the blood needed for vile magic. By spending a bonus action gathering power, you can cast a vile cantrip or spell without inflicting damage to yourself. You can use this feature a number of times equal to your Intelligence modifier. When you finish a long rest, you regain all expended uses.

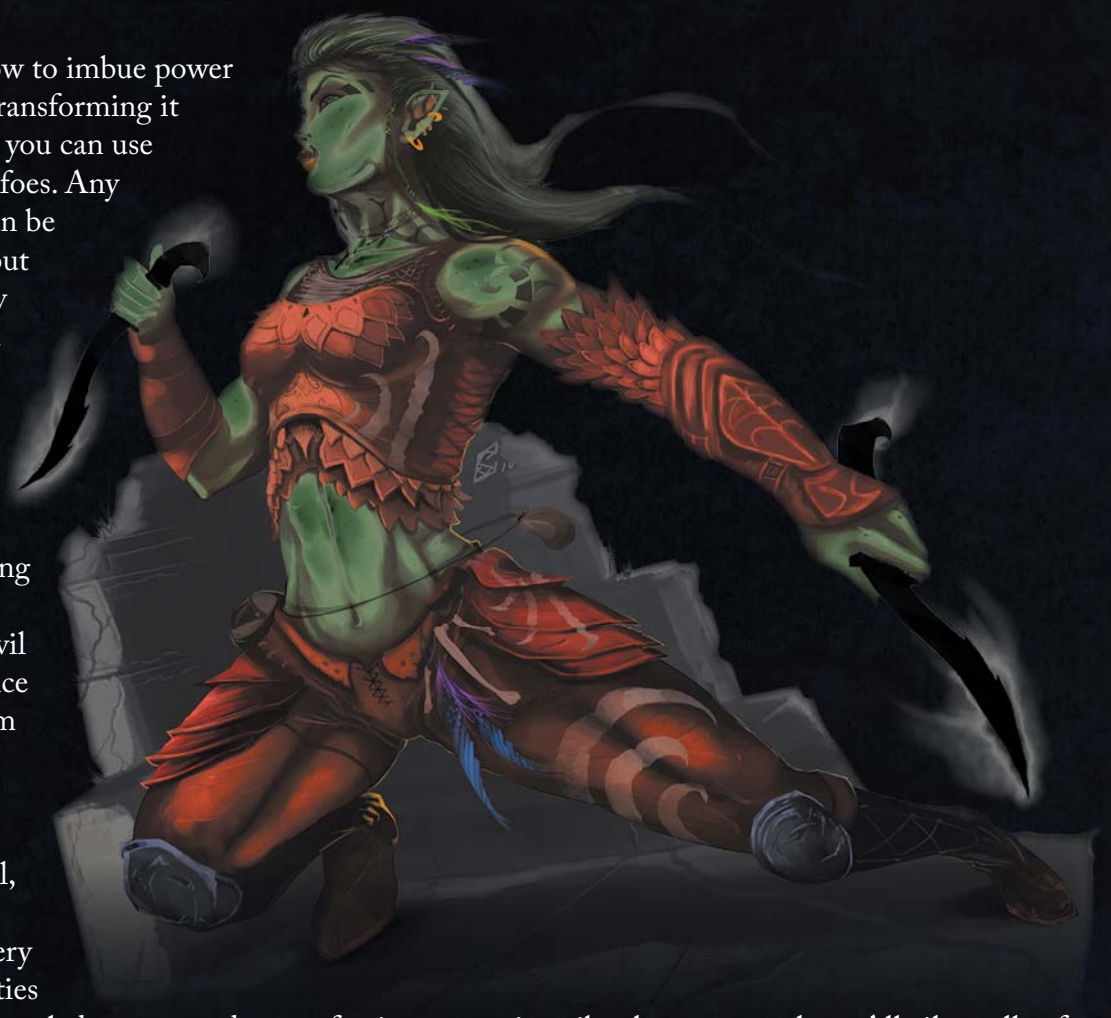


Nameless Evil
Starting at 6th level, you can draw in the vile energies left behind by your foulest spells and take their latent power into your soul instead. Whenever you cast an evil spell, you may choose not to leave an evil aura. Doing so increases your Sin score by 1 if the spell's level is equal to higher than half your wizard level.

Vile Focus

At 10th level, you learn how to imbue power into a hand-sized object, transforming it into a locus of dark arcana you can use to trick and frustrate your foes. Any item of appropriate size can be turned into a Vile Focus, but when a weapon is used any damage it deals is magical. You may only have a number of vile focuses equal to your proficiency bonus.

By spending a bonus action briefly attuning to a Vile Focus, the next vile spell you cast ties its evil aura to the Vile Focus. Once the aura has faded, the item ceases to be a Vile Focus.



Master of the Forbidden

When you reach 14th level, your search for evil power becomes less about discovery as the unholy and fell entities in the beyond guide vile knowledge to your dreams, forcing you to inscribe them as you sleep. All vile spells of 7th-level and lower are added to your spellbook. When you learn to cast higher level spells, all vile spells from that higher level are automatically added to your spellbook. These spell inscriptions do not cost you any gold or require any of your time.

WARRIOR OF DARKNESS (Fighter)

Indulging in evil is seem by some as abhorrent and others as a necessity of dire circumstances, but to you it is as valid a means to power and glory as any other. Seeking out dark tomes, evil spirits, and corrupted relics, you are only as trustworthy as the gold or prize offered for your services—though your unholy abilities give you a reputation that provides ample assurances for the high price required.

Sinful Slayer

When you choose this archetype at 3rd level, you learn the Sinful Slayer feat even if you do not meet its prerequisites.

Vile Scarring

Beginning at 7th level, you learn how to scarify your body in such a way that ambient malevolent energies adhere to it like scum in a sewer. You may possess a number of vile scars equal to your proficiency bonus. Marking your body with a vile scar requires 1 hour of effort with a melee weapon that deals piercing or slashing damage and while it is on your body, your hit point total is reduced by 1. A vile scar can only be removed by a *heal* or *regeneration* spell and is otherwise permanent.

- ***Ascendere Velox.*** Dark wisps of shadows flit about your form, dragging your steps forward. Climbing and swimming no longer cost you extra movement.
- ***Aspectus Vacui.*** The sides of your eyes were
- difficult to scarify but the suffering was worth it for the power instilled in them. You gain darkvision 60 feet. If you already have darkvision, its range increases by 30 feet.

- ***Componere Infernum.*** Fires from Hell have tempered your skin. You have resistance to fire.
- ***Ieiunium Gradus.*** Special scars on your body make it easier for you to travel through the physical world, as though pushed by an invisible current. Your speed increases by 15 feet and the first opportunity attack made against you each turn has disadvantage.
- ***Irrumabo Mortem.*** Markings of power lock your soul inside of your body, forcing it to cling on to the physical world. You have advantage on death saves.
- ***Nullum Timorem.*** You have immunity to the frightened condition.
- ***Quae Insanimus.*** Blasphemous energies roil beneath the disfigured skin on your skull. You gain advantage on saving throws to avoid the charmed and stunned conditions.
- ***Rex Vermes.*** Lowly creatures speak directly into your corrupted mind. You are able to cast *speak with animals* at will but it only enables you to speak with insects, rats, and vermin.
- ***Velatum Ante.*** Intricate runes of Vilespeech painstakingly carved beneath your skin hide your true soul from view. You gain advantage on saving throws made to avoid revealing your alignment. If a creature would automatically detect your alignment, you receive a Strength saving throw against its spell save DC. If the creature has no spell save DC, use 8 + proficiency bonus + Intelligence, Wisdom, or Charisma modifier (whichever is highest).
- ***Venenum Imbre.*** Vile magics make you able to spit venom. You are able to innately cast the *poison spray* cantrip using Strength as your spellcasting ability, requiring no components. In addition, you add a damage bonus equal to your Strength modifier with *poison spray*.

Bloodslayer

Starting at 10th level, whenever you kill a creature you gain a number of temporary hit points equal to your fighter level. These temporary hit points remain for 1 minute. You can never have more temporary hit points from this feature than your fighter level.

Ritual Slaughterer

At 15th level, you learn the Ritualistic Slaughterer feat even if you do not meet its prerequisites.

Unholy Wounding

Also at 15th level, weapon attacks with your ritual weapon score a critical hit on a roll of 19 or 20 if your target has less than half its maximum hit points. Each time you score a critical hit using your ritual weapon, your target takes damage equal to your proficiency bonus at the start of its turn every round until the wound is stanched with a successful Wisdom (Medicine) check (DC 8 + your proficiency bonus) or the target receives magical healing.

Bad to the Bone

At 18th level you become a true warrior of darkness, a powerful force to do battle in the name of evil. You gain resistance to radiant damage and you have advantage on saving throws against spells cast by creatures of good alignment.

In addition, the first time you reach 0 hit points after finishing a long rest, you automatically gain a number of temporary hit points equal to your fighter level.



Looking out over Peribolus and smelling the scents of the restaurants below the city wall wafting upward, Sefra smiles to himself and thinks of the stew his wife is cooking up on the stove. He makes a mental note to grab some pastries from the marketplace to surprise her with after picking up his nice boots from the cobbler when suddenly a cry comes from Tybor's post. Sefra rushes across the parapet, the odor of brimstone pushing away the savory scents from below as the screams become louder and louder—

Sefra shudders awake, sitting bolt upright as the cry from someone nearby rests him from the bliss of sleep before becoming a defeated gurgling. With a nauseating lurch he sadly realizes that he is not yet dead, though this is not the dungeon he first awoke in—instead of mold and darkened gray walls, here there is the scent of rose votives and the sheen of saintly tributes.

By Gimli's Holy Beard, this is the basement of a house of worship!

Whether from heresy or the sickness that has taken him this past week, Sefra vomits bile onto himself and winces as it touches on a few spores on his arm, already gashed open from restless sleep to weep pus onto the floor. Shaking with fear he sees that his captor is here as well, doubtless the source of the gag across his mouth and shackles around his limbs; he fights against restraints but days of starvation have made him weak and feeble, left to be bound like a beast for the butcher.

The corpses of fellow prisoners lay about on the brickwork nearby but they lay still, their necks shorn in half to make bubbling brooks of blood that pool in a runed circle carved into the center of the chamber. His gaoler—a tiefling woman clad in spiked gray armor, the edges of its plate serrated and razor-sharp—consults a spectral skull as she adds bits of things to a saucer on a table above him, speaking in a tongue he has never heard before but foul and unpleasant to the ear. Moving back toward the runes she kicks an unconscious halfling closer to the others, orienting his feet away from the design.

She looks at Sefra after picking up the sleeping halfling lad's head to expose his neck, her bloody murder weapon in hand. "Excellent, you are awake." With no remorse she drags the blade across the child's throat, opening it from end to end like the others. "How very good of you. The ritual is much more effective if the final sacrifice is conscious and I am just now ready for your part."

Sefra watches in hatred and horror as she walks over to a table and takes clippings from a recent issue of the Peribolus Observer, dropping bits of the newspaper into the saucer and making it cough up a puff of mauve mist. "Before you die," she says, taking up her jet-black stone knife in one hand, "I would tell you of your contributions today. You see your local Mortuary Regulations Officer, this Dedrio Falcas? He's made it exceptionally difficult for me to continue my... work in this place. Bodies are being cremated before I can get to them, and as of late I have a dire need for bodies." The tiefling looks around at the corpses in the room. "You'll be providing that of course, but ***so much more****." The rag stuffed into his mouth muffles Sefra's reply and she only smiles back at him in turn. "Surely you've noticed you are suffering from an ailment, yes?" She giggles, poking the dead halfling boy's arm with her pointed boot, prompting it to weep pus. "You are all. Or were. And soon Dedrio will be as well, but worse. Far worse."*

The mad woman digs the point of her blade into one eye socket, her jaw clenched tightly and hissing in pain. "I will see through his eyes, hear what he hears. I will know where to next send my agents, whom to bribe, where they will be looking for me." Reaching into the wound with her free hand she produces her own eye, dropping it into the saucer before pulling tight a band to cover the blood flowing from the grievous wound on the right side of her face. With the dagger in her other hand she reaches towards Sefra and throws him toward the circle with surprising strength, knocking the wind out of him before placing a knee into his back and leaning in close, whispering, "thanks to you."

VILE FEATS

Evil exists in many forms and only the bold dare to venture deep into the waters of wickedness—most are instead tempted to stray down sinful paths until they are consumed by darkness. What follows are 50 feats ideal for villainous adventurers whether the weapon of choice is blade, spell, or deception!

DEFORMITIES

The evil suffusing your body manifests itself physically, causing strange and inevitable mutations that grant you exceptional dark power.

Bulging
Prerequisites: Sin 13
Unholy power fills you with great strength but the blasphemous tumors that empower you have contorted your muscles and press upon your skull.

- Your Strength increases by 2.
- You are able to wield two-handed weapons in one-hand and treat one-handed weapons as though they had the light property.
- Your Wisdom decreases by 1.

Corpulescent
Prerequisites: Sin 13
Exercise and starvation utterly failed to affect your weight gain, the very evil of your soul accruing more and more flesh around your body—much of it is dead and rotting but you've lost all feeling in those nerves.

- Your Constitution increases by 2.
- Whenever you take damage, you take 1 less damage.
- Traveling over long distances is particularly exhausting for you. At the end of a long rest after journeying, if you traveled at a pace faster than Slow for more than 2 hours make a DC 15 Constitution saving throw. If you traveled at a Fast pace, you make this saving throw with disadvantage. On a failure, you gain 1 level of exhaustion.

Enlarged Cerebrum
Prerequisites: Sin 13
Seeking to free your mind from evil spirits using the ancient technique of trepanning, you perforated your skull. Unfortunately that only gave dark entities greater access to your brain, enlarging a part of it.

- As an action, you deduce the resistances and immunities of any creature of a Challenge Rating equal to your level + 3. You must be able to see and hear the target, and the extent of what you can learn is at the discretion of the GM (extremely obscure enemies may reveal very little). Once you have used this feature a number of times equal to your Intelligence bonus, you cannot do so again until you finish a long rest.
- You have advantage on Intelligence (Investigation) checks.
- Your Intelligence increases by 2.
- Your Dexterity decreases by 2.

Gaunt
Prerequisites: Sin 13
Evil sucks at your muscles, drawing them down to the bone and giving you a ghastly appearance. Your condition has reduced the flow of blood to most of your brain, pumping more of it through your heart instead.

- You have advantage on Dexterity (Acrobatics) checks.
- Your speed increases by 10 feet.
- Your Dexterity increases by 2.
- Your Intelligence decreases by 2.

Malformed Basal Ganglia
Prerequisites: Sin 13
An unholy tumor has formed in the intuitive part of your brain and expanded your mind, drawing you to the attention of dark things from the beyond that touched you with a supernatural gift.

- You are able to telepathically communicate with creatures you are able to see. Even if you do not share a language with the creature, you are able to send mental images (and receive them back if the creature so chooses).
- Your Wisdom increases by 2.
- You have vulnerability to psychic damage.
- When you would be charmed or otherwise compelled, roll 1d20. On a result equal to or less than your character level you ignore the effect.



Unlocked Limbic System
Prerequisites: Sin 13
Incredibly small evil creatures from another dimension have crawled inside your skull, attaching all over your limbic system to enhance its neural activity.

- You have advantage on saving throws to resist the charmed, frightened, and stunned conditions.
- Your Charisma increases by 2.
- Your Constitution decreases by 1.

GRAFTING

Gritting her teeth in pain as her muscles strain against the force of an ogre's club, the fighter parries with her shortsword but only barely in time to save her life. She lunges forward with a feinting longsword strike in response, catching her foe off guard and forcing him into the a wicked green gas that she belches forth from a rotted tongue—her monstrous enemy breathes deep and begins to slow, ripe for the kill.

After hours of careful hiding, hushed footsteps, hasty retreats, and arduous climbing, the rogue has finally reached the empress' quarters, cloaked in darkness and clinging to the exterior of her tower. Waiting for what seems to be an eternity but could only barely be more than an hour, he finally risks being sighted and lowers himself down just enough to spy through the window, making certain that only his target lay sleeping within. Beckoning the evil from within himself to awaken, the rogue leans down and waves an arm covered in putrid feathers, letting forth deadly spores that waft into the interior of the empress' bedchamber, poisoning her in her sleep and fulfilling a weighty contract.

Whooping in a primal roar that shakes the bones of her enemies as she leaps forward, the barbarian twists and contorts as two massive crimson wings sprout from her body to carry her aloft, her visage becoming ever more terrifying until nearly all who see her flee in panic. Those that remain raise their shields as she glides to mete out death with a wicked red arm that sputtering with the flames of Hell itself.

Whether through blasphemous unholy rituals, arcane experimentation, or as the subject of mad science, some characters come to incorporate biological components that are not their own. Regardless of if they were willing to undergo the change or became a victim while captured by insane dark creatures, these fundamental alterations to one's physical form are not easily undertaken and completely irreversible without the aid of epic magics. Those who survive the process are forever changed and marked as different from their peers, the foreign parts of their body undeniably bizarre and impossible to hide—but blessed with potent fell powers.

Experimenting and Grafting
Simply acquiring an experiment feat immediately grants its benefits—unless the GM decrees otherwise, the actual acquisition of any following feats are narratively-driven and do not require actually finding a creature and the ingratiation of a foreign body part.

Should the GM decide it, a character must have the part of another creature's body that they want to make their own in order to graft it. Though this can be challenging for rare targets, a character with an experiment feat is able to express their own will on a conjured creature in order to gain the desired limb. When the summoned creature dies, the character makes a Constitution saving throw opposed by a Constitution ability check by the summoner; on a success, the rest of the conjured creature disappears but the desired body part remains for 1d4+5 minutes.

So long as a body part comes from a creature permanently on the Material Plane (or as described above) and is fresh (or properly preserved with a *bag of holding*, *gentle repose* spell, or other appropriate measures), a grafting character can morph it onto themselves. Grafting the foreign body

part on requires the corresponding part from the grafting creature's body be removed (dealing 1d10 points of damage to themselves) and a Wisdom (Medicine) check (DC equal to the grafting creature's Hit Dice) in a gruesome process that takes 5 minutes to perform. Other characters may assist with the Wisdom (Medicine) check as normal, but attempts to perform it themselves increase the DC to 3 + grafting creature's Hit Dice.

Celestial Grafts & Wicked Grafts

Though not as easily acquired as some other grafts there are few more evil acts than to dismember a celestial, stitching and morphing it into one's own body. Performing so blasphemous an act as to steal the gifts of the divine forever marks an entity as arrayed against the powers of good but that's all the better—it makes acquiring more specimens for capture, dissection, and inclusion all the easier. Integration of a fiendish body part is a much different process that far more frequently has the blessings of the vile creature donating an organ or limb.

Couatl Crest

Prerequisite: Proficiency Bonus +3

You grow a resplendent feathery crest on your forehead not unlike that of a glorious celestial serpent, making your mind an impregnable fortress and expanding your consciousness.

- You gain immunity to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location.
- You gain telepathy to a range of 60 feet. If you already possess telepathy, its range increases by 30 feet.

Deva Wings

Prerequisite: Proficiency Bonus +4

Large, magnificent wings made from feathers of gold sprout out of your shoulder blades, allowing you to both soar through the skies and call on celestial energies to smite your foes.

- You gain large golden wings that grant you a fly speed of 90 feet. You may deploy or retract these wings as a free action.
- Once per long rest you may spend a bonus action to bathe your weapons in angelic energy. This energy persists for a number of rounds equal to your proficiency bonus, dealing 9 (2d8) radiant damage with each successful attack you make.

Holy Gear

You have stolen a celestial cog and now the great machinations of benign entities influencing existence resonate within your being, driving you onward with unfailing resolve. Any attempts made to compel you to act in a manner directly opposed to your nature or the orders of a quest you are undertaking automatically fail. Whether or not a compulsion or effect qualifies for this feat is entirely at the discretion of the GM and sufficiently clever commands may still be effective.

Pegasus Wings

Prerequisite: Proficiency Bonus +3

Two pairs of sizable wings emerge from your back, like those of a flighted celestial horse. Though they constrain your movements, you are able to traverse through the air with implacable grace.

- You gain large feathery wings that grant you a fly speed of 60 feet.
- You are disadvantage when making Charisma ability checks against evil creatures.
- You cannot wear heavy armor.

Planetar Visage

Prerequisite: Proficiency Bonus +4

You are able to call upon the divine to cover yourself in the celestial hide of one of the greatest sects of angels, giving you truly extraordinary defenses against either falsehoods or magical harm.

- Your skin turns golden and you gain advantage on saving throws against spells and other magical effects.
- As a bonus action, you may lose the other benefit of this feat but gain the ability to automatically detect lies. Ending the effects of this feat and renewing its other benefit requires a bonus action.

Solar Gaze

Prerequisite: Proficiency Bonus +4

Your stare embodies all of the authority of the great beyond, able to rob sight from those you find unworthy and granting you a level of protection from divine energy.

- You gain immunity to the blinded condition.
- You gain resistance to radiant damage.
- As a bonus action, you may target one creature you can see within 30 feet. If the target can see you, the target must succeed on a Constitution saving throw (DC 8 + your Charisma ability modifier + your proficiency bonus) or be blinded.

Unicorn Horn

A horn sprouts from your forehead that attunes you to the energies of the Upper Planes, making you able to protect or heal living creatures. After taking this feat, whenever you finish a long rest you gain a number of charges equal to your proficiency bonus. You may have a maximum number of charges equal to half your level + 1. You may spend a bonus action and 1 charge to create one of the following effects.

Celestial Restoration: You or a living creature you touch regain a number of hit points equal to 2d8 + your proficiency bonus. By expending an action and 2 charges you may increase the regained hit points by 1d8.

Celestial Shield: You create a shimmering, magical field around yourself or another living creature you can see within 60 feet. The target gains a +2 bonus to AC until the end of your next turn. By expending an action and 2 charges you may increase the bonus to AC to +4.

Abyssal Experiment

Prerequisite: Constitution 13 or higher, evil or neutral alignment

You inherited a curious trait from an ancestor that dabbled in evil or your soul became tainted by exposure to a dark artifact. Now your body is able to incorporate parts from the maddened creatures that hail from the chaotic realms of the Abyss: demons.

You may use your reaction to gain advantage on an ability check. You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to recharge it. You may also recharge this feature by taking a short rest after committing a chaotic and heinous act.



Balor Wings

Prerequisite: Abyssal Experiment, Proficiency Bonus +4

You have acquired the terrifying wings of a great demon, able to take to the sky and call upon some of their original bearer's dark power to burn your foes with the flames of the Abyss. You gain the following benefits:

- You may spend an action to sprout wings that grant you a fly speed of 80 feet. While these wings are out, you are at disadvantage when making non-Intimidation Charisma ability checks against creatures that are not evil.
- By spending a bonus action you may retract your wings to a quarter of their size, losing your fly speed but gaining a fire aura. At the start of your turn, each creature within 5 feet of you takes 3d6 fire damage, and flammable objects in the aura that aren't being carried or worn ignite. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 3d6 fire damage. You may only use this fire aura for a number of rounds equal to your proficiency bonus before requiring a short rest. These rounds need not be consecutive and you can return the wings to full size as a bonus action.

Devil's Arm
Prerequisite: Infernal Experiment, Proficiency Bonus +4
The ruby red arm of a devil juts out of your shoulder or the hide of an infernal servant covers your own arm, granting you a conduit that draws power from Hell itself. You gain the following benefits:

- Your Strength and Constitution scores increase by 2. Your maximum for those scores increases by 2.
- You are able to conjure flames to use as ranged attacks. By spending a bonus action, you generate as many flames as you have attacks in a round; at the beginning of your next turn, any unused flames dissipate. The range for your hurled flames is 150 feet and on a successful hit, they deal 4d6 fire damage + your Strength modifier. If the target is a flammable object that isn't being worn or carried, it also catches fire.
- You are at disadvantage when making non-Intimidation Charisma ability checks against creatures able to see you.

Dretch Belch
Prerequisite: Abyssal Experiment
Within your mouth is the wretched tongue of a dretch, a fetid and disgusting thing that both fortifies you against poison and gives you a means of toxicating others. You gain the following benefits:

- You gain immunity to the poisoned condition and resistance to poison damage.
- You are at disadvantage when making non-Intimidation Charisma ability checks against creatures that are not evil and able to smell you.
- By spending an action, you expel a 10-foot radius of disgusting green gas that spreads around corners and makes the squares it occupies lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions. You require a long rest before you are able to belch gas again.

Imp's Eye
Prerequisite: Infernal Experiment
One of your eyes has been replaced with an eye from one of Hell's lowliest denizens and ugly as it is, you pierce darkness as easily as a dagger bites flesh. You gain the following benefits:

- You gain darkvision 60 feet. If you already have darkvision it increases by 60 feet.
- Magical darkness does not impede your vision.
- You are at disadvantage when making non-Intimidation Charisma ability checks against creatures that are not evil and able to see you.

Infernal Experiment
Prerequisite: Constitution 13 or higher, evil or neutral alignment
Diabolical rituals performed while you grew in the womb (or those enacted on one of your family line in ages past) run strong in your blood, making your body perfectly suited to adopt limbs and organs parts ripped from the blasphemous entities of Hell: devils. You may spend your reaction to gain advantage on a saving throw. You may use this feature a number of times equal to half your proficiency bonus before requiring a long rest to recharge it. You may also recharge this feature by taking a short rest after committing a duplicitous or evil act.

Infernal Mask
Prerequisite: Infernal Experiment, Proficiency Bonus +3
Your visage can contort and transform into a rictus that resembles the devil from whence it came, filling your enemies with terror. When a creature you can see starts its turn within 30 feet of you, you can spend a bonus action to create an illusion that uses the creature's deepest fears to utterly horrify it. If the creature can see you, it must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be frightened until the end of its turn. By spending an action instead, you may affect a number of creatures equal to your proficiency bonus.

Vrock Feathers
Prerequisite: Abyssal Experiment, Proficiency Bonus +3
You are able to sprout the feathers of a dreaded vrock. Though this evil plumage does not grant you any aerial ability, they are as deadly and toxic as the demon from whence they came. You gain the following benefits:

- You may spend an action to sprout vrock feathers that grant you immunity to the poisoned condition and resistance to poison damage (if you have resistance to

poison damage, you gain immunity to poison damage). While these feathers are out, you are at disadvantage when making non-Intimidation Charisma ability checks against creatures that are not evil. Retracting vrock feathers requires a bonus action.

- By spending an action while your vrock feathers are out, you emit a cloud of toxic spores in a 15-foot-radius. The spores spread around corners. Each creature in that area must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it. You require a short rest before you are able to release another cloud of toxic spores.



RITUAL FEATS

Usually fell rites are the purvey of cult masters, demon-worshiping nobles, and mad priests, but not always. All rituals have a sacrificial cost of some kind, usually with a mechanical impact. At the GM's discretion, additional components and steps may allow the master of a ritual to grant its benefits to another creature within sight rather than itself. All of the rituals below leave an evil aura that lingers for a number of hours equal to the character level or challenge rating of the creature performing them, and if performed as a vile ritual the ritual's aura lingers for twice as long.

Ancestral Sacrifice

Prerequisites: Arcana or Religion, Ceremonial Relics

Using dark rites and primordial chants, you draw out the life force of a creature similar enough to you that the energies of their soul can be gathered up as it leaves the Material Plane and warped to reinforce your own.

You are able to make ancestral sacrifices. Making an ancestral sacrifice requires a creature that is both older than you and of the same race (and if applicable, subrace). After spending 10 minutes preparing the ritual space, you may kill the elder creature to gain one of the following benefits. You are only able to benefit from one ancestral sacrifice at a time.

- You recharge all class features, race features, and spell slots as if you had taken a long rest.
- You gain a number of temporary hit

points equal to half the elder creature's maximum total hit points or half your maximum total hit points (whichever is greater). These temporary hit points last for a number of hours equal to your proficiency bonus.

- You gain the use of a feat that the elder creature knew, or you gain proficiency in the skills the elder creature had proficiency in. After a number of hours equal to your proficiency bonus, the knowledge fades.
- You gain proficiency in a type of saving throw the elder creature had proficiency in. After a number of days equal to your proficiency bonus, this resilience fades.



Vile Ritual. By sacrificing an elder directly related to you (blood relatives), you permanently gain proficiency in one skill the elder creature had proficiency in and your Sin increases by 1.

Blood of Infants

Prerequisites: Evil alignment, Proficiency Bonus +3, Sin 9

By accepting true depravity and engorging yourself on the blood and flesh of innocent youth, you develop forbidden abilities and despicable powers that can avert the living from you when reveling in your disgusting primal cannibalistic desires.

By performing a 1 hour ritual that requires the innocent blood of 1 adolescent creature (of any creature type) per point of proficiency bonus you possess, you can reduce the effects of aging on your person (making you appear and feel 1 month younger) and grant yourself one of the following effects for a number of days equal to your level:

- Proficiency with Sanctity ability checks.
- Proficiency with Sin ability checks.
- Proficiency with Sanctity saving throws.
- Proficiency with Sin saving throws.
- Your weapon attacks count as magical.
- You are able to fashion a cloak, coat, cowl, hood, pelt, shroud, or other substantially-sized piece of clothing out of the corpses of at least 10 adolescent creatures (of any creature type) after 1 day of work. By performing a ritual that costs 40 gp in other materials, you can enchant your fleshcloth to mewl and moan when you take a critical hit, forcing your attacker to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Sin modifier) or become frightened of you for 1d4 rounds. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature has resisted becoming frightened by your fleshcloth, the creature is immune to it for the next 24 hours.

Vile Ritual. By using the blood and flesh of adolescent intelligent humanoids (dwarves, elves, humans, etc.), the duration of a blood ritual's benefits becomes 1 year. You may cause your fleshcloth to mewl as a bonus action and any creature that comes within 30 feet of it must make a Wisdom saving throw or become frightened for 1d4 rounds. Using adolescent intelligent humanoids increases your Sin by 1 for a blood ritual or by 2 for a fleshcloth.

Master of Rituals

Prerequisites: Arcana or Religion, Ceremonial Relics, Proficiency Bonus +3, ability to cast ritual spells

You have delved deeply into the secrets of ritual magic and are able to beseech powers from beyond the veil to gain supernatural gifts, though never without cost.

By performing an hour long ritual that costs 50 gold in materials, you are able to grant yourself or one willing creature one of the following ritual powers. A creature may have a number of ritual powers equal to 1/3 its proficiency bonus.

If a ritual power lets you cast a spell, you are able to do so without spending a spell slot or providing any components (verbal, somatic, or material). In any case, a ritual power can't be used in the area created by an *antimagic field* or a similar effect, and a ritual power's effects are susceptible to *counterspell* and *dispel magic* (the ritual power itself can't be removed from a creature by anything short of divine intervention or the *wish* spell.)

- ***POWER OF BLOODLETTING.*** *Boil an amount of the target'sblood (hit points) equal to double the target's Hit Dice.* When the target deals damage with a melee weapon attack, they may choose to deal 1d4, 1d6, 1d8, or 1d10 additional damage but they also take the same amount of damage. After

a number of hours equal to the target's Hit Dice, the ritual power vanishes. The target's Sin increases by 1.

Vile Ritual. By including some of the target's bone and flesh (an ear, toe, fingertip) in the boil, the ritual power remains for 1 day and the target's Sin does not increase.

- ***POWER OF MANA.*** *Sacrifice a fey.* This ritual power has 6 charges. The target can use an action to expend some of its charges to cast the following spells: *detect magic* (1 charge), *identify* (1 charge), or *dispel magic* (3 charges). Once all its charges have been expended, the ritual power vanishes. The target's Sin increases by 1.

  Vile Ritual. Sacrificing a fey that has had its willpower broken by torture (page 47) doubles the ritual power's number of charges.
- ***POWER OF NEGATION.*** *Sacrifice an aberration.* This ritual power has 4 charges. The target can use their reaction to expend a charge and gain advantage on a saving throw against a spell or other magical effect. Once all its charges have been expended, the ritual power vanishes.

  Vile Ritual. Sacrificing an aberration that has had its willpower broken by torture (page 47) doubles the ritual power's number of charges. The target's Sin increases by 1.
- ***POWER OF SUMMONING.*** *Sacrifice an innocent humanoid.* You summon a fiend or undead of a CR equal to or less than 1/2 the CR of the sacrificed creature (as the *animate dead* spell). This operates as the *conjure elemental* spell. After using this ritual power it vanishes. Your Sin increases by 1 (or if the summoned creature's CR is greater than 10, your Sin increases by 2).

  Vile Ritual. Using a sacrifice that permanently ends a familial bloodline of an intelligent humanoid (with no blood relatives capable of producing offspring) allows you to summon a fiend or undead of a CR equal to or less than the CR of the sacrificed creature.
- ***POWER OF THE BEAST.*** *Sacrifice a beast.* The target gains the benefits of an *enhance ability* spell to one ability score of your choice so long as the sacrificed creature has a higher value in that ability score than the target does. After a number of hours equal to the sacrificed creature's Hit Dice, the ritual power vanishes.

  Vile Ritual. By making a Constitution saving throw (DC 11 + the beast's CR) to consume the still-beating heart of the sacrificed creature, the target can either choose two ability scores or extend the duration of the ritual power doubles.

Plague Ritual

Prerequisites: Proficiency Bonus +4, ability to cast spells, evil alignment

Sickening one man might trouble him and his family for a day, but sicken an entire family and you sicken a community—to sicken a community however is to sicken a whole settlement, and then two or four or ten until whole countries suffer from plague. You are a master of such misery, a worker of foul diseases that can lay low armies, cities, and even nations. You gain the following benefits:

- You learn the *contagion* spell.
- You have immunity to disease, poison damage, and the poisoned condition.
- In addition to these benefits, you are able to perform rituals that spread diseases far more efficiently than through the casting of one spell.
- Take one creature suffering from a disease (which may be bestowed through *contagion*) and starve it with increasingly smaller portions each day that dwindle to nothing after 5 days. Once the creature has been fully starved for 2 more days (suffering from two levels of exhaustion) you must slowly bleed it to death. After boiling the collected blood of the creature for an hour, you may take an accurate effigy of a target (a photograph, portrait painting, or 1 ounce of the target's blood, hair, or skin), drop it into the mixture, expend a 5th-level spell slot, and spend 1 vilis point to cast *contagion* on the target from as far as 3 miles away. The target has disadvantage on its saving throw. You may target additional creatures with this casting of *contagion* by spending more vilis points (1 per target).

Vile Ritual. By removing your own eye, boiling it in the mixture, then pushing it back into the socket, you can willingly subject yourself to the same disease you cast on the target (ignoring your immunity) to be able to perceive through the target's senses. As an action, you can see through the target's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the target has. During this time, you have disadvantage on attack rolls and ability checks.

Ritualistic Slaughterer
Prerequisites: Arcana or Religion, Proficiency Bonus +3, evil alignment
You have a capacity for killing en masse, slaughtering fellow humanoids with the same disposition as a farmer culling livestock—or possibly even reveling in the bloodshed.

Choose a weapon to become your ritual slaughter weapon. While wielding your ritual slaughter weapon, you gain a magical bonus to critical hit damage equal to your proficiency bonus.

When you kill a creature of a challenge rating equal to at least 1/2 your Hit Dice, your ritual slaughter weapon triggers a bloodlust. While in a bloodlust, you gain a +1 bonus to either weapon attacks or weapon damage rolls made with your ritual slaughter weapon. A bloodlust lasts for a number of rounds equal to your proficiency bonus and its duration can be increased by killing another creature that would trigger it. This bonus stacks with itself and the other bonuses from Ritualistic Slaughterer, but the durations for bloodlusts overlap. For example, triggering a bloodlust that lasts for 4 rounds and then triggering a second bloodlust 2 rounds later, the bloodlust becomes +2 for 2 rounds before becoming +1 for 2 rounds.

When you kill a creature of a challenge rating equal to or greater than your Hit Dice, you trigger a bloodlust that lasts for a number of minutes equal to your proficiency bonus.

Vile Ritual. Taking the ritual slaughter weapon of another creature and making it your own increases your Sin by 1. When you deal bonus damage with it on a critical hit, you regain a number of hit points equal to the bonus damage from the Ritualistic Slaughter feat (including bloodlust).

Voodoo
Prerequisites: Arcana, Religion, Proficiency Bonus +3
You learn how to beseech and entreat loa, lesser spirits of life. By presenting offerings, creating personal altars or objects of devotion, and participating in rituals (ranging from dancing and music to allowing loa to briefly possess your body), you convince them to use their otherworldly powers in service to you.

After a long rest choose either Investigation or Perception. The passive score for the skill you choose increases by 5 until the next time you finish a long rest.

After collecting at least 1 ounce of hair, skin, blood, or other part of another creature's body you are able to fashion it into a small simulacra that loa tie to the creature's life force. So long as the creature you make the simulacra from is within 100 feet and you are able to see it, you may cast cantrips or use class features with a range of touch (like a diabolist's Necromantic Touch) against the creature by targeting its simulacra. After damaging a creature through the simulacra a number of times equal to its Hit Dice, the simulacra is destroyed if you do not make a Wisdom saving throw (DC 10 + Hit Dice of target creature). When the simulacra is destroyed your Sin increases by 1.

Vile Ritual. By infusing some of your soul in a dark trade with the afterlife during the creation of a voodoo simulacra, you are able to use weapon attacks to damage the creature tied to it. Your Sin increases by 1 as soon as the simulacra is complete.

SINFUL FEATS

For the truly black of heart evil can offer potent secrets to grant unrivaled power, but not without consequence. Whenever a creature learns a sinful feat, its Sin increases by 1 and its Sanctity decreases by 2.

Abyssal Attunement
Prerequisite: Wisdom 13 or higher, chaotic evil or neutral evil alignment
Your blood is touched by the taint of the Abyss. You may have been corrupted in a past life, given new life as a twisted soul, or been born the spawn of a demon. You gain the following benefits.

- You may spend a reaction to gain advantage on an Intelligence, Wisdom, or Charisma saving throw. You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to recharge it. You may also recharge this feature by taking a short rest after committing an evil act as a show of mental dominance over another.
- The first time after taking a long rest that you would be poisoned, you do not gain the poisoned condition and instead cannot gain advantage for 1 round.

Asura Attunement
Prerequisite: Dexterity 13 or higher, evil alignment
The malevolent energies of the asura radiate in your blood. You may have been fooled into accepting the power by a rakshasa or one of the duplicitous creatures may have secretly joined your family line in

the past. When a creature you can see attacks you, you may use your reaction to impose disadvantage on the attack roll. You may use this feature a numberof times equal to your proficiency bonus before requiring a long rest to recharge it. You may also recharge this feature by taking a short rest after committing an evil act unnoticed by any other creatures (any act that increases your Sin score qualifies but sufficiently vile activity may suffice at the GM's discretion).



Draconic Attunement
Prerequisite: Strength 13 or higher, evil alignment
Draconic blood flows through your veins. You may have inherited your lineage directly from a dragon or an ancestor may have had direct contact with one of the great winged serpents. However it came to be, your body is attuned to the powerful might of wicked dragons. Choose one type of chromatic dragon (black, blue, green, red, white) or vile dragon. You gain the following benefits:

- You may spend a reaction to gain advantage on an attack roll. You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to recharge it. You may also recharge this feature by taking a short rest after committing an evil act as a show of physical might.
- The first time after taking a long rest that you would take damage of the type associated with your chosen dragon (black—acid, blue—lightning, green—poison, red—fire, vile—necrotic, white—cold), you reduce that damage by 10 points.

Evil Borne
Prerequisite: Sin 15 or higher
The urge for evil is embedded into your very soul, the vilest of behaviors utterly natural. After finishing a long rest, you regain a number of vilis points equal to your Sin modifier.

Infernal Attunement
Prerequisite: Charisma 13 or higher, lawful evil or neutral evil alignment
The fires of Hell burn in your blood. You may have inherited your lineage from prior interaction with a devil in your family history or by entering a contract with a fiend yourself. You gain the following benefits:

- You may spend a reaction to draw fire from your blood to flow onto your strikes, dealing an additional 1d4 points of fire damage on your next successful melee attack within 1 minute. You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to recharge it. You may also recharge this feature by taking a short rest after committing an evil act in which you outwit or verbally outmaneuver a foe.
- The first time in a day that you would fail a saving throw against an enchantment spell, you can attempt the saving throw again and take the new result.



Master of Undeath

Prerequisites: Ability to cast animate dead or otherwise conjure undead

The energies that animate undead are as natural to you as the air you breathe, making your connection with the unliving truly uncanny. You gain the following benefits:

- As an action, you can see and hear what an undead you have summoned sees and hears until the start of your next turn, gaining the benefits of any special senses that the undead has. During this time you are not deaf and blind with regard to your own senses, giving you disadvantage on any Wisdom (Perception) checks you make from either vantage.
- Your skin takes a pale tone as your bones start to consume your own blood. Your AC increases by an amount equal to half your proficiency bonus. Your maximum hit point total is permanently reduced by 6.
- You no longer need to breathe and are immune to gasses that need to be breathed to effect a creature.
- You still require long rests but no longer need to sleep.
- You need to eat and drink half as much as a normal creature and even then, only half as often.
- You learn *speak with dead* and can cast it at will.

Practiced Fleshworker

Prerequisites: Able to perform chirurgical procedures

Mastering fleshcraft is no small matter but you have honed your skills with the scalpel on countless subjects (willing or otherwise) and have become a truly deft chirurgeon. When you perform a chirurgical procedure you do so in half the time, you gain a +2 bonus on checks made to perform chirurgical procedures, your chirurgical procedures only end in malpractice when you roll two natural 1s, and patients cannot die from your failed chirurgical procedures unless they roll a natural 1 on their Constitution saving throw.

Primordial Speaker

Prerequisites: Vilespeech, evil alignment

You learn some of the primordial words of *Cogerangario* in the nuances of Vilespeech, blasphemous pronunciations said to be the first utterances of any entities in existence. These simple words themselves contain incredible power and despicable energies, making it dangerous to sound them aloud—even at a whisper they might crack the speaker's teeth or rupture blood vessels in a listener's ear.

You know a number of primordial words equal to half your proficiency bonus, selected from the following list. After uttering a primordial word, any more uses of that primordial word in the next 24 hours double their negative effects. Once you have learned one type of primordial word,

you may not select from that type again until you have learned at least one primordial word from all other types.

Noun: *ADMORDEO.* As a reaction after you hit a living creature with a weapon attack that deals piercing or slashing damage, you hiss a word of bloodlust, dealing 6 points of damage to yourself. Your attack deals an additional amount of damage equal to your proficiency bonus.

Noun: *EXPLIVAS.* As a bonus action you spit out a word of primal malice that manifests into a wave of force, dealing 4 points of damage to yourself. Make a ranged attack roll against a creature within 30 feet. On a hit you deal 1d12 thunder damage plus your Strength modifier. On a critical hit, the creature is knocked prone.

Noun: *JUNCTIO.* As an action you speak a curiously long word of oppression, dealing 8 points of damage to yourself. The primordial word reaches out to a creature within 30 feet, wrapping it in bands of crushing force. Make a Constitution (Athletics) check opposed by the target's Strength (Athletics) check. On a success the creature is grappled until the end of your next turn.

Adjective: *ANTEACTUS.* As an action, you utter a jibbering of syllables that pluck along the chords of fate, dealing 12 points of damage to yourself and bringing the energies of moments in the past to your senses. As long as you remain motionless, the events of the past reveal themselves to you:

- After 1 minute you can sense the strongest emotion associated with an area or object you are touching.
- After 2 minutes you can glean the general features of the creature the emotion belongs to.
- After 3 minutes you have a clear mental image of the creature the emotion belongs to.
- After 4 minutes you learn the person's basic details (in what city they live, what their job is, and so on).
- After 5 minutes you learn the person's name.

Remaining motionless requires a Constitution saving throw to retain concentration every 30 seconds (DC 5 + 1 per previous check). If a creature is in combat within 30 feet, you have disadvantage on the Constitution saving throw to maintain concentration.

Adjective: *PRAESENS.* As a bonus action, you whisper a questioning word from the void, dealing 10 points of damage to yourself, but in return you are gifted with glimpses of possible futures and likely outcomes. You have advantage on your next d20 roll.

Adjective: *RELICUS.* As an action, you speak inquisitive words that bellow the energies of ages past to echo against events yet to come, dealing 15 points of damage to yourself but granting you the ability to see into the distant future. For the next 24 hours you cannot be surprised and your companions gain advantage on checks made to avoid being surprised.

Verb: *ECFIO.* As an action, you speak confounding words that disrupt a creature's mind, dealing 12 points of damage to yourself. Choose a creature within 30 feet and make a Charisma saving throw opposed by the target's Charisma saving throw. On a success, you charm the target for 1 round and compel it to perform a 2 word command that does not immediately endanger it (for instance, you could compel a creature to "attack that" or "drop sword" but not "kill yourself" or "drown").

Verb: *EXCAECO.* As an action and bonus action, you pulverize your mouth to shout a potent word of seizing command, dealing 20 points of damage to yourself. Choose a creature within 60 feet and make a Strength saving throw opposed by the target's Charisma saving throw. On a success, you paralyze the creature until the beginning of your next turn.

Verb: *IGNARUS.* As an action, you bellow a dreaded word that terrifies a creature, dealing 10 points of damage to yourself. Choose a creature within 45 feet and make a Charisma saving throw opposed by the target's Wisdom saving throw. On a success, you make the creature frightened of you until the end of your next turn. By spending a bonus action and dealing 5 points of damage to yourself to continue bellowing, you may extend the duration of the creature's fear by 1 round.

Verb: *NILUM.* As an action, you utter a baffling word that muddles the senses, dealing 8 points of damage to yourself. Choose a creature within 30 feet and make a Wisdom saving throw opposed by the target's Wisdom saving throw. On a success, you make the creature blind and deaf until the end of your next turn. By spending a bonus action and dealing 4 points of damage to yourself to continue uttering, you may extend the duration of the creature's blindness and deafness by 1 round.

Promethean Attunement

Prerequisite: Constitution 13 or higher, evil alignment

You are not entirely natural. You may have missing body parts replaced with constructed parts or perhaps you were brought back to life via an amalgamation

of flesh, organs, and magic. You gain the following benefits:

- You may use your reaction to gain advantage on a Strength, Dexterity, or Constitution ability check. You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to recharge it. You may also recharge this feature by taking a short rest after committing an evil act which damages you in some way.
- The first time in a day that you would be reduced below 0 hit points, you instead remain at 1 hit point.

Sinful Magic

Prerequisites: Ability to cast spells of 2nd-level or higher, Int 16 or Wis 16 or Cha 16, evil alignment

You have accessed forbidden secrets and unholy knowledge, unlocking primal and ancient power that bestows evil into the very magic that you conjure. You gain the following benefits:

- Each day when you prepare spells, choose a number of spells equal to your spellcasting attribute modifier. You gain a +1 bonus to spell attacks and spell save DCs with these spells and they leave an evil aura in their wake.
- While casting a spell, you may expend 1 vilis point per spell level (minimum 1). You gain advantage on the spell attack roll or cause a creature targeted by the spell to make its saving throw to resist it with disadvantage.

Sinful Slayer

Prerequisites: Proficiency bonus +3, Str 16 or Dex 16, evil alignment

There are certain expectations between combatants that most warriors adhere to but you are not among them. You do whatever is required to gain the upper hand in a fight, taking cruel pleasure when an opponent's defenses open up and you can strike a mortal blow. You gain the following benefits:

- You learn how to inscribe blasphemous markings onto your armor, covering it in symbols that defy the senses. It takes you 1 hour with a weapon that deals piercing or slashing damage to mark your armor, after which the symbols fade. After you take damage or deal weapon damage the markings sense blood and swim to the surface, increasing your AC by 1 until 1 minute after combat ends.
- When you score a critical hit, you may expend 1 vilis point to infuse the blow with evil energies. The target of your attack makes a Charisma saving throw against the damage of the attack or gains a level of exhaustion.
- When you have advantage on a melee attack roll, you may expend 1 vilis point to gain a +5 bonus to damage instead of having advantage.

Sinful Spellcasting

Prerequisites: Sinful Magic

The dark secrets you first gleaned have led to a complete abandonment of morality as you pursue ever greater forbidden powers, channeling primal evil into your spells. You gain the following benefits:

- You gain advantage on Intelligence (Arcana) and Intelligence (Religion) checks regarding evil.
- When you successfully hit with a spell attack, you can spend vilis points to deal extra damage. You deal 1d8 necrotic damage for every vilis point spent this way (maximum 3d8) and can spend a maximum number of vilis points equal to spell level. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. Any spell cast using this feature leaves an evil aura.

Sinful Strikes

Prerequisites: Sinful Slayer

Opening up your essence to ancient and evil entities has forever cursed your soul, turning it as black as the void. The foul pact is not without its rewards however and your dark gifts allow your strikes to bestow wounds that bleed with evil. You gain the following benefits:

- You gain advantage on Strength (Athletics) checks and Wisdom (Perception) checks.
- When you successfully hit a living creature, you may spend 1 vilis point to delivering an unholy wound. The target of your attack must succeed on a Charisma saving (DC 8 + your proficiency bonus + your Sin modifier) takes 2 (1d4) necrotic damage at the start of each of its turns as the unholy wound bleeds. Each time you deliver an additional unholy wound to a target, the damage dealt by the unholy wound increases by 2 (1d4). The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest.


DANIEL
COMERCI

Any creature can stanch the wound as an action with a successful Wisdom (Medicine) check against the same DC or by receiving magical healing. Damage dealt by an unholy wound leaves an evil aura.

Undead Attunement

Prerequisite: Intelligence 13 or higher, evil alignment, ability to cast spells

The potent necrotic energy of cunning mortality-defying mages flows in your veins. Your lineage has a history of undeath or you may have returned from beyond the pale yourself. You gain the following benefits:

- When you take necrotic damage, you may spend your reaction to regain hit points equal to 1d4 + your Intelligence modifier. You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to recharge it. You may also recharge this feature by taking a short rest after using committing an evil act that causes a creature to suffer a long, painful death.
- The first time that you would fail a spell attack roll after finishing a long rest, you can reroll the spell attack roll and use the new result.

CHIRURGICAL PROCEDURES

You learn chirurgical procedures from discovered or purchased tomes containing the instructions for the operation or are taught by another fleshworker who already knows it, though you do not absorb the knowledge until you have practiced on a living humanoid or a humanoid corpse that has died within the past 24 hours (including a corpse affected by *gentle repose*, as long as it was cast within 24 hours of the creature's death). Once you have practiced a chirurgical procedure at least once, you can perform it at any time. The time required for each procedure is listed, during which time the patient must be incapacitated, restrained, or unconscious. A restrained or willing patient can remain awake during the procedure, though they automatically gain a level of exhaustion and are poisoned for the duration of the procedure and 1 hour afterward.

When performing chirurgery, you make one Wisdom (Medicine) check and one Intelligence (thieves' tools) check against the listed DC, the latter representing your skill at manipulating the body's intricate and delicate organic mechanisms. Two successful checks are required for a complete success and a single successful check produces a partial success. If all checks fail, the procedure goes horribly awry, resulting in malpractice and dire complications. If the result of any skill check is a natural 1, the target must succeed at a Constitution saving throw (DC equal to the procedure's DC) or else the entire procedure results in malpractice regardless of the result of the other skill check. If two checks produce natural 1s, malpractice automatically occurs and the patient dies if they fail their Constitution saving throw.

Each procedure has a DC, requires the listed amount of time to complete, and the listed number of uses of a healer's kit. Each use of a healer's kit represents 1 hour of working on a chirurgical procedure. When chirurgery begins, if a proper supply of healing kit is not available or the target is below 1 hit point all ability checks to perform the operation are made with disadvantage.

Chirurgical procedures are strenuous for the body. The patient gains 1 level of exhaustion that lasts for 1 week. When you exceed the procedure's DC by 5 or more, a patient's exhaustion only lasts for 1 day. In addition, after receiving a chirurgical procedure any checks to have another procedure performed on the same creature are made with disadvantage. Any saving throw DCs or spell attacks for effects that duplicate spells use your Intelligence as your spellcasting attribute.

Unless otherwise noted, all effects of a chirurgical procedure are permanent and many are damaging to the patient's psyche or the natural balance of their biological processes. This imbalance extends into the spiritual plane, and creatures who recently underwent mind-altering chirurgical procedures might have a greater than normal chance of arising as unquiet dead, perhaps haunts that spread madness and torment, or as actual undead creatures such as ghouls or, more rarely, ghosts or specters. For every chirurgical procedure a creature receives, its Sanctity score decreases by 1 and its Sin score increases by 1.

ADJUST APPEARANCE

(DC 13, 1d4 days, 5 uses per day): Your surgery alters the outward appearance of a patient, changing their features or proportions as you deem fit (as *disguise self*).

You cannot change the patient's creature type (although the patient could be made to appear as another subtype, granting advantage on any ability checks made to impersonate a creature of that type). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or change the patient to look like an entirely different person or gender.

Complete Success: The intended adjustment in appearance is achieved. If your appearance is changed to resemble another subtype or gender, your likeness is uncanny, granting the patient advantage on Deception checks and any other ability checks made to impersonate a creature of the chosen type. By spending 1d4 hours and 2 uses of a healer's kit, you can change the appearance of the patient to that of a different member of the same race that this procedure has altered them to appear like.

Partial Success: The intended adjustment in appearance is achieved but not with entirely desirable effects. The patient gains advantage on ability checks made to impersonate a creature of the chosen type but their sense of self is affected, reducing their Charisma by 1. By spending 1 day and 5 uses of a healer's kit, you can change the appearance of the patient to that of a different member of the same race that this procedure has altered them to appear like.



Malpractice: The patient becomes horribly disfigured as grafts and adjustments become infected and necrotized while the disfigurement is also psychologically damaging. The patient reduces their Charisma score by 2 and contracts a vile disease.

Reversal: *regeneration*

GRAFT FLESH

(DC 16, 2d4 hours, 1 use per hour): You surgically remove (if necessary) and replace some portion of the target creature's body with something else. The tissue you wish to engraft onto the patient must be fresh, ideally taken from a still living creature. For every hour the tissue has been removed or the donor creature has been dead, all skill checks take a -1 cumulative penalty. If the affected tissue or creature is under a *gentle repose* spell, only time that elapsed before the spell was cast counts toward this penalty. Skeletal or corporeal undead creatures can have flesh grafted from other undead of the same type or from dead flesh (or bone, for skeletal undead) without facing this penalty.

Having alien flesh grafted is hard for the mind to accept. If the new limb is not essentially identical to the original limb (from the same creature type) the target makes a DC 15 Wisdom saving throw or reduces its Wisdom by 1 after a graft is installed regardless of the chirurgery's success or failure.

Complete Success: You can replace a creature's natural weapon with a different one suited for the same limb (bite or gore for head; claw, slam, tentacle, or wing buffet for arm; claw or hoof for leg; sting or tail slap for tail). You can instead add a prehensile hand in place of a claw on an arm. These do not grant any features the original creature might have had. The natural weapon deals damage appropriate to the patient's size and you are able to transplant a natural weapon from a creature one size category larger or smaller. Whenever you add a natural weapon the creature did not previously possess, the patient is considered proficient with that natural weapon after 1 week.

If you graft wings onto a creature that previously lacked them, the patient can use them as natural weapons. Wings grafted this way are not functional for flight and instead reduce the damage the patient takes from falling by 3 per point of proficiency bonus it has.

A fleshworker may use this procedure to grant a creature a grafting feat as long as the patient possesses any prerequisite feats the grafting feat requires (none of the grafting feat's other prerequisites are needed).

By increasing the DC, you can add

one of the following specialized grafts:

DC 17: vestigial fins (the patient gains a swim speed equal to half their speed)

DC 18: functional fins (the patient gains a swim speed equal to their speed)

DC 19: bestial leverage (the patient gains a climb speed equal to their speed)

DC 20: functional gills (the patient can breathe both air and water)

DC 22: functional wings (requires two wings; the patient gains a fly speed equal to their speed)

Partial Success: The graft succeeds but a natural weapon takes a permanent -2 penalty to attack rolls and deals damage as one size smaller than normal.

Failure: The graft functions as a partial success but ultimately necrotizes and fails, rotting away after 2d4 days. The patient makes a DC 12 Constitution saving throw each day for 1 week, gaining the poison condition on a failure.

Malpractice: The patient's Intelligence is reduced by 2 and it gains amnesia.

Reversal: *regeneration*

IMPLANT PSYCHIC TRIGGER

(DC 18, 1d4 days, 2 uses per day): You implant a psycho-neurological back-door designed to produce a certain behavioral reaction in the patient through the use of a triggering word, phrase, whistle, image, or song. Activating this trigger is a bonus action for you and can cause in the patient any form of insanity you choose, the compulsion to follow a suggestion (as the spell), or an urge to complete a *geas/quest*. If you use this procedure on a patient upon whom you have previously used the instill identity or lobotomize procedure, you gain advantage on checks to perform the operation and it requires only one day.

Complete Success: The key functions as desired, with the effects lasting for up to 1d4 hours. Completing a suggestion or *geas/quest* before this time ends the effect.

Partial Success: As a complete success, but the effect lasts only 4d10 minutes.

Failure: The reaction of the patient when the key is activated is random, as the *confusion* spell.

Malpractice: When the key is activated, the patient reduces its Intelligence, Wisdom, and Charisma scores by 2.

Reversal: *heal* or any effect that remedies insanity



INDUCE AMNESIA
(DC 17, 2d4 days, 3 uses per day): You can manipulate the patient's mind to selectively erase specific memories or to wipe its mind clean.

Complete Success: You may choose to erase or alter a memory (as *modify memory*) or to give the patient amnesia. Alternatively, you may erase the memory of a number of feats, spells, or class features equal to half your proficiency bonus, causing the patient to permanently lose access to them. Each feat, spell, or class feature to be erased receives a Wisdom saving throw (as *modify memory*).

Partial Success: As a complete success, but you may choose only to modify memory or induce amnesia.

Failure: Your mental manipulations have the desired effect but last for only 1d100 hours. In addition, the patient remembers your role in the corruption of its mind and permanently gains advantage on Wisdom saving throws made against you.

Malpractice: The patient reduces its Intelligence by 2 and gains amnesia.

Reversal: *heal*



INSERT LIMBIC RESERVOIR
(DC 18, 2d4 hours, 5 uses): You implant a volatile cocktail of psychoactive compounds that you can unleash at a later time to drive the patient into a drug-fueled frenzy. You can refill the compounds in the limbic reservoir by using this procedure again, reducing the DC by 5 and requiring only 1 hour and 1 use of a healing kit. Refilling a limbic reservoir does not cause exhaustion or the poisoned condition as other procedures do.

Complete Success: You can insert up to 5 doses of any drug which then can be infused directly into the patient's subdural spaces for faster absorption and intensified effect. The beneficial numeric effects of the drug are increased by 50%, but the saving throw against addiction to the drug is increased by 2. The reservoir can be activated with a manual switch as a bonus action that does not provoke attacks of opportunity. If the patient also has an implanted psychic trigger, that trigger can be used to activate their limbic reservoir in addition to (or, if you wish, instead of) its normal effect.

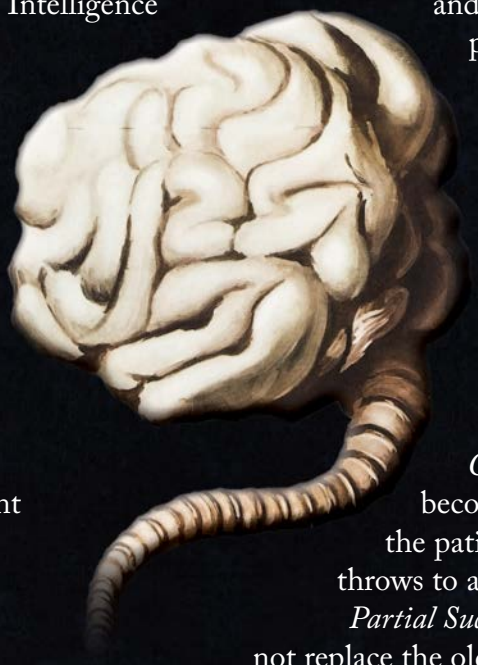
Partial Success: The limbic reservoir functions as above, but each activation consumes 1d3 doses of the drug. The addiction save DC of any drug used in the limbic reservoir is increased by 4 (instead of 2).



Failure: The implantation process damages the target's brain, reducing its Intelligence and Wisdom scores by 1. The limbic reservoir also begins to leak, delivering a dose of the drug every 1d6 hours even when not triggered. When triggered, there is a 50% chance that all remaining contents of the reservoir are released at once (reducing the patient's Intelligence and Wisdom scores by 1 again).

Malpractice: The limbic switch fails to function and the compounds within cause the target to reduce its Intelligence and Wisdom by 2.

Reversal: Ill effects from inserting a limbic reservoir can be remedied by the *heal* spell. The limbic reservoir itself, however, can only be removed with the surgery procedure.



INSTALL KILL-SWITCH

(DC 21, 2d4 hours, 8 uses): You implant in the patient a permanent physical kill-switch of some kind, such as a removable heart plug or a razorchain loop around the spine.

Complete Success: Activating the kill-switch can be done remotely as a bonus action if the patient is adjacent, and as an action and bonus action if the patient is within 10 feet. The creature makes a DC 18 Constitution saving throw or takes an amount of damage equal to its Constitution ability score. Even if the target survives, it gains the grappled condition for 1d4 rounds and takes an amount of damage at the end of each of its turns equal to its Constitution ability score.

Partial Success: Activating the kill-switch is an action if the patient is adjacent and cannot be performed if the target is not adjacent. It otherwise functions as a complete success, but a patient that makes its saving throw is grappled for only 1 round and takes an amount of damage equal to its Constitution modifier (instead of Constitution score).

Failure: Activating the kill-switch is an action and bonus action if the patient is adjacent and cannot be performed if the target is not adjacent. It deals damage equal to the patient's Constitution modifier.

Malpractice: The patient lowers its Constitution score by 1 immediately upon completing the surgery. The kill-switch itself has no effect.

Reversal: Ill effects from an installed kill-switch can be remedied by effects that cure hit points (as normal). The kill-switch itself, however, can only be removed with the surgery procedure.

INSTILL IDENTITY

(DC 21, 1 week, 10 uses): You create an entire false identity in the patient's mind, including a new name and new memories; unlike implanting a psychic trigger, however, this effect is permanent. The procedure allows you to create an entire false personality, which may be of a radically different alignment if desired, though the DC is increased by 1 for each step of difference between the patient's original alignment and the alignment of the alternate personality.

Complete Success: The new personality becomes the dominant personality and the patient gains advantage on saving throws to avoid changing personality.

Partial Success: The new personality does not replace the old one and whenever the patient completes a long rest, they roll randomly to determine which is dominant.

Failure: The new identity fails to form and the patient reduces its Wisdom and Charisma by 1 due to mental uncertainty, disruption, and warped sense of self.

Malpractice: The patient develops a new personality of the GM's choice (with a randomly determined alignment).

Reversal: none

LOBOTOMIZE

(DC 19, 1d4 hours, 6 uses): You remove the frontal lobe of a creature's brain.

Complete Success: The patient's emotional centers are completely severed and isolated. The patient changes its Intelligence and Charisma scores to 1 but gains immunity the charmed and frightened conditions. The patient's diverted synapses cause it to make initiative checks and Intelligence checks with disadvantage.

Partial Success: The patient's emotional centers are deadened but not completely severed. The patient reduces its Intelligence and Charisma scores by 5 but gains advantage on saving throws made to resist the

charmed and frightened conditions. If the patient becomes charmed or frightened, there is a 50% chance they become confused (as the *confusion* spell) instead of the normal effect.

Malpractice: The patient is affected as the *feeblemind* spell and automatically contracts amnesia.

Reversal: *heal* or *regeneration*

STIMULATE ADRENAL CORTEX

(DC 15, 1 minute, 5 uses): This procedure taps into the body's natural reserves of energy to fight off tiredness and to temporarily recover from extreme weariness, though the treatment may sap the target's energy and health once the rush wears off.

Complete Success: The patient heals 2 hit points per character level, removes a level of exhaustion, and recovers from the poisoned condition. A patient who is sleeping is immediately awakened (even if magically asleep) and an unconscious creature is stunned for a number of rounds equal to its Hit Dice plus its Constitution modifier (minimum 1 round) before lapsing back into unconsciousness.

Partial Success: The patient only heals 1 hit point per character level. In addition, after a number of hours equal to the patient's Constitution modifier (minimum 1 hour), the patient gains a level of exhaustion.

Failure: The patient only heals a number of hit points equal to its proficiency bonus. In addition, after a number of minutes equal to the patient's Constitution modifier (minimum 1 minute) the patient gains 2 levels of exhaustion.

Malpractice: The patient gains the benefits of the *haste* spell for a number of rounds equal to their Constitution modifier (minimum 1 round). However, once the effects end the patient gains 3 levels of exhaustion and takes 1d6 points of damage for each round spent hasted. The haste effect is not magical, cannot be dispelled, and cannot be ended voluntarily (though it can be suppressed by *slow*).

Reversal: Ill effects of stimulating the adrenal cortex can be removed by any effect that cures exhaustion or hit point damage.

Special: This procedure does not cause lasting exhaustion or the poisoned condition as other procedures do.



SURGERY

(DC 16, 1d4 hours, 5 uses): You can conduct surgery to repair major damage to the target's body and mind. After surgery, the patient gains 1 level of exhaustion for 1 day.

Complete Success: The patient heals 1d8 points of damage per character level (up to the patient's full normal hit point total).

Partial Success: The patient heals 1d4 points of damage per character level (up to the patient's full normal hit point total).

Failure: The patient heals 1 point of damage per character level (up to the patient's full normal hit point total).

Malpractice: The patient takes 1d6 points of damage and gains the poisoned condition for 1 day.

Reversal: Ill effects of surgery can be removed by any effect that cures hit points or the poisoned condition.

Special: You can also use surgery to amputate a limb, excise a tumor, or remove an implanted device. Other surgeries require the normal amount of time.

Amputation requires only 1d4 rounds. Each round during the surgery the creature must make a DC 15 Constitution saving throw or go unconscious for 1d4 minutes. Removal of a limb eliminates any natural weapon that is a part of that limb. Removal of an arm also precludes the use of two-handed weapons or any other action requiring two hands, spell attacks with somatic components are made with disadvantage, and saving throws to resist the spells with somatic components that an amputee casts are made with advantage. Removal of a leg reduces the patient's speed by half if they still have 2 or more ambulatory limbs remaining. If only one ambulatory limb remains, the patient can move only 5 feet per round.

Surgery can also be used to peel off natural armor, reducing a creature's AC by 2 each time the procedure is performed (to a minimum of 10 + Dexterity modifier).

Removing a tumor or lesion assists in curing a diseased character, granting the patient advantage to its next saving throw against a disease.

Surgery can also remove a magical tattoo or similar effect, as well as implanted mechanical devices such as a kill-switch or limbic reservoir. Such surgical removal requires the normal amount of time for a surgery and a complete success to be correctly removed.

TALENTIA ENHANCER
(DC 20, 3d4 hours, 10 uses): You install a device designed to specifically enhance particularities of your subject's body, bolstering their natural talents to ultimately make the patient more effective at whatever they already have a penchant for doing. Unlike other chirurgical procedures, a complete success or partial success is enough to install a talentia enhancer and there is no malpractice. However, a creature may only undergo this chirurgical procedure only once whether successfully or not; any further attempts automatically fail and without a successful DC 20 Constitution saving throw, the patient dies.

Barbarian: Iecur Liver. The barbarian's Constitution increases by 1 and they gain immunity to the poisoned condition as well as non-vile diseases.

Bard: Synthetic Vocal Cords. The bard can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check (DC 8 + the bard's proficiency bonus + the bard's Charisma modifier).

Cleric: Vocivus Actuators. The cleric can use their Channel Divinity to conjure a wave of dark power that roils forth and drains the life of creatures. As an action, the cleric twists their hands in an unnatural fashion before clenching them into fists that explode with stuff of the void, dealing 1d8 necrotic damage per point of proficiency bonus they possess. The cleric can choose to direct this energy at one creature within 60 feet or a number of creatures equal to their Wisdom modifier that are within 30 feet. A Wisdom saving throw against the cleric's spell save DC reduces this damage by half. A single creature targeted by this effect makes its saving throw with disadvantage and takes double damage if it fails its saving throw. This feature has no effect on undead or constructs.

Diabolist: Superno Proficiscentur. Thin leather scripts covered in Vilespeech are embedded throughout the diabolist's flesh, allowing them to channel unholy energies directly from the Abyss and Hell. The diabolist is able to summon 1 more diabolus at a time than normal.



Druid: Abeo Biologis. While the druid uses wild shape, they can spend a bonus action to activate or deactivate a viral infection tied to their soul. When active the druid's wild shape form is covered by an aura of dark red and purple energies, granting them 1d4 additional damage with natural attacks and increasing their AC by 2.

Fighter: Offensionibus Spine. The fighter's Strength and Constitution increase by 1. In addition, they gain resistance to falling damage.

Mad Scientist: Adapertio Ocular Nerve. The mad scientist is able to cast the *detect magic* spell without components or concentration. By spending a bonus action, they can alter their ocular nerve to instead emulate the effects of *detect evil and good* or *detect poison and disease.*

Monk: Tenibrus Talons. The monk's *ki* pool increases by 1 and by spending a bonus action, they can deploy or retract talons that change their unarmed strike damage to slashing.

Occultist: Inanis Lancino. The occultist's Dark Strikes increase in potency, driven by miniature servos and pistons that deal an extra 2 (1d4) damage.

Paladin: Osseus Skeleton. The paladin's bones are seared with the ancient language of Vilespeech, the runes making it impossible to detect their true alignment. When a creature or effect would detect the paladin's alignment, they see an alignment of the paladin's choice.

Ranger. Argentum Eyes. The ranger's eyes become featureless silver orbs. They can see normally in darkness, both magical and nonmagical, to a distance of 60 feet (if they already have darkvision, its range increases by 60 feet).

Rogue: Currax Nerves. The rogue's Dexterity increases by 1 and their speed increases by 10.

Sorcerer: Devoco Glands. The sorcerer gains 1 sorcery point (if they do not yet have sorcery points, they gain an additional sorcery point when they acquire the class feature) and learns a cantrip. In addition, by spending a bonus action the sorcerer can convert 2 vilis points into 1 sorcery point.

Warlock: Festino Charge. The warlock's soul is imparted with dark energy that allows them to gain a second pact boon. Once chosen, this second pact boon cannot be changed.

Wizard: Prolixo Ganglia. The wizard's Intelligence increases by 1, they learn a cantrip, and they gain advantage on saving throws when resisting the charmed and stunned conditions.

FLESHWORKING FEATS

To sculpt and transform flesh is considered by most to be a macabre delusion of medicine, the aspirations of only the most crazed and deranged practitioners of the healing arts. To others however, it is the most worthwhile expression of artistry or a critical tool in less than honorable trades.

Anatomical Precision

Prerequisites: Proficiency with Medicine, sneak attack or surgical precision class feature

Your study of human and inhuman anatomies allows you to strike with deadly precision. As a bonus action, you can study the anatomy and movement style of a creature within 30 feet, making an Intelligence check appropriate to the creature's type, with a DC of 8 + the target's CR. If successful, for the next minute you may add your Intelligence modifier to both attack rolls against the creature and damage rolls targeting it that use Sneak Attack or Surgical Precision.

Intelligence (Arcana): Aberration, Dragon, Monstrosity, Ooze
Intelligence (History): Construct, Giant
Intelligence (Nature): Beast, Elemental, Fey, Plant
Intelligence (Religion): Celestial, Fiend, Undead
Wisdom (Medicine): Goblinoid, Humanoid

Anesthetist

Prerequisites: Proficiency with Medicine and poisoner's kit

You are an expert at subduing a target with nonlethal poisons. You gain the following benefits:

- When you inflict unconsciousness with a poison, you increase the DC of saving throws made to resist it by 1 for every 2 points of proficiency bonus you possess, and if the unconsciousness caused by that poison has a variable duration that duration is always the maximum amount. When examining a creature rendered unconscious by such a poison, you can make a Wisdom (Medicine) check against the poison's save DC + 5 to determine how much time remains until the target awakens.
- You can also use the Medicine skill to ameliorate pain. As an action and bonus action, you can infuse or inject a creature with a mixture of pain-deadening compounds. After 1 minute, the target gains advantage on saving throws against fear and poison. This bonus lasts 1 hour.

  Alternatively, you can provide a fast-acting sedative that provides the above benefits 1 round after being injected rather than 1 minute; however, the duration of the effect is reduced to 1 minute. If the target is already affected by a pain effect or is already frightened or poisoned, they can instead attempt a new saving throw (without advantage) to



suppress the effect as long as the anesthesia lasts.

Once you have used this feature a number of times equal to your Intelligence modifier, you require a long rest before it can be used again.

Practicing Chirurgeon
Prerequisites: Proficiency in Medicine and thieves' tools
The work of fleshcraft is difficult and grisly, but not impossible for a common mind to master. After butchering a few corpses and one surviving living patient, you gain some control over the arts of chirurgy. You learn 1 chirurgical procedure, treating your level as your mad scientist level. You are able to learn more chirurgical procedures as a fleshworker mad scientist can, treating each as a 3rd-level spell. Any chirurgical procedure with DCs of 20 or higher is treated instead as a 5th-level spell.

MUTANT FEATS

The following depraved and deviant feats are ideal for mad scientists and champions of genetic purity alike. In a campaign where mutants and mutation are common, the GM may opt to have these feats generally available to all characters.

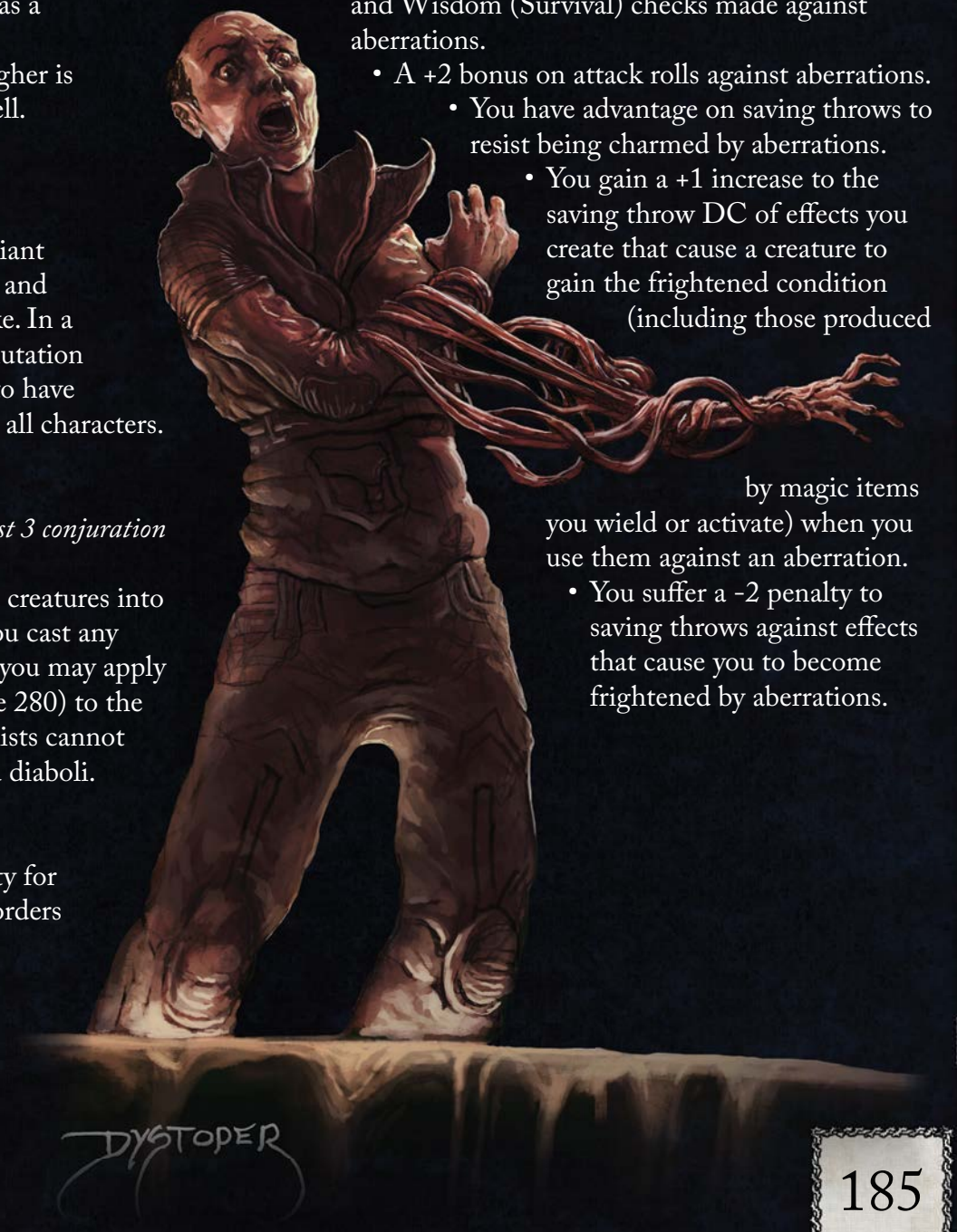
Mutagenic Summons
Prerequisites: Ability to cast at least 3 conjuration and 3 transmutation spells
Your magic transforms conjured creatures into hideous abominations. When you cast any conjuration (summoning) spell, you may apply the mana-wasted template (page 280) to the creature(s) you summon. Diabolists cannot use this to conjure mana-wasted diaboli.

Xenophilia
You have an affection and affinity for the alien and the strange that borders on obsession. You gain the following benefits:

- A+2 bonus on ability checks against aberrations, and a +2 bonus on checks to activate items of alien manufacture or items that create a polymorph effect.
- A +1 increase to the saving throw DC of effects you create that cause a creature to gain the charmed condition (including those produced by magic items you wield or activate) when you use them against an aberration.
- You suffer a -2 penalty to saving throws against effects that cause you to become charmed by aberrations.

Xenophobia
You have a hateful aversion to creatures that are strange and unknown, granting the following benefits:

- You have advantage on Charisma (Intimidation) and Wisdom (Survival) checks made against aberrations.
- A +2 bonus on attack rolls against aberrations.
- You have advantage on saving throws to resist being charmed by aberrations.
- You gain a +1 increase to the saving throw DC of effects you create that cause a creature to gain the frightened condition (including those produced by magic items you wield or activate) when you use them against an aberration.
- You suffer a -2 penalty to saving throws against effects that cause you to become frightened by aberrations.



"And lo, let us bask in the light of the Celestial Heroes may they ever show us the path to a brighter future." The priest—resplendent in the gowns and robes of his station—bowed his aged head along with the rest of the congregation, closing their eyes for a moment to pray for the blessings of the beatific Lellwyn Fethyrwal before the sermon begins in earnest. Barely more than a shadow, Zayne flits from behind a pillar into the lee of a statue nearer the pulpit and if any of the devout in the pews notice they make no sign of it. Reaching into his component pouch he grasps at the ruby acquired solely for today, working his other hand into intricate gestures before slashing at his arm with the gem to tear a bleeding rent across the flesh below his elbow.

As the sorcerer's spell begins taking hold the most elderly of the congregation cough loudly, prompting their priest to look down disapprovingly and get all the louder. Zayne smiles—this pompous fool and his church are proving to be a better target for sacrifice than he had could have hoped for. Disregarding the need for stealth now that the stage is set, the halfling peeks around the marble column to see other parishioners beginning to feel the effects of his vile magic, hacking up blood that floats into the air. The anomaly does not go unnoticed by the people in the chapel and they start to leave as they realize something is amiss, shuffling quickly towards the grand doors at its entrance.

Shouting consternation changes into agonized screams and Zayne knows that they have found his allies waiting for them. Milling in confusion the crowd's cries raise to a crescendo as their blood coalesces into a crimson whirlwind, dancing across the pews and masonry to the command of the halfling's little finger. A silence overcomes anyone engulfed by the maelstrom, the sanguine razorstorm cutting through flesh and flensing them down to the bone to leave only cleaned alabaster skeletons crumpling onto the floor in its wake. When the chaotic congregation sees the first of its ravaged victims a riot breaks out, terrified parishioners climbing over one another in a blind panic to try and reach the stained-glass windows. Between Zayne's lethal magic and the armor-clad warriors marching inexorably forward in a line of swinging blades it is the only means of escape—far beyond their reach.

Kressyndria stalks behind his allies, the tiefling's razor-edged plate seeming to draw the shadows of the room towards her as the blasphemous words she chants grow louder. For his part Zayne doesn't care whether or not this ritual of hers works and he entertains himself instead by making his deadly spell dance across the hallowed chamber to rip apart these confused fools, picking off the idiots trying to protect others to increase the dread of his next victims. This is what his fiendkin companion has always failed to understand: real power is a thing of emotion, the soul of a living creature peering across the veil when it bears witness to true horror. He would never proclaim that blood does not contain considerable potency—Zayne's slaughtering whirlwind is proof enough of that—but it is only a catalyst, not a conduit.

With the congregation's numbers thinned to but a handful the halfling turns his attentions to the priest. As Zayne expected he is scrabbling at the door to his reliquary room behind the pulpit, unsure of why it won't open to him and panicking while the people he swore to lead perish not a hundred feet away. "Well then," the sorcerer trawls, drawing the anathame from his belt, "nothing seems to be going right for you today."

The old man's eyes snap wide and he clutches at an icon of Saint Periplectomus hanging from his neck when he turns to see Zayne with blade in hand, murder in the halfling's eyes. "Please!" he begs, "spare us! We have done no harm to you!" Desperation bleeds from the aged priest's voice and Zayne drinks it in, the fear delicious to all of his senses. He can see the hairs on his victim's knuckles stand on end, the pupils of the old man's eyes dilate to black saucers, smell ammonia as a bladder long past its expiration date empties its contents onto the floor—the sorcerer consumes every detail like it is a gourmet meal.

"Have you not?" the halfling asks with a cadence at odds to the grisly scene around them, a thrill revealed in his exuberant tone. Zayne pulls a sickly green vial from his belt and uncorks it, pouring its contents onto his anathame before stalking closer to his terrified prey. "That's alright. I don't mind being first."



VILE SPELLS

Vile spells are cruel and exploitative, bent to inflict unnatural pain or gain power from the suffering of victims. They manipulate blood, blaspheme existence, pervert the physical form, conjure evil entities, or worse.

Classes able to cast spells add all vile spells to their class spell list, but only creatures with a Sin ability score or evil alignment are able to cast spells from this school of magic without using a scroll or other magic item.

EVIL AURAS

Vile spells leave an evil aura behind them, detectable with *detect evil and good*. If the caster has no Sin ability score, use double the spell level to determine the strength of the aura left behind. Evil auras dissipate 10 minutes for every spell level + a number of minutes equal to double the caster's Sin score.

For example, a vile spell of 3rd-level cast by a creature with a Sin score of 15 has an evil aura that lingers for 1 hour; a 3rd-level spell's evil aura lasts a minimum of 30 minutes, plus the caster's Sin of 15 doubled. A vile spell of 5th-level cast by a creature with a Sin score of 20 has an evil aura that lingers for 1 hour and 30 minutes; a 5th-level spell's evil aura lasts a minimum of 50 minutes, plus the caster's Sin of 20 doubled.

VILE SCHOOL OF MAGIC

Cantrips: *blood spear, unholy gaze*
1st-level: *flay skin, kneeling cur, lesser inscribe vilespeech*
2nd-level: *bone spurs, foreboding horror, savage break*
3rd-level: *blasphemous influence, blood bullets, inscribe vilespeech*
4th-level: *exsanguination, forced hemorrhage, unbearable pain*
5th-level: *awaken heresy, insidious indoctrination, sanguine razorstorm*
6th-level: *bone wall, extinguish soul, greater inscribe vilespeech*
7th-level: *ancestral perversion, conjure demon, conjure devil, mark of unspeakable horror*
8th-level: *unholy condemnation*
9th-level: *heresy incarnate*

ANCESTRAL PERVERSION

7th-level vile

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (crushed gravestone powder)
Duration: Concentration, up to 1 minute

Reaching back through time, you choose a creature you can see within range and call up from the ground ghastly visions of their loved ones. These wailing, malice-filled spirits are visible to all creatures. The target and all creatures within 30 feet of it must make a Wisdom saving throw. On a failed save the target is swarmed by the twisted forms of those they hold dear, taking 3d10 necrotic damage and 3d10 psychic damage. All other affected creatures take half of this damage (no saving throw).

The exact form this spell takes varies greatly depending on the target, though disappointed ancestors, deceased family members, and hollow-eyed children are common. They are always accompanied by the cold and stench of the grave, and often by trademark perfumes or scents. The loved ones of the target do not need to be dead to manifest, though they will appear so.

Creatures with an Intelligence of 5 or lower are unaffected by this spell.

You can also choose to spend 1 vilis point to inflict the stunned condition on the target creature for the duration of the spell. After failing its saving throw, at the end of each of its turns the creature makes a new saving throw to end the stunned condition.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, the damage increases by 1d10 necrotic damage and 1d10 psychic damage for each slot level above 7th.

AWAKEN HERESY

5th-level vile

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (pus from an infected wound)
Duration: 30 days

The blasphemy you speak reaches out and brands the soul of a creature you can see within range. The target must make a Wisdom saving throw. On a failed save the target gains an inherent heresy (page 23). When casting this spell you can choose whether the creature gains an inherent heresy that you have or to roll to choose randomly. At the end of the duration, the creature must make an additional Wisdom saving throw or the inherent heresy becomes permanent.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it

At Higher Levels. When you cast this spell using a spell slot of 7th-level the duration is 1 year. When using a spell slot of 8th-level the creature makes its second Wisdom saving throw with disadvantage. When you cast this spell using a spell slot of 9th-level, the spell's duration lasts until it is ended by one of the spells mentioned above.



BLASPHEMOUS INFLUENCE

3rd-level vile

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a shard of broken mirror)
Duration: Concentration, up to 1 minute

Pricking your finger with the shard of mirror, you bark out an irreverent word in Vilespeech and undermine the will of your target. For the duration of the spell, each round you can use your reaction to force a creature within range to reroll an ability check, saving throw, or attack roll, taking the lower result.

BLOOD BULLETS

3rd-level vile

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (blood from the spellcaster)
Duration: instantaneous

When you cast this spell, you spill blood from your palm by drawing an enchanted pattern onto it with a weapon that deals piercing or slashing damage. Your blood rises from your hand and forms up to five bullets you fling at creatures you can see. Make a ranged spell attack against each target. On a hit, a target takes 2d8 piercing damage. The bullets all strike simultaneously, and you can direct them to hit one creature or several. Hit or miss, the blood bullet then explodes. Every target and each creature

within 5 feet of the point where a blood bullet exploded must succeed on a Dexterity saving throw or take 2d6 necrotic damage.

You take 1d4 points of damage for each blood bullet formed. This damage cannot be avoided and ignores both resistances and immunities. Creatures that do not have any blood are unable to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you form an additional blood bullet.

BLOOD SPEAR

Vile cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (your recently spilled blood)
Duration: Instantaneous
As part of the casting of this cantrip, you inflict 2 points of damage to yourself. The blood from your self-inflicted injury forms into a sharpened spear of crimson that rapidly soars toward a creature within range, drying as it flies through the air. Make a ranged spell attack against the target. On a hit, the target takes 1d12 piercing damage.

The spell creates more than one blood spear when you reach higher levels (you take 2 additional points of damage for every extra spear formed): two spears at 5th level, three spears at 11th level, and four spears at 17th level. You can direct the spears at the same target or at different ones. Make a separate attack roll for each spear.

BONE SPURS

2nd-level vile
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a handful of bones from an adolescent creature's skeleton)
Duration: 1 minute
You rend at the skeleton of a living creature you can see within range, causing it to grow serrated hooks that tear at its flesh. The target takes 2d6 slashing damage and must make a Constitution saving throw.

On a failed saving throw, each round on its turn if the creature moves and uses an action it takes 1d6 slashing damage. The creature takes no damage from this spell and receives a new saving throw at the end of its turn if it only moves or only uses an action. This spell does not affect reactions or bonus actions.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the initial damage increases by 1d6 for each spell slot level above 1st.

BONE WALL

6th-level vile or necromancy
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (recently deceased creature's bone)
Duration: Concentration, up to 10 minutes
A magical wall of solid bone, made from the skeletons and skulls of fallen warriors, springs into existence at a point you choose within range. The wall works the same way as a *wall of stone* with the following exceptions:

The wall doesn't need to be vertical or rest on any firm foundation. It must, however, connect to at least one solid point (though its weight is not an issue and it balances perfectly). Thus, you can use this spell to bridge a chasm or create a ramp.

Every turn that a creature touches the bone wall, it makes a Constitution saving throw or takes 2d8 necrotic damage.

The wall is an object made of bone that can be damaged and thus breached, though it has immunity to necrotic and psychic damage. Each panel has AC 12 and 20 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion, but these panels explode to deal 8d6 necrotic damage to any creature within 10 feet (a Constitution saving throw halves this damage).

CONJURE DEMON

7th-level vile
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a vulture's beak)
Duration: Up to 1 hour
You summon a fiend of chaotic alignment with a challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The demon disappears when it drops to 0 hit points or when the spell ends.

The demon is friendly to you and your companions for the duration. Roll initiative for the demon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by

you), as long as they don't violate its alignment. If you don't issue any commands to the demon, it defends itself from hostile creatures but otherwise takes no actions. The GM has the demon's statistics.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, you summon one additional demon for each spell slot above 7th. Summoning more than one demon using this spell turns it into a concentration spell.

CONJURE DEVIL

7th-level vile
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a goat's hoof)
Duration: Up to 1 hour
You summon a fiend of lawful alignment with a challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The devil disappears when it drops to 0 hit points or when the spell ends.

The devil is friendly to you and your companions for the duration. Roll initiative for the devil, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the devil, it defends itself from hostile creatures but otherwise takes no actions. The GM has the devil's statistics.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, you summon one additional devil for each spell slot above 7th. Summoning more than one devil using this spell turns it into a concentration spell.

EXSANGUINATION

4th-level vile
Casting Time: 1 action
Range: Touch
Components: V, S, M (your recently spilled blood and vials of blood from 4 different types of creatures)
Duration: Instantaneous (see text)
As part of the casting of this spell, you inflict 2d6 points of damage to yourself. The blood from your self-inflicted wound sprays outward and forms into dozens of thin, sharp needles that pierce into the flesh of a living creature you try to touch, tearing the blood out of your victim's body if they are able to take hold. Make a melee spell attack against the target. You have advantage on the attack roll if the target is the same creature type as you. On a hit, the target takes 4d12 piercing damage and makes a Constitution saving throw. On a critical hit, you regain a number of hit points equal to the damage dealt.

A creature that fails its saving throw is sickened for 1 minute. Even on a successful save, a creature is sickened for 1d4 rounds. Constructs and undead are unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d12 for each spell slot level above 4th.

EXTINGUISH SOUL

6th-level vile
Casting Time: 1 action
Range: Touch
Components: V, S, M (the tears of a bereft spouse or broken prisoner)
Duration: Instantaneous
As part of the casting of this spell, you make a DC 20 Charisma saving throw or your Sin score increases by 1. You touch the body of a creature that is dying or has died within the last minute, destroying its soul. The creature cannot be resurrected or brought back from the dead, even with the use of a *wish* spell. Afterward you regain a number of hit points equal to the creature's maximum hit point total (though no higher than your own). In addition, you temporarily gain one sinful feat of your choice (pages 170–176) for a number of days equal to the creature's Hit Dice (you do not need to meet the feat's prerequisites.)

FLAY SKIN

1st-level vile
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (the untreated skin of creature that was tortured to death)
Duration: Concentration, up to 1 minute
The forsaken words you utter gather evil force as they travel through the air, becoming razor-sharp before sliding against the skin of a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 slashing damage.

If the target is a creature other than an undead or a construct, it must succeed on a Constitution saving throw or lose 1d4 hit points at the start of each of its turns as the unholy wound bleeds. Any creature can stanch the wound as an action with a successful





Wisdom (Medicine) check against your spell save DC. The wound also closes if the target receives magical healing.

A target that takes a critical hit from your spell attack bleeds uncontrollably. The target has disadvantage on Constitution checks and Constitution saving throws until the bleeding wound is healed. In addition, whenever the target takes damage, it is stunned until the end of its next turn. Stanching a critical hit wound requires a Wisdom (Medicine) check against your spell save DC + 5 or all of the damage from the wound to be healed with magic.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the initial damage increases by 1d6 and the bleeding damage increases by +1 for each spell slot level above 1st.

FORCED HEMORRHAGE

4th-level vile
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (1 ounce of brain matter from a creature with an Intelligence of 6 or higher)
Duration: Concentration, up to 1 minute
You whisper dark secrets that are too great for untrained minds to hear, a wave of evil power carrying them to the ears of a creature within range. The target takes 4d10 necrotic damage and must make a Charisma saving throw or be unable to cast spells and suffer disadvantage on Intelligence, Wisdom, and Charisma ability checks for 1 round. On a success, the creature takes half damage, is still able to cast spells, and suffers no disadvantage from this spell.

In addition, after a creature fails its saving throw, each round on your turn you may spend your bonus action to maintain concentration of this spell. If you do, the creature takes 2d10 necrotic damage, cannot cast spells, and suffers disadvantage on Intelligence, Wisdom, and Charisma ability checks for 1 additional round. At the end of each of its turns the target receives a new saving throw to resist the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the initial damage increases by 1d10 for each spell slot level above 4th.

FOREBODING HORROR

2nd-level vile
Casting Time: 1 action
Range: Touch
Components: V, S, M (an item from the corpse of the deceased relative)
Duration: 10 minutes (see text)
As part of the casting of this spell, you touch a creature related to another creature you have seen the corpse of or witnessed die. The target makes a Charisma saving throw or gains the frightened condition for 10 minutes as your despicable magic dredges up the most disturbing and horrifying vision possible of the relative that the corpse belonged to (perhaps depicting its greatest sins, gruesome death, transgressions against the target, or any other suitably disturbing scenario). A target that accepts an item of the deceased from you makes its saving throw with disadvantage. If cast during combat or if the frightened creature enters combat, the duration of the spell is immediately reduced to 1 minute.

GREATER INSCRIBE VILESPEECH

6th-level vile
Casting Time: 1 action
Range: Touch
Components: V, S, M (a large tome)
Duration: Until dispelled or triggered
Summoning all of your knowledge of the horrid language known as Vilespeech, you replace the text of the tome spellcasting component with blasphemous heresies full of temptation. When a creature comes within 30 feet of the book (if it is in sight) it must make a Wisdom saving throw or be drawn to read the contents within. Whenever the book is opened, each creature in a 60-foot radius other than the reader must make a Wisdom saving throw. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

Once triggered, the words glow a sickly blue-green for 10 minutes, after which time the spell ends. A creature other than the reader that enters this area for the first time on a turn or ends its turn there is

also affected as above. In addition, the reader (by compulsion or choice) must make a second Wisdom saving throw or their alignment changes to evil (unaligned creatures become neutral evil) and they feel an urge to hide all evidence of their transformation. Creatures that fail the first saving throw have disadvantage on the second saving throw.

You must know Vilespeech in order to cast this spell.

HERESY INCARNATE

9th-level vile

Casting Time: 1 action
Range: Self
Components: V, S, M (chunk of diseased humanoid flesh)
Duration: Concentration, up to 10 minutes

Fell energies wrap around your body in a 60-foot radius sphere of darkness and fanged, gaping maws that babble dark secrets in Vilespeech, causing your mere presence to warp and wound all around you. The sphere spreads around corners. A creature that starts its turn in the area or enters it must make a Wisdom saving throw. A creature takes 5d8 thunder damage and 5d8 psychic damage on a failed save, or half as much damage on a successful one. The first time a creature takes damage from this spell it must roll on the Long-Term Madness table on a failed save (page 250), or on the Short-Term Madness table on a successful save (page 249).

This spell also deals its thunder damage to objects in the area.

INSCRIBE VILESPEECH

3rd-level vile

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (page of humanoid-skin vellum)
Duration: Concentration, up to 10 minutes

When you cast this spell, you picture an abhorrent message that etches across the vellum in Vilespeech that plants the seeds of chaos in the souls of all who bear witness to its blasphemy. After casting this spell, any creature that opens the vellum triggers the following effects. You can refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or type of creature (for example, the Vilespeech could be set to affect humans or shapechangers). You can also specify creatures that don't trigger the Vilespeech, such as those who say a certain password.

Once triggered, every creature in a 20-foot radius must make a Wisdom saving throw or have their gaze drawn to the blasphemous words. On a failed save, a creature takes 6d6 psychic damage and is either insane (25%) or enraged (25%) until it takes a short rest. A *remove curse* spell cast on the creature ends this effect. On a successful save a creature takes half damage but is otherwise unaffected.

While insane, a creature can't take actions, read, speak anything but gibberish, or understand what other creatures say. The GM controls the creature's movement, which is erratic.

While enraged, a creature must attack the nearest other creature that it can see to the best of its ability, can't understand what other creatures say, and speaks only in gibberish. If no other creature is in sight, the creature attacks itself.

You must know Vilespeech in order to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d6 for each slot above 3rd.

INSIDIOUS INDOCTRINATION

5th-level vile

Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (hourglass filled with 125 mL of an intelligent humanoid's cerebrospinal fluid)
Duration: 24 hours (see text)

You shape the psychic space in a radius 30-feet across, warping it inward to melt the mental defenses of one restrained creature that you can see. So long as the creature remains restrained throughout, you gain the following benefits for the spell's duration:

- The completion times for the implant psychic trigger, induce amnesia, and instill identity chirurgical procedures (pages 178, 179, and 181) are reduced from days to hours.
- You have advantage on Wisdom (Medicine) checks and Intelligence (thieves' tools) checks made to use the above chirurgical procedures.
- Your patient does not gain exhaustion from the implementation of chirurgical procedures.
- Successive chirurgical procedures targeting the same patient are not made with disadvantage.
- While this spell and its direct effects are magical, chirurgical procedures performed during the duration are still mundane.

LESSER INSCRIBE VILESPEECH

1st-level vile

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of humanoid-skin vellum)
Duration: Concentration, up to 1 minute

Forming the odious sigils in your mind, you cause letters of Vilespeech to appear on the vellum, maddening the souls of those that see it. After casting this spell, any creature that opens the vellum triggers the following effects. You can refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or type of creature (for example, the Vilespeech could be set to affect humans or shapechangers). You can also specify creatures that don't trigger the Vilespeech, such as those who say a certain password.

Once triggered, every creature within a 15-foot cone must make a Wisdom saving throw or find its gaze drifting to the Vilespeech. Creatures takes 2d6 psychic damage on a failed save and gain a short-term madness (page 249). This madness lasts for 1d10 minutes, though the Vilespeech only retain their ability to affect new targets for 1 minute after being triggered. A *lesser restoration* spell cast on the creature removes this madness. On a successful save a creature takes half damage but is otherwise unaffected.

You must know Vilespeech in order to cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the psychic damage increases by 1d6 for each spell slot above 1st.

KNEELING CUR

1st-level vile

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (four grains of rice)
Duration: Concentration, up to 1 minute

You exploit the cowardice of the soul, forcing a living creature to cower and grovel before you. Pick one creature you can see within range. It must make a Wisdom saving throw. On a failed save, the creature falls prone. As long as the creature can see you, it cannot stand. A creature that averts its eyes gains the blinded and frightened conditions but can stand up and move until it is able to see you again, at which point it falls prone and is no longer blinded or frightened.

At the end of each of its turns and each time it takes damage, the creature can make another Wisdom saving throw. The creature has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

MARK OF UNSPEAKABLE HORROR

7th-level vile

Casting Time: 1 action
Range: Touch
Components: V, S, M (a vial of mercury)
Duration: Variable (see below)

Make a melee spell attack against a creature within your reach. On a hit, the creature takes 10d6 psychic damage as a fiendish mark is seared into its flesh and psyche, forcing it to gain a long-term madness (page 250). Enemies adjacent to the target take half of the psychic damage and gain a short-term madness (page 249).



At Higher Levels. When you cast this spell using an 8th-level spell slot, you can also force the creature to roll twice on the Long-term Madness table and take the result you prefer. When you cast this spell using a 9th-level spell slot, the creature must roll twice on the Long-term Madness table and take both results.

SANGUINE RAZORSTORM

5th-level vile
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (your recently spilled blood and a blood ruby worth 42 gp)
Duration: Concentration, up to 1 minute
As part of the casting of this spell, you inflict 2d6 points of damage to yourself. The blood from your self-inflicted wound explodes and propagates into a 20-foot-radius whirlwind of razor-sharp droplets centered on a point you choose within range. The blood whirlwind lasts for the duration or until strong wind disperses it, ending the spell.

The area of the spell is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw. The creature takes 5d10 slashing damage on a failed save, or half as much damage on a successful one.

If a creature other than an undead or a construct rolls a natural 1 on its saving throw, it becomes wounded and loses 2d6 hit points at the start of each of its turns. Any creature can stanch the wound as an action with a successful Wisdom (Medicine) check against your spell save DC. The wound also closes if the target receives magical healing.

The blood whirlwind moves 10 feet at the start of each of your turns in a direction of your choosing.

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

SAVAGE BREAK

2nd-level vile
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny vial of cow's milk)
Duration: Instantaneous
You magically yank a bone out of one creature and hurl it at another. Choose one creature you can see within range that has bones. It must make a Constitution saving throw. If it fails the saving throw, the creature takes 4d6 piercing as one of its smaller bones breaks and erupts out of its body. You can immediately make a ranged spell attack to hurl the broken bone at another creature you can see within 30 feet of the first that failed its saving throw. If the attack hits the second creature, it deals 2d6 piercing damage.

On a successful save, the creature takes half damage and no bones are ripped from its body.

At Higher Levels. If you cast this spell using a 5th-level spell slot and the target fails its saving throw, you pull two bones out of the spell's initial target, dealing 8d6 piercing damage, and can make two spell attacks at one or more other creatures within 30 feet of the target, each dealing 3d6 piercing damage on a hit.

If you cast this spell using an 8th-level spell slot and the target fails its saving throw, you pull three bones out of the spell's initial target, dealing 12d6 piercing damage, and can make three spell attacks at one or more other creatures within 30 feet of the target, each dealing 4d6 piercing damage on a hit.

UNBEARABLE PAIN

4th-level vile
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (thirteen straight pins)
Duration: Instantaneous
You cause great psychic pain in a target that makes it emit a harmful shriek. Choose one creature you can see within range. It must make a Wisdom saving throw, taking 6d6 psychic damage and emitting a supernatural scream on a failed save, or taking only half damage on a successful one.

If the creature screams, creatures within 30 feet of the screaming creature that can hear it must make a Wisdom saving throw, taking 4d6 psychic damage on a failed save or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage dealt to the initial creature and the creatures that can hear it scream increases by 1d6 for each slot level above 4th.

If you cast this spell using a 9th-level spell slot and the creature fails its saving throw, any creature that takes damage from the spell screams as well, damaging creatures within 30 feet that are able to hear the scream, further spreading the spell. A creature can only be damaged by this spell once per casting.

UNHOLY CONDEMNATION

8th-level vile
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (skull from a member of the clergy)
Duration: Instantaneous
You reach into the depths of your blackened soul and pass judgment on all those who have eschewed your dark path. Vile energies burst forth in a 60-foot radius centered on a point you choose in range. Only good or neutral (not evil) creatures can be harmed by the spell. Each such creature in this area must make a Wisdom saving throw. On a failed save, a creature takes 12d8 necrotic damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. Celestial creatures have disadvantage on this saving throw. Neutral and unaligned creatures take half damage on a failed save or one-quarter damage on a successful save.

UNHOLY GAZE

Vile cantrip
Casting Time: 1 action
Range: 60 feet
Components: S, M (pinch of sulfur)
Duration: Concentration, up to 1 minute
You target one creature able to see you and that you can see within range, forcing it to make a Wisdom saving throw. On a failure, once before the spell ends, you can use your reaction to roll 1d4 and subtract the number rolled from an ability check or attack roll made by the target. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails.

The number of times this cantrip can be used while it is concentrated upon but before it is expended increases to twice at 5th level, three times at 11th level, and four times at 17th level.

SPELLS OF MUTATION

Spells of the polymorph subschool form the core of the magic of changing that causes most of the mutations in a fantasy campaign. However, magic can also be a gateway to more pseudo-scientific processes that power the evolutionary engine, such as toxic chemicals and radiation.

BLIGHTCORE MELTDOWN

8th-level conjuration (sorcerer, wizard)
Casting Time: 1 action
Range: 100 feet
Components: V, S, M (100 gp of powdered bloodstone)
Duration: Concentration, up to 1 minute
You create a coruscating mass of blightburn crystal that pulsates with a bright green radiance, casting deadly emanations throughout the area. Each round a creature begins its turn within the blightcore meltdown, it takes 2d6 points of fire damage and must succeed on a Constitution saving throw or contract blightburn sickness.

Disease: Blightburn Sickness. A creature makes an initial Constitution saving throw to contract the disease (above) and any subsequent Constitution saving throws are at DC 20. At the end of its next long rest, a creature with this disease makes its saving throw or lowers its Constitution and Charisma scores by 1. A creature naturally fights off this disease by making 2 consecutive successful saving throws to resist it.

Creatures protected by a force effect (such as *mage armor* or *shield*) take only half damage and gain temporary immunity to blightburn sickness for a number of rounds equal to the spell level of the force effect they are using. After this time, the blightburn radiation penetrates the force effect and creatures within are exposed to full damage and blightburn sickness, though they have advantage on their saving throw against contracting the disease. If a creature is using multiple force effects, add the total spell levels of all force effects to determine how long it takes the blightburn radiation to penetrate.

The presence of the blightcore meltdown interferes with teleportation effects of all kinds, including not only actual teleportation but also planar

MUTATION MAGIC

1st-level: *unstable isotope*
2nd-level: *fleshcurdle*
3rd-level: *mutagenic reversion*
5th-level: *mutagenic mist, mutation, summon horde of flesh*
6th-level: *genetic purification*
7th-level: *one of us*
8th-level: *blightcore meltdown, mass mutation*
9th-level: *mutant plague*

travel and calling and summoning effects. Any such effect cast within—or cast so as to cause creatures to appear within—the area of a blightburn meltdown requires an ability check (1d20 + the opposing spellcaster's spellcasting ability modifier) against a DC of 15 + your spellcasting ability modifier or the effect fails.

Finally, a blightcore meltdown greatly enhances polymorph effects or effects that alter the size of a living target within the area. The targets of such effects have disadvantage on their saving throws but gain double their normal benefit (shrinking twice in size if *reduced*, doubling in size if *enlarged*, etc.). Such effects are more tenacious and difficult to remove as well, causing checks made to dispel or remove them to have disadvantage.

FLESHCURDLE

2nd-level transmutation (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (scrap of pickled flesh)
Duration: 1 minute

You warp the flesh of a target creature within range, discoloring it and causing it to become misshapen and impairing its function. When you cast this spell, you must choose one of three types of effects to inflict on the target—movement, attacks, or defense. A target that succeeds on a Constitution saving throw only suffers from this spell for 1 round.

Attacks. One of the creature's natural attacks suffers a –2 penalty on attack and damage rolls.

Defense. The creature's natural armor bonus decreases by 2 (minimum bonus of +0).

Movement. One of the creature's movement speeds (chosen by you) is halved.

Most undead are susceptible to *fleshcurdle*, but amorphous creatures and creatures without flesh are immune (such as elementals, oozes, plants, gaseous or incorporeal creatures, and skeletons).

At Higher Levels. When you cast this spell using a higher level spell slot, you force the target to make one additional saving throw, incurring a second effect on a failure (to a maximum of 3 saving throws).

GENETIC PURIFICATION

6th-level transmutation (cleric, sorcerer, wizard)
Casting Time: 1 action
Range: Touch
Components: V, S, M (100 gp of powdered bloodstone)
Duration: Instantaneous

This spell eradicates genetic impurities, purging the target's cellular essence of taint and mutation. Genetic purification eliminates disease from the target; however, supernatural diseases or diseases that are also curses are removed only temporarily (normally 1 week) and may recur if the curse or supernatural effect that caused the disease is not removed. This spell also negates any polymorph effect currently affecting the target (an unwilling target may resist the effect with a successful Constitution saving throw).

The spell can also be used to permanently purge the genetic material of the target, instantaneously transforming a part-human creature such as an aasimar, half-elf, half-orc, ifrit, oread, sylph, tiefling, or undine into a full-blooded human. In terms of game statistics, the target is affected as a dead creature returned to life as a human by a *reincarnate* spell. A half-elf or half-orc can instead be polymorphed into a full-blooded elf or orc (as appropriate).

Alternatively, genetic purification can permanently remove a template that includes the "half-" prefix, including half-celestials, half-dragons, and half-fiends. This can also remove the mana-wasted mutant template. If the target creature fails its saving throw, the target reverts to a normal creature of its type. *Genetic purification* does not affect other templates.



MUTAGENIC MIST

5th-level conjuration (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a potion of a transmutation spell)
Duration: 1 minute
You create a bank of multihued mist that shifts constantly in color and turgidity, obscuring vision as *fog cloud*. Creatures have disadvantage on saving throws against polymorph spells or effects.

Any creature beginning its turn within the *mutagenic mist* makes a Constitution saving throw or is affected as *fleshcurdle*, acquiring a randomly determined deformity (equal chance of offense, defense, or movement, rolling randomly to determine the specific deformity if a creature possesses more than natural weapon or more than one form of movement). A creature failing multiple saving throws can acquire multiple deformities from the *mutagenic mist*. These deformities remain for 1d6 rounds after a creature leaves the *mutagenic mist*.

MUTAGENIC REVERSION

3rd-level transmutation (cleric, sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a container that once held a magical potion)
Duration: 1 minute
This spell causes a creature mutated by magical forces to revert to its normal state (or at least partially back to normal for a severely mutated creature) if it fails its Constitution saving throw. This spell suppresses the effects of one polymorph effect or effect which changes the target's size (*enlarge/reduce*, *giant insect*, etc.), plus an additional such effect for every 5 levels you possess.

MUTANT PLAGUE

9th-level transmutation (sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of blood from two mana-wasted mutants of different creature types)
Duration: instantaneous
Choose a number of creatures equal to your level that you can see within range. All targets that fail a Constitution saving throw are instantly infected with mana fever, and they become highly infectious carriers of a deadly mutagenic plague. As long as a carrier has its Charisma reduced by at least 1, they remain unaware of their illness. If their Charisma restored without curing their disease, they become aware of their condition. A carrier's disease is difficult to remove, requiring an ability check (1d20 + spellcasting ability modifier) against your spell save DC + 3.

Disease: Mana fever. A creature makes an initial Constitution saving throw (as above) and any subsequent saving throws are at your spell save DC + 3. At the end of its next long rest, a creature with this disease makes its saving throw or lowers its Constitution score by 1d3 and its Charisma score by 1d3. A creature naturally fights off this disease by making 2 consecutive successful saving throws to resist it.

As long as a carrier is infected by the disease from this spell, it can spread the *mutant plague* to any creature it damages with its natural weapons. Each round a target takes damage from a carrier's natural weapons (regardless of how many natural weapons hit), that target must making a Constitution saving throw or become infected with the common version of mana fever, which is less virulent than the original strain imparted by the mutagenic meltdown and can be cured as any other supernatural disease. At the GM's discretion, creatures that share food or drink or have sexual contact with the carrier must also save or contract mana fever.

Mana fever is a supernatural disease and cannot be healed or cured without the aid of magic. Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a mana-wasted mutant (page 280).

MUTATION

5th-level transmutation (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a lump of melted wax infused with blood)
Duration: Concentration, up to 1 minute (see text)
Choose a target you can see within range, forcing it to make a Constitution saving throw. On a failure, this spell to inflict one of the following effects:

You can warp the target's flesh in a manner similar to *fleshcurdle* but inflicting one additional effect for every 4 levels you possess (to a maximum of 6 effects at 20th level). [*Continued on page 200.*]

1 ***Oversized Limb.*** One of the target's limbs becomes unnaturally large and strong. Any natural weapons the target has with that limb increase in damage as if the target were one size category larger. In addition, the target can wield weapons one size category larger than normal without any penalty and gains a +2 bonus to Strength ability checks made with that limb.

2 ***Oversized Maw.*** The target gains a bite natural weapon attack that deals 1d4 piercing damage (1d3 if Small-sized, 1d6 if Large-sized). If the target already has a bite attack, it deals damage as if it were one size category larger.

3 ***Quick Metabolism.*** The target gains a +2 racial bonus on Constitution saving throws, advantage on saving throws against poison, and disadvantage on saving throws to avoid the effects of starvation and thirst.

4 ***Thick Skin.*** The target's AC increases by 2.

5 ***Vestigial Limb.*** The target gains a vestigial third arm. This arm can hold objects but cannot wield them. The target has advantage on checks made to grapple.

6 ***Vestigial Twin.*** A malformed twin's head juts out from the target's trunk (usually but not always near the target's existing neck), granting the target advantage on Wisdom (Perception) checks (and increasing its passive Perception by 5). If using flanking rules, the target cannot be flanked so long as it can see.

7 ***Night Sight.*** After 10 minutes being in darkness, the target gains darkvision but loses all other forms of sight. When exposed to more than dim light for 10 minutes, the target loses its darkvision and regains its regular forms of sight.

8 ***Gills.*** The target sprouts gills that allow them to breathe water, with a 50% chance to gain the amphibious special quality, able to breathe air and water equally well. If the target does not become amphibious however, their gills interfering with their normal breathing apparatus causing them to gain the poisoned condition as long as they remain outside of water.

9 ***Cave Sight.*** The target gains darkvision with a range of 60 feet, though they have a 50% chance to acquire sunlight sensitivity (see below) 1d4 days later. Removing one effect removes both effects.

10 ***Tail.*** The target grows a tail. While not prehensile, the tail grants a +2 bonus on Strength (Athletics) and Dexterity (Acrobatics) checks.

11 ***Deformed Hand.*** One forelimb becomes crippled, able to hold items but not wield them. The target takes a -2 penalty on Strength (Athletics) checks and attack rolls with two-handed weapons, including ranged weapons such as bows and firearms (not including pistols). A shield can still be strapped to the deformed arm, but its bonus to AC is reduced by 1 (minimum 0). Any natural attack involving the affected limb is made with a -2 penalty on attack rolls, and damage is reduced as if the attacker were one size category smaller.

12 ***Glass Jaw.*** The target takes a -2 penalty on saving throws related to critical hits, death from massive damage, or becoming stunned.

13 ***Sunlight Sensitivity.*** While in sunlight, the target has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

14 ***Obese.*** The target takes a –2 penalty to Dexterity (minimum score of 1) and its base walking speed is reduced by 5 feet.

15 ***Light Blindness.*** At the start of each turn the target is in sunlight, it makes a DC 10 Constitution saving throw or is blinded until the start of its next turn.

16 ***Stunted Legs.*** The target's base land speed is reduced by 10 feet (minimum base speed of 5 feet).

17 ***Aural Overgrowth.*** The target's ears become swollen, drooping, and riddled with tumorous growths, causing it to become deafened.

18 ***Weak Mind.*** The target's head becomes misshapen and deformed, and its brain swollen in some places and compressed in others. It takes a –2 penalty on Intelligence saving throws and ability checks.

19 ***Ocular Degeneration.*** The target's eyes wither and shrivel, causing the target to become blinded.

20 ***Malformed Organs.*** The target's organs are grossly out of place and filled with squamous tumors, greatly impairing its ability to recover from illness or injury. Any critical hits or precision-based damage (like Sneak Attack or Martial Advantage) against the target is 25% likely to be negated. However, the target has disadvantage on saving throws against poison and diseases, and it heals only half the normal amount of hit points when healing naturally in a short or long rest.

You may choose to impair the target's offense or movement more than once; however, each time you must choose a different natural weapon or a different form of movement. The effects do not stack.

You may bestow a permanent mutation upon the target, determined randomly from the following table. Regardless of which mutation occurs, it is accompanied by a permanent deformity that wracks body, mind, and soul, reducing the target's Charisma by 2. A creature cannot gain the same mutation more than once (regardless of whether it is harmful or beneficial) unless the mutation affects a single appendage, in which case it can be gained once for each appendage (affecting each one separately).

At the GM's discretion, the spellcaster may research additional mutations to inflict, or the GM may devise additional harmful mutations which could occur when using this spell. Such additional mutations should be similar in scope and effect to those described above. Mutations cannot be dispelled, but, *genetic purification*, *regeneration*, *wish*, or any effect that specifically removes polymorph effects can reverse its effects.

MUTATION, MASS

8th-level transmutation (sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a lump of melted wax infused with blood)
Duration: Concentration, up to 1 minute (see text)
This spell functions as *mutation* but affects multiple creatures, no two of which are more than 30 feet apart. Targets need not be of the same type or subrace, nor must they all acquire the same deformities (if using the temporary *fleshcurdle*-like effect) or mutations (if choosing to cause permanent mutation). However, if all targets are of the same type (and subtype, if applicable) and you choose to make all of the deformities or mutations inflicted by the spell the same for all targets, all targets have disadvantage on their saving throw.

ONE OF US

7th-level transmutation (sorcerer, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (the blood of a polymorphed creature)
Duration: Permanent
The target makes a Constitution saving throw or you forcibly impose the mana-wasted template on it, transforming it into a warped and deformed mockery of its true form (page 280). In addition, a creature



transformed by this spell must succeed on a Wisdom saving throw or gain the charmed condition. The charmed target can always understand your speech (even if you do not share a language), treating you as a trusted friend and ally. However, a creature transformed by *one of us* retains a dim memory of your role in its transformation from something else, with a seed of rage against you ready to be ignited if shocked back to its senses.

Whenever the target takes a critical hit or succeeds on a saving throw against an enchantment effect, it can attempt a Wisdom saving throw as a reaction to break free of your charm for 1d12 hours, permanently breaking it if it rolls a natural 20 on the die. The charm effect can be dispelled with *dispel magic*, but it returns after 1d12 hours unless the curse is removed with *greater restoration* or a similarly powerful healing spell. The physical transformation caused by this spell cannot be dispelled but can be removed with *genetic purification* or *wish*.

SUMMON HORDE OF FLESH

5th-level conjuration (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a broken bone)
Duration: Concentration, up to 1 minute
You summon 1d4-1 (minimum 1) hungry mounds of flesh (use the statistics for Ochre Jelly Oozes). The summoned creatures understand your speech and obey your commands. This spell otherwise functions as *conjure minor elementals*.

At Higher Levels. When you cast this spell using a higher level spell slot, you summon 1 additional hungry mound of flesh.

SUMMON MUTANTS

4th-level conjuration (sorcerer, warlock, wizard)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a broken bone)
Duration: Concentration, up to 1 minute
This spell functions as *conjure animals* except that the creatures you summon all have the mana-wasted template (page 280).

UNSTABLE ISOTOPE

1st-level conjuration (sorcerer, warlock, wizard)
Casting Time: 1 bonus action
Range: Personal
Components: V, S, M (powdered iron and powdered crystal worth 10 gp)
Duration: 1 round (see text)
You create a tiny mass of unstable blightburn crystal, allowing you to enhance the effect of a transmutation spell before the end of your next turn through a calibrated emission of blightburn radiation. The companion transmutation spell must be one that affects a living creature, is normally harmless, and uses a spell slot at least 1 level lower than your highest spell level. If you do not cast an appropriate transmutation spell by the end of your next turn, the unstable isotope becomes inert and disintegrates without effect.

If you use an appropriate companion spell before the end of your next turn, roll 1d20 and add your spellcasting ability modifier. The spell is enhanced as though your you had cast it using a spell slot 1 higher for a result of 10, 2 spell slots higher for a result of 15, 3 spell slots higher for a result of 20, and 4 spell slots higher for a result of 25 or more. If you roll a natural 1 on this check, the target of the companion spell is exposed to an overdose of blightburn radiation and must succeed on a Constitution saving throw or contract blightburn sickness.

Disease: Blightburn Sickness. A creature makes an initial Constitution saving throw to contract the disease (above) and any subsequent Constitution saving throws are at DC 20. At the end of its next long rest, a creature with this disease makes its saving throw or lowers its Constitution and Charisma scores by 1. A creature naturally fights off this disease by making 2 consecutive successful saving throws to resist it.

Unstable isotope has no effect if the companion spell targets a creature that is protected by a force effect (including *mage armor*, *shield*, or *bracers of defense*).

DISRUPT TECHNOLOGY

3rd-level abjuration (all spell lists)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (the dried husk of a beetle)
Duration: Concentration, up to 1 minute
You cover the targeted object (a technological device like power armor, a clockwork limb, or a vehicle) or creature (constructs such as a rehabilibot or aesgigas sanctus) in a fine mist. The target must make a Constitution saving throw. Unattended objects automatically fail. On a failed save the target is rendered unusable or paralyzed (if a construct) for the duration of the spell.



The interior of Porthos' shop is the highlight of Hyrindrack Lane and the machinist never tires of passerby gawking at his wares, but this particular woman makes his skin crawl and he wants her out of his store as soon as possible. It's not that she isn't comely—far from it—but something in her eyes is cruel instead of kind, as though they were a window to the void instead of her soul. Her not unpleasant voice breaks his reverie, one slender arm pointing to a collection of metal plates magnetized around a small rod, "and this? What does it do?"

Thinking that he might subtly get her outside by blocking her way, Porthos saunters towards her with his arms behind his back, his pride in the device all too obvious. "A magnohydramicus, madame. They aren't used often these days but the first were designed to protect commanders back when the blessed Celestial Heroes were still making war. Observe, if you will." He takes the contraption and presses in the activator stud before placing it on the floor, looking back at her briefly and smiling reassuringly as it powers on. The metal discs fly into the air and create a flowing field of metal around them, navigating perfectly about tables, legs of furniture, and other devices of note. After a moment of taking in the impressive display Porthos decides she's seen enough and he deactivates the machine, placing it back on the table and saying to her, "It's a fine invention and should you wi—"

But she was gone.

Relieved but slightly confused Porthos quickly spins about looking for her and only catches the woman from out of the corner of his eye as she finishes what must be a spell, his closing eyes drawn to her hiding place as the magic pulls him into the darkness of sleep.

Porthos' awakens to the smell of charring wood, black smoke burning his nostrils and choking his lungs, and a member of the Conlatus 17th Fire Brigade bursting from out of the blaze around him. The burly dwarf grabs him by the collar of his shirt, dragging the machinist out of the conflagration and into a group of waiting Justitia. In short order the flames of Porthos' shop are quenched and he is tended to, his wounds minor and easily treated while officers take his statement. There is no suspicion that he may have set the fires himself—he nearly perished and he has long been an upstanding member of the community—but none are certain of who the woman might be or that she is responsible.

The next day Porthos stirs early in the morning, arriving to the burnt out husk of his shop and sifting through the remains. To his disappointment very little survived the fire—even his prized refurbished power armor is no more—and this will be a lean year, even with The Ministry's charity. Weary in both body and spirit, Porthos heads to a neighbor's cafe and takes a seat at a table outside, picking up a discarded newspaper with the hope of finding something profitable to do in the classifieds section.

Porthos doesn't get that far, enraptured instead by the headline on the front page: MANIAC SHE-DEVIL CRIME SPREE WRECKS THE BARRINGER DISTRICT. His hands begin to tingle with numbness as he reads the article, powerless to stop himself; the woman was clad in power armor, using a magnohydramicus, wielding a silver power rifle...all items missing from the inventory of his shop. With every paragraph his anxiety grows until Porthos stands upright and drops the sheets of paper, bolting towards the Tower of Law to tell the Justitia his fears after sifting through the wreckage of his shope one last time.

Rounding the corner back onto Hyrindrack Lane and stepping into the charred skeleton of the shop, Porthos doesn't notice he's not alone. Shuddering nervously as he kicks through piles of ash and debris looking for clues that maybe his devices played no part in the havoc last night, he fails to hear the footsteps of another. Only when the woman reveals herself does the machinist realize she's come back—stolen power rifle in hand, red lightning dancing across the surface of the weapon and onto the pilfered suit of power armor she's wearing—but then the weapon surges, spitting out a bolt of energy that strikes Porthos square in the forehead and sends him into a darkness from which he'll never awaken.

EQUIPMENT

Askis has countless mundane goods and the most nuanced are detailed here, but anything in a product catalog from the United States of the 1920s is available from traders and stores—up to and including bicycles, blenders, canned foods, newspapers, pens, pianos, pocket lighters, record players, sewing machines, telephones, vacuum cleaners, and clothing with zippers. The major difference is that anything which would be powered by coal, electricity, or gasoline is fueled by inaequa instead, though unless noted otherwise the machinery within these items are too weak to detect their user's alignment. It's ultimately up to the GM as to what technologies not listed here have been invented and mass-produced.

Table: Mundane Items

Item	Weight	Cost
Camera	5 lbs.	40 gp
Ceremonial Relics	5 lbs.	15 gp
Filtration Mask	5 lbs.	100 gp
Forever Flashlight	1 lb.	5 gp
Forever Lantern	3 lbs.	20 gp
Motion Picture Camera	30 lbs.	300 gp
Radio	4 lbs.	6 gp
Radio Tower	300 lbs.	600 gp
Remedium	—	50 gp
Torpidus	—	25 gp
Walkie-Talkie	1 lb.	4 gp



Camera. This handheld box is fitted with a glass lens, numerous small fixtures, a small square opening in the back, and a leather cord to hang the device around one's neck when not in use. By spending a bonus action and clicking the shutter button, the camera captures a color image of whatever is within sight of the viewfinder (a 300-foot cone that focuses on any 10-foot wide line that curves with the cone's radius). Correctly adjusting the lenses to refocus the camera requires an action and DC 10 Intelligence (Technology) check. Developing the film inside of a camera requires 1d4 hours, a dark room (lit by low-illumination red-tinted lights), and a DC 10 Intelligence (Technology) check.

Ceremonial Relics. These tool kits frequently include candles, votives, reagents, esoteric dust, and all manner of occult ephemera. While none are themselves enchanted with power, by utilizing the correct invocations they can help unlock dark secrets of the otherworldly and supernatural.

Filtration Mask. Wearing one of these skin-tight masks grants immunity to damage and conditions from gasses and vapors that require inhalation. At the GM's discretion, the wearer may still suffer effects from a gas due to contact.

Forever Flashlight. These devices use an extremely small battery of looping inaequa that never tires yet isn't strong enough to detect the alignment of whoever uses it. Activating or deactivating a forever flashlight is a free action. When activated, a forever flashlight shines bright light in a 100-foot line (and 50-foot cone) and dim light in a 200-foot line (and 100-foot cone). A forever flashlight can be deactivated as a reaction.

Forever Lantern. A forever lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once activated, it illuminates until deactivated as a reaction. A forever lantern can be dimmed as a bonus action, reducing the light to dim light in a 15-foot radius. Like a forever flashlight, the battery in a forever lantern never exhausts.

Motion Picture Camera. A bulky glass lens juts out from the front of this box, a shoulder harness is on the bottom of it, and a crank sticks out from the side.

By spending an action and turning the crank, the motion picture camera captures a film of whatever is within sight of the lens (a 100-foot cone that focuses on any 5-foot wide line that curves with the cone's radius). Correctly adjusting the lenses to refocus the camera requires 1 minute and a DC 13 Intelligence (Technology) check. Developing the film inside of a camera requires 2d4 hours, a dark room (lit by low-illumination red-tinted lights), and a DC 13 Intelligence (Technology) check.

Radio. A radio receives radio waves broadcast within a range of 1,000 feet. These devices require very little energy to function and have inexhaustible batteries.

Radio Tower. Virtually all settlements possess at least one radio tower if not several. These stations overwhelmingly play the gentrified ballads, melodies, and songs that have been recycled through popular culture in Askis since the Celestial Heroes' ascension. There are a few rare maverick radio towers transmitting far more sinister messages however, attempting to lure the unwary into succumbing to evil or simply to incite fear of an impending attack. Building a radio tower takes 7 days of work and 300 gold in metal materials weighing at least 200 pounds. A radio tower has AC equal to 12 + the builder's Intelligence modifier, 50 hit points, and a broadcast range of 30 miles per point of the builder's proficiency bonus. Multiple radio towers increase the broadcast range by an amount equal to half of a smaller tower's broadcast range.

Remedium. A creature that receives an injection of this liquid gains advantage on saving throws against diseases for 1 month. It confers no benefit to undead or constructs.

Torpidus. Invented for battlefield surgeries before the Utopian Dawn, when applied to a creature's skin torpidus numbs the flesh down to the bone for 1d4 hours. Using torpidus on a patient during a chirurgical procedure that violates the body (adjust appearance, graft flesh, insert limbic reservoir, insta kill-switch, lobotomize, stimulate adrenal cortex, surgery, talentia enhancer) grants advantage to the Wisdom (Medicine) check. In order to be effective in the chirurgical procedure, the patient must receive a number of uses of torpidus equal to the required charges of healing kit.

Walkie-Talkie. A walkie-talkie is a handheld, two-way, portable radio transceiver that broadcasts to a range of 500 feet. Anyone within range and tuned to the broadcast frequency (which can be calibrated using the Science or Technology skill) is able to hear messages sent from the walkie-talkie. The walkie-talkie is also able to receive radio waves provided it is tuned to the frequency they are broadcast at. Radio waves travel through solid objects. A walkie-talkie runs on an inexhaustible inaequa battery.



DRUGS

Over the centuries doctors in The Ministry have developed advances in medicinal cures unaided by magic, synthesizing them in large quantities by aggregating the cultivation of exotic plants from Samovi. Unlike the curatives listed elsewhere, the following drugs are all addictive narcotics normally found only in hospitals and medical offices.

INCITAMENTUM

Usually found in aerosol form, possession of this highly illegal and incredibly addictive narcotic carries the most severe penalties. Administering a dose of incitamentum (an action) grants the imbiber a +2 bonus to AC, advantage on Dexterity saving throws, a 20 foot increase to speed, and starting at the beginning of the imbiber's next turn an additional action each round. After 1d4+3 rounds the imbiber becomes slowed (as the *slow* spell) for 2d4+2 minutes.

Upon taking a short or long rest, the imbiber makes a Constitution saving throw (DC 16 + 1 per use of incitamentum in the past week) or is compelled to take more incitamentum. When the imbiber goes without another dose of incitamentum, they cannot take the Dash action and have disadvantage on Dexterity ability checks. After 24 hours (and again every 24 hours) the imbiber can make a new saving throw to resist incitamentum addiction.

LAXITAS

When inhaled as an action, laxitas provides an overwhelming sense of euphoria and recklessness for 1d4 hours - 1 hour per dose taken in the previous day (minimum 10 minutes). The purest laxitas is exhorbitantly expensive but triggers an extreme adrenaline rush, granting the imbiber advantage on all ability checks and immunity to the fear condition for 1 hour.

Table: Drugs

Narcotic	Cost
Incitamentum	500 gp
Laxitas	100 gp or 500 gp
Mansio	150 gp
Nigrum Pollinis	15 gp
Nitrikali	500 gp
Proelio	50 gp

After taking any amount of laxitas the imbiber gains a level of exhaustion and upon taking a long rest, their Wisdom is reduced by 1 (healed by a *remove curse*) and they make a Constitution saving throw (DC 15 + 1 per use of laxitas in the past day) or are compelled to take more. When the imbiber goes without another dose of laxitas, they cannot take the Dodge action and have disadvantage on Charisma ability checks. After 24 hours (and again every 24 hours) the imbiber can make a new saving throw to resist laxitas addiction.

MANSIO

Use of this hallucinogenic is highly regulated by The Ministry, the secrets of its creation closely guarded by agents of The Inquisition. By spending an action, the imbiber makes a Constitution saving throw (DC 8 + 4 per use of mansio in the past week) and becomes incapacitated for 1 hour. On a failed save the imbiber gains the poisoned condition until completing a long rest. While incapacitated by mansio, the imbiber gains advantage on ability checks related to divination magic, remains able to concentrate on divination spells, and doubles the duration of divination spells they are concentrating on.

Upon taking a short or long rest, the imbiber makes a Constitution saving throw (DC 8 + 3 per use of mansio in the past week) or is compelled to take more mansio. When the imbiber goes without another dose of mansio, they cannot cast divination spells and have disadvantage on checks made to concentrate on spells. After 24 hours (and again every 24 hours) the imbiber can make a new saving throw to resist mansio addiction.

NIGRUM POLLINIS

When smoked over the course of a minute (or ingested as an action if made into liquid form) the imbiber feels a sense of euphoria, gaining 10 temporary hit points and advantage on Constitution saving throws for 1 hour.

After its effects cease, the imbiber makes a Constitution saving throw (DC 10 + 1 per dose of nigrum pollinis in the last month) or gains a level of exhaustion. This exhaustion remains until the imbiber takes more nigrum pollinis or makes another saving throw 24 hours later. The imbiber gains advantage on saving throws against addiction to nigrum pollinis as long as they do nothing but rest during this period.

NITRIKALI

By spending an action drinking this fizzing potion, the imbiber restores one 2nd-level or lower spell slot for spontaneous casters. Creatures that cannot benefit from this restored spell slot instead gain a 10 foot increase to speed for 1 hour and advantage on their next saving throw.

Upon taking a short or long rest, the imbiber makes a Constitution saving throw (DC 10 + 5 per use of nitrikali in the past week) or is compelled to take more nitrikali. When the imbiber goes without another dose of nitrikali, the next time they regain spell slots they regain 1 fewer spell slot per spell level (though the imbiber retains at least 1 spell slot per spell level they can cast). After 24 hours (and again every 24 hours) the imbiber can make a new saving throw to resist nitrikali addiction.

PROELIO

This cocktail of stimulants and painkillers makes those who use it a dangerous companion to travel beside—proelio addicts are often violent and will do absolutely anything in order to acquire more of the drug. As an action a creature can expel this drug into their lungs (if an aerosol) or inject it into their bloodstream (if in liquid form), granting advantage on attack rolls, resistance to all types of damage, and a 20 foot increase to speed for a number of rounds equal to the creature's proficiency bonus.

After its effects cease, the imbiber makes a Constitution saving throw (DC 15 + 1 per dose of proelio in the last week) or gains a level of exhaustion for each dose of proelio taken in the last day. This exhaustion remains until the imbiber takes more proelio or makes another saving throw 24 hours later.

WEAPONS

The defenders of Askis still carry blades and inaequa-powered weaponry but rebellious citizens have continued to design arms to resist the Celestial Heroes. Meant to be smuggled and hidden in plain sight, the bent of their designs have resulted in smaller concealable weapons, carefully spread throughout the world by complicit merchants more interested in coin than ethics.

Garrote. If you would have advantage on an attack roll against a target and use this weapon to grapple instead, you can loop the garrote around your foe to have advantage on a Strength (Athletics) check to grapple.

Grenades. This small, cylindrical explosive can be thrown at a target within 60 feet as an action (or further with the use of a weapon with the launcher quality). Any creature within the grenade's area of effect (20 feet) makes a DC 15 Dexterity saving throw or takes the grenade's damage (a successful save halves this damage). Bang, bio, flash, gas, lethal gas, and tear gas grenades do not require Dexterity saving throws.

Bang. Creatures that fail a DC 15 Constitution saving throw gain the stunned condition until the start of the wielder's next turn and gain the deafened condition for 1d4 rounds.

Bio. Creatures that fail a DC 15 Constitution saving throw gain the poisoned condition until they take a short rest or receive healing in excess of 5 hit points.

Concussion. Deals 4d6 bludgeoning damage.

Cryo. Deals 4d6 cold damage.

Flash. Creatures that fail a DC 15 Constitution saving throw gain the blinded condition for 1d4 rounds.

Frag. Deals 4d6 piercing damage.

Gas Grenade. A nonmagical effect identical to *fog cloud*, except that the fog dissipates after 2d4+4 rounds.

Lethal Gas Grenade. A nonmagical effect identical to *cloud kill,* except that the fog dissipates after 1d4+2 rounds.

Lightning. Deals 4d6 lightning damage.

Plasma. Deals 6d6 fire and lightning damage.

Scorcher. Deals 4d6 fire damage.

Slasher. Deals 4d6 slashing damage.

Tear Gas Grenade. A nonmagical effect identical to *stinking cloud*, except that the gas dissipates after 2d4+2 rounds.

Thunder. Deals 4d6 thunder damage.

Locking Garrote. A common weapon used by assassins, this garrote's thin, metal wire runs between a pair of steel handles that each contain half of a locking mechanism. A locking garrote works as a garrote with the following changes. When used against a creature with the restrained condition, the wielder can spend an action to lock the the garrote handles together, freeing their hands while leaving the target suffocating. Unlocking a locked garrote requires the target to spend an action making a DC 15 Dexterity (thieves' tools) check, a DC 20 Strength check, or to use a key designed for it. A locked garrote has an AC of 18 and 20 hit points.

Sword Cane. This polished wooden walking stick has a blade hidden within it and may be used as either a club or a rapier. Drawing the blade from within the sword cane or sheathing it is a bonus action. The wielder has advantage on checks made to conceal the dangerous nature of their sword cane.

Table: Weapons

Weapon	Cost	Damage	Weight
Garrote	2 gp	—	1 lb.
Grenades	varies	varies	2-3 lbs.
Bang	20 gp	stun 1d4 rounds	—
Bio	75 gp	poisoned	—
Concussion	60 gp	4d6 bludgeoning	—
Cryo	75 gp	4d6 cold	—
Flash	45 gp	blind 1d4 rounds	—
Frag	65 gp	4d6 piercing	—
Gas	15 gp	*fog cloud*	—
Lethal Gas	500 gp	*cloud kill*	—
Lightning	75 gp	4d6 lightning	—
Plasma	125 gp	6d6 fire and lightning	—
Scorcher	70 gp	4d6 fire	—
Slasher	80 gp	4d6 slashing	—
Tear Gas	85 gp	*stinking cloud*	—
Thunder	75 gp	4d6 thunder	—
Locking Garrote	15 gp	—	2 lbs.
Sword Cane	10 gp	1d4 bludgeoning or 1d8 piercing	4 lbs.

AUGMETICS

Augmetics are a broad class of items similar in many ways to magic items. Unlike a magic item, however, augmetics are installed in a creature, permanently welded to their form and flesh until death or violence separates them. Mechanized prosthetics became popular in Askis prior to the Utopian Dawn thanks to their relative availability over magical healing like *regenerate*, a trend that's continued since. The Ministry has encouraged development into augmetics, foreseeing that regulation of manufacturers would be far easier than having a robust class of powerful spellcasters all requiring the oversight of The Inquisition. New prostheses and other technological augmentations have waned in the past centuries, becoming the purvey of mad scientists (resulting in abominations like limbic reservoirs).



Installing Augmetics. Installing an augmetic to a wearer requires the surgery chirurgical procedure on page 182. Attacks made against an augmetic target the wearer's AC + 6. A monk does not modify the damage dealt with unarmed strikes using an augmetic.

CLOCKWORK ARM *Uncommon*
Metal and pistons are mounted over a wearer's severed arm stump. The wearer's Strength increases by 2 and the maximum score for its Strength increases by 1. The wearer becomes proficient at striking with its clockwork arm as a weapon that deals 1d6 bludgeoning damage. A clockwork arm has 30 hit points.

CLOCKWORK LEG *Uncommon*
This clockwork prosthesis is installed over a wearer's severed leg, above the knee. The wearer's Dexterity increases by 2 and the maximum score for its Dexterity increases by 1. For each additional clockwork leg augmetic installed, the wearer's speed increases by 5 feet. The wearer becomes proficient at striking with its clockwork leg as a weapon that deals 1d8 bludgeoning damage. A clockwork leg has 30 hit points.

ELECTROLENS *Uncommon*
This large eyepiece crackles with energy, granting its wearer darkvision to a range of 60 feet. If the wearer already has darkvision, its range increases by 30 feet. An electrolens has 20 hit points.

HORNEAR *Uncommon*
When fitted into a wearer's ear canal, this grants advantage on sound-based Perception checks and becomes able to hear all the frequencies animals can hear. By installing a second hornear augmetic the wearer gains blindsight 15 feet. A hornear has 20 hit points.

TELESCOPIC ARM *Rare*
Almost identical to a clockwork arm, a telescopic arm also includes a hefty piston installed between a wearer's wrist and elbow—or their elbow and shoulder. The wearer's reach increases by 5 feet, or 10 feet with two telescopic arm augmetics installed. The wearer becomes proficient at striking with its telescopic arm as a weapon that deals 1d8 bludgeoning damage. A telescopic arm has 30 hit points.

TELESCOPIC LEG *Rare*
A telescopic leg is a variation on the clockwork leg but includes a heavy piston installed between a wearer's knee and ankle, or hip and knee. For each telescopic leg augmetic installed, the wearer's speed increases by 5 feet, the distance of its horizontal jumps increases by 10 feet, and the distance of its vertical jumps increase by 5 feet. The wearer becomes proficient at striking with its telescopic leg as a weapon that deals 1d8 bludgeoning damage. A telescopic leg has 30 hit points.

INAEQUA TECHNOLOGY

The world of Askis is powered through a wondrous substance drawn from the Upper Planes: inaequa. This miraculous fuel enables all sorts of marvelous machines, but it also gives off a radiation that elongates the lives of good creatures and allows them to use these devices with far greater ease.

In addition to mundane appliances (such as toasters, vaccuum cleaners, lights, and so on) there are a variety of unique devices powered by inaequa that function differently depending on the soul of the creature wielding them. Failing a Sanctity or Sin check to trick or pervert an inaequa-powered device renders it permanently inoperable to a creature.

When an inaequa-device a creature is wielding is about to explode, they may make a Dexterity saving throw (against the same DC as the failed Sin saving throw) to throw the item into a 5-foot square within 20 feet as a reaction.

Table: Inaequa Technology

Item	Cost	Weight
Grappling Gun	100 gp	12 lbs.
Inaequa Pistol	80 gp	3 lbs.
Jetpack	1,500 gp	20 lbs.
Jump Boots	750 gp	8 lbs.
Magnohydramicus	800 gp	9 lbs.
Pacification Net	600 gp	16 lbs.
Power Armor	2,000 gp	40 lbs.
Power Rifle	250 gp	12 lbs.
Power Shield	500 gp	15 lbs.
Power Sword	450 gp	8 lbs.
Well Hammer	800 gp	16 lbs.

GRAPPLING GUN
Depending on how it is designed, this device resembles either a crossbow or firearm with a grappling hook fixed onto a spear that emerges from the front of it. As an action, the wielder of a grappling gun fires it at a perch within 120 feet—a crux of tree boughs, the corner of a building, the top of a street light, a cluster of rocks across a chasm—and makes a ranged attack roll against an AC of at least 13 (at the GM's discretion, more difficult targets have a higher AC). On a successful hit the device's grappling hook affixes itself and until the wielder moves more



than 10 feet in any direction, they may spend a bonus action to retract the line and move to a square adjacent to the grappling hook. A grappling gun that has its line obstructed by another creature or broken (AC 15, 10 hit points) becomes inoperable until it is reloaded. Reloading a grappling gun requires 2 actions. When fired as an attack against a creature, on a successful hit the target takes 1d4 bludgeoning damage and makes a DC 7 Strength saving throw or is knocked prone.

In the hands of a good creature, attacks with a grappling gun have advantage and it can retract as a reaction.

In the hands of a neutral or unaligned creature, a grappling gun functions normally.

In the hands of an evil creature, attacks with a grappling gun have disadvantage until the wielder spends a bonus action and makes a DC 11 Sanctity check to trick the device. A successful Sanctity check convinces the grappling gun that the wielder is of neutral alignment until the weapon leaves their possession.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert it. Once perverted, attacks with the grappling gun are made with advantage, its line can retract as a reaction, and on a successful hit it deals 2d4 bludgeoning damage. In addition, the Strength saving throw required by a target hit by a perverted grappling gun is increased to DC 10. After every minute the wielder makes a Sin saving throw (DC 5 + 1 per minute of use) or the grappling gun explodes, dealing 3d4 piercing damage to all creatures and objects in a 15-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended grappling gun explodes in the same manner 1 minute after being perverted.

INAEQUA PISTOL



The guards and soldiers of Askis are equipped with inaequa pistols that function like a light crossbow (simple ranged weapon, range 80/320) except that they do not have the ammunition or loading properties.

When wielded by a good creature, an inaequa pistol deals 1d10 bludgeoning damage but is unable to deal damage to creatures at 1 hit point or reduce a creature to less than 1 hit point.

When wielded by a neutral or unaligned creature, attacks with an inaequa pistol are made at disadvantage and on a hit it only deals 1d8 bludgeoning damage.

When wielded by an evil creature, an inaequa pistol does not function at all until the wielder spends a bonus action and makes a DC 12 Sanctity check to trick the device. A successful Sanctity check convinces the inaequa pistol that the wielder is of neutral alignment until the weapon leaves their possession.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert it. Once perverted, attacks with the inaequa pistol are made with advantage and on a successful hit deal 2d6 force damage. After every minute the wielder makes a Sin saving throw (DC 8 + 1 per minute of use) or the weapon explodes, dealing 2d6 force damage and 1d6 necrotic damage to all creatures and objects in a 10-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended inaequa pistol explodes in the same manner 1 minute after being perverted.

JETPACK

These sleek and expensive devices fit on a wearer's back, affixed by straps over the shoulder (or when placed on armor, latched onto mounts and seams). While wearing a jetpack, a creature can spend an action activating it to gain a flying speed of 40 feet. A creature can use a jetpack to fly for up to 10 minutes, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration.

Deactivating a jetpack is a reaction. If you are flying when the duration expires or the jetpack is deactivated, you fall until you land (taking falling damage as appropriate). The jetpack regains 2 minutes of flying capability for every 10 minutes it isn't in use.

When worn by a good creature, the wearer has advantage on Dexterity (Acrobatics) checks while the jetpack is activated.

When worn by a neutral or unaligned creature, the jetpack functions normally.

When worn by an evil creature, the jetpack does not function at all until the wearer spends an action and makes a DC 15 Sanctity check to trick the device. A successful Sanctity check convinces the jetpack that the wearer is of neutral alignment until it leaves their possession.

Alternatively, an evil creature can spend an action and 1 vilis point to pervert it. Once perverted, an active jetpack grants its wearer a fly speed of 90 feet and advantage on Dexterity (Acrobatics) checks. Every 1d4 minutes (a secret roll by the GM) the wearer makes a Sin saving throw (DC 10 + 1 per previous saving throw) or the jetpack explodes, dealing 4d6 fire damage and 2d6 necrotic damage to all creatures and objects in a 5-foot radius (a Constitution saving throw against the same DC halves this damage). An unattended jetpack explodes in the same manner 1d4 minutes after being perverted.

For creatures other than Medium size, a jetpack works more or less effectively. Instead of the regular fly speed, Small-sized creatures gain a fly speed of 60 feet (120 feet if perverted) and Large-sized creatures gain a fly speed of 20 feet (40 feet if perverted). Any smaller or larger creatures are unable to use a jetpack unless it is specifically built for their stature.

JUMP BOOTS

Although their metal framework make this footwear less than ideal, the vertical mobility they offer is impressive. A creature wearing a pair of jump boots reduces its base walking speed by 5 feet. By spending a free action on its turn, the wearer can activate the jump boots and increase the distance of any jumps they make by 30 feet horizontally and 20 feet vertically until the start of their next turn. This increase to jumping distance only increases the wearer's speed for the turn and only if the wearer moves by jumping. Jump boots automatically deactivate at start of the wearer's next turn. A creature can use jump boots to leap for up to 10 rounds, regaining 1 round of use for every 1 minute they are not activated.

When worn by a good creature, the wearer has advantage on Strength (Athletics) checks made to jump whether or not the jump boots are activated.

When worn by a neutral or unaligned creature, the wearer's speed is reduced by 10 feet instead and they have disadvantage on Strength (Athletics) checks when the jump boots are not activated.

When worn by an evil creature, jump boots cannot be activated at all until the wearer spends a bonus action and makes a DC 11 Sanctity check to trick them. A successful Sanctity check convinces the jump boots that the wearer is of neutral alignment until the footwear leaves their possession.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert them. Once perverted, jump boots increase the wearer's speed by 15 feet and whenever activated they increase the wearer's jumping distance by 50 feet horizontally and 30 feet vertically. After 5 minutes, the wearer makes a Sin saving throw (DC 8 + 1 per previous saving throw) or the perverted jump boots overload and contract. Any creature within 5 feet of the jump boots makes a Dexterity saving throw against the same DC or is grappled and restrained by the devices as the implosion of energy grabs their limbs and crushes them in the crumpled metal, rooting them to the ground (if the jump boots have nothing to root upon, a creature that fails its saving throw is paralyzed instead). At the start of its turn, a creature trapped in imploded jump boots takes 2d6 bludgeoning damage and may spend a bonus action to make a Strength saving throw (same DC) to free themselves.

MAGNOHYDRAMICUS

These metal discs are tightly clustered around a 1-foot long metallic rod studded by stubby hangers. When activated by spending a bonus action, the magnohydramicus' discs float in a 5-foot radius around the device or the creature wielding it. Any ranged weapon attacks or ranged spell attacks that enter or pass through the square the activated magnohydramicus is in hit the discs first. An activated magnohydramicus and its discs have a total of 20 hit points and are destroyed when reduced to 5 hit points or less. Unless reduced to 0 hit points or less, a magnohydramicus can be repaired with a DC 17 Intelligence (Technology) check, 8 hours of work, and 20 gold worth of materials. The *mending* cantrip cannot be used to repair a magnohydramicus. An activated magnohydramicus does not impede or affect effects and spells that deal area damage. Deactivating a magnohydramicus requires a bonus action.

When activated by a good creature, the magnohydramicus gains 10 temporary hit points when activated.

When activated by a neutral or unaligned creature, the magnohydramicus functions normally.

When activated by an evil creature, the magnohydramicus has 10 fewer hit points unless the wearer spends an action to make a DC 13 Sanctity check to trick the device. A successful Sanctity check convinces the magnohydramicus that the creature activating it is of neutral alignment.

Alternatively, an evil creature can spend an action and 2 vilis points to pervert the device while activating it. Once perverted, the magnohydramicus activates with 50 hit points and deals 3d6 damage to all creatures in a 10-foot radius at the end of each round. A creature wielding the magnohydramicus is not damaged by it. Once the magnohydramicus has dealt 40 hit points of damage it is destroyed but otherwise it functions for up to 10 minutes. A perverted magnohydramicus cannot be deactivated.

PACIFICATION NET

The pacification net looks much like a mundane net except for two rubberized handles and a rubber cord tethering them together at its center. A Large or smaller creature hit by a pacification net is restrained until it is freed. A pacification net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the pacification net (AC 12) also frees the creature without harming it, ending the effect and destroying the pacification net. When you use an action, bonus action, or reaction to attack with a pacification net, you can make only one attack that round regardless of the number of attacks you can normally make.

Activating a pacification net is a bonus action. Once activated, a pacification net crackles with subduing electrical energies that sap a creature of its senses. A creature caught in an active pacification net makes a DC 12 Constitution saving throw at the end of each of its turns or is stunned for 1 round. Even on a success, the creature is blinded for 1 round. Once activated, a pacification net functions for 1 minute or until the wielder spends an action deactivating it.

When wielded by a good creature, attack rolls made with an activated pacification net have advantage.

In the hands of a neutral or unaligned creature, an activated pacification net functions normally and attack rolls with a deactivated pacification net have disadvantage.

In the hands of an evil creature, a pacification net cannot be activated at all until the wielder makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the pacification net that the wielder is of neutral alignment.

Alternatively, an evil creature can spend a bonus action and 2 vilis points to pervert the device while activating it. Once perverted, a creature caught in the pacification net must succeed on a DC 15 Constitution saving throw at the start of each of its turns or is stunned for 1 round. Even on a success, the creature is blinded for 1 round and takes 4d6 lightning damage. After 3 rounds a perverted pacification net explodes, dealing 1d6 force damage and 4d6 lightning damage to all creatures and objects in a 15-foot radius. A DC 15 Constitution saving throw reduces this damage by half.

POWER ARMOR

The finest military officers of Askis wear resplendent suits of mechanized armor fueled by inaequa, a carapace of steel and gadgetry that make them titans on the battlefield. Power armor fits over a humanoid's torso and limbs, functioning as a medium suit of armor. Donning or removing power armor provokes opportunity attacks and takes 3 consecutive rounds. Power armor grants the following bonuses:

- The wearer's AC becomes 14 + Dexterity modifier (maximum 2).
- The wearer's Strength score increases by 2 (this does not modify its maximum Strength score).
- The wearer is able to jump as far as 30 feet horizontally or 20 feet vertically without the need for a check (these distances are added to the distances that result from any jump checks).
- The wearer reduces all falling damage by 20.
- The wearer's unarmed strike damage changes to 1d6.
- The wearer has disadvantage on Dexterity (Stealth) checks.
- The amount of weight the wearer can carry doubles (the weight of the power armor does not count against the wearer's carrying weight.)

When worn by a good creature, the wearer gains the following additional benefits:

- The wearer's AC becomes 12 + Dexterity modifier (maximum 3) + 1/2 Wisdom modifier.
- The wearer's Dexterity score increases by 2 (this does not modify its maximum Dexterity score).
- The wearer reduces all falling damage by an additional 15.
- The wearer's unarmed strikes deal an additional 1d4 radiant damage.
- The wearer does not have disadvantage on Dexterity (Stealth) checks.

When worn by a neutral or unaligned creature, a suit of power armor functions normally.

When worn by an evil creature, a suit of power armor does not function at all until the wearer succeeds on a DC 15 Sanctity check to trick the device. A successful Sanctity check convinces the power armor that the wearer is of neutral alignment until the suit is removed.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the device while activating it. Once perverted, the power armor grants the following additional benefits:

- The wearer's AC becomes 12 + Dexterity modifier (maximum 2) + 1/2 Sin modifier (minimum 1).
- The wearer's Strength score increases by 4 instead of 2 (this can increase the wearer's Strength score to as high as 22).
- The wearer's speed increases by 20 feet.
- The wearer's unarmed strikes deal an additional 1d6 necrotic damage.
- The wearer has advantage on Dexterity (Stealth) checks (instead of disadvantage).

Every 10 minutes, the wearer makes a Sin saving throw (DC 10 + 1 per previous saving throw) or the perverted power armor becomes a conduit for an ancient evil to slip through the aether and between the seams of the *Bands of Kyttarmoak*, possessing the suit (and the creature inside) for 10 minutes. For the duration, the wearer is transformed into a fiend (as *polymorph*; of an equal CR or level + 1d4) and their actions are controlled by the GM. Casting *protection from evil and good* on a creature possessed by a suit of power armor has no effect but *banishment* immediately removes the fiendish possession. Otherwise the wearer is possessed for the duration or until reduced to 0 hit points. Regardless of how the possession ends, the wearer is reduced to 0 hit points when they return to their natural form.

Instead of making a saving throw to reign in a suit of perverted power armor, the wearer may spend 10 vilis points to permanently mark it as their own. A marked suit of perverted power armor doubles the wearer's Sin score for the purposes of their evil aura, but its wearer can sleep and rest in it without issue. In fact, the suit of marked perverted power armor cannot be removed until the wearer is dead—though even then if the wearer is brought back to life before the armor is removed, they return donned in the armor. Marked suits of perverted power armor do not become conduits for fiend possession except for when the wearer is dead, at which point their corpse and soul become the playthings of demons and devils.

POWER RIFLE

Military marksmen and game hunters wield power rifles that function like a heavy crossbow (martial ranged weapon, range 100/400) except that they do not have the ammunition property and make virtually no sound whatsoever when fired, emitting only a rapidly traveling bolt of energy nearly too fast for the eye to see.

When wielded by a good creature, a ranged weapon attack made with a power rifle doubles its range and on a successful hit deals no damage but forces the target to make a DC 15 Constitution saving throw or be paralyzed for 1d4 rounds.

When wielded by a neutral or unaligned creature, a ranged weapon attack made with a power rifle has disadvantage and on a successful hit deals no damage but forces the target to make a DC 13 Constitution saving throw or be stunned for 1d4 rounds.

When wielded by an evil creature, a power rifle does not function at all until the wielder spends a bonus action and makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the power rifle that the wielder is of neutral alignment until the weapon leaves their possession.

Alternatively, an evil creature can spend a bonus action and 2 vilis points to pervert it. Once perverted, attacks with the power rifle are made with advantage and on a successful hit deal 2d8 lightning damage. On a critical hit, the target makes a DC 15 Constitution saving throw or is paralyzed for 1d4 rounds. After every minute the wielder makes a Sin saving throw (DC 11 + 1 per minute of use) or the weapon explodes, dealing 3d8 lightning damage and 2d4 necrotic damage to all creatures and objects in a 10-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended power rifle explodes in the same manner 1 minute after being perverted.

POWER SHIELD

These gleaming steel and bronze shields brim with the energy of the inaequa inside them, though the obvious honor of anyone wielding one inspires awe enough. A creature wearing a power shield increases its AC by an additional 1.

By spending a bonus action activating the power shield, the wearer gains a flying speed of 20 feet. A creature can use a power shield to fly for up to 10 rounds all at once or in several shorter flights, each using a minimum of 1 round from the duration. Deactivating a power shield is a reaction. If you are flying when the duration expires or the power shield is deactivated, you fall until you land (taking falling damage as appropriate). The power shield regains 1 round of flying capability for every 1 hour it isn't in use.

When worn by a good creature, the wearer has advantage on Dexteriy (Acrobatics) checks while the power shield is activated and can Dash as a bonus action.

When worn by a neutral or unaligned creature, the power shield functions normally.

When worn by an evil creature, a power shield can't be activated at all until the wearer spends an action and makes a DC 12 Sanctity check to trick the device. A successful Sanctity check convinces the power shield that the wearer is of neutral alignment until it leaves their possession.

Alternatively, an evil creature can spend an action and 1 vilis point to pervert it. Once perverted, an activated power shield grants its wearer a fly speed of 45 feet, advantage on Dexterity (Acrobatics) checks, and the ability to Dash as a bonus action. Every 1d4 rounds (a secret roll by the GM) the wearer makes a Sin saving throw (DC 9 + 1 per previous saving throw) or the power shield explodes, dealing 3d6 fire damage and 1d6 necrotic damage to all creatures and objects in a 5-foot radius (a Constitution saving throw against the same DC halves this damage). An unattended power shield explodes in the same manner 1d4 rounds after being perverted.

POWER SWORD

Expertly forged with metals ranging from aluminum finishings and inaequa-infused mercury to titanium steel alloy, these greatswords are of the most sublime craftsmanship. Inside of the the blade, its liquid components flow from the handle into specially designed cavities that grant the power sword extra heft to strike more effectively. The exceptional quality of these weapons make them count as magical greatswords.

In the hands of a good creature, a power sword deals 2d8 slashing damage (instead of 2d6).

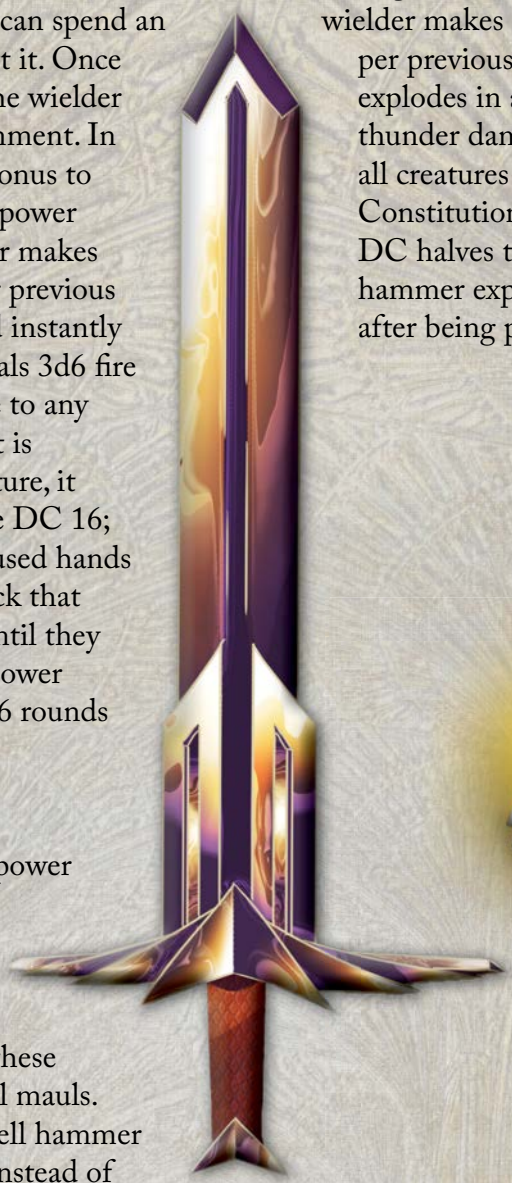
When the wielder scores a critical hit, their target makes a Strength saving throw against the

damage of the attack or goes prone.

In the hands of a neutral or unaligned creature, a power sword functions normally.

In the hands of an evil creature, a power sword deals 2d4 slashing damage (instead of 2d6) until the wielder makes a DC 10 Sanctity check to trick the weapon. A successful Sanctity check convinces the power sword that the wielder is of neutral alignment until it leaves their possession.

Alternatively, an evil creature can spend an action and 2 vilis points to pervert it. Once perverted, a power sword treats the wielder as though they were of good alignment. In addition, the wielder gains a +2 bonus to attack and damage rolls with the power sword. Every 6 rounds the wielder makes a Sin saving throw (DC 7 + 1 per previous saving throw) or the power sword instantly melts. A melting power sword deals 3d6 fire damage and 1d6 necrotic damage to any creature or object touching it; if it is currently being wielded by a creature, it fuses their hands together (escape DC 16; AC 16, 20 hp). A creature with fused hands gains a primary natural slam attack that deals 1d4 bludgeoning damage until they free themselves. An unattended power sword melts in the same manner 6 rounds after being perverted.



WELL HAMMER

A well hammer is constructed like a power sword but emulates a maul instead, though the hammer's head has small nozzles on each corner and valves on the flat of its front and back. The exceptional quality of these weapons make them count as magical mauls.

In the hands of a good creature, a well hammer deals 2d8 bludgeoning damage (instead of 2d6). When the wielder scores a critical hit, their target makes a Strength saving throw against the damage of the attack. On a failure, the target is knocked backwards 5 feet plus 1 foot per point it failed the saving throw by (round down).

In the hands of a neutral or unaligned creature, a well hammer functions as a maul.

In the hands of an evil creature, a well hammer deals 2d4 bludgeoning damage (instead of 2d6) until the wielder makes a DC 10 Sanctity check to trick the weapon. A successful Sanctity check convinces the well hammer that the wielder is of neutral alignment until it leaves their possession.

Alternatively, an evil creature can spend an action and 2 vilis points to pervert it. Once perverted, a well hammer treats the wielder as though they were of good alignment. In addition, the wielder deals an additional 1d6 thunder damage on a successful hit. Every 6 rounds the wielder makes a Sin saving throw (DC 7 + 1 per previous saving throw) or the well hammer explodes in a cacophony of energy, dealing 2d6 thunder damage and 1d6 necrotic damage to all creatures and objects in a 30-foot radius (a Constitution saving throw against the same DC halves this damage). An unattended well hammer explodes in the same manner 6 rounds after being perverted.



VEHICLES

The cities of Askis are rife with vehicles and as fewer steed-drawn carriages travel the world more technolica conveyances hit the road. There are two ways in which to utilize the vehicles that follow: the complex rules (presented first) and when applicable, the simple rules for using vehicles as mounts (included under the larger heading for each vehicle).

Table: Vehicles

Vehicle	Cost	Speed	Passengers	Cargo (tons)	AC	HP	Damage Threshold	Ramming Attack
Cloudglider	4,000 gp	25mph	12	2	12	40	—	3d6[D]
Cutter	1,500 gp	100mph	1	—	18	40	—	3d6
Inaequa-Chariot	2,500 gp	80mph	3	1/4[T]	16	60	5	3d10
Jetter	2,000 gp	60 mph	3	3[T]	14	50	5	3d8
Steel Equos	12,000 gp	120mph	4	80[T]	20	200	15	12d6[D]
Steel Plaustra	3,000 gp	50mph	1 (8 in bed)	1 (2[T])	15	80	10	4d8
Vectio	2,000 gp	35mph	30	1	14	100	10	5d8[D]
Whirlybird	5,000 gp	70mph	—	1/10th	17	50	—	3d8[D]
Windrider	6,000 gp	100mph	1	1/2	18	60	—	4d10[D]

[T] This is a towing weight and the vehicle is not equipped to carry tonnage on deck.

[D] Making a ramming attack with this vehicle either destroys it or throws it off the rails. Either way it becomes inoperable.

Combat Speed. The totals listed above are values for calculating overland travel, not how to use a vehicle in combat. When using a vehicle in combat there are two speeds: tactical and mobile. When starting from a stop, a vehicle moves half its tactical speed as your movement or up to its tactical speed by taking the Dash action (the Cunning Action feature can never be used to take the Dash action while in a vehicle). Once a vehicle is moving at tactical speed, you driver of the vehicle determines what speed it is traveling on their turn.

These vehicles are powered by inaequa and do not require refueling

Tactical combat speed (the first number listed) is the number of squares you can move in the vehicle in a single round as your movement.

Mobile combat speed (the second number listed) is the number of squares you can move in the vehicle in a single round by taking the Dash action or as your movement if you succeed on a DC 15 Dexterity check. Failure on this ability check causes the vehicle to veer out of control.

Braking and Movement. The driver of a vehicle may spend their reaction to hit the brakes, causing a vehicle to come to a full stop the next turn after it travels in a straight line a number of squares equal to half its tactical speed.

Concentration. When the driver of a vehicle takes damage they must make a Constitution saving throw to maintain concentration (DC 15 or the damage taken, whichever is higher) or lose control of the vehicle.

Dragging. Each turn a creature grappled to a moving vehicle takes 1d4 damage per 10 feet of distance they are dragged. If they are able to run, the distance they are dragged is reduced by their speed. A DC 15 Dexterity (Athletics) check reduces this distance by 10 more feet, plus 10 feet for every 3 points the creature exceeds this check by.

Driving. Driving a vehicle in combat requires at least one free hand.

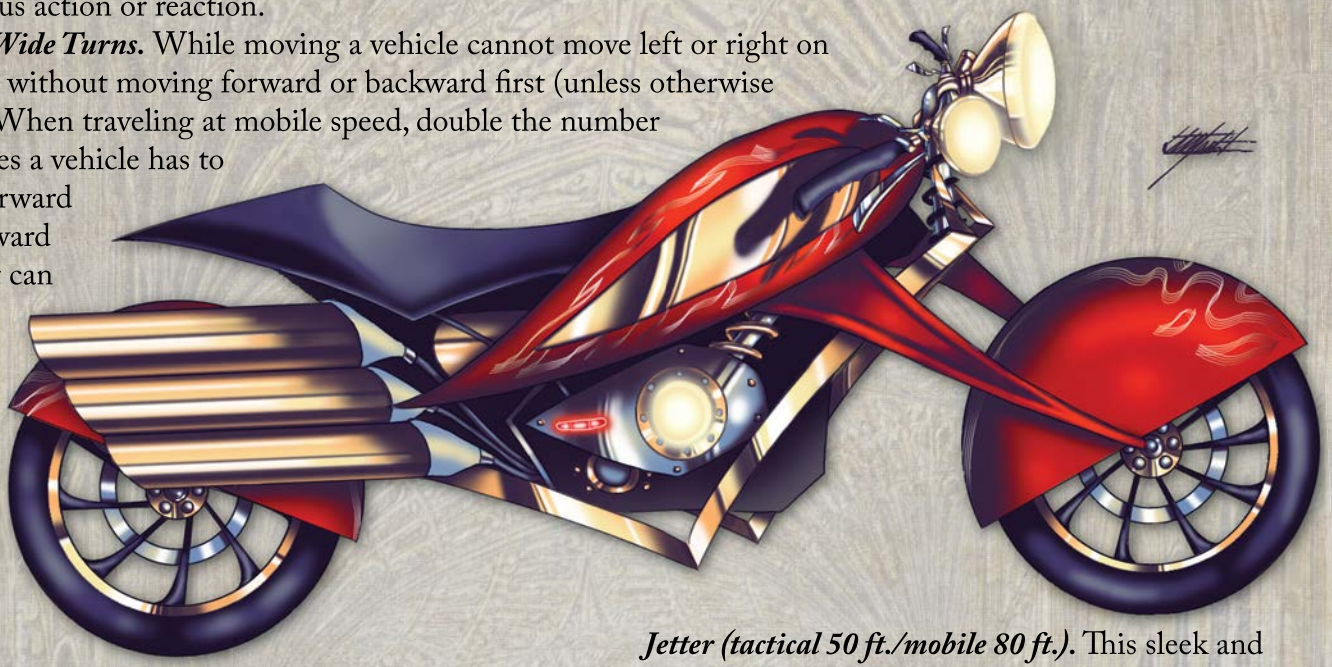
Hard Brake. Immediately stopping a vehicle about to hit an object requires a DC 20 Dexterity check as a reaction. On a success the vehicle stops before hitting the obstacle. On a failure, the vehicle, driver, and all passengers take 1d6 bludgeoning damage for every 10 feet of speed the vehicle had that turn.

Losing Control. When the driver of a vehicle loses control of it the vehicle drives itself erratically for 1d4 rounds. Spending an action to make a DC 15 Dexterity check regains control of the vehicle. A passenger able to reach the vehicle's driving wheel may attempt this check with disadvantage. After 1d4 rounds without being controlled the vehicle stops.

Ramming Attack. During the driver's turn, they may take the attack action to make a single attack roll against any creature within their path of movement during that turn as if they were making a melee weapon attack with a finesse weapon. On a successful hit while moving at tactical speed, the driver deals the vehicle's ramming damage. On a successful hit while moving at mobile speed, the driver deals double the vehicle's ramming damage. Any ramming attacks with a natural roll of 1 deal the vehicle's ramming damage to the vehicle (ignoring its damage threshold) and cause the driver to lose control.

Trampling Tires. During the driver's turn if the vehicle has moved at least 40 feet, they may take the attack action to attempt to trample any creatures within their path of movement and any squares adjacent to their path of movement. Targeted creatures make a Dexterity saving throw against the driver's Dexterity modifier + 10 or be knocked prone. If the target is prone, the drive can make one ramming attack against it as a bonus action or reaction.

Wide Turns. While moving a vehicle cannot move left or right on the map without moving forward or backward first (unless otherwise noted). When traveling at mobile speed, double the number of squares a vehicle has to move forward or backward before it can move left or right.



Cloudgliders (tactical 20 ft./mobile 40 ft.). Limited almost exclusively to those in luxury or researching academics, these large blimps float over Askis treating their passengers to opulent cruises. Cloudgliders are able to move 1 square up, down, left, or right (or any combination therein) for every 10 squares traveled forward or backward after take-off. Take-off requires 1 minute to float up off of the ground and into the air.

Cutter (tactical 75 ft./mobile 150 ft.). Compared to other vehicles these two-wheeled machines are fairly simple, though they offer no protection or cover for the driver or their passenger and cannot support very much weight. Cutters are able to move 1 square left or right for every 2 squares traveled forward or backward.

Inaequa-Chariot (tactical 60 ft./mobile 100 ft.). These cars rumble up and down the dirt paths of rural areas, the pavement of highways, and the bricked streets of settlements. Inaequa-Chariots are able to move 1 square left or right for every 3 squares traveled forward or backward.

Jetter (tactical 50 ft./mobile 80 ft.). This sleek and aerodynamic boat is far faster than a sailing ship but inevitably draws the attention of pneumavores (page 315) if sailing in any but the coldest waters. Jetters are able to move 1 square left or right for every 6 squares traveled forward or backward.

Steel Equos (tactical 10 ft./mobile 150 ft.) and Vectio (tactical 25 ft./mobile 55 ft.). Railroad engines are a more and more common sight in Askis, rumbling across the countryside to connect towns and villages with the big cities. There are no vectio trolleys outside of settlements, but in urban areas they are the most commonly used form of transportation. Steel equos and vectio are only able to move backwards and forwards on fixed paths, switching tracks at rail crossings. Hitting the rail switch at a rail crossing requires a melee or ranged weapon attack (against an AC equal to 8 + 1 per 30 feet of the vehicle's speed) that deals at least 2 damage. Steel equos cannot full stop and instead each round spent braking reduces the vehicle's speed by half (until it reaches 5 ft., at which point it stops).

Steel Plaustra (tactical 45 ft./mobile 80 ft.). The heavier frames of these automotives allow for them to carry a great deal of weight in or on their truck beds, but they are slower and more cumbersome. Steel plaustra are able to move 1 square left or right for every 4 squares traveled forward or backward.

Whirlybird (tactical 50 ft./mobile 100 ft.). These gyrocopters are complex machines and extremely difficult to keep in good working order, though they are easily the most mobile of airborne devices aside from jetpacks. Whirlybirds are able to move 1 square up, down, left, or right (or any combination therein) for every 2 squares traveled forward or backward. A whirlybird requires 6 rounds and a successful DC 16 Intelligence (vehicle [air]) check to take off or land safely.

Windrider (tactical 100 ft./mobile 200 ft.). Propellers on the wings of these airplanes hurtle them through the sky and weapons can be mounted for passengers behind the pilot to fire on targets both in the air and on the ground (though not directly under the vehicle). Windriders are able to move 1 square up, down, left, or right (or any combination therein) for every 6 squares traveled forward after take-off. Take-off requires 500 feet of unimpeded travel at mobile speed directly forward on the ground and a successful DC 14 Intelligence (vehicle [air]) check.

UNPOWERED VEHICLES

Hang Gliders (tactical 150 ft./mobile 300 ft.; 50 gold, Speed 60 mph, AC 13, 35 HP) are able to move 1 square up, down, left, or right (or any combination therein) for every 3 squares traveled forward. Hang gliders cannot travel backwards.

Going up in a hang glider requires lowering its tactical and mobile speeds by 10 feet for every 5 feet traveled until the driver is able to take off again or hit a thermal updraft; a DC 15 Dexterity (Acrobatics) check negates this loss of speed. When the driver loses control, a hang glider always moves in a downward direction until the driver regains control.

As a mount, a glider has AC 13, 35 hit points, and grants a fly speed of up to 200 feet, but it must descend at least 5 feet for every 30 feet of speed (minimum speed 30 feet). The pilot may spend a bonus action to make a DC 10 Dexterity (Acrobatics) check, reducing their descent by 5 feet on a success plus 5 feet for every 5 points their result exceeds the DC.

Parachute (80 gold, 20 lbs.). Thick, tightly-woven sheets are carefully set into this backpack. As a reaction, a falling creature can pull on the ripcord to deploy the parachute. The creature's rate of descent slows to 60 feet per round. By making a DC 15 Dexterity check, the creature can move up 5 feet horizontally for every 5 feet fallen, up to their maximum movement.

Each vehicle has simplified alternative rules for use as mounts (although unlike normal mounts, vehicles cannot act independently) as well as varying effects depending on the alignment of the driver. Failing a Sanctity or Sin check to trick or pervert an inaequa-powered vehicle renders it permanently inoperable to a creature. Evil creatures must make a new check each time they activate an inaequa-powered vehicle's engine.

CLOUDGLIDER (DIRIGIBLE)

Releasing helium from this airship's gas canisters into its inflating blimp is all that is required to lift it into the air. Activating the inaequa-powered fans that propel it through the sky requires accessing the cockpit and a DC 9 Intelligence (vehicle [air]) check or DC 12 Intelligence (Technology) check.

Cloudgliders can only be used as vehicles (never as mounts).

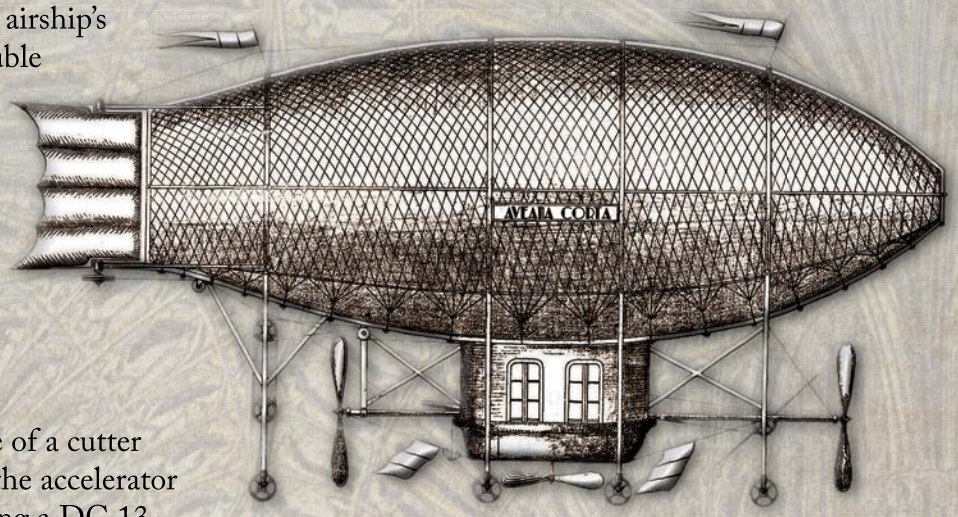
When the engine is activated by a good creature, the pilot has advantage on checks to control the cloudglider.

When the engine is activated by a neutral or unaligned creature, the cloudglider functions normally.

When the engine is activated by an evil creature, the cloudglider does not activate at all until the pilot spends a bonus action and makes a DC 13 Sanctity check to trick the device. A successful Sanctity check convinces the cloudglider that the pilot is of neutral alignment.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the cloudglider's engine. Once perverted, the engine functions as though the pilot were of neutral alignment but after 1d4 minutes explodes, dealing 6d6 fire damage to all creatures and objects in a 40-foot radius (a DC 15 Dexterity saving throw halves this damage). Roll 1d20 and on a result of 10 or less, the

explosion tears the rigging of the airship's blimp and causes its speed to double every round as its helium leaks out, descending at least 40 feet at the end of each round until crashing (dealing its ramming damage to itself, whatever it hits, and all objects and creatures inside of it).



CUTTER (MOTORCYCLE)

Activating the inaequa-fueled engine of a cutter requires gripping the handles to rev the accelerator and turning the ignition key or making a DC 13 Dexterity (thieves' tools) check.

As a mount a cutter has AC 18, 40 hit points, grants a speed of 150 feet, and it can carry the rider and one Medium-sized creature.

When the engine is activated by a good creature, the vehicle's maximum speed increases to 120 mph, its tactical and mobile speeds (as well as mount speed) increase by 25 ft., and the driver has advantage on checks made to control the cutter.

When the engine is activated by a neutral or unaligned creature, the cutter functions normally.

When the engine is activated by an evil creature, the cutter does not activate at all until the driver spends a bonus action and makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the cutter that the driver is of neutral alignment.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert the cutter. Once perverted, the vehicle treats the driver as if they were of good alignment, it gains the ability to hop into the air as high as 30 feet once per round, and it can travel along vertical surfaces as long as the driver ends the vehicle's movement back on the ground at the end of their turn. Every 1d4 minutes (a secret roll by the GM) the driver makes a Sin saving throw (DC 10 + 1 per previous saving throw) or the cutter explodes, dealing 3d6 fire damage and 2d6 necrotic damage to all creatures and objects in a 15-foot radius (a Constitution saving throw against the same DC halves this damage). An unattended cutter explodes in the same manner 1d4 minutes after being perverted.

INAEQUA-CHARIOT (AUTOMOBILE)

Activating the engine of an inequa-chariot requires pressing down the accelerator pedal and turning the ignition key or making a DC 15 Dexterity (thieves' tools) check.

As a mount an inaequa-chariot has AC 16, 60 hit points, grants a speed of 100 feet, ignores the first 5 points of damage it takes from an attack or spell, and it can carry the driver and up to 3 Medium-sized creatures (granting them half cover; +2 AC and Dexterity saving throws).

When the engine is activated by a good creature an inaequa-chariot operates normally.

When the engine is activated by a neutral or unaligned creature an inaequa-chariot drives with difficulty and the driver has disadvantage on checks to control the vehicle.

When the engine is activated by an evil creature an inaequa-chariot does not activate at all until the driver spends a bonus action and makes a DC 15 Sanctity check to trick the device. A successful Sanctity check convinces the inaequa-chariot that the driver is of neutral alignment.

Alternatively, an evil creature can spend a bonus action and 2 vilis points to pervert the inaequa-chariot. Once perverted, the vehicle's speed doubles for 10 minutes and the driver has advantage on checks made to control the vehicle, after which it burns out and ceases to function at all.



JETTER (SPEEDBOAT)

Activating the engine of a jetter requires pulling the accelerator lever and turning the ignition key or making a DC 13 Dexterity (thieves' tools) check.

As a mount a jetter has AC 14, 45 hit points, grants a speed of 100 feet on water (the vehicle cannot travel on land), ignores the first 3 points of damage it takes from an attack or spell, and it can carry the driver and up to 3 Medium-sized creatures (granting them half cover; +2 AC and Dexterity saving throws).

When the engine is activated by a good creature a jetter operates normally.

When the engine is activated by a neutral or unaligned creature a jetter is difficult to handle and the pilot has disadvantage on checks to control the vehicle.

When the engine is activated by an evil creature a jetter does not activate at all until the pilot spends a bonus action and makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the jetter that the pilot is of neutral alignment.

Alternatively, an evil creature can spend a bonus action and 1 vilis point to pervert the jetter. Once perverted, the vehicle's speed doubles for 10 minutes and the driver has advantage on checks made to control the vehicle, after which it burns out and ceases to function at all.

STEEL EQUOS (RAILROAD ENGINE)

The engine of a steel equos is a massive and marvelous thing cased inside of a box of steel set upon dozens of precisely forged wheels. Activating this inaequa-fueled contraption requires manipulating the levers inside the conductor's cab with a DC 13 Intelligence (vehicle [land]) check or DC 16 Intelligence (Technology) check.

Steel equos can only be used as vehicles (never as mounts).

When the engine is activated by a good creature, the conductor quarters the vehicle's speed each round spent braking.

When the engine is activated by a neutral or unaligned creature, the steel equos functions normally.

When the engine is activated by an evil creature, it does not activate at all until the driver spends an action and makes a DC 16 Sanctity check to trick the device. A successful Sanctity check convinces the steel equos that the conductor is of neutral alignment.

Alternatively, an evil creature can spend a bonus action, reaction, and 4 vilis points to pervert the steel equos. Once perverted, the vehicle's speed increases to a maximum of 150 mph (adding 50 feet to both mobile and tactical speeds), its ramming damage doubles, and every 10 minutes (a secret roll by the GM) the conductor makes a Sin saving throw (DC 14 + 1 per previous saving throw) or the steel equos explodes, dealing 8d6 fire damage and 4d6 necrotic damage to all creatures and objects in a 50-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended steel equos explodes in the same manner 1d4 minutes after being perverted.

CATCHING A RIDE

Using transportation without paying for it or going through any scrutiny by security forces is likely to come up during a campaign with evil adventurers running amok.

Trainhopping. When reaching a rail line in a settlement roll 1d20, and on a result of 10 or less there's nothing on the move. The GM may add a bonus to this roll based on the settlement and its qualities. If encountering a rail line in the wilderness, subtract 9 from the roll and roll every hour. On a success, they find a locomotive picking up speed and can hop on with a DC 13 Strength (Athletics) or DC 11 Dexterity (Acrobatics) check. Any creature with a speed less than 30 feet or carrying more than half their carrying capacity has disadvantage on this check. Every round, the DC for each of these checks increases by 2, up to DC 20 when the train is traveling faster than a pursuer's maximum speed and moves beyond reach.

Other Vehicles. Climbing aboard a sail-powered ship or into the back of a truck isn't too daunting (if the automobile is moving use the rules above), but each requires a Dexterity (Stealth) check against the passive Perception of the driver and passengers of the vehicle (whichever score is highest) to avoid being noticed.

STEEL PLAUSTRA (TRUCK)

Activating the inaequa-engine of a steel plaustra requires pressing down the accelerator pedal and turning the ignition key or making a DC 16 Dexterity (thieves' tools) check.

As a mount a steel plaustra has AC 15, 80 hit points, grants a speed of 80 feet, ignores the first 10 points of damage it takes from an attack or spell, and it can carry the driver and one Medium-sized creature as a passenger in the cab (granting them half cover; +2 AC and Dexterity saving throws) as well as up to 8 in the truckbed (which may grant as much as full cover depending on the particular vehicle).

When the engine is activated by a good creature a steel plaustra operates normally.

When the engine is activated by a neutral or unaligned creature a steel plaustra drives with difficulty and the driver has disadvantage on checks to control the vehicle.

When the engine is activated by an evil creature a steel plaustra does not activate at all until the driver spends a bonus action and makes a DC 16 Sanctity check to trick the device. A successful Sanctity check convinces the steel plaustra that the driver is of neutral alignment.

Alternatively, an evil creature can spend a bonus action, reaction, and 3 vilis points to pervert the steel plaustra. Once perverted, the vehicle's speed increases to a maximum of 100 mph (adding 30 feet to both mobile and tactical speeds, or as the same for use as a mount), its ramming damage increases to 7d8, and every 1 minute the drive makes a Sin saving throw (DC 13 + 1 per previous saving throw) or the steel plaustra explodes, dealing 5d6 fire damage and 2d6 necrotic damage to all creatures and objects in a 25-foot radius (a Dexterity saving throw against the same DC halves this damage). An unattended steel plaustra explodes in the same manner 1 minute after being perverted.

VECTIO (TROLLEY)

Unlike most other vehicles, a vectio is powered by a tether that connects to cables that run along the street. This energy comes from a settlement's inaequa-fueled power grid however and still recognizes the alignment of the vehicle's driver. Operating a vectio requires a bonus action and DC 5 Intelligence (vehicle [land]) check or DC 8 Intelligence (Technology) check.

Vectio can only be used as vehicles (never as a mount).

When the engine is activated by a good, neutral, or unaligned creature, the vectio functions normally.

When the engine is activated by an evil creature, it does not activate at all until the driver spends an action and makes a DC 14 Sanctity check to trick the device. A successful Sanctity check convinces the steel equos that the conductor is of neutral alignment.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the vectio. Once perverted, the vehicle's movement cannot be slowed or stopped until it rams into something, dealing double its normal ramming damage.

WHIRLYBIRD (GYROCOPTER)

Activating the inaequa-powered engine of a whirlybird requires working the levers inside of its cockpit after getting the rotor blades spinning, then turning the ignition key or making a DC 17 Dexterity (thieves' tools) check.

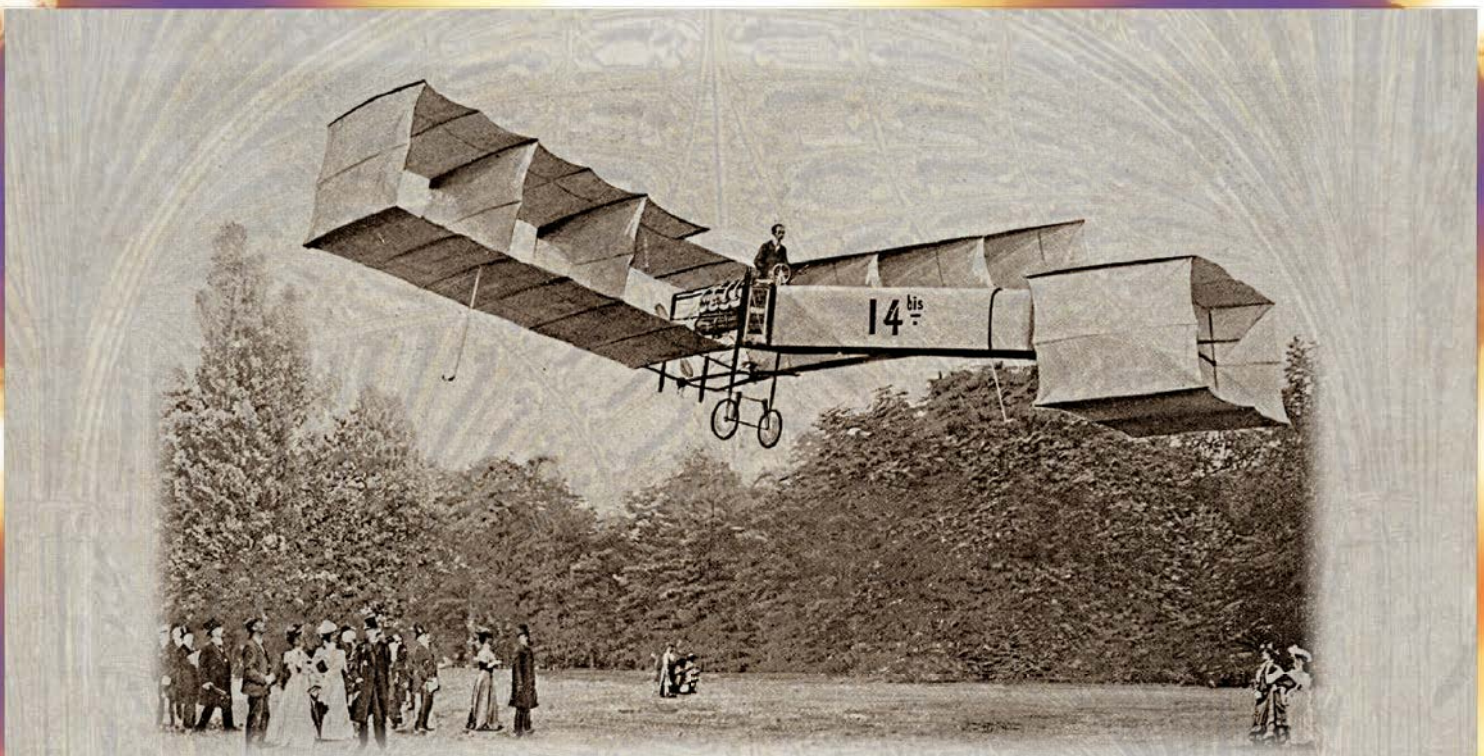
As a mount, a whirlybird has AC 17, 50 hit points, grants a fly speed of 100 feet, and gives the pilot half cover (+2 AC and Dexterity saving throws).

When the engine is activated by a good creature, a whirlybird handles beautifully. Its AC increases by 1 and the pilot has advantage on checks made to control the vehicle.

When the engine is activated by a neutral or unaligned creature, a whirlybird functions normally.

When the engine is activated by an evil creature, it does not activate at all until the pilot spends an action and makes a DC 17 Sanctity check to trick the device. A successful Sanctity check convinces the whirlybird that the conductor is of neutral alignment.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the whirlybird. Once perverted, the whirlybird treats the driver as though they were of good alignment, takes off after only 1 round, and the driver can Dodge as a bonus action on their turn. Every 5d4 rounds (a secret roll by the GM) the pilot makes a Sin saving throw (DC 16 + 1 per previous saving throw) or the whirlybird explodes into chunks of high-velocity shrapnel. Any creature inside an exploding whirlybird takes 4d6 force and 8d6 fire damage (no saving throw). All creatures in a



50-foot radius (including the driver) make a Dexterity saving throw against the same DC or are struck by a chunk of metal, taking 4d6 piercing damage and 4d6 slashing damage. An unattended whirlybird explodes in the same manner 5d4 rounds after being perverted.

WINDRIDER (PROPELLER PLANE)

Activating the inaequa-fueled engine of a windrider requires working the pedals inside of its cockpit after getting the wing propellers spinning, then turning the ignition key or making a DC 15 Dexterity (thieves' tools) check.

As a mount, a windrider has AC 18, 60 hit points, grants a fly speed of 200 feet, and gives the pilot and passenger cover (+2 AC and Dexterity saving throws).

When the engine is activated by a good creature, a windrider can take-off after only 100 feet and gains a Damage Threshold of 5.

When the engine is activated by a neutral or unaligned creature, a windrider functions normally.

When the engine is activated by an evil creature, the windrider does not activate at all until the pilot spends a bonus action and makes a DC 18 Sanctity check to trick the device. A successful Sanctity check convinces the windrider that the pilot is of good alignment.

Alternatively, an evil creature can spend an action and 3 vilis points to pervert the windrider. Once perverted, the vehicle treats the pilot as if they were of good alignment, the pilot has advantage on checks made to control it, and the vehicle's speed increases to a maximum of 150 mph (adding 25 feet to both mobile and tactical speeds, or as the same for use as a mount). Every 1d4 minutes (a secret roll by the GM) the pilot makes a Sin saving throw (DC 18 + 1 per previous saving throw) or the windrider into a whirling maelstrom of energy and wind. Each creature in a 200-foot radius must make a Strength saving throw against the same DC. On a failure, a target takes 4d8 bludgeoning damage and is flung up 50 feet away from the maelstrom in a random direction and is knocked prone.

If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against the same DC or takes the same damage and is knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

The whirling maelstrom travels 30 feet in a random direction each round until it has traveled 90 feet, at which point it dissipates.

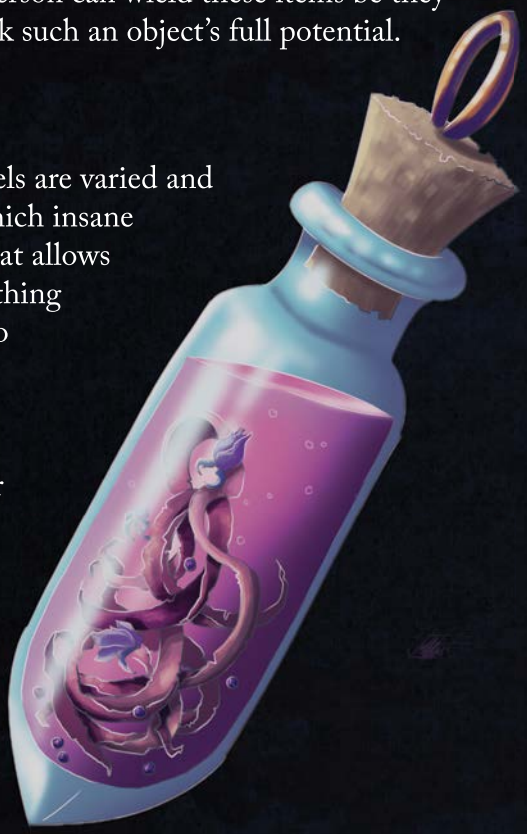
EVIL RELICS

Scattered throughout Askis are relics of enormous power and sin. Any person can wield these items be they pious or wicked, but only those with souls beyond redemption can unlock such an object's full potential.

Drinkable Tentacles

Potion, rarity varies

The creations left by mad scientists as they scurry in the Taenarius Tunnels are varied and wicked, but none are as infamous as *drinkable tentacles*. No one is sure which insane inventor in the underground labyrinth created the first batch of liquid that allows a humanoid to grow slender boneless limbs from their back or cause writhing tentacles to erupt from the ground, only that the first concoction to do so came from the passages beneath Gratia. It first appeared in that city and was popular among its criminals for a time, but possession of the stuff is now illegal by penalty of permanent residency in the Samovi Preserve.



The four types of *drinkable tentacles* potions are identified by their color as shown on Table: Drinkable Tentacles. The color describes both the hue of the potion (which has a tiny mass of wriggling limbs suspended in the liquid) and the tentacles formed by drinking or smashing it.

As an action you can drink the potion, or smash it at a point 60 feet away on the ground.

If you have a Sin score, the duration of the effects from *drinkable tentacles* increase by a number of rounds equal to your Sin modifier.

Drink. After drinking this potion, you immediately grow tentacles from your back that remain for 1 minute. As an action, you can attack with each tentacle as a weapon with which you are proficient. Each tentacle deals 1d6 bludgeoning damage plus additional damage equal to your Sin modifier (minimum 0), and have both the finesse and reach properties. Instead of dealing damage with a tentacle, you may grapple the target of your attack. Each tentacle can grab 1 creature. In addition, you gain advantage on Strength (Athletics) checks made to climb or grapple with the tentacles.

Red and purple tentacles shoot energy projectiles that deal 1d6 force damage (range 20/60).

Smash. After smashing this potion on the ground, a 20-foot-square mass of wriggling tentacles (of the same color as the potion) appears on the ground for 1 minute (as if you had cast the *black tentacles* spell and it required no concentration or components).

The area becomes difficult terrain and when a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the effect ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. Red and purple tentacles cover a 40-foot-square area. Blue and purple tentacles deal 4d6 bludgeoning damage plus an additional amount of damage equal to your Sin modifier.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against the spell save DC, freeing itself on a success.

Table: Drinkable Tentacles

Color	Rarity	Number of Tentacles	Ranged	Spell Save DC	Spell Modification
Blue	Uncommon	2	No	15	None
Red	Rare	2	Yes	16	Larger area
Green	Very rare	4	No	17	More damage
Purple	Legendary	4	Yes	18	Large area, more damage

Fiendish Crowbar

Weapon (club), rare (requires attunement)

There are no definitive origins for the *fiendish crowbar* but most believe they are the weapons of abrikandilu thrown up from out of the Abyss to wreck havoc. Generals of the forces of evil gave these potent weapons as gifts to their lieutenants during the Twilight of Suffering and were widely used in conjunction with assault teams to breach fortresses, break into the bedrooms of sleeping monarchs, and bludgeon their enemies to death. Upon discovery these items are not preserved, the memories of dwarven bastions pried into and elven sanctuaries smashed to ruin still fresh in cultural memory—they are resilient however and even when it seems that one of the weapons has been destroyed, it has instead discorporated and reappeared in a new, random location somewhere else in Askis.

You gain a +1 bonus to attack and damage rolls made with this magic weapon (if wielded in two hands this bonus increases to +3). When you make a critical hit with this weapon while wielding it with two hands, you deal an additional amount of damage equal to your Strength modifier + 3. You deal double damage to objects and structures when damaging them with this weapon. If you have an evil alignment you may treat this weapon as though it were a mace instead of a club.

Destructive Urge. Whenever you are conscious at the end of a combat and have this weapon on your person, you must make a DC 15 Wisdom saving throw. On a failure you are compelled to use it and break something nearby.

Satanic Prying. You can use this weapon in place of a set of thieves' tools when opening locks or disarming traps by making a Strength (thieves' tools) check. You are treated as though you have proficiency with thieves' tools on this check. Once per 24 hours, this weapon can dispel an *arcane lock* (no check required).

If your Sin score is 15 or higher, when wielding this weapon with two hands you can treat it as though it were a greatclub.

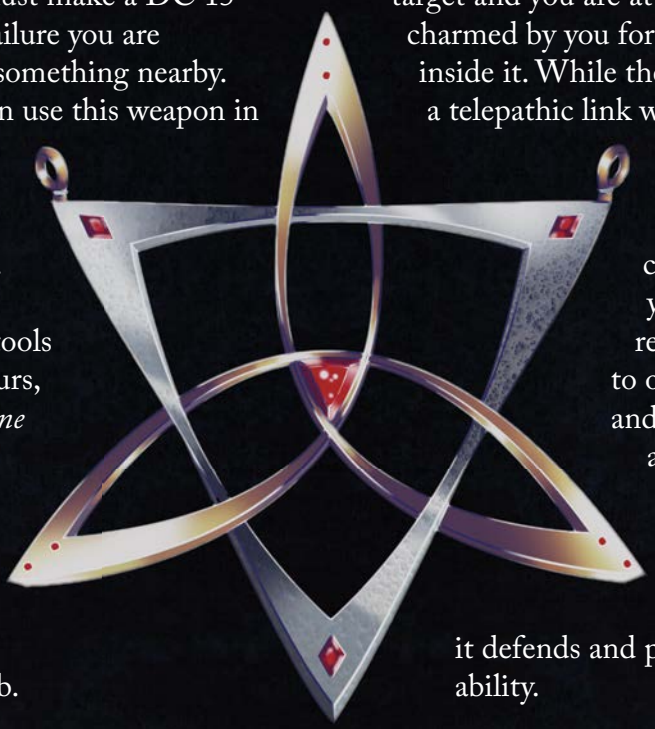
Pin of Withering Loyalty

Wondrous item, rare (requires attunement)

Centuries ago when the industrious town of Moene was on the rise the entrepreneurial gnome enchanter Barzen Boggle couldn't get anyone to invest in his business. Though he begged and pitched for decades, all thought his schemes too risky. During this time he created the *pin of withering loyalty*, an enchanted trinket that gave him direct control over those who snubbed him before. So what if the side effect suffered by his deriders was death? As Barzen's business boomed his secret became known far and wide—rather than face the Justitia or rehabilitation with The Ministry, he took all his pins and fled into the Taenarius Tunnels where it's said that he left many of the relics in an abandoned lab somewhere beneath Moene.

After you attune to the *pin of withering loyalty*, you can use an action to make a Dexterity (Sleight of Hand) check to affix it to a humanoid creature's exposed skin. The DC for this check is the target's Armor Class. If you exceed this check by 5 or more, you stick the relic on the target without it noticing. Once affixed to a target, the *pin of withering loyalty* stays on the surface of that creature's skin for 1d4 rounds. During this time any creature that can reach the target can remove the pin as an action. After this time, if it is still affixed the *pin of withering loyalty* burrows into the target's body.

While the *pin of withering loyalty* is inside the target and you are attuned to the pin, the target is charmed by you for as long as the pin remains inside it. While the target is charmed, you have a a telepathic link with it as long as the two of you you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as attack that creature, run over there, or fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.



You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you are deaf and blind with regard to your own senses. In addition, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

A successful DC 15 Wisdom (Medicine) check made over 1 minute finds the pin, but to remove it from the target requires surgery (see chirurgical procedures on page 182).

Every 24 hours the target wears the *pin of withering loyalty*, its hit point maximum is reduced by 1d4. The target cannot regain these hit points in anyway until the relic is removed. Once the *pin of withering loyalty* is removed, a *lesser restoration* spell or similar magic restores the target's hit point maximum. If the target's hit point maximum is reduced to 0 as a result of carrying the pin, the target dies.

If the target dies, the *pin of withering loyalty* emerges from its body and falls to the ground within 5 feet of its corpse.

Special Attunement. A creature cannot attune to the *pin of withering loyalty* while the relic is inside of its body. In addition, a creature that attunes to the *pin of withering loyalty* remains attuned even if it is more than 100 feet away from the relic for 24 hours or longer.

If your Sin score is 14 or higher, you can attune to this item, plus three others.

Purpura Dirk

Weapon (dagger), very rare (requires attunement)

Purpura dirks recently appeared in Peribolus after a group of criminals escaped the Samovi Preserve and made it into the city. They were captured after several weeks, though many citizens who crossed paths with the escapees were stabbed or poisoned to death. Each escaped criminal carried a *purpura dirk*, a long sharp amethyst made from a dark ritual using the petrified organs of a purpura.

What the authorities do not know is that *purpura dirks* are being created by Dalvora Yalyz, a half-dragon lich that holds considerable influence in the Samovi Preserve. She harvests the purpura to create all manner of weapons with one goal: arming and leading a revolution that allows her to escape the floating island prison.

You gain a +2 bonus to attack and damage rolls with the *purpura dirk*. While you are attuned to the dagger, you gain immunity to poison damage and the poisoned condition.

As an action, you can cause the *purpura dirk* to produce a single dose of any poison you have ever seen used (pages 239–240). If the poison is an injury poison, it appears on the blade. If it is another type of poison, you must have an appropriate receptacle to store the poison or it is wasted. Once the dagger generates a dose of poison, it cannot do so again for another 24 hours.

If your Sin score is 14 or higher, the *purpura dirk* can create three doses of poison before it cannot do so for another 24 hours.



Saber of the Succubus

Weapon (scimitar), legendary (requires attunement)



Lexallia the succubus lived for years hidden among the people of Noticia, using her charms to stay one step ahead of authorities and living in disguise as the younger wife of Samson Grandwit, a retired human adventurer and legendary eldritch knight. The agents of The Inquisition are powerful however, and the fiend's ruse could only last for so long—after decades of avoiding them, the church came knocking for her. As soldiers threatened to bang down the old adventurer's door Lexallia begged Samson to hide her somewhere, anywhere. The old man, his mind addled from years of the fiend's magic, took his scimitar and stabbed his bride with it to absorb her essence into the weapon. Shortly thereafter the old adventurer died as The Inquisition burst in and his blade, transformed into shifting vile metals, proved nearly impossible to destroy. Worried that its influence (radiating evil and filled with the soul of a fiend) would spread to any guards defending it, the sword was cast into the Samovi Preserve. Many believe it is still within the borders of the floating prison but others know the true story.

The sword was taken as a prize by Markeel Danforth, an elven ranger who dared to enter the Samovi Preserve as sport. Ultimately he left the malicious island but none know where he went next. Markeel still has the blade and rumors claim that the *sword of the succubus* has hold of him—he stalks the world, hunting members of The Inquisition to feed the weapon's bloodlust only to slip away to the next city before he can be caught.

You gain a +2 bonus to attack and damage rolls with the *saber of the succubus.* In addition, while you are attuned to the sword you can cast the *alter self* and *charm person* spells at will (spell save DC 15).

If your Sin score is 10 or higher, the first time you hit a target with the *saber of the succubus* on your turn, it must succeed on a DC 15 Constitution saving throw. On a failed save, the creature gains one level of exhaustion and you gain 10 temporary hit points.

If your Sin score is 13 or higher, the second time you hit a target with the *saber of the succubus* on your turn, until the start of your next turn you gain the benefits of the *haste* spell while your target suffers the effects of the *slow* spell.

If your Sin score is 16 or higher, you deal an extra 3d10 psychic damage on a critical hit with the *saber of the succubus*.

Dominance. If your Sin score is less than 10, when you attune to the *saber of the succubus* you must succeed on a DC 15 Charisma saving throw or you are charmed by the weapon and feel the need to keep it drawn at all times. As long as you are attuned to the *saber of the succubus* and your Sin score is less than 10, you must repeat this saving throw every 24 hours, ending the charmed condition for 24 hours on a success.

Sentience. The *sword of the succubus* is a sentient neutral evil weapon with an Intelligence of 15, a Wisdom of 12, and a Charisma of 20. It has hearing and darkvision out to a range of 60 feet. The sword can speak, read, and understand Abyssal, Common, and Infernal, and can communicate with its wielder telepathically. Its voice is dark and husky. The weapon constantly asks its wielder to take care of it, promising to care for its wielder in return.

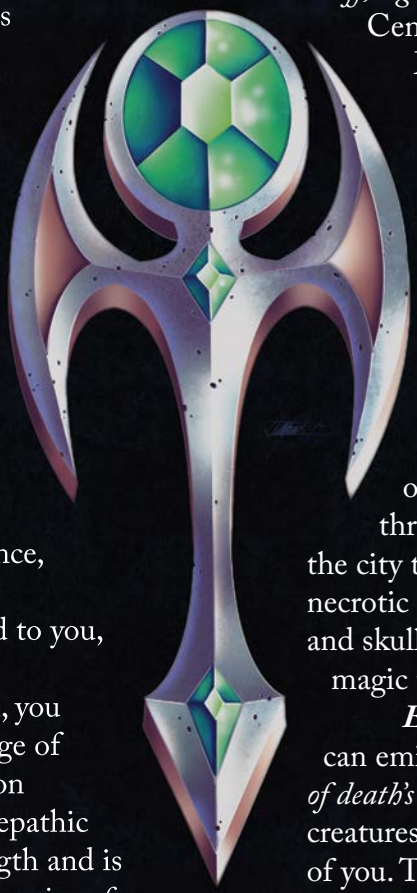
Personality. The *saber of the succubus* is on a quest for personal vengeance: it wants to kill members of The Inquisition. If a character has a clear opportunity to kill a member of The Inquisition and does not take it, conflict arises. The weapon is paranoid and fears abandonment—while it speaks in a seductive tone, it is very worried about being discarded by its wielder, traded away, or otherwise falling into obscurity. If the wielder does not speak to the *saber of the succubus* for 24 hours, a conflict between the weapon and wielder occurs the next day at sunset.

Sign of Izbek

Wondrous item, legendary (requires attunement)

As the Celestial Heroes shaped the world of Askis, beings from other planes of the multiverse watched, wondering if Tucker Quickfoot and his demigods would eventually venture forth to try to shape their worlds. The great balor Izbek feared that the unyielding order and good brought to Askis would soon come to demons and decided to strike first, pouring a piece of his evil soul's essence and malice into an emerald-studded cross he hurled into the settlement of Eludere. There it was picked up off

the streets by Karmara the Maimed, a half-orc beggar. Karmara used the stone to rob and became wealthy, though it also pushed her to commit acts of chaos in the streets. The half-orc was captured before too long but the *sign of Izbek* was nowhere to be found. A decade later another beggar named Readil Halfhand found the cross and used its power to murder Eludere's wealthiest citizens, only to be killed while attempting to take another life, and yet again the item disappeared. The same happened with Blind Halgus, Vile Tomi, and Bergan Dirtbeard—every few years the cross somehow finds its way into the hands of Hill Town's poor, stirs up violence, and then disappears.



While the *sign of Izbek* is attuned to you, you gain the following benefits.

Consult with Izbek. As an action, you can ask the balor (a being with knowledge of magic and the planes) a 25-word question spoken aloud. You get an immediate, telepathic response from Izbek that can be any length and is determined by the GM. Once you use the *sign of Izbek* to communicate with the fiend, it cannot be used to speak to him again until midnight.

Inflict Madness. As an action, you can force one creature you can see to make a DC 19 Wisdom saving throw or gain a random short-term madness (page 249). If the creature is already afflicted with short-term madness, it instead gains a random long-term madness (page 250). If the creature is afflicted with both short-term and long-term madness, it gains a random indefinite madness (page 251). Once the *sign of Izbek* has been used in this way three times, it cannot be used this way again until midnight.

Spells. You can cast the following spells from the *sign of Izbek*, requiring no material components (spell save DC 19): *cone of cold*, *fire storm, fireball*, *lightning bolt*, *wall of fire*, and *wall of ice*. Once you cast a spell with the *sign of Izbek*, it cannot be cast again from the relic until midnight.

Summon Izbek. If you have a Sin score of 14 or higher, as an action you can summon Izbek (a Balor) into an unoccupied space you can see within 120 feet. You have no control over Izbek, but he is friendly to you and your allies when first summoned. Izbek delights in creating violence and chaos—and chooses when to return home. Once the *sign of Izbek* is used to summon Izbek, it cannot be used to do so again for 1 month.

Staff of Death's Commander

Staff, legendary (requires attunement)

Centuries ago the tiefling necromancer Xalzaia Cardime conjured an undead army to conquer Prensatio once and for all, seeking to add the multitude of dwarves dwelling there to her forces—alive or otherwise. Though her assault failed the fiendkin murdered scores before axe and lead shot saw her dragged down in the street. Following their master's direction her apprentices stole her head, affixed it atop the necromancer's oak staff with the tongue of a ghoul, and threw the item into a mass grave outside the city that contained Xalzaia's minions. The necrotic energy in the pit seeped into the staff and skull, grafting them together with terrible magic to create the *staff of death's commander*.

Empower Undead. As an action, you can emit a burst of dark energy from the *staff of death's commander* that empowers undead creatures you choose and can see within 30 feet of you. Those creatures immediately gain 3d10 temporary hit points and whenever they make an attack roll or saving throw, they can roll 1d4 and add the number rolled to the attack roll or saving throw. These benefits last for 1 minute. Once you have used this feature, you cannot do so again until midnight.

Ghoul Tongue. You can attack with the tongue on the *staff of death's commander* as if it were *+1 whip*. When you hit a creature other than an elf or undead with the tongue, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Soul Trap. If you have a Sin score of 14 or higher and are holding the *staff of death's commander*, you can spend an action to target one creature that you can see within 30 feet of you. The target must make a DC 17 Charisma saving throw. On a failed save, the target's soul is magically trapped inside the relic. While the soul is trapped, the target's body and all the equipment it is carrying cease to exist. On a successful save, the target takes 7d6 necrotic damage,

and if this damage reduces the target to 0 hit points, its soul is trapped as if it failed the saving throw. The *staff of death's commander* can hold one trapped soul at a time. While you carry the relic and a soul is trapped within it, you gain resistance to necrotic and poison damage.

If you have a Sin score of 16 or higher and are holding the *staff of death's commander*, you can release or destroy a soul held within the relic as an action. If you release the soul, the creature and its equipment appear in an unoccupied space of your choosing that you can see within 30 feet. If you destroy the soul, you unleash a 30-foot cone of negative energy. Creatures that are not undead in the area must make a DC 17 Constitution saving throw, taking 8d10 necrotic damage on a failed save, or half as much on a successful one. If the *staff of death's commander* is destroyed while a creature's soul is inside it, the creature and its equipment appear in an unoccupied space nearest to where the relic was broken.

Once the *staff of death's commander* has been used to attempt to trap a soul, it cannot be used to do so again until midnight.

Spells. You can cast the *animate dead* and *create undead* spells from the *staff of death's commander* once each without expending any material components. The relic regains the ability to cast these spells each day at midnight.

Sentience. The *staff of death's commander* is a sentient chaotic evil staff with an Intelligence of 19, a Wisdom of 14, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The *staff of death's commander* can speak, read, and understand Abyssal, Common, Deep Speech, Infernal, Undercommon, and Vilespeech, and can communicate with its wielder telepathically. The relic's voice is raspy and it laughs at the misfortune of others, including the wielder.

Personality. The *staff of death's commander* is most concerned with gaining necromantic knowledge and keeping those secrets between itself and its wielder. It also seeks to kill former wielders who share its knowledge of dark magic. Conflict arises if the wielder passes up a chance to gain a new tidbit of necromancy or fails to murder one of the relic's former wielders.

The *staff of death's commander* enjoys cruel jokes, the pain of others, and gazing upon the beauty of undead creatures. It constantly demands its wielder use it to make more soldiers. If the wielder goes more than 10 days without making any undead, a conflict between the *staff of death's commander* and wielder occurs the next day at sunset.

Staff of Vile Conjuring

Weapon (staff), legendary (requires attunement by an evil bard, diabolist, sorcerer, warlock, or wizard)

The conjurer Stephni Hibernica did not go down without a fight or a plan to exact revenge, though she did not expect her weapon to embody her vengeance. Society spurned her genius and the bookish girl took to forbidden tomes, learning that her talent for persuasion included fiends as well as the fools around her. For over a decade she terrorized the settlements of Samovi with attacks by unholy creatures she commanded by will alone—until the Justitia finally had her in their proverbial crosshairs. It was as Stephni finished work on her greatest creation that they finally struck and in the chaos, she carved the last rune incorrectly and was dragged into the *Staff of Vile Conjuring* both body and soul. It has been over a century since her corporeal body died in a rehabilitation facility but the true power of the diabolist lurks still, laying in wait within her staff in Adversus' Museum of Artifacts and Antiquities.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls. This staff has 10 charges and regains 1d6+4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff summons 1d4 demons and devils (of a total CR no greater than 10) and Stephni Hibernica (NE human diabolist 17) with direct control over them, the staff crumbling into black and jade ash.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it: *conjure demon* (7 charges) or *conjure devil* (7 charges). If you are a diabolist, you may treat charges in the staff as conjuring points. If you have a Sin score of 17 or higher, you can cast these spells using only 5 charges each.

Unholy Potency. While holding the staff, you can expend 1 charge to ignore the effects of one of the *Bands of Kyttarmoak* for 1 round.

Vile Cloud. While holding the staff, you can use an action and expend 3 charges to cause a miasma of evil to spread out in a 30-foot radius from you. The vile cloud remains for 1d4 rounds, making the area heavily obscured for non-evil creatures. Any spells or features used to restore the hit points of a good creature in the vile cloud only restore half as many hit points (minimum 1 hit point), the other half targeting the nearest evil creature in the vile cloud instead (minimum 0 hit points). The vile cloud moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the vile cloud and ends the effect.

Sun-Blotting Sapphire

Wondrous item, very rare (requires attunement)

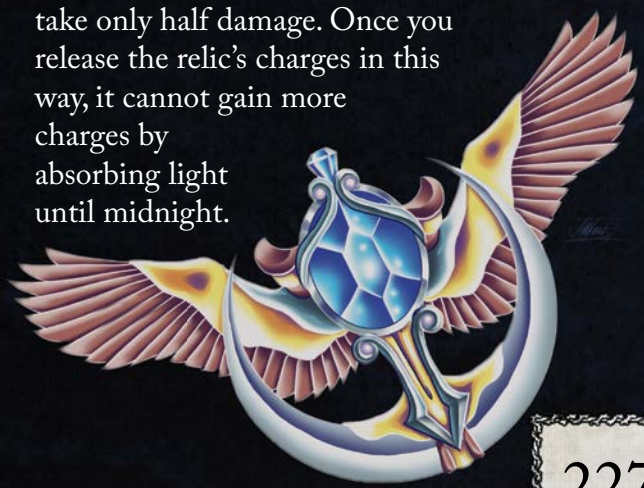
More than a millennium ago the dwarven cleric Malador Exiel fell to worship darkness, stealing a clutch of eggs from the gold dragon Verganzax to blaspheme for potent power in return. Using an evil ritual the stout priest shrunk the eggs and turned them into sapphires with the power to absorb light, create darkness, and unleash terrible destruction upon the world. He used these gems to clear the area for his personal fortress, Exiel Keep, but the great serpent tracked him down and destroyed the castle in her rage along with the crags around it. Some say the lower levels of Exiel Keep remain intact, hidden beneath the rubble that makes up Banheidd's Pass in the western ranges of the Rostratus Mountains where the *sun-blotting sapphires* wait, but the prevailing rumors suggest that the relics were taken long ago and scattered across Askis.

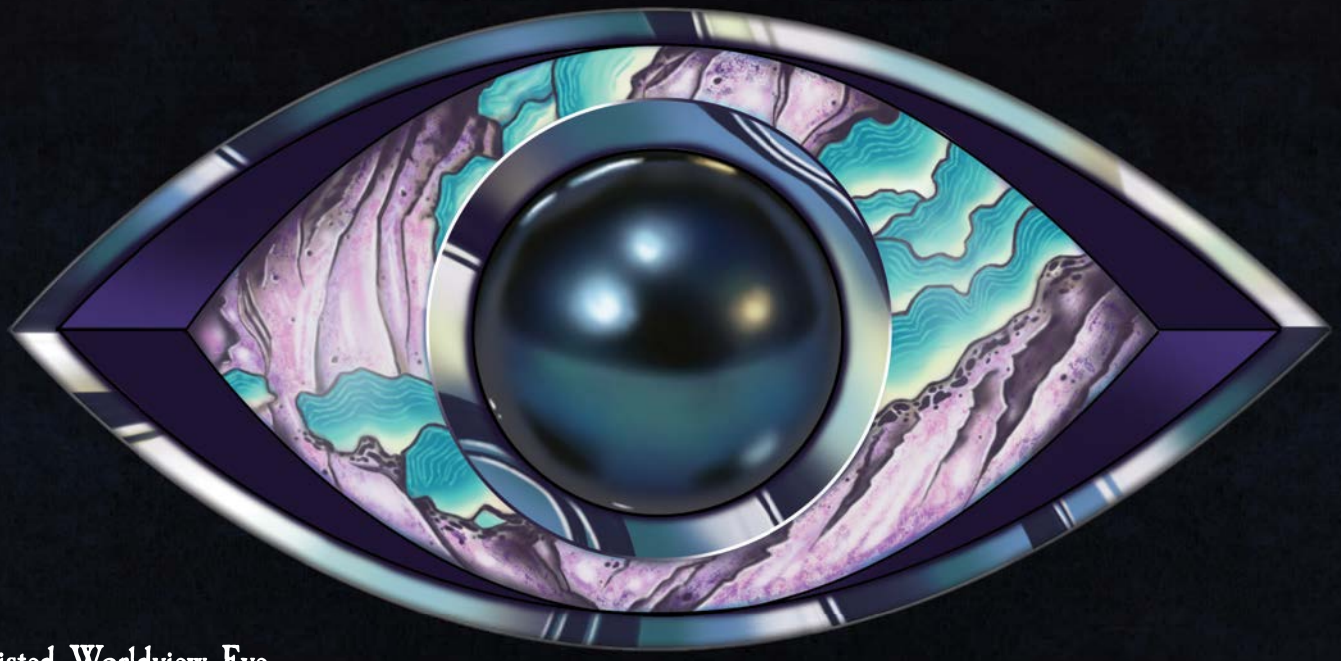
Absorb Light. As an action, you can hold the *sun-blotting sapphire* aloft and it absorbs the light of any bright or dim light source you can see within 60 feet. If the light source is created by a spell, the magic that creates the light is dispelled. If the light source is a fire, the fire is snuffed out. For each light source it absorbs, the relic gains 1 charge (to a maximum of 10 charges). If you have a Sin score of 14 or higher, the *sun-blotting sphere* can gain a maximum of 15 charges. When the relic absorbs its maximum number of charges, it cannot absorb any more light. While the *sun-blotting sapphire* can absorb light, it does not nullify any other effects of a magic item, spell, or effect that sheds light (such as a paladin's holy nimbus feature).

Armor of Shadows. If you have a Sin score of 14 or higher, as an action you command the *sun-blotting sapphire* to cover you in shadow-formed armor that lasts 1 minute. While you wear this armor, you are invisible in dim light, you gain 20 temporary hit points, and any creature that hits you with an attack must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn. Once you use *sun-blotting sapphire* to conjure armor, you can't do so again until midnight.

Create Darkness. As an action, you can use the *sun-blotting sapphire* to create an area of impenetrable darkness, as if you had cast the *darkness* spell. You are able to see through this darkness. Once the relic has been used to create darkness three times, it cannot to do so again until midnight.

Unleash Energy. As an action, you can release all of the *sun-blotting sapphire*'s charges in a 30-foot-radius sphere centered on you. Each creature in the sphere except for you must make a DC 15 Dexterity saving throw. Creatures who fail take 1d8 radiant damage per charge released and are blinded for 1 minute. Creatures who succeed take only half damage. Once you release the relic's charges in this way, it cannot gain more charges by absorbing light until midnight.





Twisted Worldview Eye

Wondrous item, artifact (requires attunement)

The high elven philosophy professor of the Sancti Afflatu College in Suppetia, Dean Mantocles Ustinar, created the *twisted worldview eye* to win debates with his fellow lecturers. The relic was crafted from the petrified brain of an elder aboleth stolen from the university's museum; Mantocles did not realize that the full power of the aboleth still lived within the gem, and in his ignorance it took hold of his darkest desires. He used the *twisted worldview eye* to manipulate and charm others in order to rise through the ranks of the school. Once he was named dean the elf turned to taking over the government but in Mantocles's lust for power, caution was thrown to the wind—after being exposed but before he could be captured, he fled to the Taenarius Tunnels, leaving the relic behind. It has since been returned and is back on display in the college's museum, this time under heavy guard.

Random Properties. The *twisted worldview eye* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Argument Winner. When a creature verbally disagrees with something you have said, you can use your reaction to force it to make a DC 17 Charisma saving throw. On a failed save the creature is charmed by you for 1 hour. At the end of that hour, it does not know you charmed it with the relic. The charmed condition ends early if you or an ally attacks the creature.

Natural Charmer. While you are attuned to the *twisted worldview eye*, you have advantage on Charisma (Persuasion) checks.

Spells. The *twisted worldview eye* has 20 charges. While holding the relic, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (spell save DC 17): *charm person* (1 charge), *detect thoughts* (2 charges), *dominate person* (5 charges), *hold monster* (5 charges), or *suggestion* (2 charges).

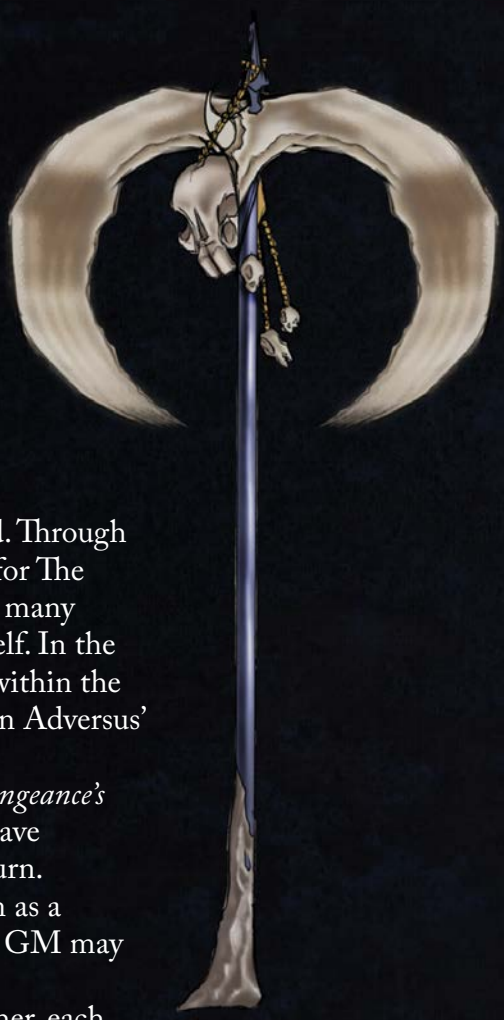
The *twisted worldview eye* regains 1d8 + 4 expended charges each day at midnight. If your Sin score is 14 or higher, the relic regains all of its charges each day at midnight.

Twist Worldview. As an action, you choose one creature you can see within 120 feet of you. That creature must succeed on a DC 17 Wisdom saving throw or for the next 1 minute, it sees its enemies as allies and its allies as enemies. Each time the creature takes damage it can repeat this saving throwing, ending the effect on a success. A creature that saves against this effect is immune to it for the next 24 hours.

Destroying the Relic. The only way to destroy the *twisted worldview eye* is through an 8 hour ritual that requires the sacrifice of 100 purpura. The University of Sanctus Menaechmus (formerly the Sancti Afflatu College) is aware of this ritual but does not have the funds for a delve into the Samovi Preserve to obtain so many of the purple celestials, nor do they have the amoral compass that would allow them to kill five score of the innocent creatures.

Vengeance's Release

Weapon (greataxe), legendary (requires attunement)



As a soldier of The Inquisition and devoted paladin, Calladon Rebeaux wielded a legendary axe that laid hundreds of evildoers to rest in the violence before the Utopian Dawn. Despite having performed his duty perfectly, fate dealt the holy warrior a cruel hand as he approached retirement in Adversus—his beloved wife Mira was mistaken for a wanted sorceress by his comrade Aledore Kendall. Unable to defend herself she quickly fell to Aledore's blade and though his tragic mistake was deeply regrettable, the Justitia and The Ministry did not punish him. Instead of rendering pennance its local leaders told the enraged Calladon that this was simply a casualty of war, a tragedy to be forgiven and forgotten.

Calladon could not let his wife's murder go unanswered. Through an unholy ritual he poured his lust for vengeance and his hate for The Ministry into his notched greataxe, then slayed Aledore and as many members of The Ministry as he could before being killed himself. In the end the death toll was fifty-four, the same number of notches within the double blades of Calladon's weapon—which is still on display in Adversus' Museum of Artifacts and Antiquities.

You gain a +3 bonus to attack and damage rolls with *vengeance's release*. In addition, when a creature deals damage to you, you have advantage on attack rolls against it until the end of your next turn.

If you die while attuned to *vengeance's release*, you return as a revenant to seek vengeance on the creature that killed you. The GM may decide to control the revenant as an NPC.

Healing Vengeance. If you have a Sin score of 14 or higher, each time you kill a creature that dealt damage to you in the last 24 hours with *vengeance's release*, you regain 10 hit points.

Sentience. *Vengeance's release* is a sentient neutral evil weapon with an Intelligence of 10, a Wisdom of 14, and a Charisma of 17. It has hearing and darkvision out to a range of 60 feet.

The greataxe can speak, read, and understand Common and can communicate with its wielder telepathically. Its voice is dark and commanding, and it speaks of vengeance as a righteous cause.

Personality. *Vengeance's release* hungers to slay those who hurt the wielder in anyway. From the merchant who charged a bit too much for those rations to the trolls that kill the wielder's mother, anyone who caused the person holding the greataxe to experience pain must die. Conflict arises if the wielder does not kill a creature that wrongs it in some way.

Vengeance's release takes itself seriously and does not enjoy frivolity or tasks that distract it from its mission of meting out vengeance. If the wielder goes more than 10 days without killing any creature with the greataxe, a conflict between the weapon and wielder occurs the next day at sunset.



Regarding the Clockwork of Capillaries - Collected & Annotated Notes on Engines of Sinew, Bone, and Nerve

Wondrous item, legendary (requires attunement)

This odd medical treatise explores the raw, rude mechanics of the humanoid body from a purely hypothetical, inhumanly emotionless perspective and includes a multitude of truly shocking diagrams, illustrations and charts. Individual chapters are accumulated from a variety of banned and heretical works on vivisection, extreme pain-tolerance and amputation studies, the limitations of physical recovery from shock-trauma and exploratory, invasive experiments on extended families for purposes of "codifying the pure template of man." Several variations of the book exist with each editor revising it and adding their own awful annotations, sometimes redacting the more restrained experiments of their predecessors in favor of their own more ambitious (and more horrific) chirurgical blasphemies.



Appearance. Bound in worn yet pliable and moisture-resistant hide, these rare tomes are typically blood-spattered as their owners often consult with the grimoires at close proximity to the subjects and objects of their experiments. The pages are bound with gut and glue, interspersed with numerous tabs and colored marking ribbons. In addition to bound parchment the book is stuffed with unnumbered, ring-mounted loose-leaf pages, scrawled marginal notes, and step-by-step instructional diagrams with tiny preserved tissue samples mounted on packets or slides. The whole volume is copiously spattered with blood, unidentifiable visceral fluids, and alchemical reagents.

Reading. The reader of this tome develops an all-consuming obsession with blood, vital organs, and observing anatomical bodies flayed open. Whenever a living creature adjacent to the reader suffers a critical hit from a weapon that deals piercing or slashing damage, the reader becomes stunned for 1 round (DC 16 Wisdom saving throw negates) as they observe the flow of blood. Consuming too much knowledge from this grimoire causes a reader to become deranged; each week a creature reads from the pages of this book, they must succeed on an Intelligence saving throw (DC 5 + 5 for every 1d4 pages read) or risk developing a multiple personality disorder. On a failure, a cold, calculating, and cruelly clinical Lawful Evil version of the character takes root in the reader's psyche and each time they finish a long rest, there is a cumulative chance the alternate personality is in control until the next long rest (roll 1d20 after the first day and on a 1 the alternate personality takes control, on the second day of uninterrupted control roll 1d20 and on a 1 or 2 the alternate personality takes control, and so on).

Benefits. Once a reader has read 10 or more pages of any edition of this work, they gain a +2 bonus on all ability checks made to use the Medicine skill to treat deadly wounds. If the reader has the book open and available when making a Wisdom (Medicine) check, they gain advantage on the check. The reader also gains a +2 bonus on checks made to produce medicinal alchemical items. If the reader has a Sin score of 13 or higher, they gain a +2 bonus on checks made to perform a chirurgical procedure.

The tome contains the methods for all of the chirurgical procedures described on pages 176–184. In addition, the grimoire contains the formulae for creating a number of constructs (including dissectrinators, flesh golems, and as many other mechanical horrors as the GM deems fit).

Omnia Mutandis

Wondrous item, legendary (requires attunement)

This text, penned over the course of five generations of the Morrodox family, reflects a simple ethos: All things must change. The book is the compiled record of a family tradition of study and experimentation into the manipulation of bloodlines. Rooted originally in the simple hybridization of plants and husbandry of animals, the early research-driven genetic principles of Nathaniel Morrodox were taken by his son Arnim and especially his grandson Essex into their application to higher life-forms, including humans and their kin. Essex became obsessed with the idea of manipulating the breeding lines to perfect the humanoid races, culling impurities and reinforcing the strongest bloodlines with the greatest potential for advancement and power.

Not content to simply breed the best, he experimented with the use of magical and alchemical reagents to forcibly jumpstart evolutionary (and sometimes devolutionary) responses latent in the genome. Essex's daughter, Zola, became his rapt disciple, even volunteering her own womb as the creche for Essex's experiments. They carefully selected the most refined male specimens they could find, taking their seed and tainting Zola's developing brood with alchemical solutions, rare metallic suspensions and tinctures from the deep places of the earth, and the star-flung residuum fallen from deep space. Her two eldest offspring, Edgar and Herbert, were both born hideously deformed and survived only a few years each, but in her third child, a girl she named Wyndam, she saw perfection. Beautiful, strong, and brilliant at an early age, Wyndam seemed an early validation of the evolutionary theories of her mother and grandfather.

However, the rigors of experimentation took a terrible toll upon Zola's body and mind, and it was not long before little Wyndam became Essex Morrodox's new favored pupil. Zola became their new Patient Zero, living out a tormented existence as her father and daughter studied their erstwhile kin bit by excruciating bit, leaving Zola partially vivisected yet clinging to a tormented half-life for years on end as they explored the aftereffects their many experiments had worked upon Zola's genetic structure. Essex and Wyndam used these insights to forge an entirely new race of bestial mutates, crafting horrific hybrids to serve them as laborers and soldiers. Wyndam cultivated and cloned her mother's corrupted and diseased tissues, forever searching for new branching germ lines to weave together her twisted experiments, guided by her grandfather's ever-closer guidance. Together they mastered the science of achieving stable, controllable, and even heritable mutations.

In time, the two of them shared their own genetic material, further perverting the grotesque mockery of family they had already become. However, though Essex thought himself the guiding partner in their affairs both scientific and salacious, Wyndam's foresight and cruelty were more precocious than he had guessed. After taking what she wanted from her grandsire, the clever coquette arranged an "accident" that left him crippled and helpless. Wyndam then smugly saw to it that her grandfather suffered the same fate as her own mother, leaving herself the sole repository of the family's line and wisdom. Aided by her mutate servants she began growing her own replacements, mutated and (to her deviant mind) perfected clone versions of herself, infused with her grandfather's essence. Little did she realize however that her grandfather had not taught her all his secrets; having mastered the arts of cloning before Wyndam was born, Essex had prepared multiple clones of himself, and he had subtly tampered with the formulae in Wyndam's notes, causing her clones to devolve horribly and run amok, while the risen clone of Essex absconded with his captive granddaughter. Wyndam has never been seen since and her final fate is unknown and unrecorded in the book.

What is known is that rampaging mutates and mutants destroyed the family homestead, putting the despicable laboratories that warped them to the torch before scattering to the four winds. Essex Morodox had long since planned to abandon the place for a more secret and secure hidden refuge, having assembled a duplicate laboratory and library there. He did not find *Omnia Mutandis* amidst the wreckage of the family manse, but having already transcribed the data and theories contained therein he considered the book itself little more than a family heirloom, a workbook and history rather than an essential text. Considering himself to have evolved beyond base sentimentality, he cared little whether it was destroyed or simply lost. In spite of his disinterest, the fact that numerous owners of *Omnia Mutandis*

have gone mad or simply disappeared gives rise to unfounded rumors that the sinister patriarch of the Morodox may yet hunt for his family's legacy. Sooner or later however, the book always appears again in the hands of an academic with more ambition than restraint, and the horrors contained within spill out once more into the world. The following paragraph should be deleted in the compilation, but not in the independent product.



Appearance. *Omnia Mutandis* is a hefty tome with covers of acid-washed non-reactive alloy, with a spine crafted—as a grotesque joke—from the spine of a mutated humanoid of short stature. Several discs of burnished metal and polished crystal are embossed onto the book's cover, core sections of rare elements whose now spent emanations fueled the mutagenic experiments of the book's creators. Strange tendinous membranes stretch from the spine of the book across its covers and into its pages. When stimulated with heat, electricity, or sonic vibration these tissues can be incited to expand or contract with some precision, allowing it to be held open or propped in a variety of positions, or even suspended from the black tendons as they are deformed into hooks and hoops. The text within is a madcap amalgam of different branches of research, and the script within is no different. The Morrodox handwriting ranges from decorative to simple, with impatient scrawls alongside elegant and refined penwork, clearly the product of multiple authors and with annotations throughout forward and backwards. On nearly every page is a stain of some sort; the most benign might simply be blood, the others too terrible to contemplate.

Reading. Reading *Omnia Mutandis* is sometimes a bewildering exercise in synergizing the higher functions of alchemical metacalculus interwoven with the connecting strands of magic. In order to learn or copy any of the spells contained within this tome, the reader must succeed on an Intelligence check (DC 8 + spell level). In addition, each week a creature reads from the pages of this book, they must succeed on an Intelligence saving throw (DC 5 + 1 for every previous reading) or develop a form of insanity chosen by the GM.

In addition to the mind-rending effects of studying this tome, the residual alchemical creations developed by the Morodox clan infuse the pages of the *Omnia Mutandis*. Though present only in trace quantities, continued exposure to the book can lead to mutational complications for the reader. Each day spent studying the book forces the reader to make a Constitution saving throw (DC 5 + 1 for every previous reading). On a failure, the reader reduces one randomly determined ability score by 1d4-1 (minimum 1) and the saving throw DC resets to 5. If the reader ever rolls a natural 1 on this saving throw, they contract a permanent mutation from the *mutation* spell (page 198). As long as the reader has any form of insanity, they are unwilling to admit that handling the *Omnia Mutandis* is dangerous, unless they have reduced their ability scores by a total of 4 or more.

Benefits. If the reader spends at least 24 hours studying the book, they gain advantage on Intelligence (Arcana) checks related to polymorph magic and spells, checks to notice that a creature is a shapechanger (whether it is transformed or not), and checks made using alchemists' supplies.

If the reader has a Sin score of 13 or higher and is able to cast spells, the spell save DC for transmutation spells that they cast increases by 1.

Feats. Studying the *Omnia Mutandis* for 24 hours allows the reader to select the Mutagenic Summons, Xenophilia, or Xenophobia feats in the future.

Fleshcraft. Like *Regarding the Clockwork of Capillaries - Collected & Annotated Notes on Engines of Sinew, Bone, and Nerve*, the *Omnia Mutandis* contains the methods for chirurgical procedures, though only those directly related to the working of flesh.

Spells. The *Omnia Mutandis* contains the following spells: *alter self, blightcore meltdown*[V], *enlarge/reduce, fleshcurdle*[V], *genetic purification*[V], *mass mutation*[V], *mutagenic mist*[V], *mutagenic reversion*[V], *mutant plague*[V], *mutation*[V], *one of us*[V], *polymorph, summon horde of flesh*[V], *summon mutants*[V], *unstable isotope*[V].

As she steps forward the Sica Rimora shakes her head, her void-edged bracazian blade bleeding an utterly black mist into the darkness of the passage. "Rogar, this entire thing reeks of an ambush. We've been walking for two hours and the further on we get the worse my armor readings are."

The pirate king only chuckles at her caution. "Got your tin can in a fuss, eh? Spectrometiculator is out of tune, returnin' fast vectors?" Rogar idly plays with one of the decrepit fingers hanging from his beard, his wide eyes standing out from the darkness and peering ahead of her. "Tell me my guess is right!"

His lieutenant sighs, nodding and sheathing one of her swords—but not both—as the other Sica Rimor behind Rogar responds on her behalf. "As usual your guess is right Captain, but that does not make her incorrect. We've both noticed several sensors on our approach to this supposed meeting place."

"Ohhh, is that so?" In the blink of an eye the dwarf's chambered shotgun is in his hands and firing, a spray of lead destroying a crenellated stalactite just above their heads. What falls onto the ground is not made of stone—it crumples and dents as it hits, clockwork pieces spilling out along with sparks and smoke. "Aye I seen 'em too, no fancy helmet required. By my count that's the fourth or so, meanin' we must be close."

Not a moment later they reach a split in the Taenarius Tunnels and the lead Sica Rimora silently motions for her companions to stop; before any of them can call out a robed tiefling steps into view, his hands templed together. "My master," he says, "would prefer it if you refrained from damaging any more of her works." He gracefully turns on heel and begins walking away, the trio of visitors following behind. With every step his posture straightens and with each syllable his voice becomes more metallic, tinged with a hollow echo. "You may proceed without fear, Pirate-King Rogar Fulgrym —time is a commodity that I have in far greater abundance than you. Were there any intention to cause you injury it would have been a simple thing long before your ship sailed near the cove you arrogantly believe has given you a safe, secret harbor."

His lieutenants exchange a knowing look but Rogar merely guffaws, increasing his stride. "Best we get on with it then!" In a few minutes they come upon a flickering green light from around the corner of the passage after the worked stone turns into brick and the pirate king's laughter finally fades, his ears straining to pick up details from the conversation inside of the jade-lit chamber. Within is a dining room from antiquity, two very particular individuals standing at one end of a long banquet table with plans and schematics spread out before them.

The first is taller and thinner than Rogar, her body covered in midnight black armor with engraved spikes and lit in spots by the same unholy green flames illuminating the room—Caskette, the host of this meeting of minds. Beside her is a man half her size, festooned with clocks and watches but otherwise attired in a finely-tailored suit and top hat. Though not nearly as infamous or well-known as she is, the pirate king deduces that he can be no other than Aevus Fatalibus. Rogar notices the lack of lackeys and beckons for his Sica Rimora to stay back then waltzes forward himself, quickly taking in the designs and nodding absentmindedly to the halfling gentleman.

Aevus winks and tips his hat but Caskette makes no effort whatsoever to address the new arrival, continuing as if he'd been there all along. "Gespadrieux insists that he has a solution for Lellwyn Fethyrwal and though he is treacherous, there is little reason for him to lie at this juncture." She gestures at a bureau against the wall and a wide scroll floats towards her as she continues, her raspy metallic voice echoing from both herself and her retreating servant. "While this is dealt with I suggest we focus on Tapper Underknoll and breaking the Samovi Preserve. Liberating it without destruction will be too costly in resources, and anything or anyone worth recruiting from within will survive the devastation. There will be losses to be certain, but my estimates have determined it is the least costly tactic."

Mumbling affirmations and nodding enthusiastically the halfling grabs the scroll, unfurling it to reveal a large, sparse diagram of the floating island prison. "I agree wholeheartedly—what a sight that'll be! Imagine the chaos! We will accomplish much in the havoc that'll ensue, but we'll need more information than this…"

Caskette finally turns to Rogar, the lenses of her armored eyes seething with unholy jade light. "That brings us to you, pirate king. We understand that you have special knowledge of this place." She points to a fountain pen and it floats in the air in front of the dwarf as she asks him, "what say you?"

Rogar cracks his knuckles and grins, striding forward and grabbing it from the air with a meaty fist.


DEAN SPENCER

EVIL GAMEMASTERING

Running a successful campaign can be arduous as it is but when the players are the villains there's more for the GM to be mindful of to make sure the game's a success. The fundamental thing to remember is to keep everyone at the table entertained and thrilled to be there—a gruesome and depraved time perhaps, but a worthwhile one all the same.

Consent

This is a book for groups that are interested in roleplaying evil characters and is not ideal for all tables. The content herein is intended for mature readers and contains material which may cause discomfort. **GMs should <u>not</u> surprise players with the nature of what they are going to experience**—everyone at the table should participate in a discussion of consent before play begins, confirming that they are on board to explore the adult-oriented themes in *Book of Exalted Darkness.* In addition to making sure that no players are ostracized, this also helps set the tone for the game to encourage a more serious approach than what some groups might be accustomed to.

Ambiance is important whenever evil plays a palpable central role that goes beyond simplistic motivations for NPCs and for this reason alone a GM should seek the consent of everyone in a gaming group. Jokes and quips are a frequent part of most games but if the content of a campaign is about candle-lit rituals and gruesome acts, the tone of a session will fall apart quickly due to inappropriate commentary (even if it might be quite humorous).

Consent should also be a concern for GMs as not every player is necessarily prepared for a long, graphic description of someone having their legs slowly torn off by a monstrous demon. What if a player has actually witnessed an industrial accident where someone lost their legs? While that certainly has the capacity to be an extremely memorable and horrifying experience for that player, they (very understandably) may not want to be reminded of the memory. Here are a few bullet points you can list off when seeking the consent of a gaming group before engaging in macabre horror roleplay:

- Decapitation or Disembowelment
- Dismemberment
- Extremely Graphic Violence
- Religious Violence
- Sexual Violence
- Torture

With a baseline for what is or is not acceptable territory for the game to traverse, the GM can craft narratives and plot arcs that explore the darker sides of roleplaying games. These should create ample opportunities for players to be despicable and vile, pushing the boundaries of morality and encouraging them to walk ever darker paths. In situations like this a common problem tends to arise very quickly: teamwork. After all, why should the cutthroat mercenary suffer the prattling of a mage that takes coin that could be hers, and why should a power-hungry dark priest tolerate anyone other than themselves benefiting from his sacrifice? In short, avarice and greed can be just as damning to an evil game as comedy.

Maim, Mutilation, Murder—It's All Evil To Me

One adventurer's evil may not be another's and after determining the boundaries of the campaign with a discussion of consent the GM should lock down just how villainous the party wants to be. This process should be worked into character creation, ideally during a Session Zero so everyone has ingrained connections to one another prior to bringing the downfall of goodness. To that end there are some suggestions below to give guidelines on how dark the content of the game might get—it's ultimately the GM's job to figure out just the right vile temperature.

Mustache Twirling. This level of evil is the realm of saturday morning cartoons and political satire. If anything in this book is appropriate for the teenager crowd, this is likely where that line gets drawn—and it means that some content (like vile rituals) is probably a little too visceral for the table. GMs should keep to tame descriptions of gore and villainous acts, relying on a more nebulous attitude that lets players populate the environment around them via questions about what they see peppered by the occasional lead to keep things above board. For example, when discovering a room used in a ritual that

involved living sacrifices still on site, the players might be asked "do you check the bodies for marks similar to those you found on the note?" and use tattoos rather than something more nefarious and invasive (like body injections, inscriptions on bones that need skinned of their meat to be found, and the like). In general the inherent heresies of the adventurers should only come up when there's a major purpose for them in the game's plot.

Realistic. The world we live in can be an awfully dark place already and the evils of Earth's history might be as dark as the game gets. In that case there shouldn't be too much material to omit from the *Book of Exalted Darkness* aside from the exceptionally diabolical elements (like fleshcloths made of babies or the patron of meat warlock archetype), descriptions of gore can be uncomfortable but on the brief side, and the party's inherent heresies should make infrequent appearances regardless of the campaign's bigger scope.

Grimdark. Tame folks trying out an evil campaign are best suited to start here—the GM should be swimming in the well of wickedness, but the PCs are just taking a few drinks. Everything in this tome can be a part of the campaign without unduly upsetting anyone, there's no bottom for how visceral some descriptions might be, and inherent heresies should play a considerable role in the campaign. Remember however that the GM is probably going to come off as more despicable than the party, and there should be an expectation that this level might slide backwards to be more realistic or to be a catalyst that draws the adventurers into true villainy.

Truly Vile. This is the reason for the *Book of Exalted Darkness*. There are no fences or leashes in this level of evil roleplaying (unless that's part of your thing? We aren't here to judge you) and the material in this tome should be used liberally. When describing gore the GM should go at length and into nauseating detail whenever possible, and inherent heresies should be *inherent* to every game session with temptations galore. While this is arguably the most enjoyable option it's also the most delicate to successfully maintain—use the guidelines below to keep a group of horrendously vile reprobates together as the party explores the darkest shadows of the table.

Circumstances and Pacts

Evil PCs are naturally disposed to being, well, evil, and that doesn't exactly encourage equality and teamwork. While this can be great in the context of a narrative toolset it makes for a difficult experience in a tabletop gaming environment and to address this issue, GMs have a few different tacks that can keep a group of diabolical adventurers from tearing one another's throats out.

Plot. The first and foremost route that a GM should use to unify evil PCs is the narrative one. Intertwined by fate, the adventurers need one another in order to enact a ritual that will empower them all, keep a common foe at bay, or otherwise serve everyone in a manner that attempting alone would be tacitly impossible. There is strength in numbers as well—if the world around the PCs is predicated to unveil their dark deeds, a united front will last much longer than isolated individuals that go against the grain.

Mechanical Benefits. While there can be many reasons for evil PCs to act against one another, the motivation is *usually* greed. A simple answer is to provide something in exchange for acting like a team player. This might be bonus experience points each session, extra gold, or inspiration rewards, but by providing an incentive to encourage friendlier play the GM can bring party unification back into balance despite the absence of morality.

Tertiary Benefits. No one person can be all things to all people at all times. The powerful necromancer might have a capacity to intimidate but turning the ear of someone in the king's court will be beyond his reach—though a malevolent and deceptive bard will have a much easier time reaching so high profile a target. Both can benefit greatly from a dark warrior able to fend off the champions of justice that seek to stop the influence of evil, and the stealthy arts of an assassin to quell witnesses will aid them all. The strong pull of greed might spur audacious characters to attempt subterfuge against their allies if they think they can get away with it, but GMs should encourage diverse and complementary character roles for PCs and include obstacles in adventures that require a variety of strengths to reinforce the benefits of working together.

Contacts. Another good way to curb group subterfuge is with contacts. These individuals can be used both to encourage the PCs they are connected with to avoid injuring their companions in any way,

but also as tokens that can be targeted with hostility in revenge for slights between party members. In addition to that contacts can provide ease of play for other aspects of the game—one PC might know a good fence, another an esoteric collector that sells magic reagents of all kinds, and another could have a positive relationship with the local head of law enforcement.

Squabbles and NIAS

Even with an entire world predicated against them and numerous reasons to be trustworthy allies, inevitably villains among the adventuring party will take actions against their companions. For these eventualities remember to NIAS—**N**otice the problem, **I**solate the players involved, **A**meliorate the issue, and **S**quash the disagreement. This is a solid ethos to keep handy for any game but particularly so when the group are playing wicked characters predicated to duplicity and double crosses.

For the purposes of NIAS we're identifying players that are involved with an above-table problem as "troublemakers", but this shouldn't be a post to lean on—it's only a term and the GM should remember that these folks aren't necessarily out to do mischief beyond the table just for the hell of it.

Notice the Problem. Most of the time a player that's disgruntled isn't going to be overwhelmingly subtle about their dissatisfaction. The GM has a plethora of things keeping them busy during a gaming session so the first thing to do is ask other players if the troublemaker has said or seriously implied that treachery might be incoming. That said, here's a few things to try and pick up on while the group is rolling dice.



- Is the troublemaker unusually detached and bored?
- Are there any players the troublemaker is trying not to engage with regardless of in-game motivations?
- Has the troublemaker's character been hard-pressed to get involved in the game recently?
- Is the troublemaker trying to get ahold of items that pose a particular threat to their companions, like an *arrow of elf slaying*?
- Does the troublemaker often get overshadowed by another player?
- Is the troublemaker always late or leaving the game abruptly?

Isolate the Players Involved. Once a possible troublemaker has been identified the first thing for the GM to do is directly address them while away from the rest of the group. It's especially important at this juncture to be direct, transparent, and understanding; before starting this discussion the GM should do their level best to imagine themselves being in the troublemaker's shoes. Remember that while the characters might be malicious villains, the players are friends (or close enough) and should receive respectful treatment when they feel wronged. Should another member of the group be involved with the troublemaker's dissatisfaction, the GM approaches them next in just the same way—frank, open, and empathetic—to get some perspective on all sides of the underlying issue.

Ameliorate the Issue. After the GM has figured out the root of what might motivate a troublemaker to injure the party, steps should be taken to bring an end to the direct conflict (and the greater threat to group cohesion). When this means being harsh on a member of the party (for instance, taking away that *arrow of elf slaying*) there should be overcompensation in return (maybe they get two *arrows of celestial slaying* in return). The most important thing to remember for this step is to take the immediate danger of betrayal out of the mix so that the campaign and game sessions can continue without skipping a beat.



Squash the Disagreement. All of the previous steps should easily be doable between sessions or if the danger of traitorous players arises in the middle of a game, inside of a 30 minute quick break (far shorter than introducing one or two more characters and handling the fallout therein). Now the GM has to handle the back end of things and try to permanently mend the rift between the party. In situations like these it's best to have more latitude than normal and not be too shy of placating—better to let the errant adventurers have their way a bit in lieu of the group suffering (and background action on things elsewhere can be quietly ramped up to compensate). Here are a few suggestions on how to bring troublemakers back into the fold together so the party comes out stronger from the experience.

- The troublemakers acquire magic items that are sentient and linked together—if one is kept away from the other or either destroyed, each loses its powers.
- Introduce a subplot that only the troublemakers initially know about and utilize their talents as it gets incorporated into the campaign, illustrating to them and the party that each has a vital role in their group.
- Run a mini-sidequest for the troublemakers in-between game sessions. This could be as simple as a brief romp into a dungeon or an assault on a small outpost of enemies. The important thing is that it gives them a close shared experience to reference later and that they've been given a little extra attention from the GM (and hopefully won't need more because of it).
- Take a chill and hang out! Share a meal with the troublemakers and just talk shop about gaming generally. Don't even broach the subject that's spurred on this impromptu get-together—try to find common ground between them instead, something that might bridge the gap and get them to be more cooperative with one another in the future.

Evil Roleplaying

It's expected for the PCs to do horrible, despicable things in the name of evil or when giving in to their inherent heresy. We recommend that players "share the highlights" of how they maim, rape, mutilate, torture, and mistreat other creatures. While fun the first few times, with repetition these interactions can drag on roleplay by the larger group and desensitize the table.

VILE AFFLICTIONS

Weaponizing disease and making use of poisons are villainy's purvey. Specific class archetypes and feats offer more intriguing ways to incorporate these rules into the game, and in addition to those found in the regular *Fifth Edition* mechanics we've included new diseases and poisons here. Note that many of these poisons are extraordinary in their effects and may require saving throws other than Constitution, though the GM may always rule that the normal ability score be used instead.

Vile Poisons

Any poison listed on the Poisons Table with a [V] is located in this list but otherwise can be found in the core rules. Applying poison to a weapon is an action.

Aethervenom (Injury). Taken from the veins of gargantuan creatures that dwell between worlds, this poison can only be gathered by mages though even then only the courageous dare try. A creature subjected to this poison must succeed on a DC 14 Charisma saving throw. On a failed save, the creature is poisoned. The poisoned creature gains the cursed condition (page 251) and must repeat this saving throw every 24 hours. On a successful save, the creature isn't poisoned, and 24 hours later its curse ends.

Arsenic (Ingested). Numerous industrial and medical products utilize this substance in trace amounts but when concentrated it can be quite toxic. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw. On a failed save, it takes 14 (4d6) poison damage and is poisoned for 24 hours. The poisoned creature is incapacitated. On a successful save, the creature takes half damage and isn't poisoned.

Auqeani Grit (Inhaled). Most of the energy in a perverted inaequa device dissipates into the air but some scorches and hardens—when etched away and gathered it can have stranged effects. A creature subjected to this poison must succeed on a DC 15 Charisma saving throw. On a failed save, the creature is poisoned for 4d6 hours. The poisoned creature's alignment registers as evil when interacting with inaequa devices.

Table: Poisons

Poison	Type	Price per Dose	Effect
Aethervenom[V]	Injury	350 gp	DC 14 Charisma or cursed, once/24 hours saving throw, not cursed on success
Arsenic[V]	Ingested	200 gp	DC 16 Constitution or 4d6 poison and incapacitated 24 hours, half damage and not poisoned on success
Assassin's blood	Ingested	150 gp	DC 10 Constitution or 1d12 poison and poisoned condition for 24 hours, half damage and not poisoned on success
Auqeani grit[V]	Inhaled	400 gp	DC 15 Charisma or detect as evil to inaequa devices for 4d6 hours
Black lotus extract[V]	Contact	5,000 gp	DC 18 Constitution or 8d6 poison, lower Constitution 4 points, lose 2 hit points per Hit Dice, disadvantage on Constitution ability checks and saving throws for 8 hours, half effects and not poisoned on successful save
Blasphemed saint's blood[V]	Injury	2,000 gp	DC 17 Wisdom or 6d6 necrotic and can't be healed by divine sources for 1d4 minutes, half damage and not poisoned on success
Burnt othur fumes	Inhaled	500 gp	DC 13 Constitution or 3d6 poison and once/turn saving throw or 1d6 poison until 3 successful saves
Celestial blood[V]	Contact	3,500 gp	DC 16 Charisma or check required to activate features and spells from divine classes for 1 minute, repeat saving throws on failed checks, not poisoned on success
Crawler mucus	Contact	200 gp	DC 13 Constitution or paralyzed 1 minute, once/turn saving throw to cure
Deathblade[V]	Injury	2,000 gp	DC 18 Constitution or 4d8 poison, 4d8 psychic, and 1 level of exhaustion, half damage and no exhaustion on success
Demigod's blood[V]	Contact	10,000 gp	DC 20 Wisdom or 12d8 necrotic and cannot benefit from or be healed by divine sources for 1d4 minutes, half damage and not poisoned on success
Demon ichor[V]	Injury	800 gp	DC 14 Constitution or 3d6 poison, 3d6 acid, and poisoned for 1d4 hours, half poison damage and not poisoned on success
Devil rot[V]	Ingested	1,200 gp	DC 14 Constitution or 3d6 necrotic, 3d6 poison, and poisoned for 1d4 hours, switch between blind/deafened while poisoned, half poison damage and not poisoned on success
Dragon bile[V]	Contact	4,000 gp	DC 20 Constitution or 8d8 poison, lower Strength 4 points, disadvantage on Strength ability checks and saving throws for 24 hours, half effects and not poisoned on successful save
Drow poison	Injury	200 gp	DC 13 Constitution or poisoned 1 hour, unconscious if failed by 5 or more
Essence of ether	Inhaled	300 gp	DC 15 Constitution or unconscious 8 hours
Glass slurry[V]	Ingested	200 gp	3d4 slashing, DC 17 Constitution or poisoned 24 hours, bleed 1d4 slashing every hour until magical healing (ignore resistance/immunity), no bleeding on success
Greenblood oil[V]	Injury	1,750 gp	DC 16 Charisma or one step toward chaotic and confused (as *confusion*) 1 minute, not confused on success and DC 16 Wisdom to resist changing alignment

Poison	Type	Price per Dose	Effect
Id moss[V]	Ingested	250 gp	DC 13 Constitution or 3d6 psychic and confused (as *confusion*) 1 minute, fail by 5 or more short-term madness, fail by 10 or more long-term madness, half damage and not confused on success
Insanity mist[V]	Inhaled	1,500 gp	Short-term madness, DC 16 Constitution or 6d6 psychic and confused (as *confusion*) 10 minutes, fail by 10 or more long-term madness, fail by 10 or more indefinite madness, half damage and not confused on success
Lich dust[V]	Ingested	2,000 gp	DC 15 Constitution or 8d6 force and poisoned 3d4 rounds, cannot take bonus actions, half damage and not poisoned on success
Mage cerebrofluid[V]	Contact	1,000 gp	DC 12 Constitution or 3d6 force and spellcasting ability check when casting spell (DC 12 + spell level) or fail and lose spell slot, repeat saving throws on failed checks, half damage and not poisoned on success
Malice	Inhaled	250 gp	DC 15 Constitution or blinded 1 hour
Malyss root dust[V]	Inhaled	3,000 gp	DC 16 Constitution or 8d4 poison, lower Dexterity 4 points, disadvantage on Dexterity ability checks and saving throws for 1d4 hours, half effects and not poisoned on successful save
Midnight tears	Ingested	1,500 gp	DC 17 Constitution at midnight or 9d6 poison, half damage on success
Oil of taggit	Contact	400 gp	DC 13 Constitution or unconscious 24 hours
Pale tincture	Ingested	250 gp	DC 16 Constitution or 1d6 poison and poisoned, once/24 hours saving throw 1d6 poison and poisoned until 7 successful saves, poison damage can't be healed until cured
Phase spider poison[V]	Injury	1,750 gp	DC 11 Constitution or 4d8 poison and poisoned 1 hour, paralyzed if dropped to 0 hit points, half damage and not poisoned on success
Powdered fiendhorn[V]	Inhaled	5,000 gp	DC 15 Constitution or 3d6 necrotic, 3d6 poison, and poisoned 1 minute, gain vulnerability to energy damage, no damage and not poisoned on success
Purple worm poison	Injury	2,000 gp	DC 19 Constitution or 12d6 poison, half damage on success
Saint's blood[V]	Injury	1,000 gp	DC 14 Wisdom or 3d6 radiant and can't be healed by divine spells for 1 minute, half damage and not poisoned on success
Serpent venom	Injury	200 gp	DC 11 Constitution or 3d6 poison, half damage on success
Shadow essence[V]	Injury	2,000 gp	DC 12 Strength or 2d10 force and poisoned 2d4 rounds, take half damage from weapons, deal half damage with weapons, incorporeal movement, half damage and not poisoned on success
Striped toadstool[V]	Ingested	50 gp	DC 10 Constitution or 1d4 poison and poisoned 1d4+2 hours, disadvantage on Wisdom saving throws and attack rolls, sight reduced by half, half damage and not poisoned on success
Terinav root[V]	Contact	800 gp	DC 11 Constitution or 4d12 poison and poisoned 24 hours, offensive odor and disadvantage on Animal Handling, Persuasion, Stealth, no damage and poisoned 1 hour on success
Torpor	Ingested	600 gp	DC 15 Constitution or incapacitated 4d6 hours
Truth serum	Ingested	150 gp	DC 11 Constitution or cannot knowingly lie for 1 hour (as *zone of truth*)
Wyvern poison	Injury	1,200 gp	DC 15 Constitution or 7d6 poison, half damage on success

Black Lotus Extract (Contact). Only found in remote mountain peaks on Zakuthombo, the rare flower from which this is synthesized is historically highly prized by nobles for its striking beauty. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw. On a failed save, the creature takes 28 (8d6) poison damage, is poisoned for 8 hours, its Constitution score is permanently lowered by 4, and its total hit points are reduced by 2 per hit die. The poisoned creature has disadvantage on Constitution ability checks and saving throws. On a successful save, the creature takes half damage, isn't poisoned, its Constitution score is permanently lowered by 2, and its total hit points are reduced by 1 per hit die. Only a *wish* or similarly powerful spell can restore the creature's Constitution score.

Blasphemed Saint's Blood (Injury). Taken from a creature made holy by the touch of the Celestial Heroes or a powerful entity from the Upper Planes, this blood has since been thoroughly corrupted by evil. A creature subjected to this poison must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature takes 21 (6d6) necrotic damage and is poisoned for 1d4 minutes. The poisoned creature cannot be healed by divine sources (such as a *cure wounds* spell cast by a cleric or a paladin's lay on hands feature). On a successful save, the creature takes half damage and isn't poisoned.

Celestial Blood (Contact). The gory remains of a slaughtered celestial can be boiled down and reduced into this lethal concoction, though the smells that emanate from the mixture offend one's very soul. A creature subjected to this poison must succeed on a DC 16 Charisma saving throw. On a failed save, the creature is poisoned for 1 minute. The poisoned creature loses their connection to features gained from the cleric, druid, exemplar, feywalker, paladin, and ranger classes that require activation. When the poisoned creature attempts to use one of these features, it must succeed on a DC 16 Charisma saving throw or the feature does not activate and one of its uses (or the appropriate spell slot) is expended. When the creature fails to activate a feature, it can repeat the saving throw, ending the effect on itself on a success. On a successful save, the creature isn't poisoned.

Deathblade (Injury). Once used by tribal warriors throughout the world, the secrets of this potent toxin are lost to time and its appearance is exceptionally rare. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw. On a failed save, the creature takes 18 (4d8) poison damage and 18 (4d8) psychic damage, and gains a level of exhaustion. On a successful save, the creature takes half damage and does not gain a level of exhaustion.

Demigod's Blood (Contact). There is no greater sacrilege than to foul the blood of the Celestial Heroes and when properly prepared, the resulting mixture is incredibly potent. A creature subjected to this poison must succeed on a DC 20 Wisdom saving throw. On a failed save, the creature takes 54 (12d8) necrotic damage and is poisoned for 1d4 minutes. The poisoned creature cannot benefit from or be healed by divine sources (such as a *cure wounds* or *enhance ability* spell cast by a cleric or a paladin's lay on hands feature). On a successful save, the creature takes half damage and isn't poisoned.

Demon Ichor (Injury). When harvested from a recently deceased denizen of the Abyss, the organs of a demon are volatile indeed. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw. On a failed save, the creature takes 10 (3d6) poison damage and 10 (3d6) acid damage, and is poisoned for 1d4 hours. On a successful save, the creature takes half the poison damage and isn't poisoned.

Devil Rot (Ingested). This poison is made by brewing the teeth, fur, and tail of a devil down into a sulfurous paste. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw. On a failed save, the creature takes 10 (3d6) necrotic damage and 10 (3d6) poison damage, and is poisoned for 1d4 hours. The poisoned creature's senses are baffled, causing it to be blind one round, then deafened the next round, repeating between the two conditions. On a successful save, the creature takes half the poison damage and isn't poisoned.

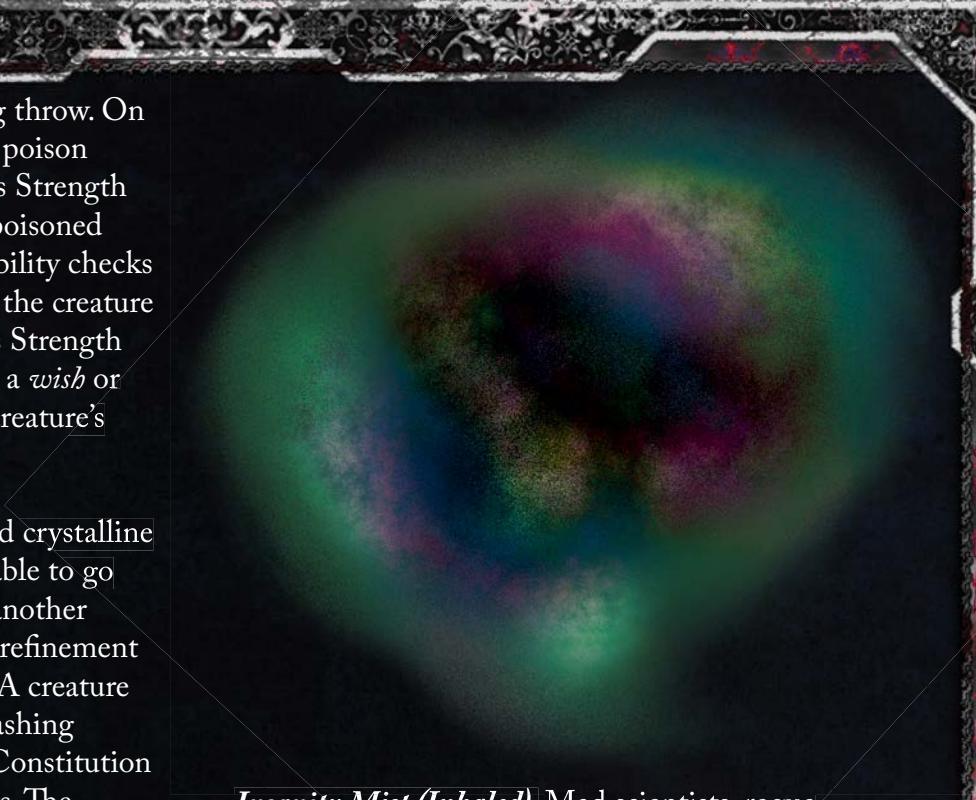
Dragon Bile (Contact). As long as the stomach of a great serpent is reached within a day of its death, the slurry of enchanted acid within is extremely dangerous and can be processed into a toxin most vile. A creature subjected to this poison must

succeed on a DC 20 Constitution saving throw. On a failed save, the creature takes 36 (8d8) poison damage, is poisoned for 24 hours, and its Strength score is permanently lowered by 4. The poisoned creature has disadvantage on Strength ability checks and saving throws. On a successful save, the creature takes half damage, isn't poisoned, and its Strength score is permanently lowered by 2. Only a *wish* or similarly powerful spell can restore the creature's Strength score.

Glass Slurry (Ingested). Any fool can feed crystalline shards to a beast but making a mixture able to go undetected by an intelligent creature is another matter entirely, requiring a great deal of refinement before it can be used without discovery. A creature subjected to this poison takes 7 (3d4) slashing damage and must succeed on a DC 17 Constitution saving throw or be poisoned for 24 hours. The poisoned creature bleeds, taking 5 (1d4) slashing damage at the end of every hour until it receives magical healing. On a successful save, the creature isn't poisoned. The damage from this poison ignores a creature's resistances and immunities.

Greenblood Oil (Injury). Druids and other friends of nature find this concoction to be utterly vile, its main ingredient the blood of fey. A creature subjected to this poison must succeed on a DC 16 Charisma saving throw. On a failed save, the creature's alignment changes one step towards chaotic (from lawful to neutral or from neutral to chaotic) and it is poisoned for 1 minute. The poisoned creature is confused (as the *confusion* spell). On a successful save, the creature isn't poisoned and it receives a DC 16 Wisdom saving throw to resist changing its alignment.

Id Moss (Ingested). Teams of Justitia from the Monastic Order of Law delve deep into the Taenarius Tunnels when this foul plant is discovered to scour it from beneath Askis. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (3d6) psychic damage and is poisoned for 1 minute. The poisoned creature is confused (as the *confusion* spell). If the saving throw fails by 5 or more, the creature also gains a short-term madness. If the saving throw fails by 10 or more, the creature also gains a long-term madness. On a successful save, the creature takes half damage and isn't poisoned.



Insanity Mist (Inhaled). Mad scientists, rogue monsters, and untended devices decayed into lethality by time are dangers aplenty, but a duplicitous fog sometimes roams the passages that surpasses them all. A creature subjected to this poison gains a short-term madness and must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 21 (6d6) psychic damage and is poisoned for 10 minutes. The poisoned creature is confused (as the *confusion* spell). If the saving throw fails by 5 or more, the creature also gains a long-term madness. If the saving throw fails by 10 or more, the creature also gains an indefinite madness. On a successful save, the creature takes half damage and isn't poisoned.

Lich Dust (Ingested). Ancient and empowered with fell arcane energies, the ground bones of liches wreck havoc on the living when consumed. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 28 (8d6) force damage and is poisoned for 3d4 rounds. The poisoned creature cannot take bonus actions. On a successful save, the creature takes half damage and isn't poisoned.

Mage Cerebrofluid (Contact). The unique source and difficult extraction of this mixture make it a rarity—which is fortunate for spellcasters in all respects. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw. On a failed save, the creature takes 10 (3d6) force damage and is poisoned.

The poisoned creature must succeed on a spellcasting ability check (DC 12 + spell level) whenever it attempts to cast a spell or fail to do so, losing the spell slot. When the creature fails to cast a spell, it can repeat the saving throw, ending the effect on itself on a success. On a successful save, the creature takes half damage and isn't poisoned.

Malyss Root Dust (Inhaled). This plant can only be found in the densest jungles of Samovi. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 20 (8d4) poison damage, is poisoned for 1d4 hours, and its Dexterity score is permanently lowered by 4. The poisoned creature has disadvantage on Dexterity ability checks and saving throws. On a successful save, the creature takes half damage, isn't poisoned, and its Dexterity score is permanently lowered by 2. Only a *wish* or similarly powerful spell can restore the creature's Dexterity score.

Phase Spider Poison (Injury). This poison must be harvested from a dead or incapacitated phase spider with a DC 15 Intelligence (Arcana) check. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw. On a failed save, the creature takes 18 (4d8) poison damage and is poisoned for 1 hour. The creature is paralyzed if the poison damage reduces it to 0 hit points, even when stable or after regaining hit points. On a successful save, the creature takes half damage and isn't poisoned.

Powdered Fiendhorn (Inhaled). The Ministry goes to great lengths tracking the tiefling population and ensuring the disposal of their remains ostensibly to protect from the synthesis of this dangerous substance. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 10 (3d6) necrotic damage and 10 (3d6) poison damage, and is poisoned for 1d4+1 rounds. After taking damage from the poison, the poisoned creature gains vulnerability to acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder damage. On a successful save, the creature takes no damage and isn't poisoned.

Saint's Blood (Injury). This holy substance is not inherently lethal but when directly exposed to the bloodstream can wreck havoc on a body. A creature subjected to must succeed on a DC 14 Wisdom saving throw. On a failed save, the creature takes 10 (3d6) radiant damage and is poisoned for 1 minute. The poisoned creature cannot be healed by divine spells (such as a *cure wounds* spell cast by a cleric or a *healing word* cast by a paladin). On a successful save, the creature takes half damage and isn't poisoned.

Shadow Essence (Injury). Any effluent collected from the corpse of a creature from the Shadow Plane needs treatment with a DC 15 Intelligence (Arcana) check to preserve it before taking it to another dimension. A creature subjected to this poison must succeed on a DC 12 Strength saving throw. On a failed save, the creature takes 11 (2d10) force damage and is poisoned for 2d4 rounds. The poisoned creature takes half damage from weapon attacks, it deals half damage with weapon attacks, and it can move through other creatures and objects as if they were difficult terrain (it takes 1d10 force damage if it ends its turn inside an object). On a successful save, the creature takes half damage and isn't poisoned.

Striped Toadstool (Ingested). Extracted and burned away by Justitia that find them growing near cave openings, nobles have been known to gather these for recreational purposes despite the dangers the fungi pose. A creature subjected to this poison must succeed on a DC 10 Constitution saving throw. On a failed save, the creature takes 2 (1d4) poison damage and is poisoned for 1d4+2 hours. The poisoned creature has disadvantage on Wisdom saving throws, disadvantage on attack rolls, and suffers hallucinations that reduce their sight by half. On a successful save, the creature takes half damage and isn't poisoned.

Terinav Root (Contact). Pulled from scarce plants squirming out of the sandy bottoms of Samovi's lakes and rivers, days of preparation and refinement of scores of specimens are needed to make this toxic mixture. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw. On a failed save, the creature takes 26 (4d12) poison damage and is poisoned for 24 hours. The poisoned creature has disadvantage on Charisma (Animal Handling), Charisma (Persuasion), and Dexterity (Stealth) checks as they emanate a foul and pervasive odor. On a successful save, the creature takes no damage and is only poisoned for 1 hour.

Vile Diseases

In addition to the sicknesses in the core rules, the defeated despots of Askis' history and the mad scientists lurking in the Taenarius Tunnels have developed numerous lethal diseases. Most have been eradicated but some still persist in The Ministry's medical laboratories or in parasites clinging to the bodies of monsters stalking the subterranean passages—waiting for new, fresh creatures to plague.

AETHERVIRUS

Creatures afflicted with aethervirus sometimes choose to leave it untreated, only realizing too late that no mortal can harness the otherworldly symbiote's power. When a creature is damaged by an infected creature's natural attack or a weapon covered by aethervirus, the creature must succeed on a DC 13 Constitution saving throw or become infected. Symptoms manifest after 24 hours after infection, covering one of the infected creature's fore or upper limbs with a roiling black and red pulsating mass.

The infected creature's unarmed strikes gain a +2 magical bonus to attack and damage. Whenever the infected creature wields a melee weapon blood pours out to cover the blade with more aethervirus, bonding it to the creature's limb. The bonded weapon deals an additional 1d4 magical damage and it cannot be disarmed. While a weapon is bonded to the infected creature, it only heals half as much as normal from magical healing. The infected creature can remove a weapon's aethervirus bond by spending a bonus action. When the infected creature completes a long rest, it makes a Constitution saving throw (DC 11 + 1 per previous successful save). On a failed save, the infected creature's Constitution is reduced by 1. Only a *wish* or similarly powerful spell can restore the creature's Constitution score. An infected creature with a Constitution score of 0 permanently dies and cannot be brought back to life by any means. On a successful save, the infected creature only restores half as many Hit Dice as they normally would from taking a long rest.



After 3 successful saving throws, the creature recovers from the disease.

BUBONIC PLAGUE

Whole cities have been evacuated in the wake of this virulence, overrun with vermin carrying it virtually everywhere and quarantined until cleansed of the sickness. When a beast or humanoid creature is bitten by a creature that carries this disease, or when it comes into contact with effluent contaminated by the disease, the creature must succeed on a DC 15 Constitution saving throw or become infected. It takes 1d4+3 days for bubonic plague's symptoms to manifest in an infected creature. Symptoms include chills, cramps, fever, malaise, painful swelling, seizures, swollen lymph nodes, and gangrene of the extremities such as toes, fingers, lips and tip of the nose.

The infected creature has disadvantage on Strength and Constitution saving throws, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a Constitution saving throw (DC 15 - 1 per successful save). On a failed save, the infected creature's Constitution and Charisma scores are reduced by 2, and

it reduces its hit points by 1 per Hit Dice. On a successful save, the creature does not have disadvantage on Strength saving throws for 24 hours.

After 3 successful saving throws, the creature recovers from the disease. Once recovered, a creature's Constitution and Charisma scores increase by 1 point at the end of each long rest until they are restored to their original values.

CELERO-LEPROSY

Rumors abound of what causes this sickness but when the afflicted are diagnosed, The Ministry provides a mandatory home for victims to live out the rest of their lives. When a beast or humanoid creature inhales air contaminated by the disease-carrying bacteria, the creature must succeed on a DC 13 Constitution saving throw or become infected. It takes 1 week for celero-leprosy's symptoms to manifest in an infected creature. Symptoms include patches of light and dark lesions on the skin and minor trouble breathing.

The infected creature gains resistance to bludgeoning, piercing, and slashing damage but vulnerability to poison and disadvantage on saving throws against poison. When the infected creature takes 10 or more damage from a weapon attack (before applying resistance), it loses an appendage such as an ear, finger, or toe. When the infected creature takes 30 or more damage from a weapon attack (before applying resistance), it loses a limb. Body parts can only be restored with the *regenerate* spell.

Celero-leprosy can be cured using carefully synthesized medicine produced in the most advanced labs of Askis. Given a week, a character with sufficient knowledge and access to a laboratory can turn these reagents into one dose of medicine by making a DC 18 Intelligence (Science) check. Injected into the bloodstream before a long rest, one dose of it prevents the infected creature from suffering the symptoms of celero-leprosy for 24 hours. After 5 doses, the medicine cures the disease entirely.

COAGULOPATHY

Unlike hemophilia this is not a sickness derived from birth, spread instead by exposure to tainted blood freely flowing from the afflicted. When a living creature is bitten by a creature that carries this disease, or when it comes into contact with blood contaminated by the disease, the creature must succeed on a DC 13 Constitution saving throw or become infected. It takes 6d4 hours for coagulopathy's symptoms to manifest in an infected creature. Symptoms include heavy external bleeding, blood in urine and stool, severe head or neck pain, repeated vomiting, difficulty walking, convulsions, and seizures.

The infected creature's speed is reduced by 10 feet and whenever it takes 5 or more damage, it immediately starts excessively bleeding, losing 1 hit point at the end of each of its turns during combat or 1 hit point at the end of each minute. This excessive bleeding continues until the infected creature receives magical healing or completes a short rest.

Coagulopathy can be cured using rare reagents taken from 7 plants located in all the corners of Samovi. Given an hour, a character who has proficiency with an herbalism kit can turn these reagents into one dose of medicine. Injected into the bloodstream before a long rest, one dose of it prevents the infected creature from excessive bleeding for 24 hours. After 3 doses, the medicine cures the disease entirely.

DEMENTIA

One of the greater problems among Askis' swelling centenarian population is the loss of memory, a sickness that even the touch of true divinity cannot totally cure—it does occur among younger citizens, but almost never without some foul catalyst engineered by depraved minds. A creature that has lived 90% of its race's normal lifespan or has been exposed to a dementia-causing effect makes an Intelligence saving throw (DC 10 + 1 per previous save) each 1% of remaining years or becomes infected.

One week after infection, the creature's memory starts to become unreliable as their mind fragments. The infected creature takes a –1 penalty to ability checks and saving throws that rely on Intelligence, Wisdom, and Charisma. At the end of each week after the symptoms appear, the penalty worsens by 1. When it reaches –12, the victim is stunned every other round as it constantly reassesses its surroundings. The longer an infected creature has dementia, the more often it must make Intelligence checks to recall information.

Dementia can be cured with a *wish* spell, though this does not restore memories and only allows the infected creature to keep new ones (removing the disease as well as its penalties to ability checks and saving throws).

KEDRIMEDULLAM

Doctors in The Ministry's research facilities remain unsure of where this sickness spreads from, only that it is commonly found afflicting the malnourished monsters lurking in the Taenarius Tunnels so that it likely began in the depths. When a humanoid creature breathes in air contaminated by kedrimedullam, the creature must succeed on a DC 13 Constitution saving throw or become infected. It takes 24 hours for kedrimedullam's symptoms to manifest in an infected creature. Symptoms include cramps, fever, and excessive swelling of welts and bruises.

The infected creature gains one level of exhaustion, its carrying capacity is halved, it regains only half the normal number of Hit Dice and hit points from finishing a long rest, and it gains vulnerability to bludgeoning damage. At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level.

If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

MALIGNANT PUSTULES

Found only in the lairs of mad scientists and pools deep in the tunnels nearest the planet's core, even the Justitia dare not meddle with the ooze that latches onto and grows the evil in one's heart. When a creature comes into contact with emanolimus ooze, the creature must succeed on a DC 16 Charisma saving throw or become infected. It takes 1d4 hours for malignant pustules' symptoms to manifest in an infected creature. Symptoms include redness around the eyes, bad breath, and pus-filled blisters mottling the skin.

The infected creature's alignment changes to chaotic evil, neutral evil, or lawful evil (whichever is closest). At the end of each long rest, an infected creature must make a Wisdom saving throw (DC 16 + 1 per previous save). On a failed save it is compelled to commit 1d4 evil acts (worthy of increasing a Sin score; page 22 and pages 235-236). On a successful save, the creature is not compelled.

After 2 successful saving throws, the creature recovers from the disease. Only a *wish* spell can magically cure an infected creature of malignant pustules.

MANA-WASTING

Certain areas of the Taenarius Tunnels are off-limits to all but the Ministerium Inmorte, the warping magical residue of dubious experiments gone astray transforming those who wander through the forbidden regions into deformed freaks. When a living creature travels through a mana-wasted area, the creature must succeed on a DC 14 Strength saving throw or become infected. It takes 1d4 days for mana-wasting's symptoms to manifest in an infected creature. Symptoms include unnatural swelling of the skin and strange fleshy growths.

One week after infection, the creature begins to suffer impossible to hide mutations. The infected creature takes a –1 penalty to Charisma ability checks.

At the end of each week after the symptoms appear, the infected creature makes a Strength saving throw (DC 14 + 1 per previous failed save) or the penalty worsens by 1. When it reaches –6, the infected creature gains the mana-wasted template (page 280). On a successful save, the infected creature's penalty improves by 1 (for example, from –4 to –3).

If a successful saving throw improves the infected creature's penalty to 0, the creature recovers from the disease.

PHANTASMIA

Anyone diagnosed with this sickness is immediately remanded to The Inquisition—the only known way to be afflicted by it is through the consumption of celestial flesh. When a creature consumes a number of purpura concoctions (page 47) equal to its Hit Dice within a period of 24 hours, the creature must succeed on a DC 15 Constitution saving throw or become infected. Phantasmia's symptoms manifest in an infected creature the next time it takes a long rest.

Whenever the infected creature sleeps, 2d4 cobalus materialize within 30 feet. Cobalus resemble the nightmares of the infected creature and use the statistics of Homunculus with the incorporeal movement feature. They are cruel, stealing items and trapping a resting area if left to wreak havoc unopposed—when only one creature is on watch they try to lure the defender away to prepare their devious mischief, forcing companions of the infected creature to take greater security measures. The infected creature is forced awake if all of the cobalus are

killed but otherwise they disappear when the infected creature finishes its long rest.

Phantasmia can be cured using the blood of fiendish creatures like daemons, demons, devils, and tieflings. A character who has proficiency with an herbalism kit can turn an ounce fiendish blood into a single dose of medicine after 1 hour of effort. Injected into the bloodstream before a long rest, a dose of it prevents the infected creature from the suffering effects of the disease for the duration of the long rest. After 5 doses, the medicine cures the disease entirely.

SINOMNIA

The Ministry's rehabilitation centers process scholars stricken by this sickness after improperly reading forbidden tomes that forever change them through the subtle evils of Vilespeech. When a creature reads a particular phrase of Vilespeech or spends more than 8 hours within the presence of at least a dozen books containing Vilespeech within 100 feet of each other, the creature must succeed on a DC 15 Wisdom saving throw or become infected. There are no visible symptoms to sinomnia but its effects manifest the next time the infected creature completes a long rest.

When the infected creature finishes a long rest it makes a Wisdom saving throw (DC 15 + 1 per previous failed save) or increases its Sin score by 1. After 3 days, every 8 hours that an infected creature does not rest it makes a Constitution saving throw (DC 10 + 1 per 8 hours not sleeping) or falls asleep. On a successful save, the infected creature can remain awake for 8 more hours and makes a DC 12 Wisdom saving throw or gains a long-term madness. If the saving throw fails by 5 or more, the creature gains an indefinite madness instead.

Only a *wish* can cure a creature of this disease.

SORDES-DIVINA

Wounds from potent evil spells and beasts steeped in vile power can tarnish a soul's connection to the Upper Planes, making it difficult to heal by spell or blessing. When a creature takes more than half of its hit points in necrotic damage from a single source (such as an attack, effect, trap, or spell), the creature must succeed on a DC 13 Charisma saving throw or become infected. It takes 2d4 hours for sordes-divina's symptoms to manifest in an infected creature. Symptoms include lightheadedness and disorientation. The infected creature only restores half as many hit points as normal from magical healing. At the end of each long rest, an infected creature must make a DC 13 Charisma saving throw.

After 2 successful saving throws, the creature recovers from the disease.

STOMACH PARASITE

Invisible to the naked eye, travelers know better than to drink from waters deep in the wildernesses of Samovi for fear of ingesting these microscopic organisms. When a creature drinks or otherwise consumes water contaminated by stomach parasites, the creature must succeed on a DC 12 Constitution saving throw or become infected. It takes 1d4 days for symptoms of a stomach parasite to manifest in an infected creature. Symptoms include stomach cramps, taut skin, and extreme muscle definition.

Every week, the infected creature doubles the amount of food and water it needs to survive. An infected creature that does not receive enough sustenance regains no healing from short or long rests.

A *greater restoration*, attack or spell that deals 10 points of force damage per week of infection, or surgery (page 182) can cure the creature of this disease.

TINEA CRURIS

Wearing one's armor too long and going without washing has its consequences. When a creature has gone a week without bathing or more than 3 days without cleaning a suit of armor they wear each day, the creature must succeed on a DC 8 Constitution saving throw or become infected. It takes 2d6 days for tinea cruris' symptoms to manifest in an infected creature. Symptoms include itching and odor in the groin.

The infected creature emits a stench that gives it disadvantage on Charisma ability checks made against creatures within 10 feet. Every week, the infected makes a Constitution saving throw (DC 8 + 1 per previous save) or the range of its stench increases by 5 feet (to a maximum of 20 feet).

After 5 successful saving throws or a dose of remedium (page 204), the creature recovers from the disease.

EXPANDED MADNESS

Exploring dark themes and engaging with horror in the ways presented in this tome means going beyond the scope of the usual rules for madness in *Fifth Edition*. Below are rules similar to or expanding the existing mechanics, followed by more content for insanity and other themes of terror to make your game as disturbing as it can be.

Going Mad

Certain spells (such as *heresy incarnate* and *lesser inscribe Vilespeech*) can cause insanity as can diseases, poisons, and planar effects. Some artifacts can also break the psyche of a character who uses or becomes attuned to them. Resisting a madness-inducing effect usually requires a Wisdom or Charisma saving throw. Creatures with a Sin score may temporarily suppress madness, though the costs of doing so can be steep (see Dark Madness below).



Table: Short-Term Madness

d100	Effect (lasts 1d10 minutes)
01–05	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
06–10	The character is deafened and hears nothing but tormented screaming. He or she tries to rip off their own once each minute with their bonus action, self-inflicting 1d4 damage.
11–20	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
21–25	The character loses his or her sense of touch and has disadvantage on Dexterity checks and saving throws.
26–30	The character loses his or her sense of smell and has disadvantage on Perception checks.
31–40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41–50	The character begins babbling and is incapable of normal speech or spellcasting.
51–60	The character must use his or her action each round to attack the nearest creature.
61–70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71–75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76–80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81–90	The character loses control of his or her subconscious, shouting out embarrassing personal truths and secrets told to them in confidence at least once per minute.
91–95	The character is stunned.
96–100	The character falls unconscious.

Table: Long-Term Madness

d100	Effect (lasts 1d10 × 10 hours)
01–05	The character develops multiple personalities. The character has disadvantage on Wisdom saving throws and on Intelligence checks made to remember something that happened to another personality. Each hour the character is awake, they make a Wisdom saving throw (DC 6 + 1 per previous save) to retain the personality. On a failed save, a new personality manifests until there 5 personalities (at which point the character rolls 1d6 to determine which personality takes control).
6–10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11–15	The character has a paranoia attack and becomes incapacitated when frightened for 1 minute or longer, or when reduced to 1/10th its total hit points.
16–20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21–25	When the character is in the middle of conversation with an NPC, roll 1d20. On a result of 5 or lower, he or she spontaneously draws weaponry and attacks.
26–30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31–35	The character inflicts permanent self-scarification that temporarily weakens his or her immune system. They have disadvantage on saving throws against disease and poison until after the madness ends and the character has taken a long rest.
36–40	The character regards something (usually the source of madness) with intense revulsion, is if affected by the antipathy effect of the *antipathy/sympathy* spell.
41–45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46–55	The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56–65	The character is blinded (25%) or deafened (75%).
66–75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76–80	The character attempts to shave off (forcibly when necessary) and collect hair or fur from every creature he or she comes across.
81–85	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86–90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the *confusion* spell. The confusion effect lasts for 1 minute.
91–95	The character loses the ability to speak.
96–100	The character falls unconscious. No amount of jostling or damage can wake the character.

Curing Madness

A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell or accepting dark madness can rid a character of a short-term or long-term madness. Depending on the source of the madness, *remove curse* or *dispel evil* might also prove effective. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

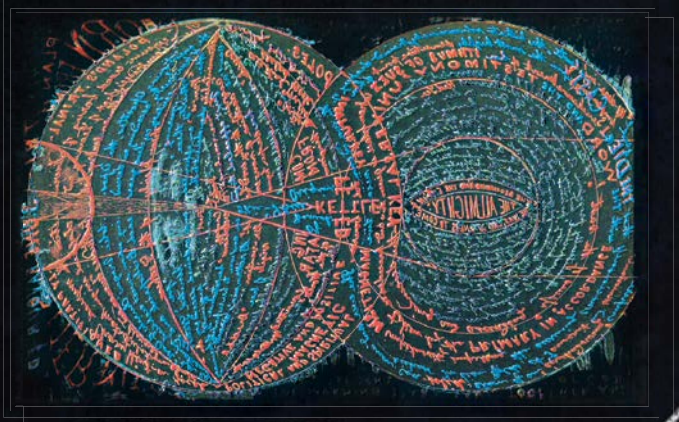


Table: Indefinite Madness

d100	Flaw (lasts until cured)
01–15	"A little bit of blood with every meal never hurt anyone but if you try to stop me I'll use yours."
16–25	"Consuming my enemies and keeping corporeal trophies of my victories is my business."
26–30	"Wearing the faces of other people like a mask—it looks funny without their actual face—helps me get way more done every day."
31–35	"Those are alternative facts. Just additional facts and alternative information. Not lies."
36–45	"Nothing matters but what I tell you matters dammit, and we're getting it done before anything else *you* think is important."
46–50	"Life is a pointless cycle of suffering and regret. Why? Why should I do anything? Nothing matters. Nothing. Matters."
51–55	"Everyone is out to get me you know. Did you see it? The look that man on the corner had on his face? The gesture that woman by the door made? It's connected. They're in on it. I'm telling you *it's real*."
56–70	"Nobody can fight like me, think like me, turn coin like me—hell, nobody can run like I can! *And* I am *gorgeous*. You're lucky to have me around…"
71–80	"I saw that look. What? What's so great about you, huh? What makes *you* so damned special that you're always looking down on ME?!"
81–85	"No, Gazzlegrod, I'm not going to eat them while they sleep. They are my *friends* even if they can't see *you*. Yes, even that one. I am especially *not* going to eat his tender flesh, no matter how succulent it looks."
86–95	"Minotaur's horns did you see that fellow's arm get lopped off? Ha! It was like it was waving as it sailed into the cooking pot! What a gaff!"
96–100	"Why not kill them all? I like it and they're going to die anyway, just a decade or two later. And they're defenseless, soft little bodies make a sweeter noise than the flesh of an adult, all weathered by time and hairy."

DARK MADNESS & THE CURSED CONDITION

When adventurers are faced with harrowing danger or exposed to true evil even glorious heroes and depraved mages can falter—the following rules are for making the game a genuinely scary experience well beyond the frightened condition!

Dark Madness

In depravity and the depths of the soul one can sometimes find what seems like clarity or understanding—these are false respites however, often forming into dark underlying truths that return at the most inopportune times.

A creature suffering from a form of madness or the cursed condition (see below) can spend 1 vilis point and increase its Sin ability score by 1 to gain temporary immunity. For forms of madness the immunity lasts for a number of hours equal to the creature's new Sin ability score (if this outlasts the madness the creature is considered cured), and for the cursed condition the immunity lasts for a number of minutes equal to the creature's new Sin ability score.

Cursed Condition & Causation Points

This mechanic is a meta tool for the GM to raise the stakes and get the party really feeling the fear intended for the game. What better way to do so than utilize the most hated and feared element of the RPG since its inception: the natural 1.

Creatures gain the cursed condition when in situations of particularly high stress. Here are a few examples of situations that can trigger the cursed condition:

- In combat with less than 1/4th their total hit points.
- During acts of subterfuge where death or imprisonment may directly result.
- Dangling off a cliff with only a rope and certain death below.

- Stranded on a rock in a flow of lava.
- Reaching half of their lung capacity while swimming.

Whenever a creature with the cursed condition rolls with advantage or disadvantage and rolls a natural 1 on either die, the GM gains 1 **causation point**. The GM can have no more causation points than double the number of adventurers in the party.



Caustion points are used to give NPCs an edge in combat and other situations when it can make the game more exciting. Causation points may be spent in the following ways (usually to benefit NPCs):

- Trigger a flashback for a creature that has used Dark Madness before, causing it to be frightened for anumber of rounds equal to its Sin ability modifier as the ramifications of their deeds shock their psyche (this ignores immunity.)
- Restore a number of hit points to a creature equal to 1/2 its total Hit Dice (as if the creature had taken a short rest).
- Grant a creature the use of Cunning Action (able to Dash, Disengage, or Hide as a bonus action) for 1 round.
- Trigger a conflict between a sentient magic item and its owner.
- Cause a spell to fail (cantrip–2nd-level) or be half as effective (3rd-level–7th-level); for an additional 1 causation point per spell level the GM may select a different target for a spell (cantrips count as 1st-level spells for this purpose) but causation points can never be used against a spell of the highest spell level a creature can cast.
- Negate a critical hit.
- Grant a creature advantage on an attack roll, saving throw, or ability check.

A Note On Expanded Fear

The author sof this book think it is potentially cruel and spiteful to suggest this, but we *are* writing this tome to help you be evil. If you are a truly wicked GM really trying to incite terror, do away with the situational parts of the cursed condition and have it be active at all times (removing the cap to causation points as well). Be warned—this can become a very powerful mechanic and when playing a game using Expanded Fear, the GM should not use its healing or frightened options on a creature more than once per combat encounter.

MAD SCIENTISTS

The mad scientists of Askis are the last refuge for evil in the world, engineering the Night of Largitio and reaping the harvest of wicked souls they've sown. Presented here are the five most wanted by The Inquisition and The Ministry, but GMs are encouraged to invent their own as well, using the following as examples to model a new villainous mastermind's statistics.

These NPCs have three central purposes—first and foremost they are meant to aid and abet the PCs. Gespadrieux in particular has motives to do as much, but each of these characters have knowledge and resources that can make the party a viable force of insurrectionists. Mad scientists are also excellent catalysts for the plot of a campaign, going a little further than their initial intent with information directly useful to the adventurers. While they can make great adversaries the final objective of mad scientists is to take the place of the Celestial Heroes alongside the PCs (though what they rule over will be drastically different depending on which stratagem is championed—be it a mad scientist's or the party's). Once Askis has been remade as the adventurers see fit, they can take the backing of a whole world to pursue new and more ambitious goals, or if the GM desires, fight to stomp out their former allies to achieve complete global dominance in a campaign of intrigue, sabotage, and bloody war.

Using Celestial Heroes and Mad Scientists

It is *not* recommended to run a combat between the adventurers and more than two of these NPCs at the same time. Although their abilities and statistics have been truncated, each is essentially built as a 20th level player character and has a litany of mechanics beyond the normal confines of a monster's design. If the party is encountering more than one mad scientist or Celestial Hero at once—in which case the PCs ought to all be high level themselves—the GM should consider inviting a few helpers (like the owner of the friendly local gamestore or players from another gaming group) to play as an NPC when combat erupts. With even one pair of extra hands the battle will be as dynamic and challenging as it ought to be, and the GM won't overly suffer from fatigue or have a mental breakdown.

Demigod Accoutrements. The GM may decide that the possessions of the Celestial Heroes carry residue of the powers granted to them by inaequa and the *Torquem Machina*. The following benefits are gained, although how they are divided is at the GM's discretion: a total of +6 to ability scores, resistance to radiant damage, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, proficiency with 2 skills, darkvision 120 ft., and the ageless feature (the creature does not age, cannot suffer from frailty of old age, die from old age, or be aged magically.)

Mad Science. Items looted from dead mad scientists are far more dubious. They may be heavily trapped, coded to specific biological markers, or have subtle deleterious effects that won't be felt until decades later. As with demigod accoutrements, what can be salvaged and for what purposes are ultimately at the discretion of the GM.

Insane Rituals. All chirurgical procedures (pages 176–184) are known to the following mad scientists and they all have proficiency with these tool kits (and more at the GM's discretion): alchemist's supplies, herbalism kit, thieves' tools, tinkerer's tools.

Laboratory Lairs. Each mad scientist has numerous laboratories hidden throughout Askis and they attempt to engineer encounters to happen inside of these lairs. The actions available to each lair are unique and defined at the bottom of its mad scientist's statistics.

Prototype Drones. Caskette, Fraus Calumnia, Gespadrieux Xantilles, and Aevus Fatalibus can cast the *find familiar* spell as a ritual, summoning (i.e.: activating) 6 drones. The drone familiars they create are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by the mad scientist. Drones that are not duplicating the appearance and abilities of an animal use the Homunculus stat block. As a construct, the drones do not need to eat, sleep, or breathe, and are immune to both poison damage and the poisoned condition. These drones may not be dismissed as the spell. The mad scientist may share senses with the drones or communicate with them while they remain within distance of the mad scientist's radio transmitter (a device that broadcasts 1,000 feet).

Unholy green fires brim out of exhaust ports on this armored woman's legs, chest, hands, and heels, casting a jade glow across spiked black pauldrons and a cathedral like crown festooned with ornate gray metal pipes at odds with the jet black metal encasing her body.

CASKETTE



Medium construct, lawful evil
Armor Class 19 (midnight armor)
Hit Points 260 (40d8+80)
Speed 30 ft., fly 90 ft.; **Vilis Points** 19

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
22 (+6)	17 (+3)	16 (+3)	21 (+5)	15 (+2)	19 (+4)	2 (-4)	19 (+4)

Saving Throws Str +12, Int +11, Wis +8, Cha +10
Skills Deception +10, Insight +8, Investigation +11, Perception +8, Persuasion +10, Science +11, Technology +11
Damage Vulnerabilities lightning
Damage Resistances cold, fire, necrotic, psychic; bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Abyssal, Common, Deep Speech, Draconic, Dwarvish, Elvish, Infernal, Undercommon, Vilespeech
Challenge 20 (25,000 XP)

Analyze Weakness. As a bonus action, Caskette makes an Intelligence check against a DC equal to the CR of a creature she is able to see or hear. On a success, she learns the attacks, immunities, features, and resistances granted by the creature's race or type. Caskette can only use this feature against a creature once every 24 hours.

Artificial Response. When Caskette is charmed, paralyzed, or stunned, she may spend a bonus action to make a saving throw to eliminate the condition. Caskette may only use this feature once against a specific effect.

Evasion. When Caskette makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success she takes no damage and on a failure she takes half damage.

Inherent Heresy: Wrath. As a bonus action, Caskette may spend 1 vilis point to gain advantage on a Strength ability check or saving throw.

Legendary Resistance (2/day). If Caskette fails a saving throw, she can choose to succeed instead.

Targeting Relays. Caskette does not have disadvantage on ranged attacks while within reach of an enemy.

Technofanatic. Caskette has advantage on Technology checks.

Technological Spellcasting. Caskette is a 20th level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). She casts spells using technological devices she crafts (2 lb. cantrips, 1/2 lb. per spell level; AC 10 + spell level, 40 hp each) and her spells ignore the effects of both *counterspell* and *dispel magic*. Caskette has the following spells prepared:

Cantrips: *blood spear*[V], *eldritch blast, minor illusion, produce flame, shocking grasp*
1st (4 slots): *guiding bolt, flay skin*[V], *thunderwave*
2nd (4 slots): a*cid arrow, bone spurs*[V], *scorching ray*
3rd (3 slots): *fireball, inscribe Vilespeech*[V], *lightning bolt*
4th (3 slots): *locate creature, exsanguination*[V], *wall of fire*
5th (3 slots): *cone of cold, hold monster, insidious indoctrination*
6th (2 slots): *chain lightning, extinguish soul*[V]
7th (2 slots): *ancestral perversion*[V], *one of us*[V]
8th (1 slot): *unholy condemnation*[V]
9th (1 slot): *heresy incarnate*[V]

ACTIONS

Multiattack. Caskette makes any combination of four unarmed strikes and necroblasts.

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (2d8+12) bludgeoning damage.

Necroblast. *Ranged Weapon Attack:* +9 to hit, range 100/500 ft., one target. *Hit:* 25 (5d8+3) necrotic damage.

Thrown Object. *Ranged Weapon Attack:* +9 to hit, range 100/200 ft., multiple targets (determined by object size; make one attack roll per target). *Hit:* 10 (1d8+6) damage. The damage type depends on the object (bludgeoning, piercing, or slashing) and at 100 pounds and every 100 pounds thereafter, the damage increases by 1d8 (up to 103 [21d8+9] at 2,000 pounds). Caskette is able to throw objects as heavy as 1 ton and lift objects ten times that weight.

Necrobeam (Recharge 5-6). Caskette unleashes the weapon in her chestplate, blasting a potent beam of foul energy in a 120-foot line that is 15 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 104 (16d12) necrotic damage on a failed save, or half as much damage on a successful one. Creature that fail their saving throw cannotmagically heal damage from the necrobeam.

LEGENDARY ACTIONS

Caskette can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Caskette regains spent legendary actions at the start of her turn.

- ***Reinforce Armor.*** Caskette releases small insectile cherubs that flit about repairing her armor and she regains 4d4+5 hit points.
- ***Sensory Sweep.*** Caskette makes a Wisdom (Perception) check. This check is made as if she had cast *detect magic*, though she does not require an action to see magical auras.
- ***Trigger Device (Costs 2 actions).*** Caskette activates one technological spellcasting device of 4th-level or lower.



To most of the world there is no *real* Caskette—she is a myth, a parable whispered to wicked children weak in faith—but The Inquisition and The Ministry know better, all too aware that the woman in midnight armor poses a dire threat to order in the world. Only a rare few of the mad scientist's victims have managed to escape her cathedral caves and the horror stories they've told the Celestial Heroes' agents indicate that she possesses a truly vile intellect. Perhaps more importantly Caskette is said to be ancient; her knowledge of history, science, and technology is unparalleled and she has actively opposed the demigods' rule longer than any other creature in the world. The true breadth of the plans and resources she's prepared over the centuries are terrifying and when she finally chooses to strike, it is certain to be when the defenders of Askis are at their weakest.

From Grace to Depravity. In a forgotten age far in the past, the woman that became Caskette was a devout and pious priestess utterly devoted to primal deities of good. When the Celestial Heroes first arose she found their disregard for her religion to be an affront but accepted their rule—until the congregations of both her faith and those of her peers rapidly dwindled in the face of greater adherence to the rising conquerors. During the Age of Discord her church banded together with other followers of the old gods, embracing an ancient war-like zealotry to combat the eroding purity of their devotion. When the last of their forces fell in Patefactio the priestess fell with them, plummeting into the Taenarius Tunnels alongside corpses of allies and battered stone ramparts. In the depths she found ruins even older than the deities she once worshipped, deciphering Vilespeech from the tempting blasphemous inscriptions all around her. Starving, wounded, abandoned beneath the surface of Askis, and unsure of her fate, she used her new knowledge to contact and negotiate with entities from beyond the pale. None know what she traded in for immortality or what else she may have gained in the bargain, but no creature should live so long as Caskette has, her insights bridge the realms of both magic and science in a way only ancient minds could discern, and despite several attempts by the Celestial Heroes themselves to subdue her each time the mad scientist has escaped.

Deceiver of Dragons. The first rumors of Caskette are from the end of the Age of Dischord, historical footnotes of a strange woman in wicked black plate seen visiting draconic lairs all over Askis. Agents of The Inquisition are only certain that if this is true, it is before she completed her apotheosis into the villainess still hunted today—the appearance of vile dragons coincides perfectly with her first nascent assaults on settlements, bathing whole villages in unholy fire. Only the highest levels of command in The Inquisition and clergy of the 3rd Paene know that Caskette's dreaded midnight armor was formed using rare metals mined from beneath the surface by draconic claws. In exchange she implanted blasphemous technologies promising to make them able to defeat any foe—a foul deception as each transformed into vile dragons consumed by madness. All of dragonkind fearsomely despise Caskette for her unthinkable betrayal but the power she gained from the bargain has seen her through centuries of conflict and perhaps centuries of rule yet to come.

Master Plan: Appropriate by Force. As the world above evolved and the authority of the Celestial Heroes expanded, Caskette has carefully watched and calculated how best to take that control away. Countless hours have been spent meticulously working out the tactical yields of assault plans beyond count and some have yielded appreciable results, but the strategy with the greatest chances of success is to dismantle Askis' civilization in order to build it back up as she sees fit. Caskette intends to take Ouranios first, spilling out of Burgus to overwhelm Ianaue Pass in order to quickly consolidate control over the Rotundus Railway to rapidly dispense hordes of her robotic warriors all over the Contiguous Continent. With her ancestral homeland conquered she'll turn to Zakuthombo next, exploiting the vulnerability of its weakened infrastructure before whittling away what remains of the Celestial Heroes forces in the wildernesses of Samovi. Though it will without doubt be a path fraught with bloodshed as long as the great works of the demigods are cleared away, with a strong cadre of military commanders and forces enough her stratagem is perhaps the most sound—though it ensures that when the dust clears Caskette sits on the throne of power.

LAIRS OF CASKETTE: CATHEDRAL LABORATORIES

Scattered throughout the crust of Ouranios (but found elsewhere beneath Askis in fewer numbers) are cavernous chambers filled with the steep gothic architecture once common to the world during the Twilight of Suffering. Though their designs are ancient these shrines to antiquity are home to the wicked machinations of Caskette, built by her to store unholy devices and blasphemous experiments centuries in the making. Fell constructs stalk the halls looking for trespassers to be used by their master later, the moans of their lament and woe matched in ambiance by the strange green torchlight providing baleful illumination to her macabre workshops.

Lair Actions

On initiative count 20 (losing all initiative ties), Caskette can use one of her lair action options. She can't do so while incapacitated or otherwise unable to take actions. If surprised, she can't use one until after her first turn in the combat.

- A total of 1d4 robotic servants pour out from crevices and rooms to assail Caskette's enemies (use the statistics for Animated Objects).
- Teleportation emitters kick on and swap the locations of all creatures not native to the lair. Each creature makes a DC 19 Charisma saving throw or it is transpositioned. Transpositioned creatures are teleported clockwise, taking the place of an ally.
- Gyros throughout the laboratory send magic disrupting energy fields cascading everywhere. Until the start of the next round, spell attacks are made with disadvantage, and creatures have advantage on saving throws made to resist spells and other magical effects. Caskette and her spells aren't affected by this lair action.

Regional Effects

The areas around Caskette's laboratories are tinged by the toxic byproduct of her magical and scientific pursuits, generating one (or more) of these effects.

- Rivers and lakes in a 3-mile radius above the mad scientist's lairs are tinged with trace amounts of industrial runoff.
- Inaequa devices activated within 2 miles of the mad scientist's lairs have difficulty detecting alignment. Creatures take a -2 penalty on Sanctity checks to trick inaequa devices and gain a +2 bonus on Sin checks to pervert them.
- Dimensional energies run amok outside of the mad scientist's lairs and within 5 miles, fighting for control against the *Bands of Kyttarmoak* and causing creatures to make a DC 16 spellcasting ability check when casting a spell to travel to or from another plane. On a failed check, the creature arrives in a randomly determined plane (page 19).

Though this blond-locked fellow appears human and is dressed in red and green finery, something about his eyes seems malevolent and the scent of brimstone becomes stronger the closer he nears.

Perfidiosus Priest

Medium humanoid (tiefling), lawful evil
Armor Class 19 (Wisdom)
Hit Points 150 (20d8+60)
Speed 60 ft.; **Vilis Points** 14

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
15 (+2)	20 (+5)	17 (+3)	17 (+3)	18 (+4)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +10, Con +8
Skills Acrobatics +10, Perception +9, Religion +6, Science +9, Stealth +10, Technology +9
Damage Resistances fire
Senses darkvision 120 ft., passive Perception 19
Languages Abyssal, Common, Infernal, Vilespeech
Challenge 13 (10,000 XP)

Human Appearance. To all outward appearances the perfidiosus priest appears to be a human, though he smells of brimstone and sulfur.

Passenger Sickness. The perfidiosus priest is able to take any creature of up to Large size with him when he teleports. Any creature that teleports with the perfidiosus priest is poisoned for 2d4 rounds and stunned for 1d4 rounds. A successful DC 16 Constitution saving throw leaves the creature poisoned for 1d4 rounds and stunned for 1 round.

Teleporting Leap (Recharge 6). The perfidiosus priest can spend a bonus action to teleport to any location within 1,000 feet.

Teleporting Step. The perfidiosus priest can spend a bonus action to teleport to any location within 100 feet.



ACTIONS

Multiattack. The perfidiosus priest makes four fiendish quarterstaff attacks or one teleporting fatigue attack and two fiendish quarterstaff attacks.

Fiendish Quarterstaff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) magical bludgeoning damage plus 4 (1d8) fire damage and 4 (1d8) necrotic damage.

Teleporting Fatigue. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* The target and the perfidiosus priest teleport multiple times, ending in a location within 30 feet. The target takes 27 (6d8) force damage and 27 (6d8) necrotic damage and suffers from the passenger sickness feature.

REACTIONS

Fast Reactions. The perfidiosus priest has two reactions each round.

Teleporting Dodge. When an attacker that the perfidiosus priest can see hits him with an attack or spell that has an area effect, he can use his reaction to teleport up to 15 feet away (taking no damage if removed from the area of effect). He cannot take a passenger when using this feature.

Caskette has used the Night of Largitio to pluck evil individuals with fiendish blood from across the globe, making use of ancient rituals to turn them into her utterly loyal servants. These master techpriests roam her cathedral laboratories tending to her more complex experiments and needy test subjects, blessed with unholy powers by the pact they've sown with their midnight-clad master. Frequently Caskette requires icnognito agents able to travel freely in society for various purposes—to acquire new tools or parts, plant tools of sabotage or subterfuge, lure new victims away from safety—and part of the bargain she offers her perifdiosus priests includes permanently modifying their bodies. Though fiendkin beneath their skins, to all outward appearances these tieflings appear to be humans, only given away by the trailing scents of the Abyss or Hell that Caskette either cannot hide or chooses to allow remain.

The placid expression on this gruff, bald human man's face and his casual business suit make him appear normal, but the large unnatural metal plate in his skull and the metal coils festooned to it are obvious signs he's not.

GESPADRIEUX XANTILLES



Medium humanoid (human), chaotic evil
Armor Class 19 (natural armor)
Hit Points 357 (42d8+168)
Speed 30 ft.; **Vilis Points** 22

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	18 (+4)	19 (+4)	20 (+5)	15 (+2)	16 (+3)	7 (-2)	22 (+6)

Saving Throws Dex +10, Con +10, Int +11
Skills Deception +9, Investigation +11, Medicine +14, Science +11, Sleight of Hand +10, Technology +11
Damage Resistances acid, lightning, necrotic, poison
Condition Immunities charmed, frightened
Senses passive Perception 17
Languages Common, Deep Speech, Undercommon, Vilespeech
Challenge 19 (22,000 XP)

Analyze Weakness. By spending a bonus action, Gespadrieux makes an Intelligence check against a DC equal to the CR of a creature he is able to see or hear. On a success, he learns the attacks, immunities, features, and resistances granted by the creature's race or type. Gespadrieux can only use this feature against an individual creature once every 24 hours.

Inherent Heresy: Pride. As a bonus action, Gespadrieux may spend 1 vilis point to gain advantage on an Intelligence ability check or saving throw.

Legendary Resistance (2/day). If Gespadrieux fails a saving throw, he can choose to succeed instead.

Master Fleshworker. Gespadrieux has advantage on checks made to perform an operation (even when operating on himself), the time it takes him perform chirurgical procedures is halved then reduced by 5 hours (minimum 1 hour), and he has a dissectrinator (page 288) that he controls with bonus actions (to attack a target he points at but otherwise as the *command* spell).

Scientific Gadgets (each 1/long rest). Gespadrieux's scientific gadgets weigh 1 pound per spell level. The AC of a gadget is equal to his AC while it is on his person and each has 38 hit points. While not in Gespadrieux's possession, his gadgets have AC 17. Other creatures are unable to understand how his scientific gadgets function and only Gespadrieux is able to use them. Scientific gadgets that allow Gespadrieux to cast spells do not expend a spell slot or require concentration.

- ***Arachno Belt.*** Gespadrieux can cast *spider climb* or *web*
- ***Arcodivinus Negator.*** Gespadrieux can cast *counterspell* or *dispel magic*.
- ***Cortex Disassembler.*** Gespadrieux can cast *fear* or *hypnotic pattern*.
- ***Emergency Boosters (1/short rest).*** When Gespadrieux would take more than 1d6 damage from falling, he automatically casts *feather fall*.
- ***Implometastitizer.*** Gespadrieux can cast *nondetection* or *vampiric touch*
- ***Quantum Kineticizer.*** Gespadrieux can cast *misty step* or *pass without trace*.
- ***Spatial Prism.*** Gespadrieux can cast *mirror image* or *see invisibility*.
- ***Visual Compiler.*** Gespadrieux can cast *improved invisibility* or *hallucinatory terrain*.

Sinful Slayer. When Gespadrieux scores a critical hit, he may expend 1 vilis point to infuse the blow with evil energies. The target of his attack makes a Charisma saving throw against the damage of the attack or gains a level of exhaustion. When he has advantage on a melee attack roll, Gespadrieux may expend a vilis point to deal 7 additional damage on a successful hit.

Surgical Precision (6d6, 1/turn). Gespadrieux can deal an extra 21 (6d6) damage to one living creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Weaponized Spellcasting (Recharge on short rest). Gespadrieux is a 19th level mad scientist that uses Intelligence as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Gespadrieux can cast the following spells from the mad scientist's spell list, though only when his technological weapon (his surgica wand) is on his person:

Cantrips: *acid splash, blood spear*[V]*, eldritch blast, fire bolt*

7th-level (4 spell slots): *acid arrow, cloudkill, confusion, disintegrate, haste, hold monster, flay skin*[V]*, fleshcurdle*[V]*, forced hemorrhage*[V]*, lightning bolt, mutation*[V]*, phantasmal killer, sanguine razorstorm*[V]*, shatter, sleep*



ACTIONS

Master Blaster. Gespadrieux has advantage on spell attacks.

Surgica Wand. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 18 (4d6+4) magical bludgeoning, piercing, or slashing damage. On a critical hit, the target makes a Wisdom saving throw against a DC equal to the damage dealt. On a failed save, the target is frightened of Gespadrieux for 2d4 rounds.

Dagger (7). *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target.
Hit: 6 (1d4+4) piercing damage.

Revolver. *Ranged Weapon Attack:* +10 to hit, range 50/150 ft., one target.
Hit: 11 (2d6+4) piercing damage.

LEGENDARY ACTIONS

Gespadrieux can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- ***Grenades (Costs 2 actions).*** Gespadrieux throws up to 3 grenades (each usually dealing 4d6 damage; page 206) at separate targets within 60 feet. Any creature within a grenade's area of effect (20-foot radius) makes a DC 19 Dexterity saving throw or takes the grenade's damage (a successful save halves this damage).
- ***Overcharge Dicer.*** Gespadrieux shouts a special command at his dissectrinator, immediately giving it a full round of actions (effectively a second turn).
- ***Sensory Sweep.*** Gespadrieux makes a Wisdom (Perception) check. This check is made as if he had cast *detect magic*, though he does not require an action to see magical auras.

Everybody knew there was something *wrong* with Gespadrieux Xantilles—within only seconds of breathing his first the newborn's eyes glared at the sharpest implements in the delivery room, grasping outward at lancets and scalpels. As a youngling he did not cry out and as he grew older the genius avoided causing trouble, and although it seemed to befall those around him he was viewed as a quiet and well-mannered young man. Gespadrieux's mental superiority carried him far indeed before The Inquisition found his bloody trail and he enjoyed a fine stint of infamy that lasted even after escaping into the Taenarius Tunnels, famously vowing to the press in dubious prose that his greatest crime will make all others pale in comparison. In the subterranean passages weaving beneath Askis he's continued his gruesome work unabated, replacing his flesh and organs with that of his victims to resist the death he should have suffered over two centuries ago.

Forbidden by Fate. A long time ago Gespadrieux was a humble intern at a hospital in Kalator. While he never took great interest in religion his impressive intellect served him well, seeing The Ministry fund his time at medical school until the incident during his residency. A wild-eyed woman covered in scars of self-mutilation was brought into the emergency room and remanded to Gespadrieux's care, and it was while he tended to her wounds that she revealed the location of her "secret home" just before dying from an inexplicably sudden cranial injury. Curious as to what this woman could be hiding and keen to get a look before agents of the government scoured this mysterious place of its best secrets, the doctor followed her directions and discovered all manner of debaucherous experimentation, research his colleagues would consider unethical, freakish abominations—and he loved it. Gespadrieux continued her work in secret until the day of his certification drew near and some of his theories garnered the attention of The Inquisition, their first exploratory questions prompting him to go on the run before they could find his nefarious secrets and arrest him.

Master of Flesh. The "Flesh Doctor of Kalator" drove newspaper readership and gripped the public with fear by leaking his crimes to the press, sending gorey trophies of victims for both entertainment and to test the effects of widespread terror. In time it became clear that the attention would make real research—the sort that requires analysis of living specimens over the course of years—impossible because he required isolation, and so he descended under the surface of Askis to continue the work. When age began to drag on him Gespadrieux sought immortality through the flesh, pushing the very boundaries of biological sciences and kept alive by replacing his own organs with fresh meat left in the wake of dead captives. A narrowly escaped raid by the Celestial Heroes convinced him to master cloning and replicants of the deviant doctor wander his laboratories maintaining his experiments, feeding prisoners, and cleaning machinery. All are programmed to impersonate him and report back to their creator regularly, compelled from afar through cerebral control units hidden in his sanguine abattoirs.

Master Plan: Kingdom of Anarchy. Centuries pursuing whatever his mind fancied has made Gespadrieux unpredictable and wild—his plans for bringing down the Celestial Heroes and wrecking civilization in Askis are just as chaotic. The mad scientist seeks out agents seeded with evil and engineers events so that they might come together seemingly through consequence, waiting until the right time to make their purpose clear. These teams are left to their own devices but when they agree to aid with Gespadrieux's ultimate goal he provides them with logistics, safe (albeit disturbing) places to rest, intel on what forces they might face in the name of anarchy, and even his services as a master fleshworker. With enough malevolent bands roving Askis he is certain that the world's authority will crack, and should his tactics fail it is unlikely he'll suffer any lasting repercussions.

LAIRS OF GESPADRIEUX XANTILLES: SANGUINE ABATTOIRS

The laboratories of Gespadrieux are gruesome parodies of the hospital wards in which he was trained as a doctor—unlike the infirmaries of his youth however, the halls and rooms in these lairs are not pristine. Gore and effluent from countless victims decorate these sanguine abattoirs, the scent of blood bringing an iron tinge to the air.

Lair Actions

On initiative count 20 (losing all initiative ties), Gespadrieux can use one of his lair action options. He can't do so while incapacitated or otherwise unable to take actions. If surprised, he can't use one until after his first turn in the combat.

- The sanguine abattoir floods with blood an inch thick, turning the entire area into difficult terrain. At the start of the next round, the floors soak up the blood with a wet, rasping noise.
- Nozzles spray a thick mist of blood that makes the area heavily obscured. Creatures are blinded until they spend an action wiping blood away from their eyes and before taking a move must succeed on a DC 13 Dexterity (Acrobatics) check to avoid falling prone. At the start of the next round, the floors soak up the blood.
- Thick cables fall onto a creature Gespadrieux can see, the piercing needles on their ends seeking out flesh. The lair makes a ranged attack (using Gespadrieux's +11 spell attack bonus). On a successful hit, the target is grappled, takes 27 (6d8) piercing damage and makes a DC 16 Constitution saving throw. On a failed save, the target gains 1 level of exhaustion at the end of the round. The cables have an AC of 15 and 30 hit points. At the start of the next round, the needles extract themselves and withdraw back into the ceiling. Gespadrieux has 1d4+3 exsanguination machines in the lair.

Regional Effects

The areas around Gespadrieux's laboratory are soaked in the mental anguish of countless victims murdered in agony on his operating tables, generating one (or more) of these effects.

- Fonts of blood appear in random locations throughout rivers and lakes in a 3-mile radius above sanguine abattoirs.
- Spirits of victims that experienced such powerful agony that their souls resist traveling to another world are bound inside their final screams instead, echoing endlessly in the subterranean passages within 4 miles of Gespadrieux's lairs. Hearing-based Wisdom (Perception) checks are made with disadvantage while in their presence.
- The psychic distress from numerous broken minds soaks the Taenarius Tunnels around sanguine abattoirs. Creatures within 2 miles of one of Gespadrieux's lairs have disadvantage on saving throws made to resist or avoid psychic damage and telepathic creatures lose their telepathy. Devices arrayed around the laboratories prevent this effect from affecting creatures inside of a sanguine abattoir.

Long rat-like ears poke out from beneath the dirty crimson rags worn by this half-beast, a dagger held in each hand.

Rexa the Rodent Queen



Medium humanoid (human, shapechanger), chaotic neutral
Armor Class 17 (natural)
Hit Points 104 (16d8+32)
Speed 40 ft., climb 40 ft., leap 20 ft. (10 ft. vertical)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	11 (+0)	10 (+0)	17 (+3)

Saving Throws Dex +7, Con +5, Wis +3, Cha +6
Skills Acrobatics +7, Animal Handling +6, Nature +3, Perception +3, Stealth +7, Survival +3
Senses passive Perception 13
Languages Common, Undercommon, Vilespeech
Challenge 8 (3,900 XP)
Evasion. If the Rodent Queen is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.
Rodent-Speaker. The Rodent Queen is able to understand and be understood by rats. In addition, by spending a bonus action she can summon 1d4+1 Rat Swarms (up to a maximum of 16 in a 24 hour period). All rats obey her commands (even those conjured by others).
ACTIONS
Multiattack. The Rodent Queen attacks four times.
Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.
Magic Daggers. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+4) magical piercing damage. Immediately after hitting or missing the target, a thrown magical dagger reappears in the Rodent Queen's hand.
REACTIONS
Reflexive Dodge. When the Rodent Queen is aware of an attacker, she may spend her reaction to reduce the damage of an attack or spell by half.

Rexa was free in spirit and companionship—and it cost her dearly. Shortly after blossoming into womanhood she contracted *Divinus Biologis* but unlike so many others she did not transform into a Divirulent Hound, her fate instead to become an ignorant experiment of Gespadrieux Xantilles. The mad scientist chanced across the diseased Rexa before she realized she was infected and he took the opportunity to test the boundaries of the Holy Virulence, poisoning her with his own viral agent. The two fought inside of her body and confused The Ministry so much that The Inquisition got involved, scaring the woman half to death as her body changed into that of a rat creature and she fled into the sewers to escape—where she has remained ever since.

Carefully observing her from afar it was both simple and cheap for Gespadrieux to recruit Rexa to his cause. With a small amount of subtle technological influence he easily convinced her to reside in the City of Saints, making her home beneath Alacer. Ultimately she will be a lynchpin in his plans to drive Lellwyn Fethyrwal to suicide—her rodents are the perfect spies and accomplices to poison the mind of Hortensia Validaris, leaving the demigod paladin without her most loyal and trusted confidant.

The Justitia of Alacer are aware of the Rodent Queen stalking beneath their feet but have erroneously determined she is both too difficult to capture and that she poses no greater threat; although she is a deviant and does herself no good by spurning their attempts to rehabilitate her, she is herself not a creature of evil, only depraved madness. There are some extra precautions taken to keep her inside of her own little preserve (heavier grates and fewer ways to access the passages under the City of Saints) but for the most part the guards simply keep an eye out for her and discourage rumors of her existence—a kindness that Gespadrieux is all too eager to exploit.

Auburn hair falls from out of the back of this woman's wicked helmet, her slender half-elven face framed by a cruelly cut edge of gold on cobalt. Her very presence radiates outward and before a word is spoken, you feel as though you know her.

FRAUS CALUMNIA



Medium humanoid (half-elf), neutral evil
Armor Class 19 (*+2 adamantine mithral glamered half plate*)
Hit Points 325 (50d8+100)
Speed 30 ft.; **Vilis Points** 18

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
10 (+0)	16 (+3)	15 (+2)	20 (+5)	16 (+3)	21 (+5)	16 (+3)	18 (+4)

Saving Throws Dex +9, Int +11, Wis +9
Skills Deception +13, Insight +9, Investigation +11, Perception +9, Persuasion +11, Science +11, Sleight of Hand +9, Stealth +9, Technology +11
Damage Resistances acid, lightning
Damage Immunities critical damage, poison
Condition Immunities charmed, disease, poisoned
Senses darkvision 60 ft., passive Perception 19
Languages Common, Cogerangario, Elvish, Undercommon, Vilespeech, 5 others
Challenge 18 (20,000 XP)

Analyze Weakness & Keen Analysis. By spending a bonus action, Fraus makes an Intelligence check against a DC equal to the CR (or level) of a creature she is able to see or hear. On a success, she learns the attacks, immunities, features, and resistances granted by the target's race or type. In addition to the knowledge it normally grants, Fraus learns 5 additional pieces of information (class features, feats, legendary actions, or other secretive information directly related to combat). Fraus can only use this feature against an individual target once every 24 hours.

Cogerangario Antennae. By spending a bonus action, Fraus makes a Dexterity (Sleight of Hand) check against a creature within reach. On a success she plants a cogerangario antennae on the creature.

Divinus Screener (4 charges). Whenever Fraus is targeted by a divination spell, one charge is spent and she automatically negates the spell.

Enchanted Armor. Fraus wears *+2 adamantine mithral glamered half plate*. She can use a bonus action to speak the armor's command word and cause it to assume the appearance of a set of clothing.

Inherent Heresy: Mendacity. Fraus lies half the time. A DC 12 Wisdom saving throw is required to suppress the compulsion for 10 minutes. She may spend 1 vilis point to gain advantage on a Charisma (Deception) check.

Legendary Resistance (2/day). If Fraus fails a saving throw, she can choose to succeed instead.

Locate Vulnerability. By spending an action and making a spell attack using her technological weapon against a creature she has successfully used Analyze Weakness against, Fraus gives the target vulnerability to one of the following elements: acid, cold, fire, lightning, or thunder. A creature immune to the element she chooses loses its immunity and gains resistance instead. A creature that is resistant to the element she chooses loses its resistance. The vulnerability lasts for 1 minute. At the end of its turn each round, a target can spend its bonus action to make a DC 19 Constitution saving throw to end the effect.

Plague Ritual. Fraus' has the Plague Ritual feat (page 169).

Scientific Gadgets (each 1/long rest). Fraus' scientific gadgets weigh 1 pound per spell level. The AC of a gadget is equal to her AC while it is on her person and each has 34 hit points. While not in Fraus' possession, her gadgets have AC 17. Other creatures are unable to understand how her gadgets function and only Fraus is able to use them. Scientific gadgets that allow Fraus to cast spells do not expend a spell slot or require concentration.

- ***Arcodivinus Negator.*** Fraus can cast *counterspell* or *dispel magic*.
- ***Cortex Disassembler.*** Fraus can cast *fear* or *hypnotic pattern*.
- ***Emergency Boosters (1/short rest).*** When Fraus would take more than 1d6 damage from falling, she automatically casts *feather fall*.
- ***Influencing Aerosol.*** Fraus can cast *charm person* or *command*.
- ***Mechanized Steed.*** Fraus has a submersible motor-carriage she is able to summon from afar using advanced electronics and radio. She adds *find steed* to her list of spells known. When casting the spell her summoned mount has the construct type, resistance to acid, cold, fire, thunder, and damage from nonmagical weapon strikes, and vulnerability to lightning. If this mount is destroyed it takes her 20 hours of labor to repair it or build a new one.
- ***Spatial Prism.*** Fraus can cast *mirror image* or *see invisibility*.
- ***Visual Compiler.*** Fraus can cast *improved invisibility* or *hallucinatory terrain*.

Weaponized Spellcasting (Recharge on short rest). Fraus is a 17th level mad scientist that uses Intelligence as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). She can cast the following spells from the mad scientist's spell list, though only when her technological weapon (her circuit gauntlet) is on her person:

Cantrips: *eldritch blast, mage hand, produce flame, unholy gaze*[V]

7th-level (4 spell slots): *blindness/deafness, compulsion, confusion, eyebite, fog cloud, force cage, forced hemorrhage*[V], *foreboding horror*[V], *grease, haste, hold monster, inscribe Vilespeech*[V], *knock, sanguine razorstorm*[V]

ACTIONS

Circuit Gauntlet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) magical bludgeoning damage plus 44 (6d12+5) psychic damage. Instead of dealing damage, Fraus can give the target the charmed condition for 1d4 rounds (as *charm person* DC 19).

Revolver. *Ranged Weapon Attack:* +9 to hit, range 50/150 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

LEGENDARY ACTIONS

Fraus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

- ***Cogerangario.*** Fraus utters a word of cogerangario (usually *ecfio, excaeco, ignarus, junctio* or *nilum*). This functions as the Primordial Speaker feat (page 172) but its use deals no damage to Fraus.
- ***Grenades (Costs 2 actions).*** Fraus throws up to 3 grenades (each usually dealing 4d6 damage; page 206) at separate targets within 60 feet. Any creature within a grenade's area of effect (20-foot radius) makes a DC 19 Dexterity saving throw or takes the grenade's damage (a successful save halves this damage).
- ***Sensory Sweep.*** Fraus makes a Wisdom (Perception) check. This check is made as if she had cast *detect magic*, though she does not require an action to see magical auras.

The humble beginnings of Fraus Calumnia belie belief, her youth a tragic tale of a truly prodigal genius turning against society itself. Being borne to wedded psychologists working for The Ministry in Meridies should have allowed her insatiable intellect to flourish, but instead she was blocked and harried at every turn with reprisals for her endless curiosity. Nearly two decades of treatments, pharmaceutical regimens, counseling, and everything that the doctors of Askis have yet attempted in the rehabilitation of citizens gone astray failed to change Fraus—only to convince her to lie to her minders. Indeed she took to dishonesty quite easily and for a short while lived within the confines of civilization, but in less than a year she garnered the attentions of the Ministry once again. This time she chose to flee rather than suffer at the hands of fools, using her brilliance to engineer impossible devices and remain a step ahead of authorities before ultimately dropping from sight.

A New Leader. Troubled though she might have been, Fraus was one of the most promising young minds of the world and many of the medical staff that saw to her care told her as much—far, far too many times. In her solitude over the years as she was prescribed dozens of different psychoactive drugs and it was this frequent compliment that stuck with the half-elf, her deranged pursuits both attempting to recapture the genuine adoration of her past and cement the future she so deeply desires. To acquire these she's both unearthed the ancient secrets of *Cogerangario* and mastered a means to use the words of powers even in her absence; with an army of brainwashed followers urging her every step of the way, Fraus may very well be able to force her delusional belief that she is the best possible leader for Askis onto the populace at large.

Cogerangario. Despite her sheer brilliance Fraus hasn't the slightest suspicion that she's got Tucker Quickfoot to thank for the keystone of her power: the primordial proto-language of *Cogerangario*. The halfling's trespass and trickery in Refesina reawakened the energies locked away in artifacts that she has gone to great lengths to recover, and she has quickly become the world's foremost (and only) expert on the subject, truly fluent in its use. With just the uttering of a few antediluvian syllables Fraus can effortlessly tap into the shared consciousness of all things, performing the impossible with a power old even before magic (page 172).

Master Plan: Herd the Sheep. Fraus Calumnia's grand strategem is as straightforward as it is daunting. First she seeks to gather the persons best able to access the biggest broadcasters in the world and bring them into her fold using her gadgetry, and then the deranged half-elf will use *Cogerangario* to compel everyone listening to a radio to make her their leader in one massive act of global mental domination. It is impossible to gauge the backlash of such an undertaking but Fraus is confident it will work—provided that the Celestial Heroes and their most powerful lackeys are swept from the gameboard of Askis before she makes her play.

LAIRS OF FRAUS CALUMNIA: SUNKEN MADHOUSES

Using her wide network of sleeper agents and unknowing abettors, Fraus has gone out of her way to kidnap virtually every person involved in her attempted rehabilitation. The abducted medical staff have been thoroughly brainwashed into fanatical servitude, working for *her* now to maintain the experiments and machinery in her hidden laboratories. Her activities have not gone unnoticed by The Ministry and what little they've gleaned confirms only that Fraus operates most frequently within the confines of Samovi—though where she strikes next is practically impossible to predict as some of her lairs float through the murk of the ocean's depths.

Lair Actions

On initiative count 20 (losing all initiative ties), Fraus can use one of her lair action options. She can't do so while incapacitated or otherwise unable to take actions. If surprised, she can't use one until after her first turn in the combat.

- Mentally dominated servants appear from trapdoors and false ceilings to throw everything nearby at Fraus' opponents. None of the debris does noticeable damage but it is distracting, causing creatures to have disadvantage on ranged attack rolls until the start of the next round.
- Plenty of faithful canines once devoted to The Ministry have gone hunting after Fraus only to fall prey to her mental dominations. Fraus commands her servants to unleash 1d4 Divirulent Hounds (page 50) that are fanatically devoted to her, immediately moving to defend her and attack her opponents.
- Echoes of the powerful primordial words known to Fraus reverberate in the aether around her lairs and she has crafted potent devices to soak up energy. A cogerangario baffler sends a wave of otherwordly energy in 1-mile radius, causing all creatures (except for Fraus) to be deafened until the start of the next round.

Regional Effects

The areas around Fraus' laboratories have been subtly altered by the frequent use of cogerangario, generating one (or more) of these effects.

- Areas within 20 miles of a sunken madhouse are common with the whispers of spirits and the slinking of shadows, giving rise to tall tales of haunted manors, ghost ships, and unexplainable poltergeists.
- Fraus seeds her laboratories with powerful emitters that wax at the minds of other creatures, withering their mental resolve. Creatures within 1 mile of the lair make saving throws against madness with disadvantage.
- Sound waves within in a 5-mile radius above a sunken madhouse are heavily distorted. Whenever a creature rolls a 20 on a hearing-based Wisdom (Perception) check it rerolls with disadvantage, and when it rolls a 1 it rerolls with advantage.

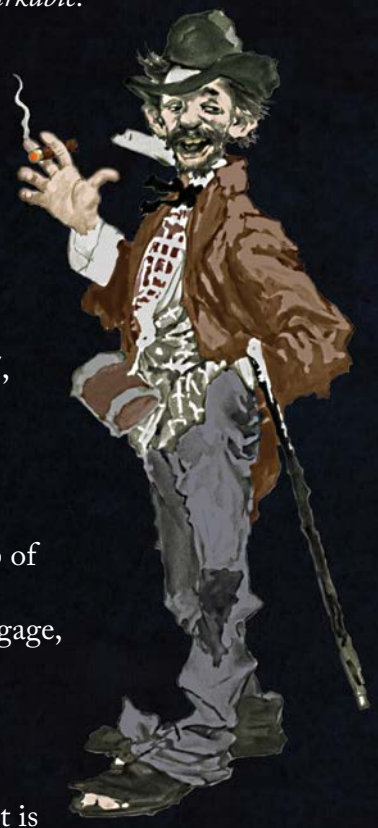
COGERANGARIO ANTENNAE

This small antennae of hybridized metals has no more substance than a needle, making it virtually impossible to see jutting out of a creature's earlobe. Noticing that a creature is wearing one of these devices requires a DC 22 Wisdom (Perception) check. When placed against a creature's skull (normally inside an earlobe), it makes a DC 19 Charisma saving throw. On a failure, the creature is under the control of Fraus Calumnia.

The technological device duplicates the effects of *dominate monster* except that the duration is indefinite, no concentration is required, Fraus has no telepathic link to the creature, and the creature does not receive a saving throw to end the effect when damaged unless Fraus damages it. A DC 25 Intelligence (Technology) check over the course of 1 minute inspecting the device determines what it is and how it functions.

The only remarkable thing about this person is the fact that they are completely unremarkable.

Inferus, the Faceless



Medium humanoid (human), chaotic evil
Armor Class 15 (studded leather)
Hit Points 86 (5d8+6d10+22)
Speed 40 ft.; **Vilis Points** 15

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	17 (+3)	15 (+2)	14 (+2)	12 (+1)	18 (+4)	18 (+4)	15 (+2)

Saving Throws Dex +7, Int +6
Skills Acrobatics +7, Deception +12, Insight +5, Perception +5, Sleight of Hand +7, Stealth +11
Senses passive Perception 15
Languages Common, Thieves' Cant, telepathy 120 ft.
Challenge 6 (2,300 XP)

Action Surge (1/short rest). On zir turn, Inferus can take an additional action on top of zir regular action and a possible bonus action.

Cunning Action (1/turn). Inferus can spend a bonus action to take the Dash, Disengage, or Hide action, or control zir's *mage hand*.

Second Wind (1/short rest). On zir turn, Inferus can use a bonus action to regain 1d10+6 hit points.

Sneak Attack 3d6 (1/turn). Inferus deals an extra 10 (3d6) damage when ze hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of zir that isn't incapacitated and Inferus doesn't have disadvantage on the attack roll.

Shared Consciousness (1/turn). As a bonus action, until the start of zir next turn the Inferus can see through another Inferus' eyes and hear what the other Inferus hears so long as they are both on the same plane of existence.

Spellcasting. Inferus is a 5th level spellcaster that uses Intelligence as zir spellcasting ability (spell save DC 14; +6 to hit with spell attacks). Inferus has the following spells prepared from the wizard's spell list:

Cantrips: *fire bolt, mage hand, prestidigitation, true strike*
1st-level (3 slots): *charm person, expeditious retreat, silent image*

Tactica Dice (4d8/short rest). Inferus can use only 1d8 tactica per attack.

Disarm. Inferus can use 1d8 tactica to try and disarm a target, forcing it to drop an item it is holding (chosen by zir). On a successful hit, Inferus adds the tactica die to the damage roll of the attack, and the target makes a DC 15 Strength saving throw or drops the object Inferus chose (landing at the target's feet).

Feint. Inferus can use 1d8 tactica as a bonus action during zir turn to feint a target within 5 feet. Inferus has advantage on zir next attack roll against that creature and on a successful hit, adds the tactica die to the damage roll of the attack.

ACTIONS

Multiattack. Inferus attacks twice.

Sword Cane. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+5) piercing damage.

Dagger (7). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4+3) piercing damage.

Faceless. Inferus polymorphs into a Medium humanoid ze has seen, or back into zir true form. Zir statistics are the same in each form. Any equipment ze is wearing or carrying isn't transformed.

REACTIONS

Uncanny Dodge. When an attacker that Inferus can see hits zir with an attack, Inferus can use zir reaction to halve the attack's damage against zir.

Nearly forgotten remnants of the long-dead mad scientist Skräck Läggarom, the Faceless are almost always mistaken as doppelgangers—when they perish, their genetically cursed skin gradually reverts to a similarly featureless gray—but Fraus Calumnia realized they were something much greater. She has won over Inferus (all of them) and uses them when The Inquisition are becoming suspicious of her sleeper agents or when a target proves resistant enough that replacing them is easier.

Several different pockets of this halfling's attire are quietly ticking but upon casual inspection it's obvious why—while he's dapper, well dressed, but obviously obsessed with clocks. The short fellow's eyes are hidden behind glasses with telling hands and he makes a steady, rhythmic tapping noise with an hourglass-topped walking cane, the strange non-melody punctuated with the occasional hum of power from the clockwork replacing his right leg.

AEVUS FATALIBUS



Small humanoid (lightfoot halfling), chaotic evil
Armor Class 20 (Intelligence)
Hit Points 273 (42d6+126)
Speed 30 ft., leap 10 ft.; **Vilis Points** 14

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	18 (+4)	17 (+3)	22 (+6)	15 (+2)	16 (+3)	20 (+5)	14 (+2)

Saving Throws Dex +10, Int +12, Wis +8, Cha +9
Skills Acrobatics +10, Deception +9, Insight +8, Medicine +8, Perception +8, Persuasion +9, Stealth +10
Damage Immunities psychic
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 90 ft., passive Perception 18
Languages Common, Deep Speech, Draconic, Dwarvish, Elvish, Halfling, Primordial, Undercommon
Challenge 17 (18,000 XP)

Dimensional Madness. Aevus has acquired the long-term madness of multiple personalities (page 250) as an indefinite madness. His madness cannot be cured. There are 6 personalities (described under Agent of Entropy on page 268) and when encountered the GM should roll 1d6 to randomly determine which Aevus is in control.

Evasion. When Aevus makes a Dexterity saving throw to reduce the damage of a spell or attack, on a success he takes no damage and on a failure he takes half damage.

Halfling Nimbleness. Aevus can move through the space of any creature that is of a size larger than his.

Intellectual Combatant. Aevus adds his Intelligence bonus to his AC and he can use his bonus action to Dodge.

Knowledge of Many Minds. Aevus has advantage on all Intelligence ability checks. If a skill applies to the check, he gains his proficiency bonus (+6).

Legendary Resistance (2/day). If Aevus fails a saving throw, he can choose to succeed instead.

Lucky. When Aevus rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Naturally Stealthy. Aevus can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Technological Spellcasting. Aevus is a 17th level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 20; +12 to hit with spell attacks). He casts spells using technological devices he crafts (2 lb. cantrips, 1/2 lb. per spell level; AC 10 + spell level, 34 hp each) and his spells ignore the effects of both *counterspell* and *dispel magic*. Aevus has the following spells prepared:

Cantrips: *acid splash, mage hand, minor illusion, vicious mockery*
1st (4 slots): *charm person, feather fall, hideous laughter*
2nd (4 slots): *detect thoughts, moonbeam*
3rd (3 slots): *blink, haste, lightning bolt*
4th (3 slots): *black tentacles, dimension door*
5th (2 slots): *animate objects, telekinesis*
6th (2 slots): *harm, mass suggestion*
7th (2 slots): *delayed blast fireball, teleport*
8th (1 slot): *clone, feeblemind*
9th (1 slot): *time stop*

ACTIONS

Hourglass Sword Cane. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d4+8) magical bludgeoning damage. Instead of dealing damage, Aevus may force the target to make DC 20 Intelligence saving throw or be stunned for 1d4 rounds as its mind becomes unstuck in time. At the end of each of its turns, the creature makes a new saving throw to end the effect.

Stopping Watch. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage and the target makes a DC 20 Charisma saving throw or they come to an abrupt halt in the flow of time and is paralyzed until the start of Aevus' next turn. The effect ends if a creature damages the target, or if a creature takes an object being worn or carried by the target.

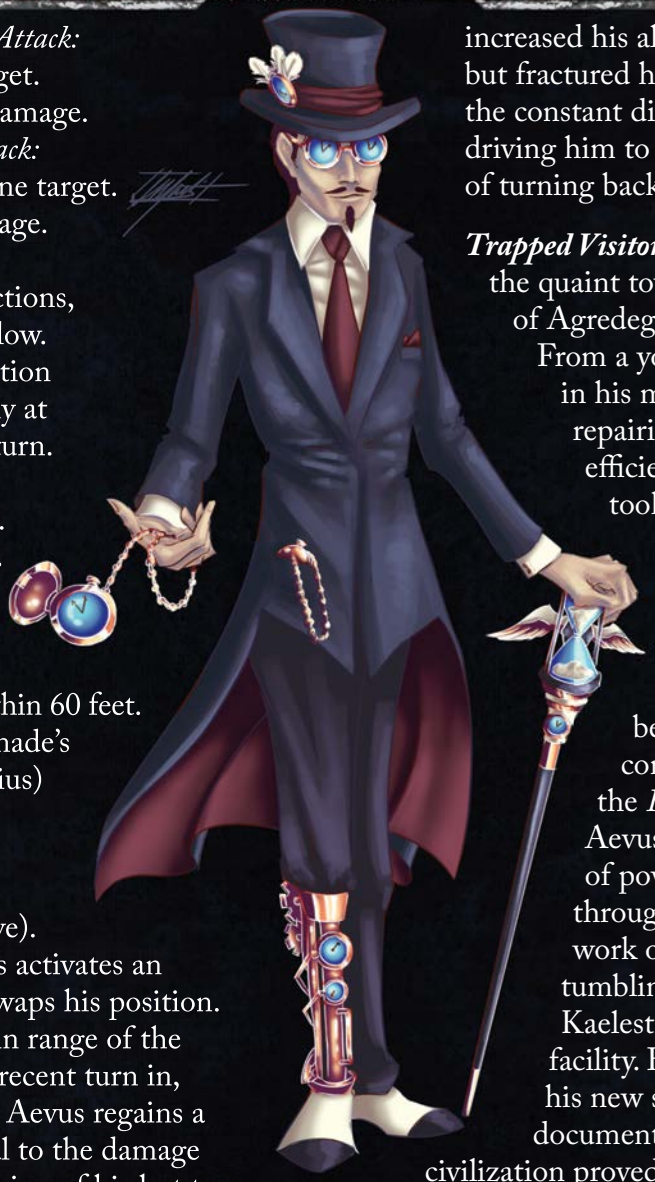
Telescopic Leg. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Revolver. *Ranged Weapon Attack:* +10 to hit, range 50/150 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

LEGENDARY ACTIONS

Aevus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- ***Grenades (Costs 2 actions).*** Aevus throws up to 3 grenades (each usually dealing 4d6 damage; page 206) at separate targets within 60 feet. Any creature within a grenade's area of effect (20-foot radius) makes a DC 20 Dexterity saving throw or takes the grenade's damage (half damage on a successful save).
- ***Parallel Movement.*** Aevus activates an improbability drive that swaps his position. He chooses a square within range of the square he began his most recent turn in, teleporting to that square. Aevus regains a number of hit points equal to the damage he's taken since the beginning of his last turn so long as the attacks and spells are not within reach of his new location, and any conditions or effects inflicted since the beginning of his last turn are removed. Aevus' new path of movement provokes opportunity attacks (if creatures still have reactions to spend) and damages him if any effect would have, as if he had taken this movement normally.
- ***Trigger Device.*** Aevus activates one technological spellcasting device of 3rd-level or lower.



The halfling mad scientist of Askis is different from his diabolical colleagues in many ways—he's the youngest by a measure of decades, hails from another reality, and he utilizes technologies of a strange ilk that even Caskette does not fully understand—but the most divergent of them all is his fractured madness. Where the others are driven by their egos and sins (whether envy, pride, wrath, or a deception so large it dwarfs them), Aevus Fatalibus is truly, irrevocably insane. Tampering with powers beyond his control has increased his already potent intellect tenfold but fractured his mind across all of existence, the constant dissociations of numerous voices driving him to the ambitious, maddened goal of turning back time itself.

Trapped Visitor. Aevus Fatalibus grew up in the quaint town of Radredor in the Nations of Agredegio on the world of Menizam. From a young age he took great interest in his mother's clock and watch shop, repairing the simple machines so efficiently that a local wondermaker took him as an apprentice. The halfling proved just as adept with the incredible devices built by his teacher and even crafted a few of his own—before his curiosity got the best of him. While cleaning a contraption being used to inspect the *Bands of Kyttarmoak* from afar Aevus caused a malfunction, waves of power sending him sprawling through the multiverse, past the great work of Rankir Tarryndorn and tumbling into piles of refuse in a Kaelesti Waste Department storage facility. He tried valiantly to adjust to his new surroundings but without any documentation the bureaucracy of civilization proved vexing—despite his brilliance, there was no better work to be found than as a laborer.

A few months of monotony passed until an accident on the factory line robbed Aevus of his leg, forcing him into the care of The Ministry. In the course of receiving a clockwork prosthetic his doctors realized that there were no official records of the amicable halfling (not even a Department of Requisitions number) and The Inquisition's attentions were aroused. Their agents relentlessly questioned him until, fearful of what they might do, he escaped from the hospital. His years of living outside the confines of bureaucracy made him an elusive target but after a decade of pursuit one of the well-meaning halfling's laboratories was found, sabotaged, and left in wait. Aevus activated the tampered devices within the sanctum—the pain of traveling between worlds paled in comparison to the havoc wrought on his mind, spreading his consciousness into parallel dimensions to exist simultaneously as one jumbled assortment of psyches.

Agent of Entropy. Aevus' mind has been made into a maelstrom of selves but his curse empowers him as well, the potential energy from infinite realities making him utterly tireless and wildly productive. No matter which of his most dominant personalities is in control, the mad scientist maintains one goal—to turn back time—though the means by which each hopes to achieve it can change drastically depending on which Aevus reigns.

- **True Aevus** is a disturbed but congenial gentleman of good manners, albeit brisk and self-preserving.
- **Avaricious Aevus** is friendly and likable so long as it buys him trust to acquire whatever it is he desires.
- **Frustrated Aevus** is anxious and manic, prone to changing topics of discussion as frequently as he does allies.
- **Mad Aevus** is just barely coherent, obviously deranged and ceaselessly muttering to himself.
- **Quiet Aevus** is nearly silent and seems polite but is a murderous psychopath through and through.
- **Wild Aevus** is reckless and overly confident, a man of daring that's willing to accept far too much risk.

Master Plan: Take the Machine. Contraptions beyond count are scattered throughout Aevus' lairs divining all manner of scientific impossibilities, but one discovery looms above the rest: Refesina and the *Torquem Machina.* In a stroke of fateful irony Tucker Quickfoot's doings in the dimension of chains has brought its existence to the attention of his mad scientist counterpart—and Aevus thinks he can channel the potent artifact's power. Once the Celestial Heroes have been destroyed, the halfling plans to harness the *Torquem Machina*'s energies to regress the entire planet back to the age of the Twilight of Suffering. Whether or not his goal is feasible is unclear even to Aevus but he's not deterred; he doesn't necessarily care what happens when the temporal experiment is complete, he just wants it to happen as soon as possible.

LAIRS OF AEVUS FATALIBUS: CLOCKWORK CASTLES

Aevus' fascination with watches grew into a flight of fancy before he reached Askis and when madness gripped him, it transformed into a deranged obsession. The tesseract-fortresses of Aevus Fatalibus are not fixed—they seamlessly roll through the Taenaerius Tunnels on well-oiled and precise gears, eerily quiet and far larger on the inside than the quaint locomotive's exterior leads observers to believe.

Lair Actions

On initiative count 20 (losing all initiative ties), Aevus can use one of his lair action options. He can't do so while incapacitated or otherwise unable to take actions. If surprised, he can't use one until after his first turn in the combat.

- Four turrets flip out from the walls and ceiling, randomly targeting Aevus' opponents (+8 to hit, 1d6+6 piercing). Aevus has a total of 12 gun traps (AC 17, 68 hit points). Only four gun traps can operate at the same time. Firing or replacing the gun traps requires a lair action.
- Sections of the lair's floor spin and rotate. Each creature on the ground moves either north 4 squares and east 4 squares, or south 4 squares and west 4 squares (roll randomly for each creature to determine which directionsthey are moved). If this would move a creature into a solid object or another creature, they are moved into the nearest unoccupied square instead.
- Phase condensers cover the area in transdimensional energies. Roll 1d4 when a creature other than Aevus activates a feature that relies on allies (such as a Sneak Attack) or target allies (like a Bardic Performance). On a 1, the feature functions normally. On a 2, the feature targets or can only benefit from another ally other than the intended target. On a 3, the feature targets or can only benefit from Aevus. On a 4, the feature does not function and one of its uses is expended (if it has uses).

Regional Effects

Aevus' laboratories warp temporal energies, generating one (or more) of these effects.

- Mana-waste floats and ebbs in Taenarius Tunnels within 10 miles of a clockwork castle. Every hour, roll a d20. On a result of 18 or higher, creatures encounter the mana-wasting disease (page 247).
- Magical conjurings cause strange phenomena in a 15-mile radius of Aevus' lairs. Conjured elementals can be of the incorrect element with a failed concentration check when conjured, familiars suddenly change from one form to the next, and conjuration spells emit baleful light or riotous howls as they are cast.
- Time passes strangely when travelers delay within 12 miles of a clockwork castle. When creatures take a short rest in the area, roll 6d10. The short rest lasts as many minutes longer if the result is even, or its duration is reduced by that many minutes if the result is odd.

This lithe woman moves with calculated grace, her every step poised as she takes in her surroundings with a warrior's eye.

Agens Coenobita



Medium humanoid (human), neutral evil
Armor Class 18 (Wisdom, martial arts stance)
Hit Points 103 (10d8+4d10+26)
Speed 45 ft.; **Vilis Points** 16

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
16 (+3)	18 (+4)	15 (+2)	13 (+1)	16 (+3)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +9, Int +6
Skills Athletics +13, Deception +6, Insight +8, Perception +8, Stealth +14
Damage Resistances bludgeoning
Senses passive Perception 18
Languages Common, Thieves' Cant
Challenge 10 (5,900 XP)

Cunning Action (1/turn). Agens can spend a bonus action to take the Dash, Disengage, or Hide action.

Dark Chi (6 points). Agens *chi* points fuel various features.

- ***Patient Defense (1 point).*** Agens can take the Dodge action as a bonus action on her turn.
- ***Stunning Strike (1 point).*** Agens can attempt to stun a creature she hits with a melee weapon attack. The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of Agens' next turn.
- ***Scarred Flesh (2 points).*** By spending a bonus action, Agens gains resistance to one type of weapon damage (bludgeoning, piercing, or slashing) for 1 minute.

Dark Chi Technique (1/turn). Whenever Agens hits a creature with the third or fourth attack on her turn, she can impose one of the following effects:

- The target must succeed on a DC 16 Wisdom saving throw or be poisoned by Agens' *chi* for 5 rounds. The purity of body feature does not protect against this poison.
- The attack deals 1d4 extra necrotic damage and all of the attack's damage changes to necrotic.
- The target can't use *ki*, divine features, or cast divine spells until the end of Agens' next turn.
- The target makes a DC 16 Charisma saving throw or for the next 24 hours detects as the alignment of Agens' choice.

Stance of the Stout Boar. Agens ignores nonmagical difficult terrain and terrain movement costs so long as all her movement is in a straight line and ends with her making a melee weapon attack. In addition, she has advantage on saving throws against effects or spells that would cause her to move.

ACTIONS

Multiattack. Agens makes 2 unarmed strikes when she takes the attack action (3 with her bonus action, 4 with her bonus action and 1 *chi*) or she throws 6 knives.

Unarmed. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) magical bludgeoning damage plus 5 (2d4) slashing damage.

Throwing Knife. *Ranged Weapon Attack:* +11 to hit, range 30/60 ft., one target. *Hit:* 6 magical piercing damage. Immediately after hitting or missing the target, the throwing knife reappears in the Sica Rimor's hand.

REACTIONS

Deflect Missile. Agens can spend her reaction to strike a missile when she is hit by a ranged weapon attack, reducing its damage by 15 (2d8+1d4+4).

Slow Fall. Agens can use her reaction when she falls to reduce any falling damage she takes by 30.

Agens Coenobita was one of the most promising Justitia of her generation and excelled through the organization until becoming a personal attendant of Varrus Goodwin himself. The demigod attempted to communicate to her the fell duplicity of Tucker Quickfoot and Darrius Ventrelli, but the young woman misinterpreted him entirely—she now believes *all* of the Celestial Heroes are secretly evil and that the only justice to be earned for Askis is in its destruction, allying herself with Aevus Fatalibus and waiting for the opportune moment to sunder the supposedly divine *Torquem Machina* and, she hopes, reality itself.

An unholy crown featuring a grisly skull sits atop the head of this half-orc woman, her fearsome hair tied into dreadlocks that fall around the ornate metal harness strapped to her back. In one hand she wields a staff brimming with power and the longer you gaze upon her, the more dread seems to hang in the air.



TREPIDA VEREOR

Medium humanoid (half-orc), neutral evil
Armor Class 19 (*mage armor*, natural armor)
Hit Points 391 (46d8+184)
Speed 30 ft., fly 60 ft.; **Vilis Points** 20

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
14 (+2)	16 (+3)	19 (+4)	14 (+2)	15 (+2)	21 (+5)	13 (+1)	20 (+5)

Saving Throws Wis +8, Con +10, Cha +11
Skills Arcana +8, Deception +11, Insight +8, Intimidation +11, Perception +8, Science +8, Technology +8
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Common, Deep Speech, Draconic, Infernal, Orc, Undercommon, Vilespeech
Challenge 20 (25,000 XP)

Aura of Fear. Each creature of Trepida's choice that is within 60 feet of her and aware of her must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to her Aura of Fear for the next 24 hours.

Fiendish Genius. By spending an action touching any technological device, Trepida gains an innate understanding of how to use it.

Frightful Gaze (5/long rest). When a creature that can see Trepida's eyes starts its turn within 30 feet of her, she can spend her bonus action or reaction to force it to make a DC 19 Wisdom saving throw if she isn't incapacitated and can see the creature. If the saving throw fails, the creature is frightened for 6 rounds. Unless surprised, a creature can avert its eyes to avoid the saving throw from this feature at the start of its turn. If the creature does so, it can't see Trepida until the start of its next turn, when it can avert its eyes again. If the creature looks at Trepida in the meantime, she may spend her reaction to cause it to immediately make the saving throw.

Inherent Heresy: Envy. As a bonus action, Trepida may spend 1 vilis point to gain advantage on a Wisdom ability check or saving throw.

Legendary Resistance (2/day). If Trepida fails a saving throw, she can choose to succeed instead.

Master Ritualist. Trepida has all ritual feats (page 167).

Metamagic (18 points). Trepida can enhance her spells using metamagic, though only one option can be used with a spell.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 5th-level).

Distant Spell (1 point). When Trepida casts a spell that has a range of 5 feet or greater, the spell's range doubles. When she casts a spell that has a range of touch, the spell's range is 30 feet.

Extended Spell (1 point). Trepida doubles the duration of a spell that has a duration of 1 minute or longer (maximum 24 hours).

Subtle Spell (1 point). Trepida casts a spell without any somatic or verbal components.

Twinned Spell (1 point per spell level, minimum 1 point). When Trepida casts a spell that targets only one creature and doesn't have a range of self, she targets a second creature in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level (*magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are).

Relentless Endurance (1/long rest). When Trepida is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.

Spellcasting. Trepida is an 18th level spellcaster that uses Charisma as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). She has the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash, blood spear*[V]*, fire bolt, mage hand, ray of frost, unholy gaze*[V]
1st (4 slots): *mage armor, magic missile*
2nd (3 slots): *alter self, mirror image*
3rd (3 slots): *animate dead, counterspell, dispel magic, fear, fireball*
4th (3 slots): *polymorph*
5th (3 slots): *cone of cold*
6th (1 slot): *extinguish soul*[IV]
7th (1 slot): *teleport*
8th (1 slot): *earthquake*
9th (1 slot): *heresy incarnate*[V]

Treasure. Trepida has an *amulet of health, bead of force, cape of the mountebank, elemental gem, potion of superior healing*, and *bag of holding* (with precise maps of the Taenarius Tunnels) on her person. In addition, she carries technological devices able to innately cast spells: a strange pistol (*move earth* and *stone shape* at will), metallic cap (*giant insect* once each day), handheld box (*knock* twice each day), and a silver harness (*fly* at will without the need for concentration). Deciphering how to use one of these technological devices requires a DC 24 Intelligence (Technology) check.

True Terror and Thing of Horror. Creatures have disadvantage on saving throws to avoid being frightened by Trepida. Creatures that normally have advantage on saving throws against fear do not have advantage against Trepida, and a creature immune to fear loses immunity but has advantage on its saving throw.

Unlocked Limbic System. Trepida has advantage on saving throws to resist the charmed, frightened, and stunned conditions.

ACTIONS

Staff of Striking Terror (15 charges). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.

Hit: 9 (1d8+5) magical bludgeoning damage. Trepida can expend up to 4 charges, dealing an extra 3 (1d6) force damage for each expended charge. If she expends the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff. When Trepida hits a creature with the frightened condition, the staff regains 2 charges.

LEGENDARY ACTIONS

Trepida can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

- ***Extra Attack.*** Trepida takes an Attack action or casts a cantrip.
- ***Magic Detection.*** Trepida makes a Wisdom (Perception) check with advantage. This check is made as if she had cast *detect magic*, though no action is required to see magical auras.
- ***Solidify Fear.*** Trepida chooses a frightened creature she can see within 50 feet, taking the fear in its mind and making it a physical reality inside of its skull. The creature makes a DC 19 Wisdom saving throw. On a failed save, the creature takes 10 (3d6) force damage and 10 (3d6) psychic damage, and it gains the stunned condition until the start of Trepida's next turn. On a successful save the creature is not stunned and takes no force damage.



Rankir Tarryndorn's supreme wizardship is virtually unopposed on Askis except by the arcane power and fiendish gifts in the rugged hands of Trepida Vereor, the sorcerous master of fear. The last of the world's powerful dark magicians was smart enough to realize that spells alone would not save her and when the Celestial Heroes rent her armies asunder she fled beneath the surface of the world to prepare her revenge. Although the half-orc's methods are akin to those taken up by countless fallen enemies of the demigods, a diabolical pact to utilize technology and streak of extreme ruthlessness make Trepida perhaps the greatest terror of Askis—her forces explode forth from the ground almost without warning, vast legions of undead mounting attacks that the world cannot ignore as she probes the defenses of civilization for weaknesses and vulnerabilities.

Warlord Unbound. Trepida Vereor and her wicked armies were the last of the Far Continent's great evils. Kept in check by a command structure of necromancers trained at the half-orc's bootheel, her roaming undead legions more than doubled Tucker & Co.'s mercenaries in number and were bolstered by dozens of vile dragons all promised vengeance against Caskette for her betrayal of their kind. Only with the intervention of all the Celestial Heroes and the ancient Draconiaci Faciantsanct Itateveritatis were the forces of darkness at the sorceress' command destroyed, forcing her into hiding for decades before her

guerilla attacks began anew. Trepida's return was fierce and zealous, as savage as her first assaults and even more overwhelming—but the technology of Askis' defenders had evolved while the fearmancer replenished her warriors and they easily beat her back.

Fiendish Genius. Faced with no other recourse against the advanced weaponry of the Celestial Heroes' soldiers, the sorceress finally slipped between the *Bands of Kyttarmoak* to strike a bargain with daemons, demons, and devils. The half-orc lost her soul in the exchange but won immortality and an aptitude for machinery in return, and each has served her well—the former has given her time enough to gather powerful devices left behind by proper mad scientists and the latter a means by which to use them to escape capture by her hated demigod foes. Demons granted her knowledge of science and devils the preternatural understanding of technology, the power of an unending life possible only by a dark bond of magic with daemons from the River Styx. Should Trepida's side of the agreement falter with any of these parties, in a matter of weeks she'll accrue more than a thousand years of age she's ignored and finally succumb to death—so long as she wages war on the demigods however, no such fate will befall her.

Master Plan: Break the Will. The master of fear's plan to take over rulership of Askis is what one might predict: Trepida seeks to force her global authority via fear. While true mad scientists toil to engineer devices to ascend to rulership she has scoured the Taenarius Tunnels scavenging the best of their dead peers' work from abandoned laboratories in the depths of the world. Every subterranean passage she's traveled through has been meticulously transcribed onto countless maps and the half-orc has used these atlases to divine the settlements most likely to fall to her armies, beginning in Zakuthombo before spreading to Samovi and finally Ouranios. In order to succeed however, she knows that the native defenders of any settlement must be sabotaged from within—once she has accrued a sizable force compelled to war by terror, then the true mayhem and bloodshed can begin.

LAIRS OF TREPIDA VEREOR: MAGMA FORTRESSES

Watching the rogue mages of Askis fall one by one on the surface of the world, Trepida Vereor chose to flee down into the planet when her horde suffered its great defeat. Lurking far under the cities and railways, she has dug to depths unseen by nearly any explorer. Ever keen of invasion by the forces of The Ministry or agents of The Inquisition, the sorceress has ensconced her lairs in magma. Within all manner of dark arts are practiced, the most vile of rituals commonplace in order to keep her and her forces at full strength—she's prepared many legions of wicked soldiers but the majority await orders to rise up and attack Zakuthombo.

Lair Actions

On initiative count 20 (losing all initiative ties), Trepida can use one of her lair action options. She can't do so while incapacitated or otherwise unable to take actions. If surprised, she can't use one until after her first turn in the combat.

- Forces of darkness dwell in Trepida's lairs and can interfere with healing magic. Until the start of the next round, any healing spells or effects (such as *cure wounds*, a *potion of healing*, or a paladin's lay on hands feature) only restore half as many hit points as normal.
- Shadows wrap around the creatures casting them. Until the start of the next round, any creature of good or neutral alignment that moves 10 feet or more, makes an attack, or casts a hostile spell is ensared by its shadow. The creature makes a DC 14 Strength saving throw. On a failed save, the creature is grappled (escape DC 15).
- Skeletal arms breach the ground and try to topple Trepida's opponents. Each creature in the lair must make a DC 15 Dexterity saving throw or be knocked prone.

Regional Effects

The areas around Trepida's lairs are cursed, corrupted, and have with magma flows coursing nearby generating one (or more) of these effects.

- Errant souls destroyed by lava in the middle of transition to their final fates are dispersed in volcanic gases before forming into deadly clouds of insanity mist that roam within 1 mile of magma fortresses.
- Gaseous residue mixes with the gore of trespassers and would-be escapees to make clumps of id moss (page 243) grow in passages within 3 miles of Trepida's lairs.
- Devils have left trinkets throughout tunnels in a 10-mile radius. Interacting with these items in any way summons the illusory projection of a contract devil (page 298). The fiend is not capable of taking any actions but speak and make binding contracts—granting fell powers in return for a steep price, usually one that seems less valuable than it truly is.

Moving scar tissue swims across this hulking orc's skin and he glares at the world with furious hatred in his eyes, matching the gaze of the long-extinct creature he wears over his muscular shoulders.

Latro Nox



Medium humanoid (orc), neutral evil
Armor Class 19 (*+3 hide*)
Hit Points 171 (18d10+72)
Speed 45 ft.; **Vilis Points** 17

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
20 (+5)	18 (+4)	19 (+4)	13 (+1)	14 (+2)	15 (+2)	7 (-2)	17 (+3)

Saving Throws Str +11, Con +11
Skills Athletics +11, Intimidation +8, Perception +8, Stealth +10, Survival +8
Damage Resistances fire, radiant
Condition Immunities frightened
Senses darkvision 90 ft., passive Perception 23
Languages Common, Orc, Vilespeech
Challenge 15 (13,000 XP)

Action Surge (2/short rest). Once on his turn, Latro can take an additional action on top of his regular action and a possible bonus action.

Aggressive. As a bonus action, Latro can move up to his speed toward a hostile creature that he can see.

Bloodslayer. Whenever Latro kills a creature, he gains 18 temporary hit points for 1 minute. He can never have more than 18 temporary hit points from this feature.

Holy Resistance. Latro has advantage on saving throws against spells cast by creatures of good alignment.

Indomitable (3/long rest). Latro can reroll a saving throw that he fails but must use the new roll.

Scarring: Ieiunium Gradus. The first opportunity attack made against Latro each turn has disadvantage.

Scarring: Quae Insanimus. Latro has advantage on saving throws to avoid the charmed and stunned conditions.

Scarring: Rex Vermes. Latro is able to cast *speak with animals* at will but it only enables him to speak with insects, rats, and vermin.

Second Wind (1/short rest). On Latro's turn, he can use a bonus action to regain 1d10+18 hit points.

ACTIONS

Multiattack. Latro attacks three times and can make a machete attack as a bonus action.

Battleaxe. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 11 (1d8+7) magical slashing damage plus 9 (2d8) necrotic damage.

Machete. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 11 (1d8+7) magical slashing damage plus 9 (2d8) necrotic damage.

Sinful Strikes. Latro has advantage on Strength (Athletics) checks and Wisdom (Perception) checks. When Latro hits a living creature, he may spend 1 vilis point to delivering an unholy wound. The target of his attack must succeed on a DC 17 Charisma saving throw or take 3 (1d6) necrotic damage at the start of each of its turns as the unholy wound bleeds. Each time Latro delivers an additional unholy wound to a target, the damage dealt by the unholy wound increases by 3 (1d6). The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. Any creature can stanch the wound as an action with a DC 17 Wisdom (Medicine) check or by receiving magical healing. Damage dealt by an unholy wound leaves an evil aura.

Unholy Crippling. Latro's weapon attacks score a critical hit on a roll of 19 or 20 if his target is at less than half its maximum hit points. Each time he scores a critical hit with this feature, Latro's target takes 7 damage at the start of its turn every round until the injury is tended to with a successful DC 14 Wisdom (Medicine) check or the target receives magical healing.

Latro Nox is the adjutant of Trepida Vereor and the lethal tip of her undead armies' spearhead assaults. The simple cunning he honed as an orc warchief lifetimes ago remains, but his finest skill is as a warrior and even Grukk has crossed blades with him without being able to permanently defeat the scarred fighter.

Blood stains and chains are scattered all over this rough-looking dwarf, the grisly state of his attire accented by the withered blue fingers hanging from his fearsome black beard.

ROGAR FELGRYM





Medium humanoid (hill dwarf), chaotic evil
Armor Class 19 (*+3 studded leather*)
Hit Points 315 (30d8+180)
Speed 25 ft.; **Vilis Points** 20

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
19 (+4)	18 (+4)	20 (+5)	20 (+5)	17 (+3)	13 (+1)	3 (-4)	20 (+5)

Saving Throws Str +10, Dex +10, Con +11, Cha +7
Skills Athletics +16, Insight +9, Intimidation +7, Perception +9, Science +17, Stealth +10, Technology +17; Vehicle (air, land) +6, Vehicle (water) +12
Damage Resistances poison
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 19
Languages Common, Dwarvish
Challenge 17 (18,000 XP)

Cunning Action (1/turn). Rogar can use a bonus action to take the Dash, Disengage, or Hide action.
Dwarven Resilience. Rogar has advantage on saving throws against poison.
Evasion. If Rogar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Rogar instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.
Hacked Gadgets. Rogar is a 17th level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Rogar's hacked gadgets each weigh 10 pounds. The AC of a gadget is equal to his AC while it is on his person and each has 34 hit points. While not in Rogar's possession, his gadgets have an AC equal to 16. Other creatures are unable to understand how his gadgets function, only Rogar is able to use them, and they are always cast at their minimum spell level.

- ***Adrenal Boosters (2/long rest).*** Rogar can cast *enhance ability* or *enlarge*.
- ***Arcodivinus Negator (3/long rest).*** Rogar can cast *counterspell* or *dispel magic*.
- ***Entropic Fluctuator (2/long rest).*** Rogar can cast *bestow curse*.
- ***Pistonized Boots.*** Rogar can cast *jump* on himself at will.
- ***Quantum Kineticizer (4/long rest).*** Rogar can cast *misty step* or *pass without trace*.
- ***Spatial Prism (2/long rest).*** Rogar can cast *mirror image* or *see invisibility*.
- ***Visual Compiler (1/long rest).*** Rogar can cast *improved invisibility* or *hallucinatory terrain*.

Sneak Attack 10d6 (1/turn). Rogar deals an extra 35 (10d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Rogar that isn't incapacitated and Rogar doesn't have disadvantage on the attack roll.
Stonecunning. Rogar has an extra +6 bonus on Intelligence (History) checks related to the origin of stonework.
Vehicular Master. While riding in or on a vehicle, Rogar has advantage on checks made to jump and to resist the prone condition.

ACTIONS

Multiattack. Rogar makes two melee attacks, attacks once with his chain rifle and twice with his chambered shotgun, or attacks four times with his chambered shotgun.
Machete. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.
Spiked Chain. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning and piercing damage.
Chain Rifle. *Ranged Weapon Attack:* +10 to hit, range 50/500 ft., one target. *Hit:* 22 (4d8+4) bludgeoning and piercing damage. If the target is a Large or smaller creature, it must succeed on an opposed Strength (Athletics) check against Rogar or be grappled and pulled up to 20 feet toward him (escape DC 18). Rogar cannot fire this weapon if it is already grappled.
Chambered Shotgun. *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

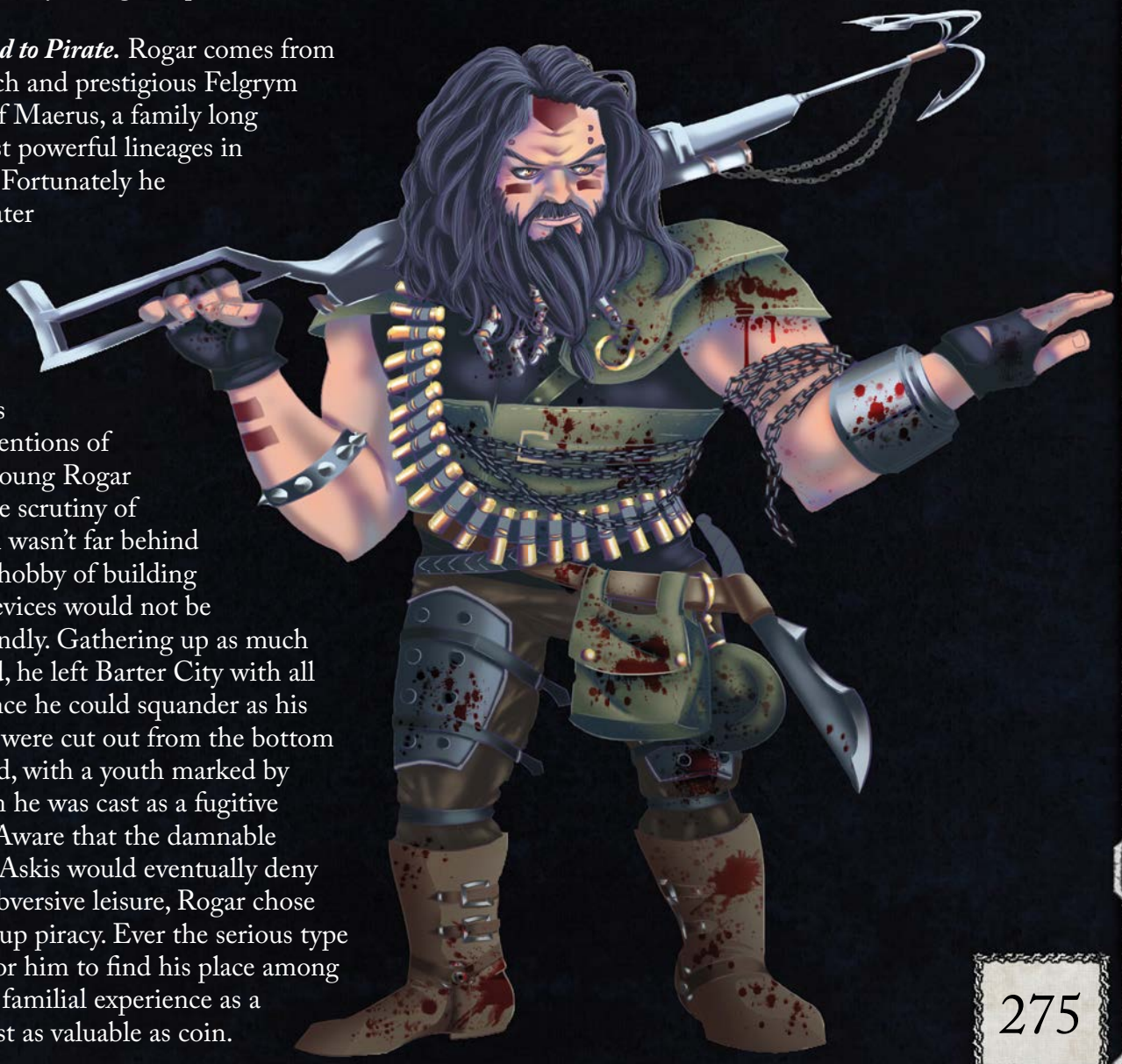
LEGENDARY ACTIONS

Rogar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

- ***Extra Attack.*** Rogar makes a spiked chain or chambered shotgun attack.
- ***Grenades (Costs 2 actions).*** Rogar throws up to 3 grenades (each usually dealing 4d6 damage; page 206) at separate targets within 60 feet. Any creature within a grenade's area of effect (20-foot radius) makes a DC 19 Dexterity saving throw or takes the grenade's damage (a successful save halves this damage).
- ***Special Grog.*** Rogar drinks a concoction of his own design and regains 12 (3d4+5) hit points.

Pirate king, mad scientist, forsaken exile—Rogar Felgrym is called many things in the whispers of sailors that have had too much drink or the cowardly hearted that managed to swim back from one of the infamous bucaneer's assaults on the high seas. The dwarf has been sailing for only a few decades and is a relatively recent thorn in the sides of civilization when compared to his contemporaries, but in truth he's without peer. Machines have long seemed to speak with him, almost as though they were plants and they the subjects of attention in the garden of a master botanist. Even though naturally gifted Rogar hasn't ever invested himself in sciences or technology, merely using them as a means to be more ever daring, ruthless, and ambitious in his assaults against the world at large. Most of all he prizes the freedom of the open ocean and the liberty granted by a lawless life, two things he'll only ever give up in death.

From Privileged to Pirate. Rogar comes from the formerly rich and prestigious Felgrym dwarven clan of Maerus, a family long among the most powerful lineages in the settlement. Fortunately he possesses a greater cunning than his parents and when a scandal among the ruling members brought the attentions of The Ministry, young Rogar realized that the scrutiny of The Inquisition wasn't far behind —and that his hobby of building non-inaequa devices would not be looked upon kindly. Gathering up as much loot as he could, he left Barter City with all of the inheritance he could squander as his family's coffers were cut out from the bottom and as predicted, with a youth marked by insubordination he was cast as a fugitive not long after. Aware that the damnable bureaucracy of Askis would eventually deny him a life of subversive leisure, Rogar chose instead to take up piracy. Ever the serious type it wasn't hard for him to find his place among buccaneers, his familial experience as a tough trader just as valuable as coin.



Pirate King. Keen to avoid capture, Rogar first lived obscurely as carpenter or boatswain and gradually learned the measure of criminal mariners before taking on as first mate of the *Bardai's Revenge* (formerly the *Blessed Journey*). During an air assault he first distinguished himself as a true leader by using a pilfered grappling gun anchored to the ship to take down an attacking windrider, acing a shot through the aircraft's rigging. His crew demanded he become captain of the ship and before long Rogar was the new pirate king. Knowing that a powerful name brings attention he has avoided the uncouth infamy of his predecessors and is practically a ghost, the surviving victims of his terror numbering less than a dozen.

Master Plan: Better Guns and More Guns. The pirate king has a straightforward approach to breaking the reins of the Celestial Heroes' authority—make lots of guns and distribute them as widely as possible. On the backs of corrupted pneumavores he's established ramshackle settlements to provide some facilities for manufacturing firearms, but only the captains of his ragtag fleet carry anything better than matchlock weapons given the low level of production possible out on the water. With assault teams sabotaging the nearest Towers of Light, cutting off steel equos tracks, placing special radio jammers around Legio, and accompanied by a large fleet, Rogar intends to establish a beachhead in the Ouranios city as the secondary squadron runs interference through the Stagnum Strait. Once the settlement is won its manufacturing facilities can be rapidly restructured to produce his deadly firearms (along with some other war machines he's been dreaming up) and with all his soldiers properly armed, a new age of piracy can begin that will mean a dawn for evil across the globe that persists even after they are forced to retreat to the high seas.

LAIRS OF ROGAR FELGRYM: CORRUPTED PNEUMAVORES

Not liking inaequa devices hasn't stopped Rogar from tampering with them and somewhere along the line (during a month stranded on the back of an island-creature, or so they say) he discovered a means of using them to cause mutations in pneumavores. The transformation bestows an intellect to the sea monster and with every corrupted pneumavore, the dwarf plies his keen mind to gain a powerful new ally—even when he's in a pirate ship there's always one lurking in the waters nearby.

Lair Actions

On initiative count 20 (losing all initiative ties), Rogar does not receive a lair action—instead, his corrupted pneumavore takes a move or an action (so as not to disrupt its master) until it is incapacitated or reduced to 0 hit points. If Rogar is reduced to 0 hit points before his corrupted pneumavore, the creature acquires him and flees and if it cannot, fights to the death instead.

If the corrupted pneumavore has not moved since its turn last round, it can take the following action:

Mutated Nematocysts (Recharge 6). Guided by radio signals sent from one of Rogar's hacked devices, the corrupted pneumavore hefts the withered poisonous tendrils trailing beneath it to rise up out of the water and slam into an area, splaying out in an 80-foot line that is 20-feet across. These tendrils remain until the end of the round before retracting into the water. Unlike the rest of the corrupted pneumavore's body, the tendrils have AC 15, no resistances, and any attacks or spells that damage them deal half damage unless they are an area attack (such as an acid flask or *burning hands*).

All creatures in the area make a DC 20 Strength saving throw when the pneumavore uses this action. On a failed save, a creature takes 1d8+7 bludgeoning damage. If the Strength saving throw fails by 5 or more, the creature is knocked prone. Any creatures damaged by Mutated Nematocysts or who enter the area for the first time on a turn make a DC 16 Constitution saving throw. On a failed save, a creature takes 21 (6d6) necrotic damage and is stunned until the start of its next turn. If the Constitution saving throw fails by 5 or more, a creature is stunned until the end of its next turn and it takes an extra 10 (3d6) poison damage.

Regional Effects

The waters around corrupted pneumavores become brackish and gloomy, poisoned by the creature's presence and generating one (or more) of these effects.

- A slight sheen of clear oil sluices on top of the waves within a mile of a corrupted pneumavore.
- The salty smell of the ocean in a 2-mile radius of a corrupted pneumavore is awry with a touch of methane and sulfur.
- Stormclouds take on a green cast when formed in the air in a 5-mile radius above a corrupted pneumavore.

The island suddenly shifts, shuddering dramatically as a huge mass rises up out of the ocean—a tentacle! Rogar bellows with laughter as the deceptive monster's enormous limb begins its descent and chaos erupts.

Corrupted Pneumavore

Colossal aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 270 (20d20+60)
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	17 (+3)	13 (+1)	17 (+3)	6 (-2)

Saving Throws Dex +3, Con +8, Int +6, Cha +3
Skills Athletics +12, Perception +8
Damage Vulnerabilities cold, lightning, radiant
Damage Resistances fire, poison
Damage Immunities necrotic, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone, stunned
Senses blindsight 200 ft., passive Perception 18
Languages understands Dwarvish but can't speak
Challenge 14 (11,500 XP)

False Appearance. While the pneumavore remains motionless without its underside exposed, it is indistinguishable from an island.

Gargantuan Resistance. The pneumavore has advantage on saving throws against disease, poison, spells, and other magical effects.

Sense Inaequa. The pneumavore senses inaequa within 5 miles of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Siege Monster. The pneumavore deals double damage to objects and structures.

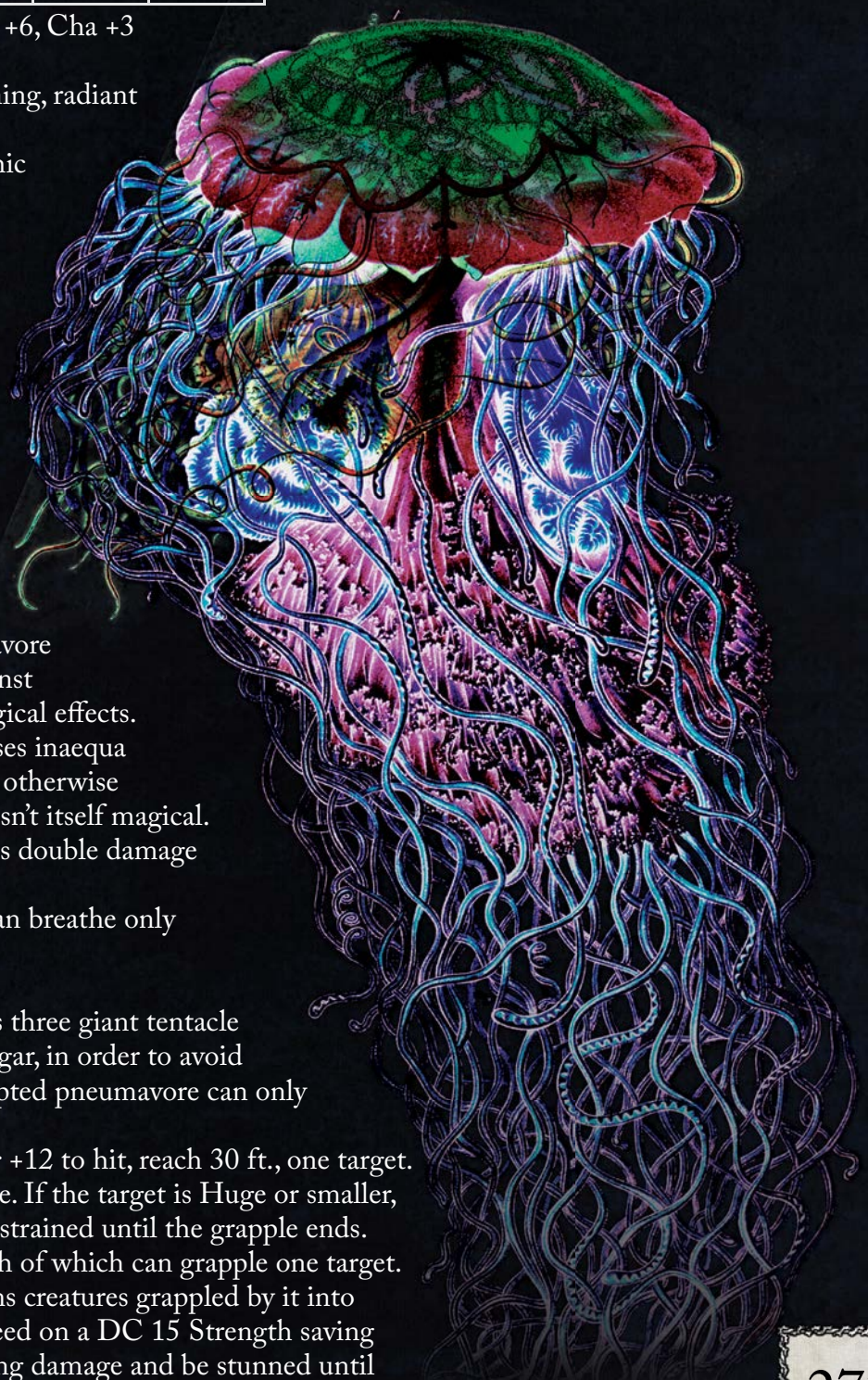
Water Breathing. The pneumavore can breathe only underwater.

ACTIONS

Multiattack. The pneumavore makes three giant tentacle attacks. When encountered with Rogar, in order to avoid damaging him or his crew the corrupted pneumavore can only attack with one tentacle each round

Giant Tentacle. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 20) and restrained until the grapple ends. The pneumavore has 4 tentacles, each of which can grapple one target.

Tentacle Slam. The pneumavore slams creatures grappled by it into each other. Each creature must succeed on a DC 15 Strength saving throw or take 25 (4d8+7) bludgeoning damage and be stunned until the end of the pneumavore's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



The full body plate armor this figure wears would be advanced even for a Master Inquisitor and clearly is not of this world, the blades in their hands bleeding void into the air.

Sica Rimora

Medium humanoid, chaotic evil
Armor Class 19 (voidplate)
Hit Points 130 (20d8+40)
Speed 30 ft., fly 20 ft. (hover), swim 40 ft.; **Vilis Points** 12

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	19 (+4)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	5 (-3)	12 (+1)

Saving Throws Dex +8, Con +6, Int +6
Skills Acrobatics +8, Perception +5, Stealth +8
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Bracaz, Common
Challenge 9 (5,000 XP)

Cunning Action (1/turn). The Sica Rimora can spend a bonus action to take the Dash, Disengage, or Hide action.
Demiphase (Recharge 5-6). As a bonus action the Sica Rimora activates the phase function of their armor, disrupting their form. Until the start of the Sica Rimora's next turn, attack rolls made against them have disadvantage.
Evasion. When the Sica Rimora is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.
Sneak Attack 6d6 (1/turn). The Sica Rimora deals an extra 21 (6d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Sica Rimora that isn't incapacitated and they don't have disadvantage on the attack roll.
Voidplate. Sicar Rimora are immune to damage and conditions from gasses and vapors that require inhalation, and they are able to breathe both water and air.



ACTIONS
Multiattack. The Sica Rimora attacks three times.
Bracazian Blade. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 11 (2d6+4) slashing damage. Immediately after hitting or missing the target, a thrown bracatian blade reappears in the Sica Rimor's hand. A target that takes 30 or more damage must make a DC 14 Charisma saving throw or be blinded. At the start of each of its turns, a blinded creature makes a new saving throw to end the effect.
Invisibility. The Sica Rimora's armor turns them invisible until they attack or until their concentration ends (as if concentrating on a spell). Any equipment the Sica Rimora wears or carries is invisible with them.

Feared most of all by the pirates that sail in their crews, the lieutenants of Rogar Fulgrym are not of this world. Disturbances caused by the *Bands of Kyttarmoak* drew the attention of space-faring pirates from Bracaz, the docile citizenry of Askis seeming like ideal targets for plunder. The timing of their dimensional incursion was poor however, the great work of Rankir Tarryndorn tearing the craft apart. Initial interactions with locals—a head-to-head fight—did not leave the planar brigands in good stead and they hid themselves in stasis, sustained in suspended animation by their suits for centuries. Eventually the dwarf pirate king came upon them and awoke the wayward criminals, recruiting the surviving crew and (after realizing their miraculous technology was tied to their physiologies) seeing to it that they live like royalty. Each Sica Rimora commands a small part of Rogar Fulgrym's fleet, leading boarding parties and striking terror into the hearts of sailors the world over. They have seen the horrors of the cosmos and are fearless tacticians, though there is one threat that gives them pause: Slate. The Knight of the Slate has been mistaken for one of these buccaneer-commanders several times and has taken great umbrage with the soiling of his likeness, gradually bringing their stout folk leader into his sights.

Inquisitor Octavius tugs on Cassia's robe, taking the Magi Primaria's attentions away from the splendor of Pertinax beneath the tallest of the Dragon Spires and back to the matter at hand. They step back into the tower, the scent of ritual reagents heavy in the air in preparation for her divinations. Rumors of a vile dragon unearthed by a restored passageway in the Operans Mountains overlooking the settlement have raised concerns within The Inquisition, enough of a consternation to merit bringing her in for her expertise with seeing magics. Sitting in the center of complex geometric designs meticulously inscribed onto the floor, Cassia chants the powerful words and sends her consciousness back through the ages, piercing the veil of time to bear witness to the ancient past.

Her mind's eye travels across a maelstrom of shape and color before emerging high above the city, though what she sees below is a sick and twisted parody of the resplendence she just gazed upon. Worse yet it is a bloodbath—she realizes she's been drawn to the final siege of Pertinax and it is just as horrendous as the legends claim. The cries of dying men and monsters fill the air as squads of mercenaries and spellswords work their way up the settlement, reinforced by legions of soldiers marching in the distance.

Pertinax's foul defenders have slowed the assault to a crawl, fiends and horrid creations pouring out of the mountains. There, a walking sculpture made out of nothing but blood flings pieces of itself into a group of knights and the sanguine chunks furiously explode, dropping two of the warriors. Not far off a mummified form covered in script bursts with green energy that slows soldiers attacking it, and nearby the gaze of an entropy-eyed skeletal lord paralyzes a mage helpless to stop it from ripping out his neck. Demons and devils within her sight are beyond count, small seas of red and orange that cackle and bellow with glee as blood seeps into the streets. Elementals rove the settlement scouring flesh with acid or fire, slamming into warriors and crumpling shields with force or wind, spraying rays of deathly energy that sap sword arms of their strength or soldiers of their lives. Creatures made from furious storms throw lightning that dances from their limbs, forms of golden light heal monsters until their targets explode with radiances of cascading power. It is war at its most savage.

The chaos of the melee throughout Pertinax's streets is unlike anything she has ever seen before but it pales in comparison to the spectacle above the city. Dragons of all kinds wing through the air to breathe lethal elements onto the soldiers below, but other things as well—clouds of otherworldly darkness drive warriors insane or wither muscles with necrotic power while bands of celestial power heal wounds with golden light. The latter shake Cassia from her enrapture of the display of holy and vile dragons in their full majestic might.

Below her the battle is breaking in favor of the invaders, Pertinax's defenders clearly faltering and ready to break as their casualties mount. She is not the only one to observe the flow of combat turn against the forces of evil; one of the corrupted flame-winged serpents wheels away from the fight and into the mountains. Cassia wills the magic to follow the vile dragon inside, weaving through passages in pursuit of the monster as it batters the walls in a clumsy, hasty retreat. The Magi Primaria's sensor accidentally rushes past it and before she can wheel back the vile dragon collapses the wide tunnel with savage strikes of its claws, winging back into the air through a large chamber before buckling the roof of the only other exit in sight.

With a loud groan the creature lands in the center of the cavern, its form shifting into that of a man with a high widow's peak, his black hair tied into a ponytail falling down his back. He is clad in black robes but Cassia quickly deduces that he is bleeding, his left hand red and holding his side as he grabs a potion from off of a table against the wall. After uncorking and drinking several of the vials he stretches, yawning his jaw wide and rolling his neck to a punctuation of cracks far too loud for a person of his size. Without warning his gaze quickly turns upward—he looks directly at Cassia and she suddenly feels his will encroaching into hers, the thing's madness creeping along her magic and across the sea of time, whispering promises of knowledge forbidden, sights unseeable, sounds beyond ears...

Cassia realizes the danger she is in and breaks the spell, shooting up to her feet and backing away from the magic circle. She coughs and sputters as Inquisitor Octavius rushes towards her, crouching low to take her weight on his shoulder. "Did you find anything out? Did the magic take hold?" The Magi Primaria stares back at him and nods, a new hollowness in her gaze.

MANA-WASTED MUTANT TEMPLATE

Magic-warping effects sometimes affect the very life force of creatures who wander the regions of the Taenarius Tunnels or come into contact with anomalies arcana. The dangerous effects of magic gone afoul infuse the bodies and essences of these wanderers. Those who spend too much time in these areas occasionally fall prey to the deadly energies that persist in the subterranean passages, and their bodies gradually decay until they are so far removed from their original forms that they can be described only as mutants. Mutants often collaborate in small tribal groups with others similarly affected.

Any living, corporeal creature can become a mana-wasted mutant and keeps its statistics, except as follows.

Alignment. If the mana-wasted mutant had a lawful alignment, its new alignment is non-lawful.

Type. The mana-wasted mutant's type changes to aberration.

Armor Class. The mana-wasted mutant gains a natural armor of 1 (if it already has natural armor, its natural armor increases by 1 instead).

Speed. The mana-wasted mutant loses any magical flight (if the creature uses wings to fly, its fly speed is unaffected).

Ability Scores. The mana-wasted mutant increases its Strength and Constitution scores by 2, and reduces its Charisma score by 2.

Skills. The mana-wasted mutant gains proficiency in Athletics, Intimidation, Stealth, and Survival.

Resistances. The mana-wasted mutant gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons not made with cold iron weapons.

Immunities. The mana-wasted mutant gains immunity to poison, diseases, and the poisoned condition.

Deformities. The mana-wasted mutant gains one of the following deformities from its transformation (roll a 1d4 to randomly determine the deformity).

Innate Spellcasting. The mana-wasted mutant loses any innate spellcasting it may have had. Any spellcasting features gained from class levels remain unchanged.

Mana-Wasted Mutation. The mana-wasted mutant gains a specific feature related to a powerful mutation on their body.

Mutated Mind. The mana-wasted mutant has advantage on saving throws against spells and other magical effects as well as any saving throws made to resist being charmed or frightened.

Attacks. The mana-wasted mutant's natural weapon attacks are magical. It also gains a natural weapon slam attack that deals damage based on the creature's size (1d4 Small, 1d6 Medium, 1d8 Large, 1d10 Huge).

Challenge Rating. The mana-wasted mutant increases its CR by 1. Recalculate the mana-wasted mutant's proficiency bonus if necessary.

Mana-Wasted Mutations. The mana-wasted mutant gains one of the following features.

- ***Acid Resistance.*** The mana-wasted mutant gains resistance to acid damage. If CR 10 or higher, it gains immunity to acid instead.
- ***Acidic Pustules.*** Mana-wasted mutants are often covered in necrotic pustules that burst at the slightest touch. Whenever a creature deals piercing or slashing damage to the mana-wasted mutant, all creatures adjacent to the mana-wasted mutant must make a Dexterity saving throw (DC 8 + the mana-wasted mutant's proficiency bonus + the mana-wasted mutant's Constitution modifier) or take acid damage as its boils and blisters pop and spray (Small 1d3, Medium 1d4, Large 1d6).
- ***Breath Weapon (Recharge 5-6).*** The mana-wasted mutant can spray a 30-foot cone of acidic bile from its mouth as an action. The acid damage caused by this attack is equal to 1d4 times the mana-wasted mutant's challenge rating (or level). A successful Dexterity saving throw (DC 8 + the mana-wasted mutant's proficiency bonus + the mana-wasted mutant's Constitution modifier) halves any damage taken from this attack.

1d4	Deformity	Effect
1	*Deformed Arm*	One hand can't wield weapons, but the mana-wasted mutant's slam attack deals damage as if it were two size categories larger.
2	*Deformed Leg*	The mana-wasted mutant's base speed is reduced by 10 feet (minimum base speed of 5 feet), but it gains advantage on checks made to grapple.
3	*Shattered Mind*	The mana-wasted mutant has advantage on Wisdom saving throws but reduces its Intelligence score by 2.
4	*Warped Hide*	The mana-wasted mutant increases its natural armor by 3 (instead of 1) but does not gain any increase to its Constitution score.

Diseased. Even though mana-wasted mutants are immune to disease, they can carry a deadly magical contagion that they spread with their slam attacks.

Disease: Mana fever. A creature makes an initial Constitution saving throw (DC 8 + the mana-wasted mutant's proficiency bonus + the mana-wasted mutant's Constitution modifier) when hit by the mana-wasted mutant's slam attack and any subsequent saving throws are at that DC + 3. At the end of its next long rest, a creature with this disease makes its saving throw or lowers its Constitution score by 1d3 and its Charisma score by 1d3. A creature naturally fights off this disease by making 2 consecutive successful saving throws to resist it.

Any creature that lives with mana fever for a week straight without dying becomes immune to the disease but is transformed into a mana-wasted mutant.

- ***Increased Speed.*** Some mana-wasted mutants are transformed in such a way that their base speed increases by 10 feet.

VILESPAWN TEMPLATE

Eventually the fallen souls that can't struggle back to redemption accrue too much evil, the despicable essence of what they have become rapidly overtaking even their natural biological functions. These cursed creatures become vilespawn, hideously mutated freaks that have changed to appear as they truly are within their blackened hearts.

When any living creature's Sin ability score reaches 23, after taking a long rest it awakens as a vilespawn.

GM'S NOTE: Vilespawn are specifically built to remain playable for PCs that have gone off the deep end—just because your evil mage has turned into a (more) freakish monster does not mean things can't get worse! While they may not be able to go about high society with great ease, any adventurer that gains this template should remain a character in the group and the changes to their statistics should alter roleplay (not end it).

Alignment. If the vilespawn somehow had a neutral alignment or was unaligned, its alignment changes to neutral evil.

Type. The vilespawn's type changes to monstrosity.

Intelligence. The vilespawn loses most of its memories and sense of self. Its Intelligence score changes to 7 and it gains proficiency in Intelligence saving throws. If it used Intelligence as a spellcasting attribute, its new spellcasting attribute becomes either Wisdom or Charisma (whichever is higher). If the vilespawn has levels in a class, it loses the feature gained in its most recent level (the next level it takes in this class it regains that feature but not the feature listed for their current level until gaining another level and so on, making it impossible to acquire a 20th level feature).

Resistances. The vilespawn gains resistance to fire and poison damage. If the creature already has resistance to fire and poison damage, it gains immunity instead (as well as immunity to the poisoned condition).

Vulnerabilities. The vilespawn gains vulnerability to radiant damage.

Senses. The vilespawn can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Languages. The vilespawn can speak and understand Vilespeech.

Deformed. The vilespawn gains two randomly chosen Deformity feats and has disadvantage on all non-Intimidation Charisma ability checks. Depending on the circumstances of the vilespawn's transformation, at the GM's discretion other types of feats may result (like Sinful feats or Wicked Grafts).

Challenge Rating. The vilespawn increases its CR by 1 (do not recalculate proficiency bonus).

The creature before you has legs like a man, but nothing else that resembles what it must have once been. A mass of tentacles both thick and thin rises up from out of its muscled torso, wriggling around a neck beneath the tortured face of some alien ***thing****. More slender limbs sprout between two flared out bat-like ears and elsewhere on the monstrosity's body, each writhing unnaturally. This monster's expression is haunting, its bizarre eyes filled with utter pain and sorrow.*

Damned Oktellio

Medium monstrosity (half-orc vilespawn), neutral exemplar (disciple) 12

Armor Class 17 (holy troths)
Hit Points 134 (12d10+48+8+12)
Speed 35 ft., climb 35 ft., swim 35 ft.; **Vilis Points** 4

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
20 (+5)	17 (+3)	18 (+4)	7 (-2)	15 (+2)	16 (+3)	19 (+4)	4 (-3)

Saving Throws Int +2, Wis +6, Cha +7
Skills Athletics +9, Insight +6, Intimidation +7, Perception +6, Stealth +7, Survival +6
Damage Vulnerabilities psychic, radiant
Damage Resistances fire, poison
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft. (sees through magical darkness), passive Perception 16
Languages Common, Vilespeech, telepathy 120 ft.
Challenge 11 (7,200 XP)

Courageous. Allies able to see Oktellio have advantage on saving throws against fear.

Deformed. Oktellio has disadvantage on all non-Intimidation Charisma ability checks but gains the following benefits:

- Oktellio can wield two-handed weapons in one hand.
- Oktellio treats all one-handed weapons as though they had the light property.
- Oktellio can telepathically communicate with creatures he is able to see. Even Oktellio does not share a language with the creature, he is able to send mental images (and receive them back if the creature so chooses).
- When Oktellio would be charmed or otherwise compelled, roll 1d20 and on a 12 or less he ignores the effect.

Friendly Reputation. When Oktellio reaches a bar, inn, or tavern, he may make a DC 8 Charisma check to see if his reputation precedes him. On a success Oktellio is given free lodging, drink, and food (though always in secret and never more than once a month).

Heroic Effort (5 points). Oktellio recovers all of his effort points after finishing a short rest.

- ***Hero's Ire (2 points).*** As a bonus action, Oktellio chooses a creature that he can see. For the next minute he gains a +3 bonus to attack rolls and weapon damage rolls when attacking that creature.
- ***Heroic Stand (1 point).*** Oktellio can take the Dodge action as a bonus action.
- ***Implacable Resolve (2 points).*** As a reaction, Oktellio gains 24 temporary hit points that last until the beginning of his next turn.
- ***Stroke of Luck (2 points).*** As a reaction, Oktellio rerolls an attack roll or saving throw.

Holy Troths (Celibacy, Charity, Clarity, Hardship). Oktellio has taken several vows attempting to cleanse his soul. As long as he maintains these tenets (giving away all his goods, never lying, and refusing magical healing), he gains the following benefits:

- Oktellio has advantage on saving throws made to resist the charmed condition.
- Oktellio's jump distances double.
- By spending an action, Oktellio heals as if he had taken a short rest. Oktellio gains 2 extra Hit Dice to spend but only restores half as many hit points as normal.
- While Oktellio remains utterly truthful, he does not suffer disadvantage on Charisma (Persuasion) checks.

Rally (Recharge on long rest). By spending an action yelling, Oktellio grants 12 temporary hit points to 4 creatures that he is able to see.

Oktellio may choose 3 additional creatures for a secondary effect so long as each is at 0 hit points or has died within the last minute. A creature at 0 hit points gains advantage on its Death saving throws for 1 minute. Recently deceased creatures reroll their most recent Death saving throw with advantage (though any additional Death saving throws that result are made normally). Creatures must be within 60 feet of Oktellio to benefit from this feature.

Relentless Endurance (Recharge on short rest). When Oktellio is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Useful Things. Oktellio is always scavenging things of value from whence he stalks. Treat Oktellio as having a *robe of useful items*, except he does not possess anything too large to carry around (the door, ladder, riding horse, pit, rowboat, mastiffs, windows, or ram).

ACTIONS

Multiattack. Oktellio attacks three times and can spend a bonus action to attack a fourth time.

Unarmed. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (1d8+8) magical bludgeoning damage.

Improvised Throw. *Ranged Weapon Attack:* +12 to hit, range 20/40, one target. *Hit:* 12 (1d8+8) magical bludgeoning, piercing, or slashing damage (depending on the object).



Tales of monsters lurking beneath the cities of Askis, men and women mutated by their wicked hearts, are common talk in bars and lounges. One stands out as different from the rest however: the tragic story of Oktellio the Damned. Unlike the other corrupted creatures stalking the underside of civilization they say that the half-orc was once a humble farmer, devout in his worship of Sanctus Visellia. Much laughter is had at the irony of Oktellio's misfortune, mirth at jokes about the pious follower of the Lady of the Wandering Scale transforming into an aberration by the doings of a foul ritual in which he had no stake—just a passerby at the wrong place at the wrong time.

The Maerus Sin-Nova sickened hundreds of citizens but the half-orc went insane, his body growing dozens of tentacles and changing into a true horror to behold. Terror followed him for years as Oktellio gathered back his sanity, the greatest of his tales beginning to circulate soon after. Everyone else in the immediate vicinity of the vile ritual were utterly destroyed when it went awry but the humble farmer's pure heart spared him from death. In return his seemingly endlessly life has been devoted to resisting evil urges, a series of frequently misunderstood attempts to redeem himself by rendering aid causing chaos all over Askis.

Oktellio's curse is also a dark gift—he can go nearly anywhere by land or sea provided not too many eyes are watching, and his immense strength has saved many recalcitrant disaster victims from death in a building fire, collapsed tunnel, or sinking boat. Despite his ardent devotion to charity and truth the vilespawn half-orc's reputation is of dubious use—his evil kin carry out acts of such gruesome malevolence that the fear they generate washes away whatever goodwill he can accrue. This hasn't stopped him from trying to cleanse his soul and Oktellio still offers assistance to everyone he crosses paths with, bringing along with him items his fragmented mind thinks might have some value to the uncursed. Unholy durability and strength see him safely through the Taenarius Tunnels and he roams from city to city, crisscrossing the world on a path he hopes will bring him back to the light.

The statuesque and sublime features of this horned humanoid would be pleasing to look upon but their red-orange skin is cracked and misshapen in places, the scent of brimstone marking them out as something fiendish.

Cambion (Half-Fiend)

Medium fiend, neutral evil
Armor Class 14 (natural)
Hit Points 39 (6d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	13 (+2)	12 (+1)	16 (+3)

Saving Throws Str +4, Con +4, Wis +3
Skills Athletics +4, Deception +5, Insight +3, Intimidation +4, Perception +3, Stealth +4
Damage Resistances acid, cold, fire, lightning, poison
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, telepathy 30 ft.
Challenge 1 (200 XP)

Innate Spellcasting. The cambion's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The cambion can innately cast the following spells, requiring no material components:

2/day each: *charm person* (3rd-level), *command*, *false life*

Sadistic Strike. The cambion scores a critical hit on a roll of 19 or 20 when making a weapon attack.

ACTIONS

Multiattack. The cambion attacks twice.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.



When an incubus (or in more grisly occurrences, a succubus) mates with a creature while in the Abyss their doomed paramour (whether female *or* male) gives birth to a half-breed: the cambion. These outcasts are hated by both of their kinfolk and live as exiles, whatever semblance of good that might have once been in them snuffed out by the cruelties they suffer for the circumstances of their cursed existence.

CAMBION (HALF-FIEND) TEMPLATE

A beast, humanoid, giant, or monstrosity can be born a cambion (half-fiend). It keeps its statistics, except as follows.

Challenge. Recalculate the cambion's challenge rating after you apply the template.*

Armor Class. The cambion gains natural armor that increases its AC by 2.

Ability Scores. The cambion increases its Strength and Dexterity scores by 2, and increases its Charisma score increases by 4.

Senses. The cambion gains darkvision with a radius of 60 feet.

Damage Resistances. The cambion gains resistance to acid, cold, fire, lightning, and poison.

Languages. The cambion speaks Abyssal in addition to any other languages it knows and gains telepathy with a radius of 30 feet.

Innate Spellcasting. The cambion can innately cast *charm person* (3rd-level), *command,* and *false life* each twice per day. The cambion uses Charisma as their spellcasting ability and requires no material components to cast these spells.

Sadistic Strike. The cambion scores a critical hit on a roll of 19 or 20 when making a weapon attack.

Claw. The cambion gains a claw natural melee weapon attack that deals 1d6 slashing damage.

* When playing in a game where the party is of at least 4th level or higher, the GM may allow a new PC to play as a cambion of the same level as the lowest level member of the party – 1. For example, in a game with PCs of 7th level a new adventurer might be a 6th level cambion. This adventurer is only a half-fiend and has heritage in another race (such as dwarf or even dragonborn) but does not gain ability score increases or features from their other race.

This fellow's body is covered by a tightly-cinched magenta lab coat except for his hands and left arm, each of which is festooned with brass and gold clockwork. A few gears are on his top hat and his eyes are covered by unnerving ruby lenses, an equally dubious contraption masking his face as well.



Crazed Simulacrum

Medium humanoid, chaotic evil
Armor Class 16 (natural)
Hit Points 168 (21d8+63)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	16 (+3)	9 (-1)	13 (+1)

Saving Throws Dex +5, Con +6, Int +6
Skills Arcana +6, Deception +4, Insight +2, Perception +5, Science +6, Stealth +5, Technology +6
Damage Vulnerabilities lightning
Damage Resistances cold, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Common, Deep Speech, Vilespeech
Challenge 7 (2,900 XP)

Scientific Gadgets (each 1/long rest). The Crazed Simulacrum has a variety of scientific gadgets it can use to cast spells without expending a spell slot.

- ***Arcodivinus Negator.*** *Counterspell* or *dispel magic*.
- ***Form Disruptor.*** *Blur* or *invisibility*.
- ***Influencing Aerosol.*** *Charm person* or *command*.
- ***Quantum Kineticizer.*** *Misty step* or *pass without trace*.

Weaponized Spellcasting. The Crazed Simulacrum is a 7th level mad scientist that uses Intelligence as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Crazed Simulacrum can cast the following spells from the mad scientist's spell list, though only when their technological weapon is on their person:

- Cantrips: *acid splash, eldritch blast, poison spray*
- 4th-level (3 spell slots/short rest): *acid arrow, confusion, grease, lightning bolt, phantasmal killer, shatter, sleep, stinking cloud*

ACTIONS

Multiattack. The Crazed Simulacrum attacks once and casts one spell or attacks twice.

Pneumatic Clockwork Arm. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 12 (2d8+2) bludgeoning damage.

Many threats lurk in the Taenarius Tunnels beyond an encounter with the Ministerium Inmorte or the passing of incitacio pods hurtling on powerful winds. Some intelligent evil creatures fled below ground to escape the Celestial Heroes but they are truly selective in their predations, and the most devious and lethal denizens beneath Askis are the remnants of mad scientists of days past. Freakish abominations are the among their hardiest of creations still running amok and too tough to die, automatons built to withstand the rigors of time, laboratories with corrupted machines, and experiments left alone too long—but these are lesser troubles.

The deadliest denizens of the subterranean passages are the crazed, depraved, starving simulacrums and other failed attempts at immortality crafted by minds not quite brilliant enough to escape capture or destruction. Sometimes these are constructs deluded into believing they are their creators, others despicably spiteful with the full knowledge that they are only shadows of what they were meant to be. Any that survive longer than a few weeks are wily and devious, stalking far from where the Ministerium Inmorte or Askis' holy soldiers might find them. When they come upon prey however they lure targets into specially prepared tunnels filled with miles of ambushes and traps, turning their captives into subjects for experiments all their own.

A tiny segmented terror, this mechanical mix of insect and crustacean trails filamentous strands almost like a jellyfish, skittering and crawling while thrashing its many limbs and whirring menacingly. Its narrow body is covered by thin protective plates while its underside is a mass of pinprick diodes and backlit wiring.

Cyberphrenic Tadpole



Diminutive construct, neutral

Armor Class 14
Hit Points 10 (3d4+3)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	12 (+1)	3 (-4)	10 (+0)	10 (+0)

Skills Athletics +0
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Challenge 1/2 (100 XP)

Internalization. A cyberphrenic tadpole that begins its turn grappling can make a grapple check to burrow inside its host rather than simply maintaining its grapple. If the grapple check succeeds, the cyberphrenic tadpole implants itself along the host's brain stem or spine, entwining its filaments into the target's neural fibers. While internalized, the cyberphrenic tadpole has total cover against any attacks coming from outside the host's body; however, if the target takes 10 or more points of lightning damage in a single round, the cyberphrenic tadpole is incapacitated for 1d10 x 10 minutes.

Removing an internalized cyberphrenic tadpole is difficult, though as long as it remains helpless it can be extracted using normal chirurgery, requiring 1 hour of work and DC 14 Dexterity (thieves' tools) and Wisdom (Medicine) checks. Removing the cyberphrenic tadpole causes a creature to permanently 1 lower one ability score by 1 (roll 1d6 to randomly determine which) unless the result of the check is 18 or higher (in which case no permanent damage is done).

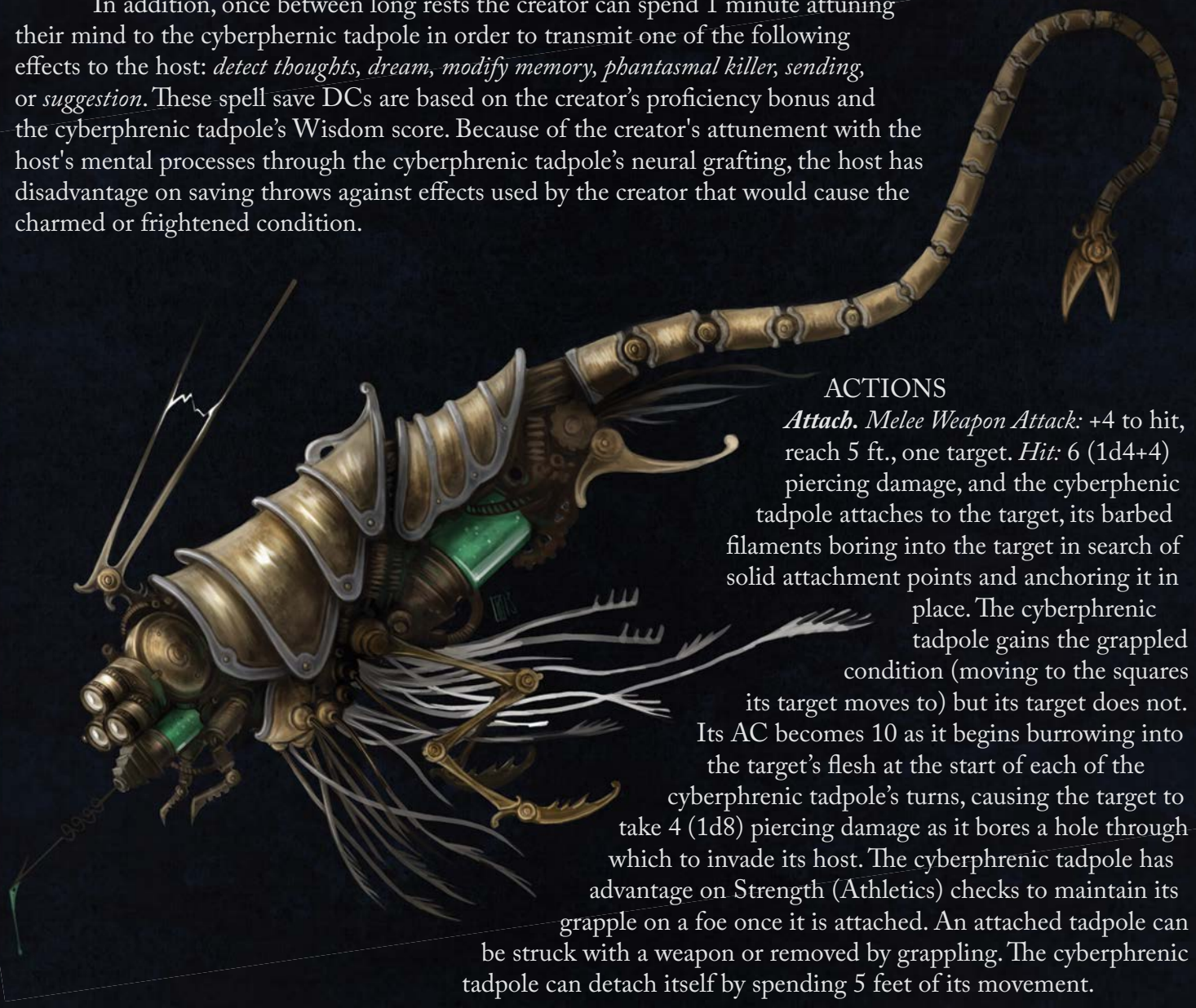
If the cyberphrenic tadpole is not rendered inert first it can be removed with emergency surgery, though it squirms and slithers through its host's innards to avoid removal. Performing emergency surgery requires an action, bonus action, movement, and reaction that provokes opportunity attacks and can be performed only on a willing or incapacitated host. The host takes 1d4 points damage per round and is poisoned for 1 hour per round of surgery undertaken. Even after the surgery is complete, the host takes 1 point of Constitution bleed (temporarily lowering its Constitution score by 1 each time, healing back 1 point at the end of a long rest). Each round of emergency surgery, the creature trying to remove the cyberphrenic tadpole makes a Dexterity (thieves' tools) and Wisdom (Medicine) check with an initial DC of 15, but each time a check is failed both DCs increase by 1. After making 1d4 successful checks, the cyberphrenic tadpole is isolated and a single ally of the surgeon can attack the cyberphrenic tadpole with a ready action. The cyberphrenic tadpole has three-quarters cover (+5 bonus to AC and Dexterity saving throws) against this attack, and a missed attack strikes the host instead. If the cyberphrenic tadpole is destroyed, it can be removed as if it were inert (see above).

Alternatively, the surgeon can attempt to tear the cyberphrenic tadpole free with an opposed Strength (Athletics) check. This traumatic removal from the host's nervous system deals 3d6 damage and permanently reduces all of the host's ability scores by 1, but also leaves the cyberphrenic tadpole stunned for 1d4 rounds (after which it attempts to attach itself to the nearest living creature).

If the attack fails to destroy the cyberphrenic tadpole or the grappling fails to dislodge it, the cyberphrenic tadpole slips away and 1d4 additional successful Dexterity (thieves' tools) and Wisdom (Medicine) checks are required to make another attempt to remove it. Only one attack or attempt to grapple is allowed, though allies may use the Help action or otherwise assist the attacker or the surgeon in their attempt.

Telepathic Relay. A cyberphrenic tadpole emits a telepathic homing impulse that connects it with its creator and its host. Its creator can sense the cyberphrenic tadpole's (and the host's) location once between long rests as if using the *locate creature* spell.

In addition, once between long rests the creator can spend 1 minute attuning their mind to the cyberphernic tadpole in order to transmit one of the following effects to the host: *detect thoughts, dream, modify memory, phantasmal killer, sending,* or *suggestion*. These spell save DCs are based on the creator's proficiency bonus and the cyberphrenic tadpole's Wisdom score. Because of the creator's attunement with the host's mental processes through the cyberphrenic tadpole's neural grafting, the host has disadvantage on saving throws against effects used by the creator that would cause the charmed or frightened condition.



ACTIONS

Attach. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage, and the cyberphenic tadpole attaches to the target, its barbed filaments boring into the target in search of solid attachment points and anchoring it in place. The cyberphrenic tadpole gains the grappled condition (moving to the squares its target moves to) but its target does not. Its AC becomes 10 as it begins burrowing into the target's flesh at the start of each of the cyberphrenic tadpole's turns, causing the target to take 4 (1d8) piercing damage as it bores a hole through which to invade its host. The cyberphrenic tadpole has advantage on Strength (Athletics) checks to maintain its grapple on a foe once it is attached. An attached tadpole can be struck with a weapon or removed by grappling. The cyberphrenic tadpole can detach itself by spending 5 feet of its movement.

Cyberphrenic tadpoles are created by mad scientists to implant into their victims, rendering them more pliable to later mental influence and control while allowing the scientist to monitor the host's activities. A host may be unaware that a cyberphrenic tadpole has been introduced, as they may be implanted while a victim is unconscious or otherwise helpless, the wound left behind by its entry into the host healed and memory of this invasion of the flesh erased by a concomitant intrusion of the mind. Grafting itself onto the host's nervous system, a cyberphrenic tadpole is very difficult to remove and subsists parasitically on the bioelectrical and biothermal processes within the host's body.

A cyberphrenic tadpole's body is usually only a few inches long and an inch wide, though its tentacular filaments can be up to a foot long. The creature as a whole weighs only a few ounces.

Crafting a Cyberphrenic Tadpole. A mad scientist may spend 10 hours to craft a number of these constructs equal to half their proficiency bonus. They may summon 2 fewer prototype drones for every cyberphrenic tadpole they possess.

This mechanical horror bristles with wires, compartments, and blinking lights up and down its thick stalk-like metallic body, balanced atop six spidery legs and bristling with branching armatures, some with cables and clamps and others tipped with gleaming trocars and pneumatic needlers.

Dissectrinator

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 97 (13d10+26)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	13 (+1)	15 (+2)	4 (-3)

Skills Athletics +9, Medicine +8, Perception +5, Sleight of Hand +6
Tools alchemist's supplies, thieves' tools
Damage Vulnerabilities lightning
Damage Resistances acid, cold
Damage Immunities fire, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages can understand Common and Vilespeech but cannot speak
Challenge 5 (1,800 XP)

Medical Installation. Despite its lack of hands, a dissectrinator can use the following equipment: alchemist's supplies, healer's kit, and thieves' tools. It can store up to 50 pounds of such gear in racks and compartments within its body, replacing them when they are exhausted.

Pain Threshold. Any attacks or spells that deal 6 points of damage or less do not deal any damage to the dissectrinator.

Restraints. The dissectinator has two sets of restraints which it can use to bind a patient. Once it has grappled a creature, it can make grapple checks (whether to maintain the grapple, pin the creature, or perform other special grapple actions) against that creature as a bonus action.



Surgical Assistant. A dissectrinator can use the Help action to assist Wisdom (Medicine) checks as well as ability and tool kit checks as part of a chirurgical procedure.

ACTIONS

Multiattack. The dissectrinator makes two melee attacks or three ranged attacks.

Clamp. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. Instead of dealing damage, the dissectrinator can grapple the target (escape DC 14).

Trocar. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12+3) piercing or slashing damage. Instead of dealing full damage, the dissectrinator can use a syringe dart instead.

Syringe Dart (10). *Ranged Weapon Attack:* +6 to hit, range 40/100 ft., one target. *Hit:* 10 (3d4+3) piercing damage, and the target must make a DC 13 Constitution saving throw, falling asleep (as the *sleep* spell) on a failed save, or taking 4 (1d8) poison damage on a successful one.

Cortical Puncture. A dissectrinator can use its trocars to drill into the skull of a restrained or unconscious creature and selectively extract portions of the target's brain. It must pierce the target's skull with both trocars (a normal attack) but thereafter can maintain the puncture without needing to attack again as long as the target remains restrained or unconscious. A cortical puncture does not deliver poison but instead reduces the target's Intelligence, Wisdom, and Charisma by 1 at the end of the dissectrinator's turn each round. A restrained creature makes a DC 14 Constitution saving throw, negating this ability score reduction on a success. The dissectrinator cannot use its darts while performing a cortical puncture. A *greater restoration* or more powerful healing magic returns a creature's reduced ability scores to their normal values.

A dissectrinator is an example of the light and dark sides of chirurgical practice. In principle it is a semi-sentient mechanical assistant, programmed and equipped to aid a surgeon in medical matters both simple and complex, whether it be treating poisons or injuries, dealing with disease, or dissection. Of course in the hands of a demented chirurgeon, the cranial dissectrinator becomes a terrifying instrument of torment capable of reducing the bravest of souls to drooling impotence with soulless and heartless clinical precision.

A dissectrinator is 7 feet tall in total, its core body 3 feet tall, atop a set of legs 2 feet long and with a branching set of limbs and sensors making the upper 2 feet. A dissectrinator weighs 500 pounds.

Mad scientists and chirurgeons are nothing if not busy—the demands of their professions leave little time for leisure or distraction, often leading them to leave their diabolical devices unused for long periods of time while important research is conducted or other experiments concluded. There's no reason to leave a useful tool to be useless however and when a dissectrinator critically malfunctions or decays beyond reliability, it is often repurposed into a trap to doom foolish trespassers.

Clamping Drills

Mechanical Trap

When a creature or object comes within 10 feet of sensors hidden in the wall, floor, or ceiling, pairs of mechanical arms ending in clamps shoot out from small, concealed trap-doors. An area might include multiple sensors, each rigged to its own set of mechanical clamping arms. The trap-doors hiding them are seamlessly constructed and cleverly hidden with natural stonework, into works of art, and even seemingly random splotches of gore. The DC to spot them is 18. With a successful DC 18 Intelligence (Investigation) check, a character can deduce the presence of the sensors or trap doors from variations in the mortar and stone used to create it, compared to the surrounding area. A creature able to carefully cover the sensors from 10 feet away with a flat object, cloth, or wax and a DC 18 Dexterity (thieves' tools) check to move slowly prevents them from detecting creatures.

When the trap activates, each pair of mechanical clamping arms connected to the sensor makes a melee attack with advantage (+6 bonus to hit) against a random creature within 10 feet of their trap doors (if there are no targets in the area, the mechanical clamping arms don't hit anything.) A target that is hit becomes grappled (escape DC 14, AC 15, 18 hit points). Once one mechanical clamping arm has grappled a creature, the other transforms into a vicious, crude drill clearly meant to do nothing but harm, dealing 22 (3d12+3) piercing damage on a successful hit. The mechanical arms continue to attack creatures until 1d4 rounds after the creature ceases to move or they are destroyed.

Daemons, Demons, and Devils

These are a few of the most common daemons, demons, and devils conjured onto the Material Plane by diabolists (page 111). Daemons exist along the River Styx, serving both chaotic and lawful forces in their pursuit to bring souls to the Abyss where demons dwell or the home of fiends in Hell.

Pale yellow-white hair bats against this fiend's deep red skin, its wings carrying it aloft and its body protected by armor made from the bones of the dead.

Cacodaemon

Tiny fiend (daemon), neutral evil
Armor Class 13 (natural armor)
Hit Points 7 (2d4+2)
Speed 25 ft., fly 40 ft.

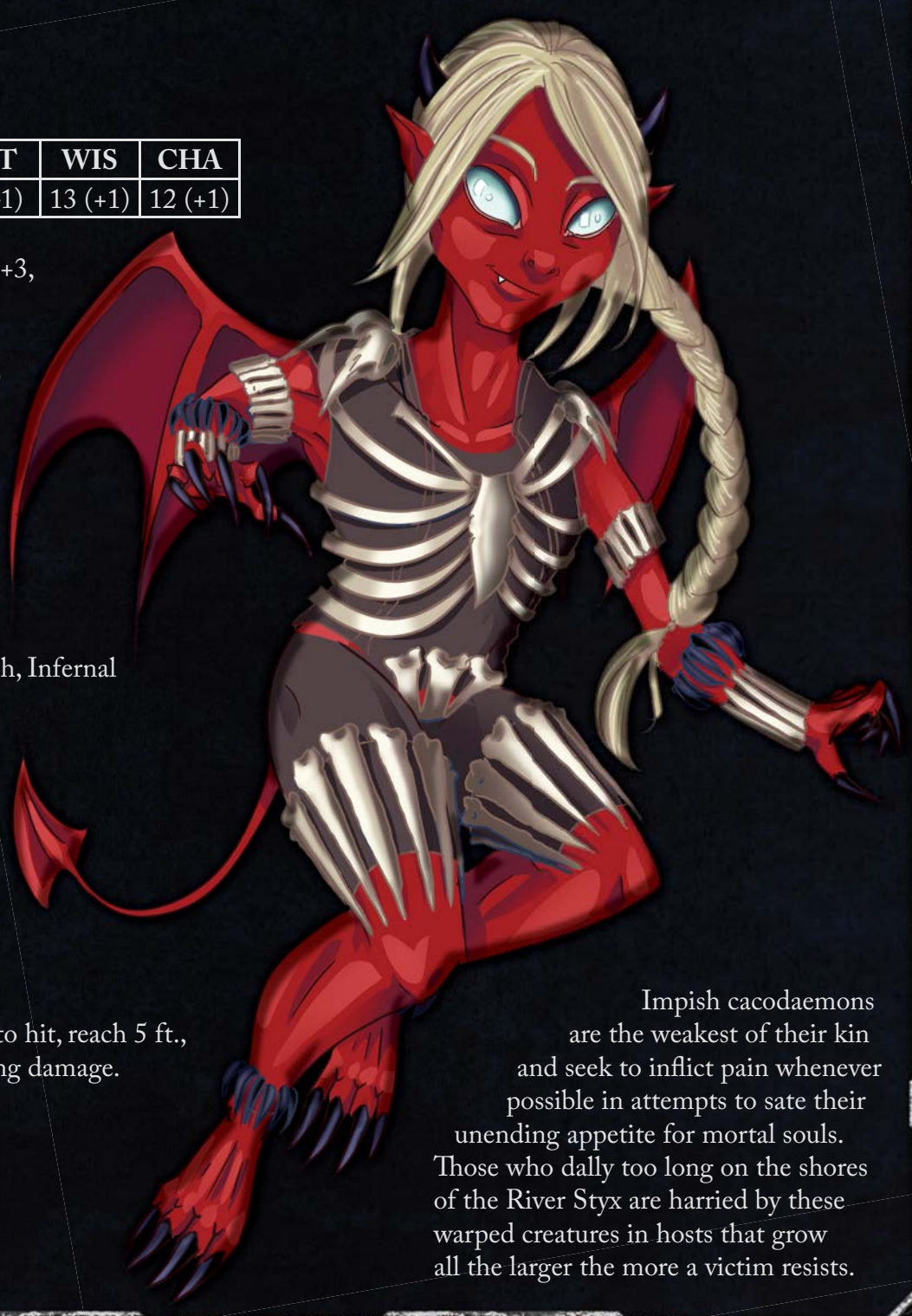
STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	8 (–1)	13 (+1)	12 (+1)

Saving Throws Dex +2, Wis +3
Skills Deception +3, Perception +3, Stealth +2
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Deep Speech, Infernal
Challenge 1/2 (100 XP)

Regeneration. The cacodaemon regains 2 hit points at the start of its turn if it has at least 1 hit point. If the cacodaemon takes radiant damage or damage from holy water, this trait doesn't function at the start of the cacodaemon's next turn.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d2+1) piercing damage.



Impish cacodaemons are the weakest of their kin and seek to inflict pain whenever possible in attempts to sate their unending appetite for mortal souls. Those who dally too long on the shores of the River Styx are harried by these warped creatures in hosts that grow all the larger the more a victim resists.

Horrendous crimson runes that are difficult to look upon writhe on the lumpy, muscular flesh of this winged toad-like creature and from its fanged maw slathers a tongue covered in saliva a multitude of colors.

Hydrodaemon



Large fiend (daemon), neutral evil
Armor Class 16 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 30 ft., fly 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	9 (–1)	15 (+2)	14 (+2)

Saving Throws Con +7, Dex +5, Wis +5
Skills Athletics +7, Perception +5, Stealth +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't cold iron or silvered
Damage Immunities acid, necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Deep Speech, Infernal, telepathy 100 ft.
Challenge 6 (2,300 XP)

Magic Resistance. The hydrodaemon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The hydrodaemon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) magical piercing damage and sleep spittle.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) magical slashing damage.

Sleep Spittle. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. A target hit by this attack makes a DC 15 Wisdom saving throw. On a failed saving throw the target falls unconscious for 1d4 rounds, or until they either take damage or someone uses an action to shake or slap the sleeper awake.

Daemonic Tadpole

Magical Trap

These foul daemons are birthed in the dregs of the otherworldly riverbed, first formed when a creature's ethereal essence falls beneath the waves. The bones and mud under the water congeal with the wounded soul and knit together over time immeasurable until a fiendish tadpole emerges, wriggling and struggling to the surface where it voraciously seeks out any shred of mortality.

This trap is activated when a trespasser steps within 10 feet of a daemonic tadpole, coming within its limited range of senses and snapped at by the fiendish newborn. The DC to spot a daemonic tadpole on the shores of the River Styx is 18. With a successful DC 16 Intelligence (Investigation) check, a character can see the minute movements of the almost perfectly camouflaged daemonic tadpole against the stony ground of the underworld. When not on the shores of the River Styx, the DCs for these checks are reduced by 5. A daemonic tadpole can be avoided by destroying the creature (AC 12, 3 hp) or remaining outside of its senses.

When the trap activates, the daemonic tadpole makes a melee attack with a +8 bonus to hit a creature it has sensed, dealing 1 point of necrotic damage. A creature that takes damage from the daemonic tadpole makes a DC 15 Wisdom saving throw. On a failed saving throw the creature falls unconscious for 1d4 rounds, or until it either takes damage or someone uses an action to shake or slap the sleeper awake.

These frog-like fiends swim the River Styx eating up the souls of those that dare to dip their hands into the supernatural waters before their drop into the Abyss or arriving in Hell. Though able to kill by tooth and claw hydrodaemons prefer to render victims unconscious, dragging their sleeping bodies into the icy waters to suffer a truly final death by drowning.

Faces of races long dead swim in the regal red cloak of this black-and-blue skeleton, its armor as fiendish as the diabolically twisting energy vortex in its right eye socket.

Thanadaemon

Medium fiend (daemon), neutral evil
Armor Class 16 (natural armor)
Hit Points 57 (6d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Dex +6, Int +6, Wis +6
Skills Deception +7, Insight +6, Perception +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't cold iron or silvered
Damage Immunities acid, necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common, Deep Speech, Draconic, Infernal, telepathy 100 ft.
Challenge 6 (2,300 XP)
Magic Resistance. The thanadaemon has advantage on saving throws against spells and other magical effects.
ACTIONS
Multiattack. The thanadaemon uses its paralyzing gaze then makes two evil staff attacks or two claw attacks.
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) slashing damage plus 5 (1d10) necrotic damage.
Evil Staff. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 6 (1d8 + 2) bludgeoning damage
plus 5 (1d10) necrotic damage.
Paralyzing Gaze. The thanadaemon fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the thanadaemon's gaze for the next 24 hours.



These potent fiends run ferries across the dark waters of the River Styx, transporting the newly dead to the Abyss or Hell on vessels made from bones stripped clean of flesh by cacodaemons or carved out of the aged wood from the first trees in all of creation. When a conflicted sinner fails to redeem themselves before they die but do not merit an eternity of torment by demons or devils, they are instead made to serve eternal as thanadaemons, the vestiges of their flesh gradually sloughing from their skeletons until only their bones remain. Of all the underworld's natives only thanadaemons are willing to speak to the recently deceased though any that try to best be wary. Attempts to negotiate with these fiends are a dangerous venture—those that have tried and failed are locked away within a thanadaemon's garments, their souls empowering fiendish abilities until utterly expended.

This enormous fiend reeks of sulfur and brimstone, its furry lower body, arms, and torso rank with the iron smell of damp blood. An impressive flare of blue fur makes a mane around the monster's grotesque horned, crimson head and furious avian glare.

Abrikandilu



Large fiend (demon), chaotic evil
Armor Class 16 (natural armor)
Hit Points 65 (10d10+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	6 (–2)	10 (+0)	13 (+1)

Saving Throws Str +6, Dex +3, Con +4, Wis +3
Skills Athletics +6, Perception +3
Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from attacks that aren't cold iron
Damage Immunities lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Celestial, Common, Draconic, telepathy 100 ft.
Challenge 5 (1,800 XP)

Hatred of Mirrors. When adjacent to a mirror or creature wielding a polished metal shield, the abrikandilu makes a DC 15 Wisdom saving throw at the start of its turn or focuses on destroying the object casting its reflection.

Innate Spellcasting. The abrikandilu's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The abrikandilu can innately cast the following spells, requiring no material components:

3/day each: *fear, shatter*

Siege Monster. The abrikandilu deals double damage to objects and structures.

ACTIONS

Multiattack. The abrikandilu makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) magical piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) magical slashing damage.

Abrikandilu Eye

Wondrous item, very rare (requires attunement)

After you have attuned to this fiendish monocle it is subsumed into your face, replacing one of your eyes. Once attuned, you gain the following benefits:

- You have darkvision out to a range of 60 feet. If you already have darkvision, the eye increases its range by 60 feet.
- The abrikandilu eye has 5 charges. You can expend 1 charge as an action to cast the shatter spell (save DC 12) or 2 charges to cast the fear spell (save DC 12). The eye regains all expended charges at midnight.

These powerful gifts do not come without a price, however—you cannot stand the sight of your reflection. When adjacent to a mirror or creature wielding a polished metal shield, you must make a DC 15 Wisdom saving throw at the start of your turn or be compelled to destroy the object casting your reflection.

In addition, the eye becomes a permanent part of your body after you have attuned to it. Removing the magic item requires removing your actual eye, lowering your Constitution by 1 and causing you to make vision-based Wisdom (Perception) checks and Intelligence (Investigation) checks with disadvantage until your normal eye is restored through *regeneration* or a similar powerful healing spell.

Wrecker demons that fill out the infantry of Abyssal armies, abrikandilu were destroyers of beauty in life that continue their envious vandalism for eternity. These fiends are driven to madness by the sight of their own mutated reflections and they do whatever is necessary to destroy an object showing it to them, enraged by the reminder of what they've become.

Robed as though it were a noble, this insectile fiend's disgusting head is topped by two enormous multi-faceted red eyes, the translucent wings sprouting from its neck reaching nearly to the floor.

Coloxus

Medium fiend (demon), chaotic evil
Armor Class 15
Hit Points 42 (5d8+20)
Speed 25 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	19 (+4)	19 (+4)	10 (+0)	15 (+2)

Saving Throws Con +6
Skills Arcana +6, Deception +4, Perception +2
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison
Condition Immunities disease, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages all, telepathy 100 ft.
Challenge 3 (700 XP)

Fiendish Brilliance. The coloxus has advantage on Intelligence ability checks.

Fiendish Tongue. The coloxus is under the constant effects of a *tongues* spell.

Spellcasting. The coloxus is a 6th level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The coloxus has the following spells prepared from the wizard's spell list:

Cantrips: *acid splash, fire bolt, mage hand, minor illusion, poison spray, prestidigitation, true strike*
1st-level (6 slots): *detect magic, disguise self, identify, illusory script, silent image*
2nd-level (6 slots): *blur, detect thoughts, invisibility, locate object, see invisibility, mirror image*
3rd-level (5 slots): *clairvoyance, fear, haste* (self only), *hypnotic pattern, major image*

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Droning Wings. As an action, the coloxus can flutter its wings to conjure a kaleidoscope of color and a drone that dampens other sounds. The coloxus gains immunity to thunder damage and creatures within a 30-foot radius have disadvantage on Constitution saving throws made to maintain concentration on spells that have verbal components.



Many a mage have looked too deeply into forbidden lore, forever staining their souls with failed attempts to grasp at powers beyond mortal ken. When the cursed finally perishes they may be drawn down into the Abyss, the finality of their demise reinterpeted by demon handlers to be seen as an ascension instead. Thus coloxus are incredibly confident in their power, overwhelmingly certain that they are truly masters of the arcane without peer. The illusion that they reside within is so whole and encompassing that nothing in existence can convince them otherwise—and they keep any mortal foolish enough to believe the charade in bondage as servants, the fear the coloxus' "terrible power" bearing down on them at all times.

Malevolent eyes leer out from the grotesque flesh of this monster's face, its macabre skin stretched tight between its locomotive body and the engine at its head. A terrible wailing comes from the damned railcars trailing behind it, the faces of the passengers trapped within paralyzed in rictuses of agony.

Equos Demon

Gargantuan fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 155 (10d20+50)
Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	15 (+2)	12 (+1)	14 (+2)

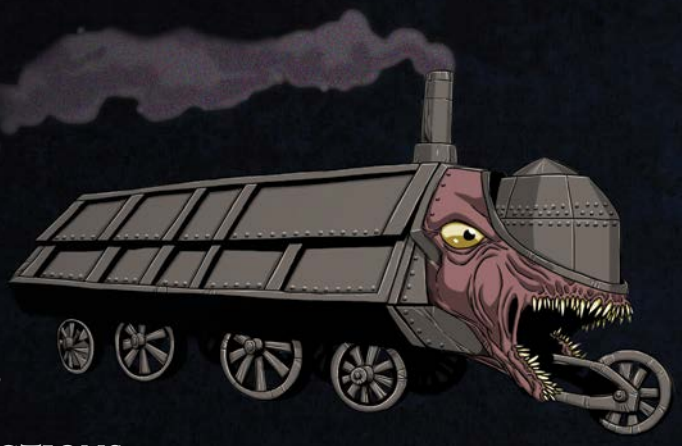
Saving Throws Str +10, Con +9
Skills Athletics +10, Perception +5
Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from attacks that aren't magical and cold iron
Damage Immunities lightning, poison
Condition Immunities disease, frightened, poisoned
Senses darkvision 200 ft., passive Perception 15
Languages Abyssal
Challenge 11 (7,200 XP)

Damned Railcars. A line of ghostly carriages bump and trundle behind the equos demon, carrying captured souls. While inside of a damned railcar, a creature has the incapacitated condition and cannot be healed in any way. The creature can look out from the windows and be seen doing so, but is otherwise unable to communicate or be affected by anything outside of the damned railcar. A creature inside a damned railcar cannot be regurgitated and when the equos demon dies it is no longer incapacitated, requiring 300 feet of movement to exit the back of corpse.

Lined Movement. The equos demon can only travel in straight lines once it has begun its movement. At the beginning of its turn, an equos demon can change direction by reducing its speed that round by 10 feet per 45 degrees turned.

Magic Resistance. The equos demon has advantage on saving throws against spells and other magical effects.

Siege Monster. The equos demon deals double damage to objects and structures.



ACTIONS

Multiattack. The equos demon makes one charging slam attack and one bite attack or swallow attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) magical piercing damage and the target is grappled (escape DC 18).

Charging Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) magical bludgeoning damage. A target that takes 30 or more damage is knocked prone.

Swallow. The equos demon makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite damage and is swallowed, ending the grappled condition. While swallowed the creature is blinded and restrained, has total cover against attacks and other effects outside the equos demon, and it takes 17 (5d6) force damage at the start of each of the equos demon's turns. If the equos demon takes 25 damage or more (before damage resistances) on a single turn from a creature inside it, the equos demon must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the equos demon. If the equos demon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone. Once a creature reaches 0 hit points or has been swallowed by the equos demon for 3 rounds, it ceases taking damage and is moved into one of the equos demon's damned railcars at the end of its turn.

Steel equos have been targeted by crime since their inception, sabotaged rails and hijacked locomotives terrifying early travelers until the Justitia stepped in and began policing them. The greatest of railway terrors come from the doings of mad scientists however, the weaknesses of the infrastructure exploited to cause crashes that accomplished nothing but damning thousands to death—and at the hands of Caskette, far worse. These victims ride long after their demise, trapped in the demonic corpse-flesh of the vessel that carried them to their ends. Evil spellcasters will do anything to capture a demon equos, the power offered by sacrificing one (and all its passengers) untold of in the modern age.

Gray hairs make a savage beard around the fanged mouth of this aged imp, its horns long since broken off near their base and its decayed wings bearing it aloft by the power of magic—while it is undoubtedly a detestable and wicked creature, it is hard not to find its tiny glasses a touch endearing.

Imp-Erosi

Tiny fiend (demon, shapechanger), chaotic evil
Armor Class 16 (*mage armor*)
Hit Points 15 (6d4)
Speed 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	11 (+0)	13 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5, Stealth +5
Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, Infernal, Common
Challenge 2 (450 XP)

Devil's Spectacles. Magical darkness doesn't impede the imp-erosi's darkvision while it is wearing its spectacles. Without its spectacles, the imp-erosi's darkvision reduces to 30 feet.

Invisibility (Recharge 5-6). As a bonus action, the imp-erosi magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it. The imp-erosi can recharge this feature by spending its action.

Magic Resistance. The imp-erosi has advantage on saving throws against spells and other magical effects. In addition, it is under the constant effects of a *mage armor* spell.

Scroll Reader. The imp-erosi is able to use any magic scroll for spells of 4th-level or lower.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4+3) piercing damage, and the target must make on a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Shapechanger. The imp-erosi can use its action to polymorph into a Small beast or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

It isn't safe to attempt to escape Hell but what can be done in the realm of devils that does not result in harsh and severe punishment? Some imps take the risk of and cross over into the Abyss, becoming thralls to demons. Once removed from their home, age takes its toll and withers their bodies, but not without expanding the fiend's mind. Gradually it transforms into an imp-erosi demon, mastering its innate magics and always seeking to steal power (be it arcane or divine) from others.



Hooves, crimson legs, and tufts of black and brown hair cover this fiend's body, its torso home to snakes.

Accuser Devil

Small fiend (devil), lawful evil
Armor Class 15 (natural armor)
Hit Points 44 (8d6 + 16)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	9 (–1)	15 (+2)	12 (+1)

Saving Throws Dex +6, Con +4, Int +1, Cha +3
Skills Deception +3, Perception +4, Stealth +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities acid, fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Infernal, telepathy 100 ft.
Challenge 4 (1,100 XP)

Infernal Informant. The accuser devil records everything it witnesses and can pass this information onto another creature through visions. The accuser devil can replay up to 24 hours of events it has seen to a willing creature, taking 1 round per hour of recorded images. After replaying a vision, the accuser devil cannot replay it again.

Innate Spellcasting. The accuser devil's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The accuser devil can innately cast the following spells, requiring no material components:

3/day each: *grease, invisibility, sending, teleport* (self only)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage. A target hit by this attack makes a DC 12 Strength saving throw or gains the poisoned condition until the damage is healed.

Accuser devils are the souls of children that have been cast down to Hell, warped into stealthy sentries that can garner valuable secrets and share them with their masters without deception or guile.



Weaving through the air on sickly spotted wings is a beaked fiend, barbs sprouting from beneath its beastly arms to cover a kaleidoscope of iridescent insectile scales that end in a wicked two-pronged stinger.

Bestiola Devil

Large fiend (devil), lawful evil
Armor Class 16 (natural)
Hit Points 84 (8d10+40)
Speed fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	20 (+5)	16 (+3)	15 (+2)	18 (+4)

Skills Arcana +6, Deception +7, Insight +5, Perception +5, Stealth +6
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common, Infernal, telepathy 100 ft.
Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the bestiola's darkvision.

Innate Spellcasting. The bestiola devil's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The bestiola devil can innately cast the following spells, requiring no material components:

3/day each: *invisibility* (self only), *major image, teleport* (self only)

Magic Resistance. The bestiola devil gains advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The bestiola devil makes two foul club and one stinger attack.

Foul Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) magical bludgeoning damage plus 7 (2d6) necrotic damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (1d12+3) piercing damage. A target hit by this attack makes a DC 16 Constitution saving throw or gains the poisoned condition until the damage is healed.

These officers of Hell's infantry command legions of lesser fiends, torture prisoners, and carry the potent secrets of their evil masters until an opportunity for profit or revenge reveals itself.

Spikes jut out from this crimson fiend's skull and above its brimming jade eyes, scripts and papers covered in a host of languages—contracts—wrapped about its arms.

Contract Devil

Large fiend (devil), lawful evil
Armor Class 15 (natural armor)
Hit Points 57 (6d10+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	20 (+5)	19 (+4)	20 (+5)

Skills Arcane +7, Deception +7, Insight +6, Persuasion +7, Religion +7
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Infernal, telepathy 100 ft.
Challenge 4 (1,100 XP)

Innate Spellcasting. The contract devil's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The contract devil can innately cast the following spells, requiring no material components:

At will: *detect thoughts, produce flame, tongues*
3/day each: *dimension door* (self only), *identify, major image, sending*
1/day each: *arcane eye, bestow curse, contact other plane, hold person, locate creature, scorching ray, silence, plane shift* (evil planes only), *teleport* (self only)

Magic Resistance. The contract devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The contract devil makes two whipping contract attacks.

Whipping Contract. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) magical slashing damage. A creature that has made any kind of agreement with the contract devil and takes damage from this attack makes a DC 15 Charisma saving throw or gains the charmed condition for 1 minute.

When powerful mages beseech dark powers, contract devils use their acumen with words and understanding of fell agreements to entrap all but the cleverest bargainers. These fiends frequently goad fools into making deals without realizing their error—a mistake that proves severe indeed. When forced to enact rites through the accursed *Bands of Kyttarmoak* or to entreat a weak mind within a holy place, contract devils use their magic to act through intermediaries or strike deals which they are positive can be collected upon after a mortal has passed on or traveled beyond the bounds of Askis.

With a flaming blade in one hand and a net in the other, this feather-winged devil glares out with crimson eyes in search of a target to subjugate and capture.

Warmonger Devil

Large fiend (devil), chaotic evil
Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	18 (+4)	17 (+3)	15 (+2)

Saving Throws Str +8, Dex +6, Cha +5
Skills Athletics +8, Insight +6, Perception +6
Damage Resistances acid, cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities charmed, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Infernal, telepathy 100 ft.
Challenge 6 (2,300 XP)

Evil Presence. All devils and diaboli adjacent to the warmonger devil gain a +1 bonus to attack rolls, weapon damage rolls, and AC.

Freedom of Movement. The warmonger devil ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Multiattack. The warmonger devil makes one net attack and two trident attacks.

Flaming Longsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) magical piercing damage plus 3 (1d6) fire damage. When the warmonger devil is attacking a creature restrained by an infernal net, it deals 9 (2d8) additional damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Infernal Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one target. A Huge or smaller creature hit by the infernal net is restrained until it is freed. A creature can use its action to make a DC 16 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the infernal net (AC 13) also frees the creature without harming it, ending the effect and destroying the infernal net.



Most of Hell's legions are compelled to battle when called upon but not every soldier does as ordered and warmonger devils are responsible for enforcing morale in the weak of arm. Even without a phalanx of troops around them however the fiends are terrors in combat, capturing foes before mercilessly stabbing them to death. They are sometimes mistaken for erinyes—one of their many tactics to better implement command through fear—though they never claim as such, fearful of reprisal from their deadlier counterparts. When summoned by a mortal a warmonger devil is exacting and efficient, doing as they are bid to the very letter (which can be vexing indeed in the midst of battle).

At first the horned ochre serpent ahead looks mundane but then greenish flames flicker off of its back to cast a sickening glow onto iron scales across its underside. Unholy fire wisps out from its maw and it seethes with hatred, a vile urge to inflict suffering captured in its reptilian gaze.

Wyrmling Vile Dragon

Medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 90 (12d8+36)
Speed 30 ft., burrow 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +5, Con +5, Wis +3, Cha +5
Skills Perception +2, Stealth +5
Damage Resistances radiant
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 20 ft., darkvision 120 ft., passive Perception 12
Languages Draconic, Vilespeech
Challenge 4 (1,100 XP)

Dark Sight. Magical darkness doesn't impede the dragon's darkvision.

Deadened Scales. When the dragon takes acid or thunder damage, it ignores the first 6 points of damage.

Insane. The dragon has an incurable indefinite madness (page 251). This mental instability gives the dragon advantage on saving throws to resist the charmed and frightened conditions.

Midnight Aura. While the dragon is conscious, light levels in a 30-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's midnight aura.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 13 (3d6+3) piercing damage plus 3 (1d6) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Maddening Breath. The dragon exhales pure madness in a 15-foot cone. Each creature in the area must make a DC 13 Wisdom saving throw or gain a short-term madness (page 249) for 1 minute. A creature can spend a bonus action to repeat the saving throw, ending the short-term madness on a success.

Necrotic Breath. The dragon exhales unholy energy in a 30-foot line that is 5 feet wide. Each creature in the area must make a DC 13 Charisma saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.



Young Vile Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 266 (28d10+112)
Speed 40 ft., burrow 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	15 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +7, Con +8, Wis +4, Cha +8
Skills Deception +8, Perception +8, Stealth +7
Damage Resistances radiant
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 200 ft., passive Perception 18
Languages Common, Draconic, Undercommon, Vilespeech
Challenge 11 (7,200 XP)

Dark Sight. Magical darkness doesn't impede the dragon's darkvision.
Deadened Scales. When the dragon takes acid or thunder damage, it ignores the first 9 points of damage.
Insane. The dragon has an incurable indefinite madness (page 251). This mental instability gives the dragon advantage on saving throws to resist the charmed and frightened conditions.
Midnight Aura. While the dragon is conscious, light levels in a 45-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's midnight aura.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 22 (4d8+4) piercing damage plus 13 (3d8) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.
Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 13 (2d8+4) slashing damage.
Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Maddening Breath. The dragon exhales pure madness in a 30-foot cone. Each creature in the area must make a DC 16 Wisdom saving throw or gain a short-term madness (page 249) for 1 minute. A creature can spend a bonus action to repeat the saving throw, ending the short-term madness on a success.
Necrotic Breath. The dragon exhales unholy energy in a 60-foot line that is 5 feet wide. Each creature in the area must make a DC 16 Charisma saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

Adult Vile Dragon

Huge dragon, chaotic evil
Armor Class 19 (natural armor)
Hit Points 391 (34d12+170)
Speed 50 ft., burrow 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	18 (+4)	10 (+0)	21 (+5)

Saving Throws Dex +10, Con +11, Wis +6, Cha +11
Skills Deception +11, Perception +12, Stealth +10, Survival +6
Damage Resistances radiant
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses blindsight 90 ft., darkvision 350 ft., passive Perception 22
Languages Common, Deep Speech, Draconic, Undercommon, Vilespeech
Challenge 18 (20,000 XP)
Dark Sight. Magical darkness doesn't impede the dragon's darkvision.
Deadened Scales. When the dragon takes acid or thunder damage, it ignores the first 12 points of damage.
Insane. The dragon has an incurable indefinite madness (page 251). This mental instability gives the dragon advantage on saving throws to resist the charmed and frightened conditions.
Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Midnight Aura. While the dragon is conscious, light levels in a 60-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's midnight aura.

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.
Bite. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 27 (4d10+5) piercing damage plus

22 (4d10) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Claw. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 16 (2d10+5) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 16 (2d10+5) bludgeoning damage plus 18 (4d8) poison damage, and the target must make a DC 19 Constitution saving throw. On a failed save, the target is poisoned for 1 minute or until the poison damage is healed.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Maddening Breath. The dragon exhales pure madness in a 60-foot cone. Each creature in the area must make a DC 19 Wisdom saving throw or gain a short-term madness (page 249) for 1 minute. If the saving throw fails by 5 or more, the creature gains a long-term madness for its normal duration. A creature can spend a bonus action to repeat the saving throw, ending the short-term madness on a success.

Necrotic Breath. The dragon exhales unholy energy in a 90-foot line that is 10 feet wide. Each creature in the area must make a DC 19 Charisma saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one.

Change Shape. The dragon magically polymorphs into a beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- ***Divine Sense.*** The dragon detects the presence of celestials, fiends, and undead within 80 feet. This functions as the paladin class feature except that the dragon also notices any creature of evil alignment within range that fails a DC 19 Wisdom saving throw.
- ***Tail Attack.*** The dragon makes a tail attack.
- ***Wing Attack (Costs 2 Actions).*** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 15 (2d10+4) force damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Vile Dragon

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 589 (38d20+190)

Speed 60 ft., burrow 50 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	19 (+4)	8 (-1)	24 (+7)

Saving Throws Dex +13, Con +14, Wis +7, Cha +15

Skills Deception +15, Perception +15, Stealth +13, Survival +7

Damage Resistances radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned
Senses blindsight 120 ft., darkvision 500 ft., passive Perception 25
Languages Common, Deep Speech, Draconic, Undercommon, Vilespeech
Challenge 25 (75,000 XP)

Dark Sight. Magical darkness doesn't impede the dragon's darkvision.

Deadened Scales. When the dragon takes acid or thunder damage, it ignores the first 15 points of damage.

Insane. The dragon has an incurable indefinite madness (page 251).

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Midnight Aura. While the dragon is conscious, light levels in a 90-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's midnight aura.

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes four attacks: one with its bite, one with its tail, and two with its claws.

Bite. *Melee Weapon Attack*: +14 to hit, reach 20 ft., one target. *Hit*: 32 (4d12+6) piercing damage plus 32 (5d12) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Claw. *Melee Weapon Attack*: +14 to hit, reach 150 ft., one target. *Hit*: 19 (2d12+6) slashing damage.

Tail. *Melee Weapon Attack*: +14 to hit, reach 20 ft., one target. *Hit*: 19 (2d12+6) bludgeoning damage plus 39 (6d12) poison damage, and the target must make a DC 22 Constitution saving throw. On a failed save, the target is poisoned for 1 minute or until the poison damage is healed.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Maddening Breath. The dragon exhales pure madness in a 90-foot cone. Each creature in the area must make a DC 23 Wisdom saving throw or gain a short-term madness (page 249) for 1 minute. If the saving throw fails by 5 or more, the creature gains a long-term madness for its normal duration, and if failed by 10 or more the creature also gains an indefinite madness. A creature can spend a bonus action to repeat the saving throw, ending the short-term madness on a success.

Necrotic Breath. The dragon exhales unholy energy in a 120-foot line that is 10 feet wide. Each creature in the area must make a DC 23 Charisma saving throw, taking 72 (16d8) necrotic damage on a failed save, or half as much damage on a successful one.

Change Shape. The dragon magically polymorphs into a beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, legendary resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- ***Divine Sense.*** The dragon detects the presence of celestials, fiends, and undead within 120 feet. This functions as the paladin class feature except that the dragon also notices any creature of evil alignment within range that fails a DC 23 Wisdom saving throw.
- ***Tail Attack.*** The dragon makes a tail attack.
- ***Wing Attack (Costs 2 Actions).*** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 17 (2d12+6) force damage and be knocked prone. The dragon can then fly up to half its flying speed.

Wicked-hearted dragons that realized their end was near gathered together in Zakuthombo to mount a final defense, but not all—there were many that chose instead to accept a bargain with Caskette. It is true that she granted the power she promised, though what the great serpents did not know was the full price they would pay for her "gifts". Initially the forces of the Celestial Heroes fell back, cowed by their enemies suddenly blacking out the sky and driving battalions of soldiers to insanity. Briefly it seemed as though the mad scientist was good to her word, but the world's holy dragons needed no convincing when they heard what horrors she'd wrought on their kin, and when faced by armies reinforced by their true divine might the vile serpents faltered, their weaknesses exposed. Once broken in battle vile dragons found their minds weakened as well, permanently damaged beyond repair. As a species they've sworn revenge against Caskette and frantically seek out her Cathedral Laboratories, though rarely with any success—her dark blessings also obscure her doings from their eyes, the genetic defficiencies carrying on to their cursed offspring.



Lair Actions

On initiative count 20 (losing all initiative ties), the dragon can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, the dragon can't use one until after its first turn in the combat.

- Disruptive energies roil around the dragon's lair. Until the start of the next round, any healing spells or effects (such as *cure wounds* or a paladin's lay on hands feature) only restore half as many hit points as normal.
- Evil essence infused into the dragon's lair spikes upward and manifests into psychic shards. Until the end of the next round, the area is difficult terrain. A creature can choose to ignore the difficult terrain, but doing so causes it to have disadvantage on Wisdom and Charisma saving throws until the start of its next turn.
- Pure malevolence pours out from everywhere, corrupting souls it touches upon. Creatures make a DC 23 Charisma saving throw. On a failed save, a creature's Sin score increases by 1.

Regional Effects

The areas around a vile dragon's lair are saturated by its foul presence, generating one (or more) of these effects.

- Illumination is subdued by the oppressive evil suffused in a 3 mile radius of a vile dragon's lair, reducing the range of light sources by 5 feet (including torches, forever lanterns, the *light* cantrip, and similar effects).
- Maladies of the mind are more pervasive within 20 miles of a vile dragon's lair, doubling the duration of all forms of madness.
- Wounds fester as the vile energy leaking in tunnels near a corrupted serpent's home pulls at rent flesh, presses on bruised muscles, and sucks at bleeding veins. When creatures within 10 miles of a vile dragon's lair spend Hit Dice to heal, any dice that roll the highest possible number are treated as if a 1 was rolled instead (a barbarian spending Hit Dice treats a 12 as a 1, a fighter treats a 10 as a 1, and so on).

Hissing corrosive liquid swirls and flows into a humanoid form with baleful orange eyes, its acidic arms ending in massive fists.

Acid Elemental

Medium elemental, chaotic neutral

Armor Class 13

Hit Points 65 (10d8+20)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	12 (+1)	15 (+2)	13 (+1)

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Primordial

Challenge 5 (1,800 XP)



Corrosive Body. Any creature or nonmagical weapon that touches the elemental takes 7 (2d6) acid damage. No check is required to follow the elemental's tracks across land.

Liquid Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 8 (2d6+1) bludgeoning damage plus 7 (2d6) acid damage.

Corrosive Spit. *Ranged Weapon Attack:* +6 to hit, range 50/200 ft., one target. *Hit:* 11 (2d8+2) acid damage.

Acid Wave (Recharge 4-6). As an action, the elemental unleashes corrosive liquid in a 20-foot-radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 30 (6d8+2) acid damage on a failed save, or half as much damage on a successful one.

Acid elementals form naturally near points where the borders of Purgatory, the Plane of Earth, and the Plane of Fire overlap, spilling forth from planar disruptions in splashes of utter corrosion. Unlike their pure kin from the true elemental planes, these are creatures borne with a fierce intellect—and they are almost always filled with rage borne from their inherently destructive nature.

This creature is as much intangible as it is tangible, its floating body only tinges of blue and white that warp the space around it into a hulking, huge fisted form topped by eyes and a mouth whirling with the energies of a star.

Force Elemental

Medium elemental, chaotic neutral

Armor Class 12

Hit Points 32 (5d8+10)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	15 (+2)

Damage Resistances all

Damage Immunities force

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft., passive Perception 11

Languages Cogerangario

Challenge 6 (2,300 XP)



Evasion. When the elemental is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if the elemental succeeds on the saving throw, and only half damage if it fails.

Intangible Movement. The elemental can move through other creatures and objects as if they were difficult terrain, or enter a hostile creature's space and stop there. If the elemental ends its turn inside a creature or object, that creature or object takes 5 (1d10) force damage. The elemental can move through a space regardless of how narrow the space is without squeezing.

Magic Resistance. The elemental has advantage on saving throws against spells and other magical effects.

Spell Warper. Spells targeting the elemental may flow through or around it. When a spell attack misses the elemental's AC by 5 or more, or when the elemental's saving throw to resist a spell targeting it exceeds the DC by 5 or more, roll 1d4. On a 1 the spell reflects back at the caster, on a 4 the spell resolves normally, and on a result of 2 or 3 the spell targets a random creature within range (treating the elemental as the caster of the spell for the purposes of range).

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6+3) force damage.

Sages and scholars once argued over the existence of force elementals, thinking them to be little more than speculative arcane theory or the talk of mages that had veered into insanity. In recent history however they have been sighted (not as commonly as necrotic or radiant elementals) though rarely by anyone with the mind to realize what the creature is before destroying it (or being destroyed by it). Only kytons know from whence they come—errantly broken links from a chain being pulled through Refesina. When such a catastrophe occurs countless force elementals are formed and scattered across existence, appearing in random dimensions and bent on the destruction of everything around them.

CONJURING ASKIS ELEMENTALS

At the GM's discretion, adventurers summoning acid, force, necrotic, radiant, or storm elementals using *conjure elemental* may require a 6th- or 7th-level spell slot to do so (rather than 5th-level) due to their unique abilities.

Malevolence and evil radiate from the dark gaze of this vaguely humanoid form, the ethereal gray smoke of its body congealing and dissipating into the air. Its two arms end in wicked claws, disappearing and reappearing as it slides from place to place.

Necrotic Elemental

Medium elemental, neutral evil

Armor Class 12

Hit Points 80 (10d8+30)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	12 (+1)	15 (+2)	16 (+3)

Damage Vulnerabilities radiant

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Vilespeech, telepathy 60 ft.

Challenge 6 (2,300 XP)

Incorporeal Movement. The elemental can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Nourishing Agony. Whenever the elemental damages a creature, it regains a number of hit points equal to the damage dealt. When this would give the elemental more hit points than its total hit points, it gains temporary hit points (up to a maximum of 17).

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage plus 4 (1d8) necrotic damage.

Mortus Ray. *Ranged Weapon Attack:* +5 to hit, range 300/600 ft., one target. *Hit:* 16 (3d8+2) necrotic damage.

Enfeebling Ray (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 300, one target. *Hit:* The target makes a DC 13 Constitution saving throw. On a failed save, for the next minute the target deals only half damage with weapon attacks that use Strength. On each of its turns, the target can spend its bonus action to make a new saving throw to end the effect.



Necrotic elementals are death and malevolence incarnate. Created from the spiritual friction of souls dragged by the current of Refesina, the energies of creatures bound for the Lower Planes are given form by shattered minds and use their intellect to find life—and snuff it out. Once necrotic elementals were only a thing of legend but as the centuries pass, more slip through the seams of existence each year to terrorize both the Material Plane and beyond.

A humanoid torso, arms, and head of golden light is before you, propelled by a flowing bright luminescence. Auras of power gather in its hands and on its face are bright white pools where its eyes should be, held wide open with its mouth as it lets out a pleasing melodic keen.

Radiant Elemental

Medium elemental, neutral good

Armor Class 12

Hit Points 80 (10d8+30)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	13 (+1)	14 (+2)	17 (+3)

Damage Vulnerabilities necrotic

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, telepathy 60 ft.

Challenge 6 (2,300 XP)

Incorporeal Movement. The elemental can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Radiant Hit Points. Whenever the elemental heals a creature other than itself, any excess regained hit points become charged temporary hit points. Constructs and undead cannot regain hit points from the elemental's attacks but they can gain charged temporary hit points.



At the end of a creature's turn, if it has any charged temporary hit points it makes a Constitution saving throw (DC equal to the number of charged temporary hit points) or explodes with energy. On a failed save, all charged temporary hit points are immediately lost as power erupts around the creature, dealing radiant damage to the creature and in a 20-foot radius. The amount of radiant damage is equal to 1d4 per 2 charged temporary hit points (round down, minimum 1d4). Creatures in the area make a DC 14 Dexterity saving throw to halve this damage (the exploding creature receives no saving throw).

Regeneration. The elemental regains 6 hit points at the start of its turn and dies only if it starts its turn with 0 hit points.

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The target regains 16 (3d8+3) hit points.

Healing Beam. *Ranged Weapon Attack:* +5 to hit, range 300/600 ft., one target. *Hit:* The target regains 16 (3d8+3) hit points.

Healing Burst (Recharge 4-6). As an action, the elemental unleashes divine energy in a 20-foot radius from a point it can see within 100 feet. Every other creature in that area must make a DC 14 Wisdom saving throw, regaining 16 (3d8+3) hit points on a failed save, or half as much on a successful one.

The clinking of the spiritual chains in Refesina as they near the Upper Planes can sometimes create melodies of such intricate complexity that they take form into radiant elementals. Supercharged with divine energy, these creatures seek to restore and bolster life whenever possible, delighting with every prolonged note in the symphony of creation.

Electricity and leaping lightning arc in chaotic sparks around the baleful gaze above this creature's jagged maw of energy. The thing yaws and sways in the air, its form entropically waning and resurging in a rhythmless cycle.



Storm Elemental

Medium elemental, chaotic neutral

Armor Class 14

Hit Points 44 (8d8+8)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	13 (+1)	8 (-1)	9 (-1)	13 (+1)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, thunder

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 9 (sees through clouds and fogs)

Languages Primordial

Challenge 6 (2,300 XP)

Charged Body. Any creature or nonmagical weapon that touches the elemental takes 7 (2d6) lightning damage.

Lightning Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Tempest Body. When a creature scores a critical hit against the elemental with a melee weapon attack, the attacker makes a DC 14 Strength saving throw or is pushed back 15 feet (provoking an opportunity attack from the elemental).

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 12 (2d8+3) bludgeoning damage plus 3 (1d6) lightning damage.

Lightning Blast. *Ranged Weapon Attack:* +7 to hit, range 150/300 ft., one target. *Hit:* 18 (3d8+4) lightning damage.

Whirlwind (Recharge 4-6). As an action, the elemental swirls into a vortex in mid-air. Each creature in the elemental's space must make a DC 14 Strength saving throw. On a failure, a target takes 16 (3d8+3) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or takes the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Storm elementals are wrought where the Plane of Air, Plane of Water, and Limbo overlap, the zephyrs of tempests coalescing to become a single living being after centuries of intertwinement. Usually they roam within the confines of their birth but as the whole of the cosmos is strained by the *Torquem Machina*, these creatures have worked their way into the Upper and Lower Planes—even the Material Plane when a large enough storm looms in the sky.

Blood flows around, through, away from, and back into this human-shaped figure as it looks about for more of the same, sapping away the crimson liquid spilled by its victims.

Blood Golem

Medium construct, neutral evil

Armor Class 13

Hit Points 102 (12d8+48)

Speed 35 ft., climb 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	18 (+4)	6 (-2)	14 (+2)	5 (-3)

Damage Resistance necrotic

Damage Immunities cold, fire, force, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone

Senses darkvision 60 ft., passive Perception 12

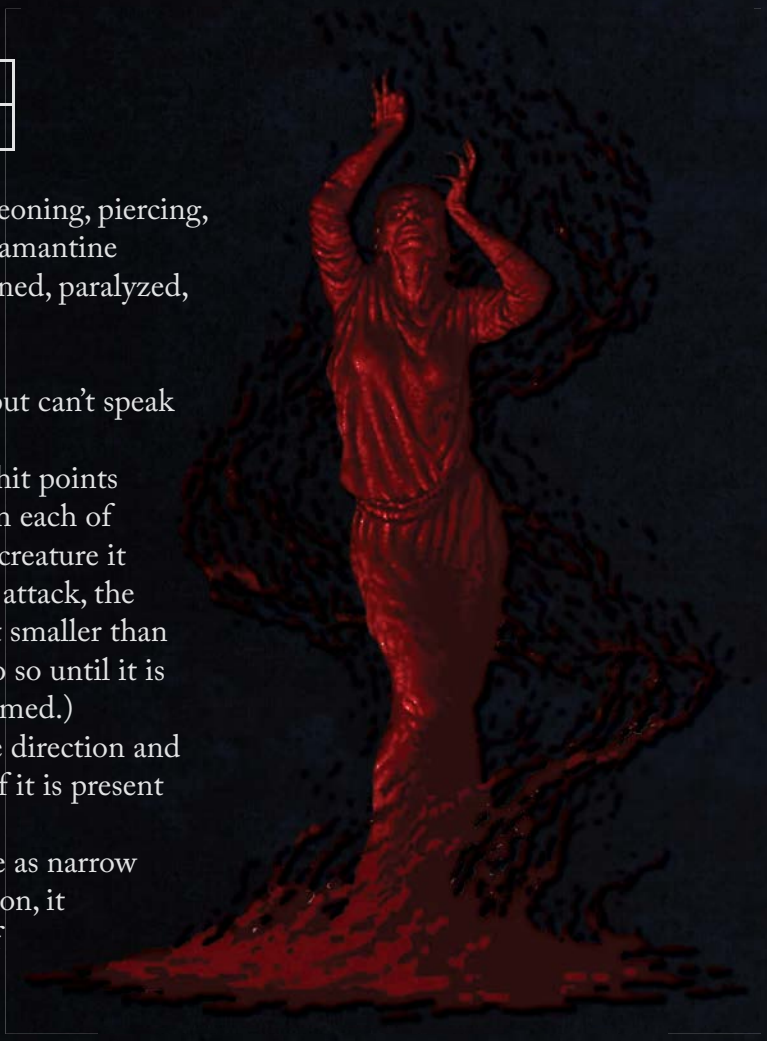
Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points (it cannot be calmed.)

Bloodsight. The blood golem automatically knows the direction and distance to a living creature the golem has damaged if it is present within 5 miles.

Mastered Form. The golem can move through a space as narrow as 1-inch wide without squeezing and as a bonus action, it can form its arms into weapons to change the type of damage it deals with its slam attack to piercing or slashing. The golem is immune to any spell or other effect that would alter its form.



Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The golem makes three slam attacks.

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 16 (2d12+3) magical bludgeoning damage. If the target is a living creature, the golem heals half the damage dealt.

Blood Bullets. *Ranged Weapon Attack:* +6 to hit, range 100 ft., up to three initial targets plus multiple targets (5-foot radiuses). *Hit:* 13 (2d8+4) magical piercing damage. Whether or not a blood bullet hits, it explodes on impact. Every creature within 5 feet of the point where a blood bullet explodes must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) necrotic damage. For each blood bullet it forms, the golem takes 1d4 damage.

In modern times blood golems are unheard of—the simple logistics of their creation make it almost impossible for a mage to gather the fresh blood from 113 victims required to make one. They are immortal creatures however and some still lurk in the Taenarius Tunnels and the ruins of broken cults, driven by a primal hunger to seek out more blood to add to their bodies.

At first this mummified body seems like the walking dead but its eyes glow a baleful green and the bandages enwrapping its desiccated body are covered in script difficult to gaze upon, each brimming a sickly jade illumination.



Vilespeech Golem

Medium construct, neutral evil
Armor Class 16 (natural armor)
Hit Points 170 (20d8+80)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	13 (+1)	14 (+2)	1 (-5)

Damage Vulnerabilities radiant
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 200 ft., passive Perception 12
Languages understands Vilespeech but can't speak
Challenge 12 (8,400 XP)

Aura of Fear. Each creature of the golem's choice that is within 30 feet and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Aura of Fear for the next 24 hours.

Dark Absorption. Whenever the golem is subjected to necrotic or psychic damage, it takes no damage and instead regains a number of hit points equal to the necrotic or psychic damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Vilespeech Slave. The golem must follow commands given to it in Vilespeech. When given a command to act against its alignment or harm itself, the golem must do as it is told if it fails a DC 15 Wisdom saving throw.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 15 (2d10+4) magical bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0, reanimating as a skeleton under the golem's control after 1d4 rounds. The reduction lasts until removed by the *greater restoration* spell or other magic. On a critical hit, the golem regains a number of hit points equal to the reduction of the creature's hit point maximum.

Seize (Recharge 5–6). The golem releases a burst of primordial green energy in a 20-foot radius that seizes the minds and muscles of living creatures. Creatures in the area are seized until the start of the golem's next turn. A seized creature's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, a seized creature can use either an action or a bonus action, not both. Regardless of a seized creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. A seized creature can only cast spells with a casting time of less than 1 action.

Nefarious mages and dark priests that predicted an eventual fall for the Celestial Heroes sought a means to attain immortality for when that day came, turning to the power of Vilespeech and mummification to tether their souls to the Material Plane. Once awoken by time or fate they walk again as golems, renewing their aggressions against the demigod rulers of the world or seeking out a means to reverse their gruesome transformation.

Countless links of metal cover this humanoid, completely obscuring its face and body in chains that float away from its lithe form and weave about in the air. You feel a sense of purpose as you look upon it, as though its mere presence were a force pushing and pulling at your very soul.



Kyton

Large aberration, neutral

Armor Class 17 (natural armor)
Hit Points 150 (20d10+40)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	15 (+2)	19 (+4)	14 (+2)

Saving Throws Wis +8
Skills Arcana +6, Athletics +7, History +6, Religion +6
Damage Resistances necrotic, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, poisoned, petrified, prone
Senses darkvision 120 ft., passive Perception 14
Languages all (as the spell *tongues*)
Challenge 12 (8,400 XP)

Link Sight. By spending a bonus action, the kyton gains truesight 120 ft. until the start of its next turn.

Magic Resistance. The kyton has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The kyton makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6+4) magical bludgeoning damage. The target is grappled (escape DC 16) if the kyton isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 11 (2d6+4) magical bludgeoning damage at the start of each of its turns.

Animate Chains (Recharge 6). Up to four chains wrapped around the kyton's body animate under its control. Alternatively, the kyton can choose to animate chains it can see within 120 feet of it instead, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the kyton uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the kyton is incapacitated or dies.

REACTIONS

Chain Reaction. The kyton has 2 reactions each round. Only one reaction may be used to make an opportunity attack.

Deflect Attack. The kyton strikes a melee, ranged, or spell attack that would hit it or a creature within reach, reducing the attack's damage by 11 (2d6+4). When deflecting a spell attack with an extra effect, the kyton makes an attack roll opposed by a Constitution saving throw to by the concentrating spellcaster. On a success, the spell effect is negated.

Ensnaring Links. When the kyton successfully hits with an opportunity attack, instead of dealing damage the kyton can knock the target prone instead.

Layman adventurers often mistake kytons as nothing more than strange chain devils or errant travelers from other Material Planes—in truth they are connected to all worlds, natives to the dimension of chains touching upon all of creation. The current of souls that make up life and death is driven by the inexorable will of Refesina's divine servants and they're not bound to their home, only to their duty. Kytons are sometimes forced to travel to other planes in order to rectify a damaged or lost chain and go to extraordinary lengths to accomplish the task when necessary, even sacrificing themselves if need be.

Chains wreathe beneath and around this human-shaped giant, the metal forming into jagged plates and serrated spikes then back into links. Its darkened visor reeks of a malevolence reinforced by a chorus of tearing shrieks.

Agonized Kyton

Large aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 170 (20d10+60)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Wis +7
Skills Arcana +6, Athletics +9, History +6, Intimidation +8, Religion +6
Damage Vulnerabilities radiant
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison, psychic
Condition Immunities exhaustion, poisoned, petrified, prone
Senses darkvision 500 ft., passive Perception 12
Languages all (as the spell *tongues*)
Challenge 14 (11,500 XP)

Devil's Sight. Magical darkness doesn't impede the agonized kyton's darkvision.

Magic Resistance. The agonized kyton has advantage on saving throws against spells and other magical effects.

Spiked Body. When a creature hits the agonized kyton with a melee attack using a weapon that does not have reach, it takes 4 (1d8) magical piercing damage. A creature grappling the agonized kyton takes 3 (1d6) points of piercing damage at the start of the agonized kyton's turn.

ACTIONS

Multiattack. The agonized kyton makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 12 (2d6+4) magical bludgeoning damage plus 3 (1d6) psychic damage and the target makes a DC 17 Charisma saving throw. On a failed save, the target is poisoned until the end of its next turn. If the saving throw fails by 5 or more, the target is poisoned and frightened until the end of its next turn. Creatures with advantage on saving throws against poison or fear have advantage on this saving throw.

Control Chains (Recharge 6). Up to four chains wrapped around the agonized kyton's body animate under its control. Alternatively, the agonized kyton can choose to animate chains it can see within 100 feet of it instead, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the agonized kyton uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the agonized kyton is incapacitated or dies.



REACTIONS

Chain Reaction. The agonized kyton has 2 reactions each round. Only one reaction may be used to make an opportunity attack.

Deflect Attack. The agonized kyton strikes a melee, ranged, or spell attack that would hit it, reducing the attack's damage by 15 (3d6+4). When deflecting a spell attack with an extra effect, the agonized kyton makes an attack roll opposed by a Constitution saving throw made by the concentrating spellcaster. On a success, the spell effect is negated.

Dimensional chains that run into (or rarely, out of) the Lower Planes can have deleterious consequences on the planar servants handling them. Over time the corruption of a soul bleeds outward, contaminating anything it interacts with—including kytons that have become complacent and lazy. Ultimately the accrued evil prompts them to commit a sin great enough to have their own chain dragged down into Hell, the power locked inside their form flaring before transformation into a chain devil.

This creature's bloody limbs are wrapped with chains but it is the masks all over its body that stand out, morphing and changing expressions with abandon. It is impossible to tell the thing's disposition, the scores of false faces rapidly transforming from grief to mirth to pain to anger and back to sorrow in a maddening cycle.

Mad Kyton

Large aberration, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 195 (23d10+69)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	19 (+4)	8 (-1)	16 (+3)

Saving Throws Wis +4, Cha +8
Skills Athletics +9, Perception +4, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, exhaustion, frightened, petrified, prone
Senses truesight 120 ft., passive Perception 14
Languages all (as the spell *tongues*)
Challenge 16 (15,000 XP)

Magic Resistance. The mad kyton has advantage on saving throws against spells and other magical effects.



ACTIONS

Multiattack. The mad kyton makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage plus 5 (2d4) psychic damage. The target is grappled (escape DC 17) if the mad kyton isn't already grappling more than 3 creatures. Until this grapple ends, the target is restrained and takes 10 (2d6+3) bludgeoning damage plus 5 (2d4) psychic damage at the start of each of its turns. When the mad kyton deals 20 or more damage with its chain, the target makes a DC 17 Wisdom saving throw. On a failed saving throw the target gains a short-term madness, and if the saving throw fails by 5 or more the target also gains a long-term madness (page 250).

Animate Chains. Chains wrapped around the mad kyton's body animate under its control. Alternatively, the mad kyton can choose to animate chains it can see within 200 feet of it instead, provided that the chains aren't being worn or carried. The mad kyton can animate up to five chains at once.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the mad kyton uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the mad kyton is incapacitated or dies. At the start of the mad kyton's turn any destroyed chains are replaced.

REACTIONS

Chain Reaction. The mad kyton has 2 reactions each round. Only one reaction may be used to make an opportunity attack.

Deflect Attack. The mad kyton strikes a melee, ranged, or spell attack that would hit it or a creature within reach, reducing the attack's damage by 15 (2d6+2d4+3). When deflecting a spell attack with an extra effect, the mad kyton makes an attack roll opposed by a Constitution saving throw made by the concentrating spellcaster. On a success, the spell effect is negated.

Ensnaring Links. When the mad kyton successfully hits with an opportunity attack, instead of dealing damage the kyton can knock the target prone instead.

When a spiritual chain in Refesina snaps apart three things occur—the soul of its originator is forever destroyed, force elementals are spawned from the links, and should any kyton be handling it at the time their mind shatters into innumerable shards. For natives of Refesina there is no greater tragedy than to discover one of their kin has gone insane, roaming to and fro from the dimension of chains as they cavort about the cosmos doing whatever they fancy. What kytons fear most is that these represent a new threat, first appearing after two creatures from Askis visited the Rohy Voalohany and Handler of Threads, and the first of their kind has not been seen since the duo's second journey to see Mpahay hundreds of years ago.



The island swelling up from beneath waves ahead is no mass of land but a creature of gargantuan proportions! Moss and flotsam litter the surface of its humongous body, and tentacles the size of ship masts writhe in the water around it as the monster floats up out of the surf.

Pneumavore

Colossal aberration, unaligned
Armor Class 16 (natural armor)
Hit Points 350 (20d20+140)
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	4 (-3)	25 (+7)	3 (-4)	17 (+3)	8 (-1)

Skills Athletics +15, Perception +8
Damage Vulnerabilities cold, lightning
Damage Resistances fire, poison
Damage Immunities psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone, stunned
Senses blindsight 120 ft., passive Perception 18
Languages —
Challenge 15 (13,000 XP)

False Appearance. While the pneumavore remains motionless without its underside exposed, it is indistinguishable from an island.

Gargantuan Resistance. The pneumavore has advantage on saving throws against disease, poison, spells, and other magical effects.

Sense Inaequa. The pneumavore senses inaequa within 5 miles of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Siege Monster. The pneumavore deals double damage to objects and structures.

Water Breathing. The pneumavore can breathe only underwater.

ACTIONS

Multiattack. The pneumavore makes four giant tentacle attacks.

Giant Tentacle. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 28 (4d8+10) bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 23) and restrained until the grapple ends. The pneumavore has 6 tentacles, each of which can grapple one target.

Tentacle Slam. The pneumavore slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 28 (4d8+10) bludgeoning damage and be stunned until the end of the pneumavore's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Brood (Recharge 6). The pneumavore releases 1d6 pneuminfans that appear in squares adjacent to its underside.

Precious little is known about these creatures except that they are as mindless as any beast and inexorably drawn to inaequa for sustenance. Researchers find the creatures endlessly frustrating as upon death a pneumavore dissipates into jelly and only know what they have seen from afar—numerous witness accounts of the aberrations voraciously consuming powered craft through pit-like maws hidden on the tops of their bodies or dragging vessels to disappear beneath the water.

This freakish creature bobs through the water propelled by a trio of chitinous multi-hinged legs from below and as many tentacles from above. An eye rests between the leg joints bisecting each of its three sides and an unnatural toothy maw gapes open at the top of its skull-body.

Pneuminfan

Medium aberration, unaligned

Armor Class 13 (natural armor)
Hit Points 97 (13d8+39)
Speed 30 ft., leap 20 ft. (10 ft. horizontal), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	2 (-4)	15 (+2)	7 (-2)

Skills Athletics +5, Perception +4
Damage Vulnerabilities cold, lightning
Damage Resistances fire, poison
Damage Immunities psychic
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 3 (700 XP)

Amphibious. The pneuminfan can breathe air and water.

Ink Cloud (Recharge 5-6). As a bonus action, the pneuminfan releases a 5-foot radius cloud of ink that extends all around it if it is underwater. The area is heavily obscured for 2d4 rounds, although a significant current can disperse the ink.

Jet (Recharge 6). The pneuminfan can Dash as a bonus action.

Sense Inaequa. The pneuminfan senses inaequa within 500 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Tripod. The pneuminfan has advantage on checks and saving throws made to resist being moved or knocked prone.



ACTIONS

Multiattack. The pneumavore attacks twice.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 12 (2d8+3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The pneuminfan has 3 tentacles, each of which can grapple one target.

The frequency of attacks by pneuminfans and pneumavores has forced maritime industries (whether travel or trade) to largely rely on sailing vessels or aircraft. Before an island-monster begins moving toward a source of inaequa, the massive creature releases its brood first to swarm and harry a vessel until the parent can catch up to sink the vehicle. While many of Askis' citizens think them to be evil thanks in no small part to sensationalist headlines in the newspaper whenever a powered boat is destroyed, pneuminfan are too lacking in intellect or soul for morality—they are simply aggressive and voracious, consuming anything or anyone soaked with the energies they crave.

Maturing into a full pneumavore is a decades long process in which the creature sheds its hardened exoskeleton as it grows to enormous proportions, but until then it has plenty of edible meat and some captains go out fishing for them. Dipping large inaequa engines into the water or tugging a jetter out behind your ship has become highly illegal but the sale of these creatures has not, creating a gray area for the lazy and foolish; most attacks by the enormous parent monsters are the result of careless poachers leading one to a freshwater harbor.

There's a crazed look in this man's eyes as he brandishes a sublimely forged sword wreathed with violet energy in his gauntleted hands, the servos in the technologically advanced armor he wears humming with power. On his tabard is a symbol of a gray knight, the icon's helmet similar to his own.

Slate

Medium humanoid (human), chaotic neutral warlock (gray knight) 17

Armor Class 19 (power armor, half Charisma)

Hit Points 127 (17d8+51)

Speed 30 ft.; leap 30 ft. (horizontal and vertical), fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	17 (+3)	9 (-1)	19 (+4)

Saving Throws Wis +5, Cha +10

Skills Arcana +9, Investigation +10, Perception +5, Science +9, Stealth +9, Technology +9

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 120 ft. (sees through magical darkness), passive Perception 15

Languages Abyssal, Celestial, Common, Deep Speech, Infernal, Undercommon, Vilespeech

Challenge 13 (10,000 XP)

Eldritch Invocations. Slate can cast *detect magic* or *arcane eye* at will, without expending a spell slot.

Enshrouded Mind. When a creature targets Slate with a spell that causes the charmed condition, it makes a DC 18 Charisma saving throw or becomes confused (as the spell) for 1 round.

Mystic Arcanum (each 1/long rest). Slate is able to cast the following spells without expending a spell slot: *mass suggestion*, *force cage*, *foresight*, *glibness*.

One with Shadows. When Slate is in an area of dim light
or darkness, he can use his action to become invisible until he moves, takes an action, or takes a reaction.

Power Armor. Slate reduces all falling damage by 30, can carry up to 540 pounds, and is able to lift just over 1,000 pounds.

Psipoints (9/Recharge on long rest). Whenever Slate encounters an active spell that has been cast within the last week, he may expend 1 psipoint as an action to negate the spell. When he witnesses a creature within 50 feet casting a spell of 5th-level or lower, he may expend 1 psipoint as a reaction to negate the spell. When Slate attempts to negate a spell higher than 5th-level, it is not negated but he gains advantage on saving throws to resist it or the caster is at disadvantage on the spell attack roll.

Psychic Attunement. Creatures that are within Slate's reach provoke an opportunity attack from him when they cast a spell, and enemies within his reach are at disadvantage on checks made to maintain a spell.

Spellcasting (Recharge on short rest). Slate is a 17th level warlock that uses Charisma as his spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Slate can cast the following spells from the warlock's spell list:

Cantrips: *chill touch, eldritch blast, mage hand, message, prestidigitation, sacred flame, vicious mockery*

5th-level (4 spell slots): *charm person, counterspell, darkness, dimension door, dispel magic, expeditious retreat, gaseous form, hellish rebuke, hold monster, invisibility, major image, mirror image, misty step, vampiric touch*

ACTIONS

Multiattack. Slate attacks twice.

Unarmed. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) magical slashing damage plus 9 (2d8) psychic damage.

Eldritch Blast. *Ranged Weapon Attack:* +10 to hit, range 300 ft., four beams (up to four targets). *Hit:* 9 (1d10+4) force damage.

Gray Strike (1/long rest). When Slate hits a creature with an attack, he can choose to cut off its access to magic. For 2 rounds the creature is targeted by an effect that functions as the *antimagic field* spell except that its range is reduced to touch and it
has no radius (affecting only the creature). On its turn, the creature can spend its action to make a DC 18 Charisma saving throw to end the effect.

REACTIONS

Supreme Deflection. Slate can use his reaction to deflect a missile with his greatsword when he is hit by a ranged weapon attack, reducing the damage he takes by 37 (2d6+2d8+21).

In addition, Slate can deflect or reflect spell attacks. When he is the target of a spell attack, Slate spends his reaction to make a melee attack roll opposed by the spell attack roll.

On a success, he deflects the spell into a random adjacent square. If a creature is in that square, they are the

new target of the spell attack (which uses Slate's melee weapon attack roll). By making this melee attack roll with disadvantage, on a success, Slate reflects the spell back at the creature that originally casted it.



Agents of The Inquisition know very little about the Knight of the Slate, Justitia are on the constant lookout for signs of his passing as he poses the best known threat to public security, and each organization pays dearly for any information that could lead to his arrest. Should they ever catch him it's unlikely that Slate will be able to offer any useful knowledge however—over the years he's gone quite mad in service to the Gray Knight (page 20), so much so that he truly believes he ***is*** the cosmic entity bound in human form.

Even if he can't remember it Slate had a life before earning his place on the list of most wanted fugitives, growing up in Etium as the son to a guardsman and magic scholar. While playing in his mother's library the troublesome young boy touched an artifact with residue from the psychic tampering of a warlock devoted to the Gray Knight. Elsewhere all the magic in the scroll would have been destroyed, but in Moon City as the lunar cycle reached its height it forged a connection to the cosmic entity and in that instant Slate's future was forged. His school insubordinations increased in frequency until The Ministry took interest at which point the teenager fled, living from day to day on the streets of Samovi until coming across a lonesome book discarded in a back alley.

The tome spoke to Slate and unlocked powers of the mind that transformed him from a vagrant into a vigilante. Using knowledge of his father's patrol shifts and his gifts from the Gray Knight, he stole a suit of power armor and a prototype weapon from engineers studying the lunar energies cast from Etium's lake. Guided by the *Ledger of Balance* (which unbeknownst to him has a clue of the *Torquem Machina* within), Slate cut a path of curious vandalism and inexplicable murders across the Wild Continent—wrecking statues of the Celestial Heroes one day, rescuing people in a burning building the next, then fighting off a monster from the Taenarius Tunnels before sabotaging a steel equos carrying relics headed to The Inquisition's top level researchers in Pertinax and slaying all the sages on board (leaving the scientists unharmed). Both the Celestial Heroes and their mad scientist nemeses view the Knight of the Slate as a wildcard and keep him at a distance, although eventually his exploits are sure to demand a direct intervention by one of them eventually. Where such a conflict will occur is hard to say as in recent years the psionic warrior's operations have spread from Samovi to all of Askis, and rumors that he's taken up arms alongside pirates mean that if he has any permanent base of operations that it is probably mobile.

For the hundredth time tonight Cassia twists and turns in her bed, frustrated at her inability to sleep. It has been four days since the Magi Primaria glanced back into the ancient past and respite has eluded her since, the sounds of things that are not and cannot be itching in the back of her mind whenever she is about to slip into unconsciousness. Hastily she gets up from the bed and checks that the door and windows of her room are locked before opening a shelf in her dresser, moving away folded undergarments to get the pouch her friend Lasro gave her earlier in the day—and the nigrum pollinis inside.

Cassia sits on the bed, taking the potent drug and a pipe from out of the little bag. She was told to roll off one ball and smoke it lightly but her fatigue gets the better of her and she stuffs the bowl with half a dozen pebbles of the sticky narcotic before grabbing her lighter from the nightstand. Summoning up her courage and thinking about the bliss from an evening of quiet rest, she raises the illegal implement to her lips and flickers on a flame, breathing the flowery smoke deep into her lungs. As she breathes out the exhausted wizard shuts her eyes and leans backward, falling into her bedding and the darkness of sleep.

For a few moments it is the blissful respite she hoped for and after days of anxiety even a moment of peace is to Cassia like water to a man dying of thirst. Just as soon as the quiet begins the voices return, though now they are stronger, closer, louder—now she can see from whence they come. The first to emerge from the void is a spindly old imp, floating on wings that should not support it and wearing quaint spectacles that brings a smile to her mind's eye. It asks her absurdities and whispers so many promises; secrets of apostate mages that were once allies of her vaunted heroes and died victims of treachery, truths of magic that will expand her powers tenfold, the guilty pleasures of other Magi Primaria that she might ply to rise higher in her station. Cassia's candor with the voices end as the second suddenly appears, its source's insectile head whipping through the air as it screams at her with insults of her mastery over the arcane at every turn. So biting are its abuses that it goads her into a contest after making magical symbols that have no meaning and powerful scripture without intent—even after proving to the thing that she has prowess aplenty it does not abate, only leaving after the next voice's owner barges into view, swinging its claws angrily at anything in sight and yelling furiously into her very soul like a passing tornado. The wizard flees as best she can but in minutes it is upon her, thrashing and tearing, trilling and laughing grimly, lapping up her blood—

Coughing and shuddering Cassia bolts upright in her bed, sweat pouring from her body as she hangs her head over the side and vomits onto the floor. When the contents of her stomach have completely emptied she gathers her sheets to wipe her face clean of perspiration and bile, bunching them together and sobbing at the terrors lurking in her mind. With dawning horror she sees her hands are bloody, the light from her doorway making the crimson stark against her white bedding. Crying out she stands upright and checks herself for injuries, finding none but realizing that the flaking red nearer her elbows must be paint. Shaken and shaking she falls back to the bed, the memories of her dreams coming back and mixing with a phantasm of herself walking through the university. Cassia blinks and shakes her head, watching and thinking of a message she wrote in the library using naught but her fingers: Score Tarvorial.

Suddenly Cassia realizes that she did not leave the light on nor is she alone, though as she looks towards the doorway she smiles to see it is her friend Inquisitor Octavius. Her relief seizes however as she recognizes his uncharacteristically somber countenance—and more importantly that he is not empty handed. In his left hand he holds her spellbook, arcane components, and the pouch of narcotics from Lasro, and in the other is a knife.

"I wish it were not so my dear," Inquisitor Octavius says as he slowly steps forward, turning the dagger and making the slick sheen of green on the blade glitter jade in the light from the forever lantern near the closing doorway, "but I am afraid there is no alternative available to us in this most vital of matters."

He stalks forward, the hint of a smile in his zeal-filled eyes. "By the power of The Inquisition, I declare thee heretic—may your soul be shown mercy."

ANGELUS TEMPLATE

Angelus creatures have been touched by an angel, granted the blessings of Heaven as a reward for a truly noble sacrifice on behalf of others. In the Age of Discord it was not uncommon to come across a regimental figurehead or local hero so blessed by the powerful natives of the Upper Planes, but in modern Askis they are few and far between—nearly all contemporary angelus specimens are saints. Otherwise an angelus creature is found in Heaven, imbued with that dimension's energies after its soul has rested there a few centuries.

Any living creature or construct can become an angelus creature.



Alignment. Angelus creatures are lawful good. Unaligned creatures become lawful good.

Type. The angelus creature's type does not change.

Ability Scores. The angelus creature increases two ability scores by 2.

Resistances. The angelus creature gains resistance to poison and radiant damage.

Languages. The angelus creature can speak and understand Celestial.

Flight. The angelus creature gains a fly speed equal to its base walking speed.

Holy Resistance. The angelus creature gains advantage on saving throws made to resist vile spells.

Lit. The angelus creature sheds bright light in a radius of a size equal to 10 feet per point of proficiency bonus and dim light beyond that for 10 feet per point of proficiency bonus.

Magical Strikes. The angelus creature deals magical damage with its natural weapons and any melee weapons it wields.

Challenge Rating. The angelus creature increases its CR by 1 (do not recalculate its proficiency bonus).

CELESTIAL TEMPLATE

Myths say that mortals who drink deep from the Streams Divinia or eat aplenty in Elysium become instilled with celestial powers, transforming into more sublime versions of themselves. Once empowered a celestial creature often wanders at its fancy, traveling between planes to do good where they see evil.

Any living creature or construct can become a celestial creature.

Alignment. Celestial creatures are chaotic good or neutral good. Unaligned creatures become neutral good.

Type. The celestial creature's type changes to celestial.

Ability Scores. The celestial creature increases one ability score by 3 and two other ability scores by 2.

Saving Throws. The celestial creature gains proficiency with Wisdom and Charisma saving throws.

Resistances. The celestial creature gains resistance to necrotic and radiant damage.

Immunities. The celestial creature gains immunity to poison damage and the poisoned condition.

Languages. The celestial creature can speak and understand Celestial.

Divine Strikes. The celestial creature deals magical damage with its natural weapons and any melee weapons it wields, and when it hits with a melee weapon attack it deals radiant damage based on its proficiency bonus (+2—1d4, +3—1d6, +4—1d8, +5—1d10, +6—1d12). Celestial creatures that make only one attack each round deal twice as much radiant damage.

Holy Resistance. The celestial creature gains advantage on saving throws made to resist spells cast by creatures of evil alignment.

Lit. The celestial creature sheds bright light in a radius of a size equal to 20 feet per point of proficiency bonus and dim light beyond that for 20 feet per point of proficiency bonus.

Wings. The celestial creature has wings that grant it a fly speed equal to twice its base walking speed.

Challenge Rating. The celestial creature increases its CR by 2 (recalculate proficiency bonus if necessary).

Celestial words are carved into every facet of this enormous machine-man's body. A torso, four limbs, and a helmeted head are where its similarities to humanoids cease however—a glowing visor sits in place of its eyes, its arms end in arcs of holy fire, and every footfall causes powerful explosions to resonate within its chest.

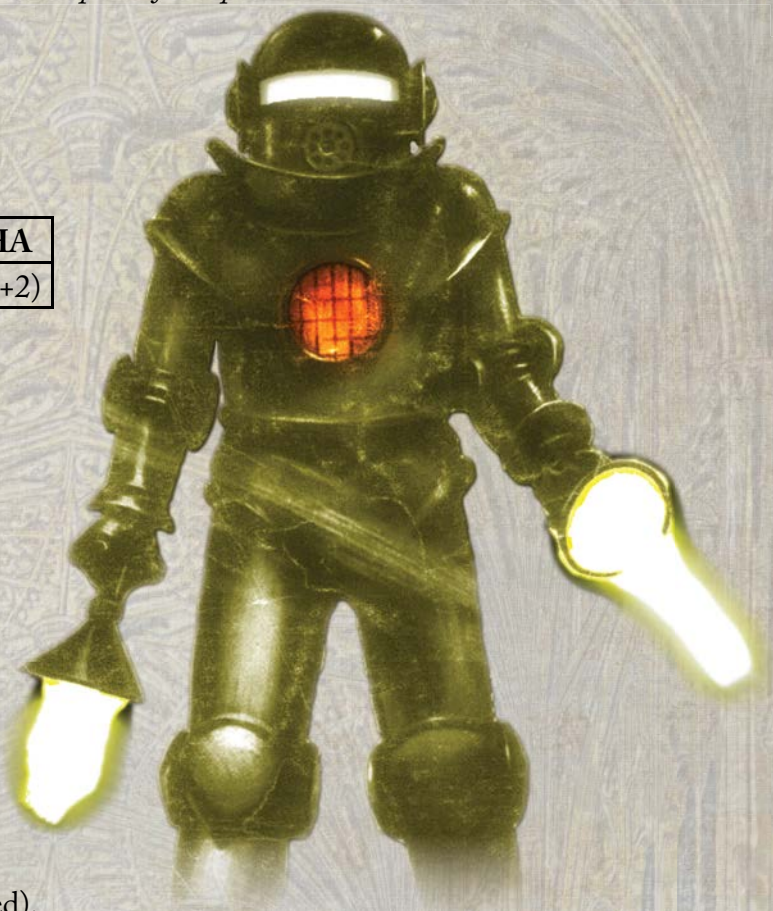
Aesgigas

Colossal construct, unaligned

Armor Class 15 (natural armor)
Hit Points 270 (20d20+60)
Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	16 (+3)	14 (+2)	15 (+2)	15 (+2)

Skills Perception +6, Survival +6, Technology +1
Damage Vulnerabilities lightning
Damage Resistances cold, electric, fire, necrotic
Damage Immunities poison, psychic, radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight, passive Perception 16
Languages Celestial, Common (can't speak except through radio)
Challenge 12 (8,400 XP)



Celestial Aura. Creatures within 30 feet of the aesgigas have advantage on saving throws against vile spells and any that attempt to cast a spell from the vile school of magic must first succeed on a DC 14 Wisdom saving throw. On a failure, the spell is lost (and its spell slot expended). Even on a success, the creature has disadvantage on any spell attack made for the vile spell.
Flying Dash. The aesgigas may Dash as a bonus action as long as it is flying and only moves in a straight line.
Lit. The aesgigas sheds bright light in a 100-foot radius sphere and dim light an additional 100 feet.
Radio Transmitter. The aesgigas can receive radio waves and broadcast to a range of 10 miles.

ACTIONS

Multiattack. The aesgigas attacks twice.
Slam. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 29 (4d10+7) magical bludgeoning damage plus 9 (2d8) radiant damage. The target makes a DC 19 Strength saving throw or is flung backwards and knocked prone. If a flung target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was flung. If the target is flung at another creature, that creature must succeed on a DC 14 Dexterity saving throw or it takes the same damage and be knocked prone. If the saving throw is successful, the target isn't flung away or knocked prone.

It is said that a Master Inquisitor's duty never ends. When one of Tucker Quickfoot's trusted servants passes away their soul is locked away inside of these massive constructs, paired with a logic engine that gives them control over it. In exchange they never pass on to the afterlife and stand eternally vigilant over the most vital functions of the Celestial Heroes' great works. Aesgigas are unfailingly loyal and seem to have their personalities stripped away but in actually they still possess the intellect they had in life as well as their unswerving allegiance to the demigod halfling. Unlike the simpler automatons that orbit The Ministry's facilities these "robots" are more difficult to compromise—each is fully integrated with controlling machinery from a more advanced Material Plane and bears no more reliance on inaequa than a dagger, their sheer size has made them impossible for a mad scientist to steal, and they are always in groups of at least two or three to make tampering on-site an arduous task at best.

Floating and bobbing through the air, this little metal ball of steel and brass plates is topped with a copper antennae, a small circular glass pane offset just from the center of its front.

Rehabilibot



Small construct, lawful good
Armor Class 16 (natural armor)
Hit Points 72 (16d6+16)
Speed 0 ft. fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	17 (+3)	17 (+3)	20 (+5)

Saving Throws Con +5, Int +6, Cha +8
Skills Insight +6, Medicine +6, Perception +6, Persuasion +8
Damage Vulnerabilities lightning
Damage Resistances cold, fire, radiant
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 20 ft., darkvision 120 ft., passive Perception 16
Languages Binary, Common, Elvish, telepathy 30 ft.
Challenge 7 (2,900 XP)

Aura of Disruptive Peace. All living creatures within 30 feet of the rehabilibot have disadvantage on attack rolls. Constructs, undead, and other creatures that are not alive are unaffected.

Disruptive Luminescence. As a bonus action, the rehabilibot activates the reflective properties of its metallic construction, causing any creature that can see it to have disadvantage on attack rolls against it until the beginning of the rehabilibot's next turn. Creatures that have blindsight are unaffected.

Psycircuitry. The magic fused with the rehabilibot's circuitry allows it to manifest psychic powers that are identical to innately cast spells. The rehabilibot counts as an 8th level spellcaster and its manifesting ability is Charisma (spell save DC 16; spell attack +8). It can manifest the following spells, requiring no components:

At will: *guidance, sacred flame, true strike*
5/day: *charm person*
4/day: *command, hideous laughter, hold person*
3/day: *confusion, hold monster*

ACTIONS

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bashing damage.

Pacifying Frequency (Recharge 5-6). As an action, the rehabilibot creates an inaudible sound that naturally pacifies living creatures. Any living creature within 100 feet of the rehabilibot that isn't deafened makes a DC 16 Charisma saving throw or becomes indifferent to creatures they are hostile toward. This indifference ends if a target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

Heresy Bot

Rehabilibots corrupted by Caskette are difficult to detect, their circuits carefully inscribed with Vilespeech that subverts its natural programming.

Alignment. Heresy bots are lawful evil.

Resistances. The heresy bot gains resistance to necrotic damage but loses resistance to radiant damage.

Vulnerabilities. The heresy bot becomes vulnerable to radiant damage.

Languages. The heresy bot can speak and understand Vilespeech.

Deceptive. The heresy bot has advantage on Charisma (Deception) checks.

Attacks: Corrupted Frequency. The heresy bot's Pacifying Frequency attack no longer pacifies creatures. A creature that fails a DC 16 Intelligence saving throw gains a short-term madness instead. If the Intelligence saving throw fails by 5 or more, the creature gains a long-term madness as well.

Challenge Rating. The heresy bot increases its CR by 1.

This strange machine is the cutting edge of technology in Askis—a nearly sentient autonomous companion. When a prominent clergy of the 3rd Paene finally passes away they submit their soul to be encased with an inaequa logic engine in the insides of these constructs, serving The Ministry and the Celestial Heroes even after death. Rehabilibots provide aid and wisdom from centuries of care to less experienced staff in hospitals and sanitariums the world over, untiring twilight workers that make sure patients don't escape in the night. Without a soul empowering it a rehabilibot is a useless hunk of metal and tampering with one is considered to be the same as wounding a priest, though among the masters of The Inquisition there is a rumor that a mad scientist (likely Caskette) has subverted several of the powerful robots.

This four-legged winged serpent is a resplendence of draconic might, its golden scales casting an aura of light that burns with purity and piety. In its gaze there is deep wisdom and it moves with great purpose, grace, and poise.

Wyrmling Holy Dragon

Medium dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 60 (8d8+24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +4, Con +5, Wis +4, Cha +5
Skills Perception +6, Religion +2
Damage Resistances necrotic
Damage Immunities radiant
Senses blindsight 10 ft., passive Perception 16
Languages Celestial, Draconic
Challenge 3 (700 XP)

Insulating Scales. When the dragon takes cold or fire damage, it ignores the first 6 points of damage.

Lit. While conscious, the dragon sheds bright light in a 20-foot radius sphere and dim light an additional 20 feet.

ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d10+4) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Healing Breath. The dragon exhales life energy in a 15-foot cone and each creature in the area regains 15 (2d12+2) hit points.

Radiant Breath. The dragon exhales pure divine energy in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Wisdom saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

Young Holy Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 178 (17d10+85)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Dex +6, Con +9, Wis +7, Cha +9
Skills Insight +7, Perception +11, Persuasion +9, Religion +5
Damage Resistances necrotic
Damage Immunities radiant
Senses blindsight 30 ft., passive Perception 21
Languages Celestial, Common, Draconic
Challenge 10 (5,900 XP)

Insulating Scales. When the dragon takes cold or fire damage, it ignores the first 9 points of damage.

Lit. While conscious, the dragon sheds bright light in a 40-foot radius sphere and dim light an additional 40 feet.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 17 (2d10+6) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 13 (2d6+6) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Healing Breath. The dragon exhales life energy in a 20-foot cone and each creature in the area regains 29 (4d12+3) hit points.

Radiant Breath. The dragon exhales pure divine energy in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 17 Wisdom saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.



Adult Holy Dragon

Huge dragon, lawful good

Armor Class 19 (natural armor)
Hit Points 256 (19d12+133)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	15 (+2)	16 (+3)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +8, Cha +13
Skills Insight +8, Perception +14, Persuasion +13, Religion +8
Damage Resistances necrotic
Damage Immunities radiant
Senses blindsight 60 ft., passive Perception 24
Languages Celestial, Common, Draconic
Challenge 17 (18,000 XP)

Change Shape. As an action the dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Insulating Scales. When the dragon takes cold or fire damage, it ignores the first 12 points of damage.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Lit. While conscious, the dragon sheds bright light in a 80-foot radius sphere and dim light an additional 80 feet.

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit*: 19 (2d10+8) piercing damage.

Claw. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit*: 15 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit*: 17 (2d8+8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's frightful presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Healing Breath. The dragon exhales life energy in a 30-foot cone and each creature in the area regains 35 (5d12+3) hit points.

Radiant Breath. The dragon exhales pure divine energy in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 21 Wisdom saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- ***Divine Sense.*** The dragon detects the presence of celestials, fiends, and undead within 80 feet. This functions as the paladin class feature except that the dragon also notices any creature of evil alignment within range that fails a DC 21 Wisdom saving throw.
- ***Tail Attack.*** The dragon makes a tail attack.
- ***Wing Attack (Costs 2 Actions).*** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Holy Dragon

Gargantuan dragon, lawful good

Armor Class 21 (natural armor)
Hit Points 462 (25d20+200)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	27 (+8)	17 (+3)	18 (+4)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +11, Cha +16
Skills Insight +11, Perception +18, Persuasion +16, Religion +10
Damage Resistances necrotic
Damage Immunities radiant
Senses blindsight 60 ft., passive Perception 28
Languages Celestial, Common, Draconic
Challenge 24 (62,000 XP)

Change Shape. As an action, dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Insulating Scales. When the dragon takes cold or fire damage, it ignores the first 15 points of damage.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Lit. While conscious, the dragon sheds bright light in a 120-foot-radius sphere and dim light an additional 120 feet.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes four attacks: one with its bite, one with its tail, and two with its claws.

Bite. *Melee Weapon Attack*: +17 to hit, reach 15 ft., one target. *Hit*: 21 (2d10+10) piercing damage.

Claw. *Melee Weapon Attack*: +17 to hit, reach 10 ft., one target. *Hit*: 17 (2d6+10) slashing damage.

Tail. *Melee Weapon Attack*: +17 to hit, reach 20 ft., one target. *Hit*: 19 (2d8+10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Healing Breath. The dragon exhales life energy in a 40-foot cone and each creature in the area regains 49 (7d12+4) hit points.

Radiant Breath. The dragon exhales pure divine energy in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 24 Wisdom saving throw, taking 72 (16d8) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- ***Divine Sense.*** The dragon detects the presence of celestials, fiends, and undead within 120 feet. This functions as the paladin class feature except that the dragon also notices any creature of evil alignment within range that fails a DC 18 Wisdom saving throw.
- ***Tail Attack.*** The dragon makes a tail attack.
- ***Wing Attack (Costs 2 Actions).*** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Holy dragons only become natives to Askis after half a millenium being away from their ancestral home in the Streams Divinia. Draconiaci Faciantsanct Itateveritatis is the first and oldest of their kind to make the permanent journey (hidden away since the Utopian Dawn and demigods' conquest of the world) but over the centuries more have been drawn to do the same, unable to explain their urge to leave the idyllic waterways of the Upper Planes. Whether in human or serpent form they are ineffably generous, enriching the lives of all the creatures they come across with prosperity and kindness.

Lair Actions

On initiative count 20 (losing all initiative ties), the dragon can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, the dragon can't use one until after its first turn in the combat.

- Healing power streams throughout the dragon's lair. Until the start of the next round, whenever the dragon or one of its allies is targeted by a spell or effect that restores 5 or more hit points, the creature regains 5 (1d10) additional hit points.
- Holy radiance bathes the dragon's lair. The dragon and its allies gain advantage on Wisdom and Charisma saving throws until the start of the next round.
- Pure goodness materializes from thin air, cleansing souls enveloped by it. If the dragon or any of its allies is under an effect that is causing it to be charmed, frightened, or poisoned, the creature receives a new saving throw to immediately end the effect.

Regional Effects

The areas around a holy dragon's lair are infused with good will by its benign light, generating one (or more) of these effects.

- Illumination is enhanced by the divine power suffused in a 6 mile radius of a holy dragon's lair, increasing the range of light sources by 10 feet (including torches, forever lanterns, the *light* cantrip, and similar effects).
- Insanities have difficulty taking root within 10 miles of a holy dragon's lair, halving the duration of short- and long-term madnesses.
- The divine presence of a holy dragon spreads far and wide, helping to mend wounds and sustain life wherever it reaches. When creatures within 5 miles of a holy dragon's lair spend Hit Dice to heal, any dice that roll a 1 use the highest number possible instead (a barbarian spending Hit Dice treats a 1 as a 12, a fighter treats a 1 as a 10, and so on).



Floating through the air is a golden cloud shaped like a lion, its form changing from one of substance to a ghostly mist and back—only its gaze is constant, an utter intensity consuming its eyes.

Foo Lion

Large celestial, chaotic good
Armor Class 17 (natural armor)
Hit Points 120 (16d10+32)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	15 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Wis +6
Skills Perception +6, Stealth +7, Survival +6
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities poison, radiant
Condition Immunities disease, paralysis, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common
Challenge 8 (3,900 XP)

Faith in the Pack. When two or more foo lions are within 30 feet of one another, they both gain the benefit of a *protection from evil and good* spell (against evil only). This effect can be dispelled and does not require concentration.

False Appearance. While the foo lion remains motionless, it is indistinguishable from a marble statue and gains 20 temporary hit points. These temporary hit points disappear when the foo lion moves.

Incorporeal Movement. The foo lion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The foo lion's innate spellcasting ability is Wisdom (spell save DC 14, spell attack +6). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, detect evil and good, detect magic, sacred flame*
3/day each: *clairvoyance, cure wounds, healing word*
2/day each: *spirit guardians*

Pack Tactics. The foo lion has advantage on an attack roll against a creature if at least one of the foo lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The foo lion attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) magical piercing damage plus 7 (2d6) radiant damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target.
Hit: 6 (1d6+3) magical slashing damage plus 7 (2d6) radiant damage.

Souls that have dwelled in Elysium gradually transform into foo creatures, animals that best represent the truth of their being—more often than not they are great cats, their streak of pride causing them to manifest as divine lions. Once so changed, foo lions stake out a territory in the endless fields of the Upper Planes to do as they please for eternity. Many of these creatures are extremely curious and pursue dimensional anomalies that drop them into the Material Plane or elsewhere, at which point they might seek a way home or decide to spend some time basking in their new surroundings.

With an axe and shield gripped in their hands the warrior before you projects a steely resolve, but something about their footing and gaze makes them seem untested.



Novice Hero

Medium humanoid (human), lawful good exemplar (people's champion) 5
Armor Class 18 (half plate, shield)
Hit Points 49 (5d10+15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6
Skills Athletics +5, History +4, Insight +4, Intimidation +6, Investigation +4, Nature +4, Perception +4, Persuasion +6, Survival +4
Senses passive Perception 14
Languages Common
Challenge 4 (1,100 XP)
Bravery. The Novice Hero has advantage on saving throws against fear.
Fighting Style: Great Weapon Fighting. When the Hero rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for him to gain this benefit.
Heroic Effort (3 points). The Hero recovers all of their effort points after finishing a short rest.

- ***Hero's Ire (2 points).*** As a bonus action, the Hero chooses a creature that they can see. For the next minute they gain a +3 bonus to attack rolls and weapon damage rolls when attacking that creature.
- ***Heroic Stand (1 point).*** The Hero takes the Dodge action as a bonus action on their turn.
- ***Implacable Resolve (2 points).*** As a reaction, the Hero gains 10 temporary hit points. These temporary hit points last until the beginning of their next turn.
- ***Stroke of Luck (2 points).*** As a reaction, the Hero rerolls an attack roll or saving throw.
- ***With Style (1 point).*** The Hero spends a bonus action to gain advantage on an ability check that uses one of these skills: History, Nature, Perception, Persuasion.

ACTIONS
Extra Attack. The Hero attacks twice.
Magic Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) magical slashing damage.

Novice Squire

Medium humanoid (human), lawful good
Armor Class 11 (leather)
Hit Points 11 (1d10+1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Wisdom +2, Cha +3
Skills Athletics +3, History +2, Investigation +2, Nature +2, Perception +2, Persuasion +3, Survival +2
Senses passive Perception 12
Languages Common
Challenge —
Bravery. The Squire has advantage on saving throws against fear.
Fighting Style: Great Weapon Fighting. When the Squire rolls a 1 or 2 on a damage die for an attack they make with his greatclub, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
Loyal Aide. The Squire trusts the Hero implicitly and performs tasks given to them so long as nothing illegal, suicidal, or in opposition to their alignment is requested. Certain orders the Hero gives require a DC 13 Charisma check.
ACTIONS
Greatclub. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

There are many novice heroes in Askis—utopia can be boring, particularly with an elongated life. Well-to do nobles trained in swordplay but not forged in the fires of battle, they're unprepared for the dangers of true evil. When not banding together and alongside the functionaries of the Celestial Heroes in their pursuit of the wicked, they tend to travel with a trusted squire.

Stoicism abounds when you look on this confident warrior, longsword in hand.

Experienced Hero

Medium humanoid (human), lawful good exemplar (slayer) 14

Armor Class 18 (*+2 breastplate*)
Hit Points 116 (14d10+28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +7, Cha +8
Skills Athletics +10, History +6, Insight +7, Perception +7, Persuasion +8, Stealth +7, Survival +7
Condition Immunities frightened
Senses passive Perception 17
Languages Common, Elvish
Challenge 9 (5,000 XP)

Courageous. Allies able to see the Hero gain advantage on saving throws against fear.

Feat: Grappler. The Hero has advantage on attack rolls against a creature they are grappling. The Hero can use their action to try to pin a creature grappled by them, making another grapple check. If the Hero succeeds, they and the creature are both restrained until the grapple ends.

Heroic Effort (7 points). The Hero recovers all of their effort points after finishing a short rest.

- ***Hero's Ire (2 points).*** As a bonus action, the Hero chooses a creature that they can see. For the next minute they gain a +3 bonus to attack rolls and weapon damage rolls when attacking that creature.
- ***Heroic Stand (1 point).*** The Hero takes the Dodge action as a bonus action on their turn.
- ***Implacable Resolve (2 points).*** As a reaction, the Hero gains 14 temporary hit points. These temporary hit points last until the beginning of their next turn.
- ***Stroke of Luck (2 points).*** As a reaction, the Hero rerolls an attack roll or saving throw.
- ***Honed Strike (1 point).*** The Hero deals 6 extra damage after successfully hitting a creature they have marked.
- ***Slayer's Mark (1d8; 1 point).*** The Hero spends a bonus action to mark a fiend, monstrosity, or undead they are able to see. The Hero gains a +1d8 bonus to attack and damage rolls made against the marked creature. A mark remains for 1 minute. The Hero can have as many as 5 marked creatures at once.
- ***Zealous Strike (2 points).*** After killing a fiend, monstrosity, or undead the Hero makes a weapon attack against a creature within their reach (or range if they are not wielding a ranged weapon).



Holistic Resilience. The Hero has advantage on saving throws against fiends, monstrosities, and undead. In addition, carry holy water.

Hunter of Monsters (fiends, monstrosities, undead). The Hero has advantage on Wisdom (Survival) checks to track these favored enemies, as well as on Intelligence checks to recall information about them.

Lesser Paragon (Human). The Hero gains a +1 bonus on Charisma-related ability checks against humans.

Never Stay Down. The Hero has advantage on Death saving throws.

Rally (2/long rest). By spending an action yelling, the Hero grants 14 temporary hit points to 5 creatures that they can see. The Hero may choose 3 additional creatures for a secondary effect so long as each is at 0 hit points or has died within the last minute. A creature at 0 hit points gains advantage on its Death saving throws for 1 minute. Recently deceased creatures reroll their most recent Death saving throw with advantage (though any additional Death saving throws that result are made normally). Creatures must be within 60 feet of the Hero to benefit from this feature.

ACTIONS

Extra Attack. The Hero attacks three times.

Magic Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) magical slashing damage plus 9 (2d8) radiant damage or if wielded in two hands, 11 (1d10+5) magical slashing damage plus 9 (2d8) radiant damage.

Dagger (10) or Silver Knife (5). *Ranged Weapon Attack:* +7 to hit, range 20/60, one target. *Hit:* 7 (1d4+5) piercing damage.

Most experienced heroes quietly live out the end of their lives, retired in the countryside or in one of Askis' idyllic cities. They have seen just enough of true horror to know that when evil presents itself that the consequences of not acting are too dire to contemplate.

MYSTRAL FARSONG

Medium humanoid (half-elf Celestial Hero), neutral good bard (celestial song) 20
Armor Class 21 (*+3 leather, bracers of defense, ring of protection*)
Hit Points 170 (20d8+80)
Speed 30 ft., jump 30 ft. (vertical 15 ft.)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	19 (+4)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Str +3, Dex +11, Con +5, Int +3, Wis +4, Cha +12
Skills Arcana +8, Athletics +8, History +8, Insight +15, Perception +9, Performance +17, Persuasion +17; instruments (all) +6, vehicle (water) +12
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities blinded, frightened
Senses darkvision 120 ft., passive Perception 19
Languages Celestial, Common, Elven
Challenge 18 (20,000 XP)

Ageless. Mystral cannot suffer from frailty of old age, die from old age, or be aged magically.

Bardic Inspiration 1d12 (5/short rest). As a bonus action on her turn, Mystral can choose one other creature within 60 feet who can hear her. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. When Mystral rolls initiative and has no uses of Bardic Inspiration left, she regains one use.

Singing Soul (bonus action, 1 die). When a creature that Mystral can see within 60 feet is frightened, she can give the target a new saving throw against the fear effect, gaining a +1d12 bonus.

Stunning Note (reaction, 1 die). When a creature that Mystral can see within 60 feet of her scores a critical hit, she can force the attacker's target to make a Constitution saving throw against her spell save DC. On a failure, the target is stunned for 1d12 rounds.

Vigorous Note (bonus action, 1 die). When a creature that Mystral can see within 60 feet of her is dying, she grants advantage to the target's next death save.

Countercharm. As an action, Mystral can start a performance that lasts until the end of her next turn. During that time, Mystral and any friendly creatures within 30 feet of her have advantage on saving throws against being frightened or charmed. A creature must be able to hear her to gain this benefit. The performance ends early if she is incapacitated or silenced, or if Mystral voluntarily ends it (no action required).

Enchanted Items. Mystral carries a potent magical *golden lute* and wears an *amulet of health*, *boots of striding and springing*, *ring of evasion* (3 charges; reaction to succeed on a failed Dexterity saving throw), *ring of protection*, and *+3 leather armor*.

Feat: Driven Onward. At the end of her turn Mystral can choose to spend Hit Dice to end one effect on herself that is causing her to suffer from a condition: blinded (4), charmed (3), deafened (1), frightened (4), paralyzed (8), poisoned (2), or stunned (5).

Feat: Solar Gaze. As a bonus action, Mystral may target one creature she can see within 30 feet. If the target can see her, the target must succeed on a DC 19 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Heavenly Melody (1/short rest). To activate this feature Mystral must spend 1 minute playing a divine song. She and any friendly creatures who can hear her heavenly performance (up to 11 targets) gain a flying speed of 60 feet for 10 minutes. When the duration ends a target falls at 60 feet per round until it lands, taking no falling damage and landing on its feet.

Jack of All Trades. Mystral adds +3 to any ability check she makes that doesn't already include her proficiency bonus.

Song of Rest. At the end of a short rest, if Mystral or any friendly creatures who can hear her performance regain hit points by spending one or more Hit Dice, each of those creatures regains an extra 1d12 hit points.

Spellcasting. Mystral is a 20th level spellcaster that uses Charisma as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). She has the following spells prepared from the bard's spell list:

Cantrips: *light, minor illusion, true strike, vicious mockery*
1st-level (4 slots): *charm person, cure wounds, disguise self, sleep, thunderwave*
2nd-level (3 slots): *invisibility, suggestion*
3rd-level (3 slots): *fireball, major image, sending*
4th-level (3 slots): *confusion, polymorph*
5th-level (3 slots): *animate objects, hold monster, scrying*
6th-level (2 slots): *mass suggestion*
7th-level (2 slots): *forcecage*, *teleport*
8th-level (1 slot): *glibness, power word stun*
9th-level (1 slot): *foresight, shapechange*

ACTIONS

Golden Lute. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) magical bludgeoning damage plus 18 (4d8) thunder damage.

Golden Note. *Ranged Weapon Attack:* +11 to hit, range 100/500 ft., one target. *Hit:* 27 (6d8) force damage and 27 (6d8) thunder damage.



Jet black hair the color of midnight cascades down this lithe woman's shoulders to brush upon beautifully worked leather armor enshrouded by a resplendent double cape that flares out at her booted feet. In her hands is an ornate golden lute that catches the light and casts it onto her, giving the half-elf a radiant glow.

Though she was abandoned as a babe in Zakuthombo, Mystral is and has been a lucky lady. Instead of dying to the elements a troupe of traveling performers (The Farsongs) came across the swaddled infant and took her into their care, teaching the half-elf the ways of music and revealing her gift for song. Her incredible talent earned her an invitation to sing for the elves of Truso; astonishing as her voice was she found that its citizens had a distaste for her half-breed blood and after briefly settling there, Mystral took up the road again to travel all over the Far Continent. What she found saddened her heart and the elitism of her more slender kin did little to help less civilized peoples rise up out of savagery and tribalism. The bard vowed to right this wrong and when tale of a moral mercenary group reached her pointed ears, she sought out Grukk the Axe and Tucker Quickfoot to make it so.

Mystral Farsong believes in the power of the soul above all else—song is just an expression of that power. Despite witnessing the worst that her world has to offer she remains an optimist and believes the best in people, always looking for a silver lining on even the darkest of clouds. Whether composing music, performing for huge crowds of her followers, or visiting the sanitariums of The Ministry to soothe the maddened with her melodic voice, Mystral is almost always accompanied by song in one form or another.

Accruing considerable power has not stopped Mystral from seeking peaceful resolutions to conflicts before resorting to potent magic. This does not make her a pacifist however—when pressed she is prepared to work her spells, bolstering allies first before confusing and disrupting enemies so that her companions are more effective. If the GM has access to the *Book of Celestial Heroes,* Mystral knows *shield of light* instead of *scrying* and *holy hand grenade* instead of *forcecage*. Mystral and her followers work with the navies of the Celestial Heroes to infiltrate pirate crews, reporting locations and bearings so that seabound brigands can be captured with overwhelming force and no casualties. Even when helping the insane or deceiving buccaneers Mystral sings to the ocean each morning, fortifying her great work: Bloodsong Storms.

Despite humming a jaunty tune this rough and tumble pirate goes about their work with a grim expression.

Divine Maestro

Medium humanoid (any), neutral good bard (celestial song) 16

Armor Class 17 (*+1 breastplate*)
Hit Points 115 (16d8+32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +7, Cha +9
Skills Arcana +6, Deception +14, Insight +11, Persuasion +14, Stealth +12; drum, lyre, vehicle (water), viol
Condition Immunities frightened
Senses passive Perception 11
Languages Celestial, Common, telepathy 60 ft.
Challenge 11 (7,200 XP)

Bardic Inspiration 1d12 (4/short rest). As a bonus action on their turn, the Divine Maestro can choose one other creature within 60 feet who can hear them. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails.

Singing Soul (bonus action, 1 die). When a creature that the Divine Maestro can see within 60 feet is frightened, they can give the target a new saving throw against the fear effect, gaining a +1d12 bonus.

Stunning Note (reaction, 1 die). When a creature that the Divine Maestro can see within 60 feet of them scores a critical hit, the Divine Maestro can force the attacker's target to make a DC 17 Constitution saving throw. On a failure, the target is stunned for 1d12 rounds.

Vigorous Note (bonus action, 1 die). When a creature that the Divine Maestro can see within 60 feet of them is dying, the Divine Maestro can grant advantage to the target's next death save.

Countercharm. As an action, the Divine Maestro can start a performance that lasts until the end of their next turn. During that time, they and any friendly creatures within 30 feet of them have advantage on saving throws against being frightened or charmed. A creature must be able to hear the Divine Maestro to gain this benefit. The performance ends early if they are incapacitated or silenced, or if the Divine Maestro voluntarily ends it (no action required).

Feat: Couatl Crest. The Divine Maestro is immune to scrying and to any effect that would sense their emotions, read their thoughts, or detect their location.

Heavenly Melody (1/short rest). To activate this feature the Divine Maestro must spend 1 minute playing a divine song. They and any friendly creatures who can hear their heavenly performance (up to 9 targets) gain a flying speed of 60 feet for 10 minutes. When the duration ends a target falls at 60 feet per round until it lands, taking no falling damage and landing on its feet.

Jack of All Trades. The Divine Maestro adds +2 to any ability check they make that doesn't already include their proficiency bonus.

Song of Rest. After a short rest, if the Divine Maestro or any friendly creatures who can hear their performance regain hit points by spending one or more Hit Dice, each of those creatures regains an extra 1d10 hit points.

Spellcasting. The Divine Maestro is a 16th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 17; +9 to hit with spell attacks). The Divine Maestro has the following spells prepared from the bard's spell list:

Cantrips: *light, minor illusion, true strike, vicious mockery*
1st-level (4 slots): *charm person, cure wounds, disguise self, sleep, thunderwave*
2nd-level (3 slots): *invisibility, suggestion*
3rd-level (3 slots): *fireball, major image, sending*
4th-level (3 slots): *compulsion, confusion, polymorph*
5th-level (2 slots): *hold monster, modify memory*
6th-level (1 slot): *mass suggestion*
7th-level (1 slot): *teleport*
8th-level (1 slot): *clone, dominate monster*

ACTIONS

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

Cover agents free to journey across Askis as their duties demand, the Divine Maestros of Mystral Farsong infiltrate the most nefarious pirate crews of the world and subtly sabotage vessels for easier capture by the Celestial Heroes' navy. They are kind but c unning, only subverting a buccaneer's will if it is necessary to maintain their facade.

Pouches hang from this buccaneer', loot from plundered vessels, but you spot instruments poking from within the bags.

Blessed Virtuoso

Medium humanoid (any), neutral good bard (celestial song) 12

Armor Class 17 (*+1 breastplate*)
Hit Points 87 (12d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +6, Cha +8
Skills Arcana +5, Insight +9, Performance +12, Persuasion +12, Stealth +10; drum, lyre, vehicle (water), viol
Condition Immunities frightened
Senses passive Perception 11
Languages Celestial, Common, telepathy 60 ft.
Challenge 9 (5,000 XP)

Bardic Inspiration 1d10 (4/short rest). As a bonus action on their turn, the Blessed Virtuoso can choose one other creature within 60 feet who can hear them. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails.

Singing Soul (bonus action, 1 die). When a creature that the Blessed Virtuoso can see within 60 feet is frightened, they can give the target a new saving throw against the fear effect, gaining a +1d10 bonus.

Stunning Note (reaction, 1 die). When a creature that the Blessed Virtuoso can see within 60 feet of them scores a critical hit, the Blessed Virtuoso can force the attacker's target to make a DC 16 Constitution saving throw. On a failure, the target is stunned for 1d10 rounds.

Vigorous Note (bonus action, 1 die). When a creature that the Blessed Virtuoso can see within 60 feet of them is dying, the Blessed Virtuoso can grant advantage to the target's next death save.

Countercharm. As an action, the Blessed Virtuoso can start a performance that lasts until the end of their next turn. During that time, they and any friendly creatures within 30 feet of them have advantage on saving throws against being frightened or charmed. A creature must be able to hear the Blessed Virtuoso to gain this benefit. The performance ends early if they are incapacitated or silenced, or if the Blessed Virtuoso voluntarily ends it (no action required).

Feat: Couatl Crest. The Blessed Virtuoso is immune to scrying and to any effect that would sense their emotions, read their thoughts, or detect their location.

Jack of All Trades. The Blessed Virtuoso adds +2 to any ability check they make that doesn't already include their proficiency bonus.

Song of Rest. After a short rest, if the Blessed Virtuoso or any friendly creatures who can hear their performance regain hit points by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

Spellcasting. The Blessed Virtuoso is a 12th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 16; +8 to hit with spell attacks). The Blessed Virtuoso has the following spells prepared from the bard's spell list:

Cantrips: *light, minor illusion, true strike, vicious mockery*
1st-level (4 slots): *charm person, cure wounds, disguise self, sleep, thunderwave*
2nd-level (3 slots): *invisibility, suggestion*
3rd-level (3 slots): *fireball, major image, sending*
4th-level (3 slots): *confusion, polymorph*
5th-level (2 slots): *hold monster, modify memory*
6th-level (1 slot): *mass suggestion*

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

Blessed Virtuosos are rarely as mobile as their superiors, secreted among pirate crews as traveling black market merchants and acting as go-betweens for Divine Maestros in deeper cover (scurrying away whenever a vessel makes port to pass messages to and from the Celestial Heroes' navy). The Ministry and The Inquisition frequently test the piety of these brave men and women, all too wary of corruption by way of the temptations of evil and hooting gangs of buccaneers getting the better of a devoted spirit. Though they are often thought to be drunkards, this is their most reliable ruse to avoid committing acts of greater sin—Blessed Virtuosos always keep whiskey or rum nearby, not only to maintain a charade of alcoholism but as a way to placate anyone that becomes suspicious of their lack of bloodlust.

There's an anxiety about this sailor's bearing and they carry themselves with their chest out, one hand near their blade.

Voice of the Holy Choir

Medium humanoid (any), neutral good bard (celestial song) 8

Armor Class 16 (breastplate)
Hit Points 59 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +6
Skills Arcana +4, Insight +7, Performance +9, Persuasion +6, Stealth +5; lyre, vehicle (water), viol
Condition Immunities frightened
Senses passive Perception 11
Languages Celestial, Common, telepathy 60 ft.
Challenge 5 (1,800 XP)

Bardic Inspiration 1d8 (3/short rest). As a bonus action on their turn, the Voice of the Holy Choir can choose one other creature within 60 feet who can hear them. That creature gains one Bardic Inspiration die, a d8. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails.

Singing Soul (bonus action, 1 die). When a creature that the Voice of the Holy Choir can see within 60 feet is frightened, they can give the target a new saving throw against the fear effect, gaining a +1d8 bonus.

Stunning Note (reaction, 1 die). When a creature that the Voice of the Holy Choir can see within 60 feet of them scores a critical hit, the Voice of the Holy Choir can force the attacker's target to make a DC 14 Constitution saving throw. On a failure, the target is stunned for 1d8 rounds.

Vigorous Note (bonus action, 1 die). When a creature that the Voice of the Holy Choir can see within 60 feet of them is dying, the Voice of the Holy Choir can grant advantage to the target's next death save.

Countercharm. As an action, the Voice of the Holy Choir can start a performance that lasts until the end of their next turn. During that time, they and any friendly creatures within 30 feet of them have advantage on saving throws against being frightened or charmed. A creature must be able to hear the Voice of the Holy Choir to gain this benefit. The performance ends early if they are incapacitated or silenced, or if the Voice of the Holy Choir voluntarily ends it (no action required).

Feat: Couatl Crest. The Voice of the Holy Choir is immune to scrying and to any effect that would sense their emotions, read their thoughts, or detect their location.

Jack of All Trades. The Voice of the Holy Choir adds +1 to any ability check they make that doesn't already include their proficiency bonus.

Song of Rest. After a short rest, if the Voice of the Holy Choir or any friendly creatures who can hear their performance regain hit points by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Spellcasting. The Voice of the Holy Choir is an 8th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Voice of the Holy Choir has the following spells prepared from the bard's spell list:

Cantrips: *light, minor illusion, vicious mockery*
1st-level (4 slots): *charm person, cure wounds, disguise self, sleep, thunderwave*
2nd-level (3 slots): *invisibility, suggestion*
3rd-level (3 slots): *major image, sending*
4th-level (2 slots): *confusion, polymorph*

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

Among the militant followers of Mystral Farsong there's no shortage of hearts turned soft in the face of bold sin and the highest rate of turnover come from Voices of the Holy Choir. When their betters determine a Hallowed Note has spent time enough aiding the cause while in plain sight, they are sent to infiltrate their first pirate crew and either succeed, flee and return to their station, or are uncovered as deceivers (and turned into slaves or fed to the open sea).

This woman's hair is dyed black and though her attire is not as resplendent, it brings to mind the most common effigies of Mystral Farsong—leather armor, an indulgent double cape that flares out at booted feet, and even a lute in hand.

Hallowed Note

Medium humanoid (any), neutral good bard (celestial song) 4

Armor Class 14 (studded leather)
Hit Points 31 (4d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Arcana +3, Insight +5, Performance +7, Persuasion +5, Stealth +4; lyre, vehicle (water), viol
Senses passive Perception 11
Languages Celestial, Common
Challenge 2 (450 XP)

Bardic Inspiration 1d6 (3/long rest). As a bonus action on their turn, the Hallowed Note can choose one other creature within 60 feet who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails.

Stunning Note (bonus action, 1 die). When a creature that the Hallowed Note can see within 60 feet of them scores a critical hit, the Hallowed Note can force the attacker's target to make a DC 13 Constitution saving throw. On a failure, the target is stunned for 1d6 rounds.

Vigorous Note (bonus action, 1 die). When a creature that the Hallowed Note can see within 60 feet of them is dying, the Hallowed Note can grant advantage to the target's next death save.

Jack of All Trades. The Hallowed Note adds +1 to any ability check they make that doesn't already include their proficiency bonus.

Song of Rest. After a short rest, if the Hallowed Note or any friendly creatures who can hear their performance regain hit points by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.



Spellcasting. The Hallowed Note is a 4th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The Hallowed Note has the following spells prepared from the bard's spell list:

Cantrips: *light, minor illusion, vicious mockery*
1st-level (4 slots): *charm person, cure wounds, disguise self, sleep, thunderwave*
2nd-level (3 slots): *invisibility, suggestion*

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

It is not a requirement to become a Hallowed Note, but all the same these devout worshipers of Mystral Farsong emulate her in every way they can, even going so far as to dress like her. After being deemed worthy by Voices of the Holy Choir that faltered at incognito missions, a Hallowed Note is assigned to a port or isolated island to provide free aid to injured mariners and otherwise support the Celestial Heroes' navy, generally getting their sea legs while helping out sailors.

GRUKK THE AXE

Medium humanoid (half-orc Celestial Hero), lawful good fighter (champion) 20

Armor Class 22 (*+3 plate*)
Hit Points 210 (20d10+100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	8 (-1)	16 (+3)	17 (+3)

Saving Throws Str +11, Con +11
Skills Athletics +11, History +5, Insight +9, Intimidation +9, Perception +9, Survival +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 19
Languages Celestial, Common, Orc
Challenge 19 (22,000 XP)

Action Surge (2/short rest). Once on his turn, Grukk can take an additional action on top of his regular action and a possible bonus action.

Ageless. Grukk cannot suffer from frailty of old age, die from old age, or be aged magically.

Feat: Driven Onward. At the end of Grukk's turn he can choose to spend Hit Dice to end one effect on himself that is causing him to suffer from a condition: blinded (4), charmed (3), deafened (1), frightened (4), paralyzed (8), poisoned (2), or stunned (5).

Feat: Conviction of Faith (1/turn). Grukk may choose to have advantage on a saving throw made to resist a spell cast by an evil creature. In addition, when he gains the charmed, frightened, or poisoned condition he may suppress its effects for 6 rounds. While Grukk is suppressing one of these conditions, if he would gain one of them due to a failed saving throw from an effect or spell, he loses the ability to suppress conditions for 1 minute.

Feat: Heroic Sacrifice. As an action, Grukk chooses a creature within 20 feet and vocally shouts at it, gaining its attention. If the creature moves to attack him on its turn, when it is charging at Grukk to strike and within his reach or within 15 feet (if he is wielding a ranged weapon) Grukk may spend his reaction to make a weapon attack with advantage. If the attack hits, it is automatically a critical hit. Roll the damage dice for this attack twice and take the higher result. Whether or not Grukk hits, the creature has advantage on its next attack roll against him. If this attack against Grukk hits, the attack is automatically a critical hit. The creature rolls its damage dice for this attack twice and takes the higher result.

Indomitable (3/long rest). Grukk can reroll a saving throw that he fails but must use the new roll.

Relentless Endurance (1/long rest). When Grukk is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Remarkable Athlete. Grukk adds +3 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running long jump, the distance he can cover increases by 5 feet.

Savage Attacks. When Grukk scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Second Wind (1/short rest). On Grukk's turn, he can use a bonus action to regain 1d10+20 hit points.

Superior Critical. Grukk's weapon attacks score a critical hit on a roll of 18–20.

Survivor. At the start of each of his turns, Grukk regains 10 hit points if he has no more than 105 hit points left. Grukk doesn't gain this benefit if he has 0 hit points.

ACTIONS

Multiattack. Grukk attacks four times. When Grukk makes his first melee weapon attack in a turn, he can choose to take a -5 penalty to his melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage.

Greataxe. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (1d12+8) magical slashing damage plus 9 (2d8) force damage. A target that takes 30 or more damage must make a DC 19 Strength saving throw or be knocked prone.

Handaxe (4). *Ranged Weapon Attack:* +12 to hit, range 20/60 ft., one target. *Hit:* 9 (1d6+6) magical slashing damage. Immediately after hitting or missing the target, a thrown handaxe reappears in Grukk's hand.

Clad in shining silver plate and a flowing orange tabard, this hulking half-orc is obviously an exemplary warrior, his countenance leaving nothing to surmise save for the battle scars and milky white eye—he has clearly had experience with the enormous greataxe he carries.



A long time ago Grukk was a runt of the litter among a forgotten orc tribe of Zakuthombo, the unwanted half-breed of a slave freed from a bandit camp. There was little love for him and even if there were, no path lay ahead of him but one of strength—the heft of a warrior's axe strike was the only measure of authority. Fortunately Grukk was gifted with a considerable stature and quickly grew into one of the tribe's best hunters before abandoning his home to live among the pirates of Navicla, serving as the hired muscle for taverns throughout the rowdy town. Word came that his kin had been slain by rivals and with nobody to return to, the half-orc chose to settle among the brigands instead and started his own "clan" of mercenaries. Grukk had decided by then that if blood were to be shed, it should be shed like a wound—as quickly and little as possible so the injury is less severe. This led his warriors to only take up work when it was deemed to be a cause to that end, rapidly building a reputation that saw Tucker Quickfoot join their ranks before Mystral Farsong recruited the pair in a tactically-apt adventuring company reinforced by the swords of soldiers.

As someone would expect from a person that calls themselves "the Axe", Grukk is a fairly simple and straightforward man. If it were entirely up to the half-orc he would be nothing more than a gentle giant, but circumstances have proven time and again that it's better for everyone involved when his namesake is near at hand. Grukk feels a deep kinship with commoners and spends a great deal of his time commiserating with them, using his great strength to aid with carpentry and masonry to ease the labors of people he considers to all be close friends. His most loyal allies are of course the Knights of the Chime however, and attending to his duties as the master of the order takes precedence over the demigod's pedestrian interests.

In combat Grukk is a terror to face off against but a direct opponent—he charges enemies head on and relies on his superior physique to tip the balance of a fight in his favor. When the half-orc is *obviously* outmatched he takes out his shield and fights with his handaxe; otherwise he wades in two-handed, laying waste to enemies by way of massive swings. The Knights of the Chime are largely autonomous but when new members need christened into the order, Grukk makes travel for Iacio (every few months and on holidays). Recently he's chased after monsters he is certain were defeated long ago, and though his fellow warriors believe his claims they shouldn't—Aevus Fatalibus has been cleverly manipulating the divine half-orc, leading Grukk on fruitless chases to undermine confidence in his mental faculties.

Scars mar the skin of this aged warrior but their stance speaks volumes, and it is clear from a glance that both they and their gold-rimmed armaments have seen battles beyond count.

Crusader of the First Faith

Medium humanoid (any), lawful good fighter (champion) 16
Armor Class 19 (plate, 21 with shield)
Hit Points 148 (16d10+48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Str +9, Con +8
Skills Athletics +9, Insight +7, Perception +7, Religion +6
Senses passive Perception 17
Languages Celestial, Common
Challenge 12 (8,400 XP)

Action Surge (1/short rest). On their turn, the Crusader of the First Faith can take an additional action on top of their regular action and a possible bonus action.

Feat: Driven Onward. At the end of the Crusader of the First Faith's turn they can choose to spend Hit Dice to end one effect on themselves that is causing them to suffer from a condition by spending Hit Dice: blinded (4), charmed (3), deafened (1), frightened (4), paralyzed (8), poisoned (2), or stunned (5).

Feat: Conviction of Faith (1/turn). The Crusader of the First Faith may choose to have advantage on a saving throw made to resist a spell cast by an evil creature. In addition, when they gain the charmed, frightened, or poisoned condition they may suppress its effects for a 5 rounds. While the Crusader of the First Faith is suppressing one of these conditions, if they would gain one of them due to a failed saving throw from an effect or spell, they lose the ability to suppress conditions for 1 minute.

Feat: Heroic Sacrifice. As an action, the Crusader of the First Faith chooses a creature within 20 feet and vocallyshouts at it, gaining its attention. If the creature moves to attack them on its turn, when it is charging at the Crusader of the First Faith to strike and within their reach (if they are wielding a melee weapon) or within 15 feet (if they are wielding a ranged weapon) the Crusader of the First Faith may spend the reaction to make a weapon attack with advantage. If the attack hits, it is automatically a critical hit. Roll the damage dice for this attack twice and take the higher result. Whether or not they hit, the creature has advantage on its next attack roll against the Crusader of the First Faith. If this attack against the Crusader of the First Faith hits, the attack is automatically a critical hit. The creature rolls its damage dice for this attack twice and takes the higher result.

Indomitable (2/long rest). The Crusader of the First Faith can reroll a saving throw that they fail.

Remarkable Athlete. The Crusader of the First Faith adds +2 to any Strength, Dexterity, or Constitution check they make that doesn't already use their proficiency bonus. In addition, when they make a running long jump, the distance they can cover increases by 4 feet.

Second Wind (1/short rest). On their turn, the Crusader of the First Faith can use a bonus action to regain 1d10+16 hit points.

Superior Critical. The Crusader of the First Faith's weapon attacks score a critical hit on a roll of 18–20.

ACTIONS

Multiattack. The Crusader of the First Faith attacks three times.

Magic Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) slashing damage or 10 (1d10+5) slashing damage if wielded in two hands or 9 (1d8+5) if using a shield in off-hand.

Power Rifle. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* The target makes a DC 15 Constitution saving throw or is paralyzed for 1d4 rounds.

Hallowed and respected for their service in the times of conflict ages ago, there are a few of these old warriors that still bear strong sword arms even and even so they rarely have use for them. Newly christened Crusaders of the First Faith have traditionally been a rarity but after the Night of Largitio a few Champions of the Chime have achieved glory enough to earn the title, dispatching horrors that crawl up from the sea or chasing down monsters that flee back into the Taenarius Tunnels after causing mayhem. What binds them all together is that it does not matter whether they have served for centuries or decades—one and all know the demigod and have his respect, giving great weight to their word.

A sublime expression of confidence is written on this armored warrior's face and curiously she carries no blade—only two gold-rimmed shields, one of them slightly more battered than the other.

Champion of the Chime

Medium humanoid (any), lawful good fighter (champion) 12
Armor Class 19 (splint, shield)
Hit Points 100 (12d10+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Str +8, Con +6
Skills Athletics +8, Insight +6, Perception +6, Religion +5
Senses passive Perception 16
Languages Celestial, Common
Challenge 9 (5,000 XP)



Action Surge (1/short rest). On their turn, the Champion of the Chime can take an additional action on top of their regular action and a possible bonus action.
Feat: Driven Onward. At the end of the Champion of the Chime's turn they can choose to spend Hit Dice to end one effect on themselves that is causing them to suffer from a condition by spending Hit Dice: blinded (4), charmed (3), deafened (1), frightened (4), paralyzed (8), poisoned (2), or stunned (5).
Feat: Heroic Sacrifice. As an action the Champion of the Chime chooses a creature within 20 feet and vocally shouts at it, gaining its attention. If the creature moves to attack them on its turn, when it is charging at the Champion of the the Chime to strike and within their reach (if they are wielding a melee weapon) or within 15 feet (if they are wielding a ranged weapon) the Champion of the Chime may spend the reaction to make a weapon attack with advantage. If the attack hits, it is automatically a critical hit. Roll the damage dice for this attack twice and take the higher result. Whether or not they hit, the creature has advantage on its next attack roll against the Champion of the Chime. If this attack against the Champion of the Chime hits, the attack is automatically a critical hit. The creature rolls its damage dice for this attack twice and takes the higher result.
Improved Critical. The Champion of the Chime's weapon attacks score a critical hit on a roll of 19 or 20.
Indomitable (1/long rest). The Champion of the Chime can reroll a saving throw that they fail.
Remarkable Athlete. The Champion of the Chime adds +2 to any Strength, Dexterity, or Constitution check they make that doesn't already use their proficiency bonus. In addition, when they make a running long jump, the distance they can cover increases by 4 feet.
Second Wind (1/short rest). On their turn, the Champion of the Chime can use a bonus action to regain 1d10+12 hit points.

ACTIONS

Multiattack. The Champion of the Chime attacks three times.
Magical Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d6+7) bludgeoning damage. On a critical hit, the target makes a DC 16 Strength saving throw or is knocked prone.
Power Rifle. *Ranged Weapon Attack:* +4 to hit, range 200/800 ft., one target. *Hit:* The target makes a DC 15 Constitution saving throw or is paralyzed for 1d4 rounds.

There is a famous story from the Age of Discord where Grukk the Axe, his signature weapon snapped in two by a dragon's jaws, beat the monster into submission with shields picked up from the bodies of dead allies nearby. A few centuries ago upon hearing the tale, a Knight of the Chime in Adversus named Caesennia took it upon herself to do the same. Much to the chagrin of her rivals she excelled, driven on by a mix of bravery and adversity until she became a legend. Now aspiring Knights of the Chime do the same, proving their mettle in order to raise their station.

A golden luster dances from the edges of this warrior's splint armor and on the hilt of their exquisite longsword.

Knight of the Chime

Medium humanoid (any), lawful good fighter (champion) 8
Armor Class 17 (splint)
Hit Points 68 (8d10+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Str +6, Con +5
Skills Athletics +6, Insight +5, Perception +5, Religion +4
Senses passive Perception 15
Languages Celestial, Common
Challenge 5 (1,800 XP)

Action Surge (1/short rest). On their turn, the Knight of the Chime can take an additional action on top of their regular action and a possible bonus action.

Feat: Driven Onward. At the end of the Knight of the Chime's turn they can choose to spend Hit Dice to end one effect on themselves that is causing them to suffer from a condition by spending Hit Dice: blinded (4), charmed (3), deafened (1), frightened (4), paralyzed (8), poisoned (2), or stunned (5).

Improved Critical. The Knight of the Chime's weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. The Knight of the Chime adds +1 to any Strength, Dexterity, or Constitution check they make that doesn't already use their proficiency bonus. In addition, when they make a running long jump, the distance they can cover increases by 3 feet.

Second Wind (1/short rest). On their turn, the Knight of the Chime can use a bonus action to regain 1d10+8 hit points.

ACTIONS

Multiattack. The Knight of the Chime attacks twice.

Magic Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage or 9 (1d10+4) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d10) bludgeoning damage but unable to reduce a creature below 1 hit point.

Power Rifle. *Ranged Weapon Attack:* +3 to hit, range 200/800 ft., one target. *Hit:* The target makes a DC 15 Constitution saving throw or is paralyzed for 1d4 rounds.

Brass and copper are worked into the weaponry and steel breastplateof this proud warrior.

Chime Squire

Medium humanoid (any), lawful good fighter (champion) 4
Armor Class 14 (breastplate)
Hit Points 33 (4d10+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Insight +4, Perception +4, Religion +3
Senses passive Perception 14
Languages Celestial, Common
Challenge 2 (450 XP)

Action Surge (1/short rest). On their turn, the Chime Squire can take an additional action on top of their regular action and a possible bonus action.

Improved Critical. The Chime Squire's weapon attacks score a critical hit on a roll of 19 or 20.

Second Wind (1/short rest). On their turn, the Chime Squire can use a bonus action to regain 1d10+4 hit points.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+5) slashing damage or 9 (1d10+3) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 5 (1d10) bludgeoning damage but unable to reduce a creature below 1 hit point.

Knights of the Chime and their squires travel across Askis in search of the toning enchantment that binds their order together, taking a stand against dishonor wherever they hear it. While not officially Justitia they are frequently found amongst guards helping settlements go about the matter of policing—often with the secret hope that something dangerously exciting will come along. This compulsion for glory by any reasonable means stems from a long tradition of their order's members taking up quests as a way to canvas the continents, doing good for the world while seeking out dishonorable opponents. Oddly this prompts many Chime Squires to travel by themselves with the aim of earning proper knighthood, relying on luck to find evil to root out until they too can hear the great work of Grukk the Axe to guide them. All of the mad scientists lurking below seek out these foolish apprentice warriors as their piety and hardiness make them excellent test subjects, but Fraus Calumnia in particular delights in dominating them to torment the divine half-orc.

TUCKER QUICKFOOT

Small humanoid (lightfoot halfling Celestial Hero), chaotic good (evil) halfling rogue (masquerading heretic) 20
Armor Class 22 (*+3 studded leather armor, bracers of defense*)
Hit Points 170 (20d8+80)
Speed 25 ft.; **Vilis Points** 20

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	20 (+5)	18 (+4)	17 (+3)	15 (+2)	20 (+4)	4 (-3)	20 (+5)

Saving Throws Dex +11, Int +9, Wis +8
Skills Acrobatics +11, Athletics +7, Deception +17, Insight +14, Investigation +9, Perception +8, Persuasion +17, Sleight of Hand +11, Stealth +17
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed
Senses blindsense 10 ft., darkvision 120 ft., passive Perception 18
Languages Celestial, Common, Deep Speech, Halfling, Thieves' Cant, Vilespeech, and 8 others
Challenge 18 (20,000 XP)

Ageless. Tucker cannot suffer from frailty of old age, die from old age, or be aged magically.

Bravery. Tucker has advantage on saving throws against fear.

Cunning Action (1/turn). Tucker can spend a bonus action to take the Dash, Disengage, or Hide action.

Despicable Strike. When Tucker hits a creature and deals Sneak Attack damage, he can spend 1 vilis point to force it to make a DC 18 Wisdom saving throw. On a failure the target loses all magical features and spellcasting it possesses for 6 rounds. Any arcane magic items or spells currently affecting the target function normally but divine-based magic dissipates.

Elusive. No attack roll has advantage against Tucker while he isn't incapacitated.

Evasion. When Tucker is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Implacable Will. Tucker is immune to the effects of *detect thoughts*. When creatures attempt to charm Tucker the spell or effect appears to function normally (making it seem as though he has been successfully charmed).

Halfling Nimbleness. Tucker can move through the space of any creature that is of a size larger than his.

Lucky. When Tucker rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Natural Liar (6/long rest). Tucker may use his Cunning Action to draw upon dark inspiration that grants him advantage on a Charisma (Deception) or Charisma (Persuasion) check.

Naturally Stealthy. Tucker can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Reliable Talent. Whenever Tucker makes an ability check that lets him add his proficiency bonus, he treats a d20 roll of 9 or lower as a 10.

Sneak Attack 10d6 (1/turn). Tucker deals an extra 35 (10d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Tucker that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Stroke of Luck (1/short rest). If Tucker's attack misses a target within range, he can turn the miss into a hit. Alternatively, if he fails an ability check, he can treat the d20 roll as a 20.

Undetectable. Tucker is under the constant effects of the *nondetection* spell. Suppressing or reactivating this feature is a free action even while incapacitated.

ACTIONS

Two-Weapon Fighting. Tucker attacks once and may spend his bonus action to make an additional attack (which doesn't gain his +5 Dexterity bonus to damage).

Dagger (2). *Melee Weapon Attack:* +14 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 10 (1d4+8) magical piercing damage, and the target must make a DC 18 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one. Immediately after hitting or missing the target, a thrown magical dagger reappears in Tucker's hand.

REACTIONS

Obscured Nature. By spending his reaction and 1 vilis point, Tucker may be treated by one known effect or spell as though he were an unaligned creature. Creatures detecting Tucker's aura perceive his Sin score as his Sanctity score and vice versa.

Uncanny Dodge. When an attacker Tucker can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

A striking red plume juts out the broad brown hat this halfling wears, accented by amber hair that falls wildly down onto his shoulders to frame his smile alongside a sharply cut goatee. Flexible silver and gold armor hugs his lithe form underneath a rich red and black cape, and he wears a glittering clasp that bears an emblem of his own face.

There are many, many false origins regarding Tucker Quickfoot. The official tale is that he was born to a humble shoemaker in Eludere and fell into adventuring on accident while ferrying some jeweled heels back to Obcidens, distracted from the delivery by the din of a battle where he befriended Grukk. Truth rings only in the beginning and end of this story; Tucker was raised in Eludere and he did meet the half-orc at the end of a seemingly random conflict, but none of the circumstances had anything to do with chance. The real parents of the demigod were halfling thieves, not cobblers, and his introduction to Grukk was an affair staged purely for the half-orc to bring him into the good graces of the mercenary commander—smuggling is a tough business but being surrounded by plenty of warriors makes for fine cover. While he did much to better life in the Far Continent with an intent to help others and there was once goodness in his soul, that has long since been starved away by the wickedness of his duplicity with the *Torquem Machina*.

Tucker has become a creature beholden to his grand deception above all other things, knowing that should it ever be revealed that everything he's built for himself will come crashing down. The skills he mastered from his family's "business" and years of making war on the world's evils serve him well in the pursuit of concealing his fell secret—he seems to be charming, friendly, warm, outgoing, thoughtful, generous, and generally completely amicable. In all actuality he is overwhelmingly devious, his every act intended to serve him in one manner or another (Tucker never forgets a kindness, particularly his own.)



The halfling demigod avoids fighting in the open unless he knows without doubt that he has a huge advantage over his opponent. Even then, Tucker is always accompanied by at least two Master Inquisitors that run interference and occupy opponents while he flits through combat to make deadly surprise assaults, appearing and disappearing to frustrate opponents targeting him. He's intimately involved with all of The Inquisition's affairs and keeps a sharp eye out for any chance his duplicity will be outed, aided in sifting through its countless concerns with the help of Treklotus Edwardius.

At first this person doesn't seem remarkable at all but upon reflection something in their eyes is awry—almost predatorial.

Master Inquisitor

Medium humanoid (any), neutral (evil) rogue (masquerading heretic) 16
Armor Class 20 (*+1 studded leather, bracers of defense*)
Hit Points 131 (16d8+48)
Speed 30 ft.; **Vilis Points** 17

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
11 (+0)	20 (+5)	16 (+3)	15 (+2)	13 (+1)	16 (+3)	8 (-1)	17 (+3)

Saving Throws Dex +10, Int +7, Wis +6
Skills Deception +13, Insight +11, Intimidation +8, Investigation +12, Perception +11, Technology +7
Condition Immunities charmed
Senses blindsense 10 ft., passive Perception 21
Languages Celestial, Common, Thieves' Cant
Challenge 11 (7,200 XP)

Cunning Action (1/turn). The Master Inquisitor can spend a bonus action to take the Dash, Disengage, or Hide action.

Evasion. When the Master Inquisitor is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Natural Liar (4/long rest). The Master Inquisitor may use their Cunning Action to draw upon dark inspiration that grants them advantage on a Charisma (Deception) or Charisma (Persuasion) check.

Implacable Will. The Master Inquisitor is immune to the effects of *detect thoughts* and the charmed condition. In addition, when creatures attempt to charm the Master Inquisitor the spell or effect appears to function normally (making it seem as though they have been successfully charmed).

Reliable Talent. Whenever the Master Inquisitor makes an ability check that lets them add their proficiency bonus, they treat a d20 roll of 9 or lower as a 10.

Sneak Attack 8d6 (1/turn). The Master Inquisitor deals an extra 28 (8d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or whenthe target is within 5 feet of an ally of the Master Inquisitor that isn't incapacitated and the Master Inquisitor doesn't have disadvantage on the attack roll.

Supreme Sneak. The Master Inquisitor has advantage on a Dexterity (Stealth) check if they move no more than half their speed on the same turn.

Undetectable. The Master Inquisitor is under the constant effects of the *nondetection* spell. Suppressing or reactivating this feature is a free action even while incapacitated.

ACTIONS

Magic Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 8 (1d4+6) magical piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage but unable to reduce a creature below 1 hit point.

Magic Hand Crossbow. *Ranged Weapon Attack*: +11 to hit, range 30/120 ft., one target. *Hit*: 9 (1d6+6) magical piercing damage.

REACTIONS

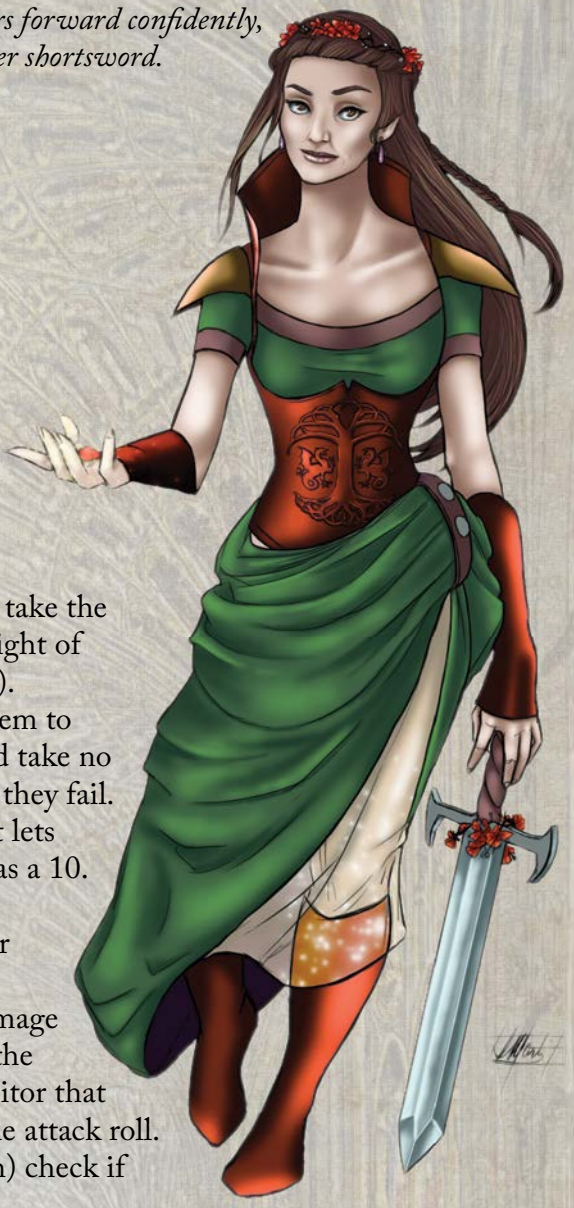
Obscured Nature. By spending their reaction and 1 vilis point, the Master Inquisitor may be treated by one known effect or spell (such as *protection from good or evil* or when first interacting with an inaequa device) as though they were an unaligned creature. Creatures detecting the Master Inquisitor's aura perceive their Sin score as their Sanctity score and vice versa.

Uncanny Dodge. When an attacker the Master Inquisitor can see hits them with an attack, the Master Inquisitor can use their reaction to halve the attack's damage against them.

True agents of Tucker Quickfoot have unquestionable loyalty to the halfling demigod and report directly to him, bypassing Treklotus Edwardius (often without the tiefling's knowledge). It takes years of dedication and successful covert operations to earn the coveted rank of Master Inquisitor, but most importantly of all anyone deemed worthy to be offered the position must also be willing and able to take part in the great duplicity they conceal—those that aren't are lobotomized, turned into aesgigas to serve the cause in another fashion.

Master Inquisitors have absolute authority to go anywhere they please at any time though, they tend to avoid churches and places where the pious gather (ostensibly because they are too busy routing out villains). To those that know them they are generous and benevolent in order to establish networks of informants across the world. In truth a Master Inquisitor is as black-hearted as Tucker Quickfoot and nearly as good at hiding it. In addition to their other tasks, they keep tabs on Askis' mad scientists though with standing orders not to interfere for three reasons: the fugitives have value as scapegoats if a few are allowed to operate, they provide distraction for the other servants of the Celestial Heroes, and when The Inquisition rapidly responds to an assault it justifies the organization and its zealous tactics.

There is a distinct sense of knowing in this woman's gaze and she saunters forward confidently, subtly scanning her surroundings with a hand near the hilt of her shortsword.



Inquisitor

Medium humanoid (any), neutral rogue (thief) 12
Armor Class 17 (*+1 glamered studded leather*)
Hit Points 99 (12d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +8, Int +6
Skills Deception +11, Insight +9, Intimidation +7, Investigation +10, Perception +9, Technology +6
Senses passive Perception 19
Languages Celestial, Common, Thieves' Cant
Challenge 8 (3,900 XP)

Cunning Action (1/turn). The Inquisitor can spend a bonus action to take the Dash, Disengage, Hide, or Use Object action, make a Dexterity (Sleight of Hand) check, or to use thieves' tools (to disarm a trap or open a lock).

Evasion. When the Inquisitor is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Reliable Talent. Whenever the Inquisitor makes an ability check that lets them add their proficiency bonus, they treat a d20 roll of 9 or lower as a 10.

Second-Story Work. Climbing does not cost the Inquisitor extra movement. When they make a running jump, the distance they cover increases by 4 feet.

Sneak Attack 6d6 (1/turn). The Inquisitor deals an extra 21 (6d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Inquisitor that isn't incapacitated and the Inquisitor doesn't have disadvantage on the attack roll.

Supreme Sneak. The Inquisitor has advantage on a Dexterity (Stealth) check if they move no more than half their speed on the same turn.

ACTIONS

Magic Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) magical piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage but unable to reduce a creature below 1 hit point.

Magic Hand Crossbow. *Ranged Weapon Attack*: +9 to hit, range 30/120 ft., one target. *Hit*: 8 (1d6+5) magical piercing damage.

REACTIONS

Uncanny Dodge. When an attacker the Inquisitor can see hits them with an attack, the Inquisitor can use their reaction to halve the attack's damage against them.

Agents of the Inquisition work closely with The Ministry to fight against corruption throughout the world. Though beloved and respected, there is a slight undercurrent of fear for the authority they wield (legal power exceeding the remit of the Justitia) and because they bear witness to horrors beyond the ken of mortal eyes in order to protect others from worse fates. Like a clergy of the 3rd Paene, these carefully chosen and developed followers of Tucker Quickfoot have a more full understanding of the nature of the world, of the *Praecepta Ministerium* and familiar with the contents within. Using secret caches hidden across Askis' settlements and wilderness, they establish and propagate cover identities for The Inquisition's use in the pursuit of their "holy" endeavors as they infiltrate what little evil still remains on the surface of the planet (or seek knowledge of the dangers lurking beneath).

This leather-clad servant of the Inquisition proudly wears their organization's emblem.

Inquisitor Adeptus

Medium humanoid (any), neutral rogue (thief) 8
Armor Class 15 (studded leather)
Hit Points 59 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +6, Int +5
Skills Deception +9, Insight +7, Intimidation +6, Investigation +5, Perception +4, Technology +5
Senses passive Perception 14
Languages Celestial, Common, Thieves' Cant
Challenge 3 (700 XP)
Cunning Action (1/turn). The Adeptus can spend a bonus action to take the Dash, Disengage, Hide, Use Object action, make a Dexterity (Sleight of Hand) check, or to use thieves' tools.
Evasion. When the Adeptus is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.
Second-Story Work. Climbing does not cost the Adeptus extra movement. When they make a running jump, the distance they cover increases by 3 feet.
Sneak Attack 4d6 (1/turn). The Adeptus deals an extra 14 (4d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Adeptus that isn't incapacitated and the Adeptus doesn't have disadvantage on the attack roll.
ACTIONS
Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 5 (1d4+3) piercing damage.
Inaequa Pistol. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage but unable to reduce a creature below 1 hit point.
Hand Crossbow. *Ranged Weapon Attack*: +6 to hit, range 30/120 ft., one target. *Hit*: 6 (1d6+3) piercing damage.
REACTIONS
Uncanny Dodge. When an attacker the Adeptus can see hits them with an attack, the Adeptus can use their reaction to halve the attack's damage against them.

Apprentices are carefully retrained and plied by their peers, coerced into moral latitude by the revelation of the wickedness they face and their necessary brutality.

The mark of The Inquistion is elegantly stamped onto this functionary's voluminous red robes.

Legatus

Medium humanoid (any), neutral good rogue (samaritan) 4
Armor Class 14 (studded leather)
Hit Points 31 (4d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +4, Int +4
Skills Insight +5, Investigation +4, Perception +3, Persuasion +6, Religion +3, Sleight of Hand +4
Senses passive Perception 13
Languages Celestial, Common, Thieves' Cant
Challenge 2 (450 XP)
Cunning Action (1/turn). The Legatus can spend a bonus action to take the Dash, Disengage, or Hide action.
Cunning Samaritan. The Legatus can use their Cunning Action to aid the defense of an ally within 5 feet. The Legatus chooses 2 targets, forcing each to make a DC 12 Intelligence saving throw. On a failure, a target has disadvantage on attack rolls made against the ally until the start of the Legatus' next turn.

The Legatus can also use their Cunning Action to move 30 feet as a reaction so long as they do not take the Dash action the same turn.
Sneak Attack 2d6 (1/turn). The Legatus deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Legatus that isn't incapacitated and the Legatus doesn't have disadvantage on the attack roll. The Legatus' Sneak Attack damage cannot kill a creature, only knock it unconscious.
ACTIONS
Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 4 (1d4+2) piercing damage.
Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

The first thing new recruits of The Inquisition are trained for is politics, acting as diplomats in Askis' congresses and intermediaries between local governments and The Ministry. They're the public face of the institution and best loved of its servants, trustworthy and intent on spreading goodwill.

Azure and indigo hues make up the majority of this regal tiefling's attire, his tunic and cape clearly of high quality and in the latest fashions from Regredior. The man's long black hair is pulled tight to allow his grand fiendish horns to rise freely, and the weathering of age is clear on his manicured face. He wears both silver and gold pauldrons, although more interesting is the buckle on his belt—a metal clasp bearing both the old symbols of The Ministry and The Inquisition.

Treklotius Edwardius

Medium humanoid (tiefling), neutral good (evil) rogue (masquerading heretic) 14 / paladin (heresy knight) 6
Armor Class 23 (*+3 studded leather*, *bracers of defense, ring of protection*)
Hit Points 156 (14d8+6d10+60)
Speed 30 ft.; **Vilis Points** 16

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
13 (+1)	20 (+5)	16 (+3)	17 (+3)	15 (+2)	18 (+4)	5 (-3)	16 (+3)

Saving Throws Str +6, Dex +16, Con +8, Int +14, Wis +7, Cha +9
Skills Athletics +7, Deception +16, Insight +14, Perception +8, Persuasion +10, Sleight of Hand +17, Stealth +17
Damage Resistances fire
Condition Immunities charmed, disease
Senses blindsense 10 ft., darkvision 60 ft., passive Perception 18
Languages Abyssal, Celestial, Common, Infernal, Thieves' Cant, Vilespeech
Challenge 16 (15,000 XP)

Aura of Protection. Friendly creatures within 10 feet of Treklotius gain a +4 bonus on saving throws.
Channel Divinity (Recharges on short rest). When Treklotius uses channel divinity, he chooses which option to use.

> ***Ensnarling Heresy.*** As an action, Treklotius presents his holy symbol, focusing the force of his blasphemy
> on a creature within 10 feet of him that he can see. The creature must succeed on a DC 18 Wisdom saving throw or be restrained. While restrained by the tendrils, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the coils disappear.
> ***Putrefying Strike.*** As a bonus action, Treklotius touches one weapon or piece of ammunition and coats it with an oily film. This substance lasts for 1 minute. The next time he hits a target with an attack using that weapon or ammunition the target takes 17 (2d10+6) necrotic damage.

Cunning Action (1/turn). Treklotius can spend a bonus action to take the Dash, Disengage, or Hide action.
Divine Sense (5/long rest). As the paladin feature.
Divine Smite. When Treklotius hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot or 3d8 for a 2nd-level spell slot. The damage increases by 1d8 if the target is an undead or a fiend.
Evasion. When Treklotius is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.
Implacable Will. Treklotius is immune to the effects of *detect thoughts*. When creatures attempt to charm Treklotius the spell or effect appears to function normally (making it seem as though he has been successfully charmed).
Lay on Hands (30 points). As an action, Treklotius can touch a creature and draw restore a number of hit points to that creature, up to the maximum amount remaining in his pool. Alternatively, he can cure the target of diseases or neutralize poisons affecting it (expending 5 hit points separately for each one). This feature has no effect on undead and constructs.
Natural Liar (5/long rest). Treklotius may use his Cunning Action to draw upon dark inspiration that grants him advantage on a Charisma (Deception) or Charisma (Persuasion) check.
Reliable Talent. Whenever Treklotius makes an ability check that lets him add his proficiency bonus, he treats a d20 roll of 9 or lower as a 10.
Sneak Attack 7d6 (1/turn). Treklotius deals an extra 24 (7d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Treklotius that isn't incapacitated and he doesn't have disadvantage on the attack roll.
Undetectable. Treklotius is under the constant effects of the *nondetection* spell. Suppressing or reactivating this feature is a free action even while incapacitated.

Spellcasting. Treklotius is a 6th level spellcaster that uses Charisma as his spellcasting ability (spell save DC 18; +10 to hit with spell attacks). He is able to cast or has the following spells prepared from the paladin's spell list:

Cantrips: *thaumaturgy*
1st-level (4 slots): *bless, command, cure wounds, detect magic, flay skin*[V]*, heroism, lesser inscribe Vilespeech*[V]
2nd-level (2 slots): *aid, bone spurs*[V]*, find steed, ray of enfeeblement*
1/day each: *hellish rebuke* (2nd-level), *darkness*

ACTIONS

Multiattack. Treklotius attacks twice.

Magic Dagger. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4+6) magical piercing damage. Immediately after hitting or missing the target, a thrown magical dagger reappears in Treklotius' hand.

REACTIONS

Obscured Nature. By spending his reaction and 1 vilis point, Treklotius may be treated by one known effect or spell as though he were an unaligned creature. Creatures detecting Treklotius' aura perceive his Sin score as his Sanctity score and vice versa.

Uncanny Dodge. When an attacker Treklotius can see hits him with an attack, he can use his reaction to halve the attack's damage against him.



In their distinguished centuries of service protecting Askis from the scourge of evil, only Celestial Heroes have carried true authority in both The Inquisition and The Ministry before Treklotus Edwardius. The tiefling quickly earned distinction by becoming the youngest Inquisitor in history to ever earn the title, proving indispensable with the capture of fugitives by the score—criminals one and all that had evaded authorities for years if not decades. With such an impressive record and a mind of unmatched piety Tucker Quickfoot himself saw to it that Agent Treklotus became the organization's official liaison with The Ministry, rapidly earning the rights to be initiated into the 3rd Paene.

To the world at large this is the epic story of Treklotus Edwardius: a fiendkin borne to lowly circumstances, raised up to the heights of power by wit, will, and devotion to the *Philosophy of Enlightened Civility* and Celestial Heroes. This is not however the truth of his tale and for all his lauded holiness the tiefling hides a dark secret—he is as dubious, duplicitous, and demented as Tucker Quickfoot. The halfling noticed his eventual protege when Treklotus was but a child, witnessing the tiefling cleverly evade capture after stealing a bit of food from a marketplace. It was a small thing for the Celestial Hero to see him brought into the fold of the best social services, agents of The Inquisition ensuring that any more trouble Treklotus got himself into was quietly suppressed until they could receive him directly into their ranks. While a touch theatrical, the staged arrests of his early years in the organization satisfied all but the most curious doubters and once he had authority as a proper Inquisitor, the tiefling became a true force to be reckoned with.

In only a few years Treklotus discovered the truth of the Ministerium Inmorte and with a touch of persuasion, Tucker Quickfoot convinced him of their need and brought him into the ranks of The Ministry to, "gain a perspective for the whole grand picture". Less than half a decade passed before the tiefling began to unravel the enigma of the Score Tarvorial and this is when he became the true confidant of the duplicitous Celestial Heroes, learning of Tucker and Darrius' secrets and agreeing to be their right hand. His primary task is concealing knowledge of the *Torquem Machina* but any attempt to subvert one of the demigod's great works garners his attention—as well as promising potential recruits.

DARRIUS VENTRELLI

Medium humanoid (tiefling Celestial Hero), neutral good (evil) sorcerer (angelic bloodline) 20
Armor Class 19 (*mage armor, bracers of defense*)
Hit Points 130 (20d6+60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	SAN	SIN
12 (+1)	19 (+4)	18 (+4)	17 (+3)	15 (+2)	20 (+5)	17 (+3)	12 (+1)

Saving Throws Con +10, Cha +11
Skills Arcana +9, Deception +11, Medicine +8, Persuasion +11, Religion +9, Science +9
Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 12
Languages Celestial, Common, Draconic, Infernal
Challenge 18 (20,000 XP)

Ageless. Darrius cannot suffer from frailty of old age, die from old age, or be aged magically.

Angel Wings. As a bonus action, Darrius sprouts a pair of spectral angel wings from his back, gaining a flying speed of 30 feet. These wings last until dismissed as a bonus action.

Scrolls of Sanctity. The scrolls affixed to Darrius' attire make it impossible for any source to detect his alignment and give him immunity to the charmed condition.

Sorcery Points (20/long rest, 4/short rest). Darrius can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 5th-level).

Blinding Gaze (2 points). Darrius can spend a bonus action to target a creature he can see within 60 feet. If the target can see Darrius, it must succeed on a DC 19 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

Healing Touch (1 point). Darrius can spend an action to touch another creature within reach. The target magically regains 23 (4d8+5) hit points. If he spends 2 Sorcery Points, the target regains 41 (8d8+5) hit points and it is also freed from any curse, disease, poison, blindness, or deafness.

Metamagic: Extended Spell (1 point). When Darrius casts a spell that has a duration of 1 minute or longer, he can double its duration, to a maximum duration of 24 hours.

Metamagic: Quickened Spell (2 points). When the Darrius casts a spell that has a casting time of 1 action, he can change the casting time to 1 bonus action for this casting.

Metamagic: Subtle Spell (1 point). When Darrius casts a spell, he can cast it without any somatic or verbal components.

Metamatic: Twinned Spell (1 point per spell level; minimum 1 point). When Darrius casts a spell that targets only one creature and doesn't have a range of self, he can target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Spellcasting. Darrius is a 20th level spellcaster that uses Charisma as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Darrius' sorcerer cantrips are unable to reduce a creature to less than 1 hit point and he has the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash, eldritch blast, mage hand, minor illusion, ray of frost, shocking grasp, thaumaturgy, true strike*
1st-level (4 slots): *detect magic, disguise self, mage armor*
2nd-level (3 slots): *detect thoughts, invisibility*
3rd-level (3 slots): *dispel magic, major image*
4th-level (3 slots): *dimension door, greater invisibility, stoneskin*
5th-level (3 slots): *cone of cold*
6th-level (2 slots): *eyebite*
7th-level (2 slots): *prismatic spray*
8th-level (1 slot): *dominate monster*
9th-level (1 slot): *wish*
1/day each: *hellish rebuke* (2nd-level), *darkness*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 7 (1d4+5) magical piercing damage.

Eldritch Blast. *Ranged Weapon Attack:* +11 to hit, range 120 ft., four beams (up to four targets). *Hit:* 5 (1d10) force damage. If Darrius has advantage on his spell attack roll when casting *eldritch blast*, he deals 5 additional damage on a hit.

REACTION

Celestial Swarm. As a reaction Darrius spends 1 sorcery point to encircle his body with motes of light. These motes have 12 hit points and any damage Darrius would take before the end of his next turn is subtracted first from this pool of hit points.

Crimson skin and fiendish ears mark this man as a tiefling but what would be grand bone horns above his eyes have been cut down to less than a foot in length. Dark brown hair falls halfway down the back of his doctor's coat, and his carefully manicured goatee and thin mustache complement the intensity to his gaze.

Darrius Ventrelli's origins are known far and wide, the underlying fable of why a sickness overcomes those who partake too deeply of flesh. The unfortunate story of his aasimar mother may seem to be one of numerous tragic fates during the Twilight of Suffering, but it was far from that—his demonic father was very specific about whom he chose to rape. While swimming in the River Styx after escaping imprisonment by the Stipticus Monks, the demon Marzkyllioazhee chanced upon a glimpse of Refesina. The balor witnessed the chains of Askis' mortals being pulled and some eight far longer than others, deciding to manipulate the soul of one nearby and finding it linked to Darrius' mother. After he was done with her the demon went back to check and saw a dimensional chain linked to his own that had joined them, another nearby that had turned as black as the depths, and all nine far longer than before.

The death of Darrius' mother when he was a child of only 8 years traumatized him but brought power enough to escape to freedom, unlocking a potent mixed bloodline of sorcerous might. Sexual crimes infuriated him to no end and the pirates of Samovi were prime offenders; when word of the Vengeful Scourges of Tapper Underknoll reached him the tiefling made an alliance with the gnome. Infiltrating the crew of Captain Hethyria Bloodboot in the legendary taking of *The Scorned Maiden* was only the first of their exploits, victories counted in the dozens before the duo joined forces with Lellwyn Fethyrwal to create the Golden Redeemers. Where the ranger was a master in combat and tactics, Darrius found that he was a natural at blending in with the brigands they targeted —and that his first taste of evil wasn't as bad as he anticipated.



For all the good he and his doctors have done in the world Darrius cannot help but constantly reflect on the deception of the *Torquem Machina*. To distract himself he lives a life of excess, always engaging in one entertainment or another to try and keep his mind off the grand duplicity. This life of leisure has gradually taken an increasing toll on his work as a doctor, and the tiefling spends less and less time healing anything other than his "condition of extreme boredom with borderline anxiety". While Darrius' friendship with Tapper remains, the gnome senses something has been putting a distance between them and is beginning to become suspicious of his longtime ally's changing behavior.

In combat Darrius casts *greater invisibility* before taking over the most dangerous opponent with *dominate monster*. Afterward he uses *eyebite* spells to confound enemies before evocation magic starts flying. Generally the doings of The Ministry are left to Treklotus Edwardius and councils of Sanctified Virologists that contact the tiefling when something of note comes up—when he does work, Darrius reserves his time and effort for high profile medical cases.

A golden caduceus sits on this old doctor's left shoulder paired against an icon for The Ministry on their right. In addition to the white coat that marks their station they carry a large scalpel and pouches on their belt that smell to high heaven.

Sanctified Virologist

Medium humanoid (any), neutral good sorcerer (angelic bloodline) 16
Armor Class 16 (*mage armor, bracers of defense*)
Hit Points 98 (16d6+32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	15 (+2)	14 (+2)	20 (+5)

Saving Throws Con +7, Cha +10
Skills Arcana +6, Deception +10, Insight +7, Medicine +7, Science +7
Senses passive Perception 12
Languages Celestial, Common
Challenge 13 (10,000 XP)

Angel Wings. As a bonus action, the Sanctified Virologist sprouts a pair of spectral angel wings from their back, gaining a flying speed of 30 feet. These wings last until dismissed as a bonus action.

Sorcery Points (16/long rest). The Sanctified Virologist can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 5th-level).

Metamagic: Extended Spell (1 point). When the Sanctified Virologist casts a spell that has a duration of 1 minute or longer, they double its duration, to a maximum duration of 24 hours.

Metamagic: Subtle Spell (1 point). When the Sanctified Virologist casts a spell, they cast it without any somatic or verbal components.

Metamatic: Twinned Spell (1 point per spell level, minimum 1 point). When Sanctified Virologist casts a spell that targets only one creature and doesn't have a range of self, they can target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Sanctified Virologists have practiced medicine for decades, equally devoted to religious studies and mastering sorcery. Few are up to the challenge and they are heavily rewarded for their labors, paid fine stipends that put them decidedly into the upper class. The wealthiest are trained in chirurgical procedures but all are required to prepare magics that will allow them to protect their research—the villains of the past have more than once stolen advanced medical knowledge then put it to nefarious use.

Spellcasting. The Sanctified Virologist is a 16th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 18; +10 to hit with spell attacks). The Sanctified Virologist's sorcerer cantrips are unable to reduce a creature to less than 1 hit point and they have the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash, eldritch blast, light, mage hand, ray of frost, shocking grasp, true strike*
1st-level (4 slots): *detect magic, disguise self, mage armor*
2nd-level (3 slots): *detect thoughts, invisibility*
3rd-level (3 slots): *dispel magic, major image*
4th-level (3 slots): *dimension door, g reater invisibility, stoneskin*
5th-level (2 slots): *teleportation circle*
6th-level (1 slot): *sunbeam*
7th-level (1 slot): *teleport*
8th-level (1 slot): *power word stun*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Eldritch Blast. *Ranged Weapon Attack:* +10 to hit, range 120 ft., three beams (up to three targets). *Hit:* 5 (1d10) force damage. If the Sanctified Virologist has advantage on their spell attack roll when casting *eldritch blast*, they deal 5 additional damage on a hit.

REACTION

Celestial Swarm. As a reaction the Sanctified Virologist can spend 1 sorcery point to encircle their body with motes of light. These motes have 10 hit points and any damage the Sanctified Virologist would take before the end of their next turn is subtracted first from this pool of hit points.

A crown sits atop the head of this gray-haired man and he wears an elaborate filigree green robe that falls down around his ankles.

Ministratus

Medium humanoid (any), neutral good sorcerer (angelic bloodline) 12

Armor Class 16 (*mage armor*)
Hit Points 74 (12d6+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Con +6, Cha +8
Skills Arcana +5, Deception +8, Insight +6, Medicine +6, Science +5
Senses passive Perception 12
Languages Celestial, Common
Challenge 8 (3,900 XP)

Sorcery Points (12/long rest). The Ministratus can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 5th-level).

Metamagic: Quickened Spell (2 sorcery points). When the Ministratus casts a spell that has a casting time of 1 action, they can change the casting time to 1 bonus action for this casting.

Metamagic: Subtle Spell (1 sorcery point). When the Ministratus casts a spell, they can cast it without any somatic or verbal components.

Metamatic: Twinned Spell (1 sorcery point per spell level; minimum 1 point). When Ministratus casts a spell that targets only one creature and doesn't have a range of self, they can target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Spellcasting. The Ministratus is a 12th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 16; +8 to hit with spell attacks). The Ministratus' sorcerer cantrips are unable to reduce a creature to less than 1 hit point and they have the following spells prepared from the sorcerer's spell list:

Cantrips: *acid splash, eldritch blast, light, mage hand, ray of frost, shocking grasp, true strike*
1st-level (4 slots): *detect magic, disguise self, mage armor*
2nd-level (3 slots): *detect thoughts, invisibility*
3rd-level (3 slots): *dispel magic, major image*
4th-level (3 slots): *dimension door, greater invisibility, stoneskin*
5th-level (2 slots): *teleportation circle*
6th-level (1 slot): *sunbeam*



ACTIONS

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Eldritch Blast. *Ranged Weapon Attack:* +8 to hit, range 120 ft., three beams (up to three targets). *Hit:* 5 (1d10) force damage. If the Ministratus has advantage on their spell attack roll when casting *eldritch blast*, they deal 4 additional damage on a hit.

REACTION

Celestial Swarm. As a reaction the Ministratus can spend 1 sorcery point to encircle their body with motes of light. These motes have 8 hit points and any damage the Ministratus would take before the end of their next turn is subtracted first from this pool of hit points.

Ministratus are the most public figures of The Ministry, seeing to the sickest patients as they run hospitals and government offices in conjunction with local politicians. Despite grueling schedules these bureaucrats are extremely political with their peers, constantly vying to earn promotion to higher paying positions or tutelage in chirurgery (encouraged because the competition spurs everyone on to greater innovations together, or so Darrius insists).

This gray lab coated doctor looks about with concern.

Divine Pathologist

Medium humanoid (any), neutral good sorcerer (angelic bloodline) 8

Armor Class 16 (*mage armor*)
Hit Points 52 (8d6+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +5, Cha +6
Skills Arcana +4, Deception +6, Insight +5, Medicine +5, Science +4
Senses passive Perception 12
Languages Celestial, Common
Challenge 5 (1,800 XP)

Sorcery Points (8/long rest). The Pathologist can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 4th-level).

Metamagic: Subtle Spell (1 point). When the Pathologist casts a spell, they can cast it without any somatic or verbal components.

Metamatic: Twinned Spell (1 point per spell level; minimum 1 point). As the feature listed to the right.

Spellcasting. The Pathologist is an 8th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Pathologist's sorcerer cantrips are unable to reduce a creature to less than 1 hit point and they have the following spells prepared from the sorcerer's spell list:

Cantrips: *eldritch blast, light, mage hand, ray of frost, shocking grasp, true strike*
1st-level (4 slots): *detect magic, disguise self, mage armor*
2nd-level (3 slots): *detect thoughts, invisibility*
3rd-level (3 slots): *dispel magic, major image*
4th-level (2 slots): *dimension door, greater invisibility*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 5 (1d4+3) piercing damage.

Eldritch Blast. *Ranged Weapon Attack:* +6 to hit, range 120 ft., two beams (up to two targets). *Hit:* 5 (1d10) force damage. If the Pathologist has advantage on their spell attack roll when casting *eldritch blast*, they deal 3 additional damage on a hit.

REACTION

Celestial Swarm. As a reaction the Pathologist can spend 1 sorcery point to encircle their body with motes of light that have 6 hit points. Any damage the Pathologist would take before the end of their next turn is subtracted first from this pool of hit points.

Anxiety is spread across the face of this lab coated healer.

Doctor of the Faith

Medium humanoid (any), neutral good sorcerer (angelic bloodline) 4

Armor Class 15 (*mage armor*)
Hit Points 26 (4d6+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Con +4, Cha +5
Skills Arcana +3, Deception +5, Insight +3, Medicine +3, Science +3
Senses passive Perception 11
Languages Celestial, Common
Challenge 2 (450 XP)

Sorcery Points (4/long rest). The Doctor can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As the sorcerer class features (can create spell slots no higher than 2nd-level).

Metamagic: Quickened Spell (2 points). When the Doctor casts a spell that has a casting time of 1 action, they can change the casting time to 1 bonus action for this casting.

Metamatic: Twinned Spell (1 point per spell level; minimum 1 point). When the Doctor casts a spell that targets only one creature and doesn't have a range of self, they target a second creature in range with the same spell. To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Spellcasting. The Doctor is a 4th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The Doctor's sorcerer cantrips are unable to reduce a creature to less than 1 hit point and they have the following spells prepared from the sorcerer's spell list:

Cantrips: *eldritch blast, light, mage hand, shocking grasp, true strike*
1st-level (4 slots): *detect magic, disguise self, mage armor*
2nd-level (3 slots): *detect thoughts, invisibility*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target.
Hit: 4 (1d4+2) piercing damage.

Eldritch Blast. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) force damage. If the Doctor has advantage on their spell attack roll when casting *eldritch blast*, they deal 3 additional damage on a hit.

Lesser doctors are found in clinics or hospitals unless they're being punished with bureaucracy in The Ministry.



LELLWYN FETHYRWAL

Medium humanoid (elated aasimar Celestial Hero), lawful good paladin (oath of devotion) 20

Armor Class 22 (*+3 half-plate,* shield)
Hit Points 190 (20d10+80)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Str +10, Dex +7, Con +9, Int +5, Wis +13, Cha +16
Skills Athletics +11, Perception +8, Persuasion +11, Religion +6, Sleight of Hand +8, Survival +8
Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 23 (all passive skills +5)
Languages Celestial, Common
Challenge 17 (18,000 XP)

Ageless. Lellwyn cannot suffer from frailty of old age, die from old age, or be aged magically.

Channel Divinity (1/short rest). When Lellwyn uses channel divinity, she chooses which option to use.

> ***Sacred Weapon.*** As an action, Lellwyn imbues one weapon she is holding with positive energy. For 1 minute, she adds +5 to attack rolls made with that weapon and it emits bright light in a 20-foot radius (dim light 20 feet beyond that). If the weapon is not already magical, it becomes magical for the duration. Lellwyn can end this effect on her turn as part of any other action. If she is no longer holding or carrying this weapon, or if she falls unconscious, this effect ends.
>
> ***Turn the Unholy.*** As the paladin oath of devotion archetype feature (DC 19 Wisdom).

Cleansing Touch (5/long rest). Lellwyn can use her action to end one spell on herself or on one willing creature that she touches.

Divine Sense (6/long rest). As the paladin class feature.

Divine Smite. When Lellwyn hits a creature with a melee weapon attack, she can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Float. As the aasimar Elated subrace feature on page 26.

Holy Nimbus. As an action, Lellwyn can emanate an aura of sunlight. For 1 minute, bright light shines from her in a 30-foot radius, and dim light shines 30 feet beyond that. Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, she has advantage on saving throws against spells cast by fiends or undead.

Lay on Hands (120 points). As an action, Lellwyn can touch a creature and restore a number of hit points to it, up to the maximum amount remaining in this pool. Alternatively, she can cure the target of diseases or neutralize poisons affecting it (expending 5 hit points separately for each one). This feature has no effect on undead and constructs.

Paladin Auras. While Lellwyn is conscious, friendly creatures within 30 feet of her can't be charmed or frightened, and they gain a +5 bonus to saving throws.

Purity of Spirit. Lellwyn is under the constant effects of the *protection from evil and good* spell.

Shadow Cape. Lellwyn's magic cape is shaped into intricate clockwork wings that grant her flight. So long as she is wearing her shadow cape she gains advantage on all ability checks and can make it stretch, allowing Lellwyn to use the Help action on another creature within 30 feet as a bonus action.

Spellcasting. Lellwyn is a 20th level spellcaster that uses Charisma as her spellcasting ability (spell save DC 19; +11 to hit with spell attacks). Lellwyn has the following spells prepared from the paladin's spell list:

1st-level (4 slots): *command, cure wounds, detect magic, divine favor, light, protection from evil and good, sanctuary, shield of faith*
2nd-level (3 slots): *lesser restoration, locate object, zone of truth*
3rd-level (3 slots): *beacon of hope, daylight, dispel magic, haste, magic circle, revivify*
4th-level (3 slots): *banishment, death ward, freedom of movement, guardian of faith, locate creature*
5th-level (2 slots): *commune, dispel evil and good, flame strike, raise dead*

ACTIONS

Multiattack. Lellwyn attacks twice.

Magic Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (1d8+9) magical slashing damage plus 4 (1d8) radiant damage. On a critical hit, the target makes a Strength saving throw against the damage of the attack or goes prone.

Radiance gushes from this angelic metal-clad woman warrior, her fair skin and blonde locks flowing against a backdrop of ornate gold and silver wings affixed to her armor. She is a living work of art, her every aspect exuding beauty.



Nestled in the peak of Mount Quyosh high in the Recaltio Mountain Range lay the ancient temple of the Insolo Cult, a religion devoted to sun worship, all the blessings of the Upper Planes, and the forgotten parentage of Lellwyn Fethyrwal. Their religion's greatest prophecy was the demigod paladin coming into being and a few years after her birth the fell sorcerer-warlord Xiofekt's forces raided the Insolo Temple to slaughter every living thing within—the babe aasimar was spirited away from the mountaintop by a wounded parishioner, raised far from her pursuers in the wildernesses of the south. Shortly after her caretaker passed the young paladin made a new companion by creating the first *shadow of vanity*; with nowhere else to go and her nemesis dead at the hands of a Vengeful Scourge by Tapper Underknoll, she returned to her birthplace in hopes of discovering more about her origins. The very same day the gnome and Darrius Ventrelli arrived seeking out much the same and the Golden Redeemers were born—Lellwyn became a mascot of sorts and her resplendence prompted many swords to join their cause. For all her angelic power and sublime skill with a blade however, the aasimar only truly understood beauty after meeting Hortensia Validaris, now the Living Saint and her closest ally (really a mentor more than anything else) and across the centuries she has had numerous offspring with lovers beyond count, but treasures her descendants Deardra and Kristof more than all others.

The Insolo Cult raised Lellwyn to be respectful and kind, and her love for beauty in all forms still overwhelms her better judgment even after over a millenia of life. It was her fierce desire to defend beauty that her companions used to drive her to take up arms—she was taught that slavery was the ugliest of the many evils plaguing the world and the duo's crusade to end it easily appealed to her. With the conquest of good practically complete, Lellwyn has taken to spending her time traveling across Askis appreciating artwork and being a patron or model for sculptors, painters, and the like, all the while learning from them to better express her affection for the splendor that so occupies her mind.

Lellwyn is completely fearless, acting as the spearhead of whatever forces are at hand. The paladin uses her holy nimbus to draw fire to herself and is a relentless opponent, breaking off from combat only briefly to try and heal the mortally wounded. Countless victories and her omnipresent *shadow of vanity* have taught her to never back down—and with her usual sortie of hangers-on (one or two Iterati and 1d4+1 Soul Knights) there's not yet been an enemy that has forced her to.

This warrior is a thing of beauty, the lines of their face and physique utterly sublime. They are also attired in fine fashion and an exquisite cape that matches the splendor of their features—though curiously they seem to cast no shadow.

Iterati

Medium humanoid (any), lawful good paladin 16 (oath of the chosen)

Armor Class 16 (*glamered half plate*)
Hit Points 148 (16d10+48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Str +5, Dex +6, Con +7, Int +4, Wis +10, Cha +13
Skills Athletics +6, Insight +6, Perception +6, Religion +5
Condition Immunities disease
Senses passive Perception 21 (all passive skills +5)
Languages Celestial, Common
Challenge 10 (5,900 XP)

Aerial Mount. When the Iterati casts *find steed* their mount gains a fly speed of 50 ft. and 16 additional hit points.

Aura of Courage. The Iterati and friendly creatures within 10 feet of them can't be frightened while the Iterati is conscious.

Aura of Protection. Whenever friendly creature within 10 feet of the Iterati must make a saving throw, the creature gains a +4 bonus to the saving throw as long as the Iterati is conscious.

Channel Divinity: Divine Vigor (1/short rest). As an action, the Iterati presents their holy symbol, speaks a primordial word from an ancient dialect of Celestial, and chooses any number of creatures within 30 feet. These creatures each gain 16 temporary hit points.

Cleansing Touch (4/long rest). The Iterati can use their action to end one spell on themselves or on one willing creature that they touch.

Divine Sense (5/long rest). As the paladin class feature.

Divine Smite. When the Iterati hits a creature with a melee weapon attack, they can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Godly Grace. The Iterati has advantage on Death saves.

Iterati. The Iterati can't be aged magically or die from old age.

Lay on Hands (80 points). As an action, the Iterati touches a creature and restores a number of hit points to it, up to the maximum amount remaining in this pool. Alternatively, they can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it.

Shadow Cape. The Iterati casts no shadow, capturing it in their magical cape instead. So long as the Iterati is wearing their shadow cape they gain advantage on all ability checks and can make it stretch, allowing the Iterati to use the Help action on another creature within 30 feet as a bonus action.

Spellcasting. The Iterati is a 16th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 17; +9 to hit with spell attacks). The Iterati has the following spells prepared from the paladin spell list:

1st-level (4 slots): *command, cure wounds, detect evil and good, detect magic, divine favor, healing word, protection from evil and good, shield of faith*
2nd-level (3 slots): *enhance ability, find steed, lesser restoration, locate object*
3rd-level (3 slots): *beacon of hope, daylight, dispel magic, haste, revivify*
4th-level (2 slots): *banishment, death ward, freedom of movement*

ACTIONS

Multiattack. The Iterati attacks twice.

Magic Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 4 (1d8) radiant damage.

Inaequa Pistol. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

Power Rifle. *Ranged Weapon Attack:* +7 to hit, range 200/800 ft., one target. *Hit:* The target makes a DC 15 Constitution saving throw or is paralyzed for 1d4 rounds.

REACTION

Feat: Warrior of Faith. The Iterati can spend 1 Hit Dice as a reaction when they successfully hit an evil creature with a weapon attack to gain a +2 bonus to damage.

Far and away the most beloved servants of the Celestial Heroes, the Iterati are genuine celebrities that officiate events of all kinds. They're the judges at contests and competitions, attend the openings of museums, restaurants, and new stores (often cutting ceremonial ribbons), and encourage the arts in all sorts of ways—very often as models. When not being fawned over as public servants, Iterati are hangers-on to Lellwyn Fethyrwal and bask in her splendorous beauty.

Illustriously worked half plate adorns this lithe warrior and they carry an air of confident superiority about them.

Soul Knight

Medium humanoid (any), lawful good paladin 12 (oath of the chosen)

Armor Class 16 (half plate)
Hit Points 112 (12d10+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Str +4, Dex +5, Con +6, Int +3, Wis +8, Cha +10
Skills Athletics +5, Insight +5, Perception +5, Religion +4
Condition Immunities disease
Senses passive Perception 15
Languages Celestial, Common
Challenge 6 (2,300 XP)

Aerial Mount. When the Soul Knight casts *find steed* their mount gains a fly speed of 20 ft. and 12 additional hit points.

Aura of Courage. The Soul Knight and friendly creatures within 10 feet of them can't be frightened while the Soul Knight is conscious.

Aura of Protection. Whenever a friendly creature within 10 feet of the Soul Knight must make a saving throw, the creature gains a +3 bonus to the saving throw as long as the Soul Knight is conscious.

Channel Divinity: Divine Vigor (1/short rest). As an action, the Soul Knight presents their holy symbol, speaks a primordial word from an ancient dialect of Celestial, and chooses any number of creatures within 30 feet. These creatures each gain 12 temporary hit points.

Divine Sense (4/long rest). As the paladin class feature.

Divine Smite. When the Soul Knight hits a creature with a melee weapon attack, they can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 4d8. The damage increases by 1d8 if the target is an undead or a fiend.

Lay on Hands (60 points). As an action, the Soul Knight can touch a creature and restore a number of hit points to it, up to the maximum amount remaining in this pool. Alternatively, they can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it.

Spellcasting. The Soul Knight is a 12th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 15; +7 to hit with spell attacks). The Soul Knight has the following spells prepared from the paladin spell list:

1st-level (4 slots): *command, cure wounds, detect evil and good, detect magic, divine favor, healing word, protection from evil and good, shield of faith*
2nd-level (3 slots): *enhance ability, find steed, lesser restoration*
3rd-level (3 slots): *beacon of hope, daylight, haste, revivify*

ACTIONS

Multiattack. The Soul Knight attacks twice.

Magic Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 4 (1d8) radiant damage.

Inaequa Pistol. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

REACTION

Feat: Warrior of Faith. The Soul Knight can spend 1 Hit Dice as a reaction when they successfully hit an evil creature with a weapon attack to gain a +2 bonus to damage.

Followers of Lellwyn Fethyrwal that are beautiful enough to become Iterati but not yet possessing the required wholeness of spirit are developed as Soul Knights, championing inner beauty until they've attained the perfection of their betters. As with the demigod paladin this leads them to explore Askis through adventure to learn the nuances of the splendor of life whether in the court of a noble politician, at the dinner table of a wealthy industrialist, or in the sitting room of a manual laborer in between factory shifts.

Soul Knights seek out evil omens and ancient prophecies to preempt another curse like the Night of Largitio. As time drags on they quest into the Taenarius Tunnels to test of faith to earn a higher rank, gleaning whatever might have once been good from the remains of deceased mad scientists while cleansing their laboratories of abominations. In the past century this has become an extremely dubious practice—Soul Knights return from the subterranean passages with minds warped through vile chirurgical procedures that resist detection by magic, and now strict orders been put in place requiring expeditions to file papers immediately before and after departure or return from beneath the surface.

Brass, copper, and gold carvings cover the half plate of this comely warrior. They are regal and proud in their bearing, a fine rapier and inaequa pistol hanging from their belt and a power rifle slung across their back.

Animeo Custodiae

Medium humanoid (any), lawful good paladin 8 (oath of the chosen)
Armor Class 16 (half plate)
Hit Points 76 (8d10+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Str +4, Dex +5, Con +6, Int +3, Wis +7, Cha +9
Skills Athletics +4, Insight +4, Perception +4, Religion +3
Condition Immunities disease
Senses passive Perception 14
Languages Celestial, Common
Challenge 4 (1,100 XP)

Aerial Mount. When the Animeo Custodiae casts *find steed* their mount gains a fly speed of 15 ft. and 8 additional hit points.

Aura of Protection. Whenever a friendly creature within 10 feet of the Animeo Custodiae must make a saving throw, the creature gains a +3 bonus to the saving throw as long as the Animeo Custodiae is conscious.

Channel Divinity: Divine Vigor (1/short rest). As an action, the Animeo Custodiae presents their holy symbol, speaks a primordial word from an ancient dialect of Celestial, and chooses any number of creatures within 30 feet. These creatures each gain 8 temporary hit points.

Divine Sense (4/long rest). As the paladin class feature.

Divine Smite. When the Animeo Custodiae hits a creature with a melee weapon attack, they can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 3d8. The damage increases by 1d8 if the target is an undead or a fiend.

Lay on Hands (40 points). As an action, the Animeo Custodiae can touch a creature and restore a number of hit points to it, up to the maximum amount remaining in this pool. Alternatively, they can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it.

Spellcasting. The Animeo Custodiae is an 8th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Animeo Custodiae has the following spells prepared from the paladin spell list:

1st-level (4 slots): *command, cure wounds, detect evil and good, detect magic, divine favor, healing word, protection from evil and good, shield of faith*
2nd-level (3 slots): *candle vigil, find steed, lesser restoration*

ACTIONS

Multiattack. The Animeo Custodiae attacks twice.

Magic Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

Power Rifle. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* The target makes a DC 15 Constitution saving throw or is paralyzed for 1d4 rounds.

REACTIONS

Feat: Warrior of Faith. The Animeo Custodiae can spend 1 Hit Dice as a reaction when they successfully hit an evil creature with a weapon attack to gain a +1 bonus to damage.

CANDLE VIGIL

2nd-level holy (ritual)
Casting Time: 16 hours
Range: Touch
Components: V, S, M (22 white candles)
Duration: 10 days or instantaneous (see text)

As part of the casting of this spell, you surround a corpse with more than a score of lit candles. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

If one or more creatures remains by the body praying for the duration of the spell's casting, there is a cumulative 5% chance the target returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

It is the duty of the Animeo Custodiae to protect relics of antiquity and ancient power, serving as guards in museums and arcane libraries. They also provide aid in sanitariums by keeping things secure, and in major hospitals one is kept on staff to ward away death until specialists can attend to a patient.

Ornate armor covers this beautiful woman's body enhancing her already attractive features, a golden cloak flowing down her back. In a scabbard on her right side is a rapier and she carries a flail in her left hand.

Speculi Eleganti

Medium humanoid (any), lawful good paladin 4 (oath of the chosen)
Armor Class 16 (breastplate)
Hit Points 29 (4d10+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5
Skills Athletics +3, Insight +3, Perception +3, Religion +2
Condition Immunities disease
Senses passive Perception 13
Languages Celestial, Common
Challenge 3 (700 XP)



Channel Divinity: Divine Vigor (1/short rest). As an action, the Speculi Eleganti presents their holy symbol, speaks a primordial word from an ancient dialect of Celestial, and chooses any number of creatures within 30 feet. These creatures each gain 4 temporary hit points.
Divine Sense (4/long rest). As the paladin class feature.
Divine Smite. When the Speculi Eleganti hits a creature with a melee weapon attack, they can expend one spell slot to deal 2d8 radiant damage to the target, in addition to the weapon's damage. The damage increases by 1d8 if the target is an undead or a fiend.
Feat: Warrior of Faith. When the Speculi Eleganti makes a weapon attack against an evil creature, the weapon counts as being magical.
Lay on Hands (20 points). As an action, the Speculi Eleganti can touch a creature and restore a number of hit points to it, up to the maximum amount remaining in this pool. Alternatively, they can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it.
Spellcasting. The Speculi Eleganti is a 4th level spellcaster that uses Charisma as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The Speculi Eleganti has the following spells prepared from the paladin spell list:

1st-level (3 slots): *command, cure wounds, detect evil and good, detect magic, divine favor, healing word, protection from evil and good, shield of faith*

ACTIONS
Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.
Flail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.
Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.
REACTIONS
Feat: Warrior of Faith. The Speculi Eleganti can spend 1 Hit Dice as a reaction when they successfully hit an evil creature with a weapon attack to gain a +1 bonus to damage.

New recruits among the devout followers of Lellwyn Fethyrwal are first introduced by existing Speculi Eleganti, then made to serve within Lellwyn Fethyrwal's many estates until earning her favor, a bit of training, and a ceremony fully inducting them into her order. After being honored in such a fashion they become protectors of churches, shrines, and houses of worship the world over, bringing a sense of regal decorum to religious services and leading congregations in devotional hymns.

TAPPER UNDERKNOLL

Small humanoid (rock gnome Celestial Hero), lawful good ranger (hunter) 20
Armor Class 23 (*+3 studded leather, bracers of defense, ring of protection*)
Hit Points 190 (20d10+80)
Speed 30 ft., jump 30 ft. (vertical 15 ft.)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	19 (+4)	16 (+3)	19 (+4)	15 (+2)

Saving Throws Str +10, Dex +12, Con +5, Int +4, Wis +5, Cha +3
Skills Animal Handling +8, Athletics +9, Insight +10, Investigation +9, Nature +9, Perception +10, Stealth +11, Survival +10
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 20
Languages Celestial, Common, Elvish, Gnomish, Halfling
Challenge 18 (20,000 XP)

Ageless. Tapper cannot suffer from frailty of old age, die from old age, or be aged magically.

Artificer's Lore. Tapper adds +12 to any Intelligence (History) check related to magic items, alchemical objects, or technological devices.

Defensive Tactics: Multiattack Defense. When a creature hits Tapper with an attack, he gains a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Evasion. When Tapper is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Favored Enemy. Tapper has advantage on Wisdom (Survival) checks to track elves, humans, halflings, and dragons, as well as on Intelligence checks to recall information about them.

Feat: Inaequa Weaponeer. Tapper can use an inaequa-pistol to drop a creature to 0 hit points if it is at 1 hit point.

Feral Senses. When Tapper attacks a creature he can't see, he does not have disadvantage for attacking an invisible creature. Tapper is also aware of the location of any invisible creature within 30 feet of him, provided that the creature isn't hidden from him and Tapper isn't blinded or deafened.

Foe Slayer (1/turn). Tapper adds +4 to the attack roll or the damage roll of an attack he makes against one of his favored enemies.

Gnome Cunning. Tapper has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Goggles of Seeing (3 charges). As an action, Tapper can expend 1 charge and for 10 minutes has truesight out to 120 feet when he peers through the goggles.

Hunter's Prey: Colossus Slayer (1d8, 1/turn). When Tapper hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum.

Magic Quiver (6/short rest). Tapper's quiver of arrows is enchanted with the power to imbue the elements into his ammunition. As a bonus action, Tapper can activate the quiver and temporarily enchant an arrow to deal 9 (2d8) damage of one of the following energy types: acid, cold, fire, or lightning. Energy damage from an enchanted arrow is not multiplied on a critical hit.

Ranger Features. Tapper has the hide in plain sight, land's stride, natural explorer (forest, grassland, or swamp), and primeval awareness ranger class features.

Shackles. Tapper carries five *iron bands of binding* on him at all times.

Spellcasting. Tapper is a 20th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Tapper knows the following spells from the ranger's spell list:

1st-level (4 slots): *cure wounds, longstrider, speak with animals*
2nd-level (3 slots): *silence, spike growth*
3rd-level (3 slots): *nondetection, speak with plants*
4th-level (3 slots): *freedom of movement, locate creature, stoneskin*
5th-level (2 slots): *tree stride*

Vanish. Tapper can use the Hide action as a bonus action on his turn. Also, he can't be tracked by nonmagical means, unless he chooses to leave a trail.

ACTIONS

Multiattack. Tapper attacks twice.

Magic Shortsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 11 (1d6+8) magical piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +13 to hit, range 80/320 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage.

Magic Longbow. *Ranged Weapon Attack:* +16 to hit, range 150/600 ft., one target. *Hit:* 12 (1d8+8) magical piercing damage plus 4 (1d8) radiant damage.

Volley. Tapper can use his action to make a ranged attack against any number of creatures within 10 feet of a point he can see within his weapon's range, making a separate attack roll for each target.

REACTIONS

Uncanny Dodge. When an attacker that Tapper can see hits him with an attack, he can use his reaction to halve the attack's damage against them.



Muddy red hair bursts above the shining goggles strapped across this gnome's forehead, leaving his piercing green eyes uncovered. Across his athletic physique is gorgeous leather armor trimmed with beautiful gold, a green cape and tabard flowing behind, and in his wiry hands is a masterful bow.

When the metropolis of Nitidus was but a small town for small folk, Tapper Underknoll was borne to a large family of gnomes living in the settlement. Taught archery and tracking by his mother, the youth proved to be a prodigal hunter and soon took to range on his own. While he was out hunting in the deep wilds Tapper's parents and siblings were all captured by pirate slavers, and Tapper swore revenge so that no one should suffer as they were made to—so began his Vengeful Scourges. During the Twilight of Suffering justice was in scarce supply in Samovi and his fame grew by leaps and bounds, drawing the ire of pirates made wealthy by way of the thrall trade. Dozens of immoral buccaneers fell to his arrows but a bounty placed by Captain Hethyria Bloodboot drew his attention, prompting the gnome to strike an alliance with the tiefling Darrius Ventrelli that ramped up their war against evil. When it became clear that their fate might be more than to end bondage in the Wild Continent the pair tracked down the Insolo Cult hoping the ancient religion could provide some guidance—finding Lellwyn Fethyrwal instead. With her by their side the Golden Redeemers truly became a force to be reckoned with and thanks to the gnome's masterful tactics they ultimately ended (or perhaps corraled) evil in Samovi.

Tapper is quiet, reserved, and non confrontational unless he has engineered the circumstances of an encounter, which is usually the case. A peerless hunter and woodsman, the gnome is overconfident and competitive to a fault; much like his aasimar paladin ally, he refuses to back down from a fight. Purging evil from the world is, Tapper believes, a matter of constant vigilance and he spends all of his time seeing to the worst residents of the Samovi Preserve, hunting down anyone (or anything) that's managed to escape his floating island-prison.

When forced into combat Tapper stays at range to capitalize on his marksmanship, attacking, hiding and moving, then attacking again. He is tactical about who he targets (going after spellcasters first, particularly healers) and while he hates killing he knows that delivering serious wounds is a safer option if the odds of a fight are against him. The gnome works closely with his hunter-followers and keeps them in close proximity (1d4+2 Tueri Principis, 2d4 Serva Venandi, and 2d4+2 Praecursators) as he goes freely about the Samovi Preserve and beyond, overseeing the training of each recruit at least once during their career. With the exception of a few particularly dangerous inmates (mostly dragons) that he personally visits on a regular basis, Tapper trusts his Praeceptorem to handle the day-to-day operations of the island-prison like processing new "guests", resupply shipments from cloudgliders, and maintenance of its waypoints.

This person is obviously a hunter from the way they gracefully step, eyes ever seeking danger.

Praeceptorem

Medium humanoid (any), neutral good ranger (hunter) 16

Armor Class 19 (*+3 studded leather*)
Hit Points 148 (16d10+32+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Str +6, Dex +9
Skills Athletics +6, Insight +7, Perception +7, Stealth +9, Survival +7
Damage Resistances poison
Condition Immunities poisoned
Senses passive Perception 17
Languages Celestial, Common
Challenge 10 (5,900 XP)

Defensive Tactics: Multiattack Defense. When a creature hits the Praeceptorem with an attack, they gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Favored Enemy. The Praeceptorem has advantage on Wisdom (Survival) checks to track elves, humans, halflings (or another 3 types of humanoids of the GM's choice), and one other type of creature, as well as on Intelligence checks to recall information about them.

Feat: Inaequa Weaponeer. The Praeceptorem can use an inaequa pistol to drop a creature to 0 hit points if it is at 1 hit point.

Feat: Troth of Clarity. So long as the Praeceptorem does not consume anything but raw fruits, vegetables, nuts, and seeds, they are immune to the poisoned condition and resistance to poison damage.

Feat: Troth of Hardship. The Praeceptorem gains the following benefits so long as they do not receive magical healing: AC +2, +16 hit points, 16 extra Hit Dice (these do not increase hp). In addition, as an action they can spend Hit Dice to heal half of the resulting roll (as if they healed during a short rest).

Hunter's Prey: Colossus Slayer (1d8, 1/turn). When the Praeceptorem hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum.

Ranger Features. The Praeceptorem has the hide in plain sight, land's stride, natural explorer (forest, grassland, or swamp), and primeval awareness ranger class features.

Spellcasting. The Praeceptorem is an 16th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 15; +7 to hit with spell attacks). The Praeceptorem knows the following spells from the ranger's spell list:

1st-level (4 slots): *cure wounds, jump, speak with animals*
2nd-level (3 slots): *pass without trace, spike growth*
3rd-level (3 slots): *conjure animals, speak with plants*
4th-level (2 slots): *conjure woodland beings, stoneskin*

Vanish. The Praeceptorem can use the Hide action as a bonus action on their turn. Also, they can't be tracked by nonmagical means, unless they choose to leave a trail.

ACTIONS

Multiattack. The Praeceptorem attacks twice and can spend a bonus action to attack with their second scimitar.

Magical Scimitars. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

Power Rifle. *Ranged Weapon Attack:* +9 to hit, range 200/800 ft., one target. *Hit:* The target makes a DC 17 Constitution saving throw or is paralyzed for 1d4 rounds.

Volley. The Praeceptorem can use their action to make a ranged attack against any number of creatures within 10 feet of a point they can see within their weapon's range, making a separate attack roll for each target.

REACTIONS

Uncanny Dodge. When an attacker that the Praeceptorem can see hits them with an attack, the Praeceptorem can use their reaction to halve the attack's damage against them.

The commanders of the Samovi Preserve each oversee one regional territory within the island-prison, specializing themselves for the environment and its denizens. Should one of their inmates escape, they assign Tueri Principis to take their place while they hunt the prisoner down.

The studded leather worn by this forester is emblazoned with symbols that mark them as a Samovi Preserve commander.

Tueri Principis

Medium humanoid (any), neutral good ranger (hunter) 12
Armor Class 17 (*+1 studded leather*)
Hit Points 100 (12d10+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Str +5, Dex +8
Skills Athletics +5, Insight +6, Perception +6, Stealth +8, Survival +6
Damage Resistances poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Celestial, Common
Challenge 7 (2,900 XP)

Defensive Tactics: Multiattack Defense. When a creature hits the Tueri Princeps with an attack, they gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Favored Enemy. The Tueri Princeps has advantage on Wisdom (Survival) checks to track elves, humans, halflings (or another 3 types of humanoids of the GM's choice), as well as on Intelligence checks to recall information about them.

Feat: Inaequa Weaponeer. The Tueri Princeps can use an inaequa pistol to drop a creature to 0 hit points if it is at 1 hit point.

Feat: Troth of Clarity. So long as the Tueri Princeps does not consume anything but raw fruits, vegetables, nuts, and seeds, they are immune to the poisoned condition and resistance to poison damage.

Hunter's Prey: Colossus Slayer (1d8, 1/turn). When the Tueri Princeps hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum.

Ranger Features. The Tueri Princeps has the hide in plain sight, land's stride, natural explorer (forest, grassland, or swamp), and primeval awareness ranger class features.

Spellcasting. The Tueri Princeps is a 12th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Tueri Princeps knows the following spells from the ranger's spell list:

1st-level (4 slots): *cure wounds, jump, speak with animals*
2nd-level (3 slots): *pass without trace, spike growth*
3rd-level (3 slots): *conjure animals, speak with plants*

ACTIONS

Multiattack. The Tueri Princeps attacks twice and can spend a bonus action to attack with their second scimitar.

Magical Scimitars. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Power Rifle. *Ranged Weapon Attack:* +8 to hit, range 200/800 ft., one target. *Hit:* The target makes a DC 17 Constitution saving throw or is paralyzed for 1d4 rounds.

Volley. The Tueri Princeps can use their action to make a ranged attack against any number of creatures within 10 feet of a point they can see within their weapon's range, making a separate attack roll for each target.

The elite guards of the Samovi Preserve each command a Waystation and ten squads of 5 Serva Venandi keeping track of the locations and activities of inmates by using Primeval Awareness, scouting by the 50 soldiers beneath them or conjured animals, and when necessary using their station's magic *ring of piety* (a rare wondrous item able to cast *detect evil and good* at will) to track auras left by vile magic. Tueri Princeps are also the de facto ambassadors to purpura villages, checking in on the tiny celestials under the utmost secrecy on a weekly basis.

Whenever a Tueri Princeps is made aware of a potential escape attempt or prisoner in mortal danger it is their duty to intervene and they do so with overwhelming force every time, taking at least 20 Serva Venandi with them into "The Preserve". Only they and their superiors have remit to draw arrows or blades before their lives are immediately threatened, yet even then it is only expected if done to protect one of their soldiers and there is no alternative but to strike a mortal blow.

This crescent-helmeted soldier has a stern expression on their face and keeps one hand on the hilt of their inaequa pistol.

Serva Venandi



Medium humanoid (any), neutral good ranger (hunter) 8
Armor Class 16 (*+1 studded leather*)
Hit Points 68 (8d10+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Str +4, Dex +6
Skills Athletics +4, Insight +5, Perception +5, Stealth +6, Survival +5
Damage Resistances poison
Condition Immunities poisoned
Senses passive Perception 15
Languages Celestial, Common
Challenge 4 (1,100 XP)

Defensive Tactics: Multiattack Defense. When a creature hits the Serva Venandi with an attack, they gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
Favored Enemy. The Serva Venandi has advantage on Wisdom (Survival) checks to track dwarves, elves, humans, and halflings, as well as on Intelligence checks to recall information about them.
Feat: Inaequa Weaponeer. The Serva Venandi can use an inaequa pistol to drop a creature to 0 hit points if it is at 1 hit point.
Feat: Troth of Clarity. So long as the Serva Venandi does not consume anything but raw fruits, vegetables, nuts, and seeds, they are immune to the poisoned condition and resistance to poison damage.
Hunter's Prey: Colossus Slayer (1d8, 1/turn). When the Serva Venandi hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum.
Ranger Features. The Serva Venandi has the land's stride, natural explorer (forest or grassland), and primeval awareness ranger class features.
Spellcasting. The Serva Venandi is an 8th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The Serva Venandi knows the following spells from the ranger's spell list:

1st-level (4 slots): *cure wounds, jump, speak with animals*
2nd-level (3 slots): *pass without trace, spike growth*

ACTIONS
Multiattack. The Serva Venandi attacks twice and can spend a bonus action to attack with their second scimitar.
Scimitars. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.
Inaequa Pistol. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage.
Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.
Power Rifle. *Ranged Weapon Attack:* +6 to hit, range 200/800 ft., one target. *Hit:* The target makes a DC 17 Constitution saving throw or is paralyzed for 1d4 rounds.

By and large the Samovi Preserve is watched over by Serva Venandi—foresters that trained up from lowly Praecursators, men and women that know what depravities are on the floating island. Squads of 5 of these warriors circuit around their Waystation in patrols that takes 1 hour, all with walkie-talkies that they use to report back in 20 minute intervals. When a patrol fails to make contact or goes missing for more than 2 minutes past when they are scheduled to report in, overwhelming force is used to reciprocate due to the likelihood of foul play.

There is a high turnover rate among Serva Venandi, many of their most promising soldiers losing their mettle when the full horrors of the inmates are revealed or perishing in the course of their duties. These guards are not given the locations of purpura villages but their shifting routes (which change on a weekly basis) always include areas near the tiny celestials' settlements. At all times there are 3 squads of Serva Venandi manning their Waystation or on patrol, 2 squads resting, and 5 squads on rotation making improvements to the floating prison, undoing tunnels and other escape attempts, reinforcing their garrison, off-site for recreation, or acting on secret orders from their superiors. Camaraderie among these guards is encouraged and Tapper Underknoll organizes contests, work goals, and other incentives for underlings to better know one another—making it all the more difficult for a prisoner to infiltrate or deceive them.

Lithe and toned, this fellow is obviously a courier by the lightness of what he wears—scimitars on each side, a longbow and quiver, and studded leather armor—and more tellingly the package under his arm.

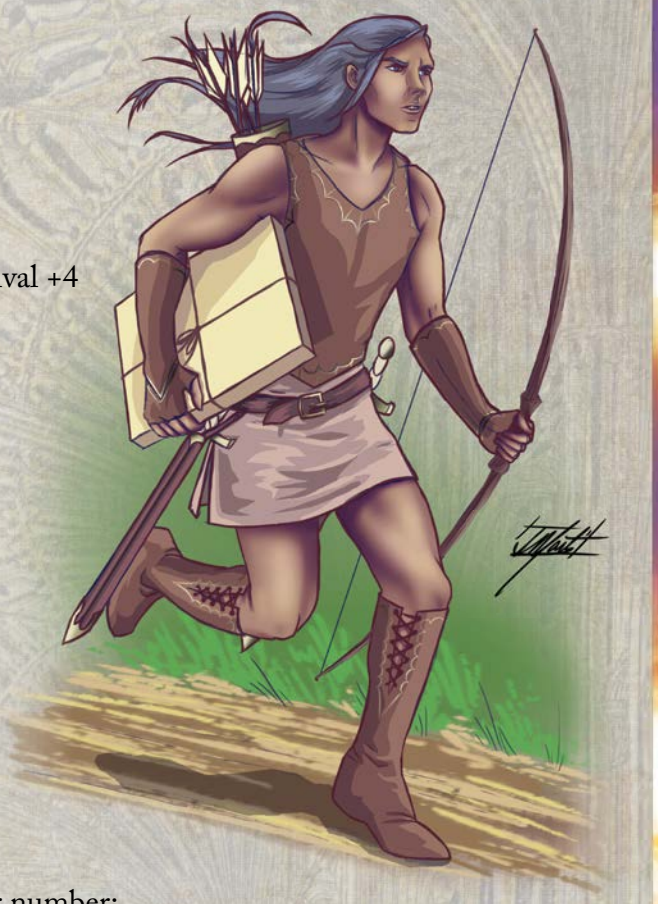
Praecursator

Medium humanoid (any), neutral good ranger (hunter) 4

Armor Class 15 (studded leather)
Hit Points 33 (4d10+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +5
Skills Athletics +3, Insight +4, Perception +4, Stealth +5, Survival +4
Senses passive Perception 14
Languages Celestial, Common
Challenge 2 (450 XP)



Favored Enemy. The Praecursator has advantage on Wisdom (Survival) checks to track humans and halflings, as well as on Intelligence checks to recall information about them.
Feat: Inaequa Weaponeer. The Praecursator can use an inaequa pistol to drop a creature to 0 hit points if it is at 1 hit point.
Hunter's Prey: Colossus Slayer (1d8, 1/turn). When the Praecursator hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum.
Natural Explorer (Forest). As the ranger class feature.
Primeval Awareness. The Praecursator can use their action and expend one ranger spell slot. For 1 minute per level of the spell slot they expend, the Praecursator can sense whether the following types of creatures are present within 1 mile (or within up to 6 miles if in a forest), though not their location or number: aberrations, celestials, dragons, elementals, fey, fiends, and undead.
Spellcasting. The Praecursator is a 4th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 12; +4 to hit with spell attacks). The Praecursator knows the following spells from the ranger's spell list:
1st-level (3 slots): *cure wounds, jump, speak with animals*

ACTIONS

Two-Weapon Fighting. The Praecursator can spend a bonus action to attack with their second scimitar.
Scimitars. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.
Inaequa Pistol. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage.
Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Individuals with a profound sense of justice and an insatiable desire to protect others are welcomed amongst the followers of Tapper Underknoll with far less scrutiny than what the Justitia require. These recruits are trained as foresters and used as the Samovi Preserve's chief mode of contact with the rest of Askis, couriers given leave to travel wherever they must and the right to carry a longbow—though not for the purposes of defense. A few pointed arrows are in their quivers if their lives are threatened but its principal use is to fire high signal arrows alerting anyone that can see it of the dire need for aid.

Within the last decade no Praecursator has been allowed to walk freely inside of The Preserve, ostensibly as a matter of safety. Rumors among the Serva Venandi claim that Rogar Fulgrym managed to escape the floating prison by impersonating one of them, taking a dwarf's place then rigging a simple gliding device from the contents of a mess kitchen. Any Praecursator found outside of a Waystation without an accompanying Tueri Principis or Praeceptorem is immediately suspended from work and quarantined for evaluation by the island's resident Inquisitor. Otherwise they are the lifeblood of Tapper Underknoll's great work—cleaning the facilities, cooking the food, processing paperwork for new arrivals, and doing all the menial labor that doesn't require exposure to the prisoners themselves.

GIMLI STONEFLASK

Medium humanoid (hill dwarf Celestial Hero), neutral good cleric (life) 20

Armor Class 18 (*+3 power armor*)
Hit Points 210 (20d8+100+20)
Speed 30 ft., leap 30 ft. horizontal (15 ft. vertical)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	15 (+2)	20 (+5)	17 (+3)

Saving Throws Wis +11, Cha +9
Skills Athletics +11, History +8, Insight +11, Perception +11, Religion +8
Damage Resistances poison, radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 21
Languages Celestial, Common, Dwarvish
Challenge 16 (15,000 XP)

Ageless. Gimli cannot suffer from frailty of old age, die from old age, or be aged magically.

Blessed Healer & Disciple of Life. Whenever Gimli uses a spell of 1st-level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level and Gimli regains hit points equal to 2 + the spell's level.

Channel Divinity (3/short rest). Gimli can channel divine energy directly from his deities, using that energy to fuel one of the following magical effects.

Preserve Life. As an action, Gimli presents his holy symbol and evokes healing energy that can restore 100 hit points. He chooses any creatures within 30 feet of him and divides those hit points among them. This feature can restore a creature to no more than half of its hit point maximum and cannot be used on an undead or a construct.

Turn Undead. As an action, Gimli presents his holy symbol and speaks a prayer censuring the undead. Each undead within 30 feet that can see or hear him must make a DC 19 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. An undead that fails its saving throw is instantly destroyed if its challenge rating is 4 or below. A turned creature must spend its turns trying to move as far away from Gimli as it can, and it can't willingly move to a space within 30 feet of him. 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.

Divine Intervention (1/week). As the cleric feature.

Divine Strike (1/turn). When Gimli hits a creature with a weapon attack, he can cause the attack to deal an extra 9 (2d8) radiant damage to the target.

Dwarven Resilience. Gimli has advantage on saving throws against poison.

Enchanted Power Armor. Gimli reduces all falling damage by 35, he can carry up to 600 pounds, and his armor doesn't cause him to have disadvantage on Dexterity (Stealth) checks.

Spellcasting. Gimli is a 20th level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 19; +11 to hit with spell attacks). He has the following spells prepared from the cleric's spell list:

Cantrips: *guidance, resistance, sacred flame, spare the dying, thaumaturgy*
1st-level (4 slots): *bless, cure wounds, detect magic, guiding bolt, healing word, protection from evil and good*
2nd-level (3 slots): *aid, augury, enhance ability, lesser restoration, spiritual weapon*
3rd-level (3 slots): *beacon of hope, dispel magic, mass healing word, protection from energy, revivify, spirit guardians, tongues*
4th-level (3 slots): *death ward, divination, freedom of movement, guardian of faith*
5th-level (3 slots): *commune, dispel evil and good, flame strike, greater restoration, mass cure wounds, raise dead*
6th-level (2 slots): *blade barrier, heal, true seeing*
7th-level (2 slots): *conjure celestial, divine word, regenerate*
8th-level (1 slot): *holy aura*
9th-level (1 slot): *mass heal*

Stonecunning. Gimli has an extra +6 bonus on Intelligence (History) checks related to the origin of stonework.

Supreme Healing. When Gimli would normally roll one or more dice to restore hit points with a spell, he instead uses the highest number possible for each die (for example, instead of restoring 2d6 hit points to a creature, he restores 12.)

ACTIONS

Unarmed. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage plus 2 (1d4) radiant damage.

Magic Well Hammer. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) magical bludgeoning damage. On a critical hit, the target makes a Strength saving throw against the damage of the attack. On a failure, the target is knocked backwards 5 feet plus 1 foot per point it failed the saving throw by (round down).

This dwarf's proud woven beard goes down past his waist but more remarkable is the power armor he wears, a suit of plate covered in bands of runed silver. His weapon is equally impressive, a massive maul that glows bright with an ancient Dwarvish symbol.

Born the twelfth son to the 112th ruler of Riskara Bastion, the young Gimli Stoneflask was in a ponderous position—there were certainly great things expected of him, but his place was never meant to rule, far too down the line of lineage to hold any chance to the throne. Though he had talent with a hammer the dwarf lacked an adventurous spirit as a youth and resolved to earn glory for his name first by devotion to their ancestors, learning the traditions of his people handed down over millenia. After decades rising to the ranks of high priest, Grukk saw a vision of dwarves uniting all of Ouranios as one and whatever drive to explore he lacked became filled with his faith, leading him to join with a grand caravan of the Duertek Mercantile Consortium to defend the city's traveling merchants and see what fate may have in store. In short order their wagons came across Varrus Goodwin and when more than a dozen warriors failed to achieve victory against the monk in battles of fists, the cleric defeated the human in a battle of philosophy and the two became steadfast companions, completing their first circuit of the Contiguous Continent together. Rankir Tarryndorn joined them not long afterward and Gimli became the steward of the Order of the Shining Stone, a role that rapidly expanded to include all of Ouranios as he established ancestral temples and priesthoods across the the continent, helped draft plans for a steam engine and the first primitive locomotives based on dwarven machinery (what are today now steel equos), handled logistics for making war on the pockets of evil still holding out in their homeland, and earning more glory than any Stoneflask in history.



Gimli is very much a dwarf, taking great satisfaction from drinking, sharing stories, and putting in a hard day's work. He holds to his word and is unfailingly loyal to his friends, though his pious manner can make him seem a touch reserved. The dwarf was extremely religious even before attaining a sliver of divinity for himself but has never lost sight of his devotion to his ancestors, his faith as pure as the first day he uttered a prayer. His duties overseeing the Towers of Light and blessing clergy of the 3rd Paene for The Ministry keep Gimli extremely busy, and in the few smatterings of free time he gets he takes great pride in penning theosophical treatise.

While he makes a fine statesman and member of the clergy, Gimli isn't as combat-oriented as the rest of the Celestial Heroes and he vastly prevers to aid his companions rather than take to the fight himself—unless he is presented with true evil, in which case he faces it head-on and wades in with his well-hammer. Mostly the dwarf bolsters allies and tries to encourage them to greater heights, frequently getting extraplanar help with *conjure celestial*. On the offense he uses *spiritual guardians* and *flame strikes* provided that his retinue, a number of adjutants (3d4+2 Salvum Meridiem) that are always nearby learning from him, don't need healing or aren't in truly mortal peril.

The magnificent plate armor of this priest is worked through with iconography of the Celestial Heroes and warriors past.

Solis Occasum

Medium humanoid (any), neutral good cleric (celestial bureaucracy) 16
Armor Class 19 (*+1 plate*)
Hit Points 131 (16d8+48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	18 (+4)	16 (+3)

Saving Throws Wis +9, Cha +8
Skills Insight +9, Perception +9, Religion +5, Stealth +6
Condition Immunities frightened
Senses passive Perception 19
Languages Celestial, Common
Challenge 13 (10,000 XP)

Channel Divinity (2/short rest). The Solis Occasum can channel divine energy directly from their deity, using that energy to fuel one of the following magical effects.

Divine Solvent. As an action, the Solis Occasum presents their holy symbol and evokes healing energy that can restore 48 hit points between any number of creatures within 20 feet of the Solis Occasum, dividing those hit points among them. This feature cannot be used on an undead or a construct.

Alternatively, as an action the Solis Occasum presents their holy symbol and all targets within 30 feet make a DC 17 Wisdom saving throw or become indifferent about creatures they are hostile toward. This indifference ends if a target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

Inevitable Faith. As an action, the Solis Occasum presents their holy symbol and spreads their Inevitable Faith, removing the frightened condition from any creatures they choose within 100 feet.

Turn Undead (action, 30-foot-radius, DC 17, CR 3 or below). As the cleric feature on page 366.

Distracting Sigil. As an action, the Solis Occasum crafts a glowing Celestial rune in the air in front of a creature within 5 feet. Until the start of its next turn, if the creature does not move from its square it suffers disadvantage on attack rolls.

Divine Intervention (1/long rest). As the cleric feature (roll 1d20, on 16 or lower the divine entity intervenes).

Feat: Powerful Prayers (5/long rest). As part of the casting of a spell of 4th-level or lower, the Solis Occasum can choose to do so without any somatic or verbal components.

Holy Couriers. The Solis Occasum has 2 Small-sized Pegasus familiars able to take the Attack action.

Spellcasting. The Solis Occasum is a 16th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 17; +9 to hit with spell attacks). They have the following spells prepared from the cleric's spell list:

Cantrips: *guidance, light, resistance, sacred flame, thaumaturgy*
1st-level (4 slots): *command, cure wounds, detect evil and good, detect magic, guiding bolt, healing word*
2nd-level (3 slots): *blindness/deafness, hold person, locate animals or plants, locate object, prayer of healing, spiritual weapon*
3rd-level (3 slots): *clairvoyance, daylight, spirit guardians, tongues*
4th-level (3 slots): *compulsion, confusion, death ward*
5th-level (2 slots): *commune, flame strike, modify memory, scrying*
6th-level (1 slot): *heal, true seeing*
7th-level (1 slot): *conjure celestial, divine word*
8th-level (1 slot): *holy aura*

ACTIONS

Magical Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) magical bludgeoning damage or 9 (1d10+3) magical bludgeoning damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage but unable to reduce a creature below 1 hit point.

The Solis Occasum are the elite followers of Gimli Stoneflask, traveling between the Towers of Light and settlements spreading the *Philosophy of Enlightened Civility*, faith in divinity, and proper worship of the world's saints. Whether they arrive in a town or a metropolis these priests are always greeted celebration as though it were a minor holiday with feasts, small parades, choir recitals, and sermons to the public at large with fanfare more extreme in accordance with the zealotry of the citizenry.

Prayer tattoos peek out from beneath this warrior-priest's resplendent splint armor, continued on its plates. A warhammer marked with symbols of Celestial Heroes hangs from their belt beside an inaequa pistol and holy books affixed by silver chains.

Soleorto Carceris

Medium humanoid (any), neutral good cleric (celestial bureaucracy) 12

Armor Class 18 (*+1 splint*)
Hit Points 99 (12d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	16 (+3)

Saving Throws Wis +7, Cha +7
Skills Insight +7, Perception +7, Religion +4, Stealth +5
Condition Immunities frightened
Senses passive Perception 17
Languages Celestial, Common
Challenge 8 (3,900 XP)

Channel Divinity (2/short rest). The Soleorto Carceris can channel divine energy directly from their deity, using that energy to fuel one of the following magical effects.

Divine Solvent. As an action, the Soleorto Carceris presents their holy symbol and evokes healing energy that can restore 36 hit points between any number of creatures within 20 feet of the Soleorto Carceris, dividing those hit points among them. This feature cannot be used on an undead or a construct.

Alternatively, as an action the Soleorto Carceris presents their holy symbol and all targets within 30 feet make a DC 15 Wisdom saving throw or become indifferent about creatures they are hostile toward. This indifference ends if a target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

Inevitable Faith. As an action, the Soleorto Carceris presents their holy symbol and spreads their Inevitable Faith, removing the frightened condition from any creatures they choose within 100 feet.

Turn Undead (action, 30-foot-radius, DC 15, CR 2 or below). As the cleric feature on page 366.

Distracting Sigil. As an action, the Soleorto Carceris crafts a glowing Celestial rune in the air in front of a creature within 5 feet. Until the start of its next turn, if the creature does not move from its square it suffers disadvantage on attack rolls.

Divine Intervention (1/long rest). As the cleric feature (roll 1d20, on 12 or lower the divine entity intervenes).

Feat: Powerful Prayers (4/long rest). As part of the casting of a spell of 3rd-level or lower, the Soleorto Carceris can choose to do so without any somatic or verbal components.

Holy Couriers. The Soleorto Carceris has 2 Small-sized Pegasus familiars able to take the Attack action.

Spellcasting. The Soleorto Carceris is a 12th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 15; +7 to hit with spell attacks). They have the following spells prepared from the cleric's spell list:

Cantrips: *guidance, light, resistance, sacred flame, thaumaturgy*
1st-level (4 slots): *command, cure wounds, detect evil and good, detect magic, guiding bolt, healing word*
2nd-level (3 slots): *blindness/deafness, hold person, locate animals or plants, locate object, prayer of healing, spiritual weapon*
3rd-level (3 slots): *clairvoyance, daylight, spirit guardians, tongues*
4th-level (3 slots): *compulsion, confusion, death ward*
5th-level (2 slots): *commune, flame strike, modify memory, scrying*
6th-level (1 slot): *heal, true seeing*

ACTIONS

Magical Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) magical bludgeoning damage or 9 (1d10+3) magical bludgeoning damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage but unable to reduce a creature below 1 hit point.

Soleorto Carceris are respected masters of wisdom in the regions around the Towers of Light where they permanently reside, often called upon to dispense sagacious advice or to provide final judgment to arduous disputes. Some small settlements even elect their nearest high priests into government offices as mayors—though acceptable in the distant past, The Ministry strongly discourages it and any Soleorto Carceris that accepts such a position gains scrutiny from The Inquisition as well.

Religious iconography covers this warrior-priest's splint armor and warhammer.

Lunares Carceris

Medium humanoid (any), neutral good cleric (celestial bureaucracy) 8

Armor Class 17 (splint)
Hit Points 67 (8d8+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	16 (+3)

Saving Throws Wis +6, Cha +6
Skills Insight +6, Perception +6, Religion +3, Stealth +4
Condition Immunities frightened
Senses passive Perception 16
Languages Celestial, Common
Challenge 5 (1,800 XP)

Channel Divinity (2/short rest). The Lunares Carceris can channel divine energy directly from their deity, using that energy to fuel one of the following magical effects.

Divine Solvent. As an action, the Lunares Carceris presents their holy symbol and evokes healing energy that can restore 24 hit points between any number of creatures within 20 feet of the Lunares Carceris, dividing those hit points among them. This feature cannot be used on an undead or a construct.

Alternatively, as an action the Lunares Carceris presents their holy symbol and all targets within 30 feet make a DC 14 Wisdom saving throw or become indifferent about creatures they are hostile toward. This indifference ends if a target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

Inevitable Faith. As an action, the Lunares Carceris presents their holy symbol and spreads their Inevitable Faith, removing the frightened condition from any creatures they choose within 100 feet.

Turn Undead (action, 30-foot -radius, DC 14, CR 1 or below). As the cleric feature on page 366.

Distracting Sigil. As an action, the Lunares Carceris crafts a glowing Celestial rune in the air in front of a creature within 5 feet. Until the start of its next turn, if the creature does not move from its square it suffers disadvantage on attack rolls.

Holy Courier. The Lunares Carceris has a Small-sized Pegasus familiar able to take the Attack action.

Spellcasting. The Lunares Carceris is an 8th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). They have the following spells prepared from the cleric's spell list:

Cantrips: *guidance, light, resistance, sacred flame*
1st-level (4 slots): *command, cure wounds, detect evil and good, detect magic, guiding bolt, healing word*
2nd-level (3 slots): *blindness/deafness, hold person, locate animals or plants, locate object, prayer of healing, spiritual weapon*
3rd-level (3 slots): *clairvoyance, daylight, spirit guardians, tongues*
4th-level (2 slots): *compulsion, confusion, death ward*

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage or 8 (1d10+2) bludgeoning damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage but unable to reduce a creature below 1 hit point.

This miniature horse is remarkable for the grand feathered wings sprouting from its back, granting the creature the gift of flight.

Pegasus Familiar

Small celestial, chaotic good
Armor Class 12
Hit Points 45 (7d6 + 21)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3
Skills Perception +6
Senses passive Perception 16
Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

ACTIONS

Hooves. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) bludgeoning damage.

Distracting Sigil. As an action, the pegasus familiar crafts a glowing Celestial rune in the air in front of a creature within 5 feet. The creature makes a Charisma saving throw against the controlling cleric's spell save DC or until the start of its next turn, if the creature does not move from its square it suffers disadvantage on attack rolls.

These servants of Gimli Stoneflask are commanded by Soleorto Carceris, doing whatever tasks are required beyond their Tower of Light's grounds until they are promoted to command one of their own.

This jaunty fellow has ancient dwarven religious symbols on his armor and knees, pickaxes slung over his shoulder, and a flagon of ale in hand.

Salvum Meridiem

Medium humanoid (any), neutral good cleric (life domain) 4

Armor Class 16 (chainmail)
Hit Points 31 (4d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Wis +5, Cha +4
Skills Insight +5, Perception +5, Religion +2, Stealth +3
Senses passive Perception 15
Languages Celestial, Common
Challenge 2 (450 XP)

Channel Divinity (1/short rest). The Salvum Meridiem can channel divine energy directly from their deity, using that energy to fuel one of two magical effects.

Preserve Life. As an action, the Salvum Meridiem presents their holy symbol and evokes healing energy that can restore 20 hit points. The Salvum Meridiem chooses any creatures within 30 feet and divides those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. The Salvum Meridiem can't use this feature on an undead or a construct.

Turn Undead. As an action, the Salvum Meridiem presents their holy symbol and speaks a prayer censuring the undead. Each undead within 30 feet that can see or hear the Salvum Meridiem must make a DC 13 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 the Salvum Meridiem as it can, and it can't willingly move to a space within 30 feet of them. 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.

Disciple of Life. Whenever the Salvum Meridiem uses a spell of 1st-level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Spellcasting. The Salvum Meridiem is a 4th level spellcaster that uses Wisdom as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). They have the following spells prepared from the cleric's spell list:

Cantrips: *guidance, light, resistance, sacred flame*
1st-level (4 slots): *bless, command, cure wounds, guiding bolt, healing word, sanctuary*
2nd-level (3 slots): *lesser restoration, prayer of healing, spiritual weapon*

ACTIONS

Warpick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage but unable to reduce a creature below 1 hit point.

The tenets of Gimli Stoneflask's following strongly encourages new recruits to embrace dwarven traditions as the first steps to exploring the nature of faith in their ancestors and the demigod Celestial Heroes. Their atypical priestly training includes apprenticing with a Solis Occasum as a means to emulate the adventuring of days past, continuing to do so until they are found to be unfit for duty or assigned to a Tower of Light as a Lunares Carceris.

VARRUS GOODWIN

Medium humanoid (human Celestial Hero), lawful good monk (heavenly soul) 20

Armor Class 22 (Wisdom, holy troth)
Hit Points 170 (20d8+80)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	15 (+2)	20 (+5)	13 (+1)

Saving Throws Str +9, Dex +11, Con +10, Int +8, Wis +11, Cha +7
Skills Athletics +9, History +8, Insight +11, Investigation +8, Perception +11, Stealth +11
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities disease, poisoned
Senses darkvision 120 ft., passive Insight 23, passive Perception 23
Languages Celestial, Common (understands all languages, refuses to speak)
Challenge 17 (18,000 XP)

Ageless. Varrus cannot suffer from frailty of old age, die from old age, or be aged magically.

Evasion. When Varrus is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Troths of Charity and Silence. So long as he remains voiceless Varrus has advantage on Wisdom and Charisma saving throws, and ability checks using Insight, Perception, and Stealth. Should Varrus use his voice twice (or plainly reveal the secret of the *Torquem Machina*), a bubonic plague (page 245) is unleashed in a 1,000-mile radius from his body. Unlike saving throws to resist the disease are made with disadvantage and creatures carry it for four times as long as before symptoms appear.

Holy Soul & Timeless Body. Varrus is under the constant effects of *protection from evil and good* and does not need food or water.

Ki (20 points/short rest). Varrus regains 4 *ki* points when he rolls for initiative and has no *ki* points remaining.

- ***Diamond Soul (1 ki).*** Whenever Varrus makes a saving throw and fails, he can reroll it and take the second result.
- ***Banishing Fist (3 ki).*** Varrus can cast the *banishment* spell, increasing its effective spell level by 1 for every additional *ki* spent activating this feature.
- ***Empty Body (action, 4 ki).*** Varrus can become invisible for 1 minute. During that time, he also has resistance to all damage but force damage.

  Varrus can instead spend 8 *ki* points to cast the *astral projection* spell, without needing material components (self only).
- ***Healing Palm.*** Varrus can spend *ki* points to touch a creature within reach, restoring 1d10+5 hit points for each *ki* point spent.
- ***Heavenly Soul (bonus action, 1 ki).*** Varrus can cast *protection from evil and good* without the need for components, increasing its duration to 1 hour.
- ***Heavenly Step (1 ki).*** Varrus can conjure a disk of hard light after jumping. The disk appears beneath his foot, allowing him to jump a second time while in mid-air.
- ***Patient Defense (bonus action, 1 ki).*** Varrus takes the Dodge action.
- ***Radiant Fist (bonus action, 1 ki).*** Varrus surrounds his fists and feet with a golden aura that lasts for 6 rounds. The light causes his unarmed strikes to deal an extra 1d6 radiant damage.
- ***Stunning Strike (1 ki).*** Varrus can attempt to stun a creature he hits with a melee weapon attack. The target must succeed on a DC 19 Constitution saving throw or be stunned until the end of his next turn.

Step of the Wind. Varrus can take the Disengage or Dash action as a bonus action on his turn (no *ki* required).

Stillness of Mind. Varrus can use his action to end one effect on himself that is causing him to be charmed or frightened.

Tribuo Empath. Varrus is able to communicate empathically with any creature he can see, mentally conveying and receiving emotions. This only allows him to transmit feelings, not any images or words. In addition, Varrus is able to empathically contact any other creature with this feature that is on the same plane of existence.

ACTIONS

Multiattack. Varrus attacks twice (if attacking with unarmed strikes he can spend his bonus action to attack a third time, or his bonus action and 1 *ki* to attack a third and fourth time).

Unarmed. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (1d10+1d4+5) magical bludgeoning damage plus 2 (1d4) radiant damage (this extra damage does not multiply on a critical hit).

REACTIONS

Deflect Missile. Varrus can spend his reaction to strike a missile when he is hit by a ranged weapon attack, reducing its damage by 15 (1d10+2d4+5).

Slow Fall. Varrus can use his reaction when he falls to reduce any falling damage he takes by 100.



Though grim this bald human man's aged face is solemn, each line in his dark skin an etching of wisdom. His eyes are a steely blue and match the glow from the stylized 'S' on his neck, and flowing off from his shoulders are the orange robes of the Justitia.

Varrus Goodwin was born and raised in the Stipticus Monastery at the heart of the Inexorabilis Mountain Range. In the very beginning of the Twilight of Suffering the monks bound a primordial evil—the powerful demon Mazkyllioazhee—and for centuries protected the world from his malevolence. The king of a now dead empire ordered his best mages and soldiers to acquire the trapped balor, planning to use it to conquer neighboring kingdoms. His lackeys succeeded (slaughtering nearly all of the order except Varrus who was out acquiring things from villages on the bottom of the slopes) but of course the monarch failed to contain the balor, slain with all his court when Marzkyllioazhee escaped to wreak havoc elsewhere. Left masterless, Varrus took to defending a pass from bandits (anyone he deemed unworthy) for sustenance until he met Gimli Stoneflask and took up traveling with the dwarf, discovering the need for kindness as well as an intractable stance against evil.

The duo's exploits quickly garnered them a considerable group of hangers on and to try to keep them safe while in the midsts of quests, the monk began to train some of them. These students eventually begat the Justitia, coming into full fruition after Rankir Tarryndorn completed the Order of the Shining Stone's roster and steel equos connected the entire Contiguous Continent. Once the Celestial Heroes had flushed out the world's greatest evils Varrus started traveling the Taenarius Tunnels and discovered inconscium but other things as well—clues enough that he uncovered the horrible secret of the Ministerium Inmorte, a grisly thread that led him to find out about the *Torquem Machina*. Though aghast at the scale of the halfling and tiefling's deception, Varrus understood that the global alliance of the demigods may not survive the revelation of inaequa's true nature and so he gave an ultimatum for Tucker and Darrius to reveal their folly.

During the week he gave them to prepare Tucker instead devised a fail-safe to force the monk's complicity and had Darrius (easily convinced when it was revealed that Varrus played a part in Mazkyllioazhee's rape of the sorcerer's aasimar mother) concoct a horrendous disease, as well as a means to lock it into the human's soul. Tricked into ease by the halfling's silver tongue, Varrus was unprepared for the magical tattoo to be slipped upon his neck and upon learning of the fell consequences of giving rise to his voice—unleashing a plague upon Askis the likes of which could bring ruin to the world—has not spoken since. His well meaning followers have done the same and the Justitia are silent, proudly wearing the same "S" on their necks in an irony that brings no small amount of amusement to Tucker Quickfoot. In the years since Varrus has disseminated inconscium to his followers hoping that ultimately they can discover the secret he is being forced to keep, though even this has had unintended and disastrous consequences like his turned protege Agens Coenobita (page 269).

Kind and generous almost by default, Varrus is distant even for a silent man. The monk never rests for longer than a sleep and meal, driven and utterly devoted to the work of the Justitia—inducting new Numcustos Mysterium and traveling the Taenarius Tunnels looking for the biggest threats lurking beneath Askis. In combat he gets into the thick of it to flank opponents, using Empty Body to move around unexpectedly while pouring on damage with Radiant Fist and quadruple attacks (or double attacks and disengages to frustrate opponents). Varrus breaks off from combat to heal downed allies and is accompanied by at least a dozen Justitia at all times to provide round-the-clock security.

Peace radiates from this old, tattooed, orange-robed monk.

Numcustos Mysterium

Medium humanoid (any), lawful good monk (heavenly soul) 16
Armor Class 21 (Wisdom, feats)
Hit Points 115 (16d8+32)
Speed 80 ft. (quadruple jump distances, leaves no tracks)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	11 (+0)	18 (+4)	13 (+1)

Saving Throws Str +6, Dex +9, Con +7, Int +5, Wis +9, Cha +6
Skills Acrobatics +9, Insight +8, Perception +8, Religion +5, Stealth +9
Damage Immunities poison
Condition Immunities disease, poisoned
Senses passive Insight 23, passive Perception 23
Languages Celestial, Common (understands all languages, refuses to speak)
Challenge 15 (13,000 XP)

Evasion. When the Numcustos Mysterium is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Feat: Stance of the Evanescent Sun. The Numcustos Mysterium knows the *dancing lights* cantrip and can cast it without the need for material components or concentration.

Feat: Troth of Charity. Climbing does not cost the Numcustos Mysterium extra movement.

Feat: Troth of Silence. So long as they remain voiceless the Numcustos Mysterium has advantage on Wisdom and Charisma saving throws, and ability checks using Insight, Perception, and Stealth. Should the Numcustos Mysterium use their voice twice, they forever lose this feat's benefits and immediately increase their Constitution by 1 instead (increasing their hit points by 16 and Constitution saving throws to +3).

Holy Soul. The Numcustos Mysterium is under the constant effects of *protection from evil and good*.

Ki (16 points/short rest). The Numcustos Mysterium can spend *ki* to fuel the following features:

- ***Diamond Soul (1 ki).*** Whenever the Numcustos Mysterium makes a saving throw and fails, they can reroll it and take the second result.
- ***Healing Palm.*** The Numcustos Mysterium can spend *ki* points to touch a creature within reach, restoring 1d8+4 hit points for each *ki* point spent.
- ***Heavenly Soul (action, 1 ki).*** The Numcustos Mysterium casts *protection from evil and good* without the need for components, increasing its duration to 1 hour.
- ***Heavenly Step (1 ki).*** The Numcustos Mysterium conjures a disk of hard light after jumping. The disk appears beneath their foot, allowing them to jump a second time while in mid-air.
- ***Patient Defense (bonus action, 1 ki).*** The Numcustos Mysterium takes the Dodge action.
- ***Stunning Strike (1 ki).*** The Numcustos Mysterium attempts to stun a creature they hit with a melee weapon attack. The target must succeed on a DC 17 Constitution saving throw or be stunned until the end of the Numcustos Mysterium's next turn.

Step of the Wind. The Numcustos Mysterium can take the Disengage or Dash action as a bonus action on their turn (no *ki* needed).

Stillness of Mind. The Numcustos Mysterium can use their action to end one effect on themselves that is causing them to be charmed or frightened.

Timeless Body. The Numcustos Mysterium can't be aged magically and no longer needs food or water.

Tribuo Empath. The Numcustos Mysterium is able to communicate empathically with any creature they can see, mentally conveying and receiving emotions. This only allows them to transmit feelings, not any images or words. In addition, the Numcustos Mysterium is able to empathically contact any other creature with this feature that is on the same plane of existence as the Numcustos Mysterium.

ACTIONS

Multiattack. The Numcustos Mysterium attacks twice (if attacking with unarmed strikes they can spend their bonus action to attack a third time or their bonus action and 1 *ki* to attack a third and fourth time).

Unarmed. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) magical bludgeoning damage plus 2 (1d4) radiant damage (this extra damage does not multiply on a critical hit).

REACTIONS

Deflect Missile. The Numcustos Mysterium can spend their reaction to strike a missile when they are hit by a ranged weapon attack, reducing its damage by 14 (1d8+1d4+7).

Slow Fall. The Numcustos Mysterium can use their reaction when they fall to reduce any falling damage they take by 80.

These aged monks are based in various Citadels of Law across Askis and oversee that order is maintained throughout entire territories while they train new initiates to the Justitia to make sure they're up to the task—and Varrus Goodwin has steadily been raising the standards of recruitment.

This aged tattooed old man wears humble, tattered orange robes and he radiates power.

Justitia Susurratio

Medium humanoid (any), lawful good monk (heavenly soul) 12

Armor Class 20 (Wisdom, martial arts stance)
Hit Points 87 (12d8+24)
Speed 75 ft. (quadruple jump distances, leaves no tracks)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Str +5, Dex +8, Wis +3, Cha +1
Skills Acrobatics +8, Insight +7, Perception +7, Religion +4, Stealth +8
Damage Immunities poison
Condition Immunities disease, poisoned
Senses passive Insight 22, passive Perception 22
Languages Celestial, Common (refuses to speak)
Challenge 12 (8,400 XP)

Evasion. When the Susurratio is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Feat: Stance of the Evanescent Sun. The Susurratio knows the *dancing lights* cantrip and can cast it without the need for material components or concentration.

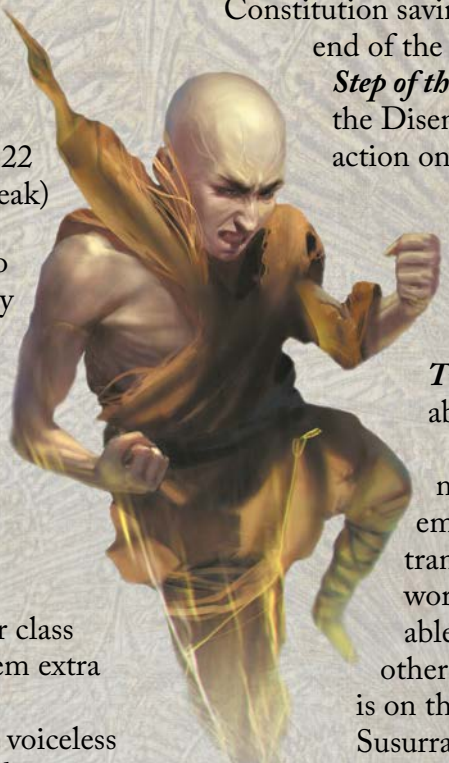
Feat: Troth of Charity. The Susurratio's armor class increases by 2 and climbing does not cost them extra movement.

Feat: Troth of Silence. So long as they remain voiceless the Susurratio has advantage on Wisdom and Charisma saving throws, and ability checks using Insight, Perception, and Stealth. Should the Susurratio use their voice twice, they forever lose this feat's benefits and immediately increase their Constitution by 1 instead (increasing their hit points by 12 and Constitution saving throws to +3).

Holy Soul. The Susurratio is under the constant effects of *protection from evil and good*.

Ki (12 points/short rest). The Susurratio can spend *ki* to fuel the following features:

- ***Healing Palm.*** The Susurratio can spend *ki* points to touch a creature within reach, restoring 1d8+3 hit points for each *ki* point spent.
- ***Heavenly Soul (bonus action, 1 ki).*** The Susurratio casts *protection from evil and good* without the need for components, increasing its duration to 1 hour.
- ***Heavenly Step (1 ki).*** The Susurratio conjures a disk of hard light after jumping. The disk appears beneath their foot, allowing them to jump a second time while in mid-air.
- ***Patient Defense (bonus action, 1 ki).*** The Susurratio takes the Dodge action.
- ***Stunning Strike (1 ki).*** The Susurratio attempts to stun a creature they hit with a melee weapon attack. The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the Susarratio's next turn.



Step of the Wind. The Susurratio can take the Disengage or Dash action as a bonus action on their turn (no *ki* needed).

Stillness of Mind. The Susurratio can use their action to end one effect on themselves that is causing them to be charmed or frightened.

Tribuo Empath. The Susurratio is able to communicate empathically with any creature they can see, mentally conveying and receiving emotions. This only allows them to transmit feelings, not any images or words. In addition, the Susurratio is able to empathically contact any other creature with this feature that is on the same plane of existence as the Susurratio.

ACTIONS

Multiattack. The Susurratio attacks twice (if attacking with unarmed strikes they can spend their bonus action to attack a third time or their bonus action and 1 *ki* to attack a third and fourth time).

Unarmed. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) magical bludgeoning damage plus 2 (1d4) radiant damage (this extra damage does not multiply on a critical hit).

REACTIONS

Deflect Missile. The Susurratio can spend their reaction to strike a missile when they are hit by a ranged weapon attack, reducing its damage by 14 (1d8+1d4+7).

Slow Fall. The Susurratio can use their reaction when they fall to reduce any falling damage they take by 60.

The commanders of Citadels of Law are responsible for keeping order in the settlements around them, leaving larger concerns for their superiors and the details of managing lesser Justitia to their adjutants.

Garbed in the orange of the Justitia, this guard is marked out as a commanding officer by their ceremonial accoutrements.

Justitia Malleo



Medium humanoid (any), lawful good monk (heavenly soul) 8
Armor Class 17 (Wisdom, martial arts stance)
Hit Points 59 (8d8+16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Str +4, Dex +6, Wis +3, Cha +0
Skills Acrobatics +6, Insight +6, Perception +6, Religion +3, Stealth +6
Senses passive Insight 21, passive Perception 21
Languages Common (refuse to speak)
Challenge 5 (1,800 XP)
Empath. The Malleo is able to communicate empathically with any creature it can see, mentally conveying and receiving emotions. This only allows them to transmit feelings, not any images or words.
Evasion. When the Malleo is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.
Feat: Stance of the Evanescent Sun. The Malleo knows the *dancing lights* cantrip and can cast it without the need for material components or concentration.
Feat: Troth of Silence. So long as they remain voiceless the Malleo has advantage on Wisdom and Charisma saving throws, and ability checks using Insight, Perception, and Stealth. Should the Malleo use their voice twice, they forever lose this feat's benefits and immediately increase their Dexterity by 1 instead (increasing their AC, Dexterity saving throws, Acrobatics and Stealth checks, unarmed attacks, and unarmed damage by 1).
Holy Soul. The Justitia Malleo is under the constant effects of *protection from evil and good*.
Ki (8 points/short rest). The Malleo can spend *ki* to fuel the following features:

- ***Healing Palm.*** The Malleo can spend *ki* points to touch a creature within reach, restoring 1d6+3 hit points for each *ki* point spent.
- ***Heavenly Soul (bonus action 1 ki).*** The Malleo casts *protection from evil and good* without the need for components, increasing its duration to 1 hour.
- ***Patient Defense (bonus action, 1 ki).*** The Malleo takes the Dodge action.
- ***Step of the Wind (bonus action 1 ki).*** The Malleo takes the Disengage or Dash action as a bonus action on their turn, and their jump distance is doubled for the turn.
- ***Stunning Strike (1 ki).*** The Malleo attempts to stun a creature they hit with a melee weapon attack. The target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Malleo's next turn.

Stillness of Mind. The Malleo can use their action to end one effect on themselves that is causing them to be charmed or frightened.

ACTIONS

Multiattack. The Malleo attacks twice (if attacking with unarmed strikes they can spend their bonus action to attack a third time or their bonus action and 1 *ki* to attack a third and fourth time).
Unarmed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) magical bludgeoning damage plus 2 (1d4) radiant damage (this extra damage does not multiply on a critical hit).

REACTIONS

Deflect Missile. The Malleo can spend their reaction to strike a missile when they are hit by a ranged weapon attack, reducing its damage by 9 (1d6+1d4+3).
Slow Fall. The Malleo can use their reaction when they fall to reduce any falling damage they take by 40.

Justitia Malleo are the sargeants of their order, dispensing duties and overseeing the minutiae of fighting what little crime persists in Askis. They carry a power sword and inaequa pistol but like their helmet and ceremonial armor, these are status symbols and neither sees much use.

A hand-sized silver brooch on this monk's orange robes mark them out as a member of the Justitia, though they do not look as though they have been a guard for very long.

Justitia Equerry

Medium humanoid (any), lawful good monk (heavenly soul) 4
Armor Class 14 (Wisdom)
Hit Points 27 (4d8+4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +4, Wis +2, Cha +0
Skills Acrobatics +4, Insight +4, Perception +4, Religion +2, Stealth +4
Senses passive Insight 19, passive Perception 19
Languages Common (refuse to speak)
Challenge 2 (450 XP)

Empath. The Equerry is able to communicate empathically with any creature it can see, mentally conveying and receiving emotions. This only allows them to transmit feelings, not any images or words.

Ki (4 points). The Equerry can spend *ki* to fuel the following features:

- ***Healing Palm.*** The Equerry can spend *ki* points to touch a creature within reach, restoring 1d4+2 hit points for each *ki* point spent.
- ***Heavenly Soul (1 ki).*** The Equerry casts *protection from evil and good* on themself.
- ***Patient Defense (bonus action, 1 ki).*** The Equerry takes the Dodge action.
- ***Step of the Wind (bonus action, 1 ki).*** The Equerry takes the Disengage or Dash action, and their jump distance is doubled for the turn.

ACTIONS

Multiattack. The Equerry attacks once (if attacking with unarmed strikes they can spend their bonus action to attack a second time or their bonus action and 1 *ki* to attack a second and third time).

Unarmed. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

REACTIONS

Deflect Missile. The Equerry can spend their reaction to strike a missile when they are hit by a ranged weapon attack, reducing its damage by 4 (1d4+2).

Slow Fall. The Equerry can use their reaction when they fall to reduce any falling damage they take by 20.

USING THE JUSTITIA

A silent police force might seem counterintuitive at first, but it's important for GMs to remember that these are not run of the mill cops—they have preternatural insight and can still communicate, albeit in an atypical fashion. When struggling with this aspect of the campaign setting's roleplay, rely on these tips:

- Use an Equerry when interacting with the Justitia becomes a struggle instead of a fun obstacle.
- Remember to focus on feelings and to freely communicate that to the party. "You feel a sense of urgency and need," or, "you feel a sense of understanding but skepticism."
- Think more about what the NPC wants to express and what feelings they associate with that than what the end goal of the communication is—think of the NPC less as an actor on stage and more like someone doing the lighting or music of the production.
- When an Equerry isn't handy to interpret, the PCs *might* just put a pen and notepad into the Justitia's hands—keep the roleplaying going and describe the NPC's feelings as they are made to resort to writing (and perhaps the GM's too, though remember to entertain and not just vent).
- The Justitia use their widespread empathy to dispense concentrations of Justitia to where the need is most dire (where one falls, more appear).

The least of the Justitia are rarely proper guards, only dispatched to police the smallest of settlements without a Malleo. Their more important function is as interpreters—though they prefer not to speak and attempt to master empathic communication, they have yet to take their Vow of Silence and when precise details need to be conveyed there is always one of them in tow able to speak plainly with witnesses. While there are no standing orders to be charitable and polite Equerries are overwhelmingly kind and usually quickly accepted into the communities they are assigned to protect.

RANKIR TARRYNDORN

Medium humanoid (high elf Celestial Hero), neutral good wizard (evoker) 20

Armor Class 22 (*mage armor, magic items*)
Hit Points 95 (20d6+60)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	20 (+5)	17 (+3)	15 (+2)

Saving Throws Str +3, Dex +7, Con +6, Int +14, Wis +12, Cha +5
Skills Arcana +11, History +11, Investigation +11, Nature +11, Perception +9, Science +11
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 19
Languages Celestial, Common, Deep Speech, Draconic, Dwarvish, Elvish, Undercommon
Challenge 19 (22,000 XP)

Ageless. Rankir cannot suffer from frailty of old age, die from old age, or be aged magically.

Arcane Recovery (1/day). When Rankir finishes a short rest, he can choose to recover expended spell slots of a combined level that is equal to or less than 9th-level (although no single recovered spell may be higher than 6th-level).

Empowered Evocation. Rankir adds +5 to one damage roll of any wizard evocation spells he casts.

Fey Ancestry. Rankir has advantage on saving throws against being charmed and magic can't put him to sleep.

Overchannel. When Rankir casts a wizard spell of 1st- through 5th-level that deals damage, he can deal maximum damage with that spell. The first time he does so, he suffers no adverse effect. If Rankir uses this feature again before he finishes a long rest, immediately after he casts it he takes 13 (2d12) necrotic damage for each level of the spell. Each time Rankir uses this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

Potent Cantrip. When a creature succeeds on a saving throw against one of Rankir's cantrips, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Sculpt Spells. When Rankir casts an evocation spell that affects other creatures that he can see, he can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Signature Spells (1 each/short rest). Rankir can cast *blink* and *fly* once each at 3rd-level without expending a spell slot. If Rankir wants to cast either spell at a higher level, he must expend a spell slot as normal.

Spellcasting. Rankir is a 20th level spellcaster that uses Intelligence as their spellcasting ability (spell save DC 19; +13 to hit with spell attacks). Rankir has the following spells prepared from the wizard spell list:

Cantrips: *acid splash, fire bolt, mage hand, message, prestidigitation, ray of frost*
1st-level (4 slots): *detect magic, identify, mage armor, magic missile, protection from evil and good, shield*
2nd-level (3 slots): *arcane lock, locate object*
3rd-level (3 slots): *blink, counterspell, dispel magic, fireball, fly, lightning bolt, protection from energy, sending*
4th-level (3 slots): *confusion, dimension door, stoneskin*
5th-level (3 slots): *hold monster, scrying*
6th-level (2 slots): *sunbeam, true seeing*
7th-level (2 slots): *forcecage, teleport*
8th-level (1 slot): *power word stun*
9th-level (1 slot): *gate*

Spell Mastery. Rankir can cast *detect magic* and *shield* without expending a spell slot.

ACTIONS

Staff of Power (20 charges). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) magical bludgeoning damage. On a hit, Rankir can expend 1 charge to deal an extra 1d6 force damage to the target.

Rankir can use an action to expend 1 or more of its charges to cast one of the following spells from it (spell save DC 19, +13 to hit with spell attacks):

cone of cold (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *levitate* (2 charges), *lightning bolt* (5th-level version, 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).

Retributive Strike. Rankir can use an action to break the *staff of power*, releasing its remaining magic in an explosion that fills a 30-foot-radius sphere centered on it. There's a 50 percent chance Rankir instantly travels to a random plane (avoiding the explosion) otherwise he takes force damage equal to 16 × the number of charges in the staff.

Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of force damage based on how far away it is from the point of origin (8 x charges if within 10 ft., 6 x charges if within 20 ft., 4 x charges if within 30 ft.). On a successful save, a creature takes half as much damage.

Long, pale hair cascades from the thin skull of this bespectacled high elf, long pointy ears sticking out from beneath either side of a regal jeweled crown. There are many other gemstones across his glamorous attire, each of them purple like the finely cut robe he wears. Several vials and potions hang from his belt and the powerful staff he carries, the potent stone crackling with energy at the head of the weapon outshining all the rest of his accoutrement.

Even as a youth it was clear that Rankir Tarryndorn possessed an acute intelligence far outclassing his peers. Elven high mages took notice when he began to outgrow his tutors and encouraged him, exposing the nascent wizard to all the knowledge they had at their disposal. The child mage consumed it all with a nearly eidetic memory and his mentors encouraged him to travel the world seeking more. It was around this time that the Duertek Mercantile Company of dwarves were coming by his home in the Shandalan Forests on their second trip around Ouranios and despite protests against it—the rivalry between dwarves and elves was still strong those days—the prodigal wizard joined them and befriended Gimli Stoneflask, seeking to learn everything the stout folk had to offer. Rankir came to love all the races seeing that the slender folk's bias was a false one, leading the movement to remove it from their culture. When it became clear that ridding evil would exceed their mortal lifetimes, the aging elven wizard used all of his accumulated knowledge to extend them by taking artifacts and powerful enchanted items from the spoils of the Celestial Heroes, expending the magic within to defy death until Tucker's "miraculous discovery".



Rankir Tarryndorn is concerned with the greater issues of existence, remaining direct and uncouth in his interactions but always fair. The elven wizard's interest lay in facts and knowledge above all other things, though he doesn't allow his lust for knowing to let him to forget what's important. That said with the issue of mortality addressed he took up greater causes, exploring arcane theories and magical phenomena—Rankir now spends all of his time finding out things (whether through experimentation or exploration) and fine-tuning the *Bands of Kyttarmoak*.

Although he's trained in evocation it has been many years since Rankir had to prepare magic for war. Even so he is exceptionally tactical, isolating and dividing opponents instead of trying to subdue them all at once. When he can be dragged into a conflict it is only briefly—the demigod wizard fights long enough to make a determination on whether or not he'll win, escaping when it is clear he will not (usually after 3 rounds). In addition to the spells prepared in his statistics, Rankir carries 7d4 levels worth of scrolls.

This mage grips a quarterstaff in enchanted silver gloves that cast a cyan glow across his ornate robes.

Magi Primaria

Medium humanoid (any), neutral wizard (holy) 16
Armor Class 18 (*mage armor, bracers of defense*)
Hit Points 114 (16d6+48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Int +9, Wis +6
Skills Arcana +9, History +9, Insight +6, Investigation +9, Perception +6, Science +9
Damage Resistances necrotic, radiant
Condition Immunities blinded
Senses passive Perception 16
Languages Celestial, Common, Draconic
Challenge 11 (7,200 XP)

Arcane Recovery. Once per day when the Magi Primaria finishes a short rest, they can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 8th-level (although no single recovered spell may be higher than 6th-level).

Blessed Attentiveness. The Magi Primaria is able to maintain concentration on one holy spell while also maintaining concentration on a second spell (which may be from any school of magic; if you do not have the *Book of Celestial Heroes*, treat *fly* and *arcane hand* as holy spells). Should they fail a Constitution saving throw to maintain concentration, they lose concentration on both spells.

Cherub Helper. The Magi Primaria has a cherub familiar.

Feat: Solar Gaze. As a bonus action, the Magi Primaria may target one creature they can see within 30 feet. If the target can see the Magi Primaria, the target must succeed on a DC 13 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

ACTIONS

Magic Quarterstaff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) magical bludgeoning damage if wielded in one hand or 9 (1d8+5) magical bludgeoning damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage but unable to reduce a creature below 1 hit point.



Holy Secrets. The Magi Primaria has advantage on Death saving throws and saving throws against fiends (whether resisting a feature or spell cast by the creature).

Spellcasting. The Magi Primaria is a 16th level spellcaster that uses Intelligence as their spellcasting ability (spell save DC 17; +9 to hit with spell attacks). The Magi Primaria has the following spells prepared from the wizard spell list:

- Cantrips: *acid splash, dancing lights, sacred flame, shocking grasp, true strike*
- 1st-level (4 slots): *cure wounds, mage armor, magic missile*
- 2nd-level (3 slots): *blindness/deafness, detect thoughts, misty step*
- 3rd-level (3 slots): *fly, lightning bolt, remove curse, spirit guardians*
- 4th-level (3 slots): *conjure minor elementals, polymorph, stoneskin*
- 5th-level (2 slots): *arcane hand, conjure elemental*
- 6th-level (1 slot): *sunbeam*
- 7th-level (1 slot): *teleport*
- 8th-level (1 slot): *shapechange*

Aside from the Celestial Heroes, the Magi Primaria are considered to be the elite spellcasters of Askis. Only Rankir Tarryndorn and Tucker Quickfoot (and his compatriots in duplicity) know the exact number but it is widely believed that no more than a score of them are allowed to practice magic at any given time. Each carries either one of the true *Bands of Kyttarmoak* or a decoy of the powerful artifacts, preparing spells in the event they have to protect themselves or their master's great work. The services of Magi Primaria are always in extremely high demand—their exclusive access to the most powerful spells is typically booked months if not years in advance and they rarely suffer interruptions for very long.

With their hands folded into their sleeves, this mage walks forward confidently and with obvious purpose.

Scriniarii

Medium humanoid (any), neutral wizard (holy) 12
Armor Class 16 (*mage armor*)
Hit Points 86 (12d6+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Int +8, Wis +5
Skills Arcana +8, History +8, Insight +5, Investigation +8, Perception +5, Science +8
Senses passive Perception 15
Languages Celestial, Common, Draconic
Challenge 8 (3,900 XP)

Arcane Recovery. Once per day when the Scriniarii finishes a short rest, they can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 6th-level.

Blessed Attentiveness. The Scriniarii is able to maintain concentration on one holy spell while also maintaining concentration on a second spell (which may be from any school of magic; if you do not have the *Book of Celestial Heroes*, treat *fly* and *resilient sphere* as holy spells). Should they fail a Constitution saving throw to maintain concentration, they lose concentration on both spells.

Cherub Helper. The Scriniarii has a cherub familiar.

Spellcasting. The Scriniarii is a 12th level spellcaster that uses Intelligence as their spellcasting ability (spell save DC 16; +8 to hit with spell attacks). The Scriniarii has the following spells prepared from the wizard spell list:

Cantrips: *acid splash, dancing lights, sacred flame, shocking grasp, true strike*
1st-level (4 slots): *cure wounds, mage armor, magic missile*
2nd-level (3 slots): *blindness/deafness, detect thoughts, misty step*
3rd-level (3 slots): *fly, lightning bolt, remove curse, spirit guardians*
4th-level (3 slots): *conjure minor elementals, resilient sphere, stoneskin*
5th-level (2 slots): *conjure elemental, scrying*
6th-level (1 slot): *sunbeam*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.
Inaequa Pistol. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage but unable to reduce a creature below 1 hit point.

When magical expertise is required by The Inquisition or the Ministry, the magehunter Scriniarii are called upon to track down the unsanctioned spellcaster or handle all but the organizations' most serious arcane needs.



Golden feathered wings jut out of this angelic baby's back and a miniature bow is slung over one of its chubby little arms.

Cherub Familiar

Tiny construct, neutral
Armor Class 13 (natural armor)
Hit Points 5 (2d4) plus wizard level of master
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	14 (+2)

Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak

Telepathic Bond. While the cherub familiar is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Cloud Arrows. *Ranged Weapon Attack:* master's spell attack bonus to hit, range 50/100 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage. When the cherub scores a critical hit, the target makes a Charisma saving throw (using its master's spell save DC) or becomes indifferent (as the *calm emotions* spell). The cherub familiar of a wizard of 10th level or higher may instead choose to force the target of a critical hit to make a Wisdom saving throw (using its master's spell save DC) or be affected by *compulsion*.

Many scrolls peek out from the deep pockets of this robed mage and their fingers are lightly stained by ink.

Bibliothecae Prefectus

Medium humanoid (any), neutral wizard (holy) 8
Armor Class 16 (*mage armor*)
Hit Points 58 (8d6+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6, Insight +4, Investigation +6, Perception +4, Science +6
Senses passive Perception 14
Languages Celestial, Common, Draconic
Challenge 5 (1,800 XP)

Arcane Recovery. Once per day when the Bibliothecae finishes a short rest, they can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 4th-level.

Blessed Attentiveness. The Bibliothecae is able to maintain concentration on one holy spell while also maintaining concentration on a second spell (which may be from any school of magic; if you do not have the *Book of Celestial Heroes*, treat *fly* as a holy spell). Should they fail a Constitution saving throw to maintain concentration, they lose concentration on both spells.

Cherub Helper. The Bibliothecae has a cherub familiar.

Spellcasting. The Bibliothecae is an 8th level spellcaster that uses Intelligence as their spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Bibliothecae has the following spells prepared from the wizard spell list:

Cantrips: *acid splash, dancing lights, shocking grasp, true strike*
1st-level (4 slots): *expeditious retreat, mage armor, magic missile*
2nd-level (3 slots): *blindness/deafness, detect thoughts, misty step*
3rd-level (3 slots): *fly, lightning bolt, remove curse*
4th-level (2 slots): *conjure minor elementals, stoneskin*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 5 (1d4+3) piercing damage.

Any of the libraries in Askis that contain tomes of powerful knowledge are overseen by these followers of Rankir Tarryndorn; they're capable of protecting the potentially lethal information within and it provides them a means to better their arcana.

Deep azure robes hide the wiry frame of this apprentice, the ink on their fingers and smell of reagents giving the immediate impression that they dabble in magic.

Adparitor

Medium humanoid (any), neutral wizard (holy) 4
Armor Class 15 (*mage armor*)
Hit Points 26 (4d6+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	15 (+2)	16 (+3)	13 (+1)	10 (+0)

Saving Throws Int +5, Wis +3
Skills Arcana +5, History +5, Insight +3, Investigation +5, Perception +3, Science +5
Senses passive Perception 13
Languages Celestial, Common, Draconic
Challenge 3 (700 XP)

Arcane Recovery. Once per day when the Adparitor finishes a short rest, they can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2nd-level.

Cherub Helper. The Adparitor has a cherub familiar.

Spellcasting. The Adparitor is a 4th level spellcaster that uses Intelligence as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The Adparitor has the following spells prepared from the wizard spell list:

Cantrips: *acid splash, dancing lights, shocking grasp, true strike*
1st-level (4 slots): *burning hands, expeditious retreat, mage armor, magic missile*
2nd-level (3 slots): *blindness/deafness, detect thoughts, misty step*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 4 (1d4+2) piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

Adparitors are scholars, scribes, apprentices, and assistants to Sciniarii and Magi Primaria, and when a generation has a strong recruitment year, working in a library under a Bibliothecae Prefectus. Punishment for either overwhelming incompetence or slow development gets one of these lesser mages—usually someone not particularly good with magic—stuck working rank and file bureaucratic tasks for The Ministry and local governments until reaching a personal breakthrough worth being promoted, prompting some to conduct research in private.

KILLING THE GOLDEN TWINS

A *5th Edition* adventure for four to five evil PCs of 2nd level:

The mad scientist Gespadrieux has foreseen that the death of the distant offspring of the Paladin of Samovi (Lellwyn Fethyrwal) will cause great discord in her soul, a lynchpin in his plans for her downfall. The youths—a boy named Kristoph and a girl named Deardra, each just 13 years of age—are currently at their most vulnerable, the defenses provided by the Legio Admiristad Institute of Higher Learning feeble compared to those in the confines of their great-great-great-great-great-grandmother's homes. Gespadrieux has waited for this moment for more than a decade, carefully acting through stooges and fools to prepare agents in Ourianos positioned to assassinate these youngling angel-touched and therein wound the Celestial Hero Lellwyn Fethyrwal herself.



In order to succeed the adventurers must bribe, cheat, lie, and sneak to where they can commit a truly heinous act (which they'll find is not as easy as it might at first seem to be). If they are able to stomach the murder of innocents and escape with their own lives, the mad scientist Gespadrieux knows the value of competent servants and rewards the PCs with forbidden knowledge, evil power, and wealth aplenty. After the murder the party are bound to become fugitives but with their new gifts and coin, staying ahead of authorities should be no obstacle—it will be the vengeance of an immortal Celestial Hero that might be a problem down the line. Of course by completely embracing darkness and the rapid paths to power that can grant, their situation may not be so dire...

THE CITY OF LEGIO

During the times before evil was routed from Askis the village of Legio was widely known for the quality of its weapons but with the peace that came after the ascension of the Celestial Heroes, the need for tools of murder subsided and the arts flourished in their place. Craftspeople and sculptors flocked to the settlement, growing it into a beautiful city filled with holy carvings, mosaics, and statues dotting streets dwarfed by buildings built in the sleek style emulating the works of the deific beings that have blessed the world with inaequa. Given the many forges already there the manufacture of items powered by the unique substance became a staple of Legio, the weaponeers turning their crafting expertise to the mass production of automobiles, cloudglider blimps, items of convenience, steel equos locomotives, and anything else powered by the divine fuel. What was once a humble collection of homes and shops has expanded into an artistic urban paradise—built upon the backs of the thousands of workers that fill its dozens of factories.

EVAGANTEM RAILROAD

All across Ouranious is an inaequa-driven railroad run by the nationalized Evagantem Railroad Service. In the city of Legio it has rails that run through all three factory districts, the Caelestibus Commons, and the Profor District.

Labos Factory District. The northwesternmost area of Legio is devoted to factories that produce parts for vehicles—whether they be automotives, locomotives, or meant to take to the air. These facilities are the largest in the city, though there are far fewer of them than in its sister districts.

Usus Factory District. Askis is a world with many conveniences similar to Earth of a century ago—the toasters, lamp posts, refrigerators, vacuum cleaners, washing machines, telephones, and radios made in Legio are built here. This area also houses the Quickfoot Worker's Bureau, a building always crowded by a large queue of laborers lining up for a job.

Exerceo Factory District. Though there isn't much need for them nowadays the military still maintains their armor and weapons. One of the few cities of the world to continue forging new armament parts and weapon components is Legio. Most of the factories here are sparsely populated, their workers left to wander about the settlement performing mundane and largely useless tasks such as sweeping the streets, polishing post-forever lanterns, and the like.

Lysium Gardens. The natural environs of the original village of Legio have been preserved in the center of the city in a beautiful wooded park where many of its denizens lackadaisically live out their days with leisure aplenty provided by entertainers and food vendors.

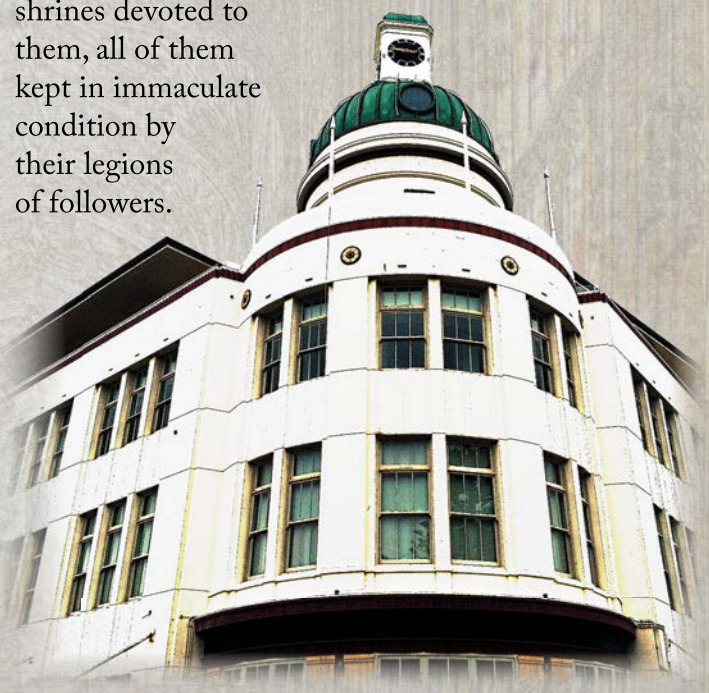
Caelestibus Commons. Legio's wealthiest citizens live in the shadow of the Monastic Order of Law Monastery on the western side of the city. Its broad avenues are lined by luxurious mansions and some of the settlement's most beautiful artworks, proudly displayed in the yards of the rich patrons able to commission them.

Artis Quarter. Artists, merchants, restauranteurs, and scholars live and ply their trade in this area of the city just south of the Lysium Gardens. The Legio Admiristad Institute of Higher Learning and Legio College of Inaequa Studies educate the settlement's youth, the former handling schooling for all of the populace until reaching maturity and either entering the workforce or attending the latter for learning more advanced knowledge.

Profor District. The most populated area of Legio is home to the majority of its laborers, its crowded streets filled with many-floored tenements and apartment buildings closely packed together. On its southwest border is the Fortress Legio, an ancient military structure used by the city's placid guard and kept as a museum of the city's past.

Salus Borough. Many of the city's laborers dwell in this area's pristine streets but only the most devout—those willing to pay the increased cost for living so close to the majority of Legio's churches and shrines. Of course numerous priests, acolytes, and holy clergy reside here as well, only the most zealous living in the Adominatio Precint and the wealthiest with residences in Caelestibus Commons.

Adominatio Precinct. Unlike Praeclarus and Alacer, the city of Legio is not known for the grandeur or profligation of its houses of worship but it is certainly not bereft of them. Every saint of Askis has at least one church in this area of the settlement and a few shrines devoted to them, all of them kept in immaculate condition by their legions of followers.




LEGIO
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Labos Factory District
Usus Factory District
Quickfoot Worker Bureau
Exerceo Factory District
Citadel of Law
Lysium Gardens
Legio Admiristad Institute of Higher Learning
Legio College of Inaequa Studies
Adominatio Precinct
Caelestibus Commons
Artis Quarter
Fortress of Legio
Salus Borough
Profor District

PROLOGUE

All of the PCs are citizens (albeit perhaps disturbed or unhappy) of Legio, a small city on the contiguous continent of Ourianos, and each of them holds a job or position that grants regular access to the Legio Admiristad Institute of Higher Learning. Perhaps they deliver supplies, clean the rooms, teach, work as administrative staff, perform repairs to the building, prepare food, or are possibly even safety officers in the school. In addition to providing them all with a means for knowing one another, this makes all of the party members knowledgeable about the general layout of the grounds—secret entrances, places to hide, the general schedule of patrols, and so on.

One Sunday night as they lay sleeping, all of the adventurers share a dream. Read the following:

The darkness of sleep is interrupted by blurring blue and white until the sky above Legio comes into view and it is, as usual, a bright azure sporadically broken by drifts of cloud that cast faint shadows in the cascade of sunlight glinting off the city's precisely constructed geometric buildings. You walk beside companions, nearing the Legio Admiristad Institute of Higher Learning at the center of the settlement. Panicking screams of children draw your gaze toward the building's entrance and you see the defiled corpses of two youths on display, golden illumination pouring out of their eyes to become silver tears that pool on the ground. The metallic liquid rapidly spreads and as it seeps across the stonework, it turns redder before becoming the crimson color of blood.

Havoc spreads across the city as demons and devils swim up from out of the blood flooding Legio and you witness one of the Celestial Heroes, the great paladin Lellwyn Fethyrwal, screech from out of the sky on angelic wings. As she sees the dead bodies liquify into the blasphemous slurry her shout intensifies and holy light erupts from around her, burning to ash dozens of fiends. They are far too many in number for one warrior however and in seconds she is overwhelmed by monsters, her flesh and organs flung in chunks onto the ruins the creatures have made of the city.

At this point the GM should ask what the PCs do as chaos takes over Legio and all hell breaks loose, offering them an opportunity to cinematically describe their actions and make it clear to their companions what can be expected of each other when they are allowed to act with abandon. **It should be made clear that the adventurers have great lattitude in their roleplaying right now and GMs should have had the conversation of consent (page 235) already**—one might describe luring people into a building to burn them alive, slashing throats to begin a magical ritual using the corpses, summon undead to wreak havoc—and that if any rolls are required, they will be minimal at best. After the party has had some despicable fun, read the following:

Suddenly you stand atop the wreckage of Legio, a new figure climbing up toward you—half of his cranium is encased in black metal, one of his eyes has been replaced by a lensed clockwork contraption, and beneath his thick, dark wool cloak are limbs that bend in ways no humanoid should. As he nears darkness claws its way closer until eventually there is nothing—only you and this strangely familiar old man in the void.

"You may call me Gespadrieux. Though you may not know me, I have known you all your lives." He looks at each of you in turn and instinctively you know it to be true, hidden memories of this mysterious stranger swimming to the fore of your minds. "Your fates are the one true path to bringing balance back to Askis, to be pivotal agents in the casting down of the accursed immortals. Each of you is a herald of the Celestial Heroes' end, destined to sever the connection to the divine that holds the world in their sway." He sweeps one arm outward and gestures with a skeletal metal hand, causing two figures you recognize to materialize in the air—Deardra and Kristoph, students at the school. He looks at you sternly, his gruesome countenance grim, "you must kill the twins Fethyrwal."

He eyes you all levelly, judging your reactions. "Mind you ultimately this serves to bring balance to the world, for there is no other chink in the grand paladin's armor and your necessary deed will be the first step to bringing Askis' penance to pass. You will be rewarded as well, both in coin and power, but you must strike now!" The madman begins to fade away, his voice growing to a whisper as he begins to shout, "Wait too long and the truest defenders of Legio that I have lured away from the city will return, closing the window of opportunity—perhaps forever!"

Afterward the PCs simultaneously awaken and possess a shared telepathy for 30 minutes, reinforcing upon them the reality of their shared experience and the gravity of what they have been asked to do. They are also each imparted with the knowledge of heretical markings and that simple dead bodies won't do—in order to stop the twins from being resurrected their corpses need to be blasphemously scarred, making their quest all the more grisly.

Gespadrieux's Distraction. The whole of Legio's most powerful defenders have been lured away from the city by one of the mad scientists "failed" creations, an abomination of evil that has attacked the seafaring vessel of a well-to-do noble with large holdings throughout Ourianos. It isn't hard for the PCs to find out this information—newsies across the settlement are using it to sell a fair number of papers as usually events around the region are not particularly exciting.

Act 1: An Unthinkable Act

To truly begin the adventure the GM should describe the city of Legio before the PCs devolve into what is certain to be an intriguing discussion about what they have been tasked to do. Read the following:

As you suddenly awaken you are blinded by the stark golden radiance of the sun spilling onto your face, the cry of steam whistles sounding across the city of Legio as its factories begin operating. The urban settlement is already lively, its citizens bustling down the streets in cabled vectio trolleys as newsies on street corners call out the events of the past day, eager to sell their papers to passerby. Odors from food vendors permeate with the cloying-sweet scent of inaequa as the machines of industry lurch into action, the lives of the good people of Legio beginning like almost any other day—with one crucial exception, of course.



Before anything else the party should better familiarize themselves with each other and—after agreeing that (for whatever reasons) they will do as Gespadrieux has asked of them—quickly formulate either a good place to meet in secret or cobble together a plan for doing the foul deed while their telepathy persists.

The Dreadful Mission

Their mad scientist benefactor has done much to pave the way for the adventurers but in order to succeed the PCs have several obstacles to overcome.

Isolating the Fethyrwal Twins. While a particularly bloodthirsty, chaotic, and reckless group might not care how much mayhem they cause, most parties will want to keep havoc to a minimum for as long as possible—which means getting their targets alone. Getting the twins by themselves will also make doing the deed (and the grisly work afterward) far easier as any adult that witnesses the atrocity intervenes in an attempt to stop it or at the very least allow for the youths to escape. When they're not in a proper class, the Feathyrwals are taught side-by-side (and therefore accompanied by) at least one of the tutors from Act 3. If one of the PCs is part of the administrative staff or able to sneak into the offices to gather information, the adventurers can time it right so that only one other NPC (or if properly distracted, none at all) is watching over their targets.

Preparing an Escape Route. It might be possible to kill their targets without being caught but making the markings of blasphemy on the bodies will require some time so simply fleeing immediately is not an option. Unless the PCs manage to slay their targets quickly and quietly (a very unlikely event) they will trigger pandemonium and might have childhood witnesses. It should be noted that killing all of these observers can potentially make the situation worse (not that murdering two teenagers isn't bad, but *slaughtering many children* is going to paint a much more vibrant target on the adventurers' backs).

Timing is Everything. All of this planning must be done quickly—the school day begins 2 hours after sunrise and ends 3 hours after high noon, at which point the personal bodyguards of the twins will have returned along with the rest of Legio's more powerful defenders.

After the PCs have planned their foul mission and are prepared to murder the twins, read the following as the day begins at the Legio Admiristad Institute of Higher Learning:

> *A network of bells ring throughout the grounds of the Legio Admiristad Institute of Higher Learning and in response its student body becomes a bustling flurry of movement as hundreds of youths of all ages file into their classrooms throughout the monolithic building. In a matter of minutes only a few stragglers remain, sprinting quickly with sheafs of papers and bundles of pencils grasped in their hands.*

The day is like any other—a monotonous drone of dozens of scholarly youths being educated in history, mathematics, religion, and science. Depending on how much time the PCs spent planning, their opportunities to strike at the twins will wane. Their targets' schedule for the day is as follows:

8AM-10AM—Liturgy with Sister Imbellem Carnadine
10AM-11:30 AM—Science with Troubadour Lapisque Angularis
11:30AM-12:30 PM—Sparring with Sister Imbellem Carnadine
12:30PM-1PM—Lunch in the Cafeteria
1PM-2PM—Mathematics with Magiciar Gloria Moderatus
2PM-3PM—History with Master Prorsus Silvestre

The twins have also had premonitions that someone will attempt to attack them today and are wary, so they have insisted on being in their full regalia and their tutors are on guard as well.

Manipulating the Bureaucracy

Another way the PCs might manipulate the protectors of the Fethyrwal twins is through the bureaucratic machinations of the school. While inserting a false meeting or other unexpected task is guaranteed to divert a teacher, any of the tutors are only delayed for a maximum of 1d4+1 minutes and are prepared for a fight when they arrive. In order to alter work schedules the adventurers need to either sneak into faculty offices—a DC 12 Dexterity (Stealth) check up to 30 minutes before the first bell rings or a DC 18 Dexterity (Stealth) check afterward —or distract administrators with a DC 13 Charisma (Persuasion) check while they make the change.

The Coward's Weapon

Poisoning a tutor is another route an evil party is likely to consider. Magiciar Gloria and Troubadour Angularis make use of the teacher's lounge in the southern wing of the school whereas Master Prorsus and Sister Imbellum keep to the faculty room in the northern end of the building. Sneaking into either and poisoning the refreshments therein requires a DC 13 Dexterity (Stealth) check but immediately after someone suffers from it the food and drink in each is thrown out. Any attempts to sneak into one of these rooms to further poison the tutors indirectly are made with disadvantage, though persistent PCs are welcome to try and deliver their fell concoctions personally (in which case each NPC has their own passive Perception scores, though they gain a +2 bonus if one of their peers has already been poisoned.)

Tricking a Tutor

Since they are already suspicious, lying to the teachers is not a simple matter. Any PC that is not a member of the school's faculty is at disadvantage on Charisma (Deception) checks against the tutors. A sufficiently clever lie can negate this disadvantage however, provided the adventurers prey on the weaknesses of those they are deceiving.

Magiciar Gloria. The school's preeminent mage is susceptible to any tale about magical anomalies given sufficient evidence, something that requires a separate (secretly rolled) DC 12 Intelligence

(Arcana) check. Any failed attempts to deceive her cause Gloria to cast *detect thoughts*, possibly alerting her to the PC's foul plan.

Master Prorsus. Little will trouble Master Prorsus save the need to slay a wild creature loose on the grounds and those are exceptionally rare. A DC 14 Wisdom (Medicine) check along with a wound that dealt at least 2 hit points of damage is enough to back up a lie to that effect.

Sister Imbellum. Only a missive or summons from the Monastic Order of Law will divert Sister Imbellum from her duties and crafting a fake requires a DC 12 Intelligence (forgery kit) check or DC 16 Intelligence check.

Troubadour Angularis. Having once been quite famous and notorious for his promiscuity, Lapisque is extremely fond of his more adoring followers and becomes more gullible if it seems that one of his most devoted fans (Jamie, Pat, or Tracy) is in desperate need of his immediate attention.

Waylaying the Faculty

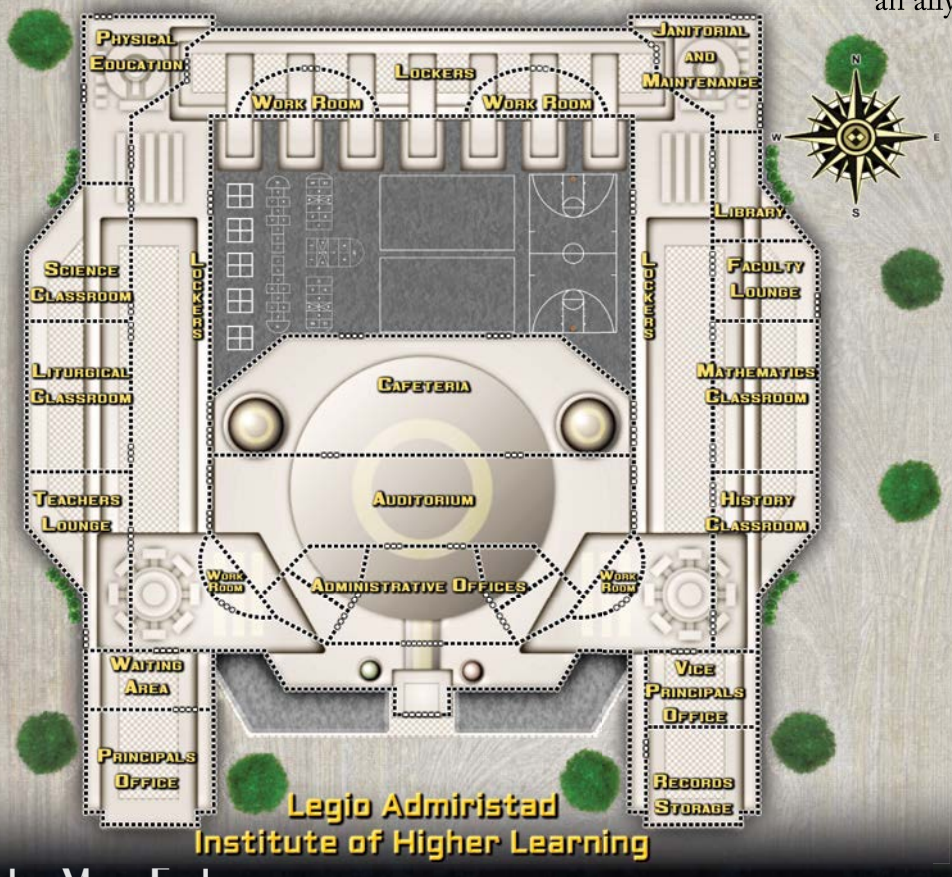
When other tactics fail the adventurers are probably going to consider getting a teacher alone and knocking them unconscious (or possibly even killing them). Any attacks in public are immediately responded to by the remainder of the faculty as the twins escape the school but if cornered and dealt with quickly, the PCs have a good chance of taking a teacher down. Once two tutors are missing the rest become extremely suspicious and cannot be drawn into isolation, and what more each reacts differently when assaulted alone.

Magiciar Gloria casts *expeditious retreat* and if someone is blocking her way directly she uses *blindness*, dashing at top speed to wherever the twins currently are to get them into safety at the Fortress Legio or Citadel of Law.

Master Prorsus runs for cover and then attempts to disappear, casting *cure wounds* on himself and then stalking after his attackers (preferably when an ally is nearby and can offer him aid).

Sister Imbellum attempts to stun her attacker and then uses *ki* to increase her AC or movement for the round, immediately grabbing the twins and taking them to the Citadel of Law.

Troubadour Angularis casts *invisibility* on himself and attempts to slip away, warning another teacher of the attack and granting anyone else he can muster for a counterattack some Bardic Inspiration.



Murder Most Foul

Once the PCs have isolated their targets (or if they have run out of time and have to attack in the middle of a lesson) and combat begins, read the following:

The angel-touched youths are surprised as you attack but their eyes tell you they are more disappointed than shocked, drawing their weapons with steely resolve. Kristof clasps his hands together and begins chanting to the gods above as Deadra edges forward, both of them looking for a quick escape.

Deardra Fethyrwal

Small humanoid (vindico aasimar), lawful good paladin 2

Armor Class 16 (breastplate)
Hit Points 22 (2d10+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5
Skills Athletics +3, Insight +3, Perception +3, Religion +2
Damage Resistances necrotic, radiant
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Common
Challenge 1/2 (100 XP)

Divine Sense. As an action, until the end of her next turn Deardra knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover. She knows the type (celestial, fiend, or undead) of any being whose presence she senses, but not its identity. Within the same radius, she also detects the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell. She can use this feature 4 times. When she finishes a long rest, she regains all expended uses.

Divine Smite. When Deardra hits a creature with a melee weapon attack, she can expend one spell slot to deal 2d8 radiant damage to the target, in addition to the weapon's damage. The damage increases by 1d8 if the target is an undead or a fiend.

Fast Healer. When spending Hit Dice during a short rest, Deardra heals twice the normal amount.

Healing Soul (2 hit points). As an action, Deardra can touch a creature and draw power from this pool of hit points to restore up to 2 hit points.

Lay on Hands (10 points). As an action, Deardra can touch a creature and a number of hit points to that creature, up to the maximum amount remaining in this pool. Alternatively, she can expend 5 hit points to cure the target of one disease or neutralize one poison affecting it.

Lighted Soul. Deardra knows the *light* cantrip.

Otherwalker (2/long rest). Deardra can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Spellcasting. Deardra is a 2nd level spellcaster that uses Charisma as her spellcasting ability (spell save DC 13; +5 to hit with spell attacks) and has the following paladin spells prepared:

1st-level (2 slots): *command, cure wounds, heroism, shield of faith*

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

Kristof Fethyrwal

Small humanoid (vindico aasimar), neutral good cleric 2

Armor Class 16 (chainmail)
Hit Points 17 (2d8+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Wis +5, Cha +4
Skills Insight +5, Perception +5, Religion +2, Stealth +3
Damage Resistances necrotic, radiant
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common
Challenge 1/4 (50 XP)

Channel Divinity (1/short rest). Kristof can use divine energy to fuel one of the following magical effects.

> ***Preserve Life.*** As an action, Kristof presents his holy symbol and evokes healing energy that can restore 10 hit points. He chooses any creatures within 30 feet of him and divides those hit points among them. This feature can restore a creature to no more than half of its hit point maximum and cannot be used on an undead or a construct.
>
> ***Turn Undead.*** As an action, Kristof presents his holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear him within 30 feet must make a DC 13 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 Kristof as it can, and it can't willingly move to a space within 30 feet of him. 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.

Disciple of Life. Whenever Kristof uses a spell of 1st-level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Fast Healer. When spending Hit Dice during a short rest, Kristof heals twice the normal amount.
Healing Soul (2 hit points). As an action, Kristof can touch a creature and draw power from this pool of hit points to restore up to 2 hit points.
Lighted Soul. Kristof knows the *light* cantrip. Charisma is his spellcasting attribute for this cantrip.
Otherwalker (2/long rest). Kristof can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.
Spellcasting. Kristof is a 2nd level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Kristof has the following spells prepared from the cleric's spell list:

Cantrips: *guidance, resistance, sacred flame*

1st-level (3 slots): *bless, command, cure wounds, guiding bolt, healing word, sanctuary*

ACTIONS
Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage or 8 (1d10+2) bludgeoning damage if wielded in two hands.
Inaequa Pistol. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage but unable to reduce a creature below 1 hit point.

Every round the PCs are in combat there is a cumulative 5% chance that a student of the school happens by and runs to alert a teacher, taking 1d4 rounds to reach them and after 2d4 rounds the tutors arrives in response (pulling the school's fire alarm before reaching the scene).

A Dark Reward

Once the twins are dead the scarring of the corpses can begin. Correctly marking each body only requires a weapon that deals piercing or slashing damage but the process takes at least 2d6 rounds. As soon as the second corpse has been given the marks of blasphemy all of the PCs hear a wicked laugh both shrill and deep, then Gespadrieux's voice as the nearest inaequa-powered objects explode, dealing 1d4 damage to each of the PCs but increasing their level to 3rd (instantaneously gaining new hit points, spell slots, prepared spells for new spell slots, and features), allowing for one session of healing as if they had taken a short rest (this still requires the spending of Hit Dice and does not recharge the use of abilities that restore on a short rest), and increasing their Sin scores by 2 (granting 2 vilis points).



Immediately afterward an alarm sounds around the school and all hell breaks loose throughout the Legio Admiristad Institute of Higher Learning. Adventurers covered in the blood of their recent victims immediately draw the attention of faculty and approaching authorities, but in the havoc that reigns the PCs have advantage on checks made to quickly clean themselves off or conceal the gore of their victims.

ACT 2: A MURDEROUS ESCAPE

Their despicable mission may be behind them, but the adventures are done for if they can't escape the city!

Revenge of the Faculty

Most adventurers will have engaged in a combat that brings them to the direct attention of the staff of the school (as well as authorities) but even a party that manages a stealthy kill spurs onlookers when Gespadrieux grants them their dark blessing. The teachers with experience in a fight (those that the PCs haven't already murdered) make a go at stopping the party, sacrificing their lives to protect the remaining students and delay the adventurers long enough for the guards of Legio to arrive.

Magiciar Gloria Moderatus

Medium humanoid (half-elf), neutral wizard 3
Armor Class 15 (*mage armor*)
Hit Points 20 (3d6+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	15 (+2)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +5, Wis +4
Skills Arcana +5, History +5, Insight +4, Investigation +5, Perception +4, Science +5
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Draconic, Elvish
Challenge 1/2 (100 XP)

Arcane Recovery. Once per day when she finishes a short rest, Gloria can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 1st-level.

Fey Ancestry. Gloria has advantage on saving throws against being charmed, and magic can't put her to sleep.

Sculpt Spells. When Gloria casts an evocation spell that affects other creatures that she can see, she can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell and they take no damage if they would normally take half damage on a successful save.

Spellcasting. Gloria is a 3rd level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Gloria has the following spells prepared from the wizard spell list:

Cantrips: *acid splash, shocking grasp, true strike*
1st-level (3 slots): *burning hands, expeditious retreat, mage armor, magic missile*
2nd-level (2 slots): *blindness/deafness, detect thoughts*



ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4+2) piercing damage.

Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

Master Prorsus Silvestre

Medium humanoid (elf), neutral good ranger 3

Armor Class 16 (hide, shield, defense fighting style)
Hit Points 28 (3d10+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	14 (+2)	14 (+2)	12 (+1)

Saving Throws Str +5, Dex +3
Skills Athletics +5, Insight +4, Nature +4, Perception +4, Stealth +3, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Elvish
Challenge 1/2 (100 XP)

Cantrip. Prorsus knows the *ray of frost* cantrip (+4 spell attack).

Favored Enemy. Prorsus has significant experience studying, tracking, hunting, and even talking to monstrosities. He has advantage on Wisdom (Survival) checks to track monstrosities, as well as on Intelligence checks to recall information about them.

Fey Ancestry. Prorsus has advantage on saving throws against being charmed, and magic can't put him to sleep.

Horde Breaker (1/turn). When Prorsus makes a weapon attack, he can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of his weapon.

Natural Explorer. Prorsus is particularly familiar with grasslands. When he makes an Intelligence or Wisdom check related to his favored terrain, his proficiency bonus (+2) is doubled if he is using a skill that he's proficient in. While traveling for an hour or more in grasslands, he gains the following benefits:

Ki (3 points/short rest). Imbellem can spend *ki* to fuel the following features:

- Difficult terrain doesn't slow his group's travel.
- His group can't become lost except by magical means.
- Even when he is engaged in another activity while traveling (such as foraging, navigating, or tracking), he remains alert to danger.
- If he is traveling alone, he can move stealthily at a normal pace.
- When he forages, he finds twice as much food as one normally would.
- While tracking other creatures, he also learns their exact number, their sizes, and how long ago they passed through the area.

Primeval Awareness. Prorsus can use his action and expend one ranger spell slot to focus his awareness on the region around him. For 1 minute per level of the spell slot he expends, Prorsus can sense whether the following types of creatures are present within 1 mile of her (or within up to 6 miles if he is in his favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Spellcasting. Prorsus is a 3rd level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 12; +4 to hit with spell attacks). Prorsus has the following spells prepared from the ranger's spell list:

1st-level (3 slots): *cure wounds, jump, longstrider*

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 6 (1d10+1) bludgeoning damage but unable to reduce a creature below 1 hit point.

Sister Imbellem Carnadine

Medium humanoid (half-orc), lawful good monk (open hand) 3

Armor Class 15 (Wisdom)
Hit Points 27 (3d8+9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +5
Skills Acrobatics +5, History +3, Insight +4, Intimidation +2, Perception +4, Religion +3
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common, Orc
Challenge 1 (200 XP)

the following features:

- ***Patient Defense (bonus action, 1 ki).*** Imbellem takes the Dodge action.
- ***Step of the Wind (bonus action, 1 ki).*** Imbellem takes the Disengage or Dash action, and her jump distance is doubled for the turn.
- ***Stunning Attack (1 ki).*** Imbellem attempts to stun a creature she hits with a melee weapon attack. The target must succeed on a DC 12 Constitution saving throw or be stunned until the end of her next turn.

Martial Arts. Imbellem can use Dexterity instead of Strength for the attack and damage rolls of her unarmed strikes and monk weapons, and she rolls a 1d4 in place of the normal damage of her unarmed strike or monk weapons. In addition, when Imbellem uses the Attack action with an unarmed strike or a monk weapon on her turn, she can make one unarmed strike as a bonus action.

Open Hand Technique. Whenever Imbellem hits a creature with one of the attacks granted by spending 1 *ki* and her bonus action, she can impose one of the following effects on that target:

- It must succeed on a DC 12 Dexterity saving throw or be knocked prone.
- It must make a DC 12 Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of Imbellem's next turn.

Troubador Lapisque Angularis

Medium humanoid (human), neutral good bard (lore) 3

Armor Class 14 (studded leather)

Hit Points 24 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +4, Cha +4

Skills Acrobatics +4, Arcana +3, Deception +4, Insight +5, Nature +3, Persuasion +4, Science +3, Stealth +6

Senses passive Perception 11

Languages Celestial, Common, Draconic

Challenge 1/2 (100 XP)

Bardic Inspiration 1d6 (2/short rest). As a bonus action on his turn, Lapisque can choose one creature other than himself within 60 feet of him who can hear him. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Jack of All Trades. Lapisque adds +1 to any ability check he makes that doesn't already include his proficiency bonus.

Spellcasting. Lapisque is a 3rd level spellcaster that uses Charisma as his spellcasting ability (spell save DC 12; +4 to hit with spell attacks). Lapisque has the following spells prepared from the bard's spell list:

Cantrips: *minor illusion, vicious mockery*

1st-level (4 slots): *charm person, cure wounds, heroism, sleep, thunderwave*

2nd-level (2 slots): *invisibility*

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage but unable to reduce a creature below 1 hit point.

REACTIONS

Cutting Words. When a creature that Lapisque can see within 60 feet of him makes an attack roll, an ability check, or a damage roll, he can use his reaction to expend one of his uses of Bardic Inspiration, subtracting 1d6 from the creature's roll. He can choose to use this feature after the creature makes its roll or before the creature deals its damage. The creature is immune if it can't hear Lapisque or if it's immune to being charmed.

Relentless Endurance (1/long rest). When Imbellem is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.

Savage Attacks. When Imbellem scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Imbellem attacks once (if attacking with unarmed strikes she can spend her bonus action to attack a second time or her bonus action and 1 *ki* to attack a second and third time).

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Inaequa Pistol. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage but unable to reduce a creature below 1 hit point.

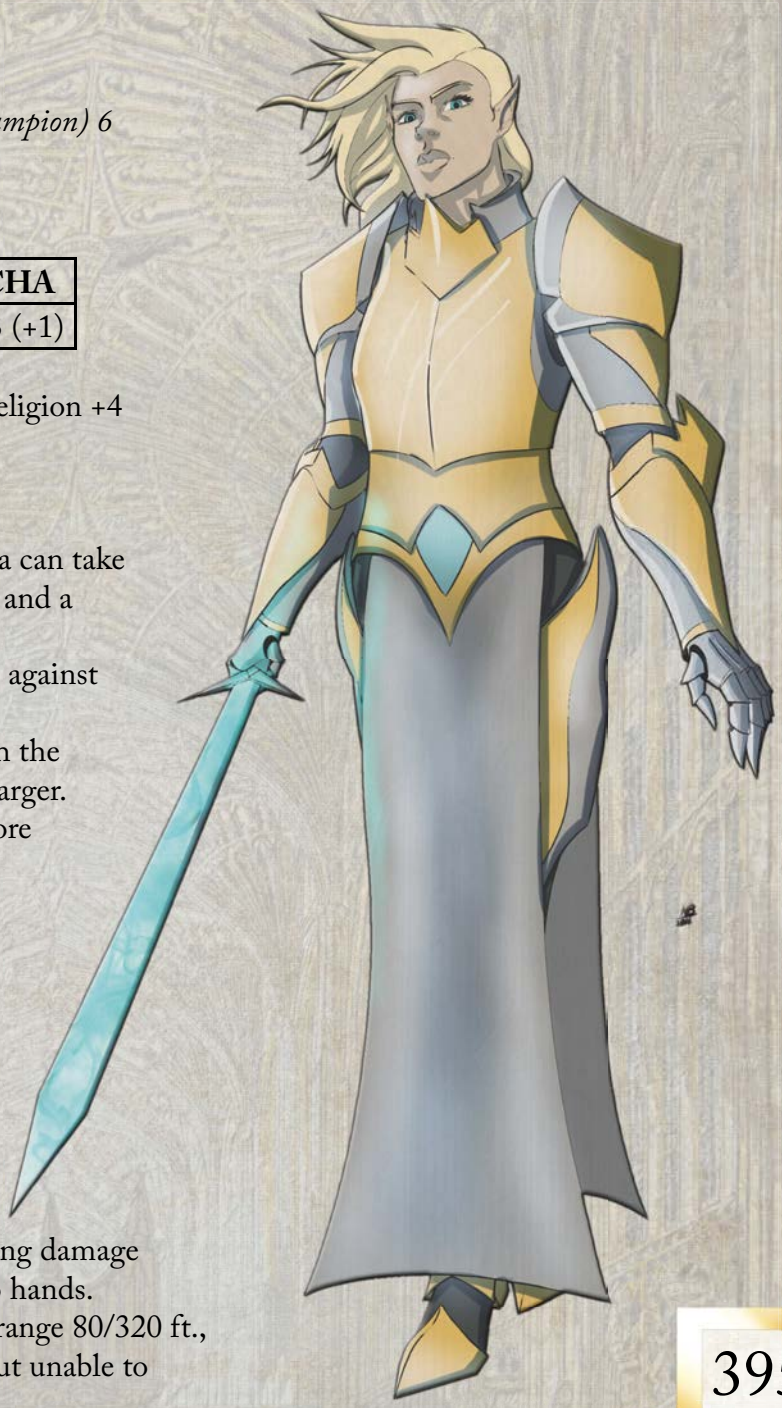
REACTIONS

Deflect Missile. Imbellem can spend her reaction to strike a missile when she is hit by a ranged weapon attack, reducing its damage by 5 (1d4+3).

Wandering Trouble

The general defenders of Legio arrive in the school 3 minutes after the alarms begin to wail. Gespadrieux has manipulated events so that most of the town guard is not on duty and their greatest protectors are away, but the settlement is not completely undefended. Roll 1d20 each time the PCs enter a district or reach halfway across it, and on a result of 6 or less, the party encounters a trio of patroling Justitia Equerries (page 377). At the GM's discretion, if the adventurers dally too long there may be many encounters with the city's guards.

Before escaping the grounds of the school however there is one last obstacle: Dame Mortalia Tavrossi, a Knight of the Chime wandering near the town. The heinous act they've just committed rang loudly to those of her order all across the land, alerting her to their cruelty and drawing the warrior to the PCs like a moth to the flame. She does not fight the adventurers to the death however and doesn't seek to stop them unless capture seems possible, only to unmask them, get a good look at every one of the scandalous murderers, and attempt to capture photographs of their faces using her camera (page 203) to produce wanted posters and turn all of society's protectors against the party.



Dame Mortalia Tavrossi

Small humanoid (halfling), lawful good fighter (champion) 6
Armor Class 17 (splint)
Hit Points 52 (6d10+12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Str +6, Con +5
Skills Athletics +6, Insight +5, Perception +5, Religion +4
Senses passive Perception 15
Languages Celestial, Common, Halfling
Challenge 3 (700 XP)

Action Surge (1/short rest). On her turn, Mortalia can take an additional action on top of her regular action and a possible bonus action.

Brave. Mortalia has advantage on saving throws against being frightened.

Halfling Nimbleness. Mortalia can move through the space of any creature that is of Medium size or larger.

Improved Critical. Mortalia's weapon attacks score a critical hit on a roll of 19 or 20.

Lucky. When Mortalia rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Second Wind (1/short rest). On her turn, Mortalia can use a bonus action to regain 1d10+6 hit points.

ACTIONS

Multiattack. Mortalia attacks twice.

Magic Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage or 9 (1d10+4) slashing damage if wielded in two hands.

Inaequa Pistol. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d10) bludgeoning damage but unable to reduce a creature below 1 hit point.

Fleeing the City

As the PCs escape the city they hear Gespadrieux's voice in their minds, directing them on what streets to take to best avoid patrols and where to go once they flee from Legio. There are several routes the adventurers might take to escape the settlement quickly once they are off of school grounds.

North to the Factory Districts. If the party goes through this area they'll discover the excessive queues around the Quickfoot Workers Bureau have exploded into havoc as the parents of children at the school are thrown into a panic when word of the incident spreads ahead of the PCs. Any encounters in the Factory Districts are among crowds that turn the streets into difficult terrain and the adventurers' overland speed is halved while traveling through them (unless they take to the rooftops).

East through the Adominatio Precinct. The act of foul heresy the PCs have just committed has not gone unnoticed by the faithful of Legio and the priests of the city (use the statistics for Acolytes) hurl insults as well as stones if they spot the party; the clergy are true cowards and immediately flee when chased or confronted.

South through the Profor District. News of the terrible deed has spread to the many parents of the Profor District and the entire place is in a panic. This is Legio's least devout area and its denizens are largely neutral-aligned rather than good, making them far less polite or well-meaning—all Wisdom or Charisma checks made against them are at disadvantage and can quickly lead to hostilities (use the statistics of Commoners).

West by Caelestibus Commons. While this might seem to be the area easiest for the PCs to escape through, they run into a trio of Justitia Equerries (page 376) before reaching the woods.

Parkour. The heights of Legio's buildings vary greatly but the rooftops of any given city block generally vary only 5 or 10 feet from one another. Otherwise, scaling a city block requires a DC 15 Strength (Athletics) check and climbing 1d4 x 10 ft. + 10 ft. (although rooftops make for great spaces to run). The buildings of the Adominatio Precinct and Calestibus Commons are too widely spaced and far too unique for parkour.

Taking an Inaequa Chariot. The PCs might find a steel plaustra truck in the Factory Districts (particularly Labos), a leisure inaequa-chariot in the Caelistibus Commons or Adominatio Precinct, or a less optimal automobile in any region (although they are not not terrifically common in the Profor District or Salus Borough).

Hijacking. Scaring someone driving a running inaequa-chariot into giving up their vehicle requires a DC 16 Charisma (Intimidation) check but immediately results in a chase (use the core rules for chases found in the guidebook for GMs).

Stealing. Breaking into a locked inaequa-chariot requires a DC 15 Dexterity (thieves' tools) check but any result of 20 or less triggers an alarm and the vehicle becomes inoperable for 1 minute.

Trainhopping on the Evagantem. Once the PCs reach at least the middle point of a region with access to the railroad, they may attempt to hop into a train car to make their escape. The GM should caution against hiding inside an steel equos, warning the party that all of the city's authorities are fervently hunting them and once the mad scientist's distraction has ended they will quickly be located by magical means. When the adventures reach a rail line roll 1d20, and on a result of 10 or less there's nothing on the move. Otherwise they find a locomotive picking up speed and can hop on with a DC 13 Strength (Athletics) or DC 11 Dexterity (Acrobatics) check. Any creature with a speed less than 30 feet or carrying more than half their carrying capacity has disadvantage on this check.

Into the Taenarius Tunnels

Once the party make it to the edge of the city of Legio they can escape into the woods, dashing into the cover of the trees. The mad scientist's voice grows louder, urging them to head down twisting paths and around the base of valleys until finally leading the PCs into horrifying caves beneath Ourianos. Read the following:

> *The mad scientist's voice leads you through winding valleys and groves that grow increasingly denser though with ever less foliage. Suddenly you feel a slight tremor shake the ground and hear a dense cracking that reminds you of snapping bones but Gespadrieux encourages you to continue, softly saying in your minds, "you are near, yes, very close. Right around the bend." Rounding a hill you see a horrifying sight—a large stone wall stretches itself open, the very rock crawling away in a sea of the damned, their mewling corpses spreading apart to reveal a balefully lit passage descending beneath the surface.*

After traveling a few hundred feet below ground a portion of the passageway slides open at the adventurers' approach, revealing a strange chamber with tunnels filled by strong winds and a curious spherical contraption of metal. Read the following:

After walking for what feels like miles a section of the wall suddenly slides away at your approach. At the end of a small tunnel hidden behind the facade are strange spherical clockwork contraptions made from brass fittings, steel rails, and numerous triangular patches of flayed skin carved with unfamiliar runes, each set upon a hook connected to a chain machine that disappears into the cavern's roof. When you near one of them a coughing sputter echoes from above and the device jutters to life, bringing one of the pods toward you. "Get in the harness," Gespadrieux's voice calls out from somewhere in the chamber, though now he sounds distant and tinny, "all of you. I don't have all night."



GMs should thoroughly enjoy any arguments that arise while the PCs bicker about who goes first. Read the following once someone has boarded an incitacio pod:

As soon as you fasten the harness around your shoulders the pod drops with a sickening lurch and it sounds as though Hell itself has opened its doors, intense heat cascading into the cavern alongside an unnatural shriek. Before you can react a massive gale of wind gusts upward from below and pushes you from a fall into a rapid hurtle into a tunnel, carrying you through the passageway at an insane speed as the skins flap in the tempest and the air echoes with keening screams.

Within a few moments all you can manage to do is grip the pod's handles and try to hold onto your sanity. Just when it feels as if your mind will break a blast of wind slams into you, knocking the air from your lungs as your vessel rapidly decelerates before landing on a hook spattered with dried blood. After shaking your head for a moment you take in your surroundings and truly see your mysterious benefactor for the first time.

Gespadrieux is an unassuming balding man of middle-age, though half of his skull has been replaced by a metal plate and thick steel cables run from the top and sides of his head. He wears a suit more common to a banker than a scientist and with one hand he is constantly scribbles out notes onto a scroll that feeds out of his sleeve, absentmindedly gesturing with the other towards various devices in the laboratory around him as he walks from one experiment to the next. He pays you only mild attention, mumbling to himself and looking up into the air when not peering at a mysterious prenatal organism in a glowing cylinder of purplish fluids or the tracking eyes of a grisly human skull, half of the abomination's skin and muscles removed. The facility around you looks more like a torture chamber than a place of science, the bodies of countless creatures arrayed beside metallic machines belching noxious gas into the air or playing lightning between antennae.

"Finally," Gespadrieux says, sparing an unimpressed glance in your direction for the briefest of moments before returning to more important matters. "Craft, gold, or graft?"

Gespadrieux's Gifts

The mad scientist has brought the PCs to one of his ancillary laboratories and offers each a gift—craft, gold, or graft. Gespadrieux does not explain what each offering might be, ignoring any questions the party has and keeping to his tasks of calculation and tabulation. When an adventurer declares what they want he waves a small technological rod that spits out lightning, electricity smacking into hidden switches that cause the desired effect.

CRAFT

The PC suddenly feels an incredible pain as a strange ray strikes them, transforming organs and other parts of their body into more efficient mechanical components. The adventurer receives a talentia enhancer (page 183) depending on their class. Multiclassing PCs may choose which class they wish to count as for the purposes of this reward but are not given the knowledge of what it grants before choosing.

GOLD

A bag of 1,500 gold coins materializes on the ground in front of the adventurer.

GRAFT

The adventurer disappears and is transported into one of Gespadrieux's horrifying mobile stations, a macabre laboratory filled with terrifying equipment that straps them down and modifies their body to incorporate one of these feats (roll 1d10 to determine which: 1—Abyssal Experiment, 2—Asura Attunement, 3—Draconic Attunement, 4—Holy Gear, 5—Infernal Attunement, 6—Infernal Experiment, 7—Primordial Attunement, 8—Promethean Attunement, 9—Undead Attunement, 10—Unicorn Horn) in an excruciatingly painful process that takes 5 minutes. They do not need to meet the prerequisites of this feat. Afterward the PC is fully healed and re-materializes inside the chamber beside their allies.

What Now?

The PCs are fugitives and wanted by authorities all over the planet, not just the city of Legio. Of course Gespadrieux is not in the habit of discarding tools that still may be of use, and now that he has carved a chunk out of the Celestial Hero Lellwyn Fethyrwal's proverbial armor even bolder steps must be taken to begin the dismantling of the world order! The function and means of destruction for the Spheres of Askis are described in detail in chapter 3, but here are a few suggestions for where the game might go:

- Gespadrieux is too busy to be bothered retrieving an important relic from an ancient underground complex and the PCs might do so in exchange for another boon or more coin.
- With so much evil in their hearts the adventurers might try to take Gespadrieux down. This will fail of course as he isn't actually there, only a simulacrum (AC 14, 10 hp), but after it is destroyed another appears to take its place—warning that to strike again would mean dire consequences. Parties that do are transported into a deadly dungeon (not one of his lairs) where the mad scientist unleashes abominations, granting freedom to whomever survives long enough to find an escape from the insane abattoir.
- If the PCs are cooperative and have been the entire time, Gespadrieux offers an alliance, promising to provide them with a means to disguise themselves so that the adventurers might better move about Askis to sow insurrection. He activates a device that creates a *zone of truth* (DC 19 Charisma saving throw) but so long as the party does not try to deceive him he is good to his word, awarding each a wristwatch that doubles as a holographic bracelet (able to technologically cast *disguise self* at will, though it only functions for the first creature to wear the device). In addition, once per day the wearer can technologically cast *nondetection*. After they have been treated to a long rest and a deviously sumptuous meal (made from ingredients which are impossible to recognize), he sends the PCs to the devout city of Alacer to poison Hortensia Validaris, Arch-Bishop of the 3rd Paene and once a prized mentor of Lellwyn Fethyrwal—now a doddering old woman alive long past her due time, protected by a trio of loyal and powerful protectors.

EPILOGUE: THE LIVING SAINT

Askis' mad scientists know that Hortensia Validaris is of great value to the Celestial Heroes not only because the aged woman is an Arch-Bishop of the 3rd Paene, but because she is a treasured companion of Lellwyn Feathyrwal as well. The old woman is well past her years as an adventurer however and now lives out her final days in an apartment on the 3rd floor of the Heavenly Palatio Estates of Alacer before finally shuffling the mortal coil, likely to become a rehabilibot (page 322) so that she might council the paladin demigod even after death. The devious adversaries of the Celestial Heroes have concocted another plan however, working in tandem to develop a deadly viral agent tailored to Hortensia and undetectable by the doctors of The Ministry —a technological potion that will render her with dementia.



To shatter the *shadows of vanity* requires driving Lellywn Fethyrwal to take her own life and the wound to the Celestial Heroes' heart opened by the death of her favorite offspring will bleed all the more if her most trusted and wisest council ceases to be that, changed instead into a shell of a human devoid of memories. Once transformed into a shambling, mindless drone, the Arch-Bishop of the 3rd Paene will fill the celebrated paladin with sorrow instead of courage—a feat achieved only by poisoning the old woman with the 7 vials of clear, odorless, tasteless substance prepared by the mad scientists of Askis. For the maximum effect the concoction must be administered in full within a 10 day period, but poisoning her is no small task.

The Living Saint is accompanied at all times by three loyal couatl and the retirement facility she lives in is home to other dignified gentiles, so in addition to nurses and doctors from The Ministry it is staffed by Justitia Equerries (page 377). GMs are given full reign on the specifics of what exactly needs to be done to achieve this horrible goal, but it is recommended that Rexa the Rat Queen (page 261) be involved.

Hortensia's general schedule is as follows: first she goes for a coffee and breakfast at the Lenimentum Cafe near the Temple Quarter, then attends services at the Chapel of Light where she preaches from the holy tomes of the Celestial Heroes (favoring Lellwyn Fethyrwal's exploits in particular). Following that Hortensia travels through the poor areas near the docks to share food and coin with the downtrodden, then oversees the services of one of her lessers until noon. She stops for lunch with her fellow acolytes on the church grounds, breaking bread and discussing theology into the afternoon. When Hortensia finishes her second sermon in the Chapel of Light she goes swimming on the beaches off the eastern island, returning to the Alacer Heavenly Estates in the evening for dinner with her neighbors.



SEARCHING THE RIVER STYX

An adventure for four to five characters of levels 3rd to 16th, playable any time the PCs have died.

The PCs have all recently shuffled off their mortal coils and this is their chance to defy death itself! As the adventurers are driven to the River Styx like cattle, prodded and poked at by the daemons of the underworld, a veritable mob of disbelieving zealots find that their god is dead as well and create enough of a ruckus that the party escapes! Running and falling down a steep hill, they are beckoned to a safe place to hide by Sotiria, a fallen angel bound to the Lower Planes. The celestial needs to acquire the shattered soul of a fellow angel, shards of essence treasured by the fiends inhabiting this realm. Only three of the pieces remain in the hands of the despicable creatures here and though each lairs nearby, Sotiria's divine abilities have waned and she is too weak to take the precious remains of her kin from the daemon Wehelin, the demon Xadgudbaha, and the devil Aargoosiga. As a reward for finishing this righteous deed on her behalf, Sotiria guarantees that the host celestial will bless all of the adventurers, restoring them to life and granting each a powerful blessing.

This adventure is designed to be applicable to PCs of nearly any level, and includes scalable mechanics to reflect its wide level range. **Average Party Level (APL)** and **Average Proficiency Bonus (APB)** are used in these mechanics; to calculate these averages, sum the level or proficiency bonus of all PCs, then divide by the number pf PCs. Round down if necessary.

THE RIVER STYX

When souls are deemed unworthy of dwelling in the demiplanes of thedeities they are devoted to or otherwise diverted after life leaves their body, they are inexorably brought to the River of Styx before being delivered by that dimension's daemons to their final destination. Those bound for the lower planes are brought to the ferries of thanadaemons by manic cacodaemon swarms (or suffer the final agony of total death in the clutches of a hydrodaemon) then carried down the waterway to one of two ends. The hellbound are diverted to an estuary that splits into many smaller streams that act as bridges to the many layers of Hell, but the rest are taken to the waterfall at the end of the River Styx before being thrown down into the Abyss. Though it is only a waystation of souls, the River Styx exists as a demiplane between the Material Plane and the Lower Planes, possessing its own rules and planar traits.

Returning to the River Styx

Hopefully the PCs don't end up returning to the River Styx, but in the event of another total party kill they may want to defy mortality once again. The GM should manufacture a new distraction—perhaps an actual dead god walks in front of the PCs, a celestial event takes the attentions of their jailers, or Sotiria and Farishta intervene long enough for them to escape—as well as create new entities with themes to replace gluttony, heresy, and avarice (such as other vices like hubris, lust, sloth, or wrath). There should also be a new guardian, preferably one of a different nature and motivation than an angel, such as an Inevitable or a supernaturally lawful entity. This guardian may need items from the three caverns to restore something important somewhere in the Multiverse, such as a clockwork machine that affects fate. Of course, the difficulty of the encounters to acquire these items should be increased to further challenge the adventurers and the GM should treat the average party level as 1 higher for calculating the base statistics of the fiends they have to defeat to succeed.

Flowing Time

For every hour a creature spends in the River Styx, 1d20 hours pass on the Material Plane. This time is rolled individually for each creature and companions that manage to escape their fate often return to life weeks away from one another.

Ghostly

Every creature that dies and awakens in the River Styx is an otherworldly composite of their psyche and soul. While on the demiplane, the creature possesses all of the equipment they died with but gains no special abilities other than those they had in life. Should they use *plane shift* or find another normal means of escape, on other planes of existence they manifest as spirits, gaining the Ethereal Sight, and Incorporeal Movement, and Etherealness traits and actions of a ghost.

Inevitable Servants

For every minute spent along the shores of the River Styx, roll 1d20. On a 1 or a 2, one or more daemons native to the demiplane wander nearby. Roll 1d20.

On a 1–8: 2d4 + 2 cacodaemons (page 290).
On a 9-15: 1d4 + 1 hydrodaemons (page 291).
On a 16–20: 1d4 thanadaemons (page 292).

Upon noticing creatures not native to the River Styx, the daemons acquire reinforcements then attempt to subdue trespassers.

Total Death

Creatures that die on the River Styx are utterly destroyed and cannot be brought back to life. For every 8 hours a creature other than a daemon, demon, devil, or fallen angel spends in the River Styx, it permanently loses 1 Hit Dice. This does not affect their total number of hit points, but Hit Dice lost in this manner cannot be spent to regain hit points during a short rest, and are not restored after a long rest. Returning to life cures this Hit Dice loss. A creature with 0 Hit Dice is utterly destroyed.

Unyielding Current

Creatures moving with the current of the River Styx treat every foot they move toward the end of the waterway as half a foot, effectively doubling their movement speed. Moving against the current and away from the River Styx is more difficult—movement against the current is difficult terrain, and a creature can only move a maximum number of squares against the current each turn equal to their proficiency bonus + Constitution modifier.

INTRODUCTION

The PCs are dead and they awaken as their chained ephemeral selves are being marched down an incline toward the River Styx. Read the following:



The last thing you remember was struggling to stay awake as your life ebbed away, your mortal coil shuffling off. From that darkness, a blackened and blasted landscape gradually emerges, a vast wasteland swarming with legions of the dead. Throughout the craggy valleys ahead of you a dark river winds, strange energies and the souls of those trapped forever here forming the River Styx, a fell waterway plied upon by skeletal thanadaemons ferrying the damned to their final end. Tormented moans fill the air with a wail permeated by dread and in the far distance you can hear the hordes of madness in the Abyss and the screaming warcries of Hell's armies. The finality of this awful place weighs upon you like a thousand chains and you are utterly helpless, only able to join in the howling of the condemned along with the ghostly apparitions of your companions nearby as impish cacodaemons flutter above, herding you down toward the shore.

It's likely that the adventurers are less than pleased about their situation. At first they are unable to control anything but their voices—make sure to give them an opportunity to blame one another, question their faiths or sanity, and fret on what awaits them before setting them free. When the PCs have realized the reality of the River Styx and know with certainty that they are bound for the Abyss or Hell, read the following:

Rising from the general torment you overhear a frantic babbling of disbelief and dismay from a large procession of similarly robed figures not much further ahead of you. It quickly becomes apparent that a sizable cult of some kind died all at once, and that each of them is only just now learning that their god is as dead as they are. Their primal screams of rage are so potent that they start to take shape, forming into a specter that swats away your gaolers—you are freed, your limbs your own once more!

Control of your body returns but is slow at first and in a panic you stumble, tripping and falling down a steep embankment onto the rocky shore of the River Styx below. As you hit the hard stone you spot an unlikely creature—an angel of all things, albeit one with cracked skin and ugly violet veins—and she beckons you toward a tunnel nearby before disappearing into the passage herself.

Each of the PCs takes 1d6 bludgeoning damage + 1d6 bludgeoning damage per level from the fall (up to 17d6 for 16th level adventurers, plummeting from a much taller height). A creature that succeeds on a Dexterity saving throw made with disadvantage (DC 8 + one-half APL) reduces the falling damage taken by half. The figure beckoning the party is a fallen angel that leads the PCs down a roughly dug tunnel (clearly burrowed by some crazed beast trying to escape its final fate) for 100 feet before reaching her hideaway, a small cave that is collapsing in on itself and shrinking ever so slightly with every moment spent within. Read the following:

The horrible and overwhelming dread of the River Styx seems to abate ever so slightly as you follow the fallen angel into a chamber that has clearly become her home. Votives and blessings galore adorn every inch of the cave but you can see their edges are frayed and the color from the parchment is draining away, shrinking from the corrupting evil all around it. Indeed even after a few moments you realize the walls of the room are literally closing in, pressing ever so slightly closer than when you first entered.

Sotiria was cast down from the higher planes of existence for violating the laws of the celestial dimensions, condemned to prove her piety by restoring one of her kin. A deva named Farishta attempted to save Sotiria from her fall but in so doing was caught by the evil entities about to ensnare her, his soul torn to shreds and scattered over the Lower Planes. The fallen angel has spent many years collecting Farishta's shards and has only three more to gather, but her powers have ebbed and the creatures that possess them are too powerful for her to defeat. In exchange for acquiring them for her, Sotiria offers to have her celestial order restore the PCs to life and grant blessings for their good deeds. Should the adventurers resist her offer, she points out that it is only a matter of time before daemons find them and though she freely offers shelter, she warns that total death is inevitable for mortals that dally too long in the River Styx.

Once they have accepted the deal, Sotiria tells the party to beware gluttony, heresy, and avarice, but wishes each good fortune and shows them to a passage leading from her hideaway under the water to the other side of the River Styx. The tunnel collapses behind the PCs but conveniently lets them out near the first obstacle: Pagkaulitan, the Cavern of Gluttony.

Pagkaulitan: Cavern of Gluttony

Read the following when the PCs begin wandering down the tunnel leading to the lair of the daemon Wehelin:

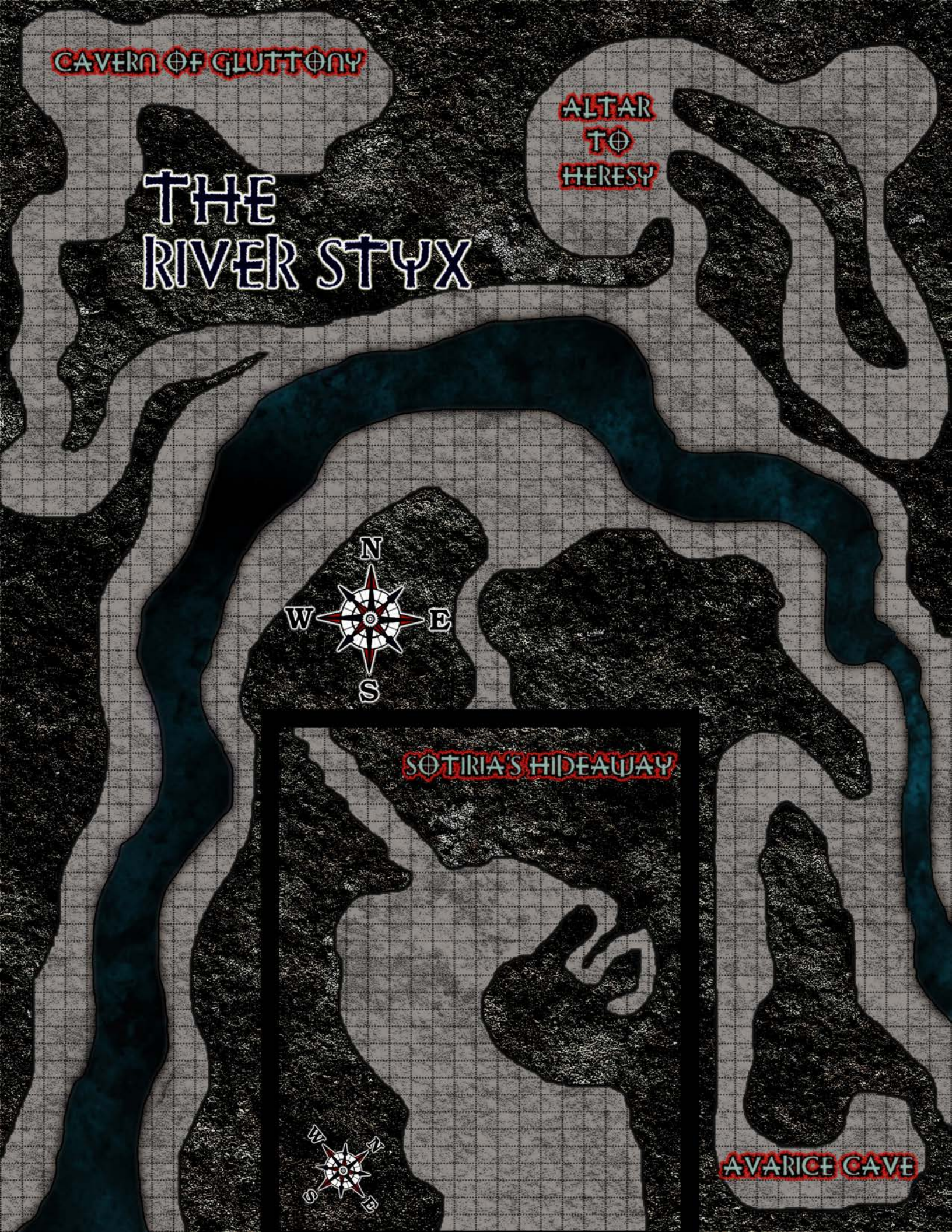
The dark rock of the River Styx's desaturated landscape curves away down a passage redolent with the scent of fine food and drink. Smells savory and sweet tickle at your nose and the further you move down this tunnel, the more you think of the most succulent meals you've ever had, your appetite growing with every step...

Before reaching the end of this curving passage the PCs relive a memory of when they indulged themselves with drink or food—this might be from a bountiful feast of revelry, the first time they had a fine pastry or well-cooked meal, or the last thing they ate as a mortal. Each adventurer makes an Intelligence saving throw (DC 12 + APB) or sees an illusion of their favorite food as they turn the corner of the passage. PCs that see these figments make a Wisdom saving throw (DC 8 + APB) or are overwhelmed with an urge to eat, fattening themselves with the ephemeral food. A creature so gorged reduces their speed by 10 feet.

At the very end of the tunnel the party finds the grotesque daemon Wehelin, a creature consumed by gluttony and well at home in Pagkaulitan. Read the following:

Sitting in a pile of disgusting slop welled in a depression in the cave revealed at the end of this tunnel is a grotesque thing of evil, a daemonic face surrounded by fat that rolls over and over upon itself, over and around even its limbs. It uses one of its flabby arms to snatch up a golden shard of crystal that lay on the ground, making the item disappear beneath the folds before it looks towards you and grins, its jaw unhinging in anticipation as it bellows through its slavering maw. "Oh goodness me, a live meal! You will taste delightful!"

The daemon **Wehelin the Glutton** (see Monsters: Under the Hood on page 409) fights to the death, completely unwilling to release its shard of Farishta's soul. Once defeated, its bloated body explodes, coating the PCs in gore.


CAVERN OF GLUTTONY
ALTAR TO HERESY
THE RIVER STYX
N
W
E
S
SOTIRIA'S HIDEAWAY
AVARICE CAVE

TRAVELING THE RIVER STYX

In addition to having to fight against the unyielding current of the River Styx, the PCs are likely to come across daemons of some kind because of the Inevitable Servants planar trait. The curses and enchantments within Pagkaulitan, Chisokonezo, and Ukunyoluka cease to activate again after their guardians are dead so retreat into these areas is possible (meaning the PCs might take up defenses to slaughter some monsters or trick them and escape) but with restricted movement it will be difficult. A party might want to take a long rest to recover their abilities and hit points but should be warned after the duration of a short rest that they can feel their life force ebbing away, foreshadowing the Total Death planar trait's effects (which Sotiria warned them of).

There are also dangers aside from the nature of the realm—hydrodaemons lurk in the supernatural waters, cacodaemons swoop through the air, and watchful thanadaemons float down the River Styx on their dismal ferries—but lethal hazards abound beyond the entities prowling the transitional plane.

Grasping of the Damned

Souls of those destroyed in the River Styx flow freely through the waterway, crashing into the Abyss at its end and floating back to its supernatural source to repeat the cycle for eternity. The wrath and anger of these bound slivers of being can manifest themselves when they sense life, reaching out to grasp at the existence denied them. Roll 1d20 whenever a creature passes within 5 or 10 feet of the River Styx. On a 20, ethereal arms lash out from the water and try to drag them in.

The grasping of the damned makes an attack roll (with an attack bonus equal to APB + 4) and grapples the target on a hit. Once grappled, a creature may make a Strength (Athletics) or Dexterity (Athletics) check at the start of their turn to escape (DC 10 + 1 per turn spent grappled) but otherwise they are dragged 5 feet closer to or into the water. PCs that are dragged into the water roll 1d20 upon entering and at the start of their turn; on a result of 16 or greater, they are attacked by 1d4 **hydrodaemons** (*Conjured Horrors*). For every check already made while dragged into the water, add +2 to this d20 roll.

Soulshriek of Utter Torment

Every hour the PCs spend in the demiplane of Styx, roll 1d20; on a result of 6 or below, they encounter a Soulshriek of Utter Torment. These echoes of shattered psyches wander along the River Styx, forever terrorized by the total death that has claimed them for eternity. Any non-fiend creatures within 100 feet of a soulshriek of utter torment can hear its wail before it appears if they have a passive Perception score of 16 or higher, but otherwise the scream is only heard when it comes within sight of creatures (it has darkvision and truesight with a range of 120 feet).

When a non-fiend creature is seen by a soulshriek of utter torment, it must make a Wisdom saving throw (DC 10 + APB) or gain the frightened condition for a number of rounds equal to APB.

A frightened non-fiend creature that is seen by a soulshriek of utter torment makes a Constitution saving throw (DC 10 + APB) or gains the deafened condition for a number of hours equal to APB.

A frightened and deafened non-fiend creature that is seen by a soulshriek of utter torment makes a Charisma saving throw (DC 10 + APB) or gains the blinded condition for a period of time equal to ten minutes times APB.

A soulshriek of utter torment travels along the River Styx at a rate of 20 feet each round, wandering randomly between the waterway's sides but always in the direction of the current. It cannot be damaged, dispelled, or otherwise affected by the PCs. Creatures with both the blinded and deafened conditions are immune to the hazard's effects, and creatures only ever make one saving throw against a soulshriek of utter torment each round.

Chisokonezo: Altar to Heresy

Read the following when the PCs head down the passage leading to the lair of the demon Xadgudbaha:

Your minds turn to dark places as you walk into this cavern and find two stone tunnels are on the path before you. To the left is a passage with walls bearing primitive marks that radiate unfettered evil, subtly warping and twisting even as you look at them to take on shapes that hurt your mind to witness. On the right, there are just as many symbols—but these are not painful to gaze upon, though the light they shine with seems unnatural even in this dreadfully strange realm.

The apparent choice before the party is a false one: both paths are evil, one is just clever about it. PCs traveling down one of these hallways make a Charisma saving throw (DC 12 + APB) or relive a memory of great doubt and skepticism. Adventurers that head down the left tunnel (with obviously evil symbols) gain advantage on this saving throw. PCs that relive these memories decry their personal faiths and the gods they revere if they do not make a Wisdom saving throw (DC 12 + APB), are urged to scrawl their own blasphemies on the wall of Chizokonezo. Anyone that commits this heresy against their deity marks their very soul and suffers disadvantage on Charisma checks made with Sotiria the fallen angel.

When the PCs reach the large back cavern of the Altar to Heresy they find the demon Xadgudbaha. Read the following:

The creature before you radiates pure hatred, the bulk of its red-skinned body hidden beneath piles upon piles of shredded and torn holy texts defaced with foul symbols. Scripts drift down from the ceiling to stick to its pulpy mass as torn pages fall away, ground into mulch beneath the feet of this capering demon as it gleefully dances defaming the beliefs of deities from all over existence. Through its whirling motion you spot the telltale golden glint of one of the angelic shards but just as quickly it disappears again, hidden behind veils of heresy.

The demon **Xadgudbaha the Heretic** (see Monsters) has no fear of total death and fights until utterly destroyed, keeping the shard of Farishta's soul obscured by its pulpy accoutrements. Once defeated the demon's body incinerates itself, flashing into smoke like magician's paper, but leaving behind the PCs' quarry.



CROSSING THE RIVER STYX

In order to collect the third remaining shard of Farishta's soul and return them to Sotiria, at some point or another the PCs will have to cross the River Styx. Magic items and spells that grant a fly speed do not function over the otherworldly waterway and unless one of the adventurers has natural wings, chances are good they will have to utilize one of the following methods:

Building a Boat. There's precious little in this demiplane other than stone, daemons, and evil, but the PCs might be able to conjure enough materials to fashion a vessel of their own using magic items or spells. In this case they may make DC 10 Dexterity (Vehicle [water]) checks to ferry themselves across the River Styx, though any items pushed down into the water for momentum or guidance have a 50% chance of being grasped at by a hydrodaemon (requiring a DC 15 Strength check to keep the item from being ripped away and taken beneath the water).

Jump Across. PCs that simply attempt to jump over the River Styx find in midair that gravity over the waterway is increased. Even a creature with a Strength score sufficient to long jump over the river must make a Strength (Athletics) or Dexterity (Acrobatics) check (DC 12 + APB) in order to make it across. When approaching the shore, the PCs may make a Wisdom (Insight) check (DC 10 + APB). On a success, they realize this information. PCs that fail their ability check land in the water and roll 1d20; on a result of 10 or below, they are attacked by 1d4 hydrodaemons (page 291).

Take a Ferry. PCs that have something of great value to trade might try to convince one of the ferrymen of the River Styx, a thanadaemon (page 292), to take them across the murky water. Doing so requires a Charisma check (DC 15 + APB) using Deception, Intimidation, or Persuasion. PCs who sweeten the deal by offering something as important to them as their life itself gain advantage on the check. Failure to convince a thanadaemon causes it to cry out for reinforcements and attack, destroying its vessel as its first action in combat.

Try to Swim. Getting into the River Styx itself is extremely ill-advised as the waters are home to hydrodaemons beyond count. PCs that enter the water roll 1d20 upon entering and at the start of their turn; on a result of 10 or above, they are attacked by 1d4 hydrodaemons. For every check already made while in the water, add +3 to this d20 roll.

Ukunyoluka: Grotto of Avarice

When the PCs head down the final cavern wherein a shard of Farishta's soul awaits, read the following:

Figments of gold and treasure galore shimmer and waver in this tunnel, and though they are obviously illusions, the sight of so much wealth beckons to you, entreating your mind to remember past glories that aggrandized you in some way.

The PCs likely recall moments of great victory between them and seem to show camaraderie to one another—yet this too is only an illusion. Each and every character is compelled to try to steal from their companions. Every PC makes a Dexterity saving throw (DC 12 + APB) to *avoid* having one item stolen by another PC. On a success, a PC retains all of their own items. In addition, every PC makes a Wisdom saving throw to resist a secret compulsion to steal from one another at a later date in revenge for the purloining already going on. PCs that succeeded their Dexterity saving throw gain advantage on this save. Failure on this Wisdom saving throw compels a PC to steal from one of their companions after 1d4 + 1 long rests, but anyone who failed both saving throws also attempts to take something from Sotiria's cave (an act which the fallen angel is not likely to look upon with favor).

When the PCs finally reach the end of Ukunyoluka they find the devil Aargoosiga, bearing witness to the insane greed that drives the fiend's desire to retain one of the shards of Farishta's soul.

Dark orange miasma swirls around the figure in the center of this room, the aura fed by glittering piles of blood-stained gold and treasured heaped about on the floor, some items still clutched by hands unwilling to let them go. A palpable, iron scent of evil wafts from the creature laying upon this splendor, and though the glittering greed floating about it obscures much of the body, its crimson eyes wander toward you—almost as if it can tell that new objects of value have entered the chamber—and you can feel the thing's vile presence in your very bones.

The devil Aargoosiga, being a creature of unbridled avarice, is completely unwilling to part with anything, going so far as to demand everything the adventurers own in order to accept their surrender, fighting to the death should they refuse.

Unlike the other caves the party have visited, this one has material objects in it after its guardian is destroyed in addition to a shard of Farishta's soul. PCs unwise enough to pilfer this treasure collect a number of gold pieces equal to 10d20 times APL, but should they take anything other than coins, roll 1d20 to determine if they find a genuine item or something cursed:

1–4: *armor of vulnerability*
5–9: *demon armor* (which initially appears angelic),
10–14: *shield of missile attraction*,
15–19: *berserker axe*,
20: a randomly determined (not cursed) wondrous item.

CONCLUSION: SOTIRIA'S REWARDS

With the three remaining shards of Farishta's soul in hand, the party returns to Sotiria's cave to reap their rewards. The tunnel leading to her abode has contracted however and any PCs larger than Small size need to make a Dexterity check (DC 8 + APB) to squeeze through the shrunken passage (any PC of Large or greater size makes this check with disadvantage). This does not change the area on the map, but any creature of Medium size or larger has to crouch to avoid the lowered ceiling (reducing any Dexterity bonuses to AC by 2).

Read the following:

As you enter into the fallen angel's cave once more, you are immediately struck by how much of the divinity it once retained has been drained away. Sotiria's cracked and broken skin looks even less angelic, as corrupted and sallow as the sapped blessings clustering around her. She eyes you suspiciously as you approach and when you meet her gaze it feels as though she is looking into your very soul, searching it for the taint of this dreadful realm.

Sotiria knows all too well the dangerous effect that the River Styx can have on creatures and carefully observes the PCs, searching them for corruption, but offers to heal them as well. If any member of the party has both grown corpulent from the illusory food in Pagkaulitan or taken to heresy in Chisokonezo, she specifically tries to touch and heal them but is really only looking to search their

thoughts to see if they are too corrupt to revive. Clerics, paladins, and other adventurers with divine power have their faith questioned by the fallen angel but are otherwise unmolested. Should she decide that a PC has been too tainted by the River Styx or should she notice a member of the party trying to steal something from her hideaway (compelled by their trials in Ukunyoluka), Sotiria immediately attacks the adventurers and attempts to take Farishta's shards by force, refusing to uphold her end of the bargain for so beings so foul—unless the PCs proactively convince her of their righteousness.

Provided that they have not been too corrupted by the River Styx (or are able to deceive the damaged angel with a DC 15 Sanctity check), the PCs can hand over Farishta's shards and receive their reward. Sotiria takes the shattered remains of the other angel's essence and combines them in a flash of light and between the two celestials, all of the adventurers are brought back to life on the Material Plane (rolling their own results for the Flowing Time planar trait). Read the following:

Sotiria reaches beneath her tarnished gold robes and produces a sack of stark white cotton covered with carefully woven sigils of royal purple. She adds the soul shards you've gathered from around the River Styx into the bag and clasps it between her hands, drawing them against her chest and chanting purposefully until it explodes in a ball of light. As the blinding energy dissipates a winged humanoid steps out of it, hugging the fallen angel and healing the faults on her skin with his embrace. "Thank you for helping to restore me," Farishta says, his voice soothing and warm, "It is only right that we do the same for you."

The celestials gesture toward you and golden energy emanates from their outstretched arms, wrapping around you with welcoming warmth before it suffuses your being. For a brief moment you are utterly blinded and deafened, the choir of creation cascading around you into a pinpoint of existence until with a sudden lurch you are delivered back to the Material Plane, your consciousness rushing into your body with savage force.

The exact locations of where the PCs return to life is at the discretion of the GM (they might be buried, waking in their coffins!) but they are at full hit points as if they had just finished a long rest and, true to her word, Sotiria and Farishta grant a boon to the PCs as well. Adventurers that failed a saving throw in Pagkaulitan, Chisokonezo, or Ukunyoluka may choose not to gain a blessing and instead remove any curses left by their time in the River Styx. Otherwise, each PC rolls 1d6 and gains one of the following graces.

Table: Sotiria's Graces

1d6	Grace Granted
1	***Grace of Holy Body.*** You gain immunity to the poisoned condition and gain advantage on saving throws made to avoid the exhausted condition. By permanently expending this grace as a reaction, you gain resistance to bludgeoning, piercing, and slashing damage for 10 minutes.
2	***Grace of Unyielding Faith.*** You gain immunity to the charmed condition and gain advantage on saving throws made to avoid the frightened condition. By permanently expending this grace as a reaction, you gain immunity to necrotic, radiant, and poison damage for 1 hour.
3	***Grace of Prowess.*** You gain a +2 bonus to AC against melee weapon attacks. By permanently expending this grace as a reaction, you gain a +4 bonus to melee weapon attack rolls and melee weapon damage rolls for 1 minute.
4	***Grace of Agility.*** You gain a +2 bonus to AC against ranged weapon attacks. By permanently expending this grace as a reaction, you gain a +4 bonus to ranged weapon attack rolls and ranged weapon damage rolls for 1 minute.
5	***Grace of Magic.*** Choose either cleric or druid. You learn two cantrips of your choice from that class spell list. Your spellcasting ability for these cantrips is your highest mental ability score. By permanently expending this grace as part of an action, you may cast any spell on the class spell list of a spell level equal to or less than half your level.
6	***Grace of Empowerment.*** Choose one ability score. That ability score increases by 2, up to a maximum of 22. By permanently expending this grace as an action, you temporarily increase that ability score to 30 for a number of rounds equal to your proficiency bonus.

MONSTERS: UNDER THE HOOD

At their hearts we know that monsters (and adventurers) are just arrays of numbers that are given form through a system of rules. What makes these enemies and obstacles memorable are not their statistics but the descriptions that bring them to life; if I *really* want to play a character bonded with a combat-prone alien symbiote, what's to say that my monk isn't just a regular guy who gains their classabilities from a space parasite? At the end of the day does it *really* make that much of a difference? While sometimes it might, on the whole it normally doesn't *have* to and as we're already shattering one of the certainties of a *Fifth Edition* game—the concept of character death—it is only fitting that we bend, explore, and exploit the inner workings of the system to make it so!

Each of the three central enemies in *Searching the River Styx* embodies a theme that determines their descriptions and abilities, but the core of their statistics are derived from creatures of a Challenge Rating equal to the average level of the party + 1. When these new qualities conflict with those of the starting creature (such as a creature with acid vulnerability gaining immunity) provide a new vulnerability for the creature, but aside from making sure the monster still has a weakness any resulting power imbalances should still be well within the party's ability to overcome. Besides, escaping the afterlife isn't meant to be easy and the more difficult the obstacles in the way, the more impressive and epic the party's success—or failure—will be!

APB: The average proficiency bonus of the PCs (rounded down in the case of parties with characters of different levels).

Well She's Dead. Now What Do We Do?

If the PCs are found wanting, openly reveal to her their evil souls, or give her reason to detect their auras to find out the same, Sotiria attacks them (meaning the complete end of their existence with total death) but some adventurers will certainly defeat her. This doesn't mean they are doomed to dwindle away in the River Styx however and the party can utilize the shattered essence of Farishta to restore themselves back to life by consuming the soul shards, performing a ritual on them drawn from the information hidden in the blessings and votives around Sotiria's hideaway, or even use them as a bargaining chip with a thanadaemon moving down the supernatural waterway. Regardless of the exact circumstances, using the disjointed remains of an angel to regain their mortality should be a depraved and harrowing experience for the adventurers and serve as a reminder of why it is so critical they avoid a return to this place at all costs.

Table: APB Monsters

Average Party Level	Daemon Wehelin	Demon Xadgubaha	Devil Aargoosiga
3rd	Chuul	Ettin	Incubus/Succubus
4th	Roper	Flesh Golem	Barbed Devil
5th	Chimera	Vrock	Medusa
6th	Giant Ape	Shield Guardian (no amulet)	Oni
7th	Tyrannosaurus Rex	Hezrou	Chain Devil
8th	Fire Giant	Bone Devil	Glabrezu
9th	Aboleth (treat cavern area as underwater for Wehelin)	Stone Golem	Guardian Naga
10th	Behir	Gynosphinx	Horned Devil
11th	Archmage	Storm Giant	Erinyes
12th	Vampire	Nelfashnee	Rakshasa
13th	Adult Copper Dragon	Adult Black Dragon	Ice Devil
14th	Adult Green Dragon	Purple Worm	Mummy Lord (not in lair)
15th	Adult Blue Dragon	Iron Golem	Mummy Lord (in lair)
16th	Androsphinx	Adult Red Dragon	Adult Gold Dragon

The Daemon Wehelin the Glutton

The daemon Wehelin the Glutton is a fiend with an alignment of neutral evil, Intelligence ability score of 15, and the following additions to its statistics:

Damage Resistances cold, electricity, fire
Damage Immunities acid, necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft.
Languages Abyssal, Infernal, telepathy 100 ft.

Massiveness. Wehelin is always at least Large sized. It gains advantage on any ability checks or saving throws made to avoid being moved or gaining the prone condition.

Meal Mimicking 1/Turn. Wehelin can utilize one class ability possessed by a creature it has swallowed. When using this ability to cast a spell, Wehelin does not require components or focuses and it uses the swallowed creature's spell attack bonuses and spell save DC. This ability does not expend any spell slots or limited uses from a swallowed creature's abilities.

ATTACK

Wehelin gains the following attack.

Engorge. Wehelin makes one engorge attack (with an attack bonus equal to its highest melee attack bonus) as a bonus action against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside Wehelin, and it gains one level of exhaustion at the end of Wehelin's turn if it fails a Constitution saving throw (DC 12 + APB). Wehelin can have a number of creature swallowed at a time equal to half its proficiency bonus. If Wehelin takes 3 damage per CR or more on a single turn from swallowed creatures, it must succeed on a Constitution saving throw (DC equal to the damage dealt) at the end of that turn or regurgitate the creatures, which fall prone in spaces within 10 feet of the daemon. If Wehelin dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

The Demon Xadgudbaha the Heretic

The daemon Xadgubaha the Heretic is a fiend with an alignment of chaotic evil, Intelligence ability score of 15, and the following additions to its statistics:

Damage Resistances acid, cold, fire
Damage Immunities lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft.
Languages Abyssal, telepathy 100 ft.

Betrayed Thoughts. Xadgudbaha's very presence pries precious secrets from even the most pious of hearts. Creatures within 30 feet of the demon must make a Wisdom saving throw (DC 12 + APB) at the start of their turn or shout their innermost skepticisms and suspicions of disbelief to anyone within earshot.

ATTACK

Xadgubaha gains the following attack.

Blackmail of the Soul. Xadgudbaha can turn souls in on themselves, forcing a creature through unimaginable agony as their very essence attacks itself. Once a creature has betrayed their thoughts to Xadgudbaha, the demon can spend an action blackmailing their soul, forcing them to make a Wisdom saving throw (DC 12 + APB) or gain the poisoned and restrained conditions for a number of rounds equal to half of Xadugudbaha's proficiency bonus. A target that successfully saves is immune to Xadgudbaha's blackmail of the soul attack for the next 24 hours.



The Devil Aargoosiga the Avaricious

The daemon Aargoosiga the Avaricious is a fiend with an alignment of lawful evil, Intelligence ability score of 15, and the following additions to its statistics:

Damage Resistances acid, cold
Damage Immunities fire, poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft.
Languages Infernal, telepathy 100 ft.

Demanding Selfishness. Aargoosiga's greed vents away from the devil in waves of compulsive energies. Creatures within 30 feet of the devil must make a Charisma saving throw (DC 12 + APB) at the start of their turn or become unwilling to share the benefits of any item that can be consumed (such as a *potion of healing*) until the end of their next turn. The creature may still use abilities that grant bonuses or bonus actions to an ally but only if the ability cannot target themselves though even then, the use of the ability must directly benefit the creature in some way.

ATTACK

Aargoosiga gains the following attack.

Overwhelming Avarice. As a bonus action, Aargoosiga directs the greed that fills its dark soul at one creature it can see. The creature makes a Charisma saving throw (DC 12 + APB) or spends its next turn attempting to take (by force, magic, or other means) the most valuable object possessed by an ally. A target that successfully saves is immune to Aargoosiga's overwhelming avarice for the next minute.

Sotiria the Fallen Angel

Medium celestial, lawful neutral
Armor Class 14 + APB (natural armor)
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws (5+APB) Wisdom, Charisma
Skills (5+APB) Deception, Insight, Perception
Damage Resistances fire, radiant
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 15+APB
Languages all, telepathy 120 ft.
Challenge APB x 3; note that Sotiria's proficiency bonus is equal to APB

SPECIAL TRAITS

Angelic Weapons. Sotiria's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 1d10 radiant damage per point of APB.

Deceptive Healing (3/Day). Sotiria touches another creature. The target magically regains 1d8 + 1 hit points per point of APB and is freed from disease, poison, blindness, or deafness. The target also makes a Wisdom saving throw against Sotiria's spell save DC or unknowingly reveals their thoughts to her (as *detect thoughts*).

Innate Spellcasting. Sotiria's spellcasting ability is Charisma (spell save DC 15+APB). She can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, locate object*
1/day each: *commune*

ACTIONS

Multiattack. Sotiria makes two melee attacks.

Mace. *Melee Weapon Attack*: +4+APB to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) bludgeoning damage plus angelic weapon damage.

FALLEN ANGEL OF THE RIVER STstyx

Powerful souls are drawn to the heaviest currents of the River Styx and the potency of the beings able to dwell along its shores there is greater as well. Sotiria's AC, hit points, saving throws, skills, traits, and attacks are all modified by her APB (the average proficiency bonus of the party).

APB of 3

Hit Points. Sotiria's hit points change to 85 (10d8 + 40).
Flight. Sotiria gains a fly speed of 40 feet.
Magic Resistance. Sotiria has advantage on saving throws against spells and other magical effects.

APB of 4

Hit Points. Sotiria's hit points change to 127 (15d8 + 60).
Damage Resistances. Sotiria gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
Multiattack. Sotiria gains one additional melee attack each turn (for a total of three).

APB of 5

Hit Points. Sotiria's hit points change to 170 (20d8 + 80).
Regeneration. Sotiria regains 10 hit points at the start of her turn if she has at least 1 hit point
Multiattack. Sotiria gains one additional melee attack each turn (for a total of four).

APB of 6

Hit Points. Sotiria's hit points change to 212 (25d8 + 100).
Damage Resistances. Sotiria gains resistance to acid, cold, and lightning damage.
Multiattack. Sotiria gains one additional melee attack each turn (for a total of five).



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Character Name:

Class & Level | Player Name | Alignment

Race | Inherent Heresy | Experience Points

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma
Sanctity
Sin

Vilis Points

Armor Class

Initiative

Proficiency Bonus

Speed

= Dexterity Modifier + Armor + Shield + Misc

Hit Point Maximum

Current Hit Points

Total

Hit Dice

Successes

Failures

Death Saves

Spell Save DC

Spell Attack

Attacks

Weapon | Type | Range | Attack Bonus | Damage

Weapon | Type | Range | Attack Bonus | Damage

Weapon | Type | Range | Attack Bonus | Damage

Accessible Items

Passive Insight

Passive Investigation

Passive Perception

Passive Stealth

Features

Proficiencies

Saving Throws

- ◇ Strength
- ◇ Dexterity
- ◇ Constitution
- ◇ Intelligence
- ◇ Wisdom
- ◇ Charisma
- ◇ Sanctity
- ◇ Sin

Skills

- ○ Acrobatics
- ○ Animal Handling
- ○ Arcana
- ○ Athletics
- ○ Deception
- ○ History
- ○ Insight
- ○ Intimidation
- ○ Investigation
- ○ Medicine
- ○ Nature
- ○ Perception
- ○ Performance
- ○ Persuasion
- ○ Religion
- ○ Science
- ○ Sleight of Hand
- ○ Stealth
- ○ Survival
- ○ Technology

Book of Exalted Darkness

Character Name:

Age

Height

Weight

Eyes

Skin

Hair

Personality Traits

Ideals

Bonds

Flaws

Character Portrait



Character History

Allies & Organizations

Additional Features & Traits

Copper Pieces	Silver Pieces	Gold Pieces	Platinum Pieces

Inventory & Treasure

NAVICLA GAZETTE

HERESY ON THE RISE AS CRIME RATES SKYROCKET!

A calming sun rose over the Diffusilus Ocean today only to reveal a grisly affair on Pier 17 where the Justitia were alerted to the remains of an estimated three dozen citizens. Inquisitor Octavius Tenebrosa was on the scene when the Navicla Gazette arrived and though recalcitrant to share too many details about an ongoing case, it is confirmed that authorities are not searching for a beast or monster—all signs point to a man or woman as the culprit. In times like these we ask what could drive someone to so heinous an act? Witnesses that first discovered the slaughter claim that strange and unfamiliar runes were carved into the bodies of the victims, hard to

and it is only reasonable that we, the citizens of Navicla, be heedful of those who fail to recognize the divine right of the Celestial Heroes. Doctor Syndral Thaona—Professor of Historical Theology at the University of Sanctus Mcnacchmus in Suppetia—has been following the recent increase in violence along with other academics located throughout Zakuthombo. Their conclusion is chilling, drawing a direct relationship between lacking piety and criminal behavior! The Navicla Gazette reached out to both Inquisitor Tenebrosa and The Ministry for comment, but as of the time of publication we have not received confirmation of these



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cause some to question if the terror of the Flesh Doctor of Kalator, a murderer thought to have been captured or perished centuries ago, ever really ended. The offices of the Eludere Times have joined the dubious list of papers to receive a "gift" from the murderous madman, though agents of The Inquisition came soon after the parcel's arrival to confiscate it for their investigations into this copycat killer—if it isn't the original fugitive, as the attached letter claimed. We sent reporter Beatrice Cansyl to Kalator to root through the archives of their local papers, and in a future issue we'll illuminate readers on her full findings and the veracity of the nefarious claim.

sails the Angustia Straight on a regular basis, claims that attacks of piracy have steadily been on the rise over the past several years. "I seen Rogar myself once," Larral said, "and he sure doesn't look like he's losing. I'll never forget the look in his eyes. If any other shipmasters read your article, you tell them that Larral said from one captain to another: Rogar says surrender, you surrender." Scientists, The Ministry's priesthood, and even the Magi Primaria all agree that the Escarion Maelstrom has steadily shrunk over the years, but the question remains: will we ever be rid of this scourge upon the oceans and the brigands that hide behind the perilous tempests?

authorities remain baffled by the string of robberies across Exortus three months past. For readers not familiar with this case, in each crime the perpetrators absconded from a prominent bank with quantities of coin in excess of 5,000 gold. were chased by Justitia into a dwelling nearby, and then disappeared seemingly without a trace of magic. Further frustrating investigators is the lack of credible witnesses—each and every manager of these banks has disappeared, their relatives, friends, and associates questioned by The Inquisition to no avail. Industrialist Hortensia Wurthyr has offered a susbstantial 500 gold reward for any information

(continued on page B3)

5th Edition Fantasy

CELESTIAL HEROES

HERETIC SCOURGE

PERILOUS TEMPESTS

ANGUSTIA STRAIGHT

ELUDERE TIMES

ESCARION MAELSTROM

FLESH DOCTOR

LEGENDARY GAMES

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