

A DREAM OF GALASTAIRE CAMPAIGN SETTING

“We are but muses. As we dream, *You* answer.”

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For use with the 5th edition of



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Map generated by [Inkarnate Worlds](#) Beta tool.

Reference Legend

- PHB: [Player's Handbook](#)
- MM: [Monster Manual](#)
- DMG: [Dungeon Master's Guide](#)

Changelog

1.1: Added rough map of the dream (pg. 27-28)

2.0: Added Warlord class, Silent Killer feat, adjusted Counting Coup and Orcish Clientage, removed Legend background (see Folk Hero), see The Naked Warrior(p. 29), added Rememberer option for barbarians and bards

Foreword

The game you sit to down to play with your friends and family is a living, dreaming universe.

Your universe.

It's a world that no one else will ever visit, no matter how many details you write down, recount, or share. Every campaign, every module, every single moment - those are yours and yours alone. The names and faces may be shared, but the way you experience your game will always be your dream.

And that's *awesome*.

In this world, dreamed up by a quintet of accommodating muses? I wanted to make sure that their imagination – my framework for a world - didn't get in the way of your fantasy. In their minds, there are no outright villains, but in every region lie countless communities - some major, some minor - with their own cultures, traditions, needs, and conflicting motivations. My Galasteri are a noble, knowledgeable people that barely survived a king's fool aim to unite the world. But yours? Might be decadent middle-men caught reaching too far. I'm given you meat, bones, and blood to start with. *You* give it life.

I aimed to craft a setting with diversity in its heroes and depth in its darkness. It's all well and good if you take this and live out yet another European looting fantasy (that is hella fun, of course!), but you'll be missing out. Our broad strokes can paint so much more. My Galastaire are drawn from Ashanti, Egyptian, and Mali traits - and that's just the capital. I imagined a dominant culture with rich, black skin because I wanted a world where black skin was more common than blue. (Hey, it's a surprising rarity.) But there's room in this dream for so much more. The Steppes are broad enough to hold Arabian Nights, Mesoamerican adventures, and modern-style insurgencies. The Hill folk's inspirations range from the whole of the Asian continent, especially nations and peoples underserved by anime or kung-fu movies.

I've prepared secrets, stories, ugly truths and outright lies for your enjoyment. And all I ask?

Please. Make room in your dream for everyone. The diversity we share in a world that actually exists shouldn't be lost in one we dream together. So have fun. Play hard. Dream big. And for Muses' sakes?

Make it yours! It always was and always will be.

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PPS: This was done by one guy – me- instead of sleeping. I appreciate feedback, but gently please?

A Living Dream: The Muses

Dreams are the raw stuff of the creation. When a few lingering concepts sought shelter from the inconsiderate madness of potential? They realized that they lacked the means to craft a barrier. Nightmares are impossibly vast, infinite in possibility, and defiant to all attempts at rules. Stability is built out of need and limits, by the limited beings who share them. As they were, mere lonely ideas? They were just too vague to last. So? The Muses learned to share.

Time began as they experimented. Knowledge became vast, yet hidden and finite. Life persisted at the cost of life. Light shone, a partition against endless darkness and the chaos of the storm. A dream expanded to the edges of nature even as the throngs of War culled even the cleverest of beasts. All was not well, but all *was*. Together, their dream was beautiful. Dangerous. Limitless. *Almost* flawless.

The least of them, once called Memory, grew jealous. Only two domains fell within its grasp while its kin each commanded three. This unmet desires tainted knowledge with hunger. This ambition left room turned cunning tricks to lies. And as Memory made contact and even love with lost, impossible ideas? The Arcane was born - both to bind the outsider and to arm

the dreamer. Now? Nightmare creatures offer gifts to any who dare seek them - knowledge best unknown and schemes with no victors but them. Others? Just seek chaos or endless death.

Memory - now called Hem'Raz or Nameless - has not forgotten hir sins nor hir reasons. Knowledge and trickery bind the nightmares. And no matter how cruel or mighty they may be? They *can* be beaten. Hem'Raz remembers despair and will abandon no one. And as sie found purpose, so did the others – to survive.

Five Muses

The Muses don't consider themselves gods, though those who *do* consider themselves gods have risen from their interaction. Instead, these genderless and formless beings drink in the raw stuff of awareness and exhale the substance of the dream itself. As living things wish? So they deliver. They do *not* command. They *answer*. Anything. Everything. More. They cherish all, but indiscriminately. This means that every dream, however cruel or kind, has hope.

Where, when, and under what circumstances? Those fall to the capricious whims of mortal will and immortal fancy. The Muses are literally nothing if not accommodating to a good story.

TABLE 1: THE FIVE MUSES

Name	Aspect	Domains	Iconography
Havraz	Conflict	Nature, Trickery, War	Wings of bone, robes of mist, steel claws
Ondoraz	Devotion	Light, Tempest, War	Flaming wings, steel chains, lightning tendrils
Hem-Raz*	Memory	Knowledge, Trickery, Arcane**	Paper wings, nude flesh, mist-obscured limbs
Vendraz	Order	Knowledge, Life, Nature	Rose wings, bone armor, paper fingers
Koridraz	Passion	Life, Light, Tempest	Lightning wings, burning hair, bloody hands

* Hem-Raz roughly translates in the tongue of a fallen civilization into *That Which Is Unsaid*. It is not **unknown**, but best not spoken aloud. While that civilization ended in fire, the name persisted long after.

** See New Class Options, The Arcane Domain

Their shapes, alignments, and whims bend to the preconceptions of those dreaming. If one person wishes warmth for their family, they may see Vendraz as a kindly but stern woman bearing a torch. If another seeks the warmth of a forbidden love, they might see Koridraz as a monstrous but beautiful medusa. Havraz? Always looks like the right kind of trouble. The purpose of most religions or cults are to shape the Muses into reliable forms for their believers to share. This way, the Muses can be directed.

The Muses don't oppose this - rather, they tend towards pragmatic favor of consistent themes. So long as the faithful are honest? They do not care. That said, Muses oppose being outright *used*. Once, a Muse manifested after a falsified prophecy and struck down an empire in single night. Even their names burned.

Ondoraz *despises* liars.

Lovers and Enemies

Koridraz and Ondoraz have an antagonistic relationship, as do Havraz and Vendraz. That these 'stable' rivalries gave "birth" to the Light, Nature and Tempest domains say much about the dream. Hem-Raz has no need for Passion and no interest in Devotion. The feeling is mutual and their contempt for her is legendary.

Seven Stars, Seven Thrones

Should a cleric use their divine connection to call a god, Muses rarely intervene. Instead, they send agents - beings of great power and narrow focus. Their Scions are absolutely devoted to their concepts and honor their parents only in that they birthed them. They'll respond to any pleas in their creators' stead, but have their own methods of handling matters - sometimes much at odds with those of the Muses' beloved.

Seven of these beings are represented by a bright, constant star in the sky above and are linked to thrones below that shape the structure of the Dream for miles around. These stars shine even during the day, but vanish if a scion is manifest below. There is no star for the Black Prince of the Arcane. Either his star is absent, hidden, or he is *always* below. *Playing*.

TABLE 2: MUSES AND DOMAINS

Patron Muse	Domain	Patron Muse
Vendraz	Knowledge	Hem-Raz
Koridraz	Life	Vendraz
Koridraz	Light	Ondoraz
Havraz	Nature	Vendraz
Koridraz	Tempest	Ondoraz
Hem-Raz	Trickery	Havraz
Havraz	War	Ondoraz
Hem-Raz	Arcane	The Undreamed Horrors

TABLE 3: SCIONS OF THE MUSES

Name	Domain	Common Traits
Sagacious Varielle (LN)	Knowledge	Cares for nothing but data. Veiled, genderless. Polite.
Merciful Tanzae (LE)	Life	Values survival over goals. Thin, distant man. Ruthless.
Burning Alarie (NG)	Light	Eager to the edge of bloodlust. Small, smiling girl. Cheery.
Silent Sandurae (N)	Nature	Disdains moral questions. Plump athletic woman. Weary.
Screaming Elurie (NE)	Tempest	Struggling to remain composed. Small, pained girl. Curt.
Laughing Zhuuae (CN)	Trickery	Truthful, open, and helpful. Indeterminate gender. Unnerving smile.
Fearless Kandrielle(CG)	War	Hates unnatural enemies. Tall, armored woman. Crude.
The Black Prince (CN)	Arcane	Consummate showman. Dark, beautiful man. Maddening over time.

Spirits of Earth, Sky, and Legend

Below or perhaps beside the Scions, there is a world of spirits and the stories that define them. Many people in the dream don't bother with much consideration of esoteric Muses or their place in some grand metanarrative. To them? Faith is honoring the crop mother. Faith is leaving milk out for the goat that would drink blood. Faith is venerating ancestor spirits, who watch over families across endless generations.

Scholars may seek to place these spirits in complex charts of types and tables, but many defy such simple definitions. Spirits are the fingers and feathers of divinity – they are touched by mortal experience just as much as mortals are touched by their blessings or curses. As their legend grows, so do they. As they are forgotten? They wither like dry grass.

Unlike angels, demons, devils, or any number of horrors, even the most vindictive spirit belongs. It represents a truth of the world that must be praised, respected, or feared. Cross a spirit at your peril. They can be petty.

But know their favor is ever fickle. Even shamans know they dance within the flames.

And One Last Mystery

Unlike most planes, there is little certainty about the nature of death in the Dream. What is known or assumed by the faithful is that upon death, the soul is taken by the Muses into a vivid, lucid telling of one's whole life, experienced beyond time - the reports of those raised from the dead agree with this to a point.

Those restored by unusual means or after a long repose tell a much different story. Stillness. Formlessness. Pressure. Warm, wet sensations on their skin. Shadows fluttering over open, crimson space. Silence. Always, always silence. Whether this is the passage back to the living dream or where dreamless souls reside is a subject of debate in some academic circles, but several cults have made their own claims of "truth", often with troubling powers to match. If another domain or Scion exists, why is there no Throne or star? Why has no one shared it? Can a dream that no one's dreamed exist? Do the dead all share this final nightmare?

And *whose* dream is it, if not a Muse's?

Endless Tales: Character Creation

Races Under Seven Stars

Familiar races walk the dream. Whether they were imagined, remembered, or taken from other realms is unknown. Here, they've raised empires and families over centuries. Most recently, the human city-state of Galastaire made a brief, disastrous attempt at unification. Savrias the Mad, the so-called "Last King of Men" tried and failed to raise an eighth Throne – a Throne Arcane – where he might sit as a god over one eternal dominion. The war that soon followed scarred the entire dream.

Common and Uncommon Races

Dwarf: *Throne of Life* - Dwarves may hold the strongest position in modern affairs - mineral wealth, a potent Throne, and vast holdings untarnished by war. Their insular nature kept them largely uninvolved in the recent war. Instead? The clans seek Immortality through craft, legend, or by more literal means.

Elf: *Throne of Nature* - Mistrustful of others and Galastaire most of all, Elvenkind boasts arcane and natural lore to rival any two nations. That said, they remain internally fractious. Most wild elves reject the rest in favor of a "pure" experience, while the *daev* desire the human Throne for their own after his disastrous acts.

Halfling: *Throne of Trickery* - Kind hosts but ruthless bargainers, the river heroes and smiling assassins of the Delta claim to have acquired their throne via legitimate trade deals with the gnomes over the years. With their many familial connections, the tale may even be true. They've always had an odd surplus of luck and destiny.

Human: *Throne of Knowledge* - Humanity is in a precarious position, both reviled as sons and daughters of a mad king's ambition and yet recognized as the most numerous and diverse volunteers against him. Most nations wait for Galastaire to crumble from the aftermath.

Dragonborn: *Throne of Light* – The clutches did not care when Savrias sought his godhood. They don't care what came before him or what will follow. The clutches keep their enclaves in some of the most forbidding terrain in the Dream, gathered hoards of wealth and raising fortresses, tombs, and temples to store them. There's only one question from others - Why?

Gnome: Politically neutral, the gnomish concerns are content to manage their vast ambitions with care. Few miss the Throne of Trickery they allegedly sold. Few, but perhaps enough - not all are content as minor players. Their shops have become so ubiquitous, some claim they're all one concern. Nonsense. Right?

Half-Elf: The constant threat of war between humans and elves has been managed, more or less, via intermarriage. This trend followed downward in their shared territories. Now? Many stand first with their homes, not any race.

Half-Orc: *Throne of Tempest (Contested)* - Inter-marriage between human and orc were less successful, to say the least. Second-class citizens to orcs and mistrusted by Galastaire, the "Blooded Houses of the Scarlet Coast" turned mercenary to survive. The acquisition of their own Throne is an ongoing, bloody process.

Tiefling: *Throne of War (Contested)* - The "kin of Hem-Raz" now have a home on the Ramparts. Many tieflings flocked to the banner of an unexpected leader. By saving the near-lost Throne of War from orcish hordes, the Devil Captain left her mark on the dream - but can it last? The orcs *will* return and she has few allies.

Refined: Victims of machinations long since forgotten, members of other races are sometimes "refined" into alien, innocent, and unnerving new forms. These new Refined are inquisitive, but their greatest question is always the same - Who am I in this world, now that I'm no longer who I was? Can even Muses answer?

BLOOD OF THE HILLS, BLOOD OF THE FLAME

Not all humans are Galasteri. When the dwarves rose from the Bones, they did not rise alone. New humans, dark of eye but pale of skin, came along as allies, guides, or traders. Only the dwarves recall their full history, but the tribes of the hills walk their own paths now. The dwarves maintain their own gardens and herds, both above and below ground, to sustain their elder temples and halls of thoughtful craft.

Often shamanistic and animistic, they honor the Muses as archetypes, ancestors, culture heroes, and in countless totem forms. Skilled at war, craft, art, and unique agriculture, nativized hill clans can be found as far south as the lush river isles of the Delta.

Along the warm trade winds of the Steppes and the Old Wilds, the tribes of the flame make a living in less ideal territory than “mud-blood” Galasteri and often resent their neighbors. To the west, they venerate dragons and winged serpents as the Muses “true forms”... even as they resist a growing Dragonborn domination of the region. To the east? They exchanged faith and culture with Elvenkind, assimilating as kin.

DROW AT THE ROOTS, ELVENKIND ABOVE

Elvenkind as a whole shares a desire to cultivate all life, including their non-elven Kin. High elves from the orc-claimed south teach a philosophy claiming that a unified world itself hides behind a thousand selfish lies, but that one high truth is revealed by the Sun’s light. Native wild elves eschew the “distant” Sun and seek an ecstatic, often grueling, purity of experience and pain to achieve visions of the truth in the flesh. Both organize their communities along lines of “kith” role groups and communal “kin” families.

Dark elves, or *daev* as they call themselves, revere concepts of service, servitude, and place. They’re born as slaves to their own role-based kiths until their training is done. They view the Underdark, or *Karabagh*, as their domain – and as a threat that must be kept in line at all costs.

Above? They aim to “cultivate a Paradise” by isolating, weakening, or disrupting other states, only for Elvenkind to move in with “civilizing” practices. This is the goal of the Mithrallim, a mercantile guild and much more. Should this purpose bring them wealth? So be it. Should it turn them to cruelty by necessity? Well...

What gardener is not cruel to weeds?

SCARLET TIDES, SCATTERED GEMS, AND BROKEN WALLS

The southern Sea divides the warmer north of the “known world” and the southern lands where the Orcish Horde has claimed total dominance. Little is known of southern interior, nor of the many “client races” of the Horde. Tribes of goblinoids, kobolds, and humans fall under their might and appear as slaves, if often cultured, well-educated, and wealthy ones. It appears that any skilled artisans are moved to where they will best serve the Horde.

The Sea between these lands are a contested region, if only because neither side sees much benefit from subjugating the peoples therein. Powerful spirits, an undersea fey ‘principality’, and local peoples with sternly isolationist tendencies make travel treacherous, except by the circular “trade currents” around the fringe. It is often faster to go around, thanks to wind and sea, than to bother with a suicidal ‘arrow run’. Those do attempt it are either smugglers, adventurers, or possibly insane.

The humans of the Sea are a diverse mix, ranging from the near-Galasteri dark tones and straighter hair of the Scarlet Coast to the pink-white and fair-haired client tribes trapped behind the black basalt jags of the orcish Broken Coast. Whatever city-states or nations they might have once held fell entirely once the horde emigrated (or were forced) across the Sea for good. Even so, they maintain their lore in secret, strong traditions of earth spirits, eternal heroes, and entire tribes of fickle gods.

The Sea offers its great bounty at a high risk.

Orcs

“Savage” is a word spoken by the fearful of the fangs of a more cunning beast. So says the orc.

Known among themselves as either The First or the Father-Killers, little is known of the orcish culture. When they come? They come with axes, fire, and a war cry that demands blood.

When they leave? They take their wounded and the captured with them - leaving only a few confused, bitter survivors. They fiercely guard the borders of their lands across the Sea and each summer mount fresh incursions from what’s now called the Broken Coast, after the husks of ships they leave on their beaches and the bleach-white, shattered bones of the dead.

An Uncompromising Horde. The main Horde arrives each year to assault the Ramparts, along with smaller bands of Knives that infiltrate and harass the Delta or even further north. Little has been learned as to their motives, as no orc has been found alive that speaks Common or any non-Orcish tongue. A few recognized Infernal, but shared even less before escaping or ending their own lives. Even arcane means have failed.

A Polite Menace? Despite their raids, the Horde maintains a peaceful presence on several islands across the Sea, trading raw materials for information, magic crafts, or uniquely talented slaves. They almost never share their own masterworks. While known to attack pirate vessels, they leave most others alone. Pirates have more to fear from orcs than a hangman’s noose and know it. Thus, orcish trade is “safe’.

Burdens of Blood. One peculiarity Galastaire has taken advantage of is the permissiveness of the Horde when it comes to mating with or marrying slaves or honored enemies. All half-orcs claim at least minor status in the Horde, thus many serve as diplomats. As enemies, half-orcs are almost always given the chance to join, surrender, or parley before battle. A foe with no orcish blood? Receive no such honors or mercy.

New Race: Refined

Not all who wander are lost. Some were taken.

Lost to horrific lairs, abandoned manufactories, or the false kindness of a stranger lie the hungry threads of the Refined. Stitched together from the dying life of a humanoid, the Refined lose much of who they were. In exchange, they gain a measure of resilience and a new lifetime of questions that beg answers. Who are they now?

Form Follows Function. Superficially, the Refined resemble their past selves. Those of fair skin take on an almost silvery pallor, while darker tones shine an obsidian black. They tend to weight 25 to 40 pounds more than their original race due to the weight of metallic threads in their bodies. Their animation resembles all life functions but fertility, even up to violet blushes or sweetly-scented sweat.

The Forgotten and the Found. Refined are rare and often tend to keep themselves. A few masquerade as echoes of their former lives, but that tale is bound to end in horror, tragedy, or both. Small covens of the Refined have found a home among the bands and companies of the Ramparts under the watchful eye of the Devil Captain, while others seek to honor their past selves in minor ways. These last few become devoted servants, guardians, or protectors to those their ‘parent’ left behind as a form of unspoken penance. Not all are appreciated.

The Refined keep a silent watch over the abandoned manufactories that forged many of them. They’ll warn most away, but some have rules on who is allowed to ‘be Refined’ by the essential looms within. Should these looms fall into the wrong hands, they often seek directly or indirectly to liberate the object without destroying it. However horrible, these tools are the source of their creation - few are willing, in time, to consider their existence a mistake.

Pitfalls of Purpose. Essentially newborn but with a host of skills and capabilities out of context, the Refined tend to seem innocent,

direct, or overly emotional to most races. This is not the same as stupid or guileless - if a Refined adventurer has a goal, they've shown a cunning, patient fixation and a total willingness to act. They are prone to take minor items seriously as grave concerns, but tend to notice gaps in logic.

While not undead in the classical sense, most people don't know the difference or care. This fear has led to secrecy and was the original cause of the covens who monitor known looms, rescue their own, or 'recruit' those who would benefit from refinement and a new start at life.

Refined Names. Refined rarely keep the names from their old lives, but often have little other option early on. After coming to terms with their new nature, there are two branches of thought. Many take on names from the same culture or even the same surname as their past selves. In this way, they bind themselves to the life they once had while making it clear that their life will continue on in its new form.

Others select simpler names. Perhaps influenced by tiefling "virtue names", the Refined sometimes take on abstract titles related to their function, order, or even rank. Names like Captain, Four, or Thresher of Men define who you are - or who you wish to be.

Refined Traits

Your Refined character has a number of traits in common with other models.

Ability Score Increase. Your Constitution score increases by 2.

Age. A Refined's initial age match those of their original self. Only adults generally survive refinement. Once refined, they are effectively ageless, but suffer mental stress as they exceed two centuries. At this point, they may choose to cease functioning. Few are aware of it, but if entombed? The body of such Refined becomes an essential loom over the next century.

Alignment. Refined rarely share alignment with their past selves. Why is unknown, perhaps the shock of refinement or loss of memory.

Size. Refined may be Small or Medium, based on their previous race's stature.

Speed. Your base walking speed is 30 feet.

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

Residual Talent. You gain proficiency in one skill of your choice.

Propagation. By tearing loose their internal threads, a Refined may refine a humanoid within one Size category. The subject must have died within 1 minute per Hit Die they once possessed. Spells that prevent undeath also block this process. You are reduced to 0 hit points. The subject gain a new series of death saving throws, while you must make your own with advantage. The subject, if they succeed, becomes Refined and lose all memories. Select an appropriate subrace, listed below.

Languages. You can speak, read, and write Common and any one other language.

Subraces. The following models have been identified by glyphs etched into their sternums.

MODEL 5

Darker-hued and unnaturally flexible, the 5 model serves as capable infiltrator, assassin, or scouts. Quiet but attentive, some possess a curiosity that extends past personal boundaries.

Ability Score Increase. Your Dexterity score increases by 1.

Omniflexible. Wire spools through detached bones. You may extend these near-invisible threads identically to the *mage hand* cantrip. You have advantage on rolls to escape from bonds and grapples and count as one Size smaller when squeezing through narrow spaces, or two sizes when wearing light or no armor.

MODEL 6

Eyes flashing with arcs of light, the 6 model tends to show brief flashes of insight into some intended greater purpose. More than any other model, 6s are inquisitive to the point of fixation.

Ability Score Increase. Your Intelligence score increases by 1.

Galvanic Heart: You know *shocking grasp* as a cantrip. At 3rd level, you can cast *protection from energy* once per day. At 5th level, you can also cast *levitate* once per day. Intelligence is your spellcasting ability for these spells.

Galvanic Exhaust: When subject to lightning damage, you may choose to absorb the damage instead, regaining hit points. After doing so, you may not do so again until you take a long rest.

MODEL 7

Dense to the touch and more aggressive than other Refined, the 7 model can withstand serious injury without complaint. Of all the models, the 7s tend to feel most conflicted about their lost identities.

Ability Score Increase. Your Strength score increases by 1.

Hardened: You're proficient in an unarmed slam that deals 1d6 bludgeoning damage.

Reinforced Flesh: You know the *blade ward* spell as a cantrip. As a reaction, you may gain immunity to slashing, bludgeoning, and piercing damage for one attack. Once you do, you cannot do so again until you take a long rest.

MODEL 8

If they were meant as toys, servants, or spies is unknown, but the 8 model gains an unearthly beauty, especially their resonant voices. Briefly fixating, many later find them unnerving.

Ability Score Increase. Your Charisma score increases by 2.

Lost Fragments: If frightened, charmed, or stunned, you may use a reaction to end those conditions immediately. You suffer 2 points of psychic damage per condition.

Memetic Echo: You know the *friends* cantrip. You have advantage on rolls to recall any conversation you've heard. You may also perfectly mimic any voice you've heard in the last hour. If you do not speak a language, you have advantage on Insight rolls to gauge intent.

MODEL 9

Technically adept, the 9 model is prone to assembling and disassembling objects a form of study or stress relief. They show fleeting genius in several fields, but favor true, lasting learning.

Ability Score Increase. Your Wisdom score increases by 2.

Functional Awareness: You know the *mending* and *spare the dying* cantrip. You have proficiency with artisan's tools of one type of your choice. You may change this affinity at will, but may not do so again until you finish a short rest. You have advantage on rolls to notice, operate or avoid harm from tools, alchemical items, magical items, traps, or even constructs.

OTHER MODELS

Additional models exist, but none have been discovered with sapient minds. Non-sapient Refined rarely harm higher models, but occasionally create them instead of more mindless thralls. Rumors or nightmares of a Model Zero are frequent among the Bones.

Optional: New Feat - Refinement

Through collecting or re-weaving your essential fibers, you've gained additional utility. Choose two benefits each time you take this feat:

- Gain resistance to a single damage type. This benefit can only be taken twice.
- Add one die to the damage roll of a Refined racial feature by one die. This may be taken no more than twice, and not as part of the same feat selection.
- Add 1 hit point per character level. This benefit may only be taken once.
- You may use a reaction to reduce a critical hit to a normal one. You can't use this benefit again until you finish a long rest.
- You may lash out with your threads, identical to a *thorn whip* cantrip.
- Your unarmed attacks count as magical
- You gain blindsight for up to 60 feet
- Gain Expertise (PHB, pg. 54) in one skill

Classes Under Seven Stars

Familiar paths take on unique elements within the Dream, with additional story threads below.

Barbarian: Elurie and Alarie favor those with a pure rage into their souls. As such, children - especially young girls - are sacred to many tribal traditions. Orphans or fostered captives are common warriors. *New Option: Coldhearted*

Bard: Those who dedicate their lives to art are said draw the eyes of the Muses. True or not? Coincidences and oddness follow bards. Despite their arcane ties, they're the most popular mages. *New Option: College of Fiction*

Cleric: Divine orders glorify a particular aspect of a Muse or patron spirits. Some cults praise the Scions themselves, though these are met with suspicion. Faith is personal where Muses shift to match you. Few have forgotten what happened to the last worldwide faith. *New Option: Arcane Domain, Path of Ecstasy*

Druid: Druids rarely involve themselves in the domesticated world, but take a personal hand in maintaining the mysteries of wild lands. Vagueness protects sites from intruders, while vivid stories stabilize rare locales from being forever lost. *New Option: Circle of the Hidden*

Fighter: Even in a world of dreams, mundane prowess goes a long way. Talented warriors find themselves at the heart of even the most ephemeral conflicts. While some call this "attracting danger", others consider it a way to hone their skills. *New Option: The Unmoved*

Monk: Monk often attempt emulation of a Muse to attain a lucid awareness of the Dream. As they advance, they become more and less. Others seek wholeness of being, pursuing a true sense of "reality". *New Option: Way of Steel*

Paladin: Many, but not all, paladins operate as independent agents. Where the masses revere particular aspects of their chosen Muse or favor a scion, loose orders of paladins stand in an almost-romantic service to their ideals for their own sake. *New Option: Oath of Passion*

Ranger: Rather than wander, most rangers serve as border wardens or guides. They preserve beneficial fauna, handling problems with quiet ferocity. Some things don't *need* to be common. *New Option: Bounty Hunter*

Rogue: Those who wander shadows often find themselves in the spotlight. Outlaws are celebrated for their cleverness, even as their executions serve as a public spectacle. More than Muses watch them. *New Option: Celebrity*

Sorcerer: Sorcerers are met with a fear equal to half-orcs. Dragon's blood can terrify. Wild magic bears the telltale instability of nightmares. Some even wield horrors openly. The truth rarely matters. They're the least popular mages. *New Option: Fiendish Ancestry*

Warlock: Warlocks are met with mistrust equal to tieflings. The pacts they've made with devils or worse have limits - not that common folk know that. Many see them as anchors that bind evil to the dream, or worse? As doors. They're the least popular mages. *New Option: Pact of the Forgotten*

Warlord: Warriors and strategists at all levels of combat, these brave souls are well-regarded for either their loyalty or the prices they can command as mercenaries. If not at the center, they stand at the right hand to destiny. *New Class: Doctrines of Awe, Guile, Revelation.*

Wizard: Wizards are met with mistrust equal to the drow. By committing the Arcane to memory, they stabilize all magical practices. Whether this combats or welcomes the horrors beyond is an open question, especially after the wizard king's crusade. They're the least popular mages. *New Option: "School" of Inscription*

New Class Options

Coldhearted - New Barbarian Primal Path



The tide of civilization is a stable one, but it is often uncaring. There are those who are trod over, abandoned, or ignored. From the sword

maiden of a tribe under fire to the street rat who's been kicked one too many times, a rage can manifest that burns cold. As capable as any other warrior, they excel in closing quarters and looking their foe in the eye as they win or die.

The cold-hearted can be a danger to the cruel or an alien cruelty all their own. Care, time, and their few deep relationships often make all the difference, for better or for worse.

WITHOUT WEAPONS

Starting at 3rd level, you may choose to go into a cold fury when raging. Unarmed strikes and improvised weapon attacks add your Constitution bonus to damage while raging. You require no free hands to engage a grapple, relying on elbows, legs, leverage, and sheer tenacity. Creatures who start their turn grappled by you take damage equal to your Constitution modifier automatically. When your rage ends, you suffer one level of exhaustion (Appendix A, PHB pg.291)

WITHOUT FEAR

As the Mindless Rage feature. (PHB, p. 49)

WITHOUT REASON

Beginning at 10th level, treat creatures one size larger in a grapple as if they were the same size and creatures two sizes larger as size larger. Neither may escape the grapple without a roll.

WITHOUT MERCY

Starting at 14th level, when grappling an opponent, you may use your one or more of your attacks make a grappling contest. If successful, the target takes damage as if they'd attacked themselves with a natural or drawn weapon, adding your rage benefits as if it were improvised. Should they attempt an aimed spell or effect while grappled by you, you may make the same attempt as a reaction to change the target to themselves.

Remembers - New Barbarian Primal Path and Bardic College



While the written word has raised the isle of Galastaire from snow to sea, it is not by far the only art of lore. Even before the Throne was taken, every inch of dream was counted. Every blade of grass. Each colored stone. All shade the sky has ever known. This is no boast - all that was, was *known*. And everything not kept within the rhythm of the word: in assonance, in alliteration, in poetic, living song?

Never existed. Such is the dream and those who dream it.

The students and masters of these oral traditions still travel every corner of the dream. They know things the Galasteri have never imagined and keep secret songs alive that paper-flesh and mountain-skin could never hope to hold. They speak truths that resound in the belly and the blood, where roving magic cannot steal them. And in their songs? Live power. Memory wishes no truth, however harsh, to be lost.

The most well-known followers of these ways are the Skalds of the northern Bones, but similar traditions exist anywhere that literacy has not dulled the memory and turned knowledge to cheap gold.

A TREE OF TWO ROOTS

Both barbarians and bards may take this class option. Barbarians stand as living testaments, recording the feats and failings of heroes with equal determination. Bards stand side-by-side with those destined for glory or downfall, as often a sworn ally as an amused trickster. If casting a spell, remembers cast spells granted by this path as a bard of their character level.

LAUSAVISA

Starting at 3rd level, you gain the Bardic Inspiration feature with a d6 die (PHB, pg. 53) You also gain the *vicious mockery* cantrip, if you

don't already possess it. In addition, you may enter a rage (PHB, p. 48) up to twice per day. While in a rage, you may use any cantrip that directly aids you battle. Using *mage hand* to retrieve a fallen weapon is acceptable; using *friends* to talk down the furious goblins is not.

FLOKKR

At 6th level, barbarians gain the Expertise feature for Persuasion and Intimidation (PHB, pg. 54) while bards gain an Extra Attack and may rage three times per day. Both gain the Cutting Words feature (PHB, pg. 54), which may only use against a creature they've hit or has hit them. They may use this in a rage.

DRAPA

Beginning at 10th level, barbarians on this path gain the Magical Secrets feature. Their bardic inspiration die increases to a d8. Both classes may now invoke a doom upon a creature, friend or foe.

By spending a bardic inspiration die, a creature that can see, hear, and comprehend you gains a new Ideal or Flaw that related to actions you've witnessed. By acting on such an ideal, the target gains inspiration immediately upon committing to the course. If presented with a chance to indulge a Flaw? They must succeed in a Wisdom saving throw versus your spellcasting DC to resist. They do not gain inspiration for proving you right – only a grim satiation. After speaking a doom, you may not do so again until you've finished a long rest. The doom fades from your target once they do the same, if they wish.

HVATVETNA

Starting at 14th level, barbarians' bardic inspiration die increases to a d10 and another set of Magical Secrets. Bards may now rage up to 4 times per day and gain the Relentless Rage feature (PHB, pg. 49)

You now automatically succeed on any roll to recall even the faintest detail you've

witnessed. You may even cast any one spell you've witnessed in the last 24 hours of 6th level or lower. Once you do, you may not do so again until you complete a long rest. Use your Charisma for attacks or save DCs.

College of Fiction - New Bard College



Favored by the skalds of the Bones, this tradition of careful embellishment has made its way south over time. The best storytellers heighten tension and emphasize the interesting – even if that's not *exactly* how it actually went.

BONUS PROFICIENCIES

Starting at 3rd level, you gain proficiency in all ranged weapons, Deception, and Persuasion. If already proficient in those skills, choose another to replace each you're proficient with.

THE TRUTH IN LIES

Starting at 3rd level, when making a ranged attack or a skill roll for Deception or Persuasion, you may choose to take disadvantage on that roll. After it resolves, you gain inspiration, which you may use for yourself or grant to an ally. Either way, this inspiration fades after you take a short or long rest.

AN OBVIOUS DISTRACTION

Starting at 6th level, after missing a ranged attack, failing a skill roll for Deception or Persuasion, or if one of your illusion spells should be seen through, you and your allies gain advantage on attacks against any enemies no longer fooled until the next attack made or the end of your next turn.

STRANGER THAN FICTION

Starting at 14th level, you never suffer disadvantage from any ranged attack, Deception roll, Persuasion roll, or Wisdom save against illusions except from your own college features.

Arcane – New Cleric Domain



Magic and miracles share many traits. To some? There cannot be one without the other. The arcane arts and the divinities that provide or teach them are worshipped in many settings. Mystra, Sehanine, Corellon, and Boccob are just a few examples. Within the dream, those who fear or favor Hem'Raz and her Black Prince offer their time, their worship, and their very minds to bearing witness to the wonders of the art.

ARCANE DOMAIN SPELLS

Cleric Level	Spells
1st	Detect Magic, Identify
3rd	See Invisibility, Silence
5th	Counterspell, Dispel Magic
7th	Banishment, Dimension Door
9th	Planar Binding, Telekinesis

ARCANE INITIATION

When you choose this domain at 1st level, you gain the *prestidigitation* and *mage hand* cantrips, if you don't already have them. You also become proficient in the Arcana skill.

ARCANE STUDENT

Add two 1st-level spells from the sorcerer, warlock, or wizard lists to the spells you may prepare. You may cast these as cleric spells.

CHANNEL DIVINITY: TURN OUTSIDER

Starting at 2nd level, your Turn Undead feature affects celestials, fey, fiends, and elementals. At 6th level, Destroy Undead affects them as well.

ARCANE ADEPT

At 8th level, add two spells of up to 4th level from the sorcerer, warlock, or wizard spell lists to the list of spells you may prepare. You may cast these as cleric spells.

ARCANE RESISTANCE

At 17th level, you gain resistance against damage from spells and have advantage on saves against any hostile magical effects.

The Path of Ecstasy - New Cleric "Domain"



Rare and mistrusted, Ecstatics take up no one aspect of the Muses or their Scions. Instead, they seek to embody the entirety of a single Muse through their own lesser forms. To say that such devotion is dangerous is an obvious - many attempt this, but few succeed.

ECSTATIC DOMAIN SPELLS

An Ecstatic selects one domain list from among their Muse's domains after each long rest.

WEAPON OF WONDER

At 1st level, you gain proficiency in one weapon. You may add your Wisdom bonus to damage and change the weapon's damage type for a number of hits equal to your Wisdom modifier. You regain all expended uses after short or long rest. See the table below for the damage type.

TABLE 4: WEAPON OF WONDER

Muse	Damage Type
Havraz	Acid
Hem-Raz	Cold
Koridraz	Fire
Ondoraz	Lightning
Vendraz	Radiant

CHANNEL DIVINITY: ECSTATIC PRAYER

Starting at 2nd level, you can Channel Divinity to cast a cleric spell you do not have prepared. Each time you do, you suffer psychic damage equal to the level of the spell slot consumed.

HANDS OF ANOTHER

At 6th level, you may Channel Divinity to grant your weapon an ecstatic trait for 1 hour. The weapon counts as magical for the duration.

TABLE 5: HANDS OF ANOTHER

Muse	Traits
Havraz	Steel. You may spend your reaction to ignore AC from armor or natural armor until the start of your next turn.
Ondoraz	Lightning. On a hit, you may choose to give both you and your target the Restrained condition until the start of your next turn.
Hem-Raz	Mist. On a hit, you may spend your reaction to give the target the Blinded condition until the start of your next turn, but only regarding you or one chosen ally.
Vendraz	Paper. On a hit, the target has cannot use a reaction until the start of your next turn.
Koridraz	Blood. On a hit, you may give the target the Frightened condition for you or one chosen ally until the start of your next turn.

ARMOR OF THE UNCONSCIOUS

At 8th level, as a reaction, you grant yourself and all allies within 30 feet resistance to any single damage type until the start of your next turn. Those who possess resistance briefly gain immunity instead. You may not use this feature again until you finish a short or long rest.

WINGS OF ABANDON

At 17th level, you gain a flying speed equal to twice your current walking speed, but must squeeze through narrow spaces while in flight as if you were one Size category larger.

Circle of the Hidden - New Druid Circle



Druids of the Circle of the Hidden wander between the stable realms and secure the waypoints and lost ruins among them. So long as they remember, nothing is truly lost. In this way, they protect the dream against those things outside it that may seek to seep in through the cracks. While protective, this does not make them kind. Those who plunder, defile, or exploit the wilds will find a terrible enemy.

THE HIDDEN WANDERER

At 2nd level, you gain the Cunning Action feature, as per a rogue. (PHB, pg. 96)

DREAMCALLING

At 2nd level, gain *minor illusion* and *dancing lights* cantrips if you don't have them. You may cast these cantrips using your Cunning Action.

PARTED PATHS

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through any such terrain without, making noise, or suffering harm from natural sources, such as thorns or poisons.

When within 5 feet of at least half cover from natural sources, you may use your Cunning Action to Hide and gain advantage on rolls to stay hidden so long as you remain close.

THE WILD'S GRASP

At 10th level, you gain *Evard's black tentacles* as a druid spell. Roots and vines replace shadowy ephemera. You may cast this spell without components when outdoors or underground. You may also cast it using your Cunning Action, but if you do, you may not cast it as part of your Cunning Action again until you finish a long rest.

WILD GUARDIANS

At 14th level, you gain *simulacrum* as a druid spell. You may cast the spell without components in a wild environment (see PHB, pg. 68) and may only perform repairs (without cost) while within the same environment as its creation. You may even cast the spell upon a corpse. If so, the creature has no memories and only echoes of its former personality and alignment. Rather than dispelling this creature, you may release it as a guardian to the area in which it was summoned. Until destroyed, it will protect that area without fear - even from you.

The Unmoved - New Martial Archetype



Some consider humble warriors who focus more on training than fancy tricks to be boring. Some find their dogged resistance obnoxious at

best and futile at worst. Some find the presence of such straightforward method puzzling at such rarified tiers of heroics. Others happen to know better - the tried and true traditions still *work*.

UNMOVED

At 3rd level, you gain advantage on any save that would render you prone, push you, or otherwise force you to move. Even if you fail, halve any forced movement you take.

UNBOWED

At 7th level, you gain advantage for saving throws against being blinded, charmed, deafened, frightened, or stunned and on any subsequent rolls to shake off these conditions.

UNBEATEN

At 10th level, as a reaction, you succeed on any one save that would have killed you, knocked you unconscious, petrified you, or otherwise rendered you incapacitated had you failed. Once used, you can't use this feature again until you take a short or long rest.

UNBROKEN

Starting at 15th level, you become immune to critical hits.

UNBOUND

At 18th level, you gain advantage on saving throws against being grappled, restrained, paralyzed, banished, dominated, for any hostile transformation, and on subsequent rolls to end these effects. This includes your equipment.

Way of Steel - New Monastic Tradition



Not all monasteries are sequestered from the world at large. For some, duty and devotion must be demonstrated in the living dream. That focus on giving one's life in service, in honing the art unto its utmost, becoming one with one's weapon - it creates a fearsome warrior. Ascetics and nobles both flock to this path.

In some regions, the chosen weapons may vary in name and style, but not mechanically.

BONUS PROFICIENCY

At 3rd level, gain proficiency with one martial weapon. This weapon now counts as a monk weapon for your Martial Arts class feature.

THIS IS MY HAND

At 3rd level, you may opt instead to attack once with a monk weapon as your Flurry of Blows.

THIS IS MY FLESH

Starting at 3rd level, medium armor does not reduce your speed, grant disadvantage to Stealth, or prevent the use of any monk features except for Unarmored Defense.

THIS IS MY HEART

Starting at 6th level, treat your initiative roll as a 20 if you are carrying a sheathed or otherwise unreadied monk weapon. You ready the weapon immediately as combat begins and gain advantage on your first turn for all attack rolls.

THESE ARE MY WINGS

At 11th level, you may spend 1 ki point to grant the reach quality to your martial arts, to add 5ft. to a weapon that has the reach quality, or to negate disadvantage for making ranged attacks in close combat until your next turn.

THIS IS MY ANSWER

At 17th level, if an enemy in range of your weapon misses you or an ally, you may spend 1 ki point to make one attack. You may do so as many times per turn as your Wisdom modifier.

Oath of Passion - New Paladin Sacred Oath



Koridraz is not a complex Muse, as Muses go. To your passion be true, all else be damned. Some knights of Ondoraz also swear this oath, devoted to a cause. When one swears love to a single person, place, or path? Koridraz marks

that oath as sacred. Pain and honor are both rewards. Whether the affection is returned? Is irrelevant, at least to the oath itself.

TENETS OF PASSION

Chastity. Your passion is chaste - there is no comfort in another's arms. Passion is pure - any use of power to coerce, influence, or control your object of affection directly is an affront.

Compassion. Feel the pain of other's passions. Help others achieve their noblest dreams whenever possible. Those who trod on the dreams of others? Must be corrected.

Comportment. You live as an expression of emotions. Let your love shine in your armor. Let rage gleam in your weapons. Let your passion show in glory, and the envy of those who lack.

Composure. Do nothing which would shame your token-bearer. Allow no slanders upon their name. Where gentle words of your warning suffice, this is enough. If not? Do as you must.

OATH OF PASSION SPELLS

TABLE 6: PALADIN - OATH OF PASSION SPELLS

Paladin Level	Spells
3rd	<i>Charm Person, Sanctuary</i>
5th	<i>Crown of Madness, Suggestion</i>
9th	<i>Protection from Energy, Tongues</i>
13th	<i>Freedom of Movement, Locate Creature</i>
17th	<i>Geas, Teleportation Circle</i>

CHANNEL DIVINITY

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

Vow of Dedication. As an action, you may declare a single person or object to be the focus of your passion as you praise them by your patron's name. For one minute, so long as you follow their orders, ideals, or wishes to the letter if they don't betray your liege, you may

add your Charisma bonus to AC and gain twice your Charisma modifier in temporary hit points.

Ignite the Loveless. As an action, you present your holy symbol and speak a prayer of absolute adoration of your patron, using your Channel Divinity. Each hostile intelligent being that can hear or see you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you and your allies for 1 minute or until any charmed being takes damage from you or your allies. Once the charm is broken, they suffer your Charisma modifier in points of psychic damage.

AURA OF PASSION

Starting at 7th level, you and friendly creatures within 10 feet of you have access to a single, shared point of inspiration per turn, so long as your patron would approve of their actions.

At 18th level, the range increases to 30 feet.

FLAWLESS FORM

Starting at 15th level, you automatically succeed at any Dexterity, Constitution, or Charisma saving throw and are immune to any effects that would reduce your Ability scores.

A THING OF BEAUTY

At 20th level, you embody your patron's ideal champion. Using your action, you undergo a spiritual transformation. For 1 hour or until released, you gain the following benefits:

- You emanate an aura of raw passion in a 30-foot radius. The first time any enemy creatures enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become charmed for 1 minute or until it takes any damage. Attacks against charmed creatures in the aura gain advantage.
- Whenever a creature in the aura harms you or your allies, you may use your reaction to condemn them. They take radiant damage equal to the damage they inflicted, or half if they succeed in a Wisdom saving throw against your spellcasting DC.

Bounty Hunter - New Ranger Archetype



In a world as ephemeral as the dream, one might think it easier to escape justice or revenge. They would almost be right. Those well-versed in the wilds have mastered the art of pursuit, manipulating the fears of their targets. Through wits, endurance, and planning, they bring in their targets - dead or alive.

KNOWING THE PREY

Starting at 3rd level, you may designate a single target and their known allies as an additional favored enemy. You gain no special benefit for allies unknown to you when your target was declared. You may change this favored enemy after a long rest to match a new target.

FOX ON THE RUN

Starting at 7th level, you gain advantage on rolls to pursue or avoid obstacles while hunting your favored enemy. Add 10ft to your movement speed while you can see or hear them.

PREYING ON PANIC

At 11th level, when you attack your favored enemy, they must make a Wisdom saving throw versus your spell save DC. If they fail, they are frightened by you for 1 minute, but may repeat the save at the end of each of their turns. You gain advantage on attack rolls and to hide or remain hidden from any frightened target.

RELENTLESS PURSUIT

Starting at 15th level, once you've established a target? You will not be dissuaded. You require no more than an hour's rest per day to benefit from a long rest while in pursuit. If you've previously frightened a favored enemy, they cannot benefit from a long rest for 24 hours or until certain that you're dead or off the chase.

Celebrity - New Roguish Archetype



Whether you're actually famous is secondary to if people might *think* you are. From prince to peasant hero, you've got that certain something people and Muses recognize. You've learned how to make the most of it.

Hopefully, you've also learned when to stop.

STARSTRUCK

Starting at 3rd level, you gain advantage on all Deception, Persuasion, and Intimidate rolls to establish your identity, even if you're unknown to them. You and your allies gain advantage on attacks in the first turn of combat if you strike before anyone who still believes you and cares.

ROLLING DEEP

Starting at 3rd level, you and your allies never lack for food or lodging. If you demonstrate your fame to a neutral or friendly party, your expenses (within reason) will be paid for by others. Excessive behavior or causing trouble will almost certainly turn your hosts hostile.

BENEFIT OF THE DOUBT

Starting at 9th level, you may choose to gain advantage on all of your Deception, Persuasion, Intimidate, and attack rolls until the first time you fail. Once you fail, you can't use this feature again until you take a long rest.

A GIFT TO ALL

Beginning at 13th level, if you gain inspiration and use it for a roll that succeeds, all allies who can see you gain inspiration. This temporary inspiration fades after a short or a long rest.

TOO PRETTY TO DIE

Beginning at 17th level, if an attack or spell would reduce you to 0 hit points, you may use your reaction to select a new target within the attacker's range and 10 feet of you - friend or foe - forcing a new roll or save if applicable. For spells with an area of effect, or if there are no

valid targets, the effect simply fails to affect you entirely for some unlikely reason. Once you use this feature, you can't use it again until you finish a long rest.

Fiendish Ancestry - New Sorcerous Origin



The nightmares we call demons, devils, fiends, or worse are not real. This is what makes them dangerous, but vulnerable. Holy light. Banishment. Faith. The dream itself rejects them. What, then, of those who share some link to nightmares by blood? Using their heritage, those with nightmares in their veins can turn those horrors into a reality under their control.

TERRIBLE TOUCH

At 1st level, you may craft ephemeral, magical claws as a bonus action. You are proficient and use Charisma for attack rolls, which deal 1d6 + your Charisma bonus in psychic damage.

DEVIL'S SENSES

Starting at 1st level, even magical darkness no longer affects your vision. You can speak, read, and write Abyssal and Infernal and gain telepathy for up to 60ft, but only with fiends and tieflings. On Charisma checks when dealing with fiends, your proficiency bonus is doubled.

MASTER OF FEAR

Starting at 6th level, once you take at least 1 point of damage from a damage type, you may spend a sorcery point as your reaction to gain resistance to that type until your next short rest. Once you do, you cannot use this feature again until you finish a short or long rest.

MAGIC RESISTANCE

Starting at 14th level, you have advantage on saving throws against spells or magical effects.

FIENDISH FORM

Starting at 18th level, you may take on the fullness of your ancestry. As an action, you may

spend 5 sorcery points to transform for 1 minute, until you fall unconscious, or until you choose to return to your natural form. You gain wings that grant a flying speed of 60ft and add your Charisma bonus to AC. The first time you kill a creature each turn, you gain 1 sorcery point. While in this form, you count as a fiend for relevant spells, features, or magical effects.

Upon transforming, you must make a Wisdom saving throw against your own spellcasting DC. If you fail, your alignment shifts to its evil equivalent, if you are not already evil. Your desires don't change, but your methods and demeanor gain a cruel cunning. Any time you are driven to harm an ally or innocent, you may make a new saving throw after the fact.

Pact of the Forgotten - New Warlock Pact



They say those who are not forgotten achieve immortality. This is not the intent of the world crafted by the dream of the Muses. New lives and new tales must emerge, but some old stories refuse to end. By taking up the whims of those forgotten heroes, there's power and lore to rediscover. But at what cost? One is certain to join them in the end, if they cannot let go.

YOUR PACT BOON

Your familiar may show traits of sub-species thought extinct. Your pact blade has countless nicks and scars, but cuts as true as the finest steel. Your tome is dusty and old writings fill every margin, but you understand the scribbles just fine. Or, strangest of all, you show signs of fey or even odder heritage in your features...

NEW BOON: PACT OF THE BLOOD

Your patrons grant you a bond to the forgotten past within your blood... or in heroic blood that was never yours. Your personality shift slightly.

Choose one benefit from the following list:

- Proficiency with medium armor and martial weapons
- An additional skill

- Darkvision in dim light for up to 50 feet
- Advantage on saving throws against poison and resistance to poison damage
- Advantage on saving throws against being charmed. Magic can't put you to sleep
- Advantage on saving throws against being frightened
- Resistance to a damage type (Select one): acid, cold, fire, or lightning
- Advantage on Intelligence, Wisdom, and Charisma saving throws against magic
- When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the hit.
- (Optional) Gain a new feat.

EXPANDED SPELL LIST

Forgotten ancients grant you access to magical practices once thought lost. The following spells are added to the warlock spell list for you.

TABLE 7: PACT OF THE FORGOTTEN SPELLS

Spell Level	Spells
1st	<i>Compelled Duel, Heroism</i>
2nd	<i>Enhance Ability, Spiritual Weapon</i>
3rd	<i>Animate Dead, Speak With Dead</i>
4th	<i>Divination, Phantasmal Killer</i>
5th	<i>Legend Lore, Modify Memory</i>

MEMORIES IN THE BLOOD

Starting at 1st level, you may choose to gain advantage on a roll for a single skill you do not possess. Once you use this feature, you can't use it again until you finish a short or long rest.

HEROIC RESILIENCE

Starting at 6th level, if an attack would reduce you to 0 hit points, you may make a

Constitution saving throw with a DC of the damage taken unless taking radiant damage. If you succeed, you drop to 1 hit point instead. Once used, you cannot use this feature again until you take a long rest.

OF TWO MINDS

Starting at 10th level, if you fail an Intelligence, Wisdom, or Charisma saving throw, you may spend your reaction to immediately make another saving throw, taking the best result.

REJUVENATION

Starting at 14th level, if killed and your heart remains intact, you will rise again with 1 hit point at the next sunset in a new, whole body with your pact boon intact. You can't use this feature again for one full month.

At DM discretion, upon your true death, you rise as an undead entity. If so, the mind of the character is a servitor of a much, much older being with its own agenda. Whether it is friendly, neutral, or hostile to your allies is dependent on their natures and behaviors and the gifts you've gained.

"School" of Inscription - New Arcane Tradition



Devotion, some argue, is the death of knowledge. By dedicating to one school, one limits creativity. From this rejection of classical arrangements, the school of inscription was born. Lacking proper mentorship, this loose alliance developed methods to 'acquire' magic and protect the arcane secrets they've attained. Not all Inscribers are regarded as thieves. A few gain a degree of respect by rediscovering lost lore an. Even so, in an art regarded with suspicion, inscribers are most suspicious of all.

IRONBOUND TOME

At 2nd level, you animate your spellbook to float around you and protect you, adding +2 to AC as long as you are conscious. Add the *shield*

spell to your spellbook if you don't already have it. You may spend any 1st-level or higher spell slot to cast *shield*, even if not prepared, so long as the book is on your person. Your spellbook cannot be damaged by anything short of a *disintegrate* spell, so long as you're alive, but with a vocal command in your presence, your spellbook will crumble into dust immediately.

EXPERT ANALYST

At 6th level, add *detect magic* and *identify* to your spellbook if you don't have them already. You may cast them even if not prepared. While *detect magic* is active, you may make an Intelligence (Arcana) check for any spell you witness being cast that you can learn. The DC is equal to the spellcasting DC of the caster. If you succeed, you may add this new spell to your spellbook within 24 hours, paying the normal cost. Once you use this feature to scribe a spell, you can't learn another until a finish a long rest.

MASTER OF INK

Starting at 10th level, you can create *spell scrolls* of any wizard spell contained in your spellbook. On creation, you must expend a spell slot - the spell, when activated, functions at that level. You may power a number of these scrolls equal to your Intelligence modifier at any time. To regain the power, you must touch the scroll. Anyone who acquires one of these *spell scrolls* can read and perform the spell, friend or foe.

CORRUPT SPELL

Beginning at 14th level, you have advantage on saving throws against spells so long as you have your spellbook. You may also corrupt a spell that targets you. If you make the save, you may instead select a new target for the spell within its range. Your save DC is now used to resist it. Once you corrupt a spell with this feature, you cannot twist another until you finish a long rest.

New Class: Warlord

An elf stands at the peak of an alabaster tower, gazing down at a thin line of silver – her kin. Before them, a devastating mass of steel, axes, and hate prepares to charge. Her aide asks for orders. She dons her helm and glides down the steps. Orders? There is only one order: to hold.

A dragonborn looms over a map table like a bronze mountain, crest scraping the peaks of this too-small tent. He might as well be holding the whole world up. The rival dragon's pact with his enemies makes splitting his forces a fatal risk – but perhaps... a small team could keep the beast busy while the work is done. A sacrifice, sure. That's why he'll go himself. Someone else might get it wrong. Besides – he'll have a plan. He always has a plan, eventually.

Mothers, fathers, elders, and hidden ancestors stood on these stones. They, in turn, were touched by each of them - given a kiss, a whisper, a burden. Now, soldiers in armor come. Now? Their idea of progress. Now? Rich blood drinks the sea itself dry, leaving only salt for them and their people. It cannot stand. The stones will fall. Those who do not know the song of the land? Will learn it. They will teach.

Warriors are diverse, but at the heart of war is strategy. Tactics. The plan and the execution. The warlord, no matter the tradition or school of war they follow? Leads heroes to victory. Some lead from the front, others gamble with the lives of friends, comrades, and strangers. In the end? Only one thing is certain.

Warlords bear the great burden of choice.

The Path to Victory

Warlords fight, train, and teach alongside their troops – otherwise, their understanding of the field would be limited to theory. Warlords study theory, but to know war? They must act. Some stand as part of the fray, while others give themselves a necessary distance – either way, their command hinges on trust or respect. Clever plans are meaningless if ignored.

Level	Proficiency Bonus	Features	Maneuvers Known	Superiority Dice
1	+2	Combat Superiority, Fighting Style, Martial Doctrine	2	2
2	+2	Coordination	2	2
3	+2	Master of Lore	3	3
4	+2	Ability Score Improvement	3	3
5	+3	Preparation	4	3
6	+3	Martial Doctrine feature	4	4
7	+3	Declaration	5	4
8	+3	Ability Score Improvement	5	4
9	+4	Martial Doctrine feature	6	5
10	+4	Improved Combat Superiority (d10), Intuition	6	5
11	+4	Master of Lore	7	6
12	+4	Ability Score Improvement	7	6
13	+5	-	8	6
14	+5	Martial Doctrine feature	8	7
15	+5	-	9	7
16	+5	Ability Score Improvement	9	8
17	+6	Critical Momentum	10	8
18	+6	Improved Combat Superiority (d12)	10	8
19	+6	Ability Score Improvement	10	9
20	+6	Masterstroke	10	10

The Burden of Choice

Not every leader is a warlord, just as not everyone who wields a sword is a fighter. The difference comes in a particular focus on command. While everyone on the field must focus on giving their all, you have to determine and define what “their all” *means*. A leader decides what must be done – you decide how.

The crime boss. The chessmaster. The bravura. The war saint. These are all warlords – if they can withstand the weight of hard calls.

Creating a Warlord

QUICK BUILD

You can make a warlord quickly by following these suggestions. First, Strength should be your highest ability score, and then Intelligence, Wisdom, or Charisma based on your doctrine. Second, choose the noble background. Select the *rally* and *commander's strike* maneuvers.

Class Features

As a warlord, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per warlord level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warlord level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial melee weapons

Tools: Calligrapher's tools, cartographer's tools

Saving Throws: Wisdom, Charisma

Skills: Insight, Perception

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a chain shirt or (b) leather, shortbow, and 20 arrows
- (A) a spear and a shield or (b) one martial weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) four daggers or (b) two javelins

Combat Superiority

Per the martial archetype feature. (PHB, pg. 73)

Maneuvers. You learn two maneuvers of your choice, which are detailed under the Battle Master martial archetype. You may only use or grant one maneuver per attack.

You learn new maneuvers at higher levels, as shown in the Maneuvers Known column of the Warlord table above.

Superiority Dice. You have two superiority dice, which are d8s. You gain additional superiority dice as shown in the Superiority dice

column of the Warlord table. Your available superiority dice return to your warlord level's starting value after a short or long rest.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + a modifier defined by your chosen martial doctrine.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. (PHB, pg. 72)

Available Styles: Archery, Defense, Dueling, Great Weapon Fighting

Martial Doctrine

Choose a doctrine upon which your tactics are based and that you pursue as insight into life itself. Choose Awe, Guile, or Revelation, all detailed at the end of the class description. The doctrine you choose grants you features at 1st level and again at again at 6th, 9th, and 14th level.

Coordination

At 2nd level, you can train your allies in common cues, signals, and tandem action as an elite unit.

After 1 week's training, you and allies who can see each other may communicate simple directions – no more than a turn's worth of actions in battle or while exploring – without speaking. Deciphering your signals requires an outsider to succeed at a Wisdom (Insight) roll against your maneuver save DC.

Master of War

At 3rd level, you expand your base of knowledge to better plan for any situation. Choose two proficiencies from the following list: Arcana, History, Medicine, Nature, Religion, or a tool proficiency. You gain those two proficiencies.

At 11th level, choose two more proficiencies.

Preparation

Starting at 5th level, you and allies that can see and hear you gain advantage on any initiative rolls and readied actions as part of a plan.

This plan must be explained beforehand and be specific to the enemy, environment, and tools at hand. Once you use this feature, you cannot use it again until you finish a long rest.

Declaration

Starting at 7th level, you can undermine and narrow the attention of your enemy in the simplest way – by telling them your plan. If you declare your general intent to your opponents, you may spend add superiority die's result to any ability or skill roll towards achieving that end, by you or by any allies aware of the plan.

The declaration may be general, such as "I'm going to walk right in through the front door", but you need not share details or associates.

Improved Combat Superiority

As the Battle Master feature (PHB, pg. 74) at 10th and 18th levels.

Intuition

Starting at 10th level, you develop a sense for the perfect ambush. If surprised, you may spend one superiority die per ally who can see or hear you. For each die you spend, you or that ally are not surprised and add your proficiency bonus to AC or to a saving throw for the first threat they face during the first turn of combat.

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

Critical Momentum

Starting at 17th level, each time an ally you can see scores a critical hit, gain a superiority die.

Masterstroke

At 20th level, you may take an action and spend up to one superiority die per ally who can see or hear you. For each die spent, you or that ally may move up to half their speed and take an action with advantage. They do not provoke any

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

New Maneuvers

Castle Gambit. When a creature hits you or an ally within half of your speed with an attack or aimed spell, as a reaction, you may spend one superiority die to switch places with that ally and the attack's target. You must do so before damage or other effects are rolled. The new victim gains temporary hit points equal to the die's result.

Covering Attack. You may spend a superiority die and ready an action to attack any enemy who moves adjacent to one ally in your range or reach. If triggered, add the die's result to your attack's damage and to any concentration saves if your ally is harmed.

Healing Word. (*Warlord only*) As the spell. For three dice, use *mass healing word* instead. Each additional die spent adds to the slot level.

Diversion. You may expend one superiority die and use a bonus action to draw attention to yourself. Enemies that can see or hear you must succeed in a Wisdom saving throw against your maneuver DC to target anyone else. You grant advantage to melee attacks until the start of your next turn, but allies gain advantage on any rolls against an enemy who fail the save.

Opening Gambit. As combat begins, you may spend a superiority die to move and take an action immediately, setting your initiative before anyone else. On a hit, your target is surprised. If already surprised, any normal hit counts as a critical hit instead.

Silent Attack. When attacking from hiding, you may expend one superiority die as a bonus action. On a hit, a creature of Large or smaller size is also grappled and must first escape (against your maneuver DC) to make any noise. You may drag the target up to half your speed.

Suppressing Attack. You may expend one superiority die, your reaction, and a bonus action as you attack. Your target and adjacent enemies have disadvantage on attacks against anyone but you and their spells grant advantage to saves until the start of your next turn. They must also succeed in a Dexterity saving throw

versus your maneuver DC or suffer your Strength modifier + die roll in weapon damage.

Doctrine of Awe

War is steel crashing against steel. War is blood paying the price for progress. War is loud, bright, and brilliant. Even when it's tragic? War is an act of emotion, excitement, and faith.

This is the school of thought you were trained under and when it is time to go to war? You wield the banner on your back or your spear. You lead from the front, without fear. You are awesome, in every sense of the word.

BONUS PROFICIENCY

When you choose this doctrine at 1st level, you gain proficiency in the Intimidation skill and in heavy armor.

STUDENT OF AWE

Use Charisma as the ability modifier to determine your maneuver save DC.

DEMONSTRATION

When you use a maneuver, you may use your reaction to grant use of that maneuver to an ally who can see or hear you. You spend your superiority dice unless they choose to use their own dice. Your maneuver save DC is used. If that ally succeeds, you gain one superiority die.

LEAD FROM THE FRONT

Starting at 9th level, you begin each battle with temporary hit points equal to your Charisma modifier + your proficiency bonus. Each time you reduce an enemy to 0 hit points, either directly or through a granted maneuver, these hit points return to their full starting value.

EXTRA ATTACK

At 6th level, you gain this feature. (PHB, pg. 72)
At 14th level, you gain a third attack.

Doctrine of Guile

War is a game. This doesn't make light of its consequences – it makes playing it wisely even more vital. Talk all you will of glory, honor, or purpose. If you don't win? You've simply lost.

This is the principle you live by. Victory precedes other concerns – the rest is easy.

BONUS PROFICIENCIES

When you choose this doctrine at 1st level, you gain proficiency in the Deception skill and martial ranged weapons. You also gain the *commander's strike* maneuver at no cost.

STUDENT OF GUILF

Use Intelligence as the ability modifier to determine your maneuver save DC.

DELEGATION

You may use bonus actions and your reaction to grant your maneuvers to an ally who can see or hear you until the end of their next turn. Your own maneuver save DC is used. However, this focus leaves you exposed – you must maintain concentration. If you lose it, you also lose your reaction until the start of your next turn.

For each turn you maintain concentration, gain a superiority die at the start of your next.

IMPROVED COMMANDER'S STRIKE

Starting at 6th level, you can direct a second ally with Commander's Strike for an additional die.

EXTRA ATTACK

At 9th level, you gain this feature. (PHB, pg. 72)

KING'S GAMBIT

Starting at 14th level, each time an ally is incapacitated, killed, or reduced to 0 hit points, you gain two superiority dice. If they'd used or benefited from one of your maneuvers since the start of your last turn, gain three instead.

Doctrine of Revelation

War is now. The best laid plans and the empires that lay them can and will fail. Tradition is meaningless. Certainty is meaningless. Hope is meaningless. What has meaning? The now.

War is what we do as the battlefield unfurls. This is the doctrine of revelations – to be *ready*.

BONUS PROFICIENCIES

When you choose this doctrine at 1st level, you gain proficiency in the Stealth and Survival skills. In addition, double your proficiency bonus for Perception and Survival rolls.

STUDENT OF AWE

Use Wisdom as the ability modifier to determine your maneuver save DC.

EXPLOITATION

Any time an ally who can see or hear you gains advantage for an attack against an enemy, as a reaction you may spend your superiority dice to grant that ally a maneuver that they may then enact. Your maneuver save DC is used. If the attack succeeds, you keep the superiority die.

BAG OF TRICKS

Starting at 6th level, you maintain various tricks, tools, and alchemical items to turn the tide, replicating the effects of certain spells. Effects that require a save use your maneuver DC. These maneuvers each cost superiority dice. Double the cost per higher level slot you'd cast.

For one die: *color spray*, *entangle*, *feather fall*, *fog cloud*, or *sleep*.

For two dice: *blindness/deafness*, *cloud of daggers*, *heat metal*, *thunderwave*, or *web*.

These effects do not require concentration, but last their full normal duration for good or ill.

LAY OF THE LAND

Starting at 9th level, if given at least 1 minute to study the terrain, you and your allies gain advantage on Stealth rolls before combat starts and may ignore any difficult terrain not created by an enemy as the battle proceeds. If lacking sufficient time, you may spend a superiority die for a Wisdom (Perception) roll as a reaction, at a difficulty set by your DM, to gain the benefits.

You may spend a superiority die as a reaction to grant yourself or an ally advantage on later Stealth rolls, costing one die per use.

EXTRA ATTACK

At 9th level, you gain this feature. (PHB, pg. 72)

WAR GHOST

Starting at 14th level, if you or an ally hits an enemy with a weapon attack or spell, you may spend a superiority die to turn your or that ally invisible until the end of their next turn, spell, or attack. You may do so a number of times equal to your Wisdom modifier per short or long rest.

New Backgrounds

Astrologer

Every person in the dream has their own stars. Everyone who's lived and will live, too, but those are dimmer. Even things that should not be pulse and glimmer among the endless dark of the flowing nebulae that form the Muses. You've learned to look without getting dizzy. Or you haven't, but you've learned enough about people to muddle through it. Maybe both.

Skill Proficiencies: Insight, Deception

Tool Proficiency: Choose Gaming Sets or one set of Artisan's Tools

Equipment: A set of fine clothes, tools for divination (see above), and a belt pouch containing 15 gp.

FEATURE: A SENSE OF THINGS

Once per session, you may use your particular gifts to gain insight on a person you speak to for at least a minute - something about their motivations, driving emotions, or ulterior motives. Any attempt to magically sense divination or other arts reveals nothing. It's simply apparent to you.

Field Scholar

Not all secrets are found in libraries. You've packed up your most vital books, doffed your comfortable robes, and set out to find the answers for yourself. Generally sponsored by a university, temple, or arcane college, you've set your sights on making the next big find.

Skill Proficiencies: History, Survival

Tool Proficiency: Cartographer's tools

Languages: One of your choice

Equipment: A set of traveler's clothes, a bottle of blank ink, a quill, a journal, a hint to your next find annotated by a mentor or rival, and a belt pouch containing 20 gp.

FEATURE: EXTENSIVE NOTES

You have an extensive knowledge of landmarks, local peoples, cultures, and their various practices. You have little difficulty estimating

the likely locations for ruins, dungeons, or other features based on common ideal properties in surveying and architecture. You also know the names and last known locations of luminaries on most topics relevant to your work.

Masked Knight

When the Lord of All Men promised peace to all horizons, you believed in him. When he allied with the mages of the Tower of Art, you allied with them. When he took madwomen and monsters as minions, you remained loyal to him. But when told to raise your sword against any in his way, no matter their virtue, reason, or innocence? You refused at the greatest of risks.

Wearing a mask and operating free of familial ties, you abandoned all oaths to end the nightmare. The secrets you shared saved lives, but made you lifelong enemies. No one is quite sure who served in the Masked Knights, but few have forgiven either their origins or betrayal.

After all, how long did it take them to be heroes? And how much did it *really* cost them?

Skill Proficiencies: Deception, Investigation

Languages: Two of your choice

Equipment: One set of fine clothes, one set of traveling clothes, a coded missive from a fallen knight or a source of blackmail, and a belt pouch containing 10 gp.

FEATURE: KNOWING THEIR OWN

The only reliable allies you have left are other traitors. Masked Knights have a complex system of cues to reveal themselves to each other. Unlikely friends may provide safe harbor or provide needed influence in exchange for favors - especially when it comes to protecting or avenging another Knight. All work together to hunt traitors to the Knights, without mercy.

Pathfinder

Finding solid ground is easy - it's getting from one island of stability to another that's difficult. The Pathfinder's Guild has taken it upon themselves to tame the wild tangle of themes,

wilderness, rumors, and monstrous lairs to form some semblance of order. In their long years of effort, their success has been arguable, but their mastery of the rules can't be questioned.

The road they give you may not be the best road, but it's bound to at least be interesting.

Skill Proficiencies: History, Survival

Tool Proficiencies: Cartographer's tools, navigation tools, vehicles (land and sea)

Equipment: A set of traveler's clothes, cartographer's tools, navigation tools, several outdated maps, a writ of accreditation signed by at least 3 and a half city lords, and a belt pouch containing 10 gp.

FEATURE: DOUBLING DOWN

A pathfinder is never lost. You have an uncanny sense of the general area you're in and the general direction to go to reach the right location based on extensive study of past tales. In addition, you can find food and water for yourself and up to five other people each day, provided the terrain permits. It may not suit all tastes, but it will get the job done. Probably.

Sun Woman

There are many who wear the veil, but there is only one Sun Woman. For whatever reason, you never truly fit among your kin, your kith, or even among Elvenkind – and that is a blessing. If we had the full truth, the dream would be in harmony. Until then? You have a truth in you and a duty to hear and hide others' hard truths.

Within the Wilds, you are regarded with equal parts reverence and unease. It is not your failing nor your fault. Outside it? You are an oddity at best. Some even fear you. You are a voice that Elvenkind cannot ignore. You are a truth that won't rest easy in the mind.

You speak what can't be hidden, but the truth is painful – as much as staring at the sun. It is up to you to provide a veil and a path.

Skill Proficiencies: Deception, Insight

Languages: One of your choice

Tool Proficiencies: Artisan's tools (weaver's tools), Herbalism Kit, disguise kit

Equipment: Disguise kit, an herbalism kit, a set of fine clothes, a set of traveler's clothes, a silk veil, a secret, and a belt pouch containing 20 gp.

FEATURE: BENEATH THE VEIL

Whatever your past? You are the Sun Woman now. And all Sun Women are one. This gives you access to something greater than a spy network – you have a voluntary store of rumors, fears, and secrets. You are sworn to use these to guide people towards a higher truth. How you might do so? Is at your own discretion.

Tattooist

In a world where instability is taken for granted, stability is often highly valued. Tattoos are considered a common rite of passage among soldiers, nobles, artisans, and criminals alike. Hundreds of styles form a complex language, from the simple face markings of the wild tribes to the full-body pieces put on display by the pleasure-sellers of the College of Rumors. You've learned several styles of ink and may be seeking to popularize your artistic touch. Surely, finding the right people to wear them will ensure that your work is not lost to old dreams.

Skill Proficiencies: Insight, Medicine

Tool Proficiencies: Artisan's tools (calligraphy), Herbalism Kit, disguise kit

Equipment: Disguise kit, calligrapher's supplies, an herbalism kit, a set of traveler's clothes, a sketch book, and a belt pouch containing 10 gp.

FEATURE: AN ARTIST'S EYE

You have a keen appreciation for an artist's hand and gain hints into the motivation behind an artistic piece - to impress, to entice, to warn. This applies beyond your personal work and goes into any work of art, music, or writing. In addition, you tend to have an idea as to a person's preferences based on their aesthetic.

The World of Your Dreams: The Setting

Living the Dream: Life as Fiction

The Self

Life in the shared dream of the Muses isn't all that different on the surface, but rules don't often wander much deeper than that. The moments we overlook in life may find themselves invisible in the dream. You'll never find someone in the lavatory unless there's a *reason* for that. That said, if lavatories are missing? The need becomes more urgent, present, and dramatic over time.

Most things we'd find bizarre are taken for granted. Racial, ethnic, sexual, gender, species, and other forms of diversity are assumed or celebrated unless specifically relevant to local politics and custom. Prejudice tends to fall along regional lines. Individual cultures vary, but cosmopolitan trade routes simply can't be bothered with such provincial biases.

Unless they're *interesting* biases...

EQUIPMENT

Practical concerns pale before impressive sensibilities. Packs, scabbards, harnesses, and scroll cases are still necessary, but rarely apparent until used. Supplies become vital only as exotic environments demand it. Weapons and armor require even less bookkeeping, as heroes rise above the rank and file by deed or rumor. Helmets are seen as almost gauche among many veterans. That said? A sense of sturdiness and mass must still accompany your gear – metal undergarments do not constitute plate armor in all but the warmest climes.

Every item of magic has a story behind it. Sadly, most of those stories are lost to time and wonder. This ambiguity allows for rituals of dedication that can apply their legend (and mythic properties) to any another compatible object. Hem'Raz allows nothing worthwhile to be forgotten... not for long, anyway.

THE NAKED WARRIOR

Dungeons and Dragons takes its military inspiration from a cold-to-temperate, iron-rich fantasy world somewhat divorced from reality.

In much of the dream, heavier armors are rare, as brighter suns and hungry waves put their utility into question. Straight-blade longswords are almost absent, left to kings, hill-blooded martial artists, or the tastes of immigrant high elves. In lands touched by the trade empire of Galastaire or the grim Horde? Spear and spell rule supreme and serve well.

A character with a relevant martial weapon proficiency increases the die type of simple weapons by one stage. (d6s become d8s, etc.) Monks gain this benefit for all monk weapons.

In addition, all characters benefit from the Unarmored Defense feature. Those proficient with shields may use them with this feature.

Class	Unarmored Defense Ability
Bard	Charisma
Cleric	Charisma
Druid	Wisdom
Fighter	Constitution
Paladin	Charisma
Ranger	Wisdom
Rogue	Intelligence
Sorcerer	Charisma
Warlock	Charisma
Warlord*	Charisma
Wizard	Wisdom

GENDER, SEXUALITY AND MARRIAGE

At least "civilized" locales, elven influence has been commonly adopted. Gender is demonstrated upon the age of majority – not assigned at birth. Children are often simply called "child" or "little one" throughout the dream. It's not uncommon or frowned upon to declare or even change one's gender. "Genders of convenience" for familial obligation are frowned upon, but noble families may disagree.

Among those with inheritances, wealth follows matrilineal lines while titles are

patrilineal. This has led to three distinct kinds of marriages in Galastaire. Sun marriages between women combine the resources of two families. Star marriages between men re-establish lines of succession and consolidate political power. Moon marriages of mixed genders, defer both to the next generation – often to end hostilities.

What of those who claim no or fluid gender? The answer varies. While Galasteri and some elven cultures assign great meaning to a rigid gender binary? Dwarves, halflings, wild elves, gnomes, and many other humans? Couldn't care less. The Muses dream of so many faces.

Beyond practical concerns? Gender identity, birth sex, and sexuality are personal affairs, barring cultural customs, dress, or folkways. Much like religion, cues are either apparent, a private discussion, or none of your business.

The City

Every city operates by its own rules, from the laws down to the weather. Learning those rules is the key to survival, from village to city-state, metropolis to mountain hold.

Each city possesses its own Bond, Traits, Ideal, and at least one Flaw (*Personal Characteristics*, PHB, pg. 123-124). The Bond should represent how the city treats its citizens - whether it favors the noble, looks out for its own, serves foreign interests, etc. In addition, cities or distinct urban landmarks may have their own Lair Actions and Regional Effects (*A Legendary Creature's Lair*, MM pg. 11), accessible by its leaders, troops, or all citizens.

ARCHITECTURE

The dramatic rules of the dream apply to daily life. Cleaning happens or doesn't, based on personality. Maintenance, taxes, and other annoyances are assumed, if affordable. Beloved homes, temples, shops, or keeps may possess one or more Lair Actions - a special trick or two only those bound to the home can activate.

Buildings, if built in similar way and adorned with the same standards, don't even necessarily

have to reside in one city. Demesnes share a single interior, regardless of where one enters. All or part of a location may be part of the Demesne. When an inhabitant leaves, they return from whence they came, but entrances and exits may be used as sigil sequences for *teleportation circles* to all such places (PHB, pg. 282). Embassies, merchant guilds, and temples take advantage of common designs to allow for easy visitation, at least for public areas. It is rumored that the gnomish concerns share a warehouse the size of a city-state for their shops, but such a feat would be beyond even the most brilliant architect's dreams. In theory.

GUILDS AND COMPANIES

Taking advantage of Demesnes, cities, the vagaries of travel, and myriad dangers within and without civilization requires diverse talent. While militias and militaries are quite capable, some jobs don't respond to traditional solutions. This is assumed, thus it is true.

Guilds handle mercantile and diplomatic interests that transcend local politics. They serve as middlemen in the affairs of kings, queens, councils, and more. Adventuring companies tend to take a more direct approach, handling all manner of jobs up to and including paid violence. Once established in at least two cities, a guild or company gains its own Bond, Traits, Ideal, and Flaw, which any member may lean upon in lieu of their own.

The Surrounding World

Once one leaves a city, wilderness takes over. Wild. Untamed. Inspiring. Deadly. These are all both possibilities and likelihoods. Roads lead from cities to towns to landmarks to towns and to new cities, but the same road may prove quite different to another traveler. Hazards, interruptions, misdirection, or outright alterations are common. The road will be more or less the same on subsequent trips, but never calm enough for one to relax. The only thing

that can be said for certain about the world outside of the civilized dream?

Travel is an adventure, like it or not.

RIVER ROADS AND STREAMS OF STONE

The city-state of Galastaire maintains a network of expensive, but well-guarded highways. These paths now fall under suspicion as those roads gave Lord Savrias much of his initial advantage in dividing the armies of the dream. Increased tolls from crippling war reparations to dwarves and elves make safe travel even less profitable.

“River roads” maintained by halfling families are more than willing to take advantage of this instability – meant more for whim or exploration, a river will go where it’s asked - but are somewhat more vulnerable to the wend and weave of narrative. (See [River Singing](#).)

PATHFINDING

When travelling on unguarded roads, there’s always a chance of a dramatic mishap, much like a *teleport* spell (PHB, pg. 281-282). Mishaps should have their damage type modified to consider likely troubles a party will encounter, but the DM and players should work together to narrate the journey’s final results. A traveler familiar with the trip becomes a valuable resource and many guides offer such services. Just as many prove to be disreputable bandits, taking advantage in order to lead victims astray.

The time to reach a destination follows the standard travel rules (PHB, pg. 181-183), subject to the party’s success or failure in following the right paths. The DM may increase or decrease the familiarity of a journey by one step if the users add or subtract half the standard travel time to their journey. Careful roads are slow. Shortcuts? Are downright lethal.

If a destination proves too far or dangerous to risk, a party can choose to stop at landmarks along the way. This may slow travel time at DM discretion, but is generally the safest bet for a careful journey. For each intervening location, increase the familiarity of the path by one step.

TRAVEL BY WAYPOINTS

There are four types of waypoint: large cities, smaller villages, prominent landmarks, and monster lairs. A party may not travel from one waypoint of the same type to another of that type. If they possess knowledge of the terrain from backgrounds, skills, or Ability rolls, characters may recommend waypoints. If not? Roll 1d6 and refer to the table below.

THE EDGES OF THE WORLD

The farther out of safe territory one travel - or the closer to the Black Earth left by the folly of Lord Savrias - the more likely one is to face danger. People tend to avoid these uncharted expanses, as they might encounter things they’d rather not meet. Strange cultist, lairs to beings not part of this world, lost cities full of the undead, or the spillover of raw, chaotic nightmares are all possible. Be they fey, infernal, chthonic, or just *odd*, the edges of the world are rarely kind.

When ranging into uncharted territory, reduce the rolled result by 1 of all rolls on the Pathfinding chart that are not a 1 or a 6. Treat a roll of 1 as an automatic Mishap, with potentially disastrous results. On a 6, any shortcut ought to be utterly unsettling, beneficial or not. Sometimes, the friends you encounter are not the friends you’d want. On a dramatic mishap, they may find themselves at a door to Sigil, a rift to another plane, or the fringe of another realm entirely, such as Faerun.

TABLE 8: TRAVEL AND WAYPOINTS

Roll Result	Next Waypoint
1	<i>Hostile Lair or Village under attack</i>
2	<i>Hostile City, Village, or Landmark, neutral Lair in the midst of danger</i>
3-4	<i>Neutral City, Village, or Landmark in the midst of an interesting event</i>
5-6	<i>Friendly City, Village, or Landmark</i>

Galastaire – A Dream’s Broken Heart

Resting at the geographical and political center of the dream, Galastaire is a shining jewel just starting to show its cracks. After a disastrous overreach and a humbling defeat, the human land’s economic and cultural chokehold on the dream’s affairs is eroding fast. The Common Galasteri tongue may bind all nations, but their mastery of diplomacy and trade may be at its end. The death of the “Lord of all Men” Savrias Lohrian may spell the end of an historic dynasty.

Characterized by a blending of faiths and ideals, the lands and people of Galastaire are diverse but mild in nature. Its forests are young and well-worn from a managed lumber trade. Its plains are covered in irrigation lines, flour mills, roads, and toll towers. Its many towns and villages boast a wide array of faces in every hue, every shape, and families of every size and shape. Galastaire was once the calm center of the world. Now? It’s restless and vulnerable, picked apart by treaty, reparations, defection, annexation, and even whispers of open revolt.

ENVIRONS

The lands surrounding the capital are quiet, idyllic, providing more or less stable homes to farming, ranching, and many trade guilds. Only in recent years have hostile lairs sprung up in the interior, just as the local military had suffered a devastating reduction by treaty. The small force allowed to them would have been barely sufficient in good times, making room for freelancers and monsters both to leave their marks on the realm. Many a grateful town or village would welcome the face of a chartered mercenary company, though just as many offer their true loyalty to local barons and waylords.

Wealth and influence have always been the primary weapons of the Galasteri nobility. Bright colors, wise words, and a mask or face paint that conveys the right character for the right tale go farther than steel - or did. Now? Waylords vie amongst each other to retain their

control and root out any loyalists to Savrias still hiding in their number. Any guest is due a share of hospitality, but that offer often comes with a risk of intrigue. Or worse, a chance of betrayal.

Common Themes: *Civilization, diversity, wealth, recession, doubt, loyalty, shame, lies*

CULTURE

If one word could sum up the Galasteri mindset, it would be “cosmopolitan”. This is unhelpful, but truthful. The dark-skinned native Galasteri are voracious consumers of culture and eagerly pursue the wisdom of all outsiders. While an individual Galastar may believe in any number of things, you’ll find few who would defy or deride the beliefs of others. If it works, it’s worthy of respect. That said, most find naked proselytizing barbaric. Open worship of Scions as gods is especially seen as uncouth at best.

Each village or waylord’s domain boasts a shrine with a large public library of folktales and a careful record of the area’s history. These volumes began as two copies - one to keep and one for the Grand Library in the capital. These books are attuned and can be updated by either copy. Waylords keep their own dual journals for the capital, subordinates, or for their families.

CULTURAL PRACTICES

A Gift of Words. Once a religious practice, it’s become tradition to present a gift of a book, play, or collection of poetry to indicate a new or changed relationship. The title and context of the work hint at a recent or desired change. Reading aloud is considered ‘intimate’.

Bare Hands: Galasteri consider only hands and genitals as intimate areas. A bare-handed touch is considered as serious as a kiss and is often reserved for oath or romance. Common folk wear gloves in public, while nobles and scholars indulge in elaborate concealing fashions. While prostitution is a respected trade, barehanded massage is thought obscene.

Right of Way: Words are read from right to left in Common text. The same goes Galasteri culture. Ranks, birth order, and quality - all can be read from the rightmost side. Meeting places tend towards circular seating to avoid offense. "To the left with you" is a grave insult indeed.

PLACES

The Foundation: This university forms a now-empty ring around the bare foundations of the Tower of Art. Tutelage in subjects mundane, martial, mystical, and metaphysical remain on offer. For centuries, students of means have come here to put their gifts on display. Friends and rivals made at the Academy have shaped affairs for untold generations. A tradition of alumni patronage allows for a few commoners, orphans, and even odder students to attend.

*Ideal: Discipline turns danger into power, Flaw: Nothing is **too** dangerous, Traits: Those who can't pay into the Academy are considered 'damaged' goods, The Arcane is a gambler's art*

The Capital: Set upon a lake island, the gem of Galastaire shines bright. Adorned by palaces, libraries, temples, and meticulous architecture, the city slopes down in a breathtaking view on all seven of its main avenues. At the dock level, "affectionately" known as the Muck, a lake wall blocks flooding and shrouds the less fortunate in shadow. Warrens have been cut into the ancient wall over years of building upward as the foundation sank. Few of these are safe.

Ideal: It's more 'what' you know than 'who', Flaw: "Problems are a thing that happen somewhere else", Traits: Success opens doors, for good or ill; Here is the only 'true' civilization

The Palace of Seven Stars: The palace for the Throne of Knowledge is unusual in that there are no doors or walls. Constructed of glass that shines in the color of the current sky, the palace is open-air (if well-enchanted) and kept private only by subtle barriers and illusions crafted into its many arches. Home to the Queen and Waylady of Galastaire, it also houses

linked embassies to every Throne and smaller outbuildings for regional mercantile players. Its library staggers imagination and is open to all.

Ideal: Words have more weight than weapons, Flaw: Weapons are underestimated, Traits: You can find hints to any discovery here; not all fortresses are made of stone and wood.

FACES

Lady Sarennia Lohrian: Current monarch and Waylady of Galastaire, she is often known as The Silver Lion. Whether that's an insult or a compliment depends on if they've fallen into line. She is shrewd and capable, but very old and burdened by the horrors her son caused. She seeks to restore the prominence and trust in her nation, but it may already be lost forever. She and her wife have no surviving heirs, but dozens of minor kin - a point of great concern.

Master Heiwa Hasdrubal: The headmaster of the Academy of Art is a controversial figure. Likely the most potent wizard left in Galastaire, and one of the few who openly defied Savrias' attempt at godhood, he represents the idea of a 'good wizard' in many minds. That said, the spells he brought forth in defense of Crown and Throne gave unquiet to many. That he has access to the young minds of a generation worries more. But are they right to worry?

Chocolate's Treasures: At the hub of civilization lie many opportunities to provide goods, services, and favors not allowed in other lands. This led to an underbelly of exploitation the Lohrian have not been able to stamp out of the Muck. Instead, an unsteady peace between criminal clans and the local Guild of Comfort is an open secret. How a conference of brothels managed to put in check some of the most ruthless people ever dreamed? Is unknown.

It's not even certain if the mythical Chocolate, their 'gutter queen' really exists

The Bones - Valleys of Life

If one heads north long enough, they'll arrive at the mountainous Bones. The white begins with a series of limestone buttes and pale, rocky hills. These soon give way to the most sheer, sharp, and dangerous peaks one ever could dream or dread. Constant, freezing fog covers their heights. Many things live on the peaks of the Bones, but few would be called anything but hostile. The roars of warring dragons are said to cause constant avalanches, but the creaking of the Bones could mean anything. Roads and rivers cut through peaks of white marble, limestone, and striations in every shade of gray. These deep cuts reveal valley cities worn into mountainsides, villages that harvest beards of moss and lichen, and greenfields of tough hops and grains. Few descend into the great, steaming Depths where the reclusive clans of dwarves and their Seekers maintain a network of air vents, light vaults, and pathways throughout their lands, and up the sunny peaks of the unclimbable mountains to great temples.

ENVIRONS

The lands within and surrounding the Bones are not kind to those who do not learn their ways, and quickly. Sharp winds rise at random and sweep down hard from the lifeless far north. Clever predators know the difference between a well-armed caravan and a half-exhausted party of lost souls. Havens from the elements are few, far between, and rarely unguarded.

It's not *all* hostile. Large buttes to the south hold villages at the end of high switchbacks, where hunters and sages share their bounty. Deeper to the north, larger towns and river cities form around greenfields and fjords cut into the rock. River access makes these places ideal inroads most for travelers and hubs of local commerce. To the far north lie the clans, who share little and say even less to outsiders. They take wealth and trade back what they consider worthless. Luckily to most traders, the

dream at large often disagrees. Beyond the Bones? Many claim that lands of endless wealth reside. Others? Say only death lies past the Fall.

Common themes: ambush, survival, challenge, endurance, value, family, tradition

CULTURE

Life in the Bones is built on barter. Hospitality is common in the smaller villages, but generally forbidden if an inn has been erected. It would be rude to deny someone else's purpose for your own profit. While gold is still the common standard, trade for services, supplies, or goods is just as common. Fortunes have been made and lost via familial pacts of devotion or precise geasa. That said, one has to impress the kind of wealthy person who receives such offers often.

Among the greenfields, food is respected almost as a point of religion. Speaking during meals is considered rude unless complimenting the chef. Instead, raucous sounds of approval, even those considered vulgar in other cultures, are generally seen as proof that the meal was irresistible. The foods themselves in the north are vegetarian for most meals, as meat is rare, prized, and often well-guarded by territorial predators or roaming bands of hostile giants.

CULTURAL PRACTICES

Cup of "Hot:" Only the rudest of foreigners would engage in a business or social visit in the North without first sharing in tea, coffee, or another warm beverage. It is the host or elder party's job to provide, but the guest owes a minor favor for this - at the very least, to hear a request or share news from their travels.

Bragging Duels: While fights to the death are rare, as they require extensive reparations both to the family of the dead and the community, brag duels or counting coup are far more common. One starts by mocking the opponent in public, claiming superiority in some shared field. The challenged may offer their own

version of events, setting the same or another talent into question. One or more skills are then tested before an eager crowd. In a tie? The best storyteller or performer often wins the day.

Dance: More than song and story, dance is respected across the North. Any soul without knowledge of the local fire circles or hand-passes is bound to look the fool. There are dances for friends, lovers, even for sworn enemies. Priests and shamans dance to attract the Muses' eyes - Vendraz with rigid practice, Koridraz through wild abandon, and so on.

PLACES

Highrock: Winter home to a large, otherwise nomadic tribe of the highlands, Highrock is maintained by an order of priests and warriors in warmer months. It serves as a haven for small children, the infirm, and others with reasons to remain "unwalking". Vivid dreams, said to be the Highrock itself communicating with the open-minded, are common and treasured as prophecy. Highrock has been raided more than once in its history, but its vengeance has become the stuff of nightmare. By the tribe, the Muses, or spirits in the rock? Tales often vary.

Ideal: The rock is sacred and safe ground for all peaceful folk. Flaw: Revenge is swift and certain for any slight. Traits: None are turned away; Dreams are ignored at your own peril

Ven Draria: Home to a hill dwarven majority but diverse by northern measure, Ven Draria is the largest of the greenfield communities. Its hunters of beasts, monsters, and men alike are renowned throughout the dream for their rugged and ruthless pursuits. Many rest here before traveling south to deal with the clans along the highlands, as more gregarious and less aggressive Seekers do their trade here. A common trade good in Ven Draria is a tale well-told over a warm fire. Their skalds can set the value of such a story down to the copper, if necessary, and are not at all kind to boring liars.

Ideal: Any pursuers can find a fresh trail in Ven Draria, Flaw: Friends and enemies come looking, Traits: A good story is worth its weight in gold; rough company do business here.

The Gaze: This massive chasm hosts the heart of the Seeker expeditionary force and the Throne of Life. A keep stands here as a series of balconies and bridges over the drop to a huge, boiling hot spring below. Here, they appear to be mining the ancient ruins - if asked what they seek, "truth" is the best translation of the dwarven answer. They say little else. Members of the clans less than a century old know little more. The gold, gems, and rare treasures they unearth, they trade to those who prove able to reach the Gaze itself. It is not what they seek.

Ideal: Hard efforts must not go unrewarded, Flaw: ...but nothing else means a damned thing, Traits: Secrets are sacred to the Seekers; the dwarves know much more than they ever reveal

FACES

The Dwarven Elders: Dwarven respect falls along lines of age. This leads to awkward, if evasive deference to elven dignitaries and frequent struggles with humans and similarly youthful races. Guessing the wishes of any one elder is difficult, but few remain among their number long without a conservative, rude, and isolationist streak. The weary are taken by the Seekers, for reasons unspoken, even to elders. At most, they say that wisdom must not be lost.

Ang Pasang Tshe-Wang: A half-elven warlord, once-wife and now male widower to a raider prince, has united six tribes under his banner with clever tactics and utter fearlessness. Unsmiling but not unkind, he has made a name for himself as one to respect or fear by the age of 19. He's collected fifteen warrior daughters, each of whom are said to be at least his equal.

The Steppes - The Face of Light

A shelf of rocky scrubland rims the vast western desert from the Scarlet Coast to the Bones. The Steppes look out across a Golden Sea of sand and the empire buried beneath it. Nameless and lost to fire, even the bones found there are blackened glass. Known only to have been dragon worshippers, it's as if every trace of them had been eradicated. Many claim this to have been the work of a Muse - likely Ondoraz or Koridraz - due to the jagged feathers burnt into the western horizon like vast frescoes.

Many rivers culminate or rise from caves at oases where baobabs grow alongside cacti and nettles. Gold and silver lay on the ground or in mines always eager for deserters, runaways, and criminals to work them. Under the watchful eye of the dragonborn clutches, the Steppes is a beautiful place, yes, and one with a rich traditions. Peace is not chief among them.

ENVIRONS

The Steppes themselves have fertile slivers of arable ground shadowed from the brutal sun. These are most often used for grasses, poultry farming, cattle ranching, and the subsequent feeding of megafauna - herbivore or otherwise. Communities stick close to the rivers, while the Galasteri roads tend to cut across open land. They'll veer right over beast dens, bands of thieves, and the new 'toll stations' set up by various minor clutches. To say travel through the Steppes is dangerous is an understatement. Once you pass the oases and mining colonies, the rocky cliffs end at the edges of the Golden Sea. The fine sands have 'currents' of quicksand along myriad scars of smoky or colored glass. Prisms burn the eyes under an unforgiving heat and a sky-blanking violet moon. Half-buried tombs descend from mile-wide shoals of slate marked with draconic wingspans. Lost city spires rise like steel fingers from the sand. Many pilgrimages begin and end on the golden sand.

Before one dies of thirst, exposure, or the less-than-friendly local wildlife, wonders await.

Common themes: adaptation, pursuit, loss, second chances, hoards, and cruel illusions

CULTURE

Life on the Steppes is dominated by the Dragonborn. Some are benevolent, others tyrannical, but all serve as an absolute ruling class of their territories. Areas of no interest to their Firsts fall to lesser tyrants - bandits, highwaymen, beasts, and the dead. They are more zealous in wiping out any undead they encounter, but the rest? They leave to fate.

For all their might, you still might never see a dragonborn in day-to-day life. Magistrates are assigned to administer, resolve disputes, and collect tribute, a role few dragonborn find tolerable. And caught between their masters and many well-armed constituents, magistrates are just as often master politicians or shameless self-promoters. Keeping everyone with a sharp blade happy leads to a vibrant, if rather corrupt, community. So long as tribute flows, all is well.

CULTURAL PRACTICES

Head Covering: While nature and style will vary from place to place, many Steppes folk wear hoods, veils, scarves, or hair coverings to counter the blinding sun or for propriety. Some keep these simple, while other cultures adorn them with jewels, colors, and precious chains.

Tattoos: While the dragonborn once found the practice alien and unwholesome, many Steppes cultures maintain a practice of tattooing to mark now-abolished castes, rites of passage, promises, or simply for the sake of art. A bared tattoo shows one's place in the world. Obscured ink is meant for only the self. Explaining is bad form at best and impossible at worst. How can you explain what must be felt?

Ecstatic Faith: Fasting, dream journeys, drugs or mystically aided visions - all are

common and respected practices throughout the west. Rites of euphoria, where dozens of the devoted dance, sing, and perform athletic feats to exhaustion are popular even in the hottest months. The Muses are believed to live at the brink of raw experience - a knife's edge, a thirsting tongue, and especially spilled blood.

PLACES

Velasshaar: The Throne of Light is situated in the center of a blasted, glassy half-sphere. The various jags and slivers at unfriendly angles makes reaching it enough of a challenge without the marble dome and the honor guards placed around it at all times. The Firsts of Firsts rarely sit in the actual seat, finding it too small for two dragonborn. However, the couple is required by oath to hold court at least once per moon. A silken shantytown of homes and markets have arisen, as no permanent structures have yet been authorized.

Ideal: Velasshaar cannot ignore an injustice spoken before the Throne, Flaw: Respect is skin deep, Traits: None may approach uninvited; Overt power is the same as authority here.

Prince's Promise: There is no rebellion in the Steppes. The Firsts rule without challenge. The people praise their generous dominion. This is spoken. What is known? Is that their grip is bloody and tenuous. Assassins and poets play deadly games, plying favors and poisoning reputations to push for stability or a return to its 'proper' human ancestors, as some claim it.

Ideal: There's always a way to make money in the Promise, Flaw: Money attracts attention, Traits: Every issue has a third side; The Firsts rule 'marginally' better than their forebears.

The Smiling Shoal: Hidden among the peaks and walls of scarred glass lies a single, massive shoal of blackened stone. Each step crunches and cracks underfoot. There are no images drawn here, nor any visible structures. However, a careful soul might notice that among the blackened chips, there are

thousands of scorched human teeth. And if one brushes the ground? They find many doorways into narrow, deep chasms with a dozen or more tiered mezzanines. Rare wonders have been found in these buried towers, but more than the unquiet dead haunt this burned place.

FACES

Chazca and Punchao: The Firsts of Firsts among the clutches are a political pairing, yet are absolutely in love. Some even worry as to their loyalties to their clutches. Punchao, a red elder male, was once renowned for his avaricious conquests. Chazca, the golden elder female, was feared for what she knew and how she wielded knowledge. Now? Both seem content to count their glories rather than earn more. The younger, fiercer Firsts of many clutches seek to oust them. Many have died trying. They are by no means *weak* and gladly welcome challenges. Love can get boring.

Hernán Cahuallo: it is spoken that this man is a monster and a breaker of eggs. A killer of many children. An assassin of those without weapons. It is spoken that he lies when he preaches of a great ancestry and secrets in a City Below. It is spoken that those who would follow him are craven or foolish. It is known that those he's loved have died screaming. Many things are spoken of Hernan Cahuallo, but he is never seen. His knives are only felt.

The Obsidian Saints: They say that a *daev* once rode with sand sailors beyond the farthest shoal. There, they say she found a mirror. They say she stood atop the vast mirror and burned under an unrelenting sun, but did not die. The light healed the *daev* of light blindness and gave visions. Pilgrims have sought the mirror. A few even return, speaking feverishly of miracles. And first among their promises? Is redemption.

The Old Wilds - The Soul of Nature

There is a difference between soft, young woods and the old growth of a true forest. To some, this marks the end of civilization. To those who live within? It marks the beginning. Over centuries and lifespans of nations, careful ways of shaping living wood and being shaped by it in turn have emerged. Elvenkind hosts an extended family in wealth and comfort, without axes or butcher's blades. But not all is harmony. Elven fosterage is not optional and "childish" behavior is punished with a lethal ostracism.

Among the Kind, there is no consensus on their next step. Many hope to expand their vision and borders. Others call the Kind to abandon fosterage entirely. A few seek to develop even more transformative Ways. There is much discussion and conflict settled through their foster proxies, but one thing has united Elvenkind and their Kin - a growing lack of faith in those outside the Wilds to save themselves.

ENVIRONS

The Wilds host old growth of every kind, tended with meticulous care in its more inhabited areas. Border towns and gentle woods have more lax standards of the Kind's harmony. They serve as hubs for trade and news from foreign visitors. There's no rule against venturing further, but neither are guides provided to those without the Kind's permission to travel. The living bridges of the deep Wilds are home to deadly beasts - some natural, others cultivated in defense against intrusive forces. Most prefer orc-flesh, but won't pass up the unwary.

Above? Shine garden cities built through an innovative harmony with nature. Below? Lie the sunless domains of the *daev* - glowing gardens and paths to their Karabagh. Careful mining arts grant them great leverage by having the only source of mineral resources within the Wilds. They would never deign to taint the earth or

harm the lands above, but their gates hold secrets best left forgotten. They keep the keys.

Common themes: patience, submission, ego, layers, transformation, enlightenment, humility.

CULTURE

To live in the Wilds is to make a pact with the Wilds - honor them and they will honor you. This is the foundation of Elvenkind and they impress these beliefs by hook or by crook on all those who would share their home. You live by the Ways of the Kind or you are left to your own devices. Few survive long without their support. Those who do? Often resent the Kind's silence.

Those who do accept fosterage are taught in kiths and given seeds for proper gardens and arbors. They're advised on which animals they may or must hunt, are required to tend and breed a certain supply of animals for wool, milk, or transport. They must keep their numbers small through herbal or magical birth control. The Kind may request that their Kin trade with others in their name, may exchange youths for up to five years of tutelage, and may request aid against those who'd threaten their interests.

Visitors are often awed by even the simplest homes in alcoves grown into the wood. While unadorned, the beauty of the grain is living art. Elves teach from tree trunk hollows the size of castles. Resin films capture and color light between woven branches in every color of a distant sky. Lore and joy adorn the cities above. And below? Glyphs glow in living hues - lovely warnings from the *daev* to stay out of shadows.

CULTURAL PRACTICES

Childhood: Age is irrelevant to social adulthood. Only competence at one's kith matters. Magical students are considered children until able to cast the 3rd 'circle' of spells. Among trades, one is a child until their work is traded. Warriors are children until

wounded in service to kin. The Kin accept this, but not without considerable frustration.

Harmony: A single concept with many truths, harmony is spoken of in the Wilds with the same reverence that nobles speak of honor. Respect your place among a whole. Take only as you need. Cultivate the barren. Recognize the wise. Leave behind as much as you take. These five precepts form the soul of Elvenkind. To the high elves? It's the Sun – one truth too bright to see. To wild elves? It is Struggle. To the *daev*? It Justice in what they must do, above or below.

Seeding and Seeking: Final products for all but the most common daily objects are only fit for children. Instead, seeds or newborn animals are given as gifts, along with templates or even mere clues. Quests and journeys mark every rite of passage, the sole reason many elves venture from the Wilds, often for lifetimes at a time. Tattoos, piercings, and ritual scarification are common after both success and failure. Both seed and seeker are changed, for good or ill.

PLACES

Fort Rose: Fort Rose is under siege. It's heavily fortified by an ironbark palisade, heavily guarded by heavily armed troops, and heavily watched from the beyond a burn zone – an ashen clearing of a half-mile in all directions. By sheer tenacity, Fort Rose stands without submitting to Elvenkind. They claim to stand as a Galasteri wayholding, if only nominally loyal.

Ideal: Any obstacle can be overcome with resolve, Flaw: Trust none until they shed blood, Traits: Every gift comes with a price - to be the giver, Magic has a price - barter as needed.

Mithrallir: The *daev*, though few in apparent number, hold great power. That power stems from Mithrallir, their city built in the chambers of an active mithril mine. The Mithrallim, equal parts knight, spy, and assassin ensure the Wilds remain unspoiled - at any cost. To the *daev*, fosterage has no border. They've established 'wise' dominion over much of the Underdark.

Ideal: Learn every use of everything of use, Flaw: That which goes unseen? Belongs to us, Traits: Harmony lies in service to greatness; Those who seek power shall find it, at a cost.

Orchard: The closest thing to a capital Elvenkind possesses is this dome in the higher canopy. Celestial patterns are tracked in the branches as matters of common import are discussed below. Few elves consider it more sacred than anywhere else. That's perhaps part of the point.

Ideal: Those who lose their way may find it here, Flaw: No one can lead you where you must go, Traits: Doubt will not hinder the determined, The Scions visit here more regularly than usual

The Throne of Nature: No one sits in the Throne of Nature. In times of grave need, an elf is escorted to the Throne. From it, the Wilds are set to motion - every single beast. Afterwards, the Wilds has always devoured their wielder.

FACES

Lady Kovraza Rose Lohrian: Rightful ruler of Galastaire, or so she claims, "Lady Rose" has been disputed as a half-elven bastard and disowned as a traitor. She disagrees on both counts, as she followed Savrias into battle and drug his broken body out of it. She rules from her fortress, ignoring doubts to her claim and renouncing all talk of surrender to any power.

Gardener: Many cultivate the Wilds, but there is only one Gardener. The matriarch of the *daev* is responsible for the health of the oldest roots, as well as determining the size of all Kin populations. She alone may speak a word with culling to follow. The Gardener is both honored and feared for good reason.

Sun Woman: There are many sun women, but one Sun Woman. All surrender their name to one shroud and task - to guide those who require guidance. Granted free passage through the Wilds and beyond, the Sun Woman provides advice, divination, and an ear to those in need.

Scarlet Coast and Sea - Tempest Swept

The Sea is not mastered – it is survived. From the cutthroat harbors to the storm-swept isles, to the far horizons of the orcish Broken Coast, jags of lightning rule the sky from dawn to dusk, twilight to dawn. From the great singular Sea, rivers cut like scars into the rocks, some narrow and others wide enough for warships to course without scraping their hulls. Once, the Galasteri claimed all rivers flowing into the Sea and from it. Now? The Blooded Houses stand as an independent thalassocracy of the Scarlet Coast, answering only to their own or to sharp steel.

After all, they'd claim, it was they who tamed the Scarlet Coast. It was they who shed and shared their blood with the orcish invader. It was they who stood in solidarity with Lord Savrias and who yet pay the lion's share of his disgraceful reparations. To some, they're noble protectors of trade and coastal communities. To others? They're no better than pirates. Both are true. Both are false. But in the end? They rule.

On the Scarlet Coast, life is hard but fair.

On the Sea? It isn't even fair.

ENVIRONS

The Scarlet Coast is cruel and the Ragged Isles are far, far crueler. Aside from breadfruit coves where harbor cities cling like barnacles, most of the coast is rocky juts and coarse basalt. It derives its name from frequent algal blooms that many harvest for food. Tales say that this "red tide" is borne from violence on the isles. If so, it's no surprise the tides can last for days.

Pirates. Kua-toa. Sahuagin. Ghost ships. Fey hunters. Sleeping nightmares deep below. The Horde. These are just the best-known threats that haunt the vast, uneasy Sea. Travel is never without incident, making escorts or tribute to the Houses a thriving, if ugly trade. That Red Trade has made many wealthy. It's made far more dead or daily wishing that they were.

Concepts: blood, profit, honor, gambling, abandonment, romance, steel and savagery

CULTURE

Life on the coast is short and brutish, but often lucrative. If death is assured, coastfolk believe in making the most of it. Garish colors. Loud songs. Music for all hours of the day and night. Many still never see a day of violence on the coast, but everyone has a story about a maimed or dead friend. Most are even true. Saying that coastfolk have a unique relationship with the truth is fair, if perhaps an understatement.

That said, honor pervades their way of life. "Lie to blood, but bloody traitors" is the code of sailor, soldier, peasant, and urchin alike. Once one's word is given, breaking it is the one taboo beyond all forgiveness. Otherwise, there'd be no basis or appeal to business. The Blooded Magistrates hear and record oaths, and are the closest thing to incorruptible but the Sea itself.

Islanders do their best to accommodate both the Houses and the Horde. This is no easy task. Orcs only recognize their own tongue, ways, and blood. Half-orcs are raised as translators, champions, or chieftains to keep the Horde at bay, going on to join the Blooded or the Horde, taking a side and taking their people with them.

CULTURAL PRACTICES

Impressment. Debt, not gold, is the primary social currency on the Sea. A contract is a mutual requirement, and so society follows. Those who do not honor their agreements? Are drawn into established default payments, most often paid in time or service as slaves. As debt is inheritable, this can haunt several generations.

Blood. Along the coast, blood is law, order, and justice. If it bleeds, it serves. If it serves? It can bloody well pay taxes – or so the Blooded Houses demand. Blood binds contracts, oaths, and marriages. The idea of blood has also fostered the practice of family lines or communal castes bound in trade and faith, despite the Blooded Houses' disapproval.

PLACES

Har'Agrar: This orcish outpost welcomes all outsiders, so long as visitors understand one rule - the Horde rules. Only Orcish may be spoken in public places. Only those with orcish blood may own land. Slavery, ritual cannibalism, and infernalism are all allowable. Why, then, would anyone even bother coming? The Horde offers rewards of gold and treasure for bounties of their enemies and teachers for their young. Tutors can make their fortune hosting a single child for a year, upon which they're free to go. This knowledge may be used against the north, but that's a long time and a near fortune away.

Ideal: Virtue, in the orcish sense, must be rewarded, Flaw: In the orcish sense..., Traits: Secrets forbidden or unsavory may be bought here; The Orcish ways have their own nobility.

The Eye: While the constant storms that sweep the Sea never touch the shores of the Eye, this perfectly round island has not known peace in at least a decade. The Blooded Houses and the orcish Horde have fought over the Throne of Tempests with a viciousness only tempered by the bloody cost. Now, each year a Storm King is selected by a tournament - half sponsored from the Coast, half from orcish champions. So far, the Coast has won nine times in a row. One more victory and, by oath, the orcs must retreat for a century. Between tournament seasons, raids and skirmishes resume across the beach.

Ideal: Test your strength against the greatest warriors of the Dream, Flaw: Someone always dies, Traits: Fighting ends at last light and starts at dawn; everything's better with wagers.

The Tooth: At the mouth of three great rivers lies the Tooth, a waterfall cove with a single jutting peak casting its shadow. Beneath the Tooth, a city of three tiers has been built of platforms, rope bridges, and whatever else accumulated over the years. The top tier bears brilliant mansions for retired 'heroes' and the great Blooded House of Arakhai. Below that, the

Market Tier has adventure, danger, casinos, and the single greatest auction hall in the dream. The Harbor Tier holds vast tenement-ships, thieves, and every quality of scum imaginable.

Ideal: Anyone can move up on the Tooth.

Flaw: ...But no one likes a climber, Traits: The halfling families can get you anywhere from here; Finding trouble in the Tooth is always easy

Faces

Aniruddha Bosal - The head halfling 'uncle' of the Market Tier, Bosal has made a name for himself by a reckless reliance on luck. That his luck's held against the wealth, weapons, and lives of his foes is no mean feat. He isn't above offering bloody 'boons to the Lady', however, and is best feared or avoided.

Xianghan Li Fei - Currently undisputed, the pirate queen of the Sea has eluded both orcish ironsides and the concerted efforts three of the Blooded Houses. Her exploits, though often low on death, are high on deceit and mockery to any who defy her. Her network of husbands, wives, widows, and pensioners was inherited from her mother, a legend in her own right. Some sailors and pirates even worship her.

Krohnarak Arakhai - Dubbed 'The Only Honest Man in the Whole Damned Sea', Hearn of House Arakhai is both a paladin in high regard and the captain of a technically undefeated vessel. His clashes with Li Fei, the Horde, demons, devils, dragons, and worse have become the stuff of legend, but his chaste bachelorhood is as commonly discussed. The Houses have tried repeatedly to leverage his Lohrian blood for advantage or even to unite the Houses. The official response? "I politely decline, thanks." At least one duel has followed.

The Delta - Black Water and Trickery

There lies a valley confluence between three rivers, flooded to the point where fallen leaves blacken still pools and misshapen lakes. This marsh of islands is home to the halfling and gnomish families. Neither has spent much time there in recent history. A common joke in other climates is that anyone with half a copper and half a mind gets out of the Delta as soon as possible. If it weren't so profitable, they might even be right. Those who call the Delta home can carve out fortunes, but they'll never be found if they fail. Many take those odds.

Within the Delta, a diversity to rival Galastaire can be found alongside a poverty to embarrass us all. Logging, rice paddies, silk farming, distilleries, and a series of large fish farms are just a few of the industries exploiting those in the black bogs. Archaeology is both a scholarly and mercenary pursuit, as ruins of a fallen culture rise up from the peat. The ease of vanishing into the roots makes this place home to dozens of criminals, cults, and others who'd rather be left alone - at least, until their time.

The ways among the roots are more deadly than most. Watch your step. And your guide.

ENVIRONS

The Delta forms two broad triangles of wetland cut through by narrow boat paths and root-covered Galasteri highways. Boxed in by the Wilds to the east, the cliffs of the Scarlet Coast to the south, the Ramparts to the southeast, and Savrias' battlefields cutting off the old roads to the north, getting in and out of the Delta is a matter of taking the rivers or risking even worse 'adventures'. Tolls and tariffs are high. Banditry is common. Galastaire has been slow to respond in force. The rivers are safer.

Barely.

Deeper into the marshes, travel without a guide is not recommended. (When checking for Mishaps when leaving the roads or rivers (PHB, pg. 281), reduce the percentile result by 25%.

Poisonous water, venomous creatures, terrible whiskey, and servants of a black dragon queen are just a few of the dangers one might face. Locals who make a living by the ways are helpful to strangers, but are less than willing to guide. Those who live out among the nowhere? Probably live there for a reason. They're prone to defend their earned solitude by any means.

Concepts: deception, stalking, sinking, one-upmanship, extortion, music, and wisdom

CULTURE

Ghosts and good neighbors have much in common. It's best they stay unseen until called. It's best to be polite since you never know the whole story. The only thing that lasts longer than a grudge is a marriage. And perhaps most important to the denizens of the Delta? Never forget your roots. Those who do end up lost.

Despite the gloom, most people on the edges of the Delta share much in common with their Galasteri neighbors. It's only once you get deep in the murk that less sociable practices become common. Urban legends, ghost stories, rumors, and hedge witchcraft are all feared and honored in the Delta, but so close to the unknown, wouldn't that be wise? People tend to be tolerant, so long as your problems remain *your* problems. The loud ones get eaten first.

CULTURAL PRACTICES

Pantheism: While the Muses may take many forms, most people personalize their religious experience. Worship of the Scions is generally discouraged in all but cultists. Not so in the Delta - if anything, all versions of all gods are celebrated. Those who prove inhospitable may earn their followers trouble, but asking to share 'your gods' is a sign of great respect from locals.

Tool Culture: Holy symbols, artisan's tools, and especially weapons are often named and considered to have personalities and needs tied to their purpose. A menacing knife might hang

from one's door to threaten evil spirits while a shield made by a lover might be sung to and given sweet perfume as the warrior travels. A fallen loved one's garb and equipment may even be worn to assume their lives, families and all. Intelligent weapons are rare, but regarded with honor and concern by many Delta peoples for their timeless, unfaltering perspectives.

Veneration: More than most places, the Delta recognizes the dead. Since special care has to be taken with the dead where burial or burning aren't always a practical option? Peat burial, mummification, and mausoleums are also be employed. Dead kin are often invoked for inspiration, while dead strangers are given respect. This hospitality goes to most guests - you can be too sure, after all.

PLACES

Centerley: Both its name and what you'll get as far as directions, Centerley is a lantern-lit hub of every kind of outlaw, assassin, criminal, thug, degenerate, deviant, scumbag, expatriate, and otherwise problematic person in the Dream. There's a strictly-enforced non-violence rule, so behave. Guards know that dead bodies sink forever here. A popular attraction along the river roads, the city is inviting both to tourists and potential clients. There's something for all.

*Ideal: Everybody needs a place to feel like home, Flaw: Yes, that really means **everyone**, Traits: For a city without violence, the militia are good at it; It's the first place people go to hide.*

The Tooth: At the southern crux of the Delta, the major halfling families take advantage of the terrain to divert a lion's share of the southern trade right to their doorstep. Not even their leaders live in the Delta. The families prefer to stay on the Coast. The Throne can fend for itself. Not even *gnomes* wanted it.

Wight's Way: Officially named 'The White Way' for the white marble quarried in Galastaire for its construction, this twin network of bridges, roads, and branch-offs cuts

directly through the swamps. The project was costly in gold and lives, a fact which leads many to call it haunted - especially the scavengers.

FACES

The Barrel Witches: Spirits are their specialty. They're collectors and distillers of the finest whiskeys, scotches, rice wines, and cooper's casks in the dream. Whether this or forbidden arcane favors are their true trade, even the brothers and sisters argue over. It's certain that both businesses are a-booming.

Pathfinder General Ragal "Madmap"

Twiddick: Situating the Pathfinder's Guild in Centerley was a daring move. Ragal Twiddick has a penchant for daring moves. Both decorated in battle and prone to detours, this gnomish tactician is a bit of a world celebrity. He aims to map the entire Delta to make it safe and stable for all travelers. The great families laugh. Galastaire shrugs. He persists.

And his antics always draws a crowd.

The River Prince: Leader of an all-male band of River Singers, this enigmatic and tattooed tiefling has been seen as an honest trader, a shameless pirate, a dangerous flirt, and a one-time savior of Lady Sarenna's wife. Certainly the strangest student the Academy of Art's ever seen, if not its most successful. He hates gnomes, or so he claims, but still employs them and often takes contracts from their concerns.

The disdain may be mutual, as the jobs would be absolutely deadly to anyone else.

The Ramparts - An Endless Battlefield

The orcs are invading. Then again, the orcs have been invading for the last six hundred years. The Ramparts are an entire city-state of towers, managed fields, training grounds, and a series of seven descending walls towards the only large beach on the Scarlet Coast. Galasteri have manned the walls. Elvenkind have manned the walls. Dwarves, dragonkind, halflings, gnomes, and even Scions have manned the walls. Today? A misfit army of sellswords, runaways, exiles, and tieflings man them now in the endless war.

The official claim is that the Devil Captain never planned on seizing the Throne of War at all, or at least not on keeping it. Her company suffered heavy losses holding back the orcish advance, made worse by the vulnerability left in Savrias' wake. The exact story isn't known - few survived among the northern races and the orcs refuse to speak of it. They collected their dead and left to regroup. Now, she holds the Throne on a political pretense of having no one to cede it to and the "minor" fact of her unpaid troops. De facto or not, she is the single leading voice among many companies. But can her rule last?

ENVIRONS

A wonder of engineering, plot agriculture, and civic artistry, the Ramparts are a self-sustained environment. If fully occupied, it would form a city-state to rival Galastaire in population. As it stands, a skeleton crew maintains the fields, arbors, river mills, granaries, and of course, the walls. The seven walls are armed with ancient tributes of siege defenses, weapons, and honor statuary to mark the history of warfare in the dream. The fact that most of it is outdated or damaged is a known fact, but it all still *works*.

The Long Run is a stretch of basalt beach that has stood host to dozens of shattered orcish war machines. The shoreline is built atop the bones of sunken ironsides. Despite the deaths, the soil here is sweet and strong, adorned each spring with lovely orange flowers.

These sunset lilies grow throughout the Ramparts, but many troops pluck or trample them as bad omens.

Concepts: fatigue, function, resilience, ashes, discontent, companionship, and improvisation

CULTURE

The Ramparts are no place for the soft or weak. In the decade since Savrias' fall and the Devil Captain's occupation, families have started or moved into the region, but even these people don't call themselves civilians. A native populace of Managers established common living, training, and recreations that they invite newcomers to attend. While adoption of their strict living is not universal, the "city-state" of the Ramparts is quick to action, slow to panic, and used to a great deal of constant danger.

That isn't to say that all Rampartees are dour. Managers maintain weekly holidays, both memorial and celebratory, that are broken into two twelve-hour tavern shifts each Sunday. Literally nothing is forbidden, so long as it doesn't interfere with anyone else's good time. You'll find songs, stories, rituals, and folk lore from a hundred cultures along the walls - all are welcome, so long as they follow orders come morning. For the first time in its history, a true alliance of dreamers mans the Ramparts as one people. It's both amusing and of concern to all nations that none of this was sanctioned. At all.

CULTURAL PRACTICES

Giving the Lily: Wearing a sunset lily, or orange in general, implies a recent loss, an open grudge, or a serious hatred to seasoned Rampartees. If someone isn't dead, they soon will be. Giving a lily to someone is an accusation and likely an invitation to a duel. It's also evolved into a way to insult reckless newcomers or to mark fools to watch out for in a quiet way.

Nicknames: People come and go quickly on the Ramparts, often never to return. Both out

of convenience and in honor of those who've gone before, units and companies tend to keep a running log of nicknames throughout their history. You'll receive a new name from the log, like it or not. Truly exemplary Ramparters may get a new nickname added to the log, but this is never by their own choice and rarely flattering.

Trench Humor: If you can't tell a dark, dank joke, you're bad for morale. Despite the grim affair of holding against an endless orc invasion and any of a number of possible rear invasions... or perhaps because of it, Ramparters are said to have the sharpest, darkest, and occasionally most vulgar wits around. That said, 'gutter gab' is frowned on. Jokes that affect unit cohesion or target painful points crass are subject to harsh discipline.

PLACES

The Green Blocks: The northwestern arc of the Ramparts structure houses the food production blocks. The Outer Ring is a tightly-managed farm and garden system with its own certified tenders - the most educated farmers in all the Dream. The Central Green handles cattle, largely for dairy. The Inner Green houses many families and provides a rear garrison. Originally the weakest defense, it's recently been fortified against attacks it was never designed to face.

The Gray Blocks: Characterized by gray stone, gray cobbles, and gray bridges across multi-level squares, the three inner blocks house artisans, soldiers, merchants, and countless warehouses. Collapsible tunnels from an active salt mine open to other tiers and have been expanded. At its heart, the Watch serves as both a keep and the last line of defense for the Throne of War. Graffiti is banned, but banners are common.

The Red Blocks: The three thickest, tallest walls block and funnel threats from the Long Run. Watchtowers with changing semaphore codes relay information back to the Watch. Retractable bridges allow travel to lower levels,

but can be collapsed from either side. Despite the impressive defenses, the Red Blocks have been overrun three times in the last century. The Horde is nothing if not tenacious and is more than happy to be underestimated until their war machines arrive. Then? It gets bloody

FACES

Point Seven: After being found in the salt mines below the Watch with no memories, this soldier found himself atop the walls of the Red Blocks during the last great orcish push of the bad year. He defeated the orcish champion in single combat as the Devil Captain wrested control of the Watch from their war chieftain. Taking the nickname of the wall position he defended, he and a few other amnesiacs formed a company.

Zori Ineluka, the Devil Captain: Captain Zori Ineluka of Dragonflight Company built a reputation as a seasoned campaigner, a brilliant tactician, and a sensible civic leader. It wasn't her might, but her attentive command that united the companies and factions abandoned to the orcs into a cohesive whole. Her personal company supports her with their myriad talent as leaders, military scholars, morale masters, and a few outright oddities that she's collected over the years. She's stern, but likes cute things. Her idea of 'cute', however, is... notably unique.

Sho Vrakar: A silver dragonborn soldier of some renown, Vrakar held the original command charter for the Ramparts from the Galasteri. Since he was hired by Savrias and supplanted by Zori Ineluka, his position of command is now so much useless paper. Even so, he and those loyal to him remain a vocal faction of critics, conservatives, and loyalists. He only stays on promises of pay and the shame of returning, bested by a 'mere demon girl'.

The Black Earth - An Arcane Blight

There is a wound in the heart of the world.

A tower, once a beacon of arcane might, floats above rotted soil like a pale knife. Armor rusts alone in black wheat fields. Blades, common and wondrous, lay abandoned by those who held them. On this tainted ground, one man tried to rise above all other dreamers. One man dared to make demands of the Muses. The Black Earth was their answer. So many say.

The undead rule the Field now, fighting wars best forgotten. Even those who normally show intellect - liches, vampires, and the like - are reduced to play-actors under the weight of that terrible battlefield. Even living souls with arcane power may find themselves compelled to wage war and play their role. Many risk the darkness for the power it might grant, but few survive. No one knows if Savrias even truly failed. If this was his idea of success? The Dream can only hope he didn't somehow live to see it happen.

ENVIRONS

The entire region of the Black Earth is in a state of endless winter. Bare hangman's trees that grasp towards the living, blood-red flowers rising from ashen snow, and the endless rows of obsidian wheat. While edible, few try it.

CULTURE

Despite its horrid state, the Black Earth is rarely empty. The reduced Galasteri forces are further split by a dedicated force of Border Guardians. Joined by a rare few others, either treasure hunters to veterans who can't let go, they go about their work with a grim determination.

There's only one rule – don't bring hell back.

PLACES

Braddock Garrison: Once an unremarkable Galasteri village, the town's walls have been reinforced and its roads blockaded. The Border Guard maintain the homes and smithy, while researchers and hedge arcanists tend the

library. Their presence is barely tolerated, contingent on their aid against assaults.

Lion Fell: The seat of the final battle lays on a hill southwest of the Field itself. Snow and ash still fall, so many years later, over the ghostly echo of the Throne Arcane. The honor guard of the King of All Men, undead or otherwise eternal, still hold the false Throne. They now command the victims of Lord Savrias' last stand.

The Tower of Art: Hovering hundreds of feet above the Black Earth is a hidden tower of white marble and blue glass. The Tower of Nine Circles. The Tower of Wisdom. The Tower of Memory. Many assume its enchantments are somehow maintaining the endless winter and the war below. Many have tried to learn more.

None survived. Many returned after death.

FACES

The Last Knight: Alive or dead. Determined or mad. Ashamed or emboldened. No one knows who this paladin once was, but this last Masked Knight appears almost at random, saving scouts or slaying undead once and for all.

But *why*?

Dame Khadijah Lohrian: Daughter of the lord and once-heir to Galastaire, Lady Khadijah technically rules the Black, but is kept in a tower in sight of Braddock Garrison. Orphaned by her father's fall and mother's suicide on the Throne of Knowledge, a curse of blindness somehow struck the girl. And some say? Madness. Only Lady Sarena visits, either out of pity or duty.

Lord Savrias Lohrian: Once the pride and hero of Galastaire and a luminary mind of the dream, Savrias Lohrian was a man whose aims were too vast to ever be accommodated. He wanted to expand roads and abolish tolls. He sought out elven genius, dwarven lore – anything to better not just Galastaire, but all. The world refused. He didn't take no for an answer. His crusade destroyed both his legacy and countless lives, including his wife's suicide.

New Spells

Bridge Waypoints

7th level conjuration (Ritual) (Druid, Wizard, Warlock)

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (Soil, snow, or sand from the target plane, gems in the seven rainbow colors valuing 1,000 gp total, which the spell consumes)

Duration: 24 hours, until destroyed, or until dispelled

You conjure a path of solid, frozen light between the border of a waypoint you reside on and another waypoint you've personally visited. This prismatic path has an AC equal to your spell DC and hit points equal to 20 x the level of spell slot used to summon it and spans exactly 300 feet in length, 50 feet in width, and peaks at a height of 100 feet. At the center, the environments of both locations meet, but if otherwise obstructed by walls or mountains, a portal 30 feet high maintains the path.

Environmental hazards, such as water levels, blizzards, or sandstorms stop at the midpoint.

Should the bridge be destroyed, any such hazards briefly break through, causing a dramatic mishap per the Teleport spell (PHB, pg. 281-282) affecting all creatures within 300 feet of the border. If both environments are hazardous, both borders and everyone within are affected by either hazard.

Craft Narrative

2nd level Enchantment (Bard, Cleric, Paladin, Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A tale written in purple prose, thankfully consumed by the spell)

Duration: Until satisfied (See description)

You craft an additional bond, ideal, or traits to add to a character's personality. Upon casting,

the parchment crumbles to dust and flies invisibly into the target's face. They may immediately make a Charisma saving throw to resist the sudden, additional motivations. For each higher level of spell slot expended, you may add an additional special trait, to a maximum of one additional bond, one additional ideal, and up to three additional traits.

Curse of Complications

2nd level Necromancy (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (An unlucky omen common to your culture. Broken mirrors are universal.)

Duration: Until expended

You craft an additional flaw for the target creature that haunts them voraciously. They may immediately make a Charisma saving throw. If they fail, the flaw manifests within 24 hours in a way that complicates their lives. The triggering event will happen within the period, but the consequences may linger for up to a week before coming to pass. After that, whatever hostile forces you've arrayed against your enemy find something more pressing unless your target escalated the problem.

Deafen the Heart

3rd level necromancy (Ritual) (Cleric, Paladin, Warlock, Wizard)

Casting time: 1 hour

Range: One vessel, up to 30 may drink

Components: V, S, M (The heart of a member of a race capable of comprehending speech)

Duration: 1 season

The caster must speak unto the audience in a tongue they share, extolling their common bond or cause. As part of the ritual, the heart of being capable of comprehending language is squeezed fresh into an urn or bowl. Each participant must drink from this receptacle,

immediately taking 1d10 psychic damage. Once the damage is healed, the participant only comprehends the language spoken during casting. Telepathy, mind reading, magical comprehension, and powers that rely on being understood fail automatically. Only *greater restoration* reverses the spell's effects early.

Dramatic Delay

2nd level evocation (Bard, Paladin)

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: 1 minute or until expended

Whenever you or an ally miss a weapon attack roll, you may cast this spell as a reaction. If you do, the target rolls and records the damage. Add that damage as a damage bonus to their next successful weapon attack. Aimed spells that miss their mark may be delayed in a similar manner, but you must expend a spell slot equal to target's spell cast to capture it.

Fated Meeting

2nd level divination (Ritual) (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 10 minutes

Range: 100 miles x level of spell slot expended

Components: S, M (A parchment sheet or blank card stock worth 10 gp, charcoal)

Duration: 1 day

You consign yourself to the subconscious travel of the sleepwalker. You spend ten minutes lost in a haze of drawing the visage of someone who can get you closer to the objective you envision.

Once complete, you gain an unconscious sense of where to go to get closer to the person you've drawn for up to 1 day. Even if they are too far away, the picture is uncanny in detail.

River Singing

2nd level conjuration (Ritual) (Bard, Cleric, Druid, Ranger)

Casting Time: 10 minutes

Range: 1 vessel

Components: V, S, M (A river-worthy vessel with a name and a successful voyage under its name, a small gift to the river per passenger equal to 10 gp in value, a day's labor, or personal significance)

Duration: Concentration, up to 7 days

You sing a song of communion with the coursing river, not demanding that it leads you where you wish, but requesting that it get you there in its own good time. Upon casting, roll 3d6. Each result is a potential encounter you'll face along the way. You may choose your preference of at least one. Your total travel time to reach your destination is equal to the die result you choose, plus 1 day.

Sun, Moon, and Star Blessing

1st level transmutation (Ritual) (Cleric, Druid, Warlock, Wizard)

Casting Time: 1 hour

Range: One willing person

Components: V, S, M (A set of fine clothes or armor, transforms the former equipment)

Duration: Permanent

A ritualist anoints and draws temporary tattoos across the entire body of the target, who must be willing. Each part of their garb is removed and tattooed until the entire body is covered. Once complete, the magic of the spell shifts the physical sex of the target to their desired form.

Former garb and any enchantments upon it transfer to the equivalent gear at no cost.

Transfer Legend

4th level transmutation (Ritual) (Universal)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (An audience and ceremony costing no less than 10 percent of the item value)

Duration: Permanent

This spell beseeches or tricks the Muses into switching the magical qualities from one object to another. You may only transfer compatible effects and all effects of an object must transfer

together. A +1 longsword's properties might be given to another weapon, but an effect that enhances only melee weapons could not transfer successfully to a longbow. Only bards, and transmuters may use this spell without restrictions. See below for limits:

Cleric, Paladin, Druid, Ranger: Only items with a pedigree as a holy tool or once wielded by a member of the same class apply.

Sorcerer, Warlock, non-transmuter Wizard: Only objects of arcane origin, or objects once wielded by a member of the same class apply.

Nightmare Flesh

1st level illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 hour or until broken

You summon an ephemeral suit of armor conjured from the memories and irrational fears of your enemies. Add the bonus from your spellcasting ability modifier to your AC and as a bonus to Strength, Dexterity, or Constitution saves against your enemies. Should you fail or be hit a number of times equal to your spellcasting Ability modifier, the spell fails.

Nightmare Sharpness

2nd level illusion (Bard, Sorcerer, Warlock)

Casting Time: 1 action

Range: Touch

Components: S, M (A broken glass shard kept under the caster's pillow)

Duration: 1 minute

You anoint a weapon with a horrific quality that shatters vitality and makes healing more difficult. The target may immediately make a Wisdom saving throw to ignore it. Should they fail, damage caused by the anointed weapon can't be healed until they finish a long rest.

Nightmare Wings

5th level illusion (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute or until dispelled

You and four illusory duplicates that you create gain a flight speed of 60 ft. However, each image must remain within 30 feet of yourself or another image or it immediately vanishes. See the *mirror image* spell (PHB, pg. 260) to resolve whether you are the real target of an attack. When the spell ends, you choose which of the remaining images resolves as your true self.

Vengeful Barrier

2nd level abjuration (paladin, sorcerer, warlock)

Casting Time: 1 reaction

Range: 30 feet

Components: S

Duration: 1 minute or until expended

You grant your target resistance against their next attack. The target may add the half of the original damage from their target's attack to their next melee or ranged weapon attack. They may choose at the time of attack whether this is force damage or the same damage type that was used against them. If cast at a higher level, one more attack per spell level may be stored.

Optional: Rites

Just as Backgrounds represent the day-to-day life that's led an adventurer to who and where they are, there's a broad, rich tapestry of life that sum up the trappings and form of a culture. A plethora of common magic, rituals, or simple alchemies help to form daily habits. Devotions, cosmetics, and other artifacts help establish a character's identity within or far from society.

Rites, rather than being learned and cast, are performed as-needed. The only qualifier is that the character have an honest belief in the rite or share in it with someone who does. Temples, apothecaries, and mystics often charge a small fee for such services. Mechanically, the benefits are the same - the character gains inspiration, up to once per story arc, at DM discretion. This system replaces or supplements the Performing Sacred Rites activity (DMG, pg. 129) Hints or story hooks can be introduced with skill checks suggested below, but don't prevent inspiration.

Absolution (History, Religion): Before or after a dark task, you seek divine atonement. *Suggested For: paladins, nobles, criminals, and clerics*

Affliction Rite (Medicine, Religion): You bless the ill or threaten the cause of the illness. *Suggested for: clerics, druids, acolytes, and astrologers*

Blessing of Three (Perform, Religion): You impart three icons to one seeking a resolution: the hands, heart, and wings of a Muse. *Suggested for: clerics, druids, peasant heroes, and sages*

Cosmetics (Arcana, Disguise): A few easy alchemical tricks can hone one's confidence. *Suggested For: Bards, nobles, performers, and legends*

Counsel (Any): You seek out or are sought in a matter of confidence. If one side breaches this trust, the DM may opt to revoke inspiration or invoke disadvantage on one or both parties at a key moment. *Suggested For: acolytes, astrologers, charlatans, hermits, and spies*

Dream Reading (Insight, Religion): Study an odd dream or help another interpret the dream in a useful, if not honest way. *Suggested for: Acolytes, charlatans, astrologers, and warlocks*

Equinox Rites (Any): For spring, an investment. For autumn, in honor of endings. *Suggested For: Holiday festivals, funerals, harvests, promotions, and rites of passage*

Endurance Rites (Medicine, Survival): Seek insight from fasting or dire exertion. *Suggested for: Barbarians, druids, rangers, and hermits*

Exhibition (Acrobatics, Athletics, Perform): You engage in a formal performance or competition. *Suggested for: bards, entertainers, folk heroes, and legends*

Experimentation (Any): You apply knowledge into novel, if untested applications. *Suggested for: sages, sorcerers, wizards, and pathfinders*

Meditation (Any): You delve into your thoughts in quiet isolation for an extended time. *Suggested for: cleric, monks, masked knights, and sages*

Solstice Rites (Any): For summer, an expression of intent. For winter, treasuring what one already has. *Suggested For: festivals, marriage, births, coronations, new businesses.*

Taboo/Sacrifice (Any): You give up a meaningful item or practice for a certain time. *Suggested for: monks, warlocks, orcs, sailors, and soldiers*

Appendix A: Nightmares – New Monsters

Orcs

The True Horde For those with access, they may learn of a very different Horde with a controversial version of history. To them, they once lived and fought on every part of the Dream. In fact, it was their duty to protect their “client races” in exchange for tribute, comfort, and praise. It was the Galasteri and their roads that rendered such tribute meaningless and war more profitable. They expelled the disparate tribes off of the continent entirely. It was orcs, the elders claim, who built the Ramparts to secure the Throne of War, but the chieftains fell to infighting before any Galasteri raised a spear.

Never again, they swore. Across the Sea, they consolidated as a single tribe - one with no chieftain. As part of a ritual (and they claim literally), they slew their father Gruumsh, their mother Luthic, and their entire divine bloodline. From then on, smaller bands of Knives and larger families of Blades elect war leaders each autumn and collect tribute each spring. An elder council of the First Blades decide policy.

The horde rules a land mass of unknown size and several client races. Protected, they enjoy peace, wealth, education, and a quality of life comparable if not better to Galastaire. But they are *not* free and are keenly aware of the fact. Calls for reform are common, but end in blood.

Orc First Knife

Medium humanoid (orc), any lawful alignment

Description Hunting the best foes or leading Knives astride dire wolves, first knives swear to fight first and die last. They relish the paradox.

Armor Class 16 (Breastplate)

Hit Points 93 (11d8+44)

Speed 30 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 18 (+4)

INT 13 (+1) **WIS** 12 (+1) **CHA** 16 (+3)

Saving Throws Str +6, Con +6, Wis +3

Senses Darkvision 60ft., Passive Perception 11

Languages Orc

Challenge 4 (1,100 XP)

Aggressive. MM, pg. 246

Born to the Blade. Gruumsh’s Fury, MM pg. 246

Way of the Wolf As the Mounted Combatant feat. (PHB, pg. 168)

Actions

Multiattack The orc makes two attacks with its scimitar or longbow, or urges her dire wolf mount to attack, making one attack of her own.

Scimitar *Melee weapon attack:* +6 to hit, reach 5ft., one creature. Hit: 12 (1d6+4 plus 1d8) slashing damage

Longbow Ranged weapon attack: +6 to hit, range 150/600 ft., one target. Hit: 11 (2d8+2) piercing damage

Refuse to Die If an attack would reduce the champion to 0 hit points, make a saving throw with a DC equal to the damage dealt. If the orc succeeds, it remains at 1 hit point and its next attack counts as a critical hit if it hits its target.

Refined

The flawed creations of ancient devices, the Refined take the infinite complexity of life and reduce it to comprehensible, efficient structures. By replacing muscle, nerve, and organ with the silvery threads of the essential loom, these creatures lose their capacity to dream as individuals - instead, they share a common vision and purpose. Regions infested with the Refined become stable in ways not seen outside of the direct influence of a Throne - in fact, they can bind illusory wilderness and lost landmarks into massive, overrun territories. Whether this is their purpose or a side effect of their instincts is unknown.

Refined creatures resemble their natural counterparts with a few exceptions. Simple Refined take on taut, strained pallor to fair skin or a sleek, unnatural sheen to darker hues. Joints reveal bare thread and open wounds from the death of the host are sealed with a thick, threaded gauze. The eyes of some Models

take on a glow like trapped lightning. Models intended for expansion often develop needle-like claws, threads spun into screws.

When working in tandem, the Models show a strict, if simplistic attack pattern with Model 1s supporting Model 2s and hunting vulnerable targets, 2s herding threats towards Model 3s, and Model 4s leading from the front to disrupt formations. Once hostilities end, larger creatures take priority in propagation, but smaller units will take over if their superiors are busy. There appears to be a narrow window of time before a subject is no longer viable.

On rare occasions, a Refined subject will show independent thought. These sapient Refined are left to die or ignored unless other units are provoked. Then, if possible, the Refined mass will seek to drive the subject out without fatal harm. Their simple tactics and indelicate methods can make this attempt at mercy difficult, if not fatal, despite their efforts.

All Refined share at least one key feature:

Propagation Refined without independent minds can create lesser Refined from dying or dead creatures within one Size category. Subjects remain viable for 1 minute per Hit Die

For smaller creatures, there is a 75% chance of success, 20% chance of failure, and a 5% chance to create a sapient Refined. For equal Size, the odds are 50/45/5. For larger creatures, the odds fall to 25/70/5, respectively.

Model 1

Small monstrosity, unaligned

Description Smaller races lack the structure for advanced refinement, but serve well in numbers. Some intelligence is salvaged in order for efficient hunting of targets.

Armor Class 14 (Natural Armor)

Hit Points 4 (1d8)

Speed 25

STR 10 (+0) **DEX** 14 (+2) **CON** 8 (-1)

INT 8 (-1) **WIS** 12 (+1) **CHA** 9 (-1)

Senses Darkvision 60ft., Passive Perception 13

Languages Understands any from its previous life; telepathy 60ft heard by all other Refined

Challenge 1/8 (25xp)

Actions

Multiattack Model 1 makes two claw attacks.

Claw Melee weapon attack: +2 to hit, reach 5ft, one target. Hit: 2 (1d4) damage.

Propagation As above

Model 2

Medium monstrosity, unaligned

Description Standard thralls of a Refined force, the Model 2s focus on suppressing resistance, containing threats, and overseeing propagation.

Armor Class 14 (Natural Armor)

Hit Points 9 (2d8)

Speed 30

STR 14 (+2) **DEX** 10 (+0) **CON** 10 (+0)

INT 6 (-2) **WIS** 10 (+0) **CHA** 15 (+2)

Saving Throws Con+2

Senses Passive Perception 10

Languages Understands any from its previous life; telepathy 60ft heard by all other Refined

Challenge 1/4 (50 xp)

Actions

Multiattack The Model 1 can make one one-handed weapon and one claw attack per turn.

Makeshift Weapon (Club) Melee weapon attack: +4 to hit, reach 5ft, one target. Hit: 4 (1d4+2) bludgeoning damage

Claw Melee weapon attack: +4 to hit, reach 5ft, one target. Hit: 4 (1d4+2) slashing damage.

Propagation As above

Model 3

Large monstrosity, unaligned

Description Taken from livestock, Model 3s serve as support and propagators of lesser units. They carry smaller Models to new prey.

Armor Class 14 (Natural Armor)

Hit Points 18 (3d10+2)

Speed 40 ft.

STR 18 (+4) **DEX** 10 (+0) **CON** 18 (+4)

INT 5 (-2) **WIS** 12 (+1) **CHA** 8 (-1)

Senses Passive Perception 11

Languages telepathy 60ft, hears other Refined

Challenge 1/2 (100 xp)

Actions

Multiattack The Model 3 can make two hoof attacks per turn

Hoof Melee weapon attack: +4 to hit, reach 5ft, one target. Hit: 9 (2d4+4) bludgeoning damage.

Prioritize If an ally adjacent to a Model 3 is hit by a melee attack, it may use its reaction to be struck instead.

Propagation As above

Model 4

Large monstrosity, unaligned

Description Refined hunt the surrounding area for humanoids of sufficient size to Refine into gleaming, silken guardians. Only one Model 4 will be active unless larger models are available.

Armor Class 15 (Natural Armor)

Hit Points 20 (3d10+4)

Speed 30 ft.

STR 17 (+3) **DEX** 14 (+2) **CON** 15 (+2)

INT 12 (+1) **WIS** 12 (+1) **CHA** 11 (+0)

Saving Throws Wis +4

Senses Darkvision 60ft, Passive Perception 11

Languages Common, telepathy 240ft, heard by all other Refined, one other by previous race

Challenge 2 (450 xp)

Brute A melee weapon deals one extra die of damage when the Model 4 hits with it

Dreamer Lesser models within 120ft. gain +2 to Passive Perception and Wisdom saving throws

Actions

Multiattack The Model 4 can make one lash and one slam attack per turn

Thread Lash Melee Weapon Attack: +5 to hit, reach 10ft, one target. Hit: 9 (2d6+3) damage, pull target 5ft.

Slam Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 13 (3d6+3) damage.

Propagation As above

The End of all Tales

In a hollow of the deepest Bones, an open wound lies in wait. When the dream was conceived, it was made incomplete by intent. Dreams lack one thing that all stories must have – an end. The other Muses let this be forgotten, but Hem'Raz never did. Out of pity or a sense of grim necessity, this mess of ribs and godflesh was left where it would never get to be born.

It was awake and not content. Its song - the whistle of a hollow, bleeding chest cavity with no heart – drew the eyes and minds of ancient dwarven elders who peeled and reweave the divine fibers around the massive, gaping ribs. Unsure of its proper form, they let the song guide them to craft looms to gather essences.

INCOMPLETE FORM

Huge construct, unaligned

Description The End of All Tales is Model 0. It wishes to refine and reduce the clutter of tales to one. It must consume a divine essence, then end it all. Then? It will finally rest in satisfaction.

Armor Class 17 (Natural Armor)

Hit Points 232 (16d12 + 128)

Speed 50 ft., climb 50ft., swim 50ft.

STR 24 (+7) **DEX** 16 (+3) **CON** 26 (+8)

INT 28 (+9) **WIS** 17 (+3) **CHA** 16 (+3)

Saving Throws Con +14, Int +15

Skills Perception + 9

Damage resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage immunities poison, psychic, radiant

Condition immunities blinded, deafened, charmed, exhaustion, frightened, poisoned

Senses blindsight 120ft (blind beyond this radius), Passive Perception 19

Languages all, telepathy (all Refined on plane)

Challenge 17 (18,000 xp)

Coordination. Lesser Refined within 120ft. gain +2 to attacks and roll an additional damage die.

Immutable Form. The End is immortal and immune to any effect that would alter its form. If reduced to 0 hit points, it falls silent and inert. Only legendary magic and craft could restore it.

Magic Resistance. The End has advantage on saving throws against spells and other magical effects.

Magic Weapons. The End's attacks are magical.

Massive. The End adds two dice to its weapon attack damage. (Added in to actions below.)

Actions

Multiattack. The End uses suspension as its move, then makes two lash or slam attacks.

Lash. Melee Weapon Attack: +13 to hit, 20ft line, each target in line. Hit: 9 (2d6+3) damage, pulls targets up to 20 ft. closer to the End

Slam. Melee Weapon Attack: +14 to hit, reach 10ft, all adjacent foes. Hit: 17 (3d6+7) damage.

Suspension. The End fires a line of reinforced threads up to 90 feet long and 15 feet wide blasts from The End. Each creature in the line must make a Dexterity saving throw (DC 17). A creature takes 21 (4d6+7) piercing damage on a failed save, is pushed to the end of the line and is restrained (escape DC 15). On a successful save, creatures must move up to 10ft to get out of the line or take half damage. The End moves to unoccupied spaces adjacent to the line's end.

Reactions

Heartless. Once per day, the End can thrust hungry threads at every enemy in a 10ft radius. Each target is drained per the *vampiric touch* spell, healing The End (Spell attack roll +13). If the target occupies more than one space, they are attacked one time per space in range.

PERFECTED FORM

Large celestial, unaligned

Description After devouring a scion, the End of All Tales seals its once-open chest for a turn, then bursts free in a smaller, divine form. It has no eyes, no mouth, no organs, no gender. It is a perfect impression of a form with no one single feature to draw the eye. Sometimes it puckers or distends when distressed – the last echoes of the divine soul within, still desperate to escape.

Armor Class 19 (Natural Armor)

Hit Points 216 (16d10 + 128)

Speed 50 ft., climb 50ft., swim 50ft.

STR 26 (+8) **DEX** 24 (+7) **CON** 30 (+10)

INT 30 (+10) **WIS** 21 (+5) **CHA** 26 (+8)

Saving Throws Con +17, Int +17, Wis +12

Skills Perception + 12

Damage resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage immunities necrotic, poison, psychic

Condition immunities blinded, deafened, charmed, exhaustion, frightened, poisoned

Senses truesight 120ft, Passive Perception 22

Languages all, telepathy (240 ft, all Refined on plane)

Challenge 21 (33,000 xp)

Coordination. Lesser Refined within 120ft. gain +2 to attacks and roll an additional damage die.

Immutable Form. The End is immortal and immune to any effect that would alter its form. If reduced to 0 hit points, it falls silent and inert. Only legendary magic and craft could restore it.

Magic Resistance. The End has advantage on saving throws against spells and other magical effects.

Magic Weapons. The End's attacks are magical.

Actions

Multiattack. The End uses suspension as its move, then makes three lash or slam attacks.

Innate Spellcasting. The End's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: blade ward, mage hand, witch bolt

3/day each: entangle, vampiric touch

1/day each: call lightning (6d10), simulacrum

Pierce. Melee Weapon Attack: +15 to hit, 30 ft by 5ft line. Hit: 22 (4d6+8) piercing damage. This damage bypasses all forms of resistance.

Suspension. The End fires a line of reinforced threads up to 90 feet long and 15 feet wide blasts from The End. Each creature in the line must make a Dexterity saving throw (DC 19). A creature takes 22 (4d6+8) piercing damage on a

failed save, is pushed to the end of the line and is restrained (escape DC 16). On a successful save, creatures must move up to 10ft to get out of the line or take half damage. The End moves to unoccupied spaces adjacent to the line's end.

Thread. Melee Weapon Attack: +15 to hit, 15 ft. cone. Hit: 22 (4d6+8) slashing damage, pulls targets up to 30 ft. closer to the End.

Legendary Actions

The End 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 solar regains spent legendary actions at the start of its turn.

Unravel. The End unravels, reappearing within 120 in unoccupied spaces it can see, through any space a Tiny creature can squeeze into.

False Idol (Costs 2 Actions). The End unravels, as above. Each creature of its choice in a 10-foot radius must make a DC 23 saving throw, taking 4d6+8 slashing damage and being restrained(escape DC 18) on a failed save. On a successful save, they take half as much damage. The area counts as difficult terrain until the end of the End's next turn.

Partition (Costs 3 Actions). The End raises a ring of razor-thin threads in a wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. Each creature of choice in the ring or who start their turn in wall spaces must make a DC 23 Dexterity saving throw. On a failed save, targets take 33 (6d10) slashing damage and is pushed into the nearest walled space. On a successful save, the creature takes half as much damage and may move inside or outside of the wall. The End gains any hit points lost to the partition. The wall provides three-quarter cover and is difficult terrain to all non-Refined. If any creature occupies more than one space, add 5 to their save DC.

Lair: Essential Loom

Beneath the soil of fallow fields. Amidst the wreckage of lost nations. Snapping open like the trap spider dens. Essential looms are rising from obscurity to be a known danger in once-forgotten corners of the dream. Their purpose is to recreate a life. Their methods? Are monstrous. A rare few hear an echo. It says?

I rise.

LAIR ACTIONS

When The End or other unique models fight inside an essential loom, it uses independent lair actions against non-Refined. On initiative count 20 (losing initiative ties), the loom takes an action to cause one of the following effects:

- The essential loom energizes itself with a *vampiric touch* (+9 melee spell attack, PHB, pg. 285) Select up to three targets per round at random. Hit points are split among all Refined.

- In the presence of a sapient Refined or with a thorough examination (Investigation or Arcana skill rolls, subject to DM discretion), the loom can be engaged to replay the life of any creature it propagated or that was propagated by its direct "lineage". If not descended from the Refined in question, a more difficult review can activate a map with "their" loom's location.

- **Propagation** Essential looms can create new Refined from creatures of any size. Successfully refined creatures rise in 3(1d6) rounds. Small or Medium sapient creatures always rise as models 5 through 9. NPCs or monsters may gain features from those models.

REGIONAL EFFECTS

- Sinkholes and tunnels open almost at random within a mile of the central chamber, requiring Dexterity saves to avoid and harder Perception skill rolls to notice beforehand. More than one Refined incursion has started this way, only for the new progeny to go dormant underground, with no apparent use.

- Vermin, small predators, even plants may show an increase in albinism, swarm behavior, or glowing fluids. Webs cover branches, but appear more metallic than silk on inspection.

- Sapient Refined within a mile of the loom's central chamber suffer odd nightmares – lives that were never theirs. A rare few gain visions, odd mannerisms, or echoes of another life, alignment, and traits. A successful DC 13 Charisma saving throw suppresses the echoes.

New Monster Type: Spirits

The dream is complex, reactive, and most importantly? It's alive. The Muses are vast, reactive, and intrinsic, but life doesn't happen at that level. The Muses, or aspects of the Muses, are in the trees. They're in the fields. They're in the moments between. We call out in rites and rituals. For ill or good? They answer.

Invisible Royalty Spirits can be minor, but never insignificant. Within their purview, they assume absolute authority. Some spirits are calm and benevolent. Others, more profane than sacred, demand bribes to avert their whims. Either way? Mock them at your peril.

As Above, So Below As legends spread, spirits grow both more powerful and limited. Over generations, they change from fickle wisps to beings with personalities, preferences, and names. By learning a spirit's legend? You find clues to binding, pleasing, or harming them.

Meddling Managers Scholars posit that the Scions are merely the most powerful spirits, raising cults at the crux of two divine legends. Others gather tales and legends of the greatest spirits – asura, orisha, loa, and others – who serve as intermediaries for the distant Muses or as psychopomps on journeys, even unto death.

Spirits all share a few common traits:

Ethereal Sight (MM. 147)

Manifestation The spirit magically enters the Ethereal Plane from the Material Plane, or vice versa, as an action. When entering the Material Plane, it must polymorph into a creature appropriate to its nature. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying remains within its essence. It reverts to its true form if it enters the Ethereal Plane or dies. If forced from the Material Plane, it cannot return for 1 hour.

False Form When manifested, a spirit's attacks shift to reflect its current form. Large and larger forms add a die to its damage roll. Huge or Gargantuan forms gain a reach of 10 feet. Non-physical effects like poison or specialized always deal damage of only one type, a hint towards the spirit's true nature with an Arcana skill roll.

Innate Spellcasting A spirit's innate spellcasting ability is Charisma. Spirits only require spell components for ritual spells, if they have them.

Vulnerable Protection If a creature scores a critical hit on an attack against a spirit or successfully uses its own themes or blessings against it, the spirit's damage immunities, damage resistances, and blessings no longer apply until it next manifests. Blessed creatures sense the spirit's fear and general location.

Rare, powerful spirits may also have:

Possession (MM, pg. 147) Base save DC on the Challenge Rating of the spirit

Summoning Some spirits can take an action to summon fey, celestials, elementals, fiends, or spirits that match their themes. They summon 1 creature of the next lowest Challenge rating, 1d2 of two lower, 1d3 for three, and so on.

Turning and Conjuring Spirits

Divine powers that allow for the turning of undead normally do not apply to spirits. If the spirit is causing harm to other beings, the divine representative must first find resonant symbols and the proper tools, using the History and Religion skills. Spells or feature that allows for the summoning, binding, or control of fey, celestials, fiends, or the undead can also be turned towards spirits with the same research.

Unlike other beings, spirits do not leave the plane once their summons are complete. They're instead cast into the Ethereal Plane for up to 24 hours. Afterwards? They are free to return to suitable locations or to disperse. If mistreated or forced loose prematurely? They may choose to remain in the caster's proximity, harassing or even attacking them until the summoning effect's duration would end.

Optional: Bestowed Blessings

Spirits often grant Supernatural Gifts as rewards. (DMG, pg. 227). Blessings and charms are common. Shamans may also attempt to bind defeated spirits into charms using the Religion or Arcana skills, but once expended, the spirit is freed to seek revenge after 1 year.

Spirits and Death

Spirits never truly die, but if “killed” while vulnerable or in a thematically appropriate way, they forget their previous identity and lose much of their power. They wander the Ethereal Plane as motes until drawn to another story.

The Broken-Faced God

Once, believers of a form of Ondoraz sought to name not only “Him”, but each of the Muses as one true god. To their success? These are the names we now speak. But their nation, culture, language... Every icon or image of their One? Purged by divine flame. Shadows still flicker in obsidian stains across a bleak, lifeless desert.

Ancestors of the Namers did not forget. Their shamans capture spirits in obsidian idols, whispering old tales of ideal divinity. If they succeed? The whole dream may burn anew.

Conflict spirit

Medium spirit, any chaotic alignment

Description Conflict spirits feed on bad blood – often literally. They favor others so that need is satisfied. Few keep that favor once the jig is up.

Armor Class 12

Hit Points 72 (9d8+36)

Speed 0, fly 40ft

STR 18 (+4) **DEX** 14 (+2) **CON** 19 (+4)

INT 15 (+2) **WIS** 12 (+1) **CHA** 17 (+3)

Senses darkvision 60, passive perception 14

Skills Deception +6, Persuasion +6, Stealth +5

Languages all, telepathy 120ft

Challenge 2 (450 xp)

Ethereal Sight As above

Innate Spellcasting As above. Spell save DC 14, +5 to spell attacks.

At-will: bless, guidance, true strike

3/day: enhance ability, false life, magic weapon

1/day: bestow curse (8 hrs), fear, nondetection

Vulnerable Protection As above

Actions

Multiattack The conflict spirit makes two false form attacks.

Blessing of Blood A conflict spirit grants blessings of victory at the price of peace. By swearing or praying at ground favored by the spirit, a creature can receive this boon. While on the Material Plane, the spirit can sense through its champion’s eyes and cast its spells as if the champion were its familiar. Each time they do, the creature must make a Constitution save (DC 14). If they fail, they suffer 1d10 damage that will not heal until after a long rest.

The *remove curse* spell can negate this blessing early. Otherwise, it lasts until the spirit chooses to withdraw it.

False Form Melee weapon attack. +5 to hit, one target. Hit: 12 (2d8+3) damage. Acid effects.

Manifestation As above

Passion Spirit

Medium spirit, any chaotic alignment

Description Spirits of passion, more than any other spirit, inspire people. Through blessings, compulsion, or deceit, they drive people to do what they already wanted – for good or for ill.

Armor Class 14

Hit Points 33 (6d8+6)

Speed 0, fly 40ft

STR 17 (+3) **DEX** 19 (+4) **CON** 13 (+1)

INT 15 (+2) **WIS** 7 (-2) **CHA** 20 (+5)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Senses darkvision 60, passive perception 8

Languages all, telepathy 120ft

Challenge 1 (200 xp)

Ethereal Sight As above

Innate Spellcasting As above. Spell save DC 13, +3 to spell attacks.

At-will: bless, friends, Tasha's hideous laughter
3/day: aid, charm person, enhance ability
1/day: crusader's mantle, invisibility

Vulnerable Protection As above

Actions

Multiattack A passion spirit makes two false form attacks.

Blessing of Passion A passion spirit can grant someone incentive to pursue their desires. By swearing or praying at ground favored by the spirit, a creature can receive this blessing. While active, the creature gains inspiration after each short rest as they seek their goal. If they delay or deviate, they lose inspiration and cannot regain it by *any* means until after a long rest.

The *remove curse* spell can negate this blessing early. Otherwise, it lasts until the task is done or the spirit chooses to withdraw it.

False Form Melee weapon attack, +3 to hit, one target. Hit: 6 (1d6+3) damage. Fire effects.

Manifestation As above

Possession As above, save DC 13

Horror

Medium spirit, chaotic evil

Description Horrors are not true spirits. They are the unforgotten hungers of Hem'Raz and hunger to destroy the lives of others in return. More powerful horrors grow patient and calm.

Armor Class 12

Hit Points 63 (14d8)

Speed 0, fly 40ft

STR 12 (+1) **DEX** 16 (+3) **CON** 10 (+0)

INT 11 (+0) **WIS** 17 (+3) **CHA** 21 (+5)

Damage Resistances acid, cold; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities paralyzed, poisoned

Senses darkvision 60, passive perception 13

Languages all, telepathy 120ft

Challenge 6 (2300 xp)

Ethereal Sight As above

Innate Spellcasting As above. Spell save DC 15, +7 to spell attacks.

At-will: dissonant whispers, eldritch blast
3/day: crown of madness, detect thoughts, hex
1/day: bestow curse, Evard's black tentacles

Vulnerable Protection As above. If struck, the horror loses its Frightful Presence for 1 hour.

Actions

Multiattack A horror manifests with its Aspect of Horror. It then attacks twice in its false form.

Frightful Presence (MM, pg. 84) Save DC 13.

False Form Melee weapon attack. +8 to hit, one target. Hit: 9 (3d6+2) damage. Necrotic effects.

Manifestation As above

Vestiges

Unlike others, the spirits of memory rarely ever realize that they're spirits. Potent events linger, if unresolved. A lover's broken oath. A vow of revenge. An impossible wish to make it home. Starting as mere motes, they grow as their story grows, but can only exist in the story's context. A wanderer must wander. A fallen knight on a lonely battlefield must remain there. Only through others can they resolve their legend.

Vestigial Mote

Tiny spirit, unaligned

Description Easily mistaken for a will-o-wisp, vestiges first form as orbs of chill, glowing light. In time, they grow into echoes of their purpose.

Armor Class 11

Hit Points 13 (2d8+4)

Speed 0, fly 30ft

STR 8 (-1) **DEX** 12 (+1) **CON** 10 (+0)

INT 13 (+1) **WIS** 14 (+2) **CHA** 15 (+2)

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities paralyzed, poisoned

Senses darkvision 60, passive perception 12

Languages Same as origin, telepathy 120ft

Challenge 1 (200xp)

Ethereal Sight As above

Innate Spellcasting As above. Spell save DC 12, +3 to spell attacks.

At-will: dancing lights, minor illusion

Vulnerable Protection As above

Actions

Blessing of Purpose By swearing to resolve a vestige's purpose, the mote can imbue their ally with a shade of their storied talent. The sworn gains a new Bond related to the vestige's nature. The sworn can gain inspiration from performing deeds the vestige is known for doing... or for failing to do at a pivotal time.

False Form Melee weapon attack. +4 to hit, reach 5ft, one target. Hit: 2 (1d6-1) damage. Maximum Medium size. Cold effects.

Manifestation. As above

VARIANT: VESTIGIAL MOTE FAMILIAR

A vestigial mote can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the mote senses as long as they are within 1 mile of each other. While the mote is within 10 feet of its master, the master gains advantage on a single skill chosen by the DM at the time of the mote's creation. Should the master, if faced with the mote's goal, refuses to act? The mote vanishes and reappears in its original bound location, breaking the bond. Should they achieve the mote's goal? The mote shatters and the skill benefit becomes permanent. No one creature can benefit from more than one vestigial mote's final blessing.

Tryposfika

Commonly called hole hornets or crack wasps, these insects are known to plague any number of tense environments. It's said that every wasp grew from a lie. They feed on the substance of secrets, fears, or doubts, but need sapient hosts to lay their eggs. The toxins from their sting can be collected live or dead with the use of a poisoner's kit, if proficient.

Sweetseed

Tiny monstrosities, any chaotic alignment

Description: As colorfully carapaced as they are dangerous, Galasteri sweetseeds favor romantic secrets or hidden affections. Their venom draws from and inflicts envy, jealousy, and need. They leak this into the ears of dreaming subjects while sneaking bits of other's dreams into the mix. A larvae grows and feeds from this dream mating, then painlessly blooms in the subject's sleep over a week. Once mature, they continue growing to the size of a large human's hand.

They can feed as much on as the chaos of scandal as the passion of a secret love, but sweetseeds vary on taste. Their shells – colored by their diet - are as prized as gems for jewelry.

Armor Class: 14 (Natural Armor)

Hit Points: 15 (6d4)

Speed: 10 ft., 30 ft. fly 40ft

STR: 6 (-2) **DEX:** 16 (+3) **CON:** 10 (+0)

INT: 12 (+1) **WIS:** 14 (+2) **CHA:** 15 (+2)

Condition Immunities: charmed

Damage Immunities: poison

Saving Throws: Wis +4

Skills: Deception +4, Stealth +5

Senses: Darkvision 60ft, Passive Perception 12

Languages: Understands all spoken or gestured languages, but can only repeat recent words.

Challenge: 1 (200 xp)

Limited Telepathy: The sweetseed can magically communicate simple ideas, emotions, and images of anyone within 120ft of it that can understand a language. It can also store and share the thoughts of others. With a successful Deception challenge, they appear to be the target's own thoughts or desires, not borrowed.

Actions:

Sting: Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5 (1d4+3) piercing damage and the target must succeed on a DC 14 Wisdom saving throw or become charmed and poisoned for 1 minute. If they fail by 5 or more, it lasts for 1 hour. The charm ends if the target takes damage from the sweetseed or its allies.

If the charm's duration runs its full course, the creature is infested with an egg. Any effect

that removes or prevents disease affects the egg, but the larva has no harmful effect on its subject. After a week of vivid dreams, mixing their desires with those sleeping within 120ft of them, a wasp will creep from the creature's ear, maturing to full size in another week.

VARIANT: SWEETSEED FAMILIAR

Some sweetseeds are willing to serve as a familiar. These have the following trait:

Familiar The sweetseed can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the sweetseed senses as long as they are within 1 mile of each other. While the sweetseed is within 10 feet of its companion, the companion gains immunity to the charmed and poisoned conditions. At any time, the sweetseed can end its service as a familiar, ending the telepathic bond. This can occur if it grows bored, thus hungry, for over one month.

Corpse Collector

A rare breed, found most often in the Delta or now in the Black Earth, these obsidian black wasps are obsessed over the dying and the dead.

LARVAL STAGE

Tiny monstrosity, unaligned

Description: These small blotches of flesh look and smell like pomegranate innards. Blending into puddles of blood or injected directly into a victim, they crawl into their skulls and develop. They feed on the host's regrets until matured.

Armor Class 9

Hit Points: 4 (2d4-1)

Speed: 10ft

STR: 12(+1) **DEX:** 10 (+0) **CON:** 8 (-1)

INT: 14 (+2) **WIS:** 15 (+2) **CHA:** 9 (-1)

Condition Immunities poisoned

Damage Immunities: poison

Saving Throws Wis +4

Skills Deception +1, Insight +4, Stealth +2

Senses Truesight 60ft, passive Insight 14

Languages Understands all spoken or gestured languages, but cannot speak

Challenge 1/4 (50 xp)

Damage Transfer While grappling or cocooned within a creature, the larva takes only half the damage dealt to it, and the creature grappled or infested takes the other half.

Limited Telepathy The larva can magically communicate simple ideas, emotions, and images with anyone within 120ft of it that can understand a language. When doing so, it may use Wisdom in place of Charisma for Deception rolls to influence potential hosts.

Innate Spellcasting The larva's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: poison spray, spare the dying
1/day each: detect thoughts, ensnaring strike

Corpse Cocoon The larva can squeeze into the skull of any helpless humanoid, though they prefer stable victims at 0 hit points. Each night after, the creature suffers 7 (1d8+2) necrotic damage, reduced by half if they succeed in a Constitution saving throw. This damage can't reduce the target below 1 hit point. If the target fails the saving throw, the damage cannot be healed until the larva is removed.

Any effect that removes a disease forces the larva out, stuns it for 1 turn, and allows all damage to heal. Should they fail a save and fall to 0 hit points, the creature dies and the sated larva climbs free from its thin, filmy skull - matured.

Actions

Leech Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 3 (1d4+1) piercing damage and the target is grappled by the larva. Tearing it off requires a DC 12 Strength saving throw or Medicine skill roll. Each turn it stays attached, the target suffers 4 (1d4+2) necrotic damage.

MATURE STAGE

Tiny monstrosity, unaligned

Description Mature corpse collector grows to the size of a forearm. Fed on the regrets of their hosts, they collect corpses and breed to achieve their ends. If not managed, their behavior can lead to swarms trailed by endless tragedies.

Armor Class 16 (natural armor)
Hit Points 25 (10d4)
Speed 15ft, flying 30ft
STR: 12 (+1) **DEX:** 18 (+4) **CON:** 10 (+0)
INT: 12 (+1) **WIS:** 16 (+3) **CHA:** 16 (+3)
Condition Immunities poisoned
Damage Resistances necrotic
Damage Immunities poison
Skills Deception +6, Insight +6, Stealth +7
Senses Darkvision 60ft
Languages Understands all spoken or gestured languages, but can only repeat recent words.
Challenge 2 (450 xp)

Limited Telepathy The corpse collector can magically communicate simple ideas, emotions, and images with anyone within 120ft of it that can understand a language.

Innate Spellcasting The larva's innate spellcasting ability is Wisdom (spell attack +5, save DC 15). It requires no spell components:

At will: chill touch, poison spray, spare the dying
3/day: animate dead, ensnaring strike, false life
1/day: detect thoughts, speak with dead

Actions

Sting Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 6 (1d4+4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned and suffer an additional 5 (1d10) necrotic damage. This necrotic damage doesn't heal until the target takes a short or long rest. A creature reduced to 0 hit points by a sting is infested with a corpse collector larva, as above. Should the sting kill a creature, it rises instead as undead, as if subject to the *animate dead* spell.

Dragonslayer

Large monstrosity, any chaotic alignment

Description These giant orange and blood-red wasps appear and vanish through tiny holes or cracks. They nest in lairs of terrifying creatures - demons, illithids, dragons - but will turn on and swarm them should they prove too docile. Lair

retain a strong residue of fear, but the wasps require fresh, warm corpses to lay eggs. A few tribes on the Steppes or southern Bones dare to ride them, allied with friendly 'sister hives'.

Armor Class 15 (Natural Armor)
Hit Points 51 (6d10+18)
Speed 20 ft., fly 50ft
STR 17 (+3) **DEX** 13 (+1) **CON** 16 (+3)
INT 9 (-1) **WIS** 12 (+1) **CHA** 15 (+2)
Condition Immunities frightened, poisoned
Damage Resistances frightened creatures
Damage Immunities poison, thunder
Skills Perception +4, Stealth +5
Senses Darkvision 60ft, Passive Perception 14
Languages Understands all spoken or gestured languages, but can only repeat recent words.
Challenge 3 (700 xp)

Ephemeral Stalker If unseen, dragonslayers may teleport at will, per the *misty step* spell, but may take mounted or grappled creatures. Creatures grappled by the wasp do not count.

Grappler The dragonslayer has advantage on attack rolls against any creature grappled by it.

Limited Telepathy Dragonslayers can magically communicate simple ideas, emotions, and images to anyone within 120ft of it that can understand a language.

Silent Prey No sound can escape a creature touching or grappled by a dragonslayer. They also gain its immunity to thunder damage.

Actions

Multiattack The dragonslayer can make up to two attacks: a bite, then if successful, a sting.

Bite Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 8 (2d4 + 3) piercing damage and the target is grappled (escape DC 14).

Sting: Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 7 (1d8+3) piercing damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned and frightened for 1 minute. The target is frightened by the wasp and the sight of holes or shadows.

Appendix B: Wonders of Legend

Magic Items

Dragonslayer Armor

Armor (light), rare or very rare (requires attunement)

The carapace has been worked into light, thin plates - equivalent to studded leather. When you score a critical hit, you gain resistance to all damage caused by that creature for 1 minute.

Rarer suits allow, once per day, for the wearer to capture all sound from anything they touch, also gaining thunder immunity, for 1 minute.

Gardener's Grace

Wondrous item, very rare

This poison is as brutal as it is beautiful. Any proficient with a poisoner's kit can prepare it, either in food, applied to lips with a wax layer, or coated onto a slashing or piercing weapon.

Once in their system, the subject must immediately make a Constitution saving throw, DC 17. If they make the save, they suffer 1d6 poison damage and are poisoned for 1 minute. If they *fail*? They take half damage, at first.

After a long rest, the creature is now poisoned and must make a new save. If they fail, they lose 1d6 Constitution points, gaining 1d4 Charisma, maximum of 22, as their flesh, bone, even their hair turn to beautiful marble. If they make the save, they take half attribute damage and bonus. After each long rest, they make another save.

Once the creature's Constitution falls to 5, they are petrified. Only *greater restoration* or a specific antidote (very rare potion) reverse it.

Hearth Kris

Dagger (keris) or scimitar (kalis), very rare (requires attunement)

When hung, this wavy, blade wards an area of up to 20 feet cubed. If a Tiny or larger creature not designated by its owner enters, it attacks as a reaction using its owner's statistics. On a hit, the subject must make a Constitution saving throw with a DC of 10 + half the owner's hit

dice. Should they fail, the subject is stunned for 1 turn and shouts, waking anyone in the area.

Staff of Memories

Staff, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

The staff functions as a spellbook via carved sigils. Only the wielder can comprehend these.

The staff has 10 charges. While holding it, you can use a bonus action to expend charges. You regain one spell slot at a cost of one charge per spell level. The staff regains 1d4+1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff consumes all of the wielder's memories and liquefies into fresh blood, destroying both.

Spear-Thrower

Wondrous item, rare (+1), very rare (+2), legendary (+3)

Called atlatl or woomera, these tools allow for longer, stronger throws. Requiring martial ranged weapon proficiency, they add 30 feet to a javelin's thrown range and adds 1d6 damage.

A nonmagical version of the spear-thrower costs 15gp. They are easily purchased for 10gp in the Bones, Steppes, and Old Wilds regions.

Trishula

Weapon (trident or dagger), very rare (+1) or legendary (+2), (requires attunement)

This three-pointed weapon represents many trinities: Past, present, future. Creation, stability, destruction. Physical, ethereal, and mental realms. Its grip can expand or contract between dagger and trident at will.

As a bonus action, gain one effect for a turn:

- On a hit, the target is healed instead of harmed for your normal weapon damage.
- The weapon can harm ethereal beings and ignores all forms of resistance or immunity.
- On a hit, gain temporary hit points equal to the damage dealt.

Each of these aspects can be invoked only once, then lie dormant until the next dawn.

Thrones Under Seven Stars

There are seven stars above the sky of the dream and beneath the light of each? A throne. It isn't known why the thrones exist or who they're for. Many cultures claim they represent the right to rule a region and all those within it. Others see the Thrones as vacant homes for the Scions. The fact that Scions rarely, if ever, visit them puts this theory into question. What is known for sure? The Thrones are powerful, but the greatest of powers always come at a price.

It is unknown if a Throne can be destroyed. What's certain is that the effects would be catastrophic and most likely deadly for hundreds of miles. No one so far has tried.

Below are four examples of their power.

Throne of Knowledge

Wondrous item, requires attunement

The literal heart of Galastaire beats with a subtle rhythm. This throne of shining marble has roots that run through the strata of a sinking metropolis. Every story. Every secret. Every lie. Its luminescence touches them all.

The Palace of Seven Stars was built around it, but without a daily influx of light, the marble loses its luster and pains whoever sits there. As such, the palace and its great library were built from illusions, wards, and high vaults of glass.

Random Properties. The Throne of Knowledge has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Master of Lore. Upon attuning to the throne, your Intelligence and Wisdom score increase by 2, to a maximum of 24. You gain proficiency in the Arcana, History, Investigation, Nature, and Religion skills, if not proficient.

Master of Legend. While sitting on the throne, you gain advantage on all Intelligence-based ability or skill rolls. You may cast *legend*

lore without components, but must then wait until the next dawn before casting it again.

Master of the Plains. You may cast the *arcane eye* spell at will, centered from any area you know or have studied within Galastaire or the Black Earth. Through the eye's senses, you can *detect magic* and *identify* magic items. If the sense conflicts with a *nondetection* spell, you know something is hidden, but not what.

Curse. While sitting upon the Throne of Knowledge, you perceive an endless stream of illusions, providing information about any topic that reaches your surface thoughts. While useful when performing research, you suffer disadvantage to notice events happening in your immediate vicinity or to react quickly.

Additionally, having access to such a vast font of knowledge confers a need to use that information. After each long rest, you must make a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Intelligence modifier). If you fail, you are compelled to act on any issue brought to your attention until the next long rest you take. You put into motion whatever strategies will most likely bring about your desired result, regardless of any moral questions or political consequences. All too soon, a vast web of schemes, agents, and spies becomes both second nature and obsession.

Abdication. The Throne cannot be destroyed, but the attunement can be broken at great personal cost. To abdicate control over the Throne, you must first succeed in keeping clarity from the Throne's influence for seven full days. After that, you may choose to break free entirely. Your Intelligence and Constitution scores drop by 2, gain a psychic damage vulnerability, and lose two Skills of your choice.

Throne of Nature

Wondrous item, requires attunement

There is a glade in the northern Wilds. In it, a sense of funereal serenity encompasses the air. Pinpricks of light peer down through a lattice of

leaf shadows. A fallen, petrified tree trunk leads to a seat woven together from its stone boughs.

This is the Throne of Nature. No being has seen two sunrises from its seat. So it must be.

Random Properties. The Throne of Nature has the following random properties:

- 2 minor beneficial properties
- 2 major beneficial properties

Master of the Hunt. Upon attuning to the throne, your Dexterity and Wisdom scores increase by 2, to a maximum of 24. You gain proficiency in the Athletics, Acrobatics, Perception, Stealth, and Survival skills if not already proficient.

Master of the Way. While attuned to the Throne, all unintelligent (Intelligence 3 or lower) beasts and monstrosities are friendly to you and allies within 30 feet, so long as you do not harm or harass them. Prey will give their lives to feed you. Predators protect you and your allies.

While sitting on the throne, you may extend this control to any beast or unintelligent monstrosity within or native to the Old Wilds. Hordes of elephants, dinosaurs, apes, or worse have risen up to destroy threats to the Wilds.

Master of the Wilds. While attuned to the Throne, you may cast *conjure animals*, *dominate beast* (Save DC 18), *locate animals or plants*, *speak with animals*, and *speak with plants* at will. These spells also affect unintelligent monstrosities when you cast them. You may expend your own higher level spell slots while casting these, if you have them.

While on the Throne, you may cast the *arcane eye* spell at will, centered on any area in the Old Wilds or any creature native to the region on the same plane. You may cast *transport via plants* between any area you see and the Throne. Travelers are invisible on arrival until they attack or cast a spell, for up to 1 hour.

Abdication. Just before the second dawn after attunement, the attunement breaks. All unintelligent beasts and monstrosities become

hostile to you on notice. Any such creatures within 100 feet get a sense of your presence. Any attack by these creatures deals an additional 1d6 damage and gain advantage on any Wisdom (Perception) or Wisdom (Survival) check to find you. This effect is bound to your soul, even if resurrected or reincarnated.

Throne of Tempest

Wondrous item, requires attunement

On a barren, windswept sand bar of an island at the still center of the circular trade currents of the Sea, there sits a throne of black basalt. From it, the winds and waters can be mastered. The trade currents could be altered in favor of one party or another. This gives it great value.

The destructive capabilities of storms are a secondary, but interesting side benefit.

Random Properties. The Throne of Tempest has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 major detrimental property

Master of the Storms. Upon attuning to the Throne, your Strength and Charisma scores increase by 2, to a maximum of 24. You gain proficiency in the Athletics, Acrobatics, Intimidation, Perception, and Survival skills, if you aren't proficient.

Master of the Seas. While attuned to the Throne, you gain climbing and swimming speeds equal to your walking speed. You also gain immunity to cold, lightning, and thunder damage. You can breathe normally underwater.

While sitting upon the Throne, you can sense and control the flow and traffic of the waves. You can halve or double travel times of any ships or travelers, on or below the sea.

Master of the Skies. While attuned to the Throne, you may cast the *druidcraft*, *fog cloud*, *thunderwave*, and *witch bolt* spells at will, using Charisma as your spellcasting Ability.

While sitting on the Throne, you may cast the *arcane eye* spell at will, centered on any area on the Sea or its coasts or any creature native to the region on the same plane. You can cast *conjure elemental* (air or water), *control weather*, and *call lightning*, once each, through it. You regain these spells at the next dawn.

Curse. While attuned to the Throne of Tempest, your emotions fall to the sway of the changing seas and skies. While under the pull of the weather, your emotions follow. During a storm, you're manic with glee or overcome with rage. When seas are gentle and breezes blow? You seek comfort, relaxation, and pleasure. When the seas fall still? You fall into a funk.

To act contrary to the weather, you must make a Wisdom saving throw (DC 8 + your proficiency bonus + Charisma modifier). Any time you use the Throne to control weather, you fall victim to its emotional state until you take a short or long rest.

When more than 5 miles inland, you suffer 1d10 necrotic damage per dawn that cannot be healed until you soak in the waters of the sea.

Abdication. You may abandon the Throne at any time, but the curse is permanently bound to your soul, even if resurrected or reincarnated.

The Throne Arcane

Unknown to most, Savrias Lohrian did not fail. While he did fall, his Throne Arcane would have worked. He refused, though it cost him his life and the shame led to his beloved wife's suicide.

The Throne did not take this betrayal lightly. Instead? It followed his bloodline. His only child, Khadijah appears to have been struck blind and driven mad by grief at her family's fortunes.

She isn't blind, but mad? Perhaps. She's been attuned by the Throne against her will. Should she sit upon it? The Black Earth will be hers. What she'd do with tainted, fallow field?

Only she knows.

Random Properties. The Throne Arcane has the following random properties:

- 1 minor beneficial property
- 2 major beneficial properties
- 2 minor detrimental properties

Master of the Art. Upon attuning to the Throne, your Intelligence and Charisma scores increase by 2, to a maximum of 24. You gain proficiency in the Arcana, Deception, Insight, Persuasion, and Religion skills, if not proficient.

Master of the Arcane. While attuned to the Throne, choose Intelligence or Charisma. You may cast all bard, warlock, sorcerer, and wizard cantrips, as well as *detect magic*, *mage armor*, *magic missile*, and *shield* at will with that ability.

While sitting upon the Throne, each dawn you may draw forth a Mystic Arcanum (PHB, 108) from any 6th level bard, sorcerer, warlock, or wizard spell. At 13th level and on, you draw forth more potent spells from these spell lists.

Master of the Afflicted. While sitting on the Throne, you may cast the *arcane eye* spell at will, centered on any area in the Black Earth or any creature native to the region on the same plane. You can *detect magic* and *identify* any magic items or effects through the eye's focus.

Constructs, undead, and fiends you perceive through the eye can fall under your sway. As an action, any within 120ft of the eye's focus must make an Intelligence saving throw (DC 18) or obey your thoughts until the next dawn.

Curse. Once attuned, you gain truesight for 120 feet and cannot sleep. You can still rest by meditating, but gain a random, incurable Indefinite Madness Flaw (DMG, pg. 260).

Everything you say appears unstable, if not outright mad. To believe *anything* you say, a creature must succeed on a Wisdom (Insight) roll (DC 18). You may force the truth through with eye contact, but the target suffers like the *dissonant whispers* spell (save DC 18, PHB pg. 234). You suffer half of the rolled damage.

Abdication. It is not currently known how to rid oneself of the Throne's influence. However, if any Throne can be destroyed? It's this one.

Optional: New Feats

Clientage

You've grown up as a client of a dominant race. Select one set from the following benefits:

ELVENKIND

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20
- You can see in dim light within 30 feet of you as if it were bright light. You gain no benefit in total darkness.
- You only need 4 hours of sleep
- You can speak, read, and write Elvish.
- You are proficient with an elven weapon. (PHB, pg. 23-24)

COSMOPOLITAN

- You learn two cantrips from the following list: *light*, *mage hand*, *mending*, *message*, *prestidigitation*, or *thaumaturgy*
- You can speak, read, and write two additional languages
- You gain proficiency in a skill of your choice

DWARVEN ELDERS

- Increase your Constitution score by 1, to a maximum of 20
- You can see in dim light within 30 feet of you as if it were bright light. You gain no benefit in total darkness.
- You can speak, read, and write Dwarvish
- You gain proficiency with the artisan's tools of your choice, *except for*: smith's tools, brewer's supplies, or mason's tools.

ORCISH HORDE

- Increase your Strength or Constitution score by 1, to a maximum of 20
- You can see in dim light within 30 feet of you as if it were bright light. You gain no benefit in total darkness.
- You have advantage on saving throws against being frightened by anything but orcs
- You can speak, but cannot read or write Orc

Coup Counting

You've mastered the art of goading an enemy. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20
- You gain the Goading Attack maneuver (PHB, pg. 74). The saving throw DC is 8 + your proficiency bonus + your Charisma modifier.
- If you have superiority dice, gain one more; otherwise, you have one superiority die (d6).

Effectively Unlucky

The Muses look on you with a cruel interest.

If you fail a roll at a disadvantage or suffer a critical hit, you gain 1 luck point. (PHB, pg. 167)

Shaman

Spirits are drawn to you, for good or for ill. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20
- On Charisma checks when dealing with spirits, your proficiency bonus is doubled.
- You possess **Ethereal Sight** (MM, pg. 147), but using this feature requires concentration.

Silent Killer

Prerequisites: Stealth proficiency

When attacking from hiding, as a bonus action you may pull an enemy into the shadows. On a hit, a creature of Large or smaller size is grappled and must escape to make any noise.

Spear and Shield

You've mastered using a shield and spear in tandem. You gain the following benefits:

- Shields do not count against the versatile property of spears
- When holding a shield, proximity to a hostile creature doesn't impose disadvantage on ranged attacks with spears or javelins
- While wielding a shield and spear, enemies provoke an opportunity attack when they first move into your reach.