

MONSTERS OF MURKA



FIFTH
EDITION

ACTION

MONSTERS OF MURKA



ACTION

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Action Fiction First Edition
www.actionfiction.com
ISBN 978-1-7349181-2-0
Printed in China.

Don't you have something better to do than read the front matter
minutia of a satire campaign setting?

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ACKNOWLEDGEMENTS

Action Fiction would like to thank: Josh Zugai, of Nerdy People Play DnD; Adam Baffoni of Critical Success; all of our sensitivity readers for their time and effort; our incredibly passionate team of artists; Members of our Discord server; and our Kickstarter backers, again.

Jaron would like to thank: CJ and Brad, without whom this project wouldn't be possible; Skandi, for never-ending support; Adelaide, for who you are and what you do; Nicolle, for our wonderful conversations; My sister, Danielle; So many other friends who have offered a void to shout into, a shoulder to cry on, and a reminder to take care of myself.

CJ would like to thank: His parents, for being supportive despite differing views, Jaron, for pushing me to go beyond my limits, my teachers Mrs. Lemon and Mr. Frank, and God, for guiding me through a tumultuous period of life.

A hearty hello to all of my friends and family from camp, wherever you are in the world!

Brad would like to thank: Cindy Roberts, Elizabeth Bostic, Carol Bailey, Pam Marinko and Ellie Roberts, for all the ass they kick and their unconditional patience, love and support. He'd like to thank Zach Jeschke, The Davis', and the Shaffstall-Ollinger's for always believing in him and the power of the ridiculous. He'd like to thank every member of The Broken Fist for giving him a space to explore and grow creatively. Levi Angel, and every person who helped make The Nerd Room feel like home deserves recognition as well. He'd also like to thank everybody in the Playtesting Discord for their excitement and their terrible, terrible puns. Lastly, and perhaps most importantly he'd like to thank you, yes you, reading this right now. We know who you are and we know what you've done And gotta say, big fan. Unless you're a Nazi, then fuck off.

KICKSTARTER

BACKERS

This project was made possible by these amazing backers on Kickstarter. We would like to thank each and every one of you.

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Aaron Donahoo

Adam Baffoni

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ABOUT THIS BOOK

Monsters of Murka began, in 2018, as an exercise in creative TTRPG writing and political satire. I wanted to make something funny, and I wanted it to be something simple. So I set out, initially, to just make a handful of monsters poking fun at the full-time golfer and future-former-president we all know so well. In those early days, Murka's scope was limited: it had no goals, no agenda, and as a result, no purpose but for practice.

While there's nothing wrong with writing for writing's sake, or creating for creating's sake—after all, creative writing is a muscle which must be flexed and built—there came a point during the development of the world of Murka where I realized it had a greater potential—one where it could be used not only to punch upwards, but also as a means of elevating some of our cultural sticking points and problems from below-the-surface to front and center, as a means of social commentary.

As this book took on a new life and a new purpose, the contents' subject matter began to expand drastically, far from the initial five-monster codex, into a living, breathing world meant to mirror our own, but with some key differences. I wanted to make it a place where friends could explore familiar locations and have lots of laughs, and I wanted to make it a place where people could fight their own fights, and make manifest their own designs for the real world. I knew I could not do this alone, and so I enlisted the help of CJ and Brad, along with dozens of others, to accomplish this magnificent feat.

CONTENT WARNING

In order to portray an accurate depiction of the world we live in, we made the decision not to shy away from sensitive topics. We think it's important to give you an upfront content warning for some of the difficult subjects we touch on. So, please be aware that this book discusses many things, to include:

Slavery	Privilege
Guns/firearms	Systemic oppression
Economic hardship	War and violence
Drug/alcohol references	Police and government corruption

While this book is very comedy-oriented, we wanted to give readers a place to reflect on the world, and a chance to explore those matters in a safe,

comfortable space, among friends. Everybody should have the opportunity to vent their frustrations, to explore new and hard ideas without the fear of failure or judgment. Everybody should feel like they have the opportunity to have fun while doing these things.

We know that these are very frustrating subjects to discuss for many readers.

As a GM, if you want to explore these topics with your players, we urge you to hold a "session zero" and discuss with them what they're interested in and comfortable with. You can easily skip many of these subjects while still enjoying a lot of what Murka has to offer. You might even choose to skip them and merely use Murka as a backdrop for a game set in your own hometown, if you wish. While many of the folks we have spoken to throughout the development of this book love the idea of a world like Murka—a world full of social commentary and humor that punches up, where anyone can take action, lead a revolution, be the advent of a great wave of change, and create their own vision of Murka—we are keenly aware that some players use TTRPGs as a form of escapism. These players may want to use this book differently, or they may not want to use this book at all. These players are not wrong for doing so. There is no wrong way to play.

SO LONG, AND THANKS FOR ALL THE FISH!

We hope this book brings you laughter and joy. For us, that's the most important thing about exploring a satirical take on American culture. It should be fun, inclusive, and true, for everyone. Should you find that this is not the case for you, please feel free to reach out to us and let us know why, so we can learn and adapt.

Thank you so much for taking the time to read our book.

Warmth and love,

The Action Fiction team

Jaron R. M. Johnson, CJ Thomas, &
Brad S. V. Roberts

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FOREWORD

Satire and roleplaying games are both intrinsically democratic forms of media; even with the illusion of hierarchy evoked by the role of the GM, the game can only manifest in the interaction between people, and it's nigh-impossible to genuinely hate the people you have fun with. In the long tradition of satire, we have seen it change the world in countless small instances; from the medieval tradition of the jester to these troubled times. Satire is insubordination.

Bergson called Satire an open hand – it can be perceived as a slap by some, as a conciliatory palm stretched out in greeting by others, when it is in fact both and neither, its reception fully contingent on the mindset of the individual.

Either way, satire in Horace's tradition has ultimately a desire for reconciliation and education as its foundational principle; ideally, it renders you somewhat flabbergasted, makes you laugh (or choke on that laughter), and then forces you to reconsider, to think about different perspectives. It uses humor to help generate empathy on behalf of both the satire's target, and its audience. Satire has never been more important than today.

The exponential connection and acceleration of our media has changed discourse towards a constant barrage of outrage-inducing information nuggets that all seemingly require our immediate attention. At once, we are exposed to more content than ever before, and at the same, it becomes hard to respond properly to any of the impulses presented – and yet, that's what's expected of us by our peers, friends, family. We are living in the Brave New World, but it's not a pharmaceutical like Huxley's Soma, but information itself that has become the grand weapon used against us.

Divide and conquer.

Never has it been easier to divide friends along the lines of hot button topics, never has it been easier for demagogues to whip people into frenzy, to discredit science, to break up friendships, because that's what the very structure of social media already does. As much as it connects us, it also can be used to divide us – big slogans and easy identity constructions presented via memes are omnipresent. And all follow along the tired us/them-dichotomies, be they based on gender, color of one's skin, faith or lack thereof – we witness a vast resurgence of ignorance and hostility.

It's easy to see why. They are simple and provide solace. They are easy to identify with in this maelstrom of uncertainty and anxiety. And anxiety breeds many things, but compassion is seldom one of them. And yet, Jeremy Suri noted that the motor of the (American) history runs cyclical, because it is ultimately one based on democratic principles.

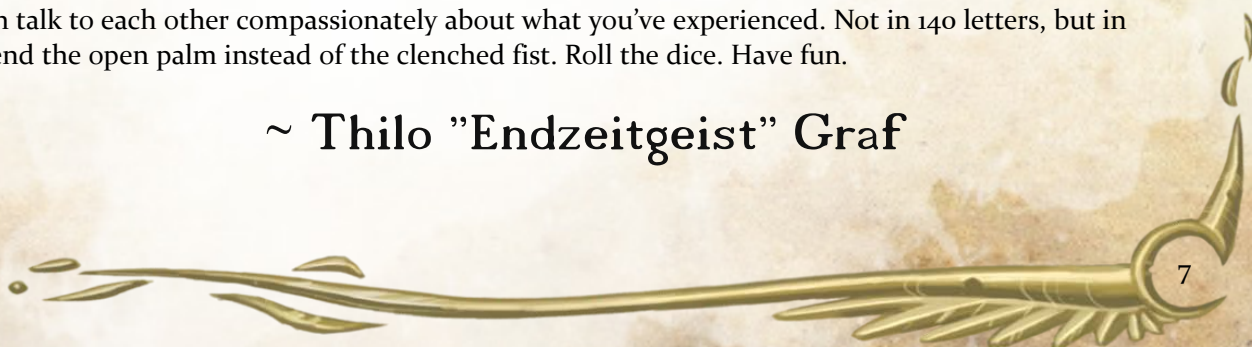
Ironically, a Chinese curse translates to “May you live in interesting times.” These times are interesting indeed.

Know what interesting times need? Laughter. Fun. Few things are as disarming, as universal, as laughter. Few things can build bridges as swiftly between people. Satire may be scathing, it may be brutal – because it is funny. Satire is a dialogue, an inherently social experience. Satire is the best weapon we have against echo-chambers and self-perpetuating ideological loops, it is our extended hand to those that think differently. It is an invitation to think about topics differently, and have fun while doing so. Much like roleplaying games, after all, no GM shares the ideology of their villains.

Satire is dangerous. It's subversive, and there's a reason all totalitarian regimes outlaw it. It can't help but create connections, like rolling the dice and having a great time. And great times breed an optimism we sorely need. So play, read and use this book.

And then talk to each other compassionately about what you've experienced. Not in 140 letters, but in earnest. Extend the open palm instead of the clenched fist. Roll the dice. Have fun.

~ Thilo "Endzeitgeist" Graf



CHAPTER ONE

Murka



OVERVIEW - WHAT IS MURKA LIKE TODAY?

A HHH, MURKA! WELCOME, TRAVELER!
Welcome to the land of the liberated,
the home of the courageous—the
dominion of the toxically dominant!

Welcome to what many call the greatest kingdom the gods put on this Urth. We invented eagles, freedom, explosions, and the dom part of sub/dom relationships—you're welcome. Murka has long been known to the world as a land of opportunity, a melting cauldron of all races and cultures, and as a hotbed of controversy and travesty. It's a land of never-before-seen creatures, harsh landscapes, and... politicians.

Despite the many praises that Murkans often heap onto their own nation, Murka has fallen on dark times.

Like all great empires, the golden age of expansion has come to an end, and in its wake a dark and powerful leader has taken control of the kingdom: The Don. After a tumultuous election and banishing the previous king into a dark sub-dimension, The Don declined the traditional title of king and instead established himself as... uh... The Don. Lines have been drawn, and the kingdom has become deeply divided as the fear of civil unrest and war set in. How will you survive in this world gone insane, where father fights son, friends fight one another, and everyone is offended?

In these dark days, the provincial boundary lines have largely been forgotten. Most folks these days only know of Murka, the whole—and appropriately, many of the governors of these provinces have become little more than local rulers despite their large tracts of land. Rather, the sociopolitical power lies now within Murka's most densely-populated cities, which have evolved into pseudo-city-states. These city-states influence a majority of Murka's current affairs, much to the chagrin of the numerous smaller cities across Murka's many provinces.

Murka's climate varies distinctly from region to region, since the kingdom now spans the entire width of the continent. The Northern Wastes and the Eastern Shore tend to be cold and rainy, —while the Western Shore and the Southlands tend to be hotter and very dry. The Murkan South is famous for its humid weather, tropical foliage, and its torrential storms such as shark-infested tornadoes, magical aether storms, and hurricanes. In the center of the kingdom lay the vast and silent plains of Midwesteros, which, without any natural protection from wind, experiences some of the most extreme winters that produce flash freezes, and icy shredstorms.

The most recently discovered phenomenon is the advent of green-storms, a by-product of centuries of industrialization. Green-storms produce strong winds, heavy rain, and explosive lightning that can vaporize a house and set green-fires that spread slowly, but are especially difficult to put out.



Current Events

- The Don has taken power in the kingdom, and has dissolved the Grand Council of representatives from the other provinces. In the last four years, The Don has continued to rule Murka to the awe and adoration of some, and the horror of pretty much everyone else. The Don has tightened his grip on the kingdom by deploying his own magically-conjured creatures into the field.
- In the wake of The Don's Party taking power, many of the pilgrims and immigrants who recently came to Murka have been captured and exiled by a newly-formed, extremely corrupt enforcement unit known as the Immigration Sovereignty and Sanctuary Enforcement—ISSE.
- Some of the provinces have become so displeased with the current state of the kingdom that powerful figures have begun to separate their regions from the kingdom in all but name. Places such as Holly Woods and Sea Addled now have new leaders with their own agendas.
- Recent advances in magitechology have flooded the kingdom with new ways of communicating, receiving news, and voicing their almost endless opinions—particularly where rampant politics are concerned. A few inventions such as The Zone and writwits have completely changed the lives of everyday Murkans—and also set off a race to discover more ancient magics for use in the magitech market.
- The Don has begun to make overtures of war in a far away land—an all-too-familiar story that has benefited Murka in the past, but more recently has been a detriment to the spirit and economy of the kingdom
- A recent economic downturn has left the country poorer than it has been in the last century, flooding nearly every province with those who are now called The Weary—the angry, trodden-on survivors of every walk of life who struggle to make ends meet. This has led to a massive influx of cheap labor, in

some cases crime, but also a sharp upturn in adventurers who have decided to find fame and fortune on their own terms—often traveling across many of the provinces of Murka's countryside.

A Brief History of Everything Important

History is typically written by the victor, or so the saying goes. With every wartime triumph and civil rights achievement, Murka has forged a path for itself through the annals of history. Although, it's important to remember that while Murka is a great and powerful nation, it was not always history's good guy. In fact, many would say that Murka's powerful military presence and pride in itself often created more problems than it solved, and made Murka into an empire built on the backs and bones of those it crushed along the way.

The Braggish Empire

We are legally obligated to say that Murka was first discovered by the Braggish Empire as their naval scouts crossed the sea. Those early explorers were looking for a shortcut to a completely different, far-off land; but instead of finding a new route to an old land, they found themselves utterly lost. After many months of deluding themselves of their success, they finally admitted that instead, they had actually discovered a new land, brimming with possibility, danger, and life. They eventually returned home, but they carried with them tales of massive freedom dragons, misty haunted forests, and a native people who had lived there since before the dawn of civilization. They also carried home a boatload of gold and magical artifacts, which impressed the Empire much more than all those other things.

Over the next few centuries, colonists and nobles in exile poured across the sea to the land of possibilities. Murka was strikingly beautiful, but also harsh. For the earliest settlers, it was only through painstaking efforts to make peace with, and learn from, the Natives, that any settlement took root at all. But soon, the once peaceful and serene landscape of Murka slowly became dotted with bustling and flourishing colonial villages. Though the earliest colonies were mostly human-populated, many other

racers followed their fellow Brags across the sea. While major city centers became mixed cauldrons of race and culture, the colonial wilderness of Murka offered some the chance to create safe, secluded communities for their people—an option that was no longer available in the crowded Old Continent. Even so, Murka quickly became widely known for being a hodge-podge of culture, and ethnicity. Over the next 100 years, thirteen kingdoms were founded, with each swearing fealty to the emperor across the Edged Sea.

Thirteen Kingdoms

The early days of Murka were turbulent; the wilderness was as magnificent as it was unforgiving. While some colonies flourished and secured themselves, others fell victim to the call of the unknown. Many colonies were lost in conflicts with the Natives, who possessed some seriously powerful nature magic. Others were simply in the wrong place at the wrong time, and were swallowed up by natural events such as shark infested tornados, dragun attacks, or shredstorms during the winter months. Like a child learning to walk, and bumping their head into the coffee table, the march of progress ambled slowly onward as wilderness-hardened colonies transformed into well established cities of stone. Other empires from the old continent had also established kingdoms of their own, and war quickly followed. From the ice plains of Cunuc in the north, to the mountain-breaking stormlands in the south, Brag's thirteen kingdoms fought with arcane fire and enchanted bronze—enemies were toppled, and the kingdoms expanded.

The Thirteen Kingdoms were also prone to disputes between themselves, often over relatively small issues—which deeply annoyed the Braggish emperor, who often stepped in to violently quell what he assumed were rebellions against his crown. One battle in particular was recorded as being a series of three battles fought over the distribution of salted meats wrapped in barffulo skin that began when the Braggish rolled in to claim the entire trade. The colonies quickly gained a reputation across the sea for their incredible feats of stubbornness, their fierce independent spirits, and their distrust of authority. Rebellions would rise on occasion, only to be smashed by Braggish soldiers. Murkans saw themselves as underdog fighters, and even as oppressed by the Braggish. As time went on, anti-Braggish sentiments grew and festered in minds of Murka's citizens.

Atrocities Against The Natives

While Murka was underdog to the Braggish, they often acted as oppressive overdog to the Natives of the Murkan continent. The Natives of Murka did not fair well as the Kingdom of Murka expanded further into their territory. Their nations were smashed and their people often forced to either assimilate to Braggish culture, flee to nations that were further west, or simply die from the rampant disease and war now plaguing the continent. Murkan expansion trampled sacred temples, and cut down revered forests. Murkan and Braggish necromancers even took to raising Native ancestors from the dead for use as minions. The Murkan kingdoms waged constant war to expand their territories, and they committed a collective genocide in the process.

Murkan in-fighting among the colonial kingdoms, and unchecked expansionism had stretched the patience of the Emperor of Brag, particularly since the Murkan colonists had a habit of ruining deals the emperor had made with the Native nations. Even though Murka had made promises to improve, Brag sailed their army across the sea to bring order back to the kingdoms. At the same time, in a desperate attempt to regain their homeland a massive Native army attacked the thirteen kingdoms from atop their barffulo steeds. The Emperor himself flew to the continent on his dragon companion, Elzibetha. Sandwiched between the Braggish fleet and the Native army, the thirteen kingdoms of Murka surrendered—but not before the largest kingdoms had been smashed and burned into submission. The Braggish army went on to not only smash Murka's army, but also the Natives. While the Native army escaped back into the wilderness of the mountains, the kings of Murka were captured and either beheaded, or had fled into exile. From then on, the Murkan kingdoms were ruled by appointed governors—who were directly subservient to the Emperor, rather than simply allied to him. This also meant that the Braggish military took direct control of the kingdoms. In the mountains, a new Native Kingdom rose up, composed of the many nations who'd fled the eastern shore.



The War for Independence

Eventually, relations between the empire and Murka broke down when Jorge Wash sparked the fires of rebellion nearly 150 years later. After leading a militia of colonists to win the Battle of Winter's Edge, Jorge quickly united four of the original thirteen kingdoms of Murka. He declared himself King Wash, and everywhere across the thirteen kingdoms, the people loved him, and a slew of sister revolts sparked in nearly every major city. King Wash quickly acquired more territory as Braggish governors were ousted from their seats of power.

Inspired by King Wash's example, six other kings took power in their respective kingdoms. Colonists from across the thirteen kingdoms displayed their defiance by ridding themselves of Braggish made goods—including Braggish tea—which the colonists happily chucked into the ocean and subsequently drank out of the ocean, like mad-people. Many traditional commodities such as parchment, and other more mundane quality-of-life items had to find domestic manufacturers in the wake of the rebellion.

The seven kings of Murka allied and fought a bloody revolution, outnumbered and under-equipped. Over the course of three years, they pushed the Braggish out of Murka, and back across

the sea. During the war, Wash's allies suffered great losses, and each of them came to admire and respect the leadership of King Wash who pulled their people through the worst of the tragedies. In the last days of the war, King Wash personally led the army as they fought through a bitter and foggy shredstorm that lasted for three weeks, decimating both armies. The final battle of the war occurred at the border of Virenia and Marr, a site that would later be settled by King Wash, and styled as the capital of the nation: Washtown.

After the war, the other six kings swore their fealty to King Wash, and together they became the First Grand Council in a newly christened nation: The United Kingdom of Murka. King Wash remained the High King of Murka, and the members of the First Grand Council eventually set up the Second Grand Council, consisting of members from each kingdom. The former kings of Murka then went on to become six of the thirteen governors of each of the Murkan provinces. King Wash went on to rule as King of all Murka, and remained vivacious, and even scandalous, throughout his entire life—earning him the nickname “The Old Buck” among the common people.



Manufactured Destiny

The advent of science, now recognized as a study totally separate from magic, led to the dawn of an age of machinery and industry. Gnomish light bulbs lit up the streets of the city, and dwarven railroads connected the world of Murka together—and Halfling toilet paper? Just... Absolutely amazing. The quality of life for the average Murkan improved drastically, and in the largest cities of Murka, great towers of stone and steel began to rise up above the antiquated castles and forts of old.

With industry also came new and unfortunate ways to skirt morality. Murka was, and has almost always been, a human dominated culture—and with most other races and tribes sitting at the edge of marginalization, it wasn't long before some of the more business-minded people began to take advantage. It began with a preference for hiring non-human workers at cheaper rates, but as westward expansion accelerated, it gradually led to prevalent indentured servitude, and eventually some guilds pushed their governors to legalize full-blown slavery—which many did, happily. Slavery focused squarely on the impoverished, the non-human, and the non-Murkan. The construction of the west's expansive

railroads, as well as much of the cheap mining and farming labor, were soon managed almost entirely with slaves.

Ease of travel and innovations in weaponry sparked a renewed fervor in Murka's westward expansion efforts in a movement known as Manufactured Destiny: The right that Murkans had made for themselves to claim the western shore. Murka continued to grow, sending colonists and pioneers to scout and settle the silent, haunted plains of Midwesternos, the mystical deserts of the Southlands, and the tall, ancient forests of Kale'forna. The aggressiveness of Manufactured Destiny came at great cost to the Murkan Natives. While most conflicts were small, a few became major battles that resulted in full-scale invasions, such as the conquest of Holly Woods. Nearly every Native nation the Murkan empire came across was destroyed or displaced into camps. Eventually, peace treaties were signed between Murkan and Native leaders. Unfortunately, those treaties were authored by Murkan representatives, and greatly favored Murka's position. These ultimately took advantage of the Native people's plight and left them claim to incredibly small territories.

Bringing Guns to a Sword Fight

War and continuous expansion had become a defining point of Murkan culture, and their attitude towards foreign affairs. In an effort to expand west, Murkans continued to manufacture and improve the weapons they used. After the revolution, Murka, and other nations, started using steel instead of bronze weapons. With the advent of steel came a rush of innovation—including the miniaturization of ancient bronze cannons modeled after the mighty Draguns into what we now know as GUNS.

Armed with the boomstick, Murkan warfare changed. While other nations studied the blade, Murka perfected the bullet. Murkan guns became known for their intricacy and quality, and Murkan gunsmiths for their almost arcane knowledge of ballistic craft. Owning a gun, and defending yourself, became a point of pride, a time honored tradition, and an iconic piece of Murkan culture. While guns have risen in popularity, swords, shields and the weapons of the old world are still widely used by soldiers and adventurers alike.

The Freedom War

As Murka finished settling the land, a great—and admittedly obvious—ideological schism occurred in Murka, with many in Murka's more progressive provinces calling for the freedom and citizenship of the enslaved. The Murkans of the south and southwest had come to heavily depend on the use of slave labor in their clockwork-enhanced economy, to the point that slavery came to define their culture as well—particularly as a point of pride as relations with the north deteriorated. Finally tensions snapped when a northern militia attacked a slave transport caravan on the border of Kanned'turkey.

Refusing the call of the then-High-King Abram to come negotiate peace and reparations, the governors of the south elected their own High King: King Divis, who immediately took office in the south and seceded with the support of the southern provinces, forming the kingdom of South Murka. When High

King Abram was given word of the second election, he quickly raised an army in the northern provinces. Being the greater portion of Murka, they had better-equipped troops. And, in order to ensure an overwhelming victory and further bolster the size of his army, King Abram freed all enslaved peoples, giving them full citizenship in his kingdom. Many former slaves eagerly joined the army, though most were content to start new lives in free provinces. Hearing that King Abram had freed nearly all of his own citizens, an enraged King Divis ordered his army north. The north and south met on the battlefield shortly after, sparking the bloody Murkan Freedom War.

The war went on for many years, devastating the kingdom. Cities were burned in accidents of wild magic, rebellions were sparked deep within South Murka, and every casualty of the war was Murkan. Eventually, King Abram, and his second in command, General Ulyssea, surrounded the southern army. Cut off from reinforcements and deep within enemy territory, the southern army was pretty much porked. The southern capital of Rich-Man was captured, along with King Divis, who was imprisoned. Most of the southern provinces surrendered immediately and rejoined Murka, but a few still resisted, and in shocking betrayals, were attacked by their previous allies alongside the northern armies. King Abram pieced Murka back together one battle at a time, and in one of the final battles of the war, he was hit by a crossbowman while on horseback. King Abram later died of his wounds in Washtown, after having completed the reunification of Murka. In death, Abram was styled King Abram The Great.

The Nightmare War

While Murka was still rebuilding and reforming the law in the wake of the Freedom War, another war was beginning on the far away Old Continent. The Braggish Empire, which had once covered the entire Old Continent, had collapsed in the wake of Murka's independence. Many of the disillusioned kingdoms spawned from the now-defunct empire banded together, establishing a new empire in the heartlands of Brag and calling themselves "The Purity Empire." While the rest of the world did not know what to think of their new neighbor at first, it was not long before rumors began to surface that the Purity Imperials were amassing an army, and preparing for war.

Without warning, several of the empire's most

immediate neighbors found invaders on their doorsteps. The Purity Empire quickly conquered several kingdoms, and annexed them into the empire—often in grandiose style, with large, colorful flags, and impassioned speeches about the ‘Destiny of The Pure.’ In hindsight, the goose-stepping and saluting were also a little disconcerting, but that’s not the point. The other kingdoms of the Old Continent banded together, denouncing the formation of a new empire, and amassing armies for war. Alliances were forged, and armies soon met on the battlefields of the heartland.

The Nightmare War was devastating—a symphony of guns, steel, magic, and might, the likes of which the world had never seen. It was truly the first war of a new era, and as such, everyone was woefully unprepared for it. Not even the Puritans completely understood what they had set in motion, as mage fire and artillery shells burned entire cities to the ground. The Puritans took over a huge portion of the Old Continent, and for a time, it looked as though the war would be lost, and the world covered in darkness.

With few remaining options, the post-Braggish kingdoms of The Angles and The Bagguesh made an appeal to then-King Rose of Murka. King Rose was a just king, but was hesitant to join a war occurring on another continent. After all, Murka had no trouble finding their own wars without sailing halfway around the world for them. Murka only agreed to ally with the admittedly-obtuse Kingdom of The Angles after The Purity Empire made the mistake of attacking an island nation under the dominion of Murka. News of the attack spread throughout the kingdom, and shortly after, King Rose called for volunteers to invade the Old Continent. The voluntary response was beyond King Rose’s most liberal estimates.

While the warriors of Murka crossed the sea to free the Braggish heartland, another story was unfolding in the deserts of the South. A team of adventurers discovered an ancient weapon left over by an ancient Native empire—a Planes Cracker, capable of untold destruction, even able to bring down barriers between worlds. The party returned the object to Washtown, and presented it to a horrified King Rose.

Even with fresh troops from Murka, the alliance struggled to hold their own against the Empire’s armies. Each territory restored came at an incredible cost. Knowing that the war would be lost if he did not

intervene, King Rose travelled with the Planes Cracker across the sea, where he deployed it against the Empire, detonating it deep within the empire itself. The weapon ripped open the fabric of reality—in some places, it released abominable eldritch horrors into reality, while in others, demons were summoned into the bodies of the fallen. The weapon obliterated the landscape, leveling whole towns and turning the surrounding wilderness into a nightmarish wasteland. While only a small part of the empire was affected, the region was so devastated and overrun with horrors. The Imperial armies which weren’t broken by the interplanar assault were immediately recalled to combat the creatures that had sprung forth from the tear, as well as many of the demons whose bonds of loyalty were broken.

With the Purity Empire scrambling to react, the alliance could take a long smoke break before driving the imperials back into the heartland. The alliance would be victorious, but after the war, as the allied kingdoms began to occupy regions conquered by the Puritans once again, a discovery was made. Conditions inside the empire had been much worse than anyone could have ever guessed. The last fortresses to fall were found to contain massive altars where the Puritans had been sacrificing their own citizens in droves in attempts to open a portal into one of the lower planes and bring forth a mighty Great Old One. The soldiers who found these bloodmagic sites deduced that these rituals had failed, but the empire had kept trying, and retrying—and it was believed that millions of their own people had been killed. A series of trials were held for the leaders of the empire, and thousands of mages were put to death for their part in the genocide of their own people. In secret, however, many of these mages were offered plea deals—often providing evidence against one another in exchange for a new life in Murka.

Murka’s decision to use the Planes Cracker became another global hotbed issue. While many defended the use of the weapon as necessary; King Rose, shamed by his decision which ended potentially millions more lives, left Murka in a self imposed exile - to this day no one has been able to find his final resting place. The Planes Cracker brought fear to all the people of the world from then on, as a weapon that, with enough use, could destroy the Urth itself.

While the leaders of the world grappled with the crimes of the war, the soldiers of these nations

returned home with honor and bittersweet celebration. Murka's returning warriors were celebrated as the greatest history had ever known—and the people of Murka celebrated for weeks on end, a party almost as wild as the war itself. Murka, as a whole, prospered for a time—the war had been very good for the economy, and nearly everyone who survived the war benefited from the economic boost. A new, even more heightened quality of life soon became the norm in a world where Murkans declared themselves the heroes who'd won The Nightmare War.

The Frozen War

The Frozen War period covers a series of wars that Murka fought in the aftermath of The Nightmare War. One of Murka's chief allies, Rutha, had fallen into the throes of a revolution from which they emerged a magocratic state, ruled by a witchking named Ballin. While magic was not a force of evil by any stretch of the imagination, the events of The Nightmare War had made nearly everyone involved weary of powerful magics, and of states ruled by them. How long would it be before Rutha became a copy of the Purity Empire? To make matters worse, Ballin showed worrying signs of evil: He created a dastardly army of minions known as the Kremlins, and started sending those armies to far off countries where they toppled governments, terrorized its people, and installed new magical leaders.

This trend of raising magical kingdoms in a world increasingly terrified of the abuses of magic led many of Murka's more conservative elements to reject the use of magic in Murka—a movement known as the Arcane Scare. This led to a restriction in the use of magic, and even discrimination against magic users themselves—including those who used magic for benign or even benevolent purposes.

Meanwhile, outside of the kingdom, Murka's troops fought on the battlefields of kingdoms overthrown by magical usurpers, but many of these were losing battles. Most notable of these failed fights was Murka's war in the jungle kingdom of Nami, where many Murkan soldiers fell at the hands of the powerful Charlie The Warlock. It was a devastating blow to Murkan pride—the powerful, imperialist Kingdom of Murka had been defeated by an underdog nation of farmers and common folk... Sounds familiar, right? (See: **The War for Independence**)

That is not to say that Murka did not have their own crimes in the Frozen War. Not every magocratic nation was directly created by Rutha, and certainly not every one was a psychotic dictatorship. Murka placed numerous island nations under “Murkan protection” to deflect the influence of magic, often suppressing the magical practices of the island Natives in the process. Murka also contributed significant resources to toppling the nations who chose magocracy themselves, employing spies to weaken the regime and ultimately open the door to a “justified” Murkan invasion force. Murka had always flirted with imperialism in its westward expansion efforts, but it was only now as Murka built an empire of protectorates and toppled enemies that they truly began to resemble the empire they had fought to get away from, The Braggish Empire of old.

The rivalry between Rutha and Murka was famed for its ferocity, and infamous for its ridiculousness. The two empires raced each other for everything. There was a race to create more Planes Crackers, to arm the most troops, to have the best economy—there was supposedly even a secret race to go to the moon itself, but we're pretty sure they faked that one. As the Frozen War dragged on, the cost of making weapons, recruiting troops, and conquering distant lands began to weigh heavily on both nations.

While the battles of The Frozen War were reshaping the political landscape of the world, Murka itself was also being reshaped from a cultural standpoint. The kingdom was, and had always been, home to a wide variety of magic users. In opposition to the Arcane Scare, mages began to celebrate magic and the many possibilities it opened up, while still teaching about the dangers therein. They also tended to get really high in public on wizard drugs, so they got arrested a lot. As the government continued to feed into the Arcane Scare by waging wars and restricting magic use, Murka's people began to become weary of constant warfare, and resistant to the government's own abuse of power. Those who felt that magic should remain unrestricted began to cast spells more openly, even looking for ways in which magic could be folded into the lives and economy of the common folk—which enraged anti-magical hardliners.

The ironic part was that eventually Ballin died, and in his place the Ruthan people elected a supposedly non-magical king named Poutine. Nothing had quite prepared the Murkan people for this. The Murkan people had not only lost the Nami

War, but now they had lost a worthy opponent. The Murkan people found themselves lost, and so they began to search for worthy opponents—even if their reasons for fighting them were less than pure. The end of The Frozen War, combined with the Arcane Scare on the home front, and the now-failing Murkan economy, had left the kingdom in a state of cultural and political confusion.

Magitechnology

Time does heal some wounds: With the end of the Frozen War, and the fall of nearly all of the magocratic states, Murka breathed a sigh of relief. Over time, the Arcane Scare ended, and hardcore anti-magical groups moved outward to the fringe of acceptable ideas. Murka continued to treat magic carefully—for a time, that is. The movement of free mages that began in the Frozen War eventually kicked off a new revolution that changed the face of the kingdom, and the world: Magitech.

A guild of mages invented a new way of communicating through a combination of machinery and magic, called the writwit—a messenger bird that could be summoned or unsummoned at will, by any user who holds a magical writing plate. This grand innovation in communication brought the world of Murka closer together than it had ever been before—effectively shrinking the country. Other similar inventions followed, such as mass projection devices that allowed plays and news to be disseminated to multiple town squares at one time. This gave rise to advances in projection technology that resulted in PeoplePortal, a network of projections that common people could use for everyday communication.

While advances in communication were shrinking the world via magic, powerful advances in transportation were bringing the world together in a more literal sense. Locomotive steam engines could carry passengers across great distances, and portals to far flung planes of existence provided quick access to the more secluded places of the world for the magically minded and less conventional traveler. As

Magitech businesses continued to flourish and expand, the largest and richest cities in Murka were soon covered in a canopy of railways and portal arches.

As extra-planer activity expanded, the many ways that an outer plane could be used for business or information expanded wildly. Vast libraries called wikys were built in tesseracted houses that appeared larger on the inside than on the outside—a practice

that relied on the services of the magical cabal known as The Zone, the preeminent masters of extra-planar technology. With every new advance in communication or transportation, Murka not only bustled with life - it began to glow, and hum even, with activity. The pace of life sped up to almost breakneck speeds. Magically print clothing, trains, and projected news feeds flooded city centers with lights with a sense of immediacy that was unlike anything ever seen. The act of trying to keep up in this ever changing world of constant motion became a job in itself. Everyone knew life was changing, but no one could really stop long enough to say why - and in the heat of alchemical street signs, life passed us by.

Small Lands, Yuge Leaders

As the world shrank and, for the first time in centuries, the voices that cried out the loudest were finally heard. For the first time in living memory, all Murkans had to come face-to-face with the crimes of the past. Native citizens told stories of the death of their nations, freedom fighters revealed some of the dark places where slavery had managed to live on—and everywhere people began to realize the truth that had started in the jungles of Nami all those years ago: We were not the heroes anymore, and maybe we never were. Murkans were beginning to demand morality from their government and people, often citing the kings of old such as Abram The Great. Murka had to change, it had to progress, and what scared everyone was that the necessary change might leave Murka looking a little less... well, Murkan.

Naturally, some continued to hold on to the glory of old and refuse change, and somewhere between acknowledging our flaws and yearning for the prosperity of yesteryear, Murka lost something, though no one can say exactly what. All anyone knows is that somewhere in the mess that was created, a leader began to rise. He promised power to Murka, and a return to the glory of the golden age. He promised a return to a better economy, and to squash the voices that had driven Murka's people to their state of catastrophe. While the previous king had done his best to repair the broken nation he'd inherited, an election was called for by the governors and member of the Grand Council. In a stunning, and surprising, victory, The Don was elected by the council to lead the kingdom—whatever that would mean for Murka's people...

We Live In A Society...

Murkans are living through a time of great unrest; both at home and abroad. Many feel that Murka could be on the edge of collapse due to the numerous societal issues it faces. Murka's factions fight for the future of Murka; for truth, and for justice—as they see it.

The Don's Party

Supporters of Murka's current leader, The Don's Party consists of a number of different forces who have all pledged to serve. The bulk of The Don's forces are his chaotic creations known as trumplins, and the shrewd, suspicious drumpf. To supplement his support, The Don has also created tromps whose massive size is comparable only to their massive stupidity. Those who support The Don and are not one of his creations typically join a group that has pledged loyalty, such as The Pride—a humanocentric group who are heavily active in Murka's Eastern Shore and Southern regions. The Don's Party lives and breathes for the words of The Don. With every writwit, every speech, and every insult hurled at his enemies, the mob grows more excited, and more loyal. No matter how wild the accusations, or how damning the evidence, in the eyes of the Party, The Don can do no harm.

For the sake of clarity, The Don's Party never enacted any sort of military takeover or coup. Romeo was not built in a day, after all. The Don won the election, and as the years have rolled on, The Don's minions have continued to appear and slowly began occupying every city they could. It is only now that the party is everywhere that everyone has begun to see The Don's stranglehold on the kingdom.

The Communal Party

The Communal Party is a political party that believes in the value of cooperation, and in building a government that actually looks after its people rather than one that exists in spite of its people. While that sounds all well and altruistic, many Murkans take issue with the practical application of a Communal-run government and its demands upon the wealthy, preferring instead to stick to the free enterprise market that created the Murka of the economic golden age.

The Communal Party's main headquarters resides in Holly Woods, the capital city of Kale'fornia—one of the only provinces that welcomes the party with open arms, and gives serious consideration to the reforms they offer. The Communal Party are pacifists who prefer rhetoric and charity over violence and deception. Again, while this makes them very altruistic, and beloved in struggling communities, they are not as respected on the political playground, yet. A criticism of the party has been that their policies make their citizens more dependent on the government—a consequence not favored since the government's failures left The Don in power.

The Shadow Kingdom

Named by their enemies, who view them as a treasonous rogue state and an enemy of Murka, The Shadow Kingdom is a vast organization of spies, councilors, politicians, and even Agents of Justice who are loyal to Queen Killary. While they primarily operate out of the vast Undercity of Washtown, The Shadow Kingdom is thought to have members embedded in nearly every level of government, and in nearly every province in Murka. Officially, Queen Killary completely denies their existence, chocking up stories of their crimes to nothing more than the rambling of amateur scholars on the fringes of sanity. By contrast, The Don has publicly stated that he will hunt and destroy every member of The Shadow Kingdom and expose Killary for the traitor she is—though he has yet to produce any proof they truly exist. In reality, The Shadow Kingdom has taken great pains to remain hidden—destroying evidence of their actions with a sense of expertise and professionalism emulated by no other (Except that whole “Killary's lost letters” thing).

Operatives of The Shadow Kingdom are theorized to do the work that Killary cannot do herself—which includes sowing anti-Don sentiments, searching for ways to depose The Don, and making Killary's enemies uh... disappear. With their power at Killary's disposal, The Shadow Kingdom is essentially a separate government running virtually in parallel to The Don's regime.



Recent History

100 years ago...

The Nightmare War ends, and afterwards, Murka's economy explodes, marking the beginning of an age of prosperity that many older Murkans remember with great fondness.

95 years ago...

The Frozen War kicks off as negotiations between Murka and Rutha break down. With the Nightmare War fresh in the minds of Murkan citizens and veterans, a movement known as the Arcane Scare begins to push for anti-magical reform.

71 years ago...

Murka goes to war with the Korus nation, and once again Murka's economy benefits from warfare. The Arcane Scare begins to take hold in the Murkan mainland, sparking deep ideological divides over magic, and an age of witch hunts overshadows Murka.

62 years ago...

The Nami War is lost, the Frozen War begins to deeply affect Murkan outlook, culture, and finally the economy starts to sour. The Arcane Scare continues to darken the morale of the kingdom, and mages begin to resist by holding magic festivals, and by opening magically enhanced businesses.

50 years ago...

With the Frozen War dragging on, Murka's heavy military spending begins to spell doom for Murka's economy and quality of life. Many of Murka's leaders and their king make attempts to revitalize the economy through reform, but ultimately they only delay the inevitable.

The cultural divide between pro-magic and anti-magic forces continues to deepen, with the pro magic forces beginning to win out as magically enhanced objects slowly begin to make their way into the market.

39 years ago...

Ballin dies, and Rutha is reformed into the Rutha Alliance, ruled by a new leader named Poutine. Murka and its people have various reactions—relief, joy, and pride, but also confusion, and shame over the loss of the War in Nami and the somewhat fruitless end of the Frozen War itself. The Arcane Scare ends, and attitudes begin to universally shift to accept magic back into the fold of common society.

30 years ago...

With attitudes toward magic users improving, the magitech revolution begins. In the span of a few short years the face of Murka is changed as new technologies are spread across the country - beginning with the writwit. The world gets smaller.

25 years ago...

After years of spending and fighting, the Murkan economy collapses. The cultural and economic upheaval of the Frozen War takes a massive toll. Lines are drawn—magic vs anti-magic, imperialists vs pacifists, and tradition vs progress. Murka becomes an ideological battleground, and an economic wasteland.

4 years ago...

With the economy temporarily on the mend, fears of another collapse are rampant. Murka's morale is lower than ever, and many begin to turn to a new leader who makes grand promises of prosperity and a return to the glory days of old. Many are convinced, and enamored by this, but most people are shocked by this leader's callousness, and fear that The Don's intentions are impure. The election is mired by controversy, and in a stunning victory, The Don wins the election, and becomes king:

Everyone loses their shit.

Anti-Gang

The more violent half of the Communal Party, the Anti-Gang split from the Communal Party some time ago, and now find themselves in the primary service of Killary, Queen of The Shadow Kingdom. The Anti-Gang believe that the only way to truly create a better world is to beat it out of their enemies. While they're not entirely wrong, many have noted the Anti-Gang's penchant for violence and groupthink.

The Don's Party has labeled the Anti-Gang enemies of the crown, and as such, the Anti-Gang operate as a resistance; moving information and supplies through hidden networks, and occasionally performing audacious hit and run attacks against their enemies. The Anti-Gang is an extremely new faction, and while some believe they bring justice with them, others believe they are dangerous, and evil—either way, many see them as the heralds of a possible war on the horizon.

The Weary

The Weary, so-called after the words emblazoned on the Lady of Light statue in Magnamalus, are not just those who have immigrated to Murka in the pursuit of happiness, but also those who have lived in oppression for longer than living memory. While the term itself has not always existed, the people who are defined by it have. They are composed of the many hundreds of tribes, nations, and cultures who now call Murka home—each with a unique story behind how they came to this vibrant and fertile land. Many of these downtrodden souls are worked to the bone and taken advantage of, but some have learned to fight back, and even thrive in a world that seems set against them.

In the past, the citizenship of those who slip into the status of Weary was called into question: Many of the Native tribes who lost their homes ended up as the first of the Weary. Native Leaders such as Mohta Darkwater made great strides to protect their people by securing peace treaties and new lands—though Murka did not always honor that peace. The rights of the Weary were all but extinguished by the pre-Freedom War era when it was extremely likely that members of the Weary would be sold into slavery. During this time, free members of the Weary began to fight back—rallied by heroes such as Hermanet Tubsdottir, who led raids into South Murka to free slaves and return them north. The subject of Weary Rights was never truly over, but rather it continues to



rage on during other conflicts, such as the famous duel between Webber “Da Boi,” a famous speaker and fighter, and Breaker T, a hero from the post-Freedom War days.

These days, the rights and treatment of the Weary continues to be a heated topic among the citizens of Murka—particularly as the shadows of factions such as The Zone, and The Don, cast themselves over the kingdom.

Murkan Stereotypes

Stereotypes, as all Murkans are taught in school, are not necessarily true, and certainly do not define every aspect of a person's life. However; there is some level of truth to many stereotypes, and whether we like to admit it or not, many Murkans do follow similar paths and patterns that lead to the things we call stereotypes. If a visitor from afar were to visit the fabled Kingdom of Murka, here are a few of the stereotypes they might see:

Human Privilege

Murka is, and has been for many centuries now, a human dominated culture—meaning that there are more humans in the kingdom than there are other races, making up about 70% of the total population—and those humans are predominantly tribes and

nations from the Old Continent. This comes with a backlash for minority groups, whose historic and present oppression is coupled with a lack of what is known as Human Privilege, the privilege humans take for granted that allows them to feel, for lack of a better term, “normal.”

A Human does not attract as much attention from the authorities, no one grills a human on the origin of their ancestors, and humans do not generally have to experience the discomfort of being surrounded by a people who are not their own. It is a complicated subject, and it is deeply uncomfortable for humans in particular, who can be resistant to admitting it exists.

Progress vs. Tradition

Most of the time, when people hear the phrase “cut out the middleman” they imagine a swarthy business man saying complicated business things like “synergize” and “freemium,” and having a story-changing epiphany about their finances. But Murka characteristically took it too far, and completely cut out the middle of the political spectrum! The only thing more extreme than gunpowder-filled piñatas these days is the deep divide between progress and tradition, leaving Murka primarily with two opposing groups, each operating as the left and right wings of a flightless bird. Whether the issue is abused magic, racial inequality, or the influx of immigrants fleeing the Southlands—somebody out there is ready to scream about it through a writwit. Unfortunately, Murkan stubbornness in the wake of this deepening divide means that the various political parties that run the kingdom have come to a standstill, refusing to cooperate, and quietly preparing for the possibility of war.

A Fistful of Freedom

Murkans consider owning a weapon to be a right, a tradition, and even a point of pride. Murkans value independence in both lifestyle and mindset, and the value of defending that independence is one of the highest held in Murkan culture. Guns are therefore not only a Murkan invention, but also a symbol for Murka itself. Though, in recent years, attitudes toward weapons and the violent crimes they can be used for have led some to denounce the absolute need to own a weapon—a sentiment that many traditional Murkans reject as cowardly, and as a ploy to disarm the most armed populous on this plane.

Snowflake Society

From punk rock bards to anti-bullying rallies, Murkans have been taught for-basically-ever that they are, each and every one, unique and special. Paradoxically, they are also taught that there’s a system designed to suppress them, to make them conform—which in turn fuels the need to rebel (lather, rinse, repeat). This has the effect of 1) Nearly everyone tries to act unique and different, leading everyone down similar avenues of self reliance and independent thought and ultimately looking and acting roughly the same, and 2) Nearly everyone feels entitled to their every whim and desire.



Royal Blue Line

The Royal Blue Line of Murka's law enforcement populous is one of the major hot conversations in Murka's social arena, and as such, there are two competing views. The more traditional view is that the royal guard exists to separate order from chaos, and to protect the public—but part of this also means that the guard, and even the civilians they serve and protect, take steps to protect officers from... uh... unfortunate circumstances. Guards get free drinks in loyal bars, and free passes to enter otherwise-exclusive establishments. Guards also protect one another when any of them is singled out for their corruption or other misbehavior.

This has led to the second viewpoint, which is an extreme distrust for the royal guard from more progressive groups who feel that the guard is corrupt, authoritarian, and more than a little racist. These groups hold that guards often abuse their power, using it to oppress civilians and taking advantage of their status-fueled benefits.

Bacon. A Lot Of It.

In Murka, bigger IS BETTER! If you were to travel to Murka from another far away land, one of the first things you might notice is the bombastic sizes of everyday items. Bathrooms are built for bigger bottoms, steam trains sit higher and rev louder, and food is served in enormous sizes fit for a king (and priced for it too)!

Fame and Fortune

To a young Murkan growing up, nothing is more alluring than achieving the Murkan dream! While at one time the Murkan Dream may have been nothing more than the desire to live without getting swept up by a shark-infested tornado—the Murkan Dream is now hailed as a nearly nirvana-like state of being that you only achieve through vast, and frankly ridiculous amounts of success! Children are taught to dream big, and as a result, the race to find fame and fortune has consumed the hearts, minds, and bodies of many young, fresh-faced Murkans.

Tap the notification bell to learn more.



CHAPTER TWO

Player Options



BACKGROUNDS

The following backgrounds are available for characters native to Murka, in addition to those offered in other supplements.

Undergraad

Undergraad is the name given to Murka's higher education system. Undergraad costs thousands of gold coins every year to people—typically the Murkan youth—who were told their entire lives that if they didn't participate in Undergraad they would wind up on the streets. Despite their education, those who make their way through Undergraad often wind up among Murka's unpaid interim servant population.

Congratulations! You were one such person. You bought into the lie that you would be a valued member of your field when you signed up for Undergraad, but instead you simply owe more money than you've seen in your entire life, and on top of that, you have to either struggle in a competitive job market or go adventuring just to stay afloat!

Fortunately, you did manage to get an education, and regardless of how much attention you paid, you learned two or three things that the average Murkan didn't. They even gave you a small piece of paper with some fancy writing to commemorate that. You likely made long-lasting friendships, fantastic (albeit somewhat blurry) memories, and even had experiences you will remember for the rest of your life.

Skill Proficiencies: Two of your choice, History

Languages: One of your choice

Equipment: A piece of paper stating the degree of your education, a note reminding you of your debt, a single trinket that you value dearly and won't sell unless you absolutely have to, a small knife, a set of common clothes, a belt pouch containing 1 gp

FEATURE: MASSIVE AMOUNTS OF DEBT

The good news is you attended one of Murka's most prestigious academies and (probably) graduated, so congratulations! The bad news is, in order to attend this school, you found that you had to borrow money from some terribly unscrupulous individuals. Decide

with your GM who you borrowed money from, how much you owe, and how lenient they are with your payment plan. Depending on what you and your GM decide, your lender will periodically take a majority of your money, at consistent intervals, until your debt is paid off. Fortunately for you, these people can't let you die until you pay it off, and as such, anyone belonging to the group is willing to help save you from certain doom, provided you've been good on your payments, or are willing to pay a nominal fee.

Suggested Characteristics:

Use, or mix and match, the tables for the Sage or Urchin backgrounds as the basis for your traits and motivations, modifying the entries where appropriate to suit your identity as an Undergraad.

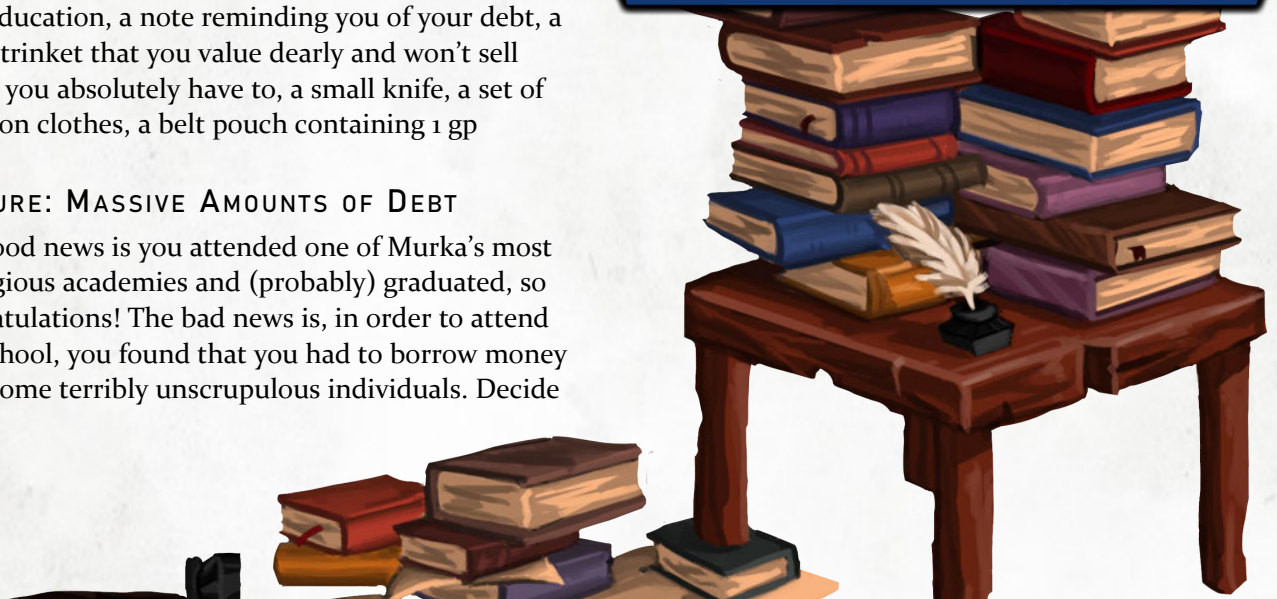
Your bond is almost certainly related in some way to the debt you have to pay. Your ideal might have to do with the pursuit of knowledge, of learning from your past mistakes, or perhaps of focusing on experiences as opposed to consequences.

DESTITUTION ISN'T GREAT

If you're looking to play a more financially stable version of a learned individual, well so are we, and here's our patreon:

www.Patreon.com/ActionFiction

But jokes aside, If you really want to play a more 'lover of knowledge' type without any sort of consequences, we recommend you pick the Sage background instead.



Lawmonger

You are one of Murka's many, many, many lawmongers. It's quite possible you have some experience at this, or maybe you're just new enough at it to know when you're messing up.

Regardless, you chose this specific occupation for a reason. Perhaps you are a magistrate, a decider of fates, and a trusted pillar of the community. Perhaps you work more on the corporate end, merging people's ideas together and hoping no one's dreams get crushed in the process. Perhaps you're an advocate of some sort, one who stands up for the little guy and says 'THEY WILL NOT GET SCREWED TODAY!'

...maybe work on your pitch.

Skill Proficiencies: History, your choice of Investigation or Insight

Languages: Feral Hog Latin

Equipment: Ink pen, a bottle of black ink, quill, some identification papers, a gavel, a set of fine clothes, a purse containing 20 gp.

When you choose this background, choose one of the below professions, or roll a d4 to decide, and then decide with your GM how successful or unsuccessful in this business you are.

Roll	Profession
1	Lawyer
2	Judge
3	Paralegal/Legal Assistant
4	Intern, but a highly qualified one

FEATURE: LAW LITERACY

Your long experience in the labyrinth of litigation that is the Murkan legal system has given you not just proficiency, but expertise, in navigating it. You are able to quickly find any legal document, and correctly file, sign, or fill-out (in triplicate, where necessary) those bureaucratic forms. You may also have limited access to important buildings, depending on your specific profession.

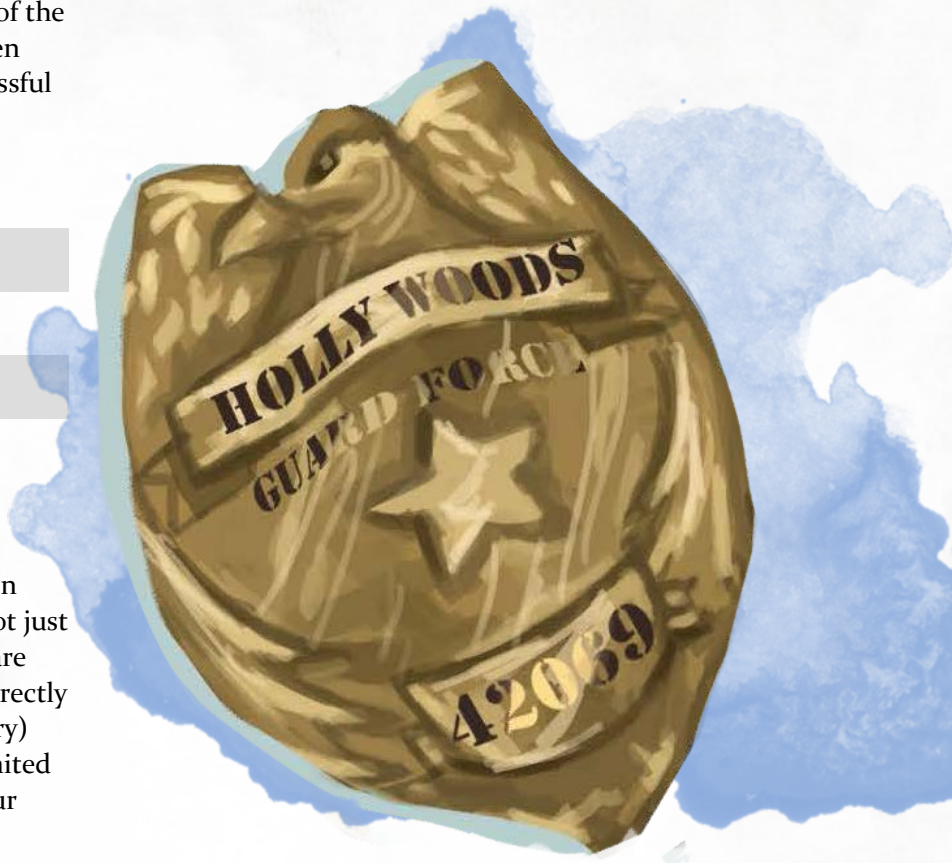
ALTERNATIVE FEATURE: EVERYONE DESERVES A LAWYER, ESPECIALLY THE RICH AND THE GUILTY

You have no problem defending the potentially guilty or the extremely rich, and thus you have a certain reputation among them. You are extended an open invitation to their parties, events, and other soirees. Additionally, you may get past any private security with only a brief conversation; Though you'll probably have to do some pretty unsavory things for your wealthy clientele.

Suggested Characteristics:

Use, or mix and match, the tables for the Sage, Noble, or Charlatan backgrounds as the basis for your traits and motivations, modifying the entries where appropriate to suit your identity as a lawmonger.

Your bond is likely related in some way to the people or cases you have dealt with in the past. Your ideal may have something to do with the pursuit of justice in all things, or your relationship to the law and how it treats its victims.



Crimson Hick

Likely from a small rural area of the Murkan Southlands or Midwesteros, you are a proud, red-blooded, true-blue Murkan. The rivers of Murka run through your veins, and you know every stone and pebble of the hometown you'll likely never leave as well as you know the flavor of your favorite ale, or the missing teeth of your buddy Randy.

Usually the scion of farmers or similar small businesses in rural communities, crimson hicks take pride in what many other Murkans would otherwise consider a slur. They know that they are the true blood, bone, and gristle of Murka, and they have a shared respect among other hardworking Murkans. They speak a dialect understood almost exclusively by other crimson hicks, which may sound like common to a non-native speaker, but contains many hidden meanings. A blessing of your heart may mean something entirely different coming from a crimson hick.

Skill Proficiencies: Survival, Animal Handling

Tool Proficiencies: Explosives Kit, Vehicles (land)

Languages: Hickery

Equipment: Explosive's kit, crowbar, a hunting trap, a trophy from an animal you killed, a firearm of your choice, A travel Flagon of beer, a set of traveler's clothes, a belt pouch, and 10 gp.

FEATURE: SOUTHERN HOSPITALITY

Those from the Southlands of Murka (and those who like to pretend they are from the Southlands of Murka) have developed a special way of speaking and acting that tells the individual if they are a 'Yanke'—a term used by crimson hicks to describe northerners. You know this secret, untenable language, and all of its associated turns-of-phrase. Provided your companions follow your lead, you are able to ask for lodgings anywhere in south Murka or in places in northern Murka that like to appropriate southern culture for their own use.

Suggested Characteristics:

Use, or mix and match, the tables for the Outlander, Folk Hero, or Guild Artisan backgrounds as the basis for your traits and motivations, modifying the entries where appropriate to suit your identity as a crimson hick.

Your bond is probably tied to the people who share your heritage and values. Your ideal might have to do with the pursuit of freedom and happiness, or perhaps about the value of friends, even if you are all in low places.



ARTIFICER: SPECIALIST

At 3rd level, an artificer gains the Specialist option. The Illuminated is an option available to an artificer, in addition to options from other sources.

The Illuminated

It's long been said that great minds think alike, but few tinkering minds have the first-hand experience to prove it. There are some creators whose machinations go beyond "inspired," and reach levels of "impossibly familiar." Inventors who, at times, seem to become another person during their creative process, almost as if channeling the thoughts of someone else.

These are The Illuminated—superior scientists who have found a way to transfer the thoughts and feelings of inventors past into their own brain, merging the two minds into one powerful force of intellectual prowess. These inventors use a device called a conduit to channel these thoughts, granting them immense knowledge and capabilities. The process itself is often painful, incredibly dangerous, and sometimes even deadly. But, as they say... Two minds are better than one.



THE ILLUMINATED FEATURES

Artificer Level	Feature
3rd	Tool Proficiencies, Illuminated Spells, Conduit
5th	Extra Attack
9th	Conductor
15th	Super Conductor

Tool Proficiencies

When you adopt this specialization at 3rd level, you gain proficiency with explosives kits. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Illuminated Spells

Starting at 3rd level, you always have certain spells prepared after you reach certain levels in this class, as shown on the Illuminated Spell Table. These spells count as artificer spells for you but do not count against the number of artificer spells you prepare.

ILLUMINATED SPELL TABLE

Artificer Level	Spells
3rd	<i>boom*</i> , <i>metric confusion*</i>
5th	<i>cognitive dissonance*</i> , <i>continual flame</i>
9th	<i>call lightning</i> , <i>lightning bolt</i>
13th	<i>resilient sphere</i> , <i>aura of life</i>
17th	<i>boooom*</i> , <i>awaken</i>

* indicates a new spell that can be found in Chapter 7: Spells and Conditions

Conduit

When you choose this specialization option at 3rd level, you spend 24 hours to construct a device that attaches somewhere to your person. This device allows you to channel the minds of artificers past into your own mind, mixing their ideas with your experiences and pushing you to greater feats of ingenuity and invention. As a bonus action, you can take lightning damage equal to $1d8 + \text{your character level}$ and then absorb the consciousness of an artificer from a time gone by. This damage ignores any resistance you may have but not immunity. This artificer speaks to you, their thought waves operating in tandem with yours. At 3rd level you can channel one mind at a time.

If your conduit is removed from you or destroyed while you are not channeling, you suffer a short-term madness. If it is removed from you while you are channeling one or more minds, you take $1d8 + \text{your character level}$ lightning damage and you must make a Charisma saving throw with a DC equal to $5 + 3 \text{ per mind you are currently channeling}$. Failing this save causes you to suffer a long-term madness. If your conduit is destroyed while you are channeling one or more minds you automatically fail this saving throw.

You may safely remove your conduit by spending ten minutes doing so.

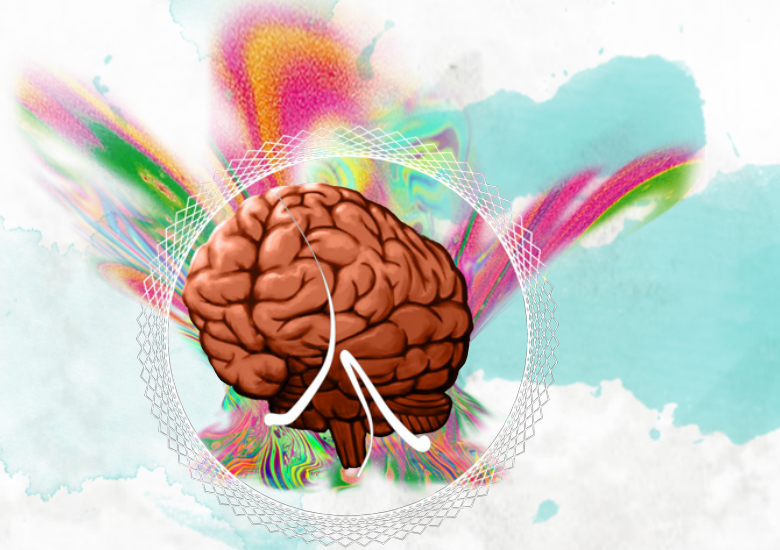
Extra Attack

Starting at 5th level you can attack twice, instead of once, whenever you take the attack action on your turn.

Conductor

At 9th level you improve your conduit to better conduct the consciousnesses of the great ones. When you use your conduit, you may conduct the minds of two different past inventors at once, taking $2d8 + \text{twice your character level}$ in lightning damage if you do.

Because of the intricate science of channeling the minds of those long dead, or in some cases shortly dead, you are unable to treat these minds individually. That is to say that if an effect causes you to lose one of the minds operating beside you, you lose them both, and should you want to pick just one new mind to channel you must drop both and retake the penalty for channeling two minds at once.



Super Conductor

At 15th level, you improve your conduit to superbly conduct the consciences of the great ones. When you use your conductor feature you may channel the minds of three different past inventors at once, taking $3d8 + \text{thrice your character level}$ in lightning damage if you do. This otherwise acts as your conductor feature.

Minds

When channeling, choose one of the Minds below:

Belamarr

You can communicate telepathically with one willing creature on the same plane as you. If you two share a language, it can respond to you telepathically.

- At 7th level, the creature needs only to understand a language, not necessarily one that you also understand, to understand you.
- At 13th level, you may telepathically communicate with any number of creatures at the same time.
- At 17th level, after a long rest, you may choose a plane of existence. These abilities may affect any creature on that plane in addition to the plane you're on until your next long rest.

Death

Your conduit allows you to take on an explosive, death-like state. As an action, you can drop to 0 hit points and are incapacitated. An explosion then radiates from your body as if you had used a Hand Grenade, counting the space you fall in as the epicenter. You are immune to any damage that may

come as a result of this explosion. In addition to the damage from the explosion, any creature who fails the Dexterity saving throw against the detonation also gains the poisoned condition and takes 1d4 poison damage at the start of their next turn.

- At 7th level, you count as having dropped a Stick of Dynamite, and the poison damage increases to 2d4.
- At 13th level, you count as having dropped a Volatile Void Crystal, and the poison damage increases to 3d4.
- At 17th level, the poison damage increases to 4d4. Additionally, when you use this ability, you drop to 1 hit point and are burnt out instead of dropping to 0 hit points. If you are already at 1 hit point when you use this ability, you instead drop to 0 hit points.

Jonah Salt

You gain resistance to one damage type of your choice.

- At 7th level, you gain resistance to two damage types of your choice.
- At 13th level, you gain resistance to three damage types of your choice.
- At 17th level, you gain immunity to three damage types of your choice.

Joyneer

As an action, you can change your appearance drastically. You determine the specifics of the changes, including but not limited to your coloration, hair length, and genitalia. You can also adjust your height and weight, but not so much that you change your size. You may make yourself appear as a member of another race or class, but none of your game statistics change. You cannot duplicate the appearance of a creature that you have not seen before, and you must adopt a form that has the same basic body structure that you have. Your clothing and equipment are unaffected by this change. You stay in this form even after you die.

- At 7th level, you may change your voice. As well you may change your size by up to one size category. For instance if you are medium you may take the form of a small, medium, or large creature.
- At 13th level, you gain proficiency in Insight

checks and have advantage on all Deception, Intimidation, or Persuasion checks while acting in your assumed form.

- At 17th level, you can cast *true seeing* as an artificer spell once per long rest.

Karver

You may cast *speak with plants* at will, *plant growth* a number of times equal to your Intelligence modifier per short rests, and *guardian of nature* once per long rest without expending a spell slot. You cast these spells as if they were artificer spells.

- At 7th level, you may cast *plant growth* a number of times equal to your Intelligence modifier per short rest.
- At 13th level, you may cast *guardian of nature* a number of times equal to your Intelligence modifier per long rest.
- At 17th level, you may cast *druid grove* once per long rest. This spell counts as an artificer spell when you cast it this way.

Kolt

You gain proficiency with either one-handed or two-handed firearms.

- At 7th level, you ignore the jam property on any firearm you fire.
- At 13th level, before you make an attack with a firearm that you are proficient with, you can choose to add +10 to the attack roll. If the attack hits, you take a -5 penalty to the attack's damage.
- At 17th level, you ignore the reloading property of firearms.

Kwo'lek

As long as you are wearing armor, you gain a +1 bonus to your AC in addition to the benefits granted by the armor.

- At 7th level, you may target one ally within 30 feet of you who is wearing armor. That target ally also gains a +1 bonus to their AC.
- At 13th level, the number of armor-clad allies you may choose increases to 2.
- At 17th level, the number of armor-clad allies you may choose increases to 3. Additionally, the AC bonuses you grant to yourself and to allies increases to +2.

Latchmere

You radiate dim light out to a distance of 30 feet. As an action, this light can dispel magical darkness in a 15-foot radius.

- At 7th level, as an action, you can create a bright flash of light. Any creature within 15 feet of you who is not immune to the blinded condition must make a Constitution saving throw against your artificer spell save DC. On a failed save, the creature has disadvantage on ability checks, attack rolls, and saving throws until the end of their next turn.
- At 13th level, as an action, you can release a brilliant aura of radiance. Hostile creatures within 15 feet of you take radiant damage equal to $2d12 + \text{your Intelligence modifier}$.
- At 17th level, the effective radius of all of your abilities from this mind increases to 30 feet, and you emit bright light instead of dim light. Additionally, the damage you deal from your brilliant aura of radiance increases to $4d12 + \text{your Intelligence modifier}$.

Lonjonson

As a reaction, you can turn any non-magical projectile attack into a harmless squirt of water, super-soaking the intended target, and negating the damage of the projectile.

- At 7th level, you can create a wall of water on a solid surface within range. You can make the wall up to 10 feet long, 20 feet high, and 1 foot thick, which turns all projectile attacks passing through it into harmless squirts of water.
- At 13th level, the width of the water wall increases to 20 feet.
- At 17th level, the width of the water wall increases to 30 feet. Additionally, you can now make the wall into a ringed wall up to 10 feet in diameter, 20 feet high, and 1 foot thick.
-

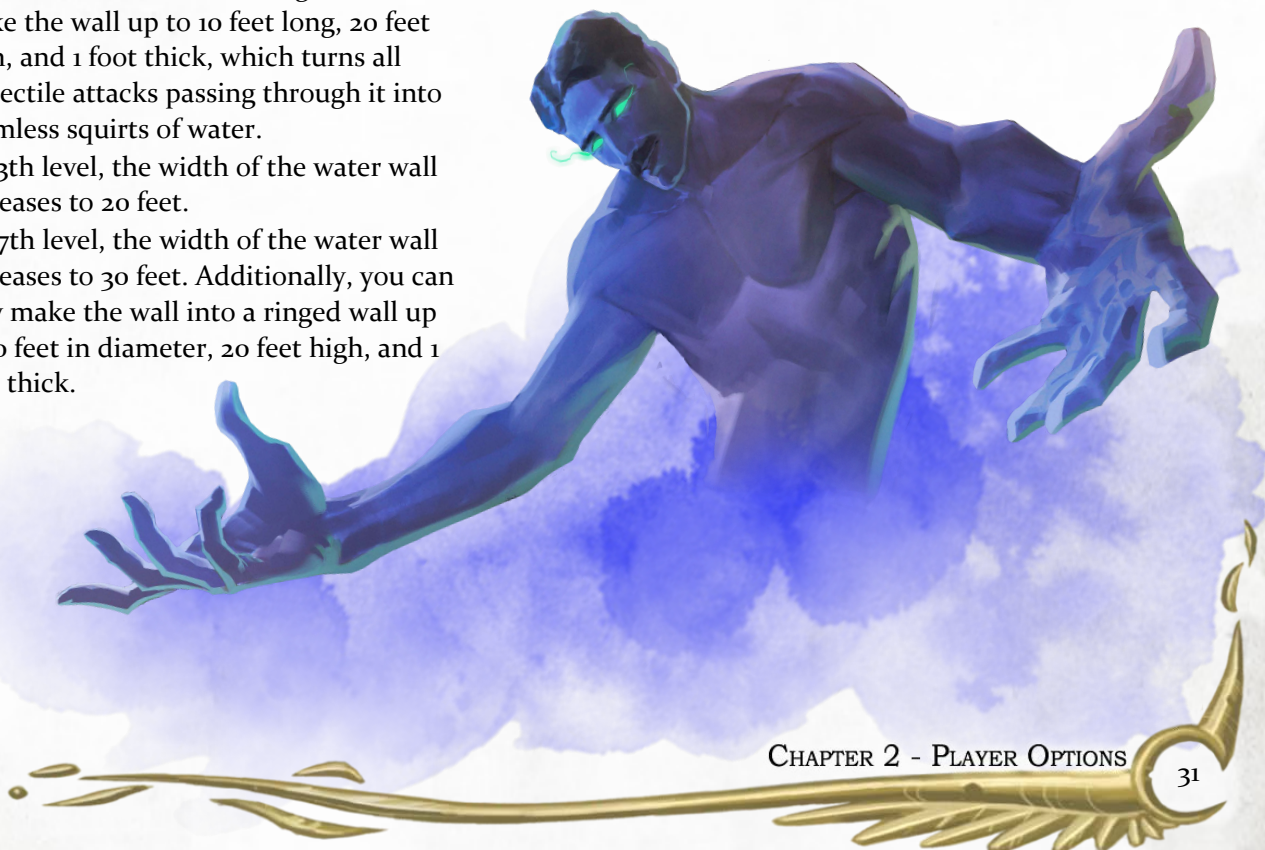
Tezzla

All of your attacks deal an additional $1d4$ lightning damage. Whenever you roll for lightning damage, you may choose a target within 60ft of you. That target is struck by a bolt of lightning and is subjected to one of the following effects:

If it is an allied creature, that creature deals an additional $1d4$ lightning on all damage rolls until the end of their next turn.

If the target is a hostile creature or an object, it takes an amount of lightning damage equal to half the total damage dealt by your attack, rounded down. You may not choose yourself as one of these targets.

- At 7th level, you may choose two targets to be struck by a bolt of lightning instead of one. You may mix and match these targets, such as one allied creature and one enemy creature. Additionally, all lightning damage rolls granted by this mind increase to $2d4$.
- At 13th level, you may choose three targets instead of two. Additionally, all lightning damage rolls granted by this mind increase to $3d4$.
- At 17th level, you may choose five targets instead of three, and you may choose yourself as one of the targets. Additionally, all lightning damage rolls granted by this mind increase to $4d4$.



BARBARIAN: PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The Path of Gainz is an option available to a barbarian, in addition to options from other sources.

Path of Gainz

Often called a Brobarian or Babearian, you are motivated primarily by one thing: Gains. Getting bigger. Not just growing stronger, but becoming the strongest, most efficient version of yourself that you could possibly be. Your strength is not born of your heritage (though that may play a significant part), nor is your strength born from a belief in a higher being or some arbitrary magical force. No, your strength comes from your dedication to becoming a force to be reckoned with, and your controlled rage ensures that none are mightier than you.

PATH OF GAINZ FEATURES

Barbarian Level	Feature
3rd	Meal Prep, Pre-Workout
6th	Brain Gainz
10th	Lift Big, Get Bigger
14th	Swoleness of Body

Meal Prep

At 3rd level you become proficient with cook's utensils, and can use them to meal prep once per long rest in order to create $1d3 + 1$ Brotein Shakes. Preparing Brotein Shakes requires time spent working with your cook's utensils, at least one minute per shake.

Brotein Shake

The Brotein Shake is the primary source of power for a Brobarian. When consumed, it initiates a rage. Non-brobarian characters who drink the Brotein Shake initiate a rage with effects equivalent to a level 1 Barbarian. The Brobarian uses this potion to transform their rage into a roid-rage, and later to initiate Swoleness of Body. A Brobarian who does not use their bonus action to rage in the same turn they consume a Brotein Shake enters a level 1 barbarian rage as if they were a non-Brobarian character. Brotein Shakes expire after 1 day.

Pre-Workout

When you rage, you may use your action to consume a Brotein Shake, transforming your rage into a roid-rage, and granting the following benefits:

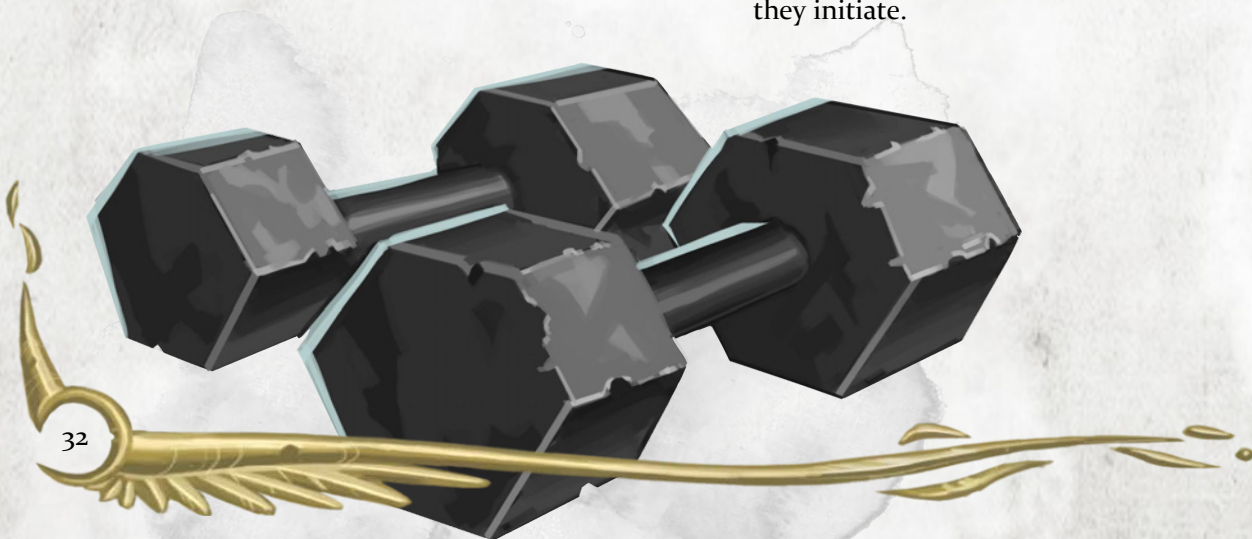
- While roid-raging, you crit on a roll of a 19 or 20.
- You gain a bonus to your attack rolls equal to your rage damage bonus.
- You are proficient with improvised weapons.

When you exit a roid-rage, you are poisoned until you finish a short or long rest.

Brain Gainz

Through your experience and long-term exposure to Brotein Shakes, you have learned much about how the body works. At 6th level, if you are not proficient in Medicine, you are now proficient. If you were already proficient, you now have expertise.

Additionally, when you meal prep, you may make a Wisdom (Medicine) check with a DC of 14. If you succeed, the Brotein Shakes you make have the added benefit of adding $1d8 +$ your Constitution modifier temporary hit points that last the duration of the rage they initiate.



Lift Big, Get Bigger

You have spent an enormous amount of effort on picking things up and putting them down. As a result, at 10th level, you gain the following benefits during a roid-rage:

- Proficiency in Heavy Armor.
- All melee weapons without the Reach property count as Light weapons when you wield them and can be used for two-weapon fighting.

Swoleness Of Body

You know the value of a recovery period, and over time, you have maximized the efficiency of your body's recovery. At 14th level, you may use an action to enter into a recovery period until your next turn. During the recovery period, you may not take reactions. If you are conscious at the start of your next turn, you may expend 1 or more hit die to regain health as if you had taken a short rest.



BARD: BARD COLLEGE

At 3rd level, a bard gains the Bard College feature. The College of Warrior Poetry is an option available to a bard, in addition to options from other sources.

College of Warrior Poetry

There are those who take the words given to them, and twist, remix, and mash them up into vicious lyrical attacks, witty one-liners, and inspiration. Bards of the College of Warrior Poetry, also known as “Street Laureates,” combine their verbose vernacular with a powerful arcane focus, the tuning blade, in order to crank their spoken spell-slinging to 11. Reputation is power in many circles of warrior poets, and some even engage in lyrical “battles” with one another to test their mettle and prove their worth.

Flexing doesn’t always necessitate strength. Warrior poets put the “diss” in disarm, able to smooth-talk their way into the tightest vault, and smack down any fool pitiful enough to think they can step to them. The power of words, time, rhythm, and rhyme are unstoppable. Warrior poets will find a fiery beat and march to it.

WARRIOR POETRY FEATURES

Bard Level	Feature
3rd	Tuning Blade, Stylized Spell-slinging
6th	Tongue-Twista
14th	Collaboration

Tuning Blade

At 3rd level, you acquire a tuning blade. You are considered proficient with this weapon, and it counts as your spellcasting focus.

This weapon is uniquely used by the warrior poets of Murka, and has several unique properties. While normally an ornately bladed knife, the user may, as a bonus action, magically conjure a hempen rope attached to the end so as to swing it through the air like they just don’t care, or to whip it back and forth. This cord lasts until dismissed as a bonus action. When used this way, the Tuning Blade has the reach property, and deals 1d8 damage.

Name	Damage	Weight	Properties
Tuning Blade	1d6 slashing	4.24 lbs	Light, finesse, special

Stylized Spell-Slinging

Also at 3rd level, you have learned to use your tuning blade to flavor your spells with unique rhythms and melodies. You can do this a number of times per long rest equal to your Charisma modifier. While wielding your tuning blade as your spell focus, you may apply one of the following styles to any spell you cast:

Hyperman. When you cast a spell that targets more than one creature, you may target one additional creature with that spell.

On The Come-Up. When you cast a spell that targets an area, you may increase that area by 10ft.

Dissonant Track. When you cast a damage-dealing spell, you may increase the die of that spell by one step, according to the table below.



Original Die	New Die	Original Die	New Die
d4	d6	d10	d12
d6	d8	d12	d20
d8	d10		

Chilling. When you cast a spell that heals damage you may increase the die of that spell by one step, according to the table below.

Big Sexy Hook. When you cast a spell that targets an area, you may move every creature affected by the spell 10ft in one direction of your choice.

Multi-genre Mashup

You may choose to gain the benefit of more than one style on a single spell by expending one use of Bardic Inspiration per additional style beyond the first.

Tongue-Twista

At 6th level, you have learned to speak 10s of syllables per second. You may cast a spell that has a casting time of 1 action as though its casting time were 1 bonus action. The spell must have only verbal components or

verbal and material components ignored by your arcane focus. Additionally, you may cast a spell in this way even if you have used an action to cast a different spell this turn.

You may use this ability a number of times per day equal to your Charisma modifier.

Collaboration

At 14th level, you have gained enough renown that you need only contribute a single verse to any song already being sung, enacted, or created in order to empower it. You may use your reaction to do the following:

Action	Reaction
An allied creature makes an attack roll.	You may make a single attack.
An allied creature makes an ability check or saving throw.	You grant them a Bardic Inspiration die to their roll.
An allied creature casts a spell which requires a saving throw.	You grant targets of that spell disadvantage on their saving throw.

CLERIC: DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The Explosion Domain and Freedom Domain are options available to a cleric, in addition to options from other sources.

Explosion Domain

Long ago, a brave young alchemist was the first to discover that, with the help of a few reagents and a simple spark, he could create arguably the single coolest thing in the world: an explosion.

Since then, people from the world over have recreated this magic using everything from alchemical reactions to magic spells. For a select few, however, the power to create explosions comes from a higher power; the world is exploding, but they are not afraid.



Clerics who choose the Explosion domain are granted the action-packed blessings of every Cool Guy who came before them, granting them the ability to command powerful bursts of flame as well as powerful bursts of coolness. Clerics who master this domain tend to find themselves drowning in fame, fortune, and at least one other f-word.

EXPLOSION DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Flame-Retardant, Unflinching Awesomeness
2nd	Channel Divinity: Boom Goes the Dynamite
6th	So Hot Right Now
8th	Fire Eater
17th	Explosion Proof

Domain Spells

You gain domain spells at the cleric levels listed in the Explosion Domain Spells table. See the Divine Domain class feature for how domain spells work.

EXPLOSION DOMAIN SPELLS

Cleric Level Spells

1st	<i>hellish rebuke, boom*</i>
3rd	<i>scorching ray, continual flame</i>
5th	<i>fireball, wind wall</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>flame strike, boooom*</i>

* indicates a new spell that can be found in Chapter 7: Spells and Conditions

Flame-retardant

At 1st level, you gain resistance to fire damage and force damage.

Unflinching Awesomeness

Also starting at 1st level, you gain proficiency with explosives. Whenever an explosion happens within sight (you do not have to see it), you have advantage on Charisma checks for 4 hours.

Channel Divinity: Boom Goes The Dynamite

Starting at 2nd level, you can use your Channel Divinity to cause fire damage to also generate an explosion.

When fire damage is rolled for an effect within sight, and after the damage has been rolled, you can use your reaction to Channel Divinity and make one target of that damage roll make a Dexterity saving throw against your spell save DC. On a failed save, the creature is knocked back 5 feet and takes an additional 1d6 force damage. On a successful save, the creature is not knocked back and only takes half of the additional force damage (minimum 1). When you reach 8th level, the extra damage increases to 1d8. When you reach 14th level, the damage increases to 2d8.

So Hot Right Now

At 6th level, you, much like Hansel, are SO hot right now. In fact, your hotness is so intense that, as a reaction to somebody touching your bare skin, you can inflict 1d6 fire damage to whoever touched you.



Fire Eater

Starting at 8th level, once per day, you may consume the flames of a fire the size of a campfire. This ritual takes one minute. When you consume the flames, the fire is extinguished, and you regain one use of Channel Divinity.

Explosion-proof

At 17th level, you become immune to all fire damage and force damage.

Freedom Domain

The scream of a soaring eagle. Shattered chains at a free man's feet. Some guy sending out flocks of writwrits about his fetishes and fursona.

For better or worse, the great nation of Murka was founded with one principle above all others: Freedom. That means freedom of speech, freedom of religion, and the freedom for Bards to seduce any creature that fails its Charisma saving throw.

These freedoms are what separate Murka from the rest of the civilized world. They are everything that Murka stands for. They are the spirit dwelling within every Murkan citizen. They are the lifeblood of the free world. Those freedoms not only make Murka what it is, they're also powerful enough to fuel some of the strongest magics ever known.

FREEDOM DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, First and Second Amendments, Freerunning
2nd	Channel Divinity: Unbound
6th	Range of Motion
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Fly Like an Eagle

Domain Spells

You gain domain spells at the cleric levels listed in the Freedom Domain Spells table. See the Divine Domain class feature for how domain spells work.

FREEDOM DOMAIN SPELLS

Cleric Level Spells

1st	<i>heroism, hunter's mark</i>
3rd	<i>alter self, zone of truth</i>
5th	<i>counterspell, spirit guardians</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>awaken, telekinesis</i>

First and Second Amendments

When you choose this domain at 1st level, spells you cast no longer require a verbal spellcasting component. You also gain firearms proficiency.

Freerunning

Also starting at 1st level, you can take the Dash or the Disengage action as a bonus action.

Channel Divinity: Unbound

Starting at 2nd level, you can use your Channel Divinity to unlock a non-magical lock or undo a magical or non-magical binding (such as ropes or chains). Additionally, this ability can remove the restrained and grappled conditions from a creature, and dispel any spell or magical effect which has paralyzed a creature.

Range of Motion

At 6th level, armor you are wearing does not affect your ability to swim, encumber your movement in water, give disadvantage on stealth checks, or prevent you from fully recovering after a long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Fly Like an Eagle

At 17th level, you can call upon the Spirit of Freedom. After 1 minute of thoughts and prayers, you gain a feathered pair of wings sufficient for a creature of your size and a fly speed equal to twice your speed. The wings disappear after 1 hour.



DRUID: DRUID CIRCLE

At 2nd level, a druid gains the Druid Circle feature. The Circle of the Furkin is an option available to a druid, in addition to options from other sources.

Circle of The Furkin

While many druids throughout history have looked to animals as their companions and equals, even Wild Shaping themselves to become one with their creature counterparts, there are some who feel that their own true identity lies much closer to their bestial brethren. These druids, known commonly as “Furkin Druids,” have learned to use their Wild Shape magic to adopt physical characteristics from creatures, taking on some of their abilities and blurring the line between humanoid and beast.

A druid of this circle might house the spirit of two wolves deep within them, choosing to adopt the characteristics of one in order to pursue their prey. Or, one might long to get away from Murka’s countless sprawling metropoli, municipalities, and megalopolises, yearning to slip their bipedal bonds and the chains of civilization in favor of a life in the freedom of the forest, or a well-fitted collar.

CIRCLE OF THE FURKIN FEATURES

Druid Level	Feature
2nd	Fractional Anthropomorphization
6th	Other Characteristics
10th	Your Insurmountable Ferocious Force
14th	Mighty Morpher

Fractional Anthropomorphization

When you choose this circle at 2nd level, you gain the ability to partially Wild Shape yourself, giving yourself a single physical feature from a creature and its associated ability. You may expend one use of your Wild Shape ability to replace part of your body with a part from a beast’s. Take one ability, attack, or the movement speed from a beast with a CR equal to half your character level rounded down or less, as appropriate to this change. A bat’s ears for echolocation, a dolphin’s fins for its swim speed, or a

mammoth’s tusks for its gore attack, for example. You may choose to use your wisdom modifier instead of the creature’s Strength or Dexterity modifier when determining the relevant attack and damage bonuses and modifiers. Because this is only a partial change, your statistics do not change, and provided your GM allows, you may continue to cast spells as normal. This otherwise acts as if you had spent a wildshape normally.

THE ARMS OF THE EAGLES

Eagles don’t have hands. They have talons, but they don’t use those to fly. When players use their Fractional Anthropomorphization feature, you as the GM are absolutely within your rights to say that the wings they gain replace their hands, preventing them from casting spells or using weapons. Similarly, they may wish to use a dolphin’s tail to swim, but that would make it incredibly difficult to walk on land as their legs have transformed for said porpoise.

Other Characteristics

When you reach 6th level, your ability to partially Wild Shape improves significantly. You may choose one of the following options. This choice is permanent.

- When you use your Fractional Anthropomorphization feature, you may choose up to two abilities from any one beast, or one ability from two different beasts, to partially change into at the same time. If you choose one ability from two different beasts, you take on physical characteristics from both.
- You may use your Fractional Anthropomorphization feature while you are already Wild Shaped.

Your Insurmountably Ferocious Force

Starting at 10th level, when using your Fractional

Anthropomorphization ability, in addition to the ability, attack, or movement speed and physical traits you gain from one of the beasts whose characteristics you've adopted, you may choose to take on one of their physical ability scores as well.

Mighty Morpher

At 14th level, you are deeply connected to your inner creatures, furry or otherwise, and your affinity for them grows stronger than ever before. As a result, you no longer have any time limit on your Wild Shape or Fractional Anthropomorphization class features.

Additionally you gain the benefits of whichever choice you did not pick at 6th level.

WHAT SUITS YOU BEST?

Many are the options available to furry druids. However, it can be difficult in the heat of the moment to decide between a bear's strength or a baboon's dexterity. As such, many Druids of this circle develop 'go-to' animals they prefer. If you're the type to switch between all the beasts of the world, that's a very fine way to play this class, but we recommend picking a few favorites and developing a sort of furry affinity for them, or even a furry persona if you will.



FIGHTER: MARTIAL ARCHETYPE

At 3rd level, a fighter gains the Martial Archetype feature. The Action Hero Martial Archetype is an option available to a fighter, in addition to options from other sources.

Action Hero Martial Archetype

A wise man once said, “A hero is just an ordinary individual who finds the strength to persevere and endure in spite of overwhelming obstacles.” But an action hero... Well, that’s another story. An action hero doesn’t just take the road less traveled: he leaves in his wake a path of blood and destruction, bodies and bullets. The path of the action hero is beset on all sides by the thrill of danger and the absence of any fear of death. A hero might know when to stop, but an action hero never has to.

ACTION HERO FEATURES

Fighter Level	Feature
3rd	Combat Proficiency, Hallway Warrior, Signature Moves (3 options)
7th	Combo Breaker, Signature Moves (5 options)
10th	Cool Guys Don’t Look, Signature Moves (7 options)
15th	Mission: Impossible Reload, Signature Moves (9 options)
18th	Terminated

Combat Proficiency

When you choose this archetype at 3rd level, you gain proficiency with firearms, unarmed strikes, and improvised weapons.

Signature Moves

Starting at 3rd level, you learn three signature moves of your choice, then two additional signature moves of your choice at 7th, 10th, and 15th level. When you learn a new signature move, you may replace one signature move you already know with a different one. Each use of a signature move must be declared

before you take the related action. You can use only one signature move per round. Signature moves modify a single attack unless otherwise specified.

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

Signature move DC = 5 + your proficiency bonus + your Strength or Dexterity modifier (your choice) + your remaining number of adrenaline points.

Hallway Warrior

When you choose this archetype at 3rd level, you learn to harness the power of adrenaline to perform signature moves, crippling your foes and giving you the upper hand in combat. You have a pool of adrenaline points that can hold up to 5 + your Constitution modifier.

Adrenaline. You can gain adrenaline points in several different ways. Each of the following increases your adrenaline points by 1:

- Performing courageous or daring acts (GM discretion)
- Killing hostile creatures with a CR of at least $\frac{1}{4}$ of your Action Hero level
- Rolling a critical success on any attack roll or saving throw
- Taking any damage greater than or equal to your level
- Moving at least 20ft in a straight line and making an attack
- Taking the Dash action

Adrenaline points can be used to perform signature moves. Adrenaline points can also be spent one at a time as a reaction to give yourself a +2 bonus to any saving throw or skill check which uses Constitution, Dexterity, or Strength. As a bonus action, you may spend an adrenaline point to add an additional die of damage to any weapon attack you make. Adrenaline points last for 10 minutes after combat ends.

Combo Breaker

When you reach 7th level, you may use two signature moves per round.

Cool Guys Don't Look

Upon reaching 10th level, you become proficient with explosives. As well as being proficient, you gain the ability to move 5 feet away from any explosions as a reaction, and if you were initially within 10 feet of the explosion, you gain 1 adrenaline point.

Mission: Impossible Reload

Starting at 15th level you gain the ability to, as a bonus action, reload two one-handed firearms at one time without dropping either of them. Alternatively you may reduce your speed to 0 for a turn to reload a two-handed firearm without spending an action or bonus action. Your allies will undoubtedly look on in horror and/or amazement at whatever it is you do to accomplish that.

Terminated

At 18th level, all attacks made using adrenaline points deal an additional damage die of a type already dealt by the attack, and any critical hits made using adrenaline cause you to immediately regain the spent adrenaline point in addition to the point you gain for critical successes on attack rolls.

Signature Moves Options

The Signature Moves feature lets you choose a variety of options for it at certain levels. The options presented here are in alphabetical order.

And Stay Down! You must be using a ranged weapon. You spend 1 adrenaline point. If your attack is successful, in addition to taking damage, your opponent must make a Constitution saving throw. On a failed save, they are knocked prone, and given the slowed condition.

Boom! Headshot! You must be outside the normal range of your ranged weapon. You spend 1 adrenaline point to no longer have disadvantage on your attack. If you have any feats or abilities that take away disadvantage at this range, you now have advantage on the attack.

Catchphrase. You spend 1 adrenaline point to say a catchphrase or one-liner while making an attack. All enemies within earshot must make a Wisdom saving throw. On a failed save, a creature gains the incapacitated condition for 1 round. If any opponent dies from your catchphrase attack, you regain the spent adrenaline point.

Clothesline Attack. When making an attack of opportunity. If successful, you can expend 1 adrenaline point to knock your opponent prone instead of dealing damage.



Curve The Bullet. You must be using a ranged weapon at range. You spend 1 adrenaline point and make a single attack against a target you can see behind any amount of cover. For the sake of your attack roll you ignore any effects that creature is benefiting from due to cover.

Did I fire 5 shots...? You must be using a firearm. When attacking with a firearm, you may spend 1 adrenaline point to force your opponent to roll a Wisdom saving throw. On a failed save, your firearm is automatically reloaded.

Disarming Attack. You spend 1 adrenaline point and make an attack. Your opponent must roll a Dexterity saving throw. On a successful save, you deal damage as normal with no further effects. On a failed save, you deal damage as normal and gain one of the following benefits:

If using a firearm: You disarm your opponent.

If unarmed: You steal your target's weapon from their hands.

Dodge This. You must be using a firearm, and be within 5 feet of your opponent. You spend X adrenaline points and gain +X to your attack roll. Additionally, the critical range of your attack increases by 1 (example: a weapon with a critical range of 19-20 would crit on 18-20).

Grapple Shot. You must be within 5 feet of your target and have a free hand to use this signature move. You may spend 1 adrenaline point and, as an action, make an opposed athletics check against the target. If you succeed, your opponent is grappled, and you may make an immediate attack against your target that ignores any AC bonus they get from their armor or shields. If your target succeeds, you fail to grapple or attack them. After the attack, you release the target and they lose the grappled condition.

Penetrating Shot. You must be using a firearm. You spend 1 adrenaline point and make a single, powerful attack that penetrates your target's armor, flesh, and bone, continuing into their friends behind them. In lieu of making an attack roll, every creature in a 5ft wide line with length equal to your gun's normal distance makes a dexterity saving throw. Creatures who fail this throw take damage as if hit from your gun, while creatures who succeed take half damage.

Shoulder Tackle. You must have at least 5 feet of space between you and a target no more than one size larger than you. You expend 1 adrenaline point and, as an action, move up to 20 feet into the target's square. The target is pushed backwards 5 feet and knocked prone.

Shoot From The Hip. You must be using a firearm and have not moved this turn. You spend 1 adrenaline point and your speed is reduced to 0 until the end of your turn. You can make 1 additional attack with a firearm on your turn.

Spray And Pray. You must be using a firearm with more than one shot. You spend 1 adrenaline point, and fire all your remaining shots in a 20-foot cone. A number of creatures in the cone up to the number of shots you fire must make a Dexterity saving throw. On a failed save, they are hit by your attack, and you may roll damage. On a successful save, they are not hit, and take no damage.

Throw Enemy. You must have an enemy grappled. You spend 1 adrenaline point, and your grappled target must make a Strength (Athletics) or Dexterity (Acrobatics) saving throw. On a failed save, you pick up your target and throw them in a direction you choose. A grappled creature of up to your size can be thrown 10 feet, and a creature of one size larger than you can be thrown 5 feet. A thrown creature is knocked prone, and anything hit by the thrown creature takes damage based on that creature's size.

Size of Grappled Creature	Damage Dealt When Thrown
Small	2d4
Medium	3d6
Large	4d8
Huge	5d10
Gargantuan	6d12

Wrist Control. You must be grappled. You can spend 1 adrenaline to make a normal unarmed attack while still grappled. If successful, in addition to dealing damage, you and your opponent are both knocked prone, and the grapple is broken.



MONK: MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The Way of the Wild Ensemble is an option available to a monk, in addition to options from other sources.

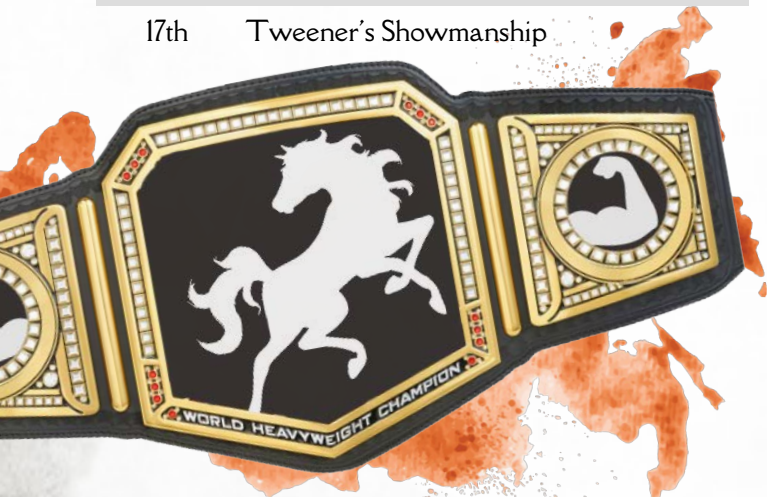
Way of the Wild Ensemble

There are some who devote themselves to lives of modesty. Taking vows of silence, poverty, or chastity, to show themselves as an example to those outside their lifestyle that, through self-discipline and rigorous routine, anything is possible. Then, there are some who follow the Way of the Wild Ensemble. They know that by striking fear into the hearts of evildoers, or by showing that great heroes can overcome seemingly insurmountable odds, they can inspire the populace and overcome their own vices and demons.

These practitioners attune themselves to the thoughts of the people, the heroes of old, and the stories that live in the hearts thereof. Often accumulating huge swaths of fans, they take their training no less seriously than any other martial artist, because for them, it isn't just about the individual doing the training—it's about achieving and inspiring something far greater than themselves. It's about becoming the cream of the crop, and rising to the top.

WAY OF THE WILD ENSEMBLE FEATURES

Monk Level	Feature
3rd	A Big Show, Promo School,
6th	Heel-Face Turn
11th	Finisher
17th	Tweener's Showmanship



A Big Show

At 3rd level, you may spend a ki point as part of rolling initiative to move up to your speed before combat begins. Through this move, you reveal yourself boldly and confidently, drawing attention to yourself and interrupting any stealth you may have had. This ability should help prevent you from finding yourself unjustifiably in a position you'd rather not be in.

Promo School

Also at 3rd level, you gain proficiency in Performance, Persuasion or Intimidation checks. Additionally, when a creature within 5 feet of you makes a successful melee attack against you, you may use your reaction to make an opposed Athletics check against that creature. If you are successful, you take damage from the attack as normal, but then you grapple the target.

Heel-Face Turn

Your training has come to a point where you must choose a persona to embody. Either you channel the monstrosities of arrogance and efficiency, learning to intimidate your foes into submission with your very presence just as much as the thought of being ground into the dust by your heel, or you learn to become the very face of nobility, fair-play, and justice, inspiring heroics and hope in even the most downtrodden.

When you reach 6th level in this class, you gain one of the following features:

Aura of The Undertaker. Once per turn, when you make a melee attack, you may spend 2 ki points to exude an aura of desolation, weakness, and hopelessness. Every enemy creature of your choice within a sphere centered on you with a 10-foot radius must make a Charisma saving throw against a DC equal to 8 + your Charisma modifier + your proficiency modifier. On a failed save, creatures take a number of d4 psychic damage equal to your monk level. On a successful save, they take half as much damage. Additionally, all affected creatures have disadvantage on their attacks. This effect lasts until the end of your next turn.



*I am the CREAM of
the CROP, brother!
Ooooh, yeah!*

*— Savage Randall,
The Macho*

Aura of The Unseen One. Once per turn, when you make a melee attack, you may spend 2 ki points to exude an aura of hope, power, and confidence. Every allied creature of your choice within a sphere centered on you with a 10-foot radius gains a number of d4 temporary hit points equal to half your monk level. Additionally, these allies have advantage on their attacks. This effect lasts until the end of your next turn.

Finisher

Beginning at 11th level, when you successfully hit an opponent that you have grappled, you may expend 1 ki point to take both you and the grappled creature prone. You may also spend 1 ki point when you hit a creature that is grappled and prone to greatly exaggerate the strike, causing it to make a Constitution saving throw. On a failed save, that

creature is incapacitated for a number of rounds equal to your Charisma modifier. On a successful save, the creature takes damage as normal.

Tweener's Showmanship

At 17th level, you gain a number of extra ki points equal to your Charisma modifier, and you gain the feature you did not take at 6th level. You may use both of these auras at the same time, but both still only once per turn. Creatures affected by these abilities are now frightened or immune to being frightened for 1 minute as opposed to until the end of your next turn.

PALADIN: SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The Oath of Independence and Oath of the Peacekeeper are options available to a paladin, in addition to options from other sources.

Oath of Independence

Let no man stand above you. Let no man stand beneath you.

You are a shining symbol of self-reliance, radiating capability and strength. In the face of adversity, you don't look to a higher power. You look to yourself and those you trust, and together, you find your path forward.

If tea shall be brewed, you alone shall brew it in the harbor of righteousness, knowing that both it and you belong there.

OATH OF INDEPENDENCE FEATURES

Paladin Level	Feature
3rd	Oath Spells, Bonus Proficiency, Channel Divinity
7th	Independent Thought (10 feet)
15th	From Zero to Hero
18th	Independent Thought (30 feet)
20th	Freedom Fighter

Tenets of Independence

A paladin who takes this oath upholds the Tenets of Independence.

Freedom From Authority. You bow to no higher power that has not earned your fealty outright. Though you may pledge your allegiance to a deity, a government, or an organization, it is only because you believe in their message. The moment they attempt to wrestle away your agency, you break the bonds that hold you together without remorse.

Relying, Not Depending. Independence is made manifest through cooperation. While you refuse to give or receive handouts, you recognize the value of equal exchange. Never will you take away the independence of another, and never will you yourself

become so dependent on another that you are left without a choice to refuse them. It takes many candles to form the blaze of glory.

Honesty And Truthiness. Integrity costs nothing, but is worth everything. If you are not a man of your word, you are a man of no value. Say what you mean, and mean what you say. Always.

Liberate Those Under Rule. There will be times when those who suffer under the control of another will need your help. They may not always ask for it. They may not always know that they need it. But nobody shall suffer, willingly or not, at the strings of a puppet master. Not on your watch.



Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Independence Spells table.

OATH OF INDEPENDENCE SPELLS

Paladin Level	Spells
3rd	<i>detect evil and good, heroism</i>
5th	<i>branding smite, zone of truth</i>
9th	<i>haste, lightning bolt</i>
13th	<i>private sanctum, fire shield</i>
17th	<i>flame strike, mass cure wounds</i>

Bonus Proficiency

When you take this oath at 3rd level, you gain proficiency in firearms.

Channel Divinity

In addition, when you take this oath at 3rd level you gain the following two Channel Divinity options:

Liberate. As an action, you can channel a wave of liberation at a target creature within 50 feet of you. Choose one of the following effects:

- Dispel any charm effects placed on the creature, dispel any spell or magical effect which has paralyzed the creature, and remove the grappled or restrained conditions from the creature.
- Break any physical bonds (magical or not) restraining the creature.
- The creature makes a Charisma saving throw equal to your spell save DC. On a failed save, one of its allies or minions gains a sense of independence, becoming hostile to its leader or authority figure.

Follower's Retribution. As an action, you call upon your deepest sense of independence and the divine strength it gives you. Choose a target creature within sight who has allies or minions nearby. The target suffers 1d8 psychic damage, plus an additional 1d8 for each minion or ally within 20 feet of it.

Independent Thought

Beginning at 7th level, you have achieved a permanent aura of independence. You and friendly creatures within 10 feet of you are immune to charm effects while you are conscious.

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

From Zero To Hero

Starting at 15th level, you are always under the effects of the *heroism* spell.

Freedom Fighter

At 20th level, once per long rest, you may spend an action to become a living symbol of freedom and independence. You begin radiating positive energy that tyrants everywhere fear. You gain the following effects for one minute:

- You have advantage on attack rolls against any creature who has allies or minions within 30 feet of you.
- When attacking a creature, you deal an additional 1d6 psychic damage for each of its minions or allies within 30 feet of it or you, up to a maximum of 10d6.
- Once per round when you land an attack on a creature, it makes a Charisma saving throw against your spell DC. On a failure, one ally or minion of the creature that can see and hear you that you choose is permanently no longer loyal to the creature you attacked.

Oath of the Peacekeeper

Paladins who pledge the Oath of the Peacekeeper recognize that a non-violent approach should always be the preferred method of problem-solving. These paladins endeavor to ensure peace, protection, and prosperity for all creatures, and will typically exhaust every non-peaceful option before resorting to violence. On occasion, a paladin who swears the Oath of the Peacekeeper is faced with a problem which necessitates violence on their part to ensure long-term peace, and in these scenarios, they will stop at nothing to restore that peace.

OATH OF THE PEACEKEEPER FEATURES

Paladin Level	Feature
3rd	Oath Spells, Bonus Proficiency, Channel Divinity
7th	Shield of Peace (10 feet)
15th	Divine Tranquility
18th	Shield of Peace (30 feet)
20th	Avatar of Peace

Tenets of Peace

The tenets of the Oath of the Peacekeeper hold a paladin to nearly impossible standards of peace and tranquility.

Peace At Any Cost. You are a fount of peace, and everywhere you go, you shall leave placidity in your wake. Those who encounter you leave feeling a sense of ease and a lack of internal or external tension. Honesty, dignity, and integrity all come second to the preservation of peace.

Compromise When Necessary. In order to achieve peace, you may find that you need to make a tough decision or an even tougher sacrifice. Sometimes a few must suffer in silence for the greater good of the many.

Educate The Violent. Some think of violence as the solution to all problems, as the easiest solution, or the most reliable. It is your responsibility to show them the way of peace, to teach them that a diplomatic and non-violent solution is always the best solution.

Know When To Strike. When confronted with a scenario in which peace is no longer an option, you must strike immediately. Once pacifism fails you, there is only violence left, and your strikes shall come fast, but without fury. Your goal is never to punish, never to harm for harm's sake - you must only act out in violence if it means restoring the peace.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Peacekeeper Spells table.

OATH OF THE PEACEKEEPER SPELLS

Paladin Level	Spells
3rd	<i>command, shield of faith</i>
5th	<i>psychedelic wave*</i> , <i>hold person</i>
9th	<i>slow, speak softly...*</i>
13th	<i>banishment, compulsion</i>
17th	<i>geas, modify memory</i>

* indicates a new spell that can be found in Chapter 7: Spells and Conditions

Bonus Proficiency

When you take this oath at 3rd level, you gain proficiency in firearms.

Channel Divinity

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

Peacemaker. You can make one target creature that you can see indifferent to creatures of your choice that it is hostile toward. This indifference lasts until any of those creatures takes a hostile action against the target or one of its allies. Creatures immune to the charmed condition are immune to this effect.

Halt Harm. When a target threatens a creature that you see with an attack, you can use your reaction to quickly emanate an aura of submission around the target, imposing disadvantage on the target's attack roll.

Shield of Peace

Beginning at 7th level, you exude an aura of peace powerful enough to protect yourself and your allies. You and allies within 10 feet of you gain a +3 bonus to AC while you are conscious.

When you or an ally take a hostile action, such as making an attack or casting a harmful spell, the bonus to AC granted by this aura decreases to +1 for 1 minute.

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

Divine Tranquility

Starting at 15th level, any creature who targets you with an attack or a harmful spell, or if you are in the area of effect of a harmful spell cast by a creature, that creature must first make a Wisdom saving throw against your spell DC. On a failed save, the creature must choose a new target, or lose the attack or spell.

Avatar of Peace

At 20th level, as an action, you become a living symbol of utter pacifism and tranquility. For one hour, all creatures within a 60-foot radius of you become indifferent to creatures of your choice that they are hostile toward. This indifference lasts until you or any creature in the area not influenced by this ability takes a hostile action, such as making an attack or casting a harmful spell, against the targeted creatures.

Once you use this feature, you cannot use it again until you finish a long rest.



TRUE PATRIOTISM

Patriotism, or national pride, is the feeling of love, devotion, and sense of attachment to a homeland and alliance with other citizens who share the same sentiment. This attachment can be a combination of many different feelings relating to one's own homeland and can often overwhelm all other senses, including common sense or the sense of empathy in the name of pride. When this happens, patriotism can quickly become nationalism, or even jingoism. Paladins of the Oath of the Peacekeeper, while valuing non-violence above all else, tend to ultimately file those suffering from intense, outwardly-focused jingoism under the 'Know When To Strike' tenet.

RANGER: RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The Conclave of Bovine Youth is an option available to a ranger, in addition to options from other sources.

Conclave of Bovine Youth

Way out west, there are these folks I wanna tell y'all about. These folks call themselves "Lone Rangers." Wanderin' the red, desolate plains with the sun in their eyes and a big iron on their hip. Sometimes they're alone. Sometimes they've got a gang together. And I reckon, sometimes they're even keen on makin' friends and helpin' out.

Y'see, sometimes there's a person - I won't say "hero," 'cause what's a hero? - But, sometimes, there's a person - and I'm talkin' about a Lone Ranger here - sometimes, there's a person with no place. A person with no name. A person on a horse, a person with a gun. A person who... Aw, hell. I've introduced them enough.

CONCLAVE OF BOVINE YOUTH FEATURES

Ranger Level	Feature
3rd	Cowboy Magic, A Horse With No Name, Quick Draw
7th	Rodeo Clown
11th	Deadeye
15th	Drifter

Cowboy Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, chosen from the table below. This choice is made when you reach the level listed and cannot be changed thereafter. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

LONE RANGER SPELLS TABLE

Ranger Level	Spell
3rd	<i>compelled duel</i> or <i>find familiar</i>
5th	<i>find steed</i> or <i>gust of wind</i>
9th	<i>yee haw*</i> or <i>haste</i>
13th	<i>true grit*</i> or <i>find greater steed</i>
17th	<i>legend lore</i> or <i>eye of the tiger*</i>

* indicates a new spell that can be found in Chapter 7: Spells and Conditions

A Horse With No Name

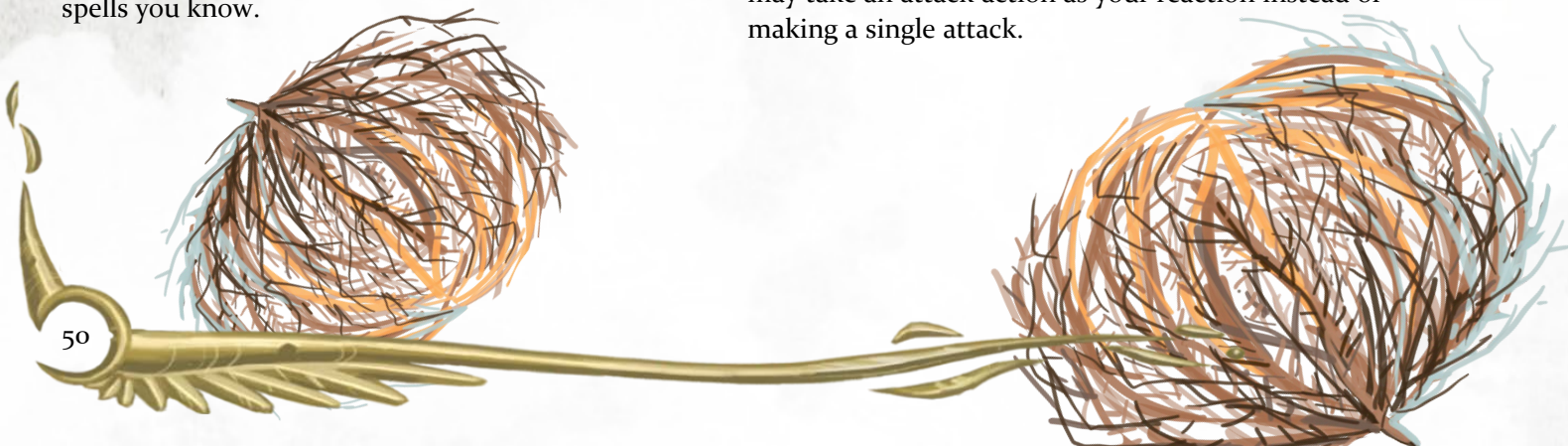
When you reach 3rd level you may designate one creature you can ride as your 'Horse With No Name.' Appropriately, you cannot know this creature's name before designating it as such, but you are able to give it one without losing the benefits of this feature. Being atop your Horse With No Name affects other class features you get.

If, at any point, your Horse With No Name dies, you may replace it after appropriately grieving for at least 24 hours. If you were the one who killed it, you only need to grieve for 8 hours, but you have disadvantage on any animal handling checks you make for the next 48 hours. You may only have one Horse With No Name at a time, and you cannot un-designate A Horse With No Name.

Quick-Draw

Also at 3rd level, you gain proficiency with lassos and with firearms that have the light property. When an opponent draws a weapon or makes an attack against you within range of a ranged weapon that you are wielding, you may use your reaction to make a single ranged attack against that opponent. On a hit, the opponent must then make a Constitution saving throw versus your Spell Save DC. On a failed save, they are disarmed.

If you are atop your Horse With No Name, you may take an attack action as your reaction instead of making a single attack.



5TH LEVEL ABILITY

If you are playing an alternate version of the Ranger, perhaps unearthed via arcane or archaeological methods, insert the 5th level ability:

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Rodeo Clown

At 7th level, once per short rest, you may use a reaction when you take damage to move 10 feet and only take half-damage.

If you are atop your Horse With No Name, you instead take no damage, but your Horse With No Name takes the damage instead.

Deadeye

Starting at 11th level, you can expend one ranger spell slot to gain a bonus to your attack and damage rolls until the start of your next turn. This bonus is +1 for a 1st level slot, +1 more for each spell level higher than

1st, to a maximum of +5.

If you are atop your Horse With No Name, you have advantage on these attacks.

Wrangling Drifter

Beginning at 15th level, you have advantage on Intimidation and Persuasion rolls in any town you've never been in before, up until you end your 2nd long rest in that town.

Once per short rest, you may use an action to summon a spectral lasso and make a spell attack roll against an enemy within 15ft. On a success, the target creature is grappled, and must use its action to make a Strength or Dexterity Save equal to your Spell Save DC to escape. You may use an action on a following turn to tie up the grappled creature, causing the target to become restrained, even if you are not within 5ft of the creature. The lasso lasts for 1 minute.

If you are atop your Horse With No Name, you may have it drag a creature no larger than your Horse With No Name who is grappled or restrained by a rope or lasso, spectral or otherwise, that you are holding onto. A creature dragged this way takes 1d6 bludgeoning damage per 10 feet moved, or 1d10 per 10 feet if prone. These go up to 2d6, or 2d10 if they are moved across difficult terrain.





ROGUE: ROGUISH ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. The Faceless is an option available to a rogue, in addition to options from other sources.

The Faceless

Felicitations! For you, a fable—a fickle fabric woven from fastidious figures: Both the faithless and faithful find folly in flagrant fighting, for they find only frustration in the fracas. For some—not fanatics, followers, nor fellows of the flock—there is joy in the faintest fabulism, the fadeout of a fetching fragrance on a fine day's finale. For others, however, there is fear—of fecund words, fertile with flattering falsities.

These folks will frequently fragment from society, finding that, for them, facsimiles are better than fortunes. They form fresh faces from facets of fakery, forging forward with ineffable flair. They rise above the froth of society's firths and the fires of falling

factions, taking aim and firing at those false pharaohs fraught with fearsome force and frightening apathy.

They do not forgive, nor do they forget, for they are the Faceless.

THE FACELESS FEATURES

Rogue Level	Feature
3rd	Bonus Proficiencies, Anomalous Mask, /B/link
9th	Memetic Mimicry
13th	Directed Denial of Sorcery
17th	Revelation of Mootness

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with thrown weapon attacks and either the disguise kit or the explosives kit. Additionally, you may make sneak attacks with thrown weapon attacks.

Anomalous Mask

At 3rd level, you gain an Anomalous Mask with which you can completely conceal your identity. This mask is extraordinary in nature—it functions as a disguise kit, and appears to shift its shape as you look at it, leaving no memory of its form once it leaves your vision. While wearing this mask, you lose any racial features you may have, but gain the ability to influence the way others perceive you, manipulating your perceived facial features and the sound of your voice. You cannot make yourself appear to be a creature of a different size, and your general body shape must stay the same. Your clothing and equipment do not change appearance.

/B/link

Also at 3rd level, while wearing your Anomalous Mask, you gain the ability to pass from person to person completely unnoticed. You may spend all of your movement to immediately teleport from one creature within 5 feet of you to a target creature within 50 feet of that creature. Both creatures must be within sight of you. You appear in a space adjacent to the target creature. You may make a Dexterity or Charisma check with a DC of 16 to do so without being noticed. If you succeed on this check, you count as hidden from any creature that can see the space you appear in.

Memetic Mimicry

At 9th level, your obsession with anonymity and your willingness to impersonate others becomes so strong that you can mimic the abilities of other races with the magic of your mask. Once per long rest, as a bonus action, you may make a Charisma check with a DC of 16 to take on a racial ability from any race. You must be wearing your Anomalous Mask to make use of this ability, and you have this ability until you either take off your mask or take a long rest.

Additionally, you may make sneak attacks with explosives.

Directed Denial of Sorcery

At 13th level, you gain the ability to overload the magic senses of enemy casters. Twice per day, you may cast *counterspell* at third level using Charisma as your spellcasting ability.

The level at which you cast *counterspell* increases to fourth level when you reach level 14, fifth level when you reach level 16, sixth level when you reach level 18, and seventh level when you reach level 20.

Revelation of Mootness

You have come to realize a truth: Your mask is your true veneer, and it is your birth face that is the facade. Because of this, you act more naturally while wearing your mask, and your words have more power because of it.

At 17th level, while wearing your Anomalous Mask, your Charisma score increases by 6, and your maximum for this score is now 26. When not wearing your mask, your Charisma score decreases by 6 and the maximum for that score becomes 14.



SORCERER:

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. Affluenza is an option available to a sorcerer, in addition to options from other sources.



Affluenza

Your family's bloodline stopped running crimson a long time ago: now, gold and silver flow through your veins, thanks to your family's long-time connection to some wealthy, corrupt power source. Perhaps you're descended from a cruel, malevolent investor, or some greedy, litigating demon.

Perhaps you are a descendant of The Don or a close, personal friend of Queen Killary. Perhaps your parents earned their money legitimately but you yourself had the misfortune of coming down with the terrible sickness; Affluenza. Regardless, your great wealth and your magical ability are now inextricably linked, for better or for worse.

AFFLUENZA FEATURES

Sorcerer Level	Feature
1st	Tax Evasion, Trust Fund
6th	Eldritch Bribe
14th	Nesting-Doll Yachts
18th	A Mysterious, Unfortunate, Unavoidable Accident

Tax Evasion

Starting at 1st level, anytime you would be made to unwillingly spend or lose money, you may simply substitute someone else's. Amounts of less than 10 gold magically disappear from coin pouches within 120ft of you (divided as equally as possible?). Amounts 10 gold or above require you spend 1 sorcery point per 50 gold (minimum 1 point). If this loss would bring the victims below the point of having no money, the remaining total is deducted from your funds.

Trust Fund

Also at 1st level, you gain a bonus to your spell save DCs and spell attack rolls based on the highest type of currency you are currently carrying (+3 for a Buck, +2 for a Platinum, +1 for Gold).

Eldritch Bribe

At 6th level, your wealth, status, and privilege have deeply intermingled themselves with your magical ancestry. You may spend money to gain a bonus on

your next roll. For every 1 sorcery point and 10 gold spent, add 1d4 to your next ability check, attack roll, or saving throw.

Nesting-Doll Yachts

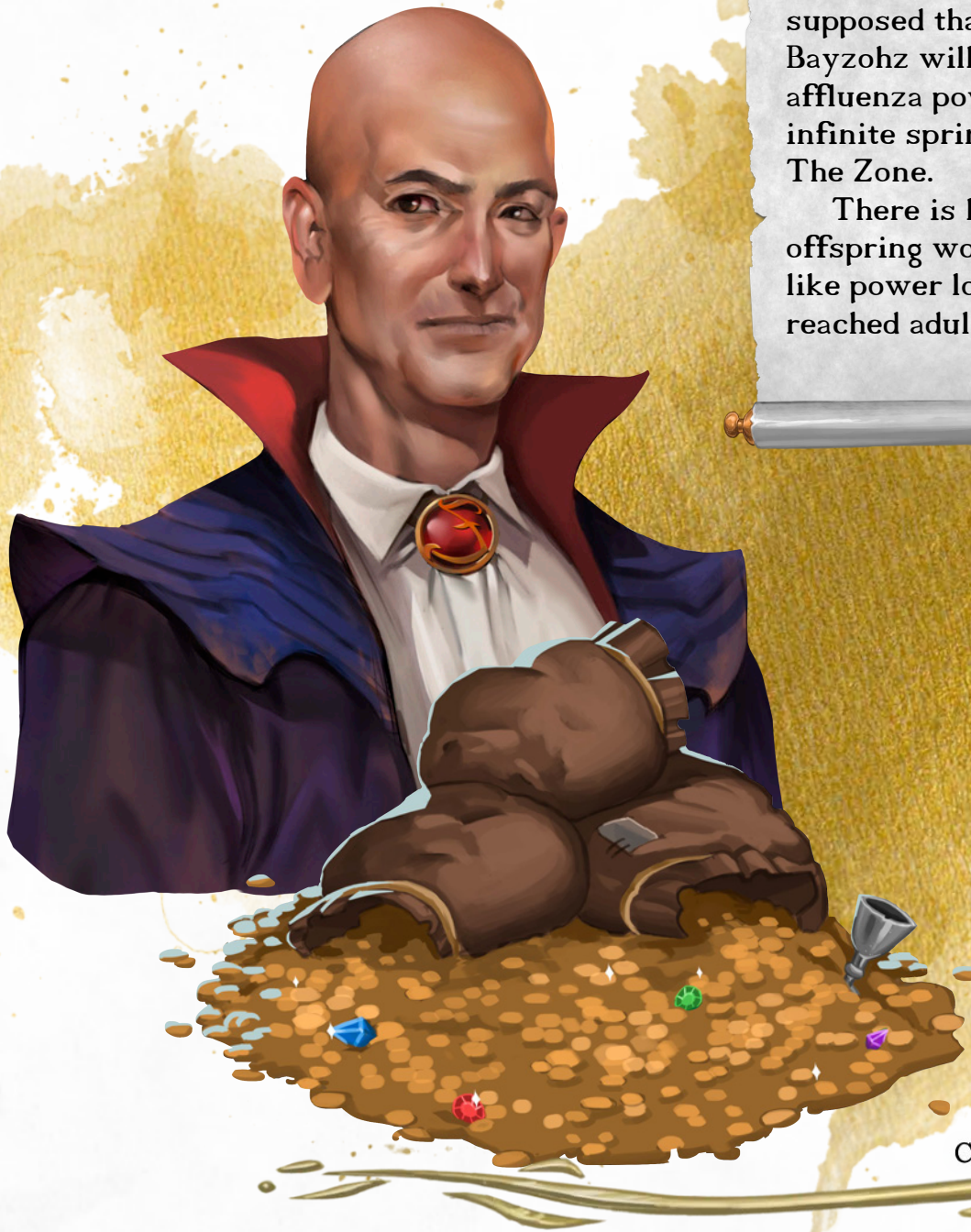
At 14th Level, your obscene inherited wealth has granted you access to a plethora of modes of transportation. No matter where you are, you may spend 5 sorcery points to have any generic vehicle, appropriately sized for your party, which exists somewhere in the world (at the GM's discretion) delivered to you in an 'as-new' quality within one hour.

A Mysterious, Unfortunate, Unavoidable Accident

At 18th level you may spend X sorcery points to have a single creature anywhere on your plane of existence who does not have this class feature and is not currently in possession of a Murkan buck (or its equivalent value in gold, silver, or copper) take $X \times 10$ irreducible Damage of a type of your choice.

Though the source of Jeffar Bayzohz's magical power is wildly disputed among scholars and unknown to the populace, it is supposed that any descendants of Bayzohz will be filled with potent affluenza power from the near infinite spring of wealth created by The Zone.

There is little doubt that Jeffar's offspring would control archmage-like power long before they even reached adulthood.



WARLOCK:

OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The Crowd is an option available to a warlock, in addition to options from other sources.

The Crowd

Some warlocks form a pact with a powerful, eldritch creature; others, with a maleficent demon; others, still, with a magical, celestial being. But not you.

You've chosen to forego the classical "Warlock meets Patron" formula, and instead, have sold your soul to the ever-changing whims of the general populace, making you forever beholden to the will of the masses. Finding power in the people is a tale as old as time. You've seen cultists do it, preachers, and even kings. So why not a warlock? Why not you? And what's not to love? Fame, fortune, and the adoration of all of your fans... as long as you don't disappoint them.

CROWD FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Views and Hits
6th	Inflated Self Worth
10th	Conveniently Timed Apology
14th	Influencer

Expanded Spell List

The Crowd lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

CROWD EXPANDED SPELLS

Spell Level	Spells
1st	<i>feather fall</i> , <i>chaos bolt</i>
2nd	<i>calm emotions</i> , <i>pyrotechnics</i>
3rd	<i>compelled challenge</i> *, <i>catnap</i>
4th	<i>confusion</i> , <i>compulsion</i>
5th	<i>dominate person</i> , <i>geas</i>

* indicates a new spell that can be found in *Chapter 7: Spells and Conditions*

Views and Hits

At 1st level, your ability to perform well with a captive audience gives you a bonus to all skill checks and saving throws depending on the size of the audience watching you. An audience is anyone who can see or hear you and is actively paying attention to what you are doing.

AUDIENCE SIZE TABLE

Audience Size	Bonus
1-5	+1 to all Skill Checks and Saving Throws
6-10	+2 to all Skill Checks and Saving Throws
11-20	+3 to all Skill Checks and Saving Throws
21-50	+4 to all Skill Checks and Saving Throws
51-100	+5 to all Skill Checks and Saving Throws
101-500	+6 to all Skill Checks and Saving Throws
500+	+7 to all Skill Checks and Saving Throws, and an additional +1 for every additional 500 audience members.

Inflated Self-Worth

Starting at 6th level, when a creature hits you with an attack you can use your reaction to add your Charisma modifier to your AC until the start of your next turn. If this causes the attacking creature to miss, you gain temporary hit points equal to your warlock level.

Conveniently Timed Apology

At 10th level, once per long or short rest, you may use your reaction to apologize for your seriously inconsiderate actions, and assure everyone that you never meant to offend anybody. Any creature you choose who can hear you (though they do not have to understand you) must make a Wisdom saving throw. On a failed save, they take psychic damage equal to the amount of damage you've taken since your last turn, and have disadvantage on attacks against you and your allies until your next turn.



Influencer

At 14th Level, you gain proficiency in Charisma (Performance) checks if you did not have it already. If you did, you instead gain expertise in Charisma (Performance) checks.

Once per long or short rest, you may make a Charisma (Performance) check to sway the hearts of a crowd of people. Every creature you choose who can see and hear you must make a Wisdom saving throw with the DC equal to the result of your performance check. On a failed save, a creature is considered paralyzed for one minute. Each time the target takes damage, they may make another saving throw. On a success the effect ends on the target. If a creature loses its ability to see or hear you, it ceases to be affected.

You must continue to perform for the duration, so as to keep them all enraptured, so you may not take any actions or reactions, or do anything that would cause you to stop performing.

Whenever you take damage, you must make another Charisma (Performance) check with a DC of 12 to continue performing. Each subsequent time you take damage, the DC increases by 5. The DC resets to 12 at the start of each of your turns.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options found in other sources.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

Senpai Has Noticed You

You can magically empower other creatures. As an action, you can encourage any number of creatures who can hear you. If they use their next turn to follow your advice, they gain advantage on any rolls to do so.

Don't Forget to Like...

Prerequisite: 3rd Level

You can cast *charm person* at a level equal to your warlock spell level, without expending a spell slot, a number of times per long rest equal to your Charisma modifier.

...and Subscribe

Prerequisite: Don't Forget to Like invocation

When you cast *charm person* successfully, the target creature does not realize they were charmed.



WIZARD: ARCANES TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The School of Interfacing is an option available to a wizard, in addition to options from other sources.

The School of Interfacing

The School of Interfacing focuses on providing support that not even a wall of fire could stop, whether that's in the form of buffs to allies or ridding them of illnesses and viruses. Always thankful to be called upon, practitioners of this school are often lauded for their understanding of the code of magic on a basic level. Though these "Help Wizards" often appear to have an incredibly in-depth understanding of the matrix of magic, more often than not, they simply know which textbooks to consult.

INTERFACING FEATURES

Wizard Level	Feature
2nd	Remote Support, Add-Ons
6th	Install Updates and Reboot
10th	Cancel or Run
14th	Turning It Off and Back On

Remote Support

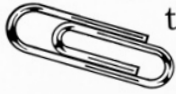
When you choose this school at 2nd level, you may use the Help action as a reaction, and you can expend a 1st level spell slot to use the Help action at 30 feet, a 2nd level slot to use it at 60 feet., or a 3rd level slot to use it at 120 feet.

Add-Ons

Also beginning at 2nd level, when you cast a spell that targets one or more creatures, you may expend an additional spell slot of equal or greater level to have that spell target one additional creature. For the sake of this feature Cantrips count as first level spells.



"It looks like you're building a wizard character focused on providing magical assistance to their allies. Would you like help with that?"



Install Updates and Reboot

At 6th level, at the beginning of a long rest, you may cast, as a 30 minute ritual, any spell that targets a willing creature. At the end of that long rest, that creature is affected as if under a constant version of that spell's effect until they begin another long rest. A creature must significantly contribute to the ritual casting of this spell to be affected this way.

A spell cast this way must be at least 1 level lower than the highest spell level you can cast. Though you ignore concentration requirements, you may still only cast one concentration spell this way per long rest, and you must have the spell in your spellbook in order to cast it this way. Because you are not technically casting the spell, but rather installing it, your Add-Ons feature does not affect spells cast this way.

Cancel or Run

At 10th level, you may use the Dash or Disengage actions as bonus actions provided you are moving directly towards one or more allied creatures.

Turning It Off & Back On

At 14th level, you may engage in a ten-minute ritual with any creature currently afflicted by one or more diseases, madness effects, exhaustion levels, curses, or other negative status effects. The affected creature must then immediately do one of the following:

Soft Reboot. Take a long rest in order to be rid of one of the negative status effects.

Hard Reboot. Become incapacitated and begin making death saving throws with advantage. On 3 successful death saving throws, the creature comes back cured of ALL negative status effects. On three unsuccessful saving throws, well... Your ally has stopped responding. Because they're dead.

WHAT WOULD YOU SAY... YOU DO HERE?

What counts as a significant contribution to a ritual spell being cast by a different creature is up to you and your GM. Some Help Wizards are fine with their subject simply reminding them to fully install the spell, run through the spell, and finish installing the spell. Others may need to magically attune to their query, requiring a joint meditation session for the duration of the spell. Still others may require the knowledge of where the creature was born, what their family name is, the name of their first pet, and other personal information.

ALTERNATE RACE OPTIONS

Dragunborn

Dragunborn, both Tactical and Rustic, have inherited their namesake's valuation of privacy and territory. Dragunborn consider themselves clanless and always strike out on their own, searching for a place they can put down roots and greedily covet. Their greed is not necessarily a sign of evil, as most dragunborn tend toward neutral alignments and primarily enjoy being left alone. However, despite their introverted nature, it is not uncommon for adventuring dragunborn to hold their companions very close to their hearts. To a certain extent, dragunborn consider these companions part of their 'territory' and any violation thereof, such as the harming of a party member, is treated as a personal affront to themselves. The similarities, however, between tactical and rustic dragunborn end there. Tactical dragunborn tend to be more outgoing, while rustic dragunborn tend to be more introverted. Rustic dragunborn are slow to anger, but slower to leave it, meanwhile tactical dragunborn tend to have a much shorter fuse.

Draconic Ancestries (Dragonborn)

Should you choose to play a Dragonborn character in the world of Murka, feel free to select from some of these draconic ancestry options from the different kinds of Dragons in Murka. Piercing and bludgeoning damage from a dragonborn's breath weapon is considered magical for the purposes of overcoming resistances.

Dragon	Damage Type	Breath Weapon
Tactical Dragon	Piercing or Bludgeoning*	15 ft. cone (Dex. save)
Rustic Dragon	Piercing or Bludgeoning*	5 by 30 ft. line (Dex. save)
Freedom Dragon	Radiant	15 ft. cone (Dex. save) or 5 by 30 ft. line (Dex. save)*

* choose one at character creation.

Freedom Dragonborn

Freedom dragonborn all share a single, incessant, more-annoying-than-truly-troubling problem: They are almost always mistaken for Aarakocra. Both species appear to be avian in appearance, have claw-adjacent hands, and cut a very noble silhouette. There are, however, some distinct, obvious-to-the-careful-observer, differences. Most notably, while Aarakocra tend toward bird-like mannerisms, freedom dragonborn, (as one might guess) tend more towards the draconic. Like all Dragonborn, freedom dragonborn value honor and duty, but commonly, this particular subrace doesn't see those virtues as constantly motivating factors. That is to say that freedom dragonborn hate bullies and value the honor of their clan, but they tend to be a lot more laid back about what somebody says about their clan than most dragonborn. That being said, freedom dragonborn are quick to act the moment somebody acts against their clan, whether that clan be chosen or birth-given.



A WORD ON PRIVILEGE

Before including Human Privilege, remember to talk to your group, regardless of if you are player or DM, and discuss it beforehand. Things at an otherwise-friendly table can get very dicey* if it appears the DM is favoring a particular player, or if a particular player keeps asking for special treatment because of their race.

Understanding that many tables will choose not to use this section, we felt it would have been irresponsible not to include it in this book at all. This is real, it happens, and if you want to run a game that parodies what we're parodying, we highly encourage you to consider engaging with this topic, especially if it challenges you in some way.

** You are REQUIRED to laugh at this joke.*

Privileged Human

Human Privilege refers to about six billion different things that humans don't have to worry about simply because they are human.

When a half-orc or a tiefling enters a shop, for instance, it is not uncommon for the shopkeep to feel the need to watch them to “maintain the safety of their property.” This happens to humans occasionally, sure, but much less frequently. When hiring adventuring parties, goblin and gnome names are often overlooked in favor of human names. This often leads non-humans to feel it necessary to use a 'human name' on mercenary posting boards.

Examples of human privilege could go on to fill entire volumes. This would be less of a problem if all humans were aware of and actively tried to work against their own innate prejudices. However, many humans, when faced with their human privilege, become defensive, thinking that whoever is bringing it up is saying, “All humans have it easy.” That is not the case. Some humans have it easy, and some humans have it harder, but all humans benefit from their shared privilege.

If you have or are a human player and want privilege to be a part of your game, consider taking the below Variant Human Race.

Privileged Human

Ability Score Increase. Three of your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Privilege: When dealing with other humans, people of authority, or acting via a proxy, you have advantage on Charisma based checks and any checks to avoid detection or being seen as suspicious.



FEATS

Bardic Diction Energy

Bardic Diction Energy is confidence without cockiness. It is never misplaced, and it cannot be simulated. It inspires all, and cannot be mistaken or ignored. When you make a Charisma check or saving throw, allied creatures who can see you may use their reaction to gain one Bardic Inspiration die.

If you already grant Bardic Inspiration dice, this die is the size of the rest of your Bardic Inspiration dice but does not expend a use of your Bardic Inspiration feature. Otherwise, this die is a d4. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

Daredevil

You have special training that allows you to perform daring feats of bravado. You can generate adrenaline points and you learn 2 signature moves of your choice from those available to the Action Hero martial archetype for the fighter class. If a signature move requires your target to make a saving throw, the DC is equal to 5 + your Charisma modifier + your proficiency bonus + the total number of adrenaline points in your adrenaline pool (3+ your Constitution modifier).

Musketeer

You, more than almost anyone, know the power in a firearm, and there is but one thought more terrifying than you with your trusty musket... Being in your line of fire.

- You may reload one additional two-handed firearm when you take an action or bonus action to reload.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a two-handed firearm, you can use a bonus action to make a melee attack with it, counting it as a greatclub with the finesse property.

Pistolero

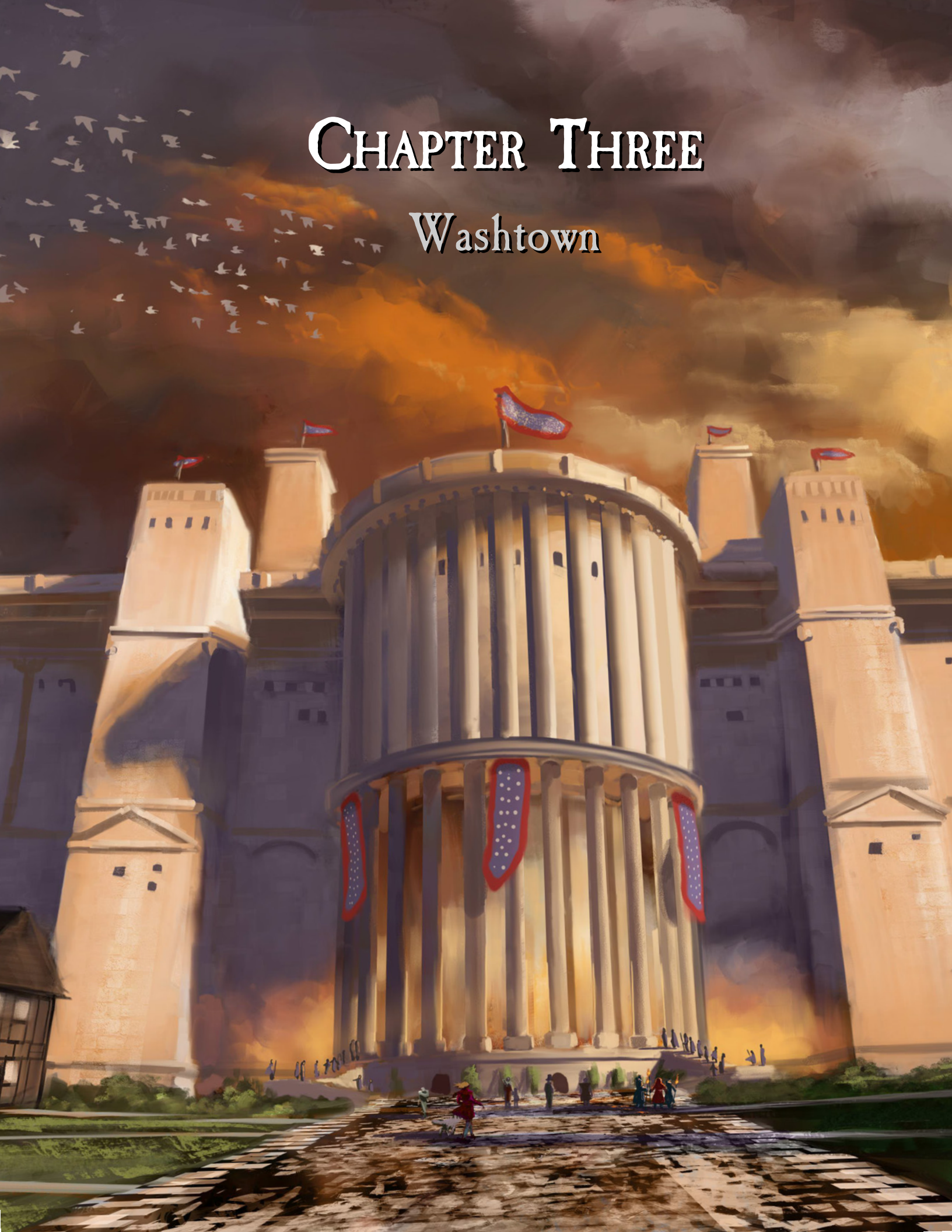
Your skill with the thunderous light sidearms of Murkan fame is the stuff of legends.

- You may reload one additional one-handed firearm when you take an action or bonus action to reload.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded one-handed firearm you are carrying.



CHAPTER THREE

Washtown



Washtown is the very definition of a white-washed tomb: beautiful, vast, and the crown jewel of the kingdom—but also rotting and filled with death. During the inception of the Murkan Kingdom, King Wash founded the pleasant small town to serve and supply the needs of the Pale Fortress. But tales of Murka's prosperous lands and welcoming people, the promise of proximity to those in power, and the influence of corrupt leaders, have all changed Washtown—for the worse. Now, Washtown is the nesting ground for a vast array of bureaus and guilds, all of which spend an exorbitant amount of time vying for The Don's favor and preying on the poor.

As the town became a city, it stretched the defensive capabilities and affluence of the Pale Fortress. Many of the poorest in this city come to Murka hoping to find opportunity and acceptance in this great land—but instead, they find only hardship. These ill-treated souls are relegated to one of Washtown's seedier districts—like the Outer City, or the Undercity—while the rich live lavishly in the Ivory District, reaping the benefits of proximity to the leader of the free world.

CULTURE AND GOVERNMENT

The city of Washtown is presided over by The Don, the current ruler of Murka, who rules from the tall towers of the Pale Fortress. The Don and his allies, however, are not the only domineering force of the Free City: a number of private companies and guilds have also aligned against The Don, and under these many cabals, the city is divided into districts based on ownership and influence.

One of the open secrets of Washtown is that its people are often predatory and guarded against strangers. Crossing the poverty line typically requires one to either align with one of the guilds, or engage in less-than-savory activity to supplement their income. Washtown's atmosphere of patriotism, pomp, and circumstance is overshadowed by an unspoken air of fierce competition and survivalism.

Of course, no city is well and truly *all* bad—Washtown is known to celebrate the holidays with the biggest and most beautiful festivals, held in the various courtyards of its many monuments. These festivities tend to draw out people from all of the various suburbs of Washtown, bringing them together to celebrate as a singular people.

IMPORTANT LOCATIONS

The Pale Fortress

The Pale Fortress is a grand castle situated in the center of Washtown, the capital city of Murka. Built by good King Wash, the fortress has served as a protective home to all of Murka's previous leaders, from which they have issued commands and decrees that shaped Murka, inspired Murkan armies to conquer their enemies, and gave life to the dream of freedom and independence. For hundreds of years it has served as a symbol of justice, equality, and order in the new world.

The fortress, as the name suggests, is composed of thick, stark white walls that tower over almost every other building in Washtown. While imposing from the outside, the inside of the castle grounds were once flush with gardens and trails where dignitaries would come to tour and speak with the king of Murka. The inner castle is expansive, with immense columns and dramatic battlements all hewn from the same white marble as the outer walls. These elaborate decorations span several wings, with a room for every purpose of state.

Unfortunately, The Don's reign has replaced much of the Pale Fortress' prior elegance with a harsher, more sinister purpose. Though few have seen it in recent times, it is rumored that the gardens have been torn up, and the once elegant halls of the castle now host trumplin gatherings and parties. There is even talk that one of the guest wings has become an enormous tromp's lair.

The fortress remains prepared for the longest and hardest of wars with a healthy garrison of trumplins and tromps. A wise visitor would be wary of upsetting The Don in their presence, for even if they could flee past these well armed troops, they may find themselves under considerable threat even beyond the walls due to the many ballistas and catapults supplementing their already considerable might.

The Hall of Kings

When the Pale Fortress was a place of light and beauty, many foreign visitors, dignitaries, and rulers would tour the grand fortress and view the ancient kings of Murka in the Hall of Kings. The Seven Kings

of Murka—from the time of the revolution—are depicted here, as well as a statue of Abram The Great, King Ulysses, Kings Frank and Theore of The Rose, King Eisenhut, and, most recently, the tragically assassinated King John. Each of these kings were recognized for their great achievements, in life and in death.

Many would argue that more of Murka's past kings deserve a statue in the hall—and others would argue that some of Murka's queens deserve more recognition than the kings they ruled beside. As though a final slap to the face, a rumor is now circulating that The Don has built his own statue—much, much larger than the rest. Few can verify this rumor, however: no one who is not an agent of The Don has exited the Pale Fortress since he took power.

The Elliptical Edifice

The office and throne room of the Murkan king is designed to be the last room standing should the castle fall in the more literal sense. Its walls are significantly thicker than the rest of the castle, and the room is protected by ancient magic created by Murka's Native tribes. From this room The Don rules Murka with an iron fist, casting his shadow upon the entire kingdom.

The New Vault

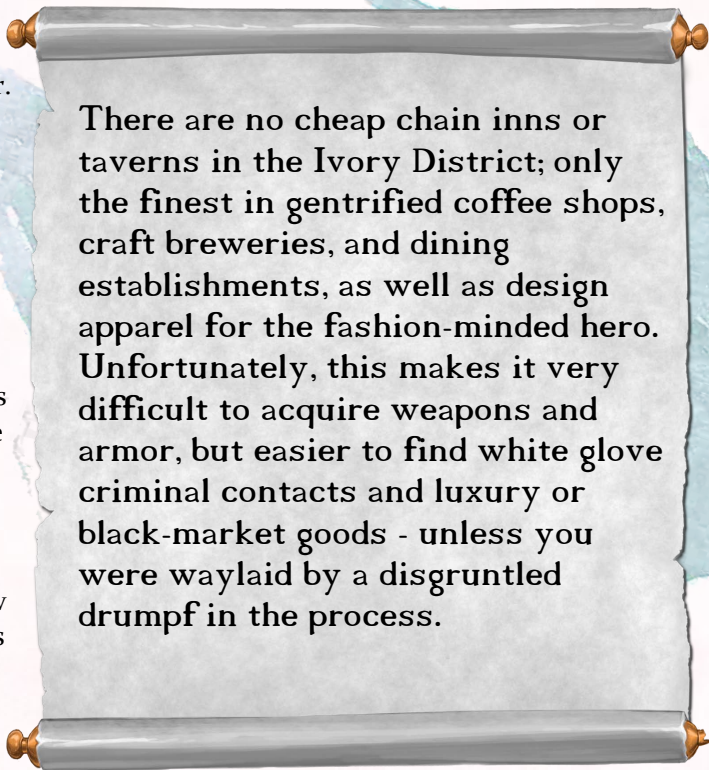
In the dungeons below the Pale Fortress lies the New Vault, where The Don stashed all the gold and riches he'd taken from The Gilded Fortress. Unbeknownst to the citizens of Murka, this vault is home to an ancient and powerful, otherworldly evil known as D'lanod. D'lanod is the mysterious, hidden puppet master pulling The Don's strings, using him to manipulate the masses and further its greed and hunger.

The Ivory District

Immediately surrounding the Pale Fortress is a slew of businesses owned by the filthy rich, and the agents of The Don. So named for the stark white stone composing the architecture of the buildings, the streets, and everything in between, the Ivory District appears to be a flawless near-utopia for the men and women who work in the businesses of the Ivory District, as government representatives, or in positions within the Pale Fortress.

In spite of appearances, the Ivory District is

actually a cleverly-disguised hive of scum and villainy, home to crime lords a plenty, and serving as a central location for white-glove crime—the kind of crime where nobody is directly injured, where there is no clear-cut and immediate victim; where the perpetrators' hands are indefinitely clean—beneath the noses of, and often at the hands of, its denizens. It comes as no surprise to most Murkans that this area of Washtown is predominantly human populated as well, followed closely by scores of drumpf who tend to run the finer smithies, cobbler shops, and tailors.



There are no cheap chain inns or taverns in the Ivory District; only the finest in gentrified coffee shops, craft breweries, and dining establishments, as well as design apparel for the fashion-minded hero. Unfortunately, this makes it very difficult to acquire weapons and armor, but easier to find white glove criminal contacts and luxury or black-market goods - unless you were waylaid by a disgruntled drumpf in the process.

Monument District

The central business district of Washtown is a white marble metropolis filled with massive, ornate buildings and surrounded by a network of gardens, parks, statues, and monuments to the heroes and kings of Murka. Many of the finest residential areas, government buildings, and learning institutions are built around these monuments.

The City of Honor

Murka has fought many, many wars—and while there are monuments for each war, the proper burial of



Murka's honored warriors falls to the The City of Honor, a massive necropolis situated underneath the Monument District in Washtown. With every war, the catacombs become more labyrinthian, and some armies, such as the army that would have fought the Murkan Revolution, can no longer be found. Many Murkans journey to Washtown to honor the dead in the necropolis by placing flowers on the tombs of their fallen kin.

The Washtown Monument

Built after the death of King Wash, the Washtown Monument was dedicated to both its first king, and to the revolution that birthed Murka as a nation. The monument is no longer open to the public, and is currently being used as a den for a host of Trumplins—but when it was available to the public, there were rumors that the monument concealed the entrance to a vast catacomb containing the body of King Wash and the army he used to forge the kingdom.

The Empty Treasury

At one time the miniature fortress that guarded all the gold of the Murkan Kingdom was a sight to see. While perhaps not the most frequented monument, travellers would still come from far and wide to tour The Gilded Fortress and the treasury within.

Now the treasury lies empty, the fortress unmanned, and it's many vast halls and hearths have

darkened. When The Don took power, one of his first acts as leader was to raid the treasury and hoard all of the gold inside the bowels of the Pale Fortress. He did so in the cover of darkness, and only took credit once the theft had been discovered the next day. He then dismissed the garrison of the fortress for dereliction of duty.

Curiously, nobody truly knows what became of the warriors who guarded this hall after their dismissal. Some say that many of those knights and footmen can be found wandering Midwesternos as sellswords and hedge knights - but more likely, most of them were transferred to another governmental entity. The Murkan government has a way of taking care of its own this way.

The Statue of Abram The Great

After the death of Abram The Great and the end of the Freedom War, the next king of Murka commissioned this statue of one of Murka's greatest kings. The statue of Abram stands almost 20 feet tall, depicted with Abram's armor, and wielding the flaming sword of truth and justice; Veritas. Rumor has it that the king who commissioned this massive statue did so in order to conceal the location of Veritas, though many have chalked this up to being the fanciful, wishful ruminations of a bygone generation of would-be adventurers.

Veritas, and Abe.

The Wall of Nami

Murkan Warriors were (and are) prideful, and the Nightmare War had once given them a reputation for winning battles and never surrendering. However, the war in Nami was an embarrassment for Murka. Not only did Murka lose the war, horribly, but Murka lost a war to a nation of farmers with no prior military training, and very few weapons to speak of.

The king of Murka needed to regain the good faith of his troops and the Murkan people after such a horrible defeat. In a desperate attempt to assuage the people, the king built the Nami Memorial, a vast and tall black mirror wall with the names of every soldier who fell during the war inscribed on it. The monument was intended to heap honors on the warriors, and distract the populace from the shame of Murka's defeat.

The war in Nami was an eye-opening experience for a kingdom unused to losing. It drove the kingdom into a strange, collective madness—in some ways, a very good, and needed madness that sparked change and reform. But still, the war left a deep wound on

the hearts of the Murkan people, and the Wall of Nami has become a place of silent contemplation, known for its melancholy atmosphere.

The Outer City

Washtown is old, and as such it was once nestled in between a number of other villages that were small enough to be considered “far” from one another in a world where walking and horses were the normal method of travel. Magic and technology have, in many cases, bridged gaps between cities and made the world of Murka, and by extension, Washtown, much smaller. At the same time, these villages and towns have all grown because of their proximity to Washtown. Nowadays there is a veritable urban blanket that covers Washtown on all sides, filled with towns and villages whose borders with Washtown and each other have all become blurred. Sadly, as the rich get richer, they eventually gravitate inward to Washtown proper—where the power is—and the Outer City becomes poorer with every passing year.





The Outer City is capitalism at its ugliest. Here, the poorest of Washtown live, and are taken constant advantage of. Here are cheap chain restaurants, gloomy inns, and communal laundry yards, each one offering a “better deal” than the last—though the reality of that deal’s veracity is usually plain to see. The Outer City looks, and feels, like a black hole which its denizens can never hope to escape—much like Pittsburgh.

The Outer City is truly a mess. It’s in constant use, neither fully abandoned nor well kept. Its architecture is a mixture of modern, ugly, and quaint. No house or building stays abandoned for long, usually defaulting to a close relative, or simply being converted into the next nail salon. The Outer City is filled with cheap, questionable food stands, loan sharks, and carriage salesman. Between shady, shortcut businesses and families simply trying to survive; the fires of struggle burn hotter here than anywhere else in Washtown, a veritable beacon to the flocks of the Weary. While most of the other districts in Washtown have their own mixture of residential and business areas, only the Outer City mixes the two so intensely. The result is that most shops double as homes, and most homes are placed

in inconvenient locations. There is no real rhyme or reasoning to the curious placements of small office buildings in the centers of neighborhoods, or houses next to garrison forts and local government buildings.

In one of the poorest boroughs of the Outer City lies the base of the Communal Party, where adventurers can find the leader of their local chapter. The Communals spend their days helping the poor, building up the borough, and dodging the authorities who would gladly arrest them on the authority of The Don.

The Outer City is a mess of quaint wooden buildings and dreary streets. The dirt-caked streets and old sign posts look as though they had been nice once in an age long passed. The stone cathedrals and walkways of Washtown have given way for broken paths where wooden beams occasionally replace brick. It’s a city by law, but it’s shoddy, mismatched, and disorganized buildings seem more like a series of small towns all smashed into one space.

The Undercity

While the Undercity has always existed for Washtown, for most of its history, it has served as a series of access tunnels for sewage, water distribution, public transportation, and crypts for the families living in Washtown. During the Industrial Age, the tunnels were expanded considerably to include underground businesses, apartments, and eventually streets and roads.

After descending from the streets of Washtown, the cavernous Undercity opens up in front of you. You see a sprawling network of walkways and candle-lit windows cut out of stone that cascade downward in tiers. It is difficult to tell the difference between what might be a crypt or a home until its owner walks out and shuts the front door. The sounds of dull conversation, dragging feet, and metal being forged echo from parts unknown into the deep darkness below.

This expansion unearthed deep caverns with plentiful space for urban expansion—and so the Undercity was born in earnest. Many of the seedier parts of Washtown lie in the Undercity: It's a stark mixture of the non-humans of Washtown and society's undesirables who have no choice but to live underground, and the eccentrically rich who can not be convinced to leave.

Though unsightly, the Undercity is well known for the quality and the quantity of its many admittedly irreputable establishments and services, such as hitmen, opium dens, and backroom alchemical laboratories. Those looking for equipment can search for pawn shops, or you could rip the loot from the dead hands of the ruffians and gangsters who prowl the streets. The vast network of empty crypts and cellars host many of the largest gangs and discreet organizations that run the criminal side of Washtown—so, anything you can't buy can potentially be found or taken.

The central areas of the Undercity specifically belong to the Shadow Kingdom and their queen, Killary. Shadow Kingdom territory is generally the better-kept region of the Undercity, with guards, and, to a certain extent, even laws. Granted, many of these laws are selectively enforced and morally gray, but they do ensure a certain level of order in the area.



THE CITY OF
WASHTOWN

- 1 The Pale Fortress
- 2 The Empty Treasury
- 3 Grand Council Building
- 4 Washtown Monument
- 5 Statue of Abram the Great
- 6 Wall of Nami
- 7 The City of Honour
- 8 Undertown Entrance



IMPORTANT FACTIONS AND PEOPLE

The Don's Party

Forces loyal to The Don are found far and wide, well beyond the reaches of Washtown and its suburbs—with a great many of his followers being of his own creation. Trumplins and tromps act as The Don's military, while the drumpf typically occupy banks and guilds and conduct The Don's various trade wars. Locked in a death-grip by the forces of The Don, his political adversaries wage a secret war against him, right under the noses of the less discerning citizens in Washtown. The conflict is subtle in the daylight, but under the cover of darkness, they spread from the lined streets of the Ivory District to the deepest sub-levels of The Undercity.

The Don

The Don is a powerful sorcerer, with a mysterious and troubling past. Once a successful businessman, and PeoplePortal personality, The Don has taken on the most audacious role of his career: Becoming the leader of Murka. His meteoric rise to power has confounded and alarmed the kingdom at large—and the rest of the world. In the years since his election, The Don has re-forged Washtown in his own terrifying image, fortifying the city, and entrenching his great army within its walls. Every day The Don assures the people of the city that 'everything is fine, and Murka is doing, just, fantastically.

The Don gained political control by simply doing what no other politician would do: he would insult and belittle his rivals, slander his allies, and hold mock trials before massive crowds of his followers. Constant outrage was his greatest tool: The Don would make derogatory comments about Lady Maro, or about The Weary, spawning a natural anger towards his ignorance and hatred - and his followers would cheer him on for being so 'direct.'

The Don's armies and followers assure

him that his power will never fade, but he earned his throne not by conquest, but through unheard of amounts of blundering and boasting. For instance, his suggestion of bombarding an Aether Storm with magic missiles may have made him a laughingstock, but it also gained him the undying support of the psychotic Idolando Men. And while he may never earn overwhelming support among the masses, the constant bickering he inspired between his opposition and his followers creates a state of total governmental lockdown which keeps the Don in power to this day.

The Don's Creations

Like many powerful politicians and magicians before him, when The Don came into power he ensured his control over the masses by making use of dark, ancient magics to create legion of minions in his own image. This is, perhaps surprisingly, a very common occurrence amongst world leaders; it provides them a direct level of control and influence over the populace by planting seeds among them in positions of everyday labor.



These creations include the trumplins, the tromps, and the drumpf, each of whom serve their own purpose in The Don's grand scheme. The trumplins exist essentially to parrot the beliefs of The Don, forming an ever-present echo chamber to reinforce The Don's presence amongst the people; The tromps are the brainless muscle behind The Don's operations, serving as the quiet-but-powerful strongarms; and the drumpf exist as the closest approximation of intelligent beings that The Don could muster, able to craft artisan-quality goods from metal, cloth, leather or any other material available.

The Pride

Among The Don's supporters are the uncorrupted, but hopelessly duped faction known as The Pride. Composed of many brobarians and redneck fighters, The Pride act in whatever capacity they believe is The Don's will—often celebrating his regime, as they believe The Don came to fight for people like them. This belief often brings them into direct conflict with the Anti-gang and the Shadow Kingdom.

The Shadow Kingdom

For years, this enigmatic cabal of spies and government agents have dominated the political theater of Washtown. Through their skills in subterfuge, espionage, and manipulation, the Shadow Kingdom have swayed public opinion, started wars and even deposed kings—all in secret. Few live up to the “smile and stab you in the back” reputation of Washtown the way agents of the Shadow Kingdom have. Their motivations are strange, and misunderstood, making them uneasy allies, and deadly enemies.

Killary

One of the deadliest and most unsettling of The Don's foes, Queen Killary of the Shadow Kingdom rules the dim realms of the Undercity in Washtown. After her husband, King Billary, was deposed from office under dramatic and shameful circumstances, Queen Killary established herself in the stony undercarriage of Washtown and gathered her people there.



Her title of Queen is no longer legal or official, rather Queen of the Shadow Kingdom is an unofficial moniker given to the leader of the cabal. But, after she lost in the race to take the throne of Murka, many of her followers have begun to use her unofficial title in more official—and potentially treasonous—ways.

Killary is known to send secret communiques that are destroyed just after being read, and her favorite way of eliminating political rivals is by faking their suicide.

The Communal Party

One of the less popular factions, their manifesto claims it's time to change the Murkan government and shift it towards a more communal style of living. Followers of the Communal Party believe that, through sharing and communal living, Murka could be transformed into a utopia for all, not just for the business-minded. They believe these are the values upon which Murka was built.

Despite grand claims of the near utopian aspects of a democratically run communal society, the Communal Party has not been able to get a strong enough following to pose a true political threat to The Don. Instead, the Communal Party in Washtown spends a large amount of time tending to the poor and the Weary in the Outer City.



The Anti-Gang

The Communal Party is split between its members who believe in working within the system non-violently, and those who believe that no true change can occur without some measure of violence. These radical extremists are known as the Anti-Gang, standing against anything and everything that they believe to be wrong with Murka. One of the many dangers of the Anti-Gang is that they rarely ever agree internally on what exactly it is that is wrong with Murka.

Rumors suggest that the Anti-Gang is now under the control of Queen Killary, as her front line soldiers and enforcers. The largest sect of the Anti-Gang is not here in Washtown, but in Holly Woods, so the Anti-gang are represented in a limited fashion. The Don recently branded these violent extremists as enemies of the kingdom, which has inadvertently damaged the reputations of the non-violent party members, who no longer make public appearances in Washtown.

Lady Maro

Once a celebrated, and occasionally controversial, councilwoman of the Grand Council, Lady Maro witnessed the election, and the decline of the kingdom, firsthand. Maro later came to lead a group of veterans, soldiers, adventurers, and scholars who felt that the election had not been conducted fairly, and consequently The Don was a fraudulent leader. While the majority of these Loyalists remain hidden in plain sight as workers in a system they're no longer welcome in, a few followed Lady Maro down into a hidden base in the Undercity. Maro brokered an alliance with Killary, and the two of them began to run underground missions to undermine The Don's influence. Killary eventually betrayed Maro and left the Loyalists to die, but Maro and her compatriots escaped. To this day, they continue to work secretly in places of power and in the dead of night.

Loyalists

While the previous king was not loved by everyone, his support was still very strong, and his followers devout. Since his demise, the Loyalists of Murka's Last King have been working to place a true successor

on the throne. They argue that The Don is not really king due to the circumstances surrounding his election. Many loyalists also argue that he took the title 'The Don' instead of 'King Don' because he hopes to spawn a new government to overthrow the legitimate Murkan government.

Loyalists in Washtown are surprisingly hard to find—at least in places of power. Their mistake was aligning with the Shadow Kingdom and believing them to be allies, when they were anything but. Now, the core Loyalist group is little more than a few ragtag soldiers and adventurers on the run and looking for a way to restore order to a kingdom come undone.

The Weary

Washtown is well known for having one of the starkest contrasts between the rich and privileged, and the poor and oppressed. The Weary, as most of Washtown's less fortunate residents are called, make up a vast majority of the town. These refugees are often taken advantage of and put to work in mines, or as soldiers in one of the various factions that control the city. A few have formed cartels of their own, and run illicit goods in and out of Washtown. Outer City cartels, mercenary bands, and gangs have given the Weary in Washtown an unfair reputation for crime and barbarism - a view that residents of the Monument and Ivory District are quick to weaponize against them. The Weary are also the primary occupants of the deep Undercity and Outer City regions of Washtown, ultimately making up a strong majority of the current population - and a primary source of manpower for factions opposed to The Don.



ADS, RUMORS, AND ADVENTURE SEEDS

- A local legend detailed to you by a seeress says that the true resting place of King Wash and his army is below the Washtown Monument. Interred with King Wash is his legendary bronze axe. Your party must go to the Washtown monument and uncover the secret entrance to the labyrinth below, and navigate a gauntlet of traps, puzzles and otherworldly visions in order to become worthy of seeing the final resting place of Murka's first king and inheriting a weapon of great power.



Outer City! You journey to meet the leader of the local Communal Party, and they beg you to help shore up the defenses of the town. You can defend the town, help the town's people escape - or even teach them to fight back! If you survive the onslaught of monsters, you may find you have strong new allies in the fight against The Don!

- Rumor has it that the key to bringing down The Don lies in the abandoned Grand Council Building in a tome written by one of the Agents of Justice, and a brother of the Fraternity Intra-Bellum - Robertus Mauler! But Mauler has been arrested and thrown into a dungeon in the Undercity. Your party must find a way to break into the dungeon, rescue Mauler and learn the truth about The Don's rise to power!
- Many of the rich and powerful in Washtown now fear for their lives as Queen Killary rules the underworld from the shadows of the Undercity. Many have begun to hire adventurers to protect them, or even to confront the Shadow Queen herself! You and your party must learn more about Killary's secret lair in the Undercity, and devise a plan to confront her - but be warned that it is a journey you may not return from!



- Cry Havoc! A rebellion has sparked on the streets of Washtown! Choose your side and fight the good fight! For Murka! The time has come to confront The Don! Will you wage an all out war against his forces? Will you sneak your party into the Pale Fortress itself? Or will you join with the great leader himself, and bring order and justice to the empire of Murka?!
- Another one of the blank monuments, a building the size of the Abram Monument, has been discovered on the border between the Ivory District and the Outer City - and it turns out this one is the hideout for a dangerous cult who worship Remus Rat! A bounty has been placed on the cult, promising 20gp for every amulet of Remus brought to the city guard. The cult has also promised great power to any who choose to join up...
- The Fraternity Intra Bellum has split in two between supporters of The Don, and Loyalists who see him as a usurper! Choose your side and either help The Don's allies crush the heretics, or help the Loyalists escape capture! Supporters of The Don will likely have to defend the Ivory District from a dangerous rebellion started by the Loyalists - and subsequently be offered a bounty for the leader of the Loyalist faction; Lady Maro! Supporters of the Loyalist faction will be asked by Lady Maro to help the Loyalists escape the city before the Trumplin guard and the Drumpf Police finds them!
- There's a LARP occurring in a nearby courtyard - wait, hold on, how does that work, aren't we already...????
- Come to your favorite tavern chains from all across Murka! We have The Golden Arch, R.B.'s, The Meat Monarch, and of course Pale Fort! Meat, music and adventure for all?
- Need weapons??? Come to The Wall Shop! Everyone's favorite shop, built directly into the outer walls of Washtown! We have clothes, potions, armor, spatulas, and of course everyone's favorite item:
GUNS



CHAPTER FOUR

Sea-Addled



Nestled beneath a massive mountain on Murka's northwest shores, the rainy, dreary city of Sea-Addled is a stunning mixture of industry, cultural sophistication, and militant anti-Don sympathies. Sea-Addled serves as a cultural hub for the northwestern provinces, essentially a melting pot of new-age ideologies and ancient teachings, and its influence extends from its snowy northern border to the Hardborn Mountains and the western sea.

Sea-Addled plays host to the massive industrial entity known as The Zone, which serves all of Murka's material-moving needs. It is also the headquarters of the Warlocks of the Shore, who are said to be the keepers of the Holy Texts. Rumor has it that Sea-Addled is also the resting place of the Gods. Sea-Addled's towering, otherworldly architecture merges seamlessly with its homely, welcoming neighborhoods to form one of the most unique cities across the Murkan Kingdom.

CULTURE AND GOVERNMENT

Unlike most other cities, Sea-Addled does not have a central leader—which is arguably one of its only downfalls. Rather, Sea-Addled is ruled by an oligarchy of its richest nobles, beginning and very nearly ending with Lord Jeffar Bayzohz. Lord Bayzohz runs the mysterious company known as The Zone: a cabal that has overrun their competitors with their inexplicable magical delivery system, unmatched due to its use of droehns and their own trademarked pocket dimension. The Corporate Oligarchy was not always so powerful, but the progressive evolution of capitalism in the kingdom of Murka has led to industrial leaders rising over political ones.

Culturally, Sea-Addled can, at times, seem totally disconnected from many of Murka's woes. The city leaders go out of their way to protect and shield the Weary from harm, and followers of The Don are few and far between. The common people of Sea-Addled often live in humble, but sturdy houses that dot the Great Red Forest outside the city, the secluded villages, and the hardy wharfs by the shore.

Sea-Addled is unique for its self defense laws: Being a massive, corporately-run oligarchy ripe with financial opportunity, the city is filled with some of the most ambitious noble families and business minds in the kingdom. Naturally, some of these people are psychotic megalomaniacs; and, since these

psychos run everything, they eventually made dueling perfectly legal. Not only do the guards have to wait for a duel to finish before performing any applicable arrests, they are also bound to stop anyone who tries to interfere with the duel. Of course, the rules of what constitutes a lawful duel versus, say, a brutal murder, are left conveniently vague.

IMPORTANT LOCATIONS

The City of Towers

In the center of Sea-Addled lies the stone jungle district known as the City of Towers. The wealthy families, guilds, wizards, and companies of the kingdom make their homes here in a forest of massive stone towers and castles that are so interlaced they're nearly a single, sprawling, labyrinthine fortress. The City of Towers is the economic and governmental backbone of the city, where all of the largest political and business entities are hosted in the many monolithic towers that make up its landscape. Within these marbled walls hides a great host of gaudy, otherworldly mansions, eccentric and dramatic artists, and whimsical, feel-good pseudo-religions in a tangled web of stone and glass.

While the tall towers of Sea-Addled's downtown region are not necessarily new, the district has been growing at an alarming rate for the last few decades—particularly with the never-ending expansion of The Zone, who pour unbelievable amounts of money into their own buildings, as well as into building up the quality of the streets, shops, and even the guards who patrol the city.

Many of the other guilds in the area have followed suit by not only building their own massive towers, but also reinvesting their profits back into the district itself—sometimes in an effort to compete with The Zone, but often to benefit the citizens and win their favor, or to fund their own guard forces to police their small patches of real estate. The guards in this district are divided by which guild funds them, which can occasionally lead to small disagreements in jurisdiction and local ordinance. While the guards do maintain a level of law and order, each block has a slightly different concept of what law and order means: the guard are left somewhat transparent in their intentions as a result.

The Astral Point Observatory

The Astral Point Observatory was the brainchild of a mad wizard who built the tower in order to chart the skies, and use the tower's advantageous location and ley lines to bring eldritch horrors from the beyond into the city. Thankfully, he is dead now - he forgot to build stairs and starved to death. In his place the Wraught Family now owns the tower and uses it to observe the shipping lanes in the bay - they also gave it stairs.

The tower itself is very thin for a stone tower, the core structure is magically reinforced to give the building the strength of a well established castle. The top of the tower has a large, circular observatory room that offers a full view of the city on every side. A large brazier has also recently been installed on the roof to enable the tower's use as a lighthouse. The Astral Point Observatory is actually a tourist destination, and the owners now offer tours!

The Zone Headquarters

The center of operations for The Zone is a network of massive towers which, to the naked eye, may seem indistinguishable from the myriad other densely-built monolithic fortresses in the City of Towers. Thousands of employees who work for Lord Bayzohz, dubbed "Zonies" both internally and by the population at large, pour in and out of these towers, day after day.

The peculiar thing about The Zone and its headquarters is that, for an overwhelming majority of their buildings, only Zonies are permitted inside, likely to maintain their "trade secrets." As a result, the insides of many of these buildings remain a mystery for the average person, forever locked away.

The Amazing Spheres

The Zone's public-facing building, The Amazing Spheres, seem almost anathema to the rest of their fortress. It is a massive, extremely unorthodox garden-fortress comprised of three interconnected, multi-floor spheres of glass, metal, and stone. At two meters thick, the walls of these spheres are magically protected against siege engines, while the foundation is about 10 feet tall, making ground invasion difficult.

Built to both protect The Zone's secrets and bolster their dimensional magic, The Amazing Spheres are designed to win the public's hearts and provide a beautiful public attraction for the citizens

of Sea-Addled. Its simplistic-but-haunting majesty mix with the fervent flora within the tiered building to create an attraction so unique that, for many, it must be seen to be believed.

The Zone not only owns and operates the Spheres, but they also own a vast number of the shops and buildings nearby. Most of them are chain businesses renting out the space, and at least one is the Zone Store, which allows patrons to come and go, taking products as they please, before magically subtracting the cost of their chosen items from their coin pouch.

The Wharf

The Wharf District borders the bay on all sides and includes all of the people and businesses who live next to and work in the docks and fishing areas. Because of its location, the Wharf receives much of the run-off from the city, and a lot of salt-water humidity, resulting in dreary, foggy streets and tall, thin looking buildings made of salt stained beams of dark wood. As the sea and run-off wear away the stone streets and soften the wooden docks, new material is constantly fitted over the old in innumerable patchwork repairs that make it difficult to distinguish an original building from its newest addition. Where the wharf presses against the foot of the City of Towers, these additions grow cramped, making open space scarce, interiors narrow, and leaving the entire district a cluttered catastrophe.

The pungent aroma of seawater and fish and the sounds of rabble-rousing merchants advertising their wares fill your senses as you walk through the bustling crowd. You pass by Ivan's Seafood Shack, and you feel invisible to the patrons who are otherwise occupied with their fried food and chowders. As your gaze falls on the bay and the ocean behind it, you get a feel for the livelihood of the men and women who populate this seaside town.

Alongside its healthy fishing communities, the Wharf is also home to vast shipping complexes that take up huge sections of the bay. The dark-wooden walkways of the markets occasionally transform into massive stone walls and gates that resemble small, seaside castles and forts designed to protect the



precious cargo within. Most Wharf natives work in these vast shipping cabals that are tied to The Zone or its competitors.

The Zone now delivers internationally as well, and so their ships are actually equipped to enter The Zone itself, but they must sail out of the bay to a secret facility to do so. Those ships which are not Zone compatible are typically relegated to shipping conventional goods and services, such as live creature transport and cruise liners. Not all of this commerce is entirely legal. The Wharf is well known for its extensive smuggling rings that bring in illicit goods from all across the world, proud crime families, and seedy jazz clubs that give the Wharf a curious and foreboding atmosphere.

Being a dock worker or a sailor for a guild is hard work that can eventually break both the body and mind—the people of the Wharf are seen as very hardy and serious people, but the district also bears the stigma of producing a lot of psychopaths who, broken by their servitude, go completely dragonshit-murder-crazy.

Because the bay that Sea-Addled rests on is quite narrow, denizens of the Wharf are able to access the many islands and shores that are all very close by. These other smaller communities share the Wharf's reliance on fishing and shipping to drive their small economies, and ultimately bear a similar aesthetic to

the Wharf. Consequently, what most people consider to be 'The Wharf' therefore occasionally extends to these small islands.

Pike Pier

The crown jewel of the Wharf is Pike Pier, a grand market sporting a few homes and apartments, a vast array of eccentric shops and restaurants, and the quaint fishing companies that support and supply the market itself. It's considered by Wharf natives to be the most desired location in the district to live, providing a convenient location for fishermen and merchants alike. Those that have the privilege of living there work extremely hard to keep their place on this dingy, novel-looking pier. A crime syndicate known as the Sea Dogs is also responsible for keeping the market exclusive, as they own many of the buildings, and offer both protection and "competition management" to all others on Pike Pier.

Rain Mountain

Sea-Addled lies in the morning shade of Rain Mountain, a massive stony ridge to the southeast of the city. This craggy mountain easily overshadows nearly every other mountain in Murka, and many



view it as a challenge to surmount. However, summiting Rain Mountain is no easy feat, due to the snowy western slopes, the dangerous rocky crags, and the two craters at its peak.

It might come as a surprise to find that Rain Mountain is actually an active volcano, one of the most dangerous in the world. Around the craters at the peak of the mountain are active lava flows and considerable seismic activity, along with a series of glacial caves where glacial ice and lava have carved tunnels deep into the base of the mountain over the course of eons. Malevolent, deep-dwelling creatures make their homes in these tunnels, and only the bravest adventurers dare challenge their dark, winding passages.

The Great Red Forest

At the foot of Rain Mountain, on the outskirts of Sea-Addled, lies the Great Red Forest. Known for its massive, vermillion trees, the Red Forest is viewed by most as a quaint, rural community and a great place to retire. Everyone who visits the city views the Great Red Forest as a marvel of nature, its ancient trees wide enough to park a carriage inside and hundreds of feet tall. These trees are unique to the Wash Province, and are said to contain the souls of

Magical historians have discovered a connection between this mountain and the high concentration of ley lines connected to the Astral Point Observatory. They theorize that somewhere at the core of this mountain must be an incredibly high concentration of magical energies. While the source--or even the presence of a source--of this magic has never been confirmed, denizens of the city love to tell tales of what they believe it might be.

thousands of generations of Murkan Natives who once lived in the region. Those who stop and reflect in its fecund depths are said to hear the voices of those ancient souls. This reputation is the source of a number of myths and rumors that tell of cults, murders, and necromancers raising the dead in the gloom of the night. The forest is home to several small, interconnected villages which, like Washtown, were initially founded far apart, but eventually merged into one large community. The quiet and relatively peaceful forest district is a stark contrast to the dreary stone towers of central Sea-Addled.

Minor Factions that do not have enough mass to take any significant actions in Sea-Addled often flock to the Great Red Forest and the villages therein. Many of the Weary in Murka often look to the Forest as a quiet bastion in a kingdom otherwise completely bent against them. The Forest communities maintain a relatively high cost of living around the middle class region, so moving one's house to the Forest is considered an achievement for the folks who have to work their way out of poverty to live there.

The Warlocks' Tower

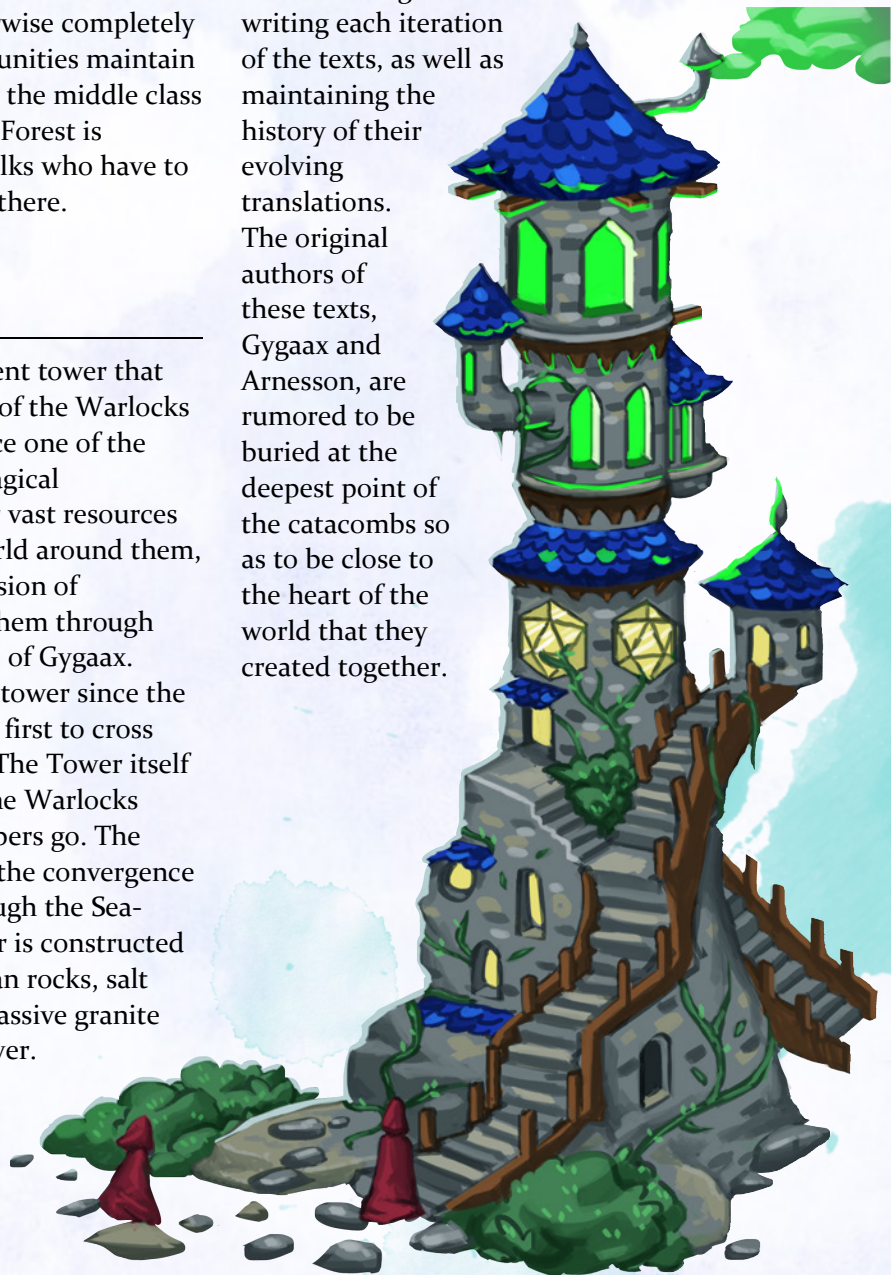
At the edge of the sea stands an ancient tower that has served for centuries as the home of the Warlocks of The Shore. The Warlocks were once one of the great gatherings of magicians and magical practitioners dedicated to using their vast resources to collaborate, bring peace to the world around them, and continue their millenia-long mission of understanding the universe around them through their interpretation of the Holy Texts of Gygaax.

The Warlocks have occupied the tower since the earliest days of Murka as some of the first to cross Midwesternos to settle in this region. The Tower itself is much older, so old that not even the Warlocks themselves know how deep its chambers go. The tower's builders designed it to sit on the convergence point of many ley lines that run through the Sea-Addled area. The outside of the tower is constructed of a patchwork of dark, glassy obsidian rocks, salt weathered orichalcum stones, and massive granite bricks that line the bottom of the tower. Further up, the tower is comprised almost entirely of dark stone that appears melted in some places.

The inside of the tower is a different story altogether. The Warlocks, with many thousands of

years-worth of magical knowledge, have filled the tower with a multitude of magically extended halls, rooms within pocketed dimensions, and a moving, evolving staircase and elevator system comprised mostly of magic steel and colored glass that carries its users directly to their intended destination within the tower. The Warlocks' Tower's reputation for its fantastic sights and eccentric owners is known far and wide across Murka and far beyond.

Deep within the catacombs of the Warlocks' Tower lie the many various historical editions of the Holy Texts, which are tomes containing the rules of reality, the laws of physics, the meaning of magic, and the creation of the universe. These texts are the major responsibility of the Warlocks of the Shore, who are charged with writing each iteration of the texts, as well as maintaining the history of their evolving translations. The original authors of these texts, Gygaax and Arnesson, are rumored to be buried at the deepest point of the catacombs so as to be close to the heart of the world that they created together.



THE PORT CITY OF SEA-ADDLED



- 1 Astral Observatory
- 2 The Amazing Spheres
- 3 Zone Headquarters
- 4 Warlock's Tower
- 5 Pike Pier
- 6 Gardens
- 7 Red Forest
- 8 Rain Mountain
- 9 First Old Bucks
- 10 University of Sea-Addled

0 100 400 1000 2000
feet

IMPORTANT FACTIONS AND PEOPLE



Warlocks of The Shore

The wise and venerated Warlocks of The Shore have guarded the secrets of space and reality for longer than living memory. The myth goes that the Old Gods, Gygaax and Arnesson, wrote the laws that govern the universe and set them down on the Urth in an ancient tome that only the very wise could read. Supposedly, communing with and mastering this tome taught humanoids to first use magic, though no historian can confirm the veracity of this myth. Those magicians who first discovered and read from the tome became the earliest Warlocks of The Shore, though they were actually a collaboration of warlocks, sorcerers and wizards. Throughout history the Warlocks have dedicated themselves to understanding the universe and translating what they believe to be the words of Gygaax and Arnesson.

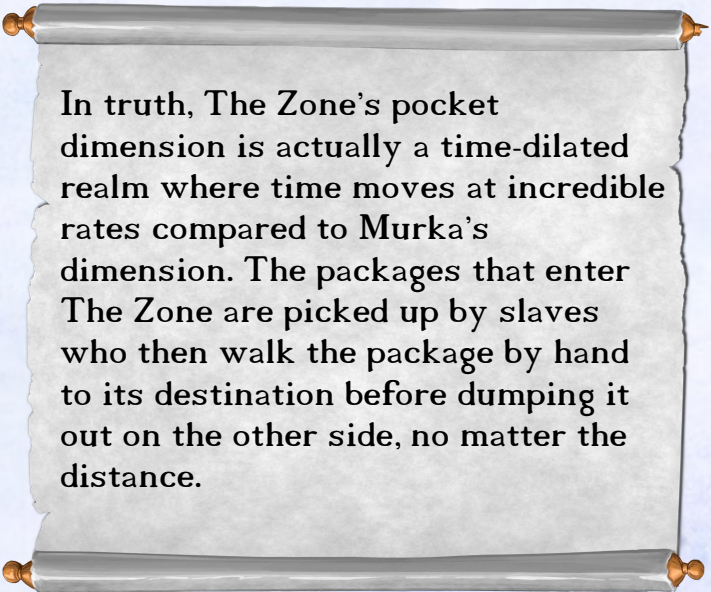
The order began in another province many, many years ago, when the Warlocks were only a select few, though the group has since migrated to Sea-Addled, making their home in the Warlock's Tower and spreading the word of the Holy Texts. After the Nightmare War, as controversial magocratic dynasties began to crop up all over the world, spellcaster coalitions across the Old Continent began to shut down, and the Warlocks gathered in Sea-Addled to protect each other from an angry and confused world—and to protect the people of that world from the worst of themselves. Despite the fear generated by the reign of foreign magocracies, The Warlocks of the Shore remain famous in history for being guardians of peace during the most tumultuous times in history. Now, however, the Warlocks have found themselves an existential enemy in the magically enhanced industries, like The Zone, that have recently begun cropping up.

Big companies like The Zone have done undeniable good for the city, such as building up the City of Towers and funding the guards and soldiers that keep everyone safe—charitable actions that have

brought economic prosperity and security to most of Sea-Addled. Still, smaller businesses, and centuries old organizations are struggling to compete. Despite engendering the goodwill of much of the populace, the Warlocks have traditionally funded their order through magical superiority in economic matters. With The Zone cornering the transportation market and writwrits providing the fastest, most accessible communication ever seen, the Warlocks have fallen on hard times against harder competition. Once considered giants in the industry of magic, they have come to represent the small business owner, and the common humanoid, forgotten in a city dominated by The Zone.

The Zone

What began as a way to sell spell scrolls so many years ago has evolved into the mega-corporation known as The Zone. Led by a powerful sorcerer, Jeffar Bayzohz, The Zone became one of the dominant forces in Murka today through its discovery of a wholly unique pocket dimension dubbed “The Zone.” With a secret spell, almost any item or package can be placed into the pocket dimension, and within two days that item will appear nearly anywhere in the world that the caster designates. This lucrative and unparalleled shipping business—this miracle of modern magic—skyrocketed the once humble guild into the behemoth it is today.



In truth, The Zone's pocket dimension is actually a time-dilated realm where time moves at incredible rates compared to Murka's dimension. The packages that enter The Zone are picked up by slaves who then walk the package by hand to its destination before dumping it out on the other side, no matter the distance.

As a result of this time-dilation, Zonies who are sent to work the pocket dimension often suffer the effects of chronological burnout, leaving them not dissimilar to your average, everyday zombie. These Zonies (and their suffering) are often disregarded, if not flat-out ignored, by The Zone as a whole. The people of Murka who reap the benefits of The Zone and its pocket dimension delivery service are all too willing to turn a blind eye to the poor treatment of The Zone's most valuable employees.

Lord Jeffar Bayzohz

An enigmatic megalomaniac. A billionaire. A powerful sorcerer. Jeffar Bayzohz leads the corporate cabal known as The Zone. Once the owner of a small book and scroll store, Bayzohz started a service in his shop practicing dimensional rifting, a skill learned from the Warlocks of The Shore. Through his magic, the scrolls he sold would appear on the doorstep of the person who ordered it faster than any courier could travel. However, this service was expensive, and as his clientele grew, it became difficult to accommodate the many deliveries on his spell power alone.

Bayzohz began searching for a way to streamline the process when he allegedly discovered The Zone, a powerful and untapped pocket dimension with a strange attribute: time dilation. It's said that Bayzohz disappeared into The Zone and emerged a full year later, far more powerful than he was before, but appearing no different than when he'd left, claiming he'd achieved the secret to immortality itself. Whatever the truth of the rumors, The Zone's mysterious properties enabled Bayzohz to transport any number of goods and services across vast distances in seconds without exhausting his own strength. His merchant's empire was assured.

Jeffar is a deeply powerful magic user, and his control over the Sea-Addled region is strong—He's even considered a direct competitor and rival to The Don, despite his relative absence from Murka's political arena. It's thought that the only thing that keeps Jeffar from leaving Sea-Addled and conquering Murka is nothing more than a numbers game: The Don is simply the better Sorcerer in a one-on-one duel, and his minions are significantly more numerous than Bayzohz' private army in Sea-Addled. Because of this, Jeffar Bayzohz has settled for transforming Sea-Addled into a kingdom on its own while he bides his time and waits for his opportunity to strike at the heart of the kingdom.

The Weary

Like all major cities in Murka, Sea-Addled is filled with refugees who come to Murka seeking freedom and asylum. People come to Sea-Addled from across the sea, from the deserts, and even from the plains of Midwesternos within Murka itself. Many of these refugees are the victims of homelessness, and many more live in shanty towns set up in the border regions between districts. While Sea-Addled and The Zone go to great lengths to aid the Weary present in Sea-Addled, some of them are exploited as cheap labor, and others turn to crime in a world that has turned its back on them. Though, many among the Weary are hopeful about a mysterious new job opportunity at Sea-Addled's most notoriously lucrative guild: The Zone...

The Anti-Gang

Sea-Addled is yet another place of refuge for the minions of Queen Killary, though they also face just-as-significant adversity. Here, masked soldiers can be found in constant conflict with Zone-funded police forces. While it is known far and wide that The Zone's Jeffar Bayzohz and The Don are nothing short of enemies, it is just as well-known that Bayzohz incidentally reaps many benefits from The Don's economic stance. The Zone is, as a result of this and of their treatment of their employees, not on good terms with The Shadow Queen and her people.





The Anti-Gang presence in Sea-Addled staunchly opposes the Corporate Oligarchy as an institution that, like The Don's government, only exists to serve the needs of the nobility while they tread over the backs of an oppressed lower class.

These beliefs, given The Zone's level of control and their clandestine activities involving pseudo-slavery, are not unfounded—however, the Anti-Gang has fallen underfoot after recently suffering a crushing defeat in which a large bulk of their local chapter were arrested or otherwise detained in a violent riot that gripped the City of Towers for several days. The Anti-Gang is now working to build up their members once again, but between the somewhat complacent nature of residents of the Great Red Forest, and many of the directly Zone-employed workers of the Wharf, it is difficult to find new members.

Minions of The Don

Very few servants of The Don can be found in the rainy city. Those who exist here often keep

themselves hidden for fear of persecution. Trumplins, tromps and drumpf are effectively banned both because of factions like the Warlocks or the Anti-Gang, but also because of their animosity with The Zone's personal military. Most—if not all—of The Don's servants on the western shore are non-monstrous and are able to conceal their loyalties by simply keeping their mouths uncharacteristically shut. That being said, members of The Don's party are occasionally discovered, usually when they see gatherings of Communal Party members and their mouths return to their characteristic nature.

Other Factions

The Communal Party and the Loyalist Party might have individual members, or even small groups of members, who live in Sea-Addled, but neither faction is truly established there in any meaningful sense. Small gatherings of these factions could be found if you look hard enough, but never in large enough numbers to truly enact the will of either party in this city.

ADS, RUMORS, AND ADVENTURE SEEDS

- Recently, rumors have been cropping up that someone survived and made it out of “The Zone.” Subsequently, a mysterious stranger approaches you and your allies, and tells you that this survivor is real, and they are holed up in a nearby hotel, and may know the secret to entering the dimension without Bayzohs’ permission. Whether you want to enter The Zone for profit or justice is only for you to know. The Stranger, meanwhile, promises great reward to anyone who can verify the truth about what The Zone actually is, and how it was created.
- In the Great Red Forest, a shy, young woman is looking for help: She’s found a powerful artifact of the universe: The Four-Sided Stone, or The Stone of Aid. However, now she’s being hunted by a terrifying creature who stalks the forest at night: a tromp! Aid her, and maybe she’ll let you take the stone off her hands.
- You’ve met a venerated and powerful Bard, Mack’l Mor! He has a quest for you, but first, he just wants to take you down to Pike Pier and party with his Loyalist friends. While there, Mack’l Mor is kidnapped by a Wharf gang! Search the Wharf and talk to its people to locate Mack’l before it’s too late!
- You’ve accepted an invitation to appear on the coveted gameshow: “The Volcano Worshippers Hour,” which is being hosted in a hidden lava fortress on the slopes of Rain Mountain! Your party travels to attend the show, but as it turns out, the game show is—in an expert display of subverting expectations—run by an actual cult whose members want to sacrifice you to their volcano gods! What a twist!



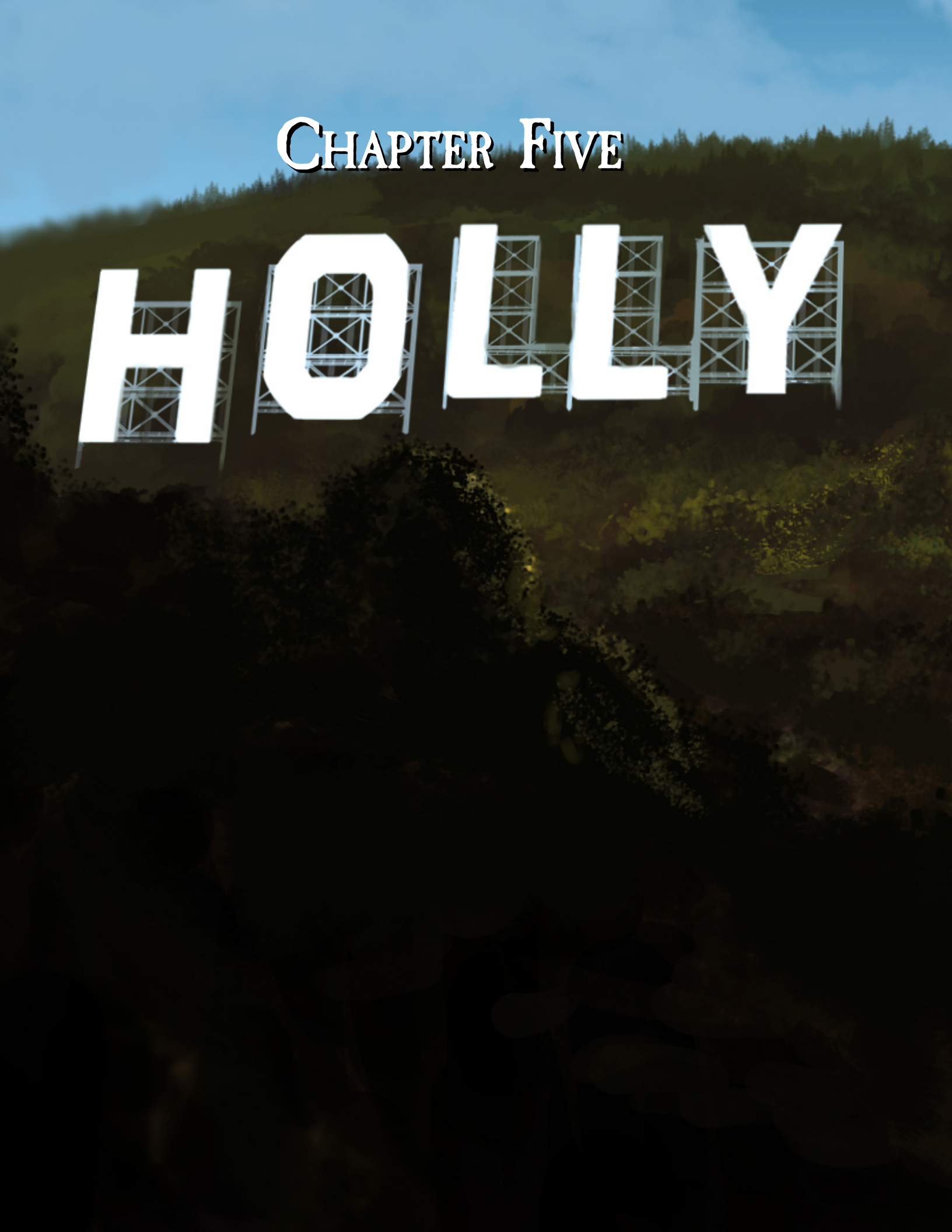
The Zone

Need a job? Need a team? Need a purpose in life? Join The Zone today!
 We offer health benefits, stock options, a 401k, ~~interdimensional life insurance,~~
 and starting wage of 15 copper an hour! Apply today!



CHAPTER FIVE

HOLLY





WOODS

In the face of adversity, war, socioeconomic troubles and civil rights movements, one ideal towers over all else in the Murkan psyche: Entertainment. And at the center of that entertainment culture is Holly Woods—a collection of cities, each with their own unique subcultures and histories. The hub of actors, patrons, painters, gossip, and the court of public opinion, Holly Woods holds some of the most well known and beloved (and by extension, some of the least well known and least beloved) figures in all the world.

Holly Woods plays host to a stark contrast between the rich and famous, their adoring fans, and the poor who struggle to live in a town not quite big enough for all of them. Despite this division, Holly Woods stands resolute as the home of many of The Don's greatest adversaries, free from the shadow he casts across Washtown. A gathering ground for revolutionaries of all kinds, the castes of Holly Woods are slowly finding that their united hatred of The Don may not be enough to overcome the many issues that plague their strained coexistence.

The City of Fallen Aasimar began as a village settled by a Native tribe long before the Murkan Kingdom had expanded to the western shores. When Murka had begun its westward expansion, Holly Woods still belonged to the Southlands, as did most of the west. So naturally, when Murkans arrived at the western shores and saw their potential, war ensued. Murka fought and conquered a large swath of the Kingdom of The Southlands—turning them into the provinces of Kale'forna, Nirvana, and Teksass.

On the surface, it appears to be a utopia of opportunity: a place of hope and hedonism, of back alley deals and beautiful faces—of strange and otherworldly religions, bright lights, and nostalgia. Recycled metals, ethical food joints, and newly-legalized apothecaries line nearly every street in the city—but behind this city's veneer of enlightened attitudes and progressive politics are some of the darkest places in Murka. In the mottled grey streets of Comm Town, and the silver heights of Tong City, warlords and kingpins mix blood and gold while vying for control over the city. In sunny San Monka, and the idyllic and pristine Holly Hills, burnt out and struggling performers give up their minds and bodies just to be extras in each others plays in the unending struggle to stay relevant. Holly Woods is where you go to snort a line of your own ambition, and where the truth died of overdose a long time ago.

CULTURE AND GOVERNMENT

“What will you sacrifice for fame?” That question lingers in the minds of every hopeful denizen of this unusual city. Holly Woods is extravagant, lively, wild, and desperate.. The rich and privileged hold banquets, balls, and plays, while quietly fighting over scraps of high value land, ancient tomes of knowledge and entertainment, and the right to be seen. Meanwhile, in the less fortunate districts, a dozen factions are caught in more direct conflicts, sometimes fighting for supremacy over the city itself. In the city of dreams, every dream belies an agenda; every aspiration concealing some hidden truth, sought by the dreamer at any cost—to themselves, to the people around them, or to the world. The people of Holly Woods are idealists to a fault, and in many cases, completely reject the harsh realities that stand against them.

The government of Holly Woods, on the other hand, might be the one organization in the province that places the needs of the people over their own needs. Run by an actor-turned-politician, the government of Holly Woods seems to legitimately care about its citizens, despite everything else in the city indicating the contrary—but competition between different factions and rich thespians of the city have hindered the government's ability to have a tangible effect on the lives of the people.

IMPORTANT LOCATIONS

Comm Town

Serving as a bastion city for the Weary, who make up nearly its entire populace, Comm Town is a cultural and manufacturing hub in the heart of Holly Woods, connected to the surrounding cities via railway. The area has become a gathering place for engineers, artificers, and merchants due to its rich deposits of natural ores and oil, and serving that industry are some of Murka's most influential political and artistic movements.

Named after Commodore Griffin, the explorer who founded the original settlement, Comm Town lies in the very center of Tong City, as an oasis in the midst of the deserts of Western Murka. Seated along

a deep ravine which cuts the city nearly in half, Comm Town enjoys a temperate, sunny climate only partially obscured by the billowing smoke from foundries, refineries and factories in the area. Its current mayor—the youngest in Comm Town history—is Lady Dejah Rivers. Her most notable accomplishment has been bartering a truce between two major clans in the area: the Scarlet Swords and the Coldfire Tribe, eradicating their long-standing hatred for one another in favor of a cooperative atmosphere which focuses on the community.

Comm Town is considered an excellent place to start and expand a small business, making it something of an economic garden. Despite this, the district is also considered to be fairly dangerous, as all of its denizens maintain a strict survivalist mindset bred by the longstanding oppression they've faced. It is a place rife with history, and seeks to balance the strife of the past against the hopes of its future leaders, aiming to elevate its people while learning lessons from the struggles they've faced. Its people refuse to declare a common language, as all tongues are welcomed and nurtured here, despite tensions between Human Elitists and the Weary factions spread throughout the region. The many different cultures and groups who live here work hard to make Comm Town a city worth living in.

THE DEALERS

Comm Town is a city known for its delicate waltz with crime and industry. Though crime has decreased significantly with new leadership, one will still find Dealers on Steam Rail platforms and in the corners of the bazaars and neighborhoods peddling their myriad illicit weapons and wares.

Consider providing the players a contact in the form of a dealer who is well-versed in the ways of the town, who can provide exposition, direction, and if necessary, an element of danger, as their lives are the most likely to be lost in crossfire or under the foot of a corrupt authority. Dealers are masters of procuring any item or piece of information desired, as long as you can pay the price.

The Crystal Willows

Crafted from precious stones and held together by mithril, these crystalline towers give off the illusion of willow branches when the light hits them, but also act as moisture collectors to help irrigate local crops and provide water for some of Comm Town's impoverished residents.

Originally a symbol of Wattson, a smaller village right outside city limits, Comm Town's expansion claimed both the towers and their home, with open arms and warm hearts. It was created by a mage who happened to get caught up in the rebellion and decided that his weapon in the revolution would be his art.

THE GRIFFIN BAZAAR

The Bazaar, which has stood through war, revolt and expansion alike, is densely packed with stalls for local and foreign merchants to come and trade their wares freely, each shouting their special deals at you. The heavily armored guards wander the area collecting protection fees, and eye you up and down as you pass. The smell of roast auroch gives your stomach a warm sensation, and you can hear the tinkling chimes of jewelry hanging from their displays.

The Drop

The large ravine that snakes its way through Comm Town is often referred to as The Drop. When Comm Town was settled, it rested purely on the surface. But, over time, as earthquakes tore the ravine further apart and as Comm Town grew in its size and influence, the denizens of Comm Town adapted and set up sections of the city against the walls of The Drop.

Some of the largest buildings in Comm Town have massive balcony courtyards and gardens, with stone struts that run down to the bottom of The Drop, and bridges that close the gap across it.

Home of Heritage

Another relic of Comm Town's colorful history, the Home of Heritage is the oldest remaining house in Comm Town. Comm Town's local government wanted to protect the home as a symbol of its roots, and so they enshrouded it in a magical ward that prevents the wood of the house from decaying or

aging. In fact, time seems to stand still for any object that remains in the house for very long. It was also magically relocated so it stands near City Hall, serving as a museum full of trinkets and artifacts from Comm Town's history.

King Martin Conservatory and Hospital

The Martin Conservatory and Hospital is both a center of learning and a place of healing. Staffed by the brightest scientific minds and devoted clerical hearts, they treat wounds and ailments while training their youth to take their place and to take Martin's mission of healing to Murka. One can see this shining whistone and brick fortress from city hall, a mockery of the Pale Fortress as a last act of defiance.

When the pacifist Weary leader King Martin was assassinated in his prime, the people he left behind were heartbroken and enraged. They staged demonstrations and sparked a rebellion against Murkan leaders nationwide. When the dust settled, youths took the embers of that revolutionary fire and turned it on their own communities, including Comm Town, and only the interventions of their elders could stem the tide. Pooling their resources to renovate a rundown infirmary, they broke ground on what would become a community resource for years to come.

Adamant Ranch

The historic homestead that once belonged to the city's founders, Adamant Ranch serves as an industrial park and public garden. A unique system of repurposed mining tunnels and various steam-powered drills and railcars connects warehouses and foundries on one side of the compound. On the other side, an enchanted fountain system filters the pollutants out of the fields and livestock paddocks. Here, families who can't support animals and crops on their own pay a fee to the city to house and care for them, and in exchange they are permitted to sell their goods at the heavily-trafficked Griffin Bazaar. It's rumored that the ground here is fertile as a sign of good faith between the land's original caretakers and it's current handlers—a direct result of the efforts of Comm Town's earliest inhabitants.

The Tree of Parsonneaux

A tree that serves as a natural boundary between Comm Town and some of the inner-city districts of

Tong City, the Tree of Parsonneaux is one of Comm Town's most celebrated landmarks. So called because its thick branches and wavering foliage reflect a silhouette of a freedom dragon: Parsonneaux, who once protected the people of Comm Town with her life. Tales tell of how her love hardened her against the corrupted authorities who sought uniformity among Comm Town's people, such that she became a living wooden statue of herself. The tree became a symbol of resistance, and of taking comfort in one's own identity, during the King Rebellions. Many of Comm Town's more imaginative citizens hold the belief that one day, Parsonneaux will re-awaken to serve the cause of The Weary, and defend its people against the tyranny of modern Murkan leaders.

Tong City

Named after the Murkan tribe native to the region, Tong City is the largest district in Holly Woods. The entire district is a sprawling metropolis built in all the styles of the empires that came before. Much of the city appears very modern, with solid foundations of limestone brick supporting redwood columns, and strong steel girders; materials that allow the city's architects to compose massive structures which, like works of celestial art, stretch up to the sky itself. However, a great number of the oldest buildings and foundations are adobe, harkening back to the days when Holly Woods was a kingdom by itself, before it was claimed by Murkan colonists. Almost every building in Tong City emulates a different cultural style of architecture, ranging from rustic ring-fortresses and ancient ziggurats to alien-like towers composed entirely of curved glass. Connecting the city together, a suspended tram line crosses from the marble-lined streets of the mundane commercial centers to the gold-plated paths of the wealthy and powerful.

An entire book could be written on the overpowering number of strange and completely senseless buildings (Actually, there is, it's called *Torvald's Exploration of Curvy Buildings*, available at Nobles & Barns for 15cp).

Tong City is often visited by the nobility of Holly Hills and Tinsel Town, whose fame and fortunes are often so extreme and wide-reaching that they overshadow nearly everyone else in Holly Woods. However, the district is still home to its own sect of minor nobles who own and operate small businesses in the city: Even in a town dominated by its



entertainment business, somebody has to own the farms and bake the bread. Most of these smaller businesses and guilds are tied to the Studio Lords in some manner or another, but a hardworking merchant or entrepreneur can still achieve a certain level of lordship. Tong City, and Holly Woods by extension, prides itself as the economic backbone of the entire province, and it is the reason Holly Woods is one of the largest cities in Murka.

The Capitol Building

The seat of government for the Kale'fornia region, the Capitol Building of Holly Woods rests at the center of the densest parts of Tong City. Resembling many of the other stately capitol buildings of Murka, the Capitol Building of Holly Woods has a central portico and columns on every side made of bright marble, but stretched well beyond reason to the very top of the building, as if someone, worried there wasn't enough room, stretched the building like taffy. The capitol building, aside from being the stronghold of Kale'forna's Governor, Schwartzukadnezzar The Diplomizer, is also home to the main office of the Communal Party, and their leader, Birdie Sanders.

ON THE EDGE OF WAR?

The atmosphere of the capitol building is, at most times, very tense. In response to a series of threats, Kale'forna's governor has begun to prepare the city for open war with The Don's Party - amassing fresh recruits to garrison the city, and building new forts on the outer limits of Holly Woods to stall any invading army. In the meantime, the Communal Party contends with enemies of their own: Their own, more militaristic counterpart—the Anti-Gang—has begun to turn the city into a police state for fear of The Don's supporters, sparking tensions between the Gang and the city guard. On the other side, the Church of Mythatology has recently shown signs that they support The Don. With enemies from both within, and without, many fear that Holly Woods could be on the edge of war and eventual collapse.



Tinsel Town

Holly Woods is the center of the theater and entertainment community in Murka. As such, every major theater patron has what they call a ‘studio’ here: A headquarters that houses all the important technology and support staff, and oftentimes the players of whatever productions they are putting on at the time. These studios and production companies are some of the most protected places in the city (due to the incredibly lucrative ‘spoiler’ industry that has recently cropped up), and so naturally, one need only contact their Customer Service Desk to get a safely-guided tour.

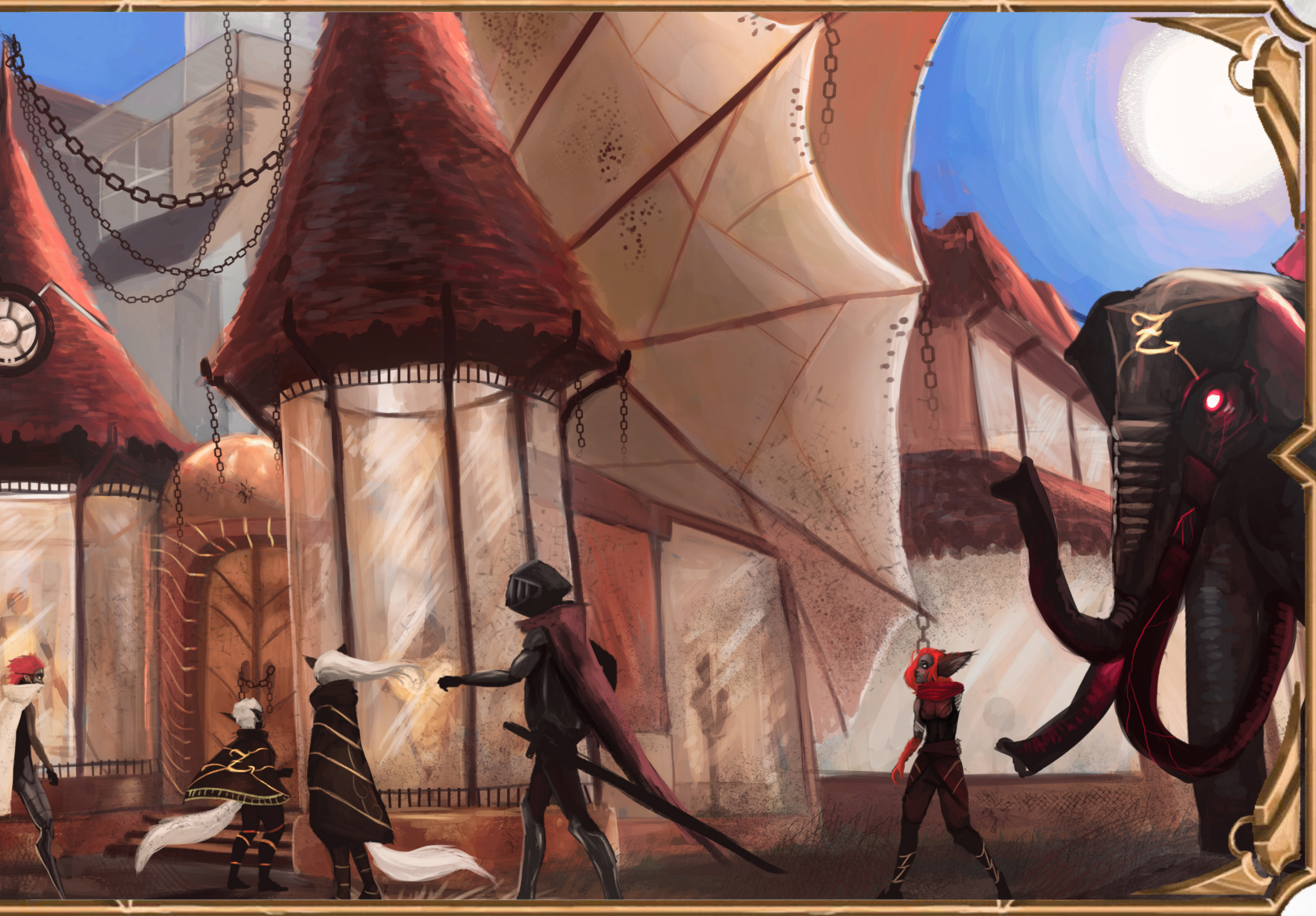
The studios more or less operate as the largest guilds of the city. While other, more utilitarian industries such as mining and farming thrive in other parts of Holly Woods such as Comm Town, most are either entirely dwarfed by, or are subsidiaries of, those production companies. As a result, anyone who wants to truly see success in Holly Woods eventually

has to make a deal with the studio lords. Everything, from the bread you eat to the drugs you take, can be traced back to a studio in Tinsel Town.

Star Run

Perhaps the most important and recognizable location in Holly Woods is the Star Run. The Star Run is a series of streets with hundreds of crystalline stars embedded into the stone. On each star is the name of an accomplished hero, actor, or figurehead—many of whom have gone onto godhood itself. Many scholars theorize the crystalline substance the stars are made from may be somehow linked to the lost hopes and dreams of those who failed to ascend.

Here, the name of every creature who ascends is methodically inscribed upon these crystalline stars by their followers. Most of these inscriptions are in common, and were created by Murkans, or even by the ancient Kale’fornans; but some of these stars are old enough to be written in dead languages, like infernal, and draconic. The edges of the oldest stars



are weathered, and the ground they inhabit has turned black with the wear of time and tread.

The Temple of Xen

One of the most beautiful and striking parts of Holly Hills, The Temple of Xen is the home base of The Church of Mythatology. The Church itself is a truly haunting structure, with massive embedded columns, and bronze latices that run up the side of the structure in a patchwork of shiny brown, goldish, and coppery green. At the tops of each column, and the apex of the steeple, are gargoyles said to have once been otherworldly “outsiders” summoned to protect the temple, now turned to stone and metal.

The Church of Mythatology is a fairly new religion, far newer than the temple they occupy. The Temple of Xen is thought to have once belonged to a god worshiped by the Tong People themselves, a great old one whose domain is beyond humanoid comprehension—or so the legend goes. In later years, before the Church came to possess the temple, it was

a daycare, and before that, an Old Buck’s. Neither business model worked out, likely because the businesses were run out of a creepy looking temple with gargoyles on the roof.

Holly Hills

In the rolling hills that surround the northern side of the city, the rich and famous make their homes next to one another. Holly Hills is primarily residential, with room for only a handful of inns and restaurants here and there. The houses in the Hills are idyllic, beautiful, and daring in design: Some have fabricated rivers and waterfalls that can connect several properties together. Other houses feature glass walls and floors, and even roofs—and sometimes it’s all of those at the same time. Parks display works of otherworldly works of art, often made with mundane materials such as redwood, but magically bent and split into a dozen different shapes. The obtuse shapes of the borough can be off-putting to outsiders, but the builders of the city maintain that Holly Hills is

built to be a city of the future, where order and enlightenment meet. All of these features give Holly Hills an atmosphere of opulence, and eccentricity—but also one of security and safety.

Despite appearing somewhat disarmed and peaceful, this is where many of the important decisions are made, and where the real opportunities are found. Actors, studio executives, bards, politicians, and many others gather here to have seemingly-innocent dinner parties, barbeques, and art shows—and it is in the shadows of these events that they engage in a plethora of illicit acts, from organizing marketing schemes to exchanging stageplays, properties, and favors, carefully hidden from the prying eyes of the public. While plays and merchandise might not seem tantamount to power and control over a city of millions, in a place like Holly Woods, entertainment is everything.

San Monka

The district closest to the shore, San Monka covers a series of neighborhoods, wharfs, and markets that make up the largest concentration of permanent residents in the city. San Monka is where the beaches are—which makes it one of many tourist traps in a city virtually made of tourist traps. The district is positively dominated by its tourism industry: There are inns that stretch over entire blocks, or have dozens of floors, and rental properties that line the beachfront in row after row. In order to accommodate the droves of tourists who come to visit, relax, and party, San Monka possesses a myriad of fast food markets, novelty clothing and trinket shops, and even a permanent circus who maintain a tent on one of the massive piers that stretches out far over the waters.

The common people of San Monka are culturally very similar to their cousins in the greater Holly Woods area in that they are widely regarded as very pretty to look at, and as famously hedonistic as their Tong counterparts - but less materialistic in their personal lives, which is typically kept very separate from their work in tourism, and attractions. The amenities meant for tourists are also still highly accessible for its permanent residents, who enjoy both the sun and the surf, and run fishing enterprises into the bay of the Far Sea. The district is home to large populations of tribes who come from everywhere imaginable; the Southlands below Murka,

natives who integrated into Murkan culture, and even cultures from across the Far Sea - making it an excellent example of the incredible amount of diversity to be found in Holly Woods.

San Monka is not all sunshine and tequila though—while the residents of San Monka do have access and are completely welcome to the tourist sections, the tourist economy leaves large sections of San Monka a lot poorer than most people realize. Tourism is profitable indeed, but only for the people who own the establishments and not so much for those who operate them - and in a tourism dominated economy, everyone becomes inadvertently dependent on tourism. Many of San Monka's less fortunate neighborhoods are also host to organized crime, leaving people to either turn to crime themselves, or to depend heavily on the growing number of druid circles.

Known as Urban Druids, the circles live and operate largely in impoverished cities, their work focused on making life easier for the poor by creating self sustaining neighborhoods. These neighborhoods are given gardens to eat from, shaman to heal their sick, and even fresh water brought in by newly created streams. The catch, of course, is that in the process the druids slowly break down the city and return it to wilderness, and the neighborhood is expected to abandon all worldly possessions and capitalist thought—making reintegration to Murkan society very difficult—and also to kindly host the nightly drum circles, and the disturbing rituals (and smells) that follow.





The City of
HOLLY WOODS



- 1 The Temple of Xen
- 2 Star Run
- 3 Holly Hills
- 4 Capitol Building
- 5 Home of Heritage
- 6 Crystal Willows

- 7 The Griffin Bazaar
- 8 Tree of Parsonneaux
- 9 Adamant Ranch
- 10 Druid Town
- 11 Great Pier
- 12 Northern Gate
- 13 Choni Maz Forest

2000
1000
feet

IMPORTANT FACTIONS AND PEOPLE

Schwartzukadnezzar The Diplomizer

The City of Holly Woods is governed by a man with a nigh-unpronounceable name, though none of his residents would want to say that to his face. A goliath seemingly made of flesh on top of steel and stone, this towering diplomat was once a prolific actor himself. However, what makes Schwartzukadnezzar such an admirable leader in his own right is his rejection of ascension in favor of a career in politics.

After a game-changing encounter with a predator he can no longer totally recall, he decided he was done copping to the kindergartener-esque egos of the theater community. Instead, he terminated his thespian career in order to make himself expendable to the Murkan people as a politician. With ice in his veins and a red-hot smile, The Diplomizer makes his last stand as a terrifying presence in the capitol building. Some argue that the collateral damage of his exodus from the theater community was a raw deal for everyone involved, but his escape plan left him as the man running the show in Holly Woods.

The Warder Sisters

Originally founded by Harriet, Allison, Samantha, and Jacklyn Warner, The Warder Sisters Agency is the most powerful studio in the city, and the only true rivals to the super-studio Diznay, which lies on the other side of Murka, in Idolando. The Sisters started the agency as a group effort, with a focus on paying homage to ancient trickster gods such as The Great Insect Hare, and eventually moved on to parody—arguably the lowest form of comedy and entertainment—with a focus on self-parody. Today, they are the most powerful of the great studio lords of Holly Woods, rivaling even The Diplomizer for control of the city. The Warders own a number of lavish theaters around the city, boasting hundreds of different plays that can be transmitted across arcane projectors to audiences of millions. The theaters provide funding for the sisters to engage in a multitude of other markets, such as circus acts, books, corporate espionage, and even politics.

The Communal Party

The Communal Party is a party of largely-pacifist devotees to a philosophy of sharing and close living. They believe that if everyone pooled a fair portion of their resources into a properly-run governing body, that body would then have the power to solve a number of problems that individuals themselves could not, such as fair and affordable access to education, healing magics, and useful potions. The Communal Party has been particularly active in Holly Woods, and, thanks in part to the backing of Holly Woods' eccentric actor nobility, the city's laws have transformed to reflect the caring of sharing. The Communal Party therefore enjoys unprecedented comfort in the Silver City as political advisers, philanthropists, and activists.

Many have accused the Communal Party of working in half-steps. The party's devotion to pacifism and working to create change through legitimate channels earns them great praise—when it works. Other powers in the city such as the Anti-Gang chastise the Communal Party as little more than political doormats, and as far too trusting, to a point of naivety. So while the Communal Party does create genuine, albeit slow, change that often benefits the citizens of Holly Woods, they have no



real power to defend that change and are left dependent on the city guard—or even on the Anti-Gang themselves.

In more recent events, the Church of Mythatology has begun to make troubling moves against the Communal Party, culminating in an attempted assassination against the Communal Party's leader Birdie Sanders—though nobody can prove that the assassin was actually a member of The Church, or even working on their behest. As a result, the Communal Party remains unable to support any retaliation against The Church, and have even gone out of their way to keep the Anti-Gang from sparking an open conflict in order to preserve the peace.



Birdie Sanders

Birdie is the wise and generous leader of the peaceful Communal Party, a revered wizard and ex-adventurer. Residing in the Holly Woods Capitol Building, Birdie is known for his generous and progressive policies, and his cooperative demeanor. Working with The Diplomizer, Birdie has pushed for reforms such as the free distribution of spellbooks and scrolls for the city's youth, expansions in the city's healer workforce, and eventual access to those healers for everyone from Tong City to Magnamalus—a service for which everyone pays a hefty tax. He has also been recently working on supporting an initiative called the Green Deal, designed to create jobs to combat the growing threat of Green Storms, dangerous weather events created by centuries of industrial waste.

Birdie has earned the respect and admiration of his followers, and even the begrudging respect of his counterparts in the Anti-Gang. However, his policies remain somewhat experimental, and his ability to enforce change is constantly frustrated by intervention from his more violent rivals in the Anti-Gang and the Church of Mythatology—both of whom view him as misguided and idealistic. His dedication to diplomacy and fixing the system from within the system remains one of the central tensions between the Communal Party and the Anti-Gang.

The Anti-Gang

The Anti-Gang is the radical, unpredictable counterpart to the Communal Party. The Anti-Gang takes the communal philosophy to an extreme, and are much more serious about creating a just and fair society—even if that means using violence as a means to an end. To that effect, the Anti-Gang tend to target the rich nobility of Holly Hills, corrupt politicians, and supporters of The Don, each of whom they believe abuse their excessive power and privilege. The Anti-Gang's methods produce harsh, but ultimately fair results designed to redistribute power; making them the self-proclaimed enforcers of the Communal Party. All across Murka, the Anti-Gang protests and fights in skirmishes for what they believe is the true freedom of Murka and her people: The rise of a non-capitalist nation, with no king, run by the people themselves—a true democracy. While

the Anti-Gang see themselves as freedom-fighters and heroes, many others see them as anarchist bandits, and the people of Holly Woods know them as the unofficial secret police of the Communal Party.

Their aggressively progressive behavior unfortunately places them at odds with members of the Communal Party itself, who prefer to work within the established governmental system and garner the goodwill of the people. When it comes to the Anti-Gang and the Communal Party, it is important to remember that though they are rivals, they are not enemies. The Anti-Gang often helps the Communal Party, inadvertently or otherwise—but they do so on their own initiative, and often for their own reasons.

During the introduction of the Communal Party's medical initiative, many of Holly Wood's citizens found the heightened taxes unacceptable, and some refused to pay—only to be visited by the Anti-Gang soon after. When the Communal Party received gold

covered in blood, the Anti-Gang members who perpetrated the act were arrested. Since then, the Anti-Gang's relationship with the Communal Party has remained tense, occasionally waxing into outright conflict between the Anti-Gang and the city guards who support the Communal Party.

The Anti-Gang have also found a recent enemy in the Church of Mythatology, who have sent a number of assassins to kill Anti-Gang leaders—a move that has puzzled and deeply concerned both the Anti-Gang and the Communal Party, who once fought in the courts of law to legalize the Mythatology religion. While the Anti-Gang are always ready to fight for truth and justice, the Church of Mythatology is quick to confuse both parties by claiming any and all attacks against them are attacks against their freedom to worship their gods. So convincing is the Church's argument that many of Holly Wood's citizens have denounced the Anti-Gang for going back on their own beliefs—an issue that has wounded the morale of the Anti-Gang's fighters.

WARRIOR POET SOCIETY

With innate resilience and a distrust of authority, the people of Comm Town can be found at the heart of nearly every Weary Revolution that occurred in Western Murka, including the King Rebellions which united the smaller surrounding boroughs and villages against the corrupt local government presiding over Holly Woods.

After these successful revolutions, the youths saw an ongoing need to form groups they hoped would protect them from oppressive law enforcement agencies of Murka. However, a disagreement over how much violence constituted an appropriate means of problem solving led to a schism which would create two infamous groups and set them against each other and the city: The Scarlet Swords and the Coldfire Tribe. These rival groups would turn Holly Woods into their battleground for an entire generation before Lady Dejah Rivers managed to broker a ceasefire some years ago.

That time of peace led to a rise of Comm Town's arts community, which gave way to the Warrior Poet Society, who took their frustrations from the street to the stage and developed a martial science in harmony with music, dance and oration. While you may still find them carrying their own sidearms, they also carry magical tuning blades.

These tuning blades are almost always custom-made, and typically bear designs which hold significance to the wielder, whether it's a family crest or a connection to another Warrior Poet from Magnumalus. The Warrior Poets use these blades to amplify and channel their voice during fierce martial and bardic duels with one another, and the most skilled Warrior Poets can even use them to cast spells.



The Church of Mythatology

At one time, the religion of the Church of Mythatology was completely outlawed across Murka—which is very strange for a kingdom built on religious (and many other flavors of) freedom. There has long been speculation that the Church of Mythatology was made illegal by the Murkan government for being nothing more than a thinly-veiled attempt at tax evasion and profiteering for its founder, a playwright named Elrond Cupboard. Despite its widely-known tendency towards unscrupulous behavior, the Church of Mythatology remains one of the most powerful factions in Holly Woods, due primarily to the fact that it is supported by some of the biggest names in Holly Woods, such as Thomas Cruseau.

The Church of Mythatology is a cloistered and secretive religion, whose actual morals and values are difficult to pin down. Though little is known about the intricacies of their organization, their actions indicate a particular interest in power, money, and control—both as a means of self preservation and expansion. The Church has been known to bribe politicians, hide damning evidence, defraud governmental institutions, and manipulate their members with both a corrupted social influence and powerful mind-magic. They also defame or otherwise

dispose of those who stand against, or even attempt to leave, the religion—allegedly even going so far as to hire paid mercenaries and assassins to do their dirty work for them. Despite all of this, no legal action has ever been successfully taken against them. The Church of Mythatology somehow manages to always keep their hands clean and their information secure, granting them a semblance of protection within the very litigious Murkan court system.

The Church is not particularly given to sharing their power with the state, going to great lengths to manipulate and coerce governmental leaders to join their ranks, and outright deposing or eliminating those who refuse. The Don seems to be a unique exception to this, as the Church appears to treat him like an uneasy ally. Many suspect that their courtesy is a ruse, a ploy to seem less threatening, and that their ultimate goal is to blackmail and control The Don, using him as a puppet for their dark designs of world domination. All of this puts the Church at odds with those who fight for their freedom to practice their so-called religion—The Communal Party and the Anti-Gang. The Communal Party, despite being well-intentioned, does not seem to know how to react to the Church's connection to its suddenly-departed members and adversaries, while the Anti-Gang has begun to prepare for a potential war with them, as the Anti-Gang is wont to do.

ADS, RUMORS, AND ADVENTURE SEEDS

- You get hired to dig up the dirty laundry of a local actor by someone claiming to be a journalist, whose motivations seem arguably virtuous—but as you approach the estate of renowned actor Thomas Cruseau, you find him and about 20 others engaged in a secretive Mythatology ritual, with a young woman tied to the altar in the center!
- This town lives, breathes, eats, and sleeps gossip. So, when one of your party overhears a particularly beloved starlet, one believed even by the elite to be untouchable and pure, admitting to a deadly and embarrassing secret, they have but one option: Embark on an adventure to either ruin or save this woman's career, and by extension, life in Holly Woods.
- The Warder Sisters are making a new picture. The word 'marvelous' keeps getting thrown around, and it's driving all the other executives in the city mad. A courier hands you a letter, addressed from the Diznay Citadel, who have put out an exorbitant offer to any freelancer who brings them any information regarding this new project. The Warder Sisters' studio has responded venomously, promising an equal reward for information which may help them in their constant theatrical battle with Diznay. Whichever side your party chooses, know that the tomes written of their exploits will inevitably be better than the plays.

Angie's Garden Eatery

Our food is:

- Magic Free - Sugar Free
- Carb Free - Non MGO

- DEMONIC POSSESSION FREE

- and Gluten Free!

Choose what's right for your body

Choose Angie's!!





- In the quiet hills of Tinsel Town, the Anti-Gang prepares to clash with the local guard and the Communal Party's paladins of peace over a house suspected to belong to an agent of The Don. You happen upon the scene as tensions begin to rise, and must choose - support one side or the other, or stand aside as the situation spirals out of control.
- Your party finds a note dropped by an assassin, revealing a plot by the Church of Mythatology to assassinate the Diplomizer! On the streets are signs and town criers announcing a speech to be given by Schwarzukadnezzar the very next day—your party's time to save the province is limited!

- Legend has it that the Tree of Parsonneaux was once an actual freedom dragon, and supposedly the dragon would wake again if Comm Town was ever threatened. With war on the horizon, perhaps it is time to seek out the tree and learn the secret to awakening the Dragon! Your party is approached by an old wise woman of the community who hands you an incomplete looking amulet, and directs you to seek out the Dragon's ancient abandoned lair in the Hardborn Mountains to the east.



Are you tired of listening to Writwits drone on about depressing news?
 Is your Gnomes Gone Wild tome starting to fray from overuse?
 If you're looking for something more REAL, more VICERAL
 THEN IT'S TIME TO WATCH HEL'S KITCHEN
 The only cooking show shot exclusively in the underworld itself!
 We'll make Torture Tartar, Helldogs, and Suffering Souple!
 We'll even do a taste test with the devil himself!!
 So turn on your local projector, and strap on your scimi-crucifix
 because we're all GOING TO HELL TOGETHER - TONIGHT, only on POX!

CHAPTER SIX

Equipment & Treasure



Murka is filled with many unique and wonderful treasures, from powerful firearms to obscure weapons and armor found nowhere else on Urth. Many of these items can be found for sale in specialty shops around the kingdom or from previous owners thanks to Murka's cultural obsession with capitalism. That being said, the prices of some of these items may be extreme for anyone who wasn't fortunate enough to have inherited an obscene amount of wealth, or brave enough to become one of Murka's many courageous adventuring parties.

A DAY LATE, A BUCK SHORT

The economy in Murka is in shambles, and although money changes hands frequently, a vast majority of Murka's wealth lies in the hands of its politicians and corporate leaders. Fortunately, Murka's wealth as a kingdom far surpasses many kingdoms across the world, and even Murka's poorest citizens typically find ways to get by, whether they work themselves to the bone or rely on the kindness of strangers.

Murka's currency comes in several denominations:

SO... WHAT'S THE SYMBOLOGY THERE?

On the face of the Murkan buck is a profile of King Wash, donning the crown of Murka. On the reverse, a five-point star is engraved, with an all-seeing eye embellished in the center. Originally meant to represent the idea that Murka carefully watched over all its citizens, the eye now carries much more sinister implications of surveillance and distrust.

The Buck. This currency is named after Murka's first king, King Wash, who held the nickname "Old Buck." The existence of this coin speaks volumes of the economical prowess of Murka as a kingdom.

Platinum, Gold, Silver, and Copper Coins. These coins are found all over Urth, though they hold a different value in Murka. Each coin is used in a similar fashion to other countries, though Murka's coins are typically engraved with the faces of Murkan Kings or landmarks.

Exposure. At the bottom of Murka's currency totem pole is "exposure," which are tokens so wildly worthless that many people rightfully refuse it as a method of payment. The only kinds of people who deal in exposure are swindlers, con artists, and "businessmen" who are so out of touch with the economic state of affairs in Murka that they've convinced themselves exposure is worth more than an equivalent number of bucks.



	Exposure	Copper	Silver	Gold	Platinum	Buck
Exposure	1	1/10	1/100	1/1,000	1/10,000	1/100,000
Copper	10	1	1/10	1/100	1/1,000	1/10,000
Silver	100	10	1	1/10	1/100	1/1,000
Gold	1,000	100	10	1	1/10	1/100
Platinum	10,000	1,000	100	10	1	1/10
Buck	100,000	10,000	1,000	100	10	1

WEAPONS

In this world that's hellhound-eat-hellhound, the key to success is ensuring you have the sharpest fangs, and the strongest bite. And in Murka, there are fangs aplenty.

Weapons have played a crucial role in Murka's culture since its inception, and the notion of defending oneself is considered a right to all Murkan citizens. Murka's most commonly-seen weapons are firearms, but it's not out-of-the-ordinary to see explosives in the hands of powerful mercenaries, or a lasso swung above the head of a steer mounted lone ranger.

Firearms

Murka, nation of the proud, home of the liberated—and land of copious amounts of GUNS! Guns are not quite as much of a mystery to the Murkan people as they are to other nations and kingdoms. Guns are easily acquired, well understood, and many of Murkan's citizens carry them. You may go to a gun shop to purchase ammo, mods, and request magical improvements, no background check required! Alternatively, someone who is proficient with tinker's tools might be able to create these things for themselves.

A responsible gun owner understands that firearm usage requires proper, regular maintenance and care, else their gun might jam in an intense situation, leaving them vulnerable to having their liberties (among other things) violated.

Jam. If you roll your weapon's jam value or lower, your gun jams, and cannot fire until you spend one attack or a bonus action to clear the weapon. Once the weapon is cleared, you lose the shot you attempted to fire. If this was the last shot in the gun, you must then reload.

Knock-back. The target must make a DC 10 Strength saving throw. On a failed save, the target is pushed backward 5 feet and are knocked prone. On a successful save, they are pushed backward 5 feet.

SPECIAL FIREARMS

Flame Spitter. Instead of rolling an attack roll, for each shot all creatures in a 15-foot cone must make a Dexterity saving throw with a DC of 14. On a failed

save, a creature takes 2d8 fire damage. On a successful save, a creature takes half damage.

Gunchucks. This unique piece of equipment consists of two pistols tied together by a length of chain or sturdy rope. Gunchucks can be wielded by one end in melee, hitting a creature as the other end flails, or it can be wielded at range by choosing one of the guns and firing it at an opponent. If you roll a critical success on a melee attack with the gunchucks, in addition to the extra damage on your melee attack, an enemy you choose within range takes damage as if hit by a non-critical ranged attack made by the gunchucks. This may be the target you hit with the original melee attack. At least one of the gunchuck guns must be loaded for this to work.



EXPLOSIVES

If guns are stubborn, then explosives are outright belligerent. Explosives are considered thrown weapons, and are extremely dangerous to use, expensive to create, but highly effective when used correctly.

You can throw any of the explosives on this list a distance equal to 15 times your Dexterity or Strength Modifier (your choice, minimum 10ft). You pick a 5 foot square within that distance and every creature in

the item's Explosive Range must make a DC 11 Dexterity saving throw or take the damage listed. The creature still takes half damage on a successful saving throw. If you are proficient in explosives you add your proficiency modifier to the save DC. As well, some explosives have additional properties:

Burning. The target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Fuse. A 30-second fuse, which can be trimmed to any length and used to detonate any explosive.

Triggered. This explosive must be triggered by a fuse, a magical detonator, or some form of damage.

Sticky. This device can adhere to any physical, non-magically-repellant surface.

EXPLOSIVES KIT

Explosives Kit. Acquiring this kit of tools allows you to speed up the crafting process of explosives to a rate of 50gp per day, plus 25gp per day per person assisting.



Explosives Table

Name	Cost	Damage	Weight	Range	Properties
Firecracker	10 gp	1d4 fire, 1d4 force	¼ lb.	5 ft.	Thrown
Hand Grenade	100 gp	1d8 fire, 1d8 force	½ lb.	10 ft.	Knock-back, thrown
Sticky Grenade	120 gp	1d8 fire, 1d8 force	½ lb.	10 ft.	Knock-back, sticky, thrown, triggered
Cluster Grenade	300 gp	3d6 fire, 3d6 force	2 lb.	15 ft.	Knock-back, thrown
Dynamite	1,000 gp	2d10 fire, 2d10 force	2 lb.	20 ft.	Knock-back, thrown, triggered
Fuse	1 gp (5)	-	½ lb.	-	Special
C4	6,500 gp	4d10 fire, 4d10 force	2 lb.	20 ft.	Knock-back, sticky, thrown, triggered
Napalm Grenade	6,500 gp	4d10 fire, 4d10 force	3 lb.	20 ft.	Burning, knock-back, thrown
Volatile Void Crystal	10,000 gp, 1 soul	3d10 fire, 3d10 force, 4d10 necrotic	1 lb., 10 lb.	40 ft.	Special. Thrown, triggered.

SPECIAL EXPLOSIVES

Volatile Void Crystal. An explosive that, using the power of the soul, rips the very fabric of reality as it explodes. Crafting this explosive requires a humanoid sacrifice on the last day of the crafting process. If you are good-aligned, this object weighs 10 lbs., as you must also carry the weight of your decisions. All enemies killed by this explosive, and all objects destroyed by it, are sucked into a secondary implosion after the crystal detonates.

All creatures and objects within 80ft of the detonation are pulled 20ft toward its center. If a creature runs into any objects like difficult terrain or a wall, they must succeed on a DC 15 Dexterity saving throw or take 1d8 bludgeoning damage.

SPECIAL WEAPONS

Lasso. Proficiency with a lasso allows you to add your proficiency bonus to any attack roll made with it. A lasso can be crafted from any length of rope, and has a reach of 5 feet less than the length of rope used to craft it.

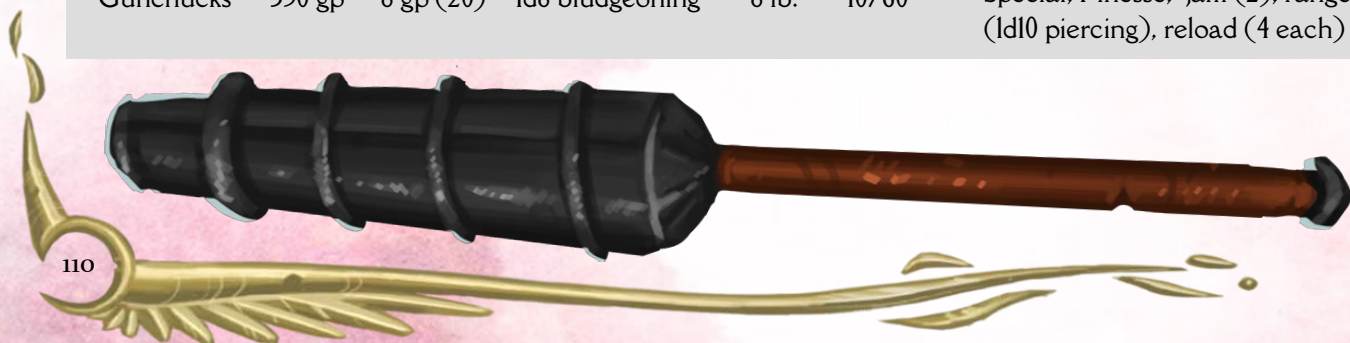
A Large or smaller creature hit by a lasso is grappled until it is freed. A lasso has no effect on creatures that are formless or creatures that are Huge or larger. You can use your bonus action to try to tie a lassoed creature. To do so, make a Strength or Dexterity check opposed by the creature. On a success, the creature is restrained.

A lassoed creature or one that can touch it can use its action to make a DC 10 Strength check. On a success, the target is freed. The lasso has AC 10, 5 hit points, and immunity to piercing and bludgeoning damage.



FIREARMS TABLE

Name	Cost	Ammo Cost	Damage	Weight	Range (in ft.)	Properties
Light Sidearm	50 gp	2 gp (20)	1d8 piercing	1 lb.	40/60	Ammunition, jam 1, reload (1 shot), light
Sidearm	90 gp	4 gp (20)	1d10 piercing	3 lb.	40/60	Ammunition, jam 1, reload (1 shot), light
Crude Revolver	150 gp	4 gp (20)	1d10 piercing	3 lb.	40/60	Ammunition, jam 1, reload (4 shots), light
Rifle	300 gp	5 gp (20)	1d12 piercing	10 lb.	120/480	Ammunition, jam 2, reload (1 shot), two-handed
Harmonica Rifle	350 gp	5 gp (20)	1d12 piercing	10 lb.	120/480	Ammunition, jam 2, reload (6 shots), two-handed
Tactical Assault Rifle	3,000 gp	5 gp (20)	1d12 piercing	13 lb.	120/480	Ammunition, jam 3, reload (30 shots), two-handed
Fine Revolver	250 gp	4 gp (20)	1d10 piercing	5 lb.	40/60	Ammunition, jam 2, reload (6 shots), light
Blunderbuss Pistol	300 gp	5 gp (5)	2d8 piercing	10 lb.	15/60	Ammunition, jam 2, reload (1 shot)
Crude Shotgun	330 gp	10 gp (5)	2d12 piercing	10 lb.	15/60	Ammunition, jam 3, reload (1 shot), Two-handed
Pump-action Shotgun	2,400 gp	10 gp (5)	2d12 piercing	10 lb.	15/60	Ammunition, jam 3, reload (10 shots), two-handed
Gonne	300 gp	10 gp (1)	2d8 bludgeoning	10 lb.	45/75	Ammunition, knock-back, jam 3, reload (30 shots), two-handed
Flame Spitter	1,000 gp	20 gp (20)	2d8 fire	20 lb.	15 (cone)	Special. Ammunition, burning, jam 1, reload (5 shots)
Gunchucks	350 gp	8 gp (20)	1d8 bludgeoning	8 lb.	40/60	Special, Finesse, jam (2), ranged (1d10 piercing), reload (4 each)



MAGIC ITEMS

BAKER'S DOZEN DONUT BOX

Wondrous Item, Legendary

This box of confectionary deliciousness contains 1d12+1 pastries when found. The pastries are not labeled by name, but are decorated according to their effects. The packaging states that these pastries are handcrafted by a powerful sorcerer known only as 'The Baker.' Each pastry conveys a different effect when consumed. Eating one bite is enough to activate the pastry's effect. The GM decides which donuts are in the box.

Donut of Death. Filled with cream distinct to the exotic region of Bahston, a creature who eats this donut must make a Constitution saving throw. On a successful save, the consumer regains all of their hit points. On a failed save, the creature immediately falls to 0 hit points and makes a death saving throw.

Donut of Dedication. Covered on every side with sprinkles and sticky glaze, this donut grants the user proficiency with one of their choice of the following: Light Armor, Medium Armor, Heavy Armor, Martial Weapons, or Improvised Weapons.

Donut of Defeat. Coated with a layer of sweet, white powder, this donut causes the next three d20 rolls made by the consuming creature to be counted as if they had rolled a natural 1.

Donut of Delirium. Chocolate frosting and rainbow sprinkles adorn this pastry. When consumed, it causes the consumer to suffer the effects of the *confusion* spell for the next half-hour.

Donut of Desire. A cruller with a sweet glaze, the creature who consumes this donut, along with any and all equipment it is carrying, and anyone touching the creature when it takes the bite, are all instantly transported to the location of the consuming creature's deepest desire.

Donut of Despair. A plain bagel with an incredibly powerful illusion spell, giving it the appearance of the viewer's favorite kind of donut, no toppings can be applied to this bagel. A creature that consumes this 'donut' becomes permanently frightened of a random creature it is familiar with or can see.

Donut of Destiny. Eating this classic, plain donut, allows the consumer to ask the GM one question, which the GM must answer honestly.

Donut of Destruction. Known as an Owlbearclaw, a creature who eats this confection doubles any damage roll they make until the next dawn.

Donut of Discord. A lemon meringue pastry. The consumer of this donut immediately sees all allies as dire enemies for the next five minutes, and will do whatever is in their power to delay, impede, or otherwise harm them.

Donut of Disequilibrium. Half-croissant, half-donut, and all delicious, when consumed, the consuming creature feels incredibly disoriented, giving them disadvantage on all Strength and Dexterity checks and saving throws until the next dawn.

Donut of Distance. This donut appears to be flattened into a disc shape. It permanently doubles the range increments on all weapon attacks for the creature that consumes it. A creature can only benefit from this effect once in its lifetime. Alternatively this donut can be thrown as if it were a bolt fired from a heavy crossbow. Only a creature proficient in improvised weapons counts as proficient in throwing this donut.

Donut of the Druid's Den. A maple donut with sprinkles shaped like leaves, this donut causes a creature who consumes it to Wild Shape into a random beast for 2d8 hours.

Donut of the Dread Pirate. This pastry is decorated with icing in the shape of a pirate captain's hat. Eating this donut gives a creature proficiency in water vehicles and Charisma (Intimidation and Deception) checks for the next 8 hours. If a creature already has one or more of these proficiencies, they gain expertise in those skills instead.

Donut of Dreams. This blueberry cruller causes the creature that consumes it to fall asleep, taking an uninterrupted long rest. The creature's dreams are incredibly vivid. When it awakes, the creature has inspiration.

Donut of Drought. This donut is covered in cinnamon sugar. Eating it causes the consumer's throat to rapidly dry. They fall prone and are incapacitated by violent coughs for 2d6 minutes.



BATH BOMB

Explosive, Very Rare

This small, glittery orb is made of a mystical, dazzling substance that feels simultaneously oily and powdery. A short, hemp rope dangles from it.

Lighting the rope fuse and throwing this bomb causes it to explode at the start of your next turn. When the bomb explodes, every creature within a 60ft radius is instantly made clean, as if they had just stepped out of a cleansing bath. They have, and produce, no odors and cannot be tracked or detected by scent for the next hour.

BELLE'S BATHWATER

Wondrous Item, Rare

A glistening glass bottle containing the essence of the goddess of games, distilled from water in which she bathed.

Consuming this potion grants disadvantage on all Charisma checks and saving throws for 1 day and one of the following additional effects:

Potion Effects

- If you are a follower of Belle, you are healed for 8d4 + 8 hit points.
- If you are a follower of any other deity, you take 4d4 psychic damage.
- If you are not a follower of any deity, Belle appears and offers her favor. If you accept, you are now a follower of Belle and are affected as such. If you decline, you are affected as having been a follower of any other deity.

BROTEIN POWDERS

Wondrous Item, Uncommon

A pouch of colorful crystals. If licked, they give off intense, concentrated flavors. Inside this cloth bag are 3d4 small, colored crystals. During a Brobarian's Meal Prep, they may crush up a crystal from this bag and add the powdered remains to a Brotein Shake. Depending on the flavor of crystal, the Brotein Shake, when consumed, provides resistance to a particular damage type for the shake's duration:

Flavor	Damage Type
Lemon	Acid
Mint	Cold
Cajun	Fire
Sour	Lightning
Blue Cheese	Necrotic
Broccoli	Poison
Chocolate	Psychic
Bacon	Radiant

BROTEIN SHAKE

Potion, Common

This brackish, cream-colored liquid is highly coveted by those who seek to better themselves physically. When consumed, the consuming creature enters a state of frenzy mechanically equivalent to the rage of a level 1 barbarian. If the creature is a Brobarian or Babearian, they instead enter a roid rage (as described in chapter 2).

CONCENTRATED JINGOISM

Potion, Uncommon

Blessed by powerful Paladins of Independence and Clerics of Freedom, this holy vial of magical energy is all one needs to rejuvenate one's national spirit. Taking an action to drink this potion makes you radiate patriotic energy. For 1 minute, you may add 1d12+1 radiant damage to your damage rolls. However, for the duration, you also have disadvantage on Intelligence and Wisdom checks and saving throws.





BIRCHLEY'S RAY-BANNERS

Wondrous Item, Rare (requires attunement)

These fashionably reflective glass lenses are bound by a thin, metal frame which holds them together over a humanoid's eyes. The lenses magically bend and diffuse rays of light to perfectly enhance the non-magical eye.

These glasses, when worn, grant the attuned creature advantage on Charisma (Persuasion) checks. Additionally, the creature suffers no penalties due to the sunlight sensitivity racial trait while wearing these lenses.

Once per long rest, the attuned creature may take off or put on these lenses while remarking upon their surroundings in a humorous or ironic way, and depending on how true to character and amusing the GM (and other players, at the GM's discretion) finds it, the attuned creature gains truesight out to a distance of 60ft for anywhere between 1 round and 1 hour.

CORPORATE SPONSOR

Wondrous Item, Legendary

Endowed with wealth and/or popularity, an individual lucky enough to receive this item is believed to have reached the peak of their career.

This item takes on a different form for each relationship, but it is always something that visually signifies the relationship between the individual and the sponsor. At the end of a long rest, you receive 50gp for every creature affected by a successful Sponsorship Plug you've made since the previous long rest.

Sponsorship Plug. During or immediately after a positive or daring moment, you may make a Performance check with a DC determined by the GM. If successful, you say or do something to promote your sponsor and display your Corporate Sponsor item. Each creature who witnesses this is considered affected.

CURSED BOOK SERIES

Wondrous Item, Common

This series of battered paperbacks is often talked about by your friends and family, and as such you feel strangely compelled to pick it up and read it.

A collection of books (not necessarily physically near one another) consisting of at least $3d4+2$ books in total. Once you've read each of the books, you gain a new understanding of yourself and how you think; your Wisdom score permanently increases by 1.

Curse. Any creature who reads even one of these books must succeed on a DC 20 Wisdom saving throw. On a failed save, that creature believes these books to be the best books ever written, even above any religious holy texts. The creature feels extraordinarily compelled to find and read the rest of the series.

DA WAEFINDER

Staff, Very Rare (requires attunement)

Fitted with a handle bound in red leather, and topped with a small, wooden... what is that, an echidna?

Once per day, while holding this item, you may automatically succeed on a Wisdom (Survival) check



related to tracking or navigating. The staff will click like a metal detector until you are pointing it at the most direct path to your goal. It will not necessarily point in the direction of the best path or course to take based on terrain or distance, but rather, the straightest line between you and what you are looking for.

DIRECT MAILBAG

Wondrous Item, Common (requires attunement)

A simple messenger bag made of canvas or leather, typically embroidered with images of writwits and instaglyphs, this pouch can fit one tiny-sized object or creature inside it.

When the attuned creature speaks the command word, the item inside is sent through a demi-plane to which all direct mail bags are connected, and is delivered into an empty *direct mailbag* of the attuned creature's choice. If the destination bag is holding an item, nothing happens.

DWARF FOREMAN STOVE

Wondrous Item, Common (requires an iron bar)

Typically used in the deep mines of dwarven digging operations, this portable cooking tool is rumored to produce some of the tastiest cooked meats in Murka.

During a short rest, a creature may activate the stove by placing an iron bar beneath it, which heats perfectly. After spending 10 minutes dedicated to cooking food on it, the creature must make a Wisdom (Survival) check. If the result is 10 or higher, any creature that consumes the food

will receive one additional hit die to use during the short rest; otherwise, they receive no additional benefit. On a 1, the food burns, and you must roll an additional D20. On a roll of 1 or 2, the iron bar melts away and is destroyed. The stove can be used no more than twice per day.

FREEDOM BANNER

Weapon (Any weapon with the heavy, two-handed, and reach properties), Rare (requires attunement)

A banner hangs from the haft of this powerful weapon. Decorated with the house crest of whoever wields it, this tried-and-true weapon can be carried into battle to inspire courage and strength.

You gain a +2 bonus to attack and damage rolls with this weapon. This weapon has 2 charges and regains 1 expended charge when you or an ally defeat a creature in combat. While holding it, you can use a bonus action to expend 1 of its charges and cast the *patriotism* spell.

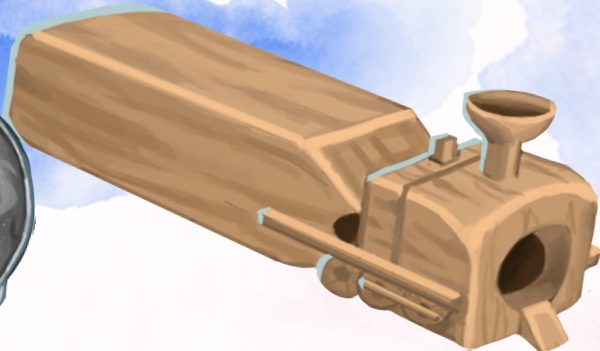
HAT OF THE SCION OF STET

Wondrous Item, Very Rare (requires attunement)

Nobody knows for certain who Stet was. What is known, however, is that a scion of their house was a warrior of incredible renown and particular taste in headwear. These hats have a wide brim that curls up on the sides, and three divots on top of its otherwise round crown.

This hat grants its wearer an additional 10 feet of movement. The wearer may also ignore the sunlight sensitivity racial trait if they have it, and may cast *legend lore* once per long rest.

This hat comes in three colors, and each color of



hat grants an additional benefit. You may only be attuned to a number of hats equal to the number of heads you have at one time.

White Hat. You may Disengage as a bonus action.

Brown Hat. Once per day, you may Smite (as the Paladin class ability) as if you had expended a 6th level spell slot.

Black Hat. Once per long rest, you may cast *create undead* at 6th level as if you were a School of Necromancy wizard.

HAIR OF A KOOKY CAT LADY

Potion, Rare

Hair snipped from the head of the mad hag herself and brewed for unknown reasons.

Once imbibed, roll a d20 to determine which magical effect alters you for 1d8 hours:

D20	Effect
1	Cat. You become a cat for the duration, as with the <i>polymorph</i> spell.
2-5	Sight. Your eyes become catlike. You gain darkvision out to a range of 60 feet.
6-10	Claws. Feline claws grow from your hands and feet. You gain a climb speed of 20 feet and your unarmed strikes deal 1d4 + your Strength modifier damage.
11-15	Senses. You gain Proficiency in Acrobatics, Perception, and Stealth checks.
16-19	Agility. Your speed is doubled. You gain a +2 bonus to your Dexterity score and have advantage on Dexterity saving throws.
20	Meow. Grow fur, tail, and all physical cat-like features. You also inherit all effects on this chart except for 1.

HYPETRAIN WHISTLE

Wand, Rare (requires attunement by a warlock of The Crowd)

This lightweight, wooden wand-whistle has a train engine carved at the end. Blowing air through it produces a sound not unlike a train whistle, only smaller.

This wand has 4 charges and regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles to ash and is destroyed. While holding this wand, if a non-hostile audience is watching you, you can use an action to summon a magical, flying steam engine to charm your audience for 15 minutes. While charmed in this way, the audience's size is tripled, bolstered by illusory audience members that are overjoyed to be part of your one-of-a-kind brand.

INSTAGRAPH

Wondrous Item, Uncommon (requires attunement)

Given as a gift from the lesser-known god Thegram to one his most devout followers, a water genasi known as Polar Oyd, this small device was reverse-engineered and mass produced, quickly rising to incredible prominence among many castes of Murkans.

This small device is capable of creating an etching, sketch, or painting of any scene the attuned creature can see through its viewfinder. The *instagram* has 8 charges, and it regains 1d8+1 expended charges at dawn. The attuned creature expends 1 charge per illustration created, which will then appear from beneath the device on a waxy piece of parchment.



JAR OF ANTIMAGIC DIRT

Wondrous Item, Legendary

This large, glass jar contains very ordinary-looking dirt, and comes with a cork stopper.

Putting any item in the jar and covering it with the dirt suppresses any magical properties an item has, no matter how many or how powerful they are.

Additionally, the anti-magic dirt is so potent—or non-potent, as the case may be—that no spell is able to penetrate even the glass of the jar (not even spells such as *identify* or *wish*). As a consequence, it is quite difficult to obtain any knowledge about the *jar of antimagic dirt* via magical means.

LEGENDARY GREATSWORD OF BALANCE, TRUTH, QUESTING, INSIGHT, AND MORE (LGBTQIA+)

Weapon (Greatsword), Legendary (requires attunement)

Forged by the strong, black, trans warriors of Stonewall, this greatsword has the finesse property. Swinging this weapon swiftly through the air produces a radiant, rainbow-colored blur of light behind it.

You gain a +4 bonus to attack rolls made with this magic weapon. Instead of bludgeoning, piercing, or slashing damage, this sword deals 1d4 damage of each of the following types: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, Thunder.

Once per day, you can cast the *prismatic spray* or *prismatic wall* spell from the sword (save DC 16).

MAGIC CONCH SHELL

Wondrous Item, Rare

Hailing from the Far Sea, this small conch shell whispers far more than just the sound of the ocean into your ear.

This shell is composed of great and powerful wisdom. As an action, you may ask the magic conch shell a question. At the discretion of the GM, the shell will provide one of the following honest answers to the question:

- | | |
|------------|---------------------|
| - Yes. | - Nothing. |
| - No. | - Maybe someday. |
| - No. | - I don't think so. |
| - Neither. | - Try asking again. |

After asking three questions within 24 hours, roll a d20 for every additional question. On a 1, this shell will become passive-aggressive, and will answer any further questions with vague, unhelpful snark for the next 1d4 days.

MANTLE OF OLD GLORY

Wondrous Item, Very Rare (requires attunement)

This red-and-white striped robe is spangled in ornate white stars nestled in a field of blue. Though it looks tattered and worn, it still provides warmth. As you don the mantle, you become instantly aware that you are breaking a number of flag codes. But, chances are, if you're the kind of person to put this on, you probably don't even know what a flag code is, and if you do, I doubt you care.

You gain a +2 bonus to saving throws while wearing this mantle.



Each Mantle of Old Glory has, as appropriate to the Murkan flag, thirteen stars. As an action, you can tear away one of the stars and hurl it up to 30 feet. The star casts the *boom* spell centered on where it lands.

Increase the level of this spell for each additional star you throw at the same spot. If you throw five or more stars at the same spot, it instead casts the *BOOOOM* spell. Increase the level of this spell for every 2 additional stars after five that you throw at the same spot. The robe is found with 13 stars and regains 1d10+3 spent stars at dawn.

MAP OF FLAT URTH

Wondrous Item, Very Rare (require attunement)

This map was created by ancient, admittedly poorly-educated, sorcerers who believed the material plane was woven into the fabric of other planes. They attempted to demonstrate their point through this magic cartography.

This magical piece of parchment at first appears completely blank. When the user attunes to it, the user can speak the command word to display a highly detailed map of their surroundings up to 250 miles in any direction, or down to the room in which they currently are. However, there is always something glaringly inaccurate about the map's depiction. The user must succeed on a DC 8 Intelligence check to detect the inaccuracy. Such inaccuracies might include a single landmark being in the wrong spot, a mountain being depicted in the middle of a bar, or the scale of the map being wildly incorrect.

MASK OF THE HORSE

Armor, Common

Made of leather and stitched with a mane of horse hair, this horse replica mask is confusing to some, convincing to others, and unsettling to almost everyone.

A creature wearing this mask inherits the following effects

- Advantage on Deception and Animal Handling checks made against beasts.
- Disadvantage on Perception checks.

MOUNTAIN MIST

Potion, Uncommon

It has been told that this yellow-green brew has given some of the oldest members of society the strength of their prime-age selves temporarily. Additionally, it pairs well with fried, cheese-flavored tortillas.

When you drink this potion, you gain the effects of the *haste* spell for 1 hour (no concentration required). When the effect wears off, you gain 3 levels of exhaustion.

NANA'S HOMEMADES

Wondrous Item, Very Rare

These delicious confections are made exclusively by a lonely, but kindly, hag in the forests near your hometown. They evoke warm memories of home, comforting you and driving you onward to once again feel the embrace of your loved ones, or evoking feelings of love from loved ones passed.

This package contains 3d12 cookies. A creature



may spend an action to eat one of the cookies and gain the effects of the *heroes feast* and *bless* spells (cast at their lowest levels) simultaneously, targeting only themselves.

At your GM's discretion, when you acquire a package, you may roll a D6. On a 6, Nana accidentally mixed some of her "herbal sedatives" into the dough. While this lowers the threshold to 2 cookies per 6 hour period, each cookie also gives the following effect:

Totally Chill. For the duration, you have disadvantage on Initiative rolls. You also gain 1d8 additional temporary hit points, and your more relaxed state results in heightened creative ability, granting advantage on Performance checks.

Eating more cookies. Any creature who eats more than 3 cookies in a 6 hour period must succeed on a DC 14 Constitution saving throw or be poisoned until they finish a short or long rest. Each additional cookie beyond 3 increases the DC by 2.

ORB OF CATCHING

Wondrous Item, Very Rare (requires attunement)

This opaque orb is divided in half, the top being red, and the bottom white. It is made of a strange, smooth substance and has a circular clasp on the front. Holding this orb makes you feel compelled to catch them all.

Once attuned to the orb, as an action, the user can throw it at a creature within 30 feet. The target creature must succeed on a Charisma saving throw (DC 8 + the attuned user's charisma modifier + the attuned user's proficiency bonus). The target gains an additional bonus to the saving throw equal to 1/4th of its remaining health. A creature who is incapacitated, charmed, restrained, poisoned, frightened, burnt out,

or paralyzed has disadvantage on this roll. On a successful save, that creature takes 1d4 bludgeoning damage. On a failed save, its essence is absorbed within the orb.

I Choose You. As an action, the attuned user may speak the command word (the name of the creature inside the orb), releasing the creature. When released, the creature considers the attuned user and any of its allies to be their allies for 1 minute. The released creature counts as having taken a long rest while inside the orb.

While being in the orb often cools a creature's temper, higher-CR monsters are less likely to be friendly to lower level captors. It is entirely up to the GM to decide how willing to cooperate the creature is when released.

RED PILL, BLUE PILL

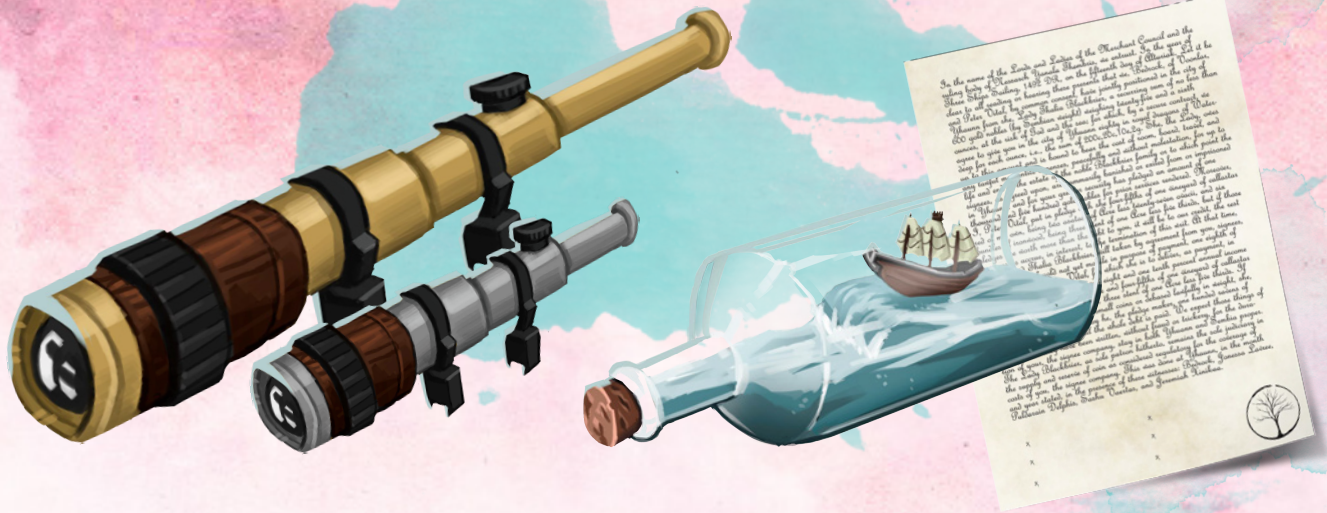
Wondrous Item, Very Rare

These two consumable capsules always come together: one blue, one red. You take the blue pill, the story ends, you wake up in an inn and believe whatever you want to believe. You take the red pill, you stay in the land of wonder, and I show you how deep the rabbit hole goes.

These two pills are always offered together and must be chosen willingly in order for the magic to take effect. A creature can only make this choice once. Depending on which is consumed, the following effect occurs:

Red Pill. Your mind is filled with a harsh understanding of the indifference of the universe and the power of truth. Permanently gain +2 to your Intelligence score and -2 to your Charisma score.

Blue Pill. You are overcome with intoxicating happiness and are blissfully ignorant of the truth. Permanently gain a +2 to your Charisma score and -2 to your Intelligence score.



Both Pills. Permanently reduce your Intelligence and Charisma scores by 2 and take 6d8+4 psychic damage from your overloaded mind.

RUSH SHIPPIN' A BOTTLE

Potion, Very Rare

This potion contains a small model ship at the bottom, which rides a wave inside this glass, corked bottle, seeming to move more quickly than physically possible.

When you uncork this bottle, a rushing wind exits, speeding up the process of the next action or ability you use, according to the table below.

Original Time	New Time
7 Days	1 Day
1 Day	8 Hours
8 Hours	1 Hour
1 Hour	10 Minutes
10 Minutes	1 Minute
1 Minute	1 Action
1 Action	1 Bonus Action

SCOPE, SIDEARM

Wondrous Item, Uncommon

Made from a series of glass lenses, this item can be rigged to the top of a firearm.

When fastened to the top of a one-handed ranged weapon, the weapon receives +2 to all attack rolls in normal range.

SCOPE, SPYGLASS

Wondrous Item, Rare

This converted spyglass has been made versatile for any combat situation. It can be extended or shortened to get a better focus on one's target.

This scope can be attached to a two-handed ranged weapon. It has three settings that can be changed by using a bonus action:

2x. Your normal range is doubled. You gain a +2 to attack rolls made at normal range and disadvantage on attack rolls made at long range.

4x. You gain a +1 to attack rolls made at normal or long range.

8x. Your long range is doubled. You gain a +2 to attack rolls made at long range and disadvantage on attack rolls made at normal range.

SEEMINGLY LEGAL CONTRACT

Wondrous Item, Legendary

Written on otherworldly parchment of unknown material, this scroll is used as a magically binding contract of the most severe kind.

Once signed in blood (or other bodily fluids), this contract is eternally-binding. Only a *wish* spell can erase the terms of the contract. Any agreement may be written. Common examples are promises of wealth, youth, knowledge, or power.

Curse. The signer has disadvantage on all death saves. Upon death, their soul is imprisoned in a gemstone and teleported to the contract author's location. The signer cannot be resurrected unless their soul is released either by the contract author's choice or other magical means from the gemstone.



SLAMBALL HELM

Wondrous Item, Uncommon

Stuffed with leather padding and enclosed by an iron face mask, this helmet is cheap protection once worn by the renowned Jock Bandits. Optionally, it can be worn with a facial visor.

You gain a +1 bonus to AC while you wear this helm. Additionally, you have advantage on saving throws against being knocked prone or incapacitated.

STAR KILLER

Weapon (Longsword), Rare (requires attunement)

This item appears, at first, to be a sword hilt. However, as a bonus action, its wielder can cause a brilliant blade of colored light to spring forth from the hilt or dismiss the blade at will.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit a spellcaster with it, the target takes an extra 1d8 radiant damage. While the blade exists, this magic longsword has the finesse property, the thrown property with a range of 20ft, and counts as a monk weapon.

If you make a thrown-weapon attack with this weapon and miss, it returns to you at the end of your turn so long as you have a free hand to catch it. Additionally, you may spend a bonus action to have the weapon leap to your hand from within 20 ft. of you.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is considered sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

You may use your reaction to reduce the damage of any projectile attack against you by 1d8 (1d10 if wielding it two handed) + your Dexterity modifier + your proficiency modifier. If you successfully reduce all of the damage this way, you may deflect the projectile to any creature within 30 feet of you, counting the original attack as if it were made against this new target.

The blade's color is determined by its user. Common colors include green, blue, red, yellow, and there are rumors of at least one instance of purple.

SWORD OF DAMOCLES

Weapon (Any Sword), Very Rare (requires attunement)

This semi-sentient blade has a sordid past, and as you hold it, you hear the echoes of voices reminding you of the weight of your choices, that those actions have consequences, and that you are not immune to those consequences.

This sword grants a +2 to attack and damage rolls made with it. When the attuned wielder of this sword falls to 0 hit points and begins making death saving throws, they can choose to automatically succeed on any number of saving throws until they are revived.

Each saving throw the attuned user succeeds



on in this way is stored in this blade as a charge.

Curse. Attuning to this sword curses you until you are targeted by a *remove curse* spell or similar magic. Discarding the sword fails to end the curse. If at any point the attuned creature rolls a natural 1 on any d20 roll, they must make a Wisdom saving throw with a DC equal to 3 + the number of charges in the sword.

Failing this save causes the creature to fail the same number of death saving throws as charges in the sword. If the creature is not already making death saving throws, one charge brings the creature to 0 hit points, and then the target counts as losing a number of death saving throws equal to the remaining charges. On a successful save, nothing happens.

TEEVO'S REMOTE

Wondrous Item, Legendary (requires attunement)

Used by the Great Tele-Wizard Teevo, who is said to have mastered time itself. This stone relic features five round buttons inscribed with runic sigils.

This item has 10 charges and regains 1d8 + 2 expended charges daily at dawn. While holding it, you can use an action to press one button with one of the listed effects below (no concentration required).

If you expend the remote's last charge, roll a d20. On a 1 or 2, the remote crumbles into dust and is destroyed.

You can cast the following spells from the remote, expending the necessary number of charges: *slow* (5 charges), *time stop* (9 charges), *haste* (5 charges), or *banishment* (6 charges). Alternatively, for 10 charges, you can rewind time by up to 1 minute. Only the attuned user retains knowledge from before the change.

THUNDERFLASH

Explosive, Rare

This explosive orb produces a disorienting magical bang and a stunningly bright light.

The orb can be thrown 30 feet. When broken, it produces light and a thunderous boom. Each creature in its area must make a Dexterity saving throw or suffer the following effects for one round:

- Creatures within 20 feet are blinded. (DC 12)
- Creatures within 10 feet are deafened and blinded. (DC 14)
- Creatures within 5 feet are blinded, deafened, stunned, and subjected to 2d4 thunder damage. (DC 18)

Surprised creatures automatically fail their saving throw against the detonation. If the orb is broken within an enclosed space (i.e. small room, cave, etc), all condition distances are doubled.

TIMBERS

Wondrous Item, Uncommon

These boots were made for a very specific purpose, and that is precisely what they will do.

Wearing these boots allows you to ignore non-magical difficult terrain. Additionally, they allow you to add your proficiency modifier to all Charisma based skill checks.

Once per long rest, you may cast *enhance ability* on yourself, choosing only Eagle's Splendor.



TWO-TON TUNIC

Wondrous Item (Belt), Rare (requires attunement)

This leather belt with weighted plates cinches at the back so as to fit anyone who might wear it.

The attuned creature can spend 25 feet of movement to cause this weighted belt to magically transform into a set of plate armor around their body, or back into its normal belt form. While in its plate armor form, the attuned creature's AC is 18, and they are counted as wearing Heavy Armor.

WAND OF FIREARMS

Wand, Very Rare (requires attunement by a spellcaster)

A curved wand held like a sidearm.

This wand has 5 charges and regains 1d4 expended charges daily at dawn. While holding it, you can use an action to expend 1 of its charges to cast a special *polymorph* spell (save DC 15) from it. A creature successfully polymorphed is turned into a firearm of the caster's choosing, with a style and likeness resembling the polymorphed creature, for up to one hour. A creature may choose to fail this save. The weapon functions normally based on the stats of the chosen firearm.

If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF THE FORGOTTEN PASSWORD

Wand, Rare (requires attunement by a spellcaster)

This light wooden wand is carved with multiple numbers, characters (at least one uppercase), and at least one arcane symbol.

This wand has 3 charges and regains all expended charges daily at dawn. As an action, you can touch the wand to a non-magical lock and expend 1 of its charges. You then must make a DC 14 Intelligence (History) check. On a success, the lock is opened. On a failed check, an audible voice, heard from as far away as 300 feet, proclaims loudly from the target lock: "Incorrect Password." The attuned user must wait 10 minutes before trying again. If you expend the wand's last charge, roll a d20. On a 1, the wand loses all magical properties.



THE STONES OF DESTINY

The Stones of Destiny are not only the most powerful artifacts in Murka, but likely the most powerful items in the world. Having played a major role in the creation of reality as we know it, each of these mystical stones contain an element of power directly tied to the process by which Gygaax and Arnesson created the universe.

The Divine Duo

The Great Gygaax and The Amazing Arnesson were there before Murka, before any other kingdom, even before the planet Urth existed. The two of them, humans of a higher plane, had a chance encounter with one another that led to an idea, and that idea gave birth to the universe as we know it.

Murka's holy texts describe the creation of the universe as something of a dream shared between the two of them; to them, our world was meant to act as an escape—to offer a place where other beings from their plane could take control, influence events, and watch in awe as the world reacted to them.

Gygaax and Arnesson created the Stones of Destiny as a means for these beings to interact with our world, imbuing each stone with a divine magic that could bend, twist, and otherwise manipulate reality. However the power of the stones, and the allure of controlling an entire world, proved too much for their friendship to handle.

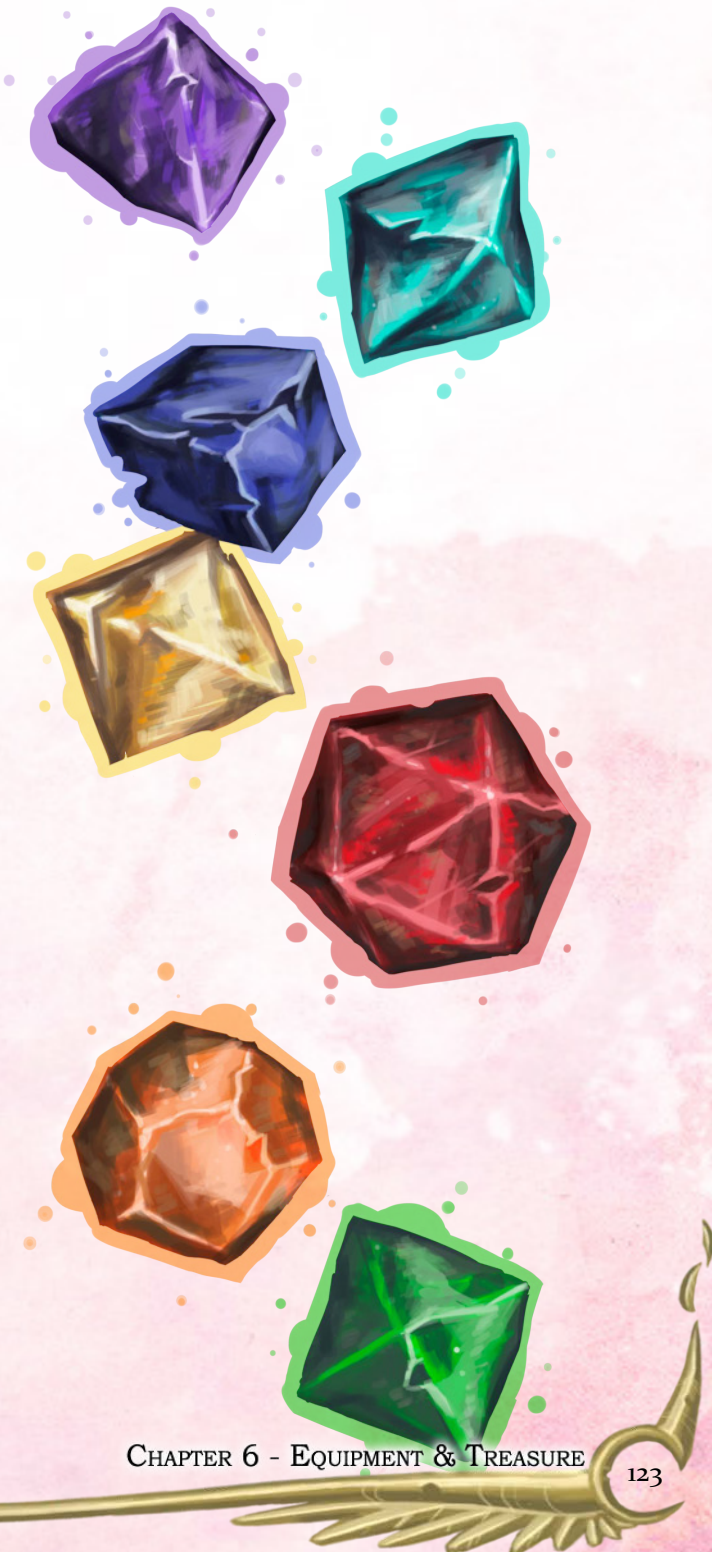
A Duo Divided

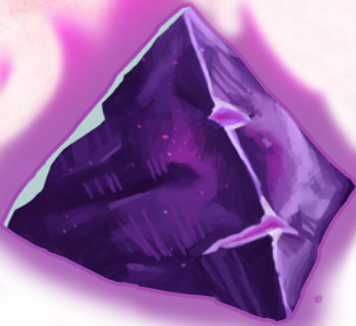
When their disagreements had reached a point of critical mass, the two parted ways unlovingly, and unbrotherly, as though the break in their bond could never be mended. Gygaax cast the Stones of Destiny into our world, perhaps believing that we would make better masters of our own fate than he or Arnesson ever could. But the power to manipulate reality at will is an absolute one, and absolute power corrupts absolutely.

Wielders of the stones throughout history were as varied as one could imagine, from great heroes to maleficent villains. Some wielded the stones for the greater good, seeking to create a better world for all to live in. Others sought the stones for darker

designs, hoping to use them for some personal gain. Others still had grown jaded with the gods, and vowed to destroy the stones, hoping that this act would undo the universe itself and all the laws which bind it.

Ultimately, each stone's power proved too much for its wielder in one way or another, and after centuries upon centuries, the stones were lost to time. But many hopeful adventurers still seek them today, and if they look hard enough, the stones may still be found.





THE FOUR-SIDED STONE OF AID

Wondrous Item, Artifact (requires attunement)

Pyramidal in shape and diminutively sized, The Four-Sided Stone is more commonly known as the Stone of Aid. Legendary for its ability to assist one in nearly any task, it is among the most universally craved of the Stones of Destiny because, unlike many of the other stones, it has no specific use. A power-hungry wizard could use this tiny stone to extort a kingdom just as easily as a swarthy swashbuckler could use it to defeat said wizard; it's not about the size, it's how you use it.

The first Stone of Destiny created, The Stone of Aid appropriately aided in the creation of the others. As such, its divine energy is tied to the others, and it can be used to help locate them. Its purpose was to aid Gygaax and Arnesson in the creation not only of the other stones, but of the world as we know it.

Finding. If lost, The Four-Sided Stone of Aid returns to the pocket of the creature attuned to it each day at dawn. If it is lost and un-attuned, it will rest where it was left for 10d100 years before vanishing back to a random location.

An attuned creature may point The Four-Sided Stone of Aid in any direction, and the stone will give off small, sonic discharges based on which of the other Stones of Destiny is closest in that direction.

Magical Caltrop. Given the incredible power it wields, it is perhaps surprising that one of the most common uses of the Stone of Aid is to throw it to the floor. As an action, a creature attuned to The Four-Sided Stone of Aid may cover any amount of floor around the stone entirely with sharp caltrops. So sharp are these caltrops that they cause 1d4 piercing damage instead of the standard 1. Another action can be used to dismiss these caltrops.

Random Properties:

- 3 Minor Beneficial Properties

Stronger Together. You may ignore any 1 major detrimental or 2 minor detrimental effects per other Stone of Destiny you may be attuned to.

Power in Numbers. Whenever you use the Help action you grant a +1d4 to the creature you are helping, in addition to advantage.

Passive Encouragement. An attuned creature adds 1d4 to every roll (including damage rolls) they make per ally they have within 5 feet of them.

Aiding Power. An attuned creature gains the *guidance* cantrip and may cast *aid* and *bless* as second level spells at will.



THE SIX-SIDED STONE OF STEALTH & SKILL

Wondrous Item, Artifact (requires attunement)

The Six-Sided Stone of Stealth and Skill was formed by Gygaax and Arnesson's constant attempts to outwit, outdo, and impress each other. Each laid traps nigh unsolvable for the other, mazes that simply turned back in on themselves, pitfalls that separated the soul from the body, word puzzles that mortals couldn't lay eyes on for more than a few moments without losing their minds.

Appropriately the hardest of the stones to find, The Six-Sided Stone of Stealth and Skill is often called 'The Normal Stone,' 'The Simple Stone,' or even just 'The Stone.' This is due to its cube-like shape resembling many things in the known world, like small game pieces, brightly-colored children's toys, and even the enormous crates that Bayzohz and his company use for storage and shipping.

Random Properties:

- 1 Minor Beneficial Property

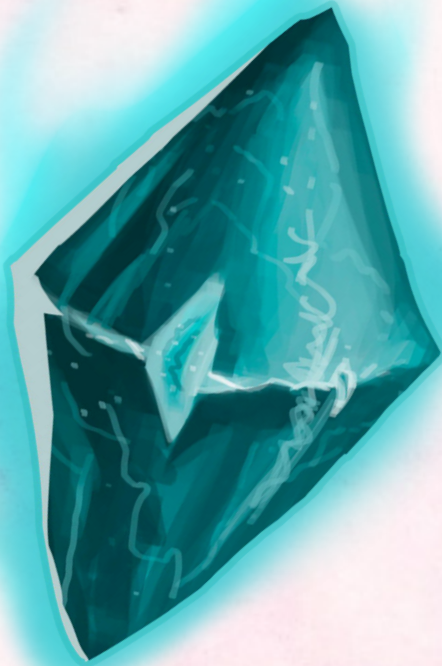
- 1 Major Beneficial Property
- 2 Major Detrimental Properties

Proficiency. You gain proficiency in three skills of your choice. If you do not already have it, stealth must be one of these skills. Additionally, you gain one tool proficiency, one language proficiency, proficiency with one weapon, and proficiency with one kind of armor. You lose these proficiencies if you become unattuned to the stone.

Expertise. Choose two skills in which you are proficient, but do not already have expertise. You now add twice your proficiency modifier to those skills. If you do not already have expertise in stealth, stealth must be one of these skills. You lose these bonuses if you become unattuned to the stone.

Silent Steps. All your movements are completely silent unless you actively try to make noise. This grants you advantage on stealth checks.

Advantageous Attacks. When you hit with an attack on which you had advantage, you deal an additional 2d6 damage of the weapon's type.



THE EIGHT-SIDED STONE OF SALVATION

Wondrous Item, Artifact (requires attunement by a creature who worships a deity)

There are things in this world that want to hurt you. Some because of compelling events beyond their control, and some because they are big and hungry. There are a million and six reasons to want you dead, or even just to want to see you suffer a little. So it stands to reason that, on your journeys, you may run into one such creature or person. Perhaps you get away scot-free, but more likely than not, you won't.

When Gygaax and Arnesson were creating the world as we know it, they made temples and labyrinths galore. But when it came time to populate them with people and creatures, the duo realized they needed to find a way to give life to these creatures. Through the bond that the two had forged together, they created the Eight-Sided Stone of Salvation, and used it to give life to their creations.

Random Properties:

- 2 Major Beneficial Properties
- 2 Major Detrimental Properties

Miraculous Healing. Any healing magic you cast or is cast upon you is maximized.

Faith Sustains You. While attuned to the stone, you do not suffer the negative effects of age, nor do you need to eat, sleep, drink, or breathe.

Spiritual Rest. While attuned to the stone, you may spend an action and treat it as if you had just taken a short rest, replenishing any abilities which normally recover that way, and spending Hit Dice as usual. This healing is not affected by the Miraculous Healing ability.

The Power of Belief. After you are healed, any additional points of damage that you would heal above your normal HP instead become temporary hit points.

Many Ways Up The Mountain. While attuned, the stone changes color to match your particular deity's color scheme, and inside of it, your deity's holy symbol forms out of smoke. As such, this stone works as a holy symbol.

Divine Intervention. You gain the Divine Intervention cleric ability and count as a 5th level cleric when using it. If you already have this ability, you may use it twice as often.



THE TEN-SIDED STONE OF ELDRITCH MAGIC

Wondrous Item, Artifact (requires attunement by a warlock)

Though its abilities are simplistic, the allure of the Ten-Sided Stone of Eldritch Magic is irresistible to a power hungry warlock. For those who covet eldritch power and have not the means, desire, time, or patience to study books written by aging scholars, both of which gather dust in droves, this stone is perfection.

This stone was created when Gygaax had begun to ponder what sorts of fame and fortune he might gain from the creation of the world he and Arnesson had been working on. In secret, he began to draw plans for how he might accomplish this. He had hoped that Arnesson would share this desire, but upon revealing his plans, Arnesson disagreed vehemently, insisting Gygaax had lost sight of why they created this world in the first place.

Random Properties:

- 2 Major Beneficial Properties
- 1 Minor Detrimental Property
- 1 Major Detrimental Property

Patronly Pride. When you attune to this stone, you immediately gain a warlock level. If you become unattuned, you immediately lose two warlock levels.

Extra Esoteric Efficiency. When you use your action to cast a cantrip that deals damage, you may cast that cantrip twice.

Occult Cannon. If you cast a cantrip that fires more than one ray or projectile as part of its

description, you may choose to maximize the damage on a number of them equal to half of your spellcasting modifier.

Interpersonal Invocations. If you know at least one Eldritch Invocation, you may use a bonus action to grant its benefit to others. For 1 minute, a number of creatures equal to your Charisma modifier that you can see benefit from an Eldritch Invocation of your choice. Once used, this property cannot be used again until you finish a short or long rest.



THE HUNDRED-SIDED STONE OF CHANCE

Wondrous Item, Artifact (requires attunement)

Academics say that everything is simply a matter of percentages and probabilities which decide the product of our actions, but the rest of us know better: Chance is alive. It can be appeased, or it can be angered—the trick is figuring out how to manipulate it.

This stone represents every small, seemingly innocuous event that befell Gygaax and Arnesson during their time together; chance encounters, unlikely happenstances, and the choices they made every day that not only led them to each other, but led them through each and every decision they made.

Random Properties:

- 1 Minor Beneficial Property
- 1 Major Beneficial Property
- 1 Minor Detrimental Property
- 1 Major Detrimental Property

Sentience. The Hundred-Sided Stone of Chance is a sentient Chaotic Neutral item with an Intelligence of 13, a Wisdom of 13, and a Charisma of 13. It has hearing and darkvision out to a range of 120 feet.

The stone communicates telepathically with the attuned creature.

Personality. The stone's purpose is to bring as much chaos as possible into the world, like taking out high level executives, creating monstrosities, or stealing single jigsaw pieces.

Lucky 7. While attuned to the stone, treat any d20 roll of 7 as though you rolled a 20 on the die.

Unlucky 13. While attuned to the stone, treat any d20 roll of 13 as though you rolled a 1 on the die.

Winds of Fate. After a long rest, the first time you cast a spell, spend an action or bonus action to use a racial ability, or use a magical item, you may choose to instead roll 1d2. On a roll of a 1; roll on the wild magic surge table, then enact that effect. On a roll of a 2, roll on the *wand of wonder* effect table, then enact that effect.

Sudden Possession. You may spend an action to roll on the Trinket table. The corresponding object suddenly appears in the pocket or bags of a creature you can see.

Immediate Reincarnation. Once per week, you may choose to change your form. Doing this treats you as though you had been affected by the *reincarnate* spell.

THE TWELVE-SIDED STONE OF WRATH

Wondrous Item, Artifact (requires attunement)

Also known as the Dire Dodecahedron, this stone contains the essence of pure fury, and as such, is often sought after by some of the world's greatest warriors. Able to turn the tide in a fierce battle, or transform the meek into the mighty, this stone is often considered the most dangerous.

By the time the known world was finished, Gygaax and Arnesson had grown a poorly-hidden hatred for one another. Disagreements with no compromise or solution, harsh words, and a lack of empathy had turned an incredible partnership into a furious, fumbling mess.

Random Properties:

- 2 Minor Beneficial Properties
- 1 Major Beneficial Property
- 2 Minor Detrimental Properties
- 1 Major Detrimental Property

Ferocious Force. Your Strength score increases by 2, and you have no maximum strength score.

Faster Fury. A creature attuned to this stone may roll one additional weapon die when determining the extra damage for a critical hit with a weapon or spell attack.

Floyd's Favor. A creature attuned to this stone may use its reaction to cause any creature it can see who drops to 0 hp to drop to one hit point instead. A creature can only benefit from this ability once per day.

The Fire and the Flames. A creature attuned to this stone gains immunity to fear and to fire damage. They burn with an inner rage, and may spend an action to activate a 15ft aura of blazing power, causing any creature who begins its turn in that area to take fire damage equal to the attuned creature's proficiency modifier + its Strength modifier + its Constitution modifier + its Charisma modifier.



THE TWENTY-SIDED STONE OF FATE

Wondrous Item, Artifact (requires attunement)

The final Stone of Destiny created, The Twenty-Sided Stone of Fate is impossible to overestimate. Whereas the Stone of Aid can help with individual tasks, and the Stone of Chance has the potential to help with any task, The Twenty-Sided Stone of Fate can manipulate reality to the point that the impossible becomes possible.

With their friendship failing, Gygaax, too proud to admit his culpability, forfeit the idea that he and Arnesson would be able to continue together. The last piece of written history claims that Gygaax gathered all of the Stones of Destiny, and in an act of defiance, cast the stones into the world they were used to create.

It's unknown whether this was done in a fit of rage, at the behest of Arnesson, or as a statement that neither he nor Arnesson were worthy of the world that they had created.

The truth of what happened, and the fate of Gygaax and Arnesson, will never be known.



Random Properties:

- 3 Major Beneficial Properties

Bolstered Fate. You have advantage on every ability check you make. If you already have advantage, you roll a third die and take the best of the three. If you gain disadvantage on a check, you lose one of these dice as normal. You still only ever roll two dice for disadvantage. This does not apply to death saving throws.

Your Fate Has Been Decided. At the end of each long rest, you may roll three d20s and record the rolls. Once per turn, you may alter fate itself. Any time a d20 roll is made by a creature you can see, you may replace the result of that roll with the result of one of the three recorded rolls.

Curse. You cannot escape your fate. As a result, you have disadvantage on all death saving throws.

THE DESTINY GAUNTLET

Wondrous Item, Legendary (requires attunement)

This ornate, gold-plated, stone gauntlet has seven slots, each shaped uniquely to fit a very specifically cut stone of some sort.

Forged long ago in secret, by the Warlocks of the Shore, this gauntlet was designed to make use of the

Stones of Destiny. Many argued that it was not their place to meddle with the divine powers of gods, but they did not listen.

Attuning to this item requires a DC20 Constitution save. On a failed save, you immediately drop to 0 hp. While attuned to this item, a creature has access to the individual abilities—but not Random Properties—of each inserted Stone of Destiny without having to attune to them. If multiple Stones of Destiny are fitted into the gauntlet, the attuned creature is able to spend a bonus action to manifest an Arrow, a Staff, or a Sword, with additional effects as described below.

When using one of the options below, you have a bonus to attack and damage rolls equal to the number of Stones of Destiny placed in the gauntlet. Additionally, any attacks made with any of the three options below do a damage type of your choice (chosen at the time of attack) based on which stones you have fitted into the gauntlet.

Stone of:	Damage Type
Aid	Fire or Cold
Stealth and Skill	Poison or Acid
Salvation	Radiant or Necrotic
Eldritch Power	Force
Chance	Lightning
Wrath	Bludgeoning, Piercing, or Slashing
Fate	Thunder or Psychic

Arrows. You conjure an endless amount of ammunition as appropriate for any ranged weapon. If a creature other than you attempts to use the conjured ammunition, it dissolves into an oily liquid in their hand and is destroyed.

The colorful, inky substance that makes up the ammunition leaves flecks and streaks in its path when fired. On a successful attack with this ammunition, you may roll that weapon's damage die a number of times equal to the number of Stones of Destiny currently held within the gauntlet, adding all the results together before adding any other bonuses you would normally add to such a roll, such as ability score modifiers, feats, or other magical bonuses.

Staff. You transmute from the very air around you, a long, iridescent staff of immense power. While

wielding this staff, you always have a spell slot of a level equal to the number of Stones of Destiny slotted into the gauntlet. This staff can be wielded as a magic quarterstaff. On a hit, it deals a number of d6 equal to the number of Stones of Destiny currently held within the gauntlet, adding all the results together before adding any other bonuses you would normally add to such a roll, such as ability score modifiers, feats, or other magical bonuses. On a hit, the target must succeed on a DC 15 saving throw of your choice. On a failed save, the creature has disadvantage on any check that uses that ability.

Sword. You manifest a shining sword of brilliant light. When you evoke this weapon, choose a type of sword. This sword takes the form of the chosen sword. On a successful attack, you may roll that sword's damage die a number of times equal to the number of Stones of Destiny currently held within the gauntlet, adding all the results together before adding any other bonuses you would normally add to such a roll, such as ability score modifiers, feats, or other magical bonuses. When you swing this sword, you ignore any benefits a creature gains from armor, natural armor, and shields. Once per short rest, as a bonus action, you may magically attune the blade to one creature of your choice that you can perceive. Until you choose a new target, you ignore any benefit that creature gains from adding its dexterity to its armor class.



CHAPTER SEVEN

Spells and Conditions



SPELLS

Boom

1st level evocation

Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous
Classes: Druid, Sorcerer, Wizard

A powerful explosion emanates from deep within you. Each creature within a 15-foot cube centered on you must make a Constitution saving throw. On a failed save, a creature takes 2d8 force damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, any unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect. The spell emits an explosive boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

BOOOOM

5th level evocation

Casting Time: 1 action
Range: Self (30-foot cube)
Components: V, S
Duration: Instantaneous
Classes: Druid, Sorcerer, Wizard

An obscenely powerful explosion erupts from deep within you. Each creature within a 30-foot cube centered on you must make a Dexterity saving throw. On a failed save, a creature takes 4d6 force damage and 4d6 fire damage, and the creature is knocked prone. On a successful save, the creature takes half as much damage and is pushed 10 feet away. In addition, any unsecured objects that are completely within the area of effect are automatically pushed 30 feet away from you by the spell's effect. The spell emits an explosive boom audible out to 500 feet as well as a bright burst of light.

At Higher Levels. When you cast this spell

using a spell slot of 5th level or higher, the damage increases by 1d6 force damage and 1d6 fire damage for each slot level above 6th.

Burn Out

1st level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Classes: Artificer, Paladin, Ranger, Cleric, Bard, Wizard, Warlock, Sorcerer, Druid

One creature you can sense within range must make a Constitution saving throw. On a failed saving throw the creature is Burnt Out.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may affect an additional creature for each spell slot level above 1st.

Cognitive Dissonance

2nd level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Warlock, Wizard, Sorcerer

A creature you touch must succeed on a Charisma saving throw or have a sudden case of intense cognitive dissonance. A creature affected this way has its alignment changed twice, once to the opposite end of the lawful/chaotic spectrum and then again along the good/evil spectrum. Neutral portions of the creature's alignment do not shift. True neutral creatures are immune to this spell. When the spell ends, the target's alignment returns to normal.

During this duration the creature acts as a paragon of its new alignment, especially if doing so would cause it to do something it would normally never consider doing.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, the duration extends to 1 hour. When you cast this spell at 4th level the duration increases by 1 hour per slot level above 3rd.

Compelled Challenge

3rd level enchantment

Casting Time: 1 action

Range: 10 feet

Components: S (Possibly V, M)

Duration: Instantaneous

Classes: Bard, Paladin, Sorcerer

You choose a creature that can see and hear you within range. As part of this spell, you perform an outrageous or ridiculous stunt such as dumping a bucket of ice water on yourself, or suddenly dropping to your back with your legs spread from a standing position while singing. The target creature must make a Wisdom saving throw. On a failed save, the creature spends its next action repeating the stunt you just did to the best of its ability, miming the use of any material components if necessary, and incurring any other effects your DM may wish to impose.

Creatures you have charmed automatically fail this saving throw and creatures immune to charm effects are immune to this spell.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, any one creature of your choice who is within the spell's range of the target and can see and hear the target creature perform this act then makes their own saving throw, taking the effects of the spell on a failure. One additional creature can be affected for each spell slot level above 3rd.

Eye of the Tiger

5th level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Paladin, Ranger, Sorcerer

For the spell's duration, your eyes squint and focus, empowered by the inky void that is your compassion for those that are your prey, reminding them that you have the guts, and you've got the glory. One creature of your choice that you can see within 60 feet of you must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration:

Creed. Your raw determination causes the target to fear you. On each of its turns, the frightened

creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60ft away from you where it can no longer see you the effect ends.

Rocky. The target loses their footing and has disadvantage on attack rolls and ability checks. At the end of each of its turns it can make another Wisdom saving throw, ending the effect on a success.

Existential Crisis

9th level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a single thread)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

You touch a creature and cause it to look deep into your eyes, potentially causing it to doubt everything it has ever believed and done, and why it has believed and done those things. The target must make a Wisdom saving throw. On a successful save, the target takes 10d12 psychic damage. On a failed save, the target takes 10d12 psychic damage, falls prone, and is paralyzed until the end of its next turn. A creature that is paralyzed in this way is also burnt out and confused until it finishes a long rest.

Kon-Ahm I's Powerful Dance-cantation

5th level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (some form of contraband)

Duration: Instantaneous

Classes: Paladin, Ranger, Warlock

You become controlled by an otherworldly spirit that causes you to perform a strange dance which involves you squatting, standing back up, moving side to side, and thrusting your weapon forward. Upon completing this dance you gain the benefits of a long rest. You do not regain any 5th level or higher spell slots this way.

Metric Confusion

1st level enchantment

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Druid, Warlock, Wizard,

You yell a series of reasonable or unreasonable measurements at a creature you choose who can hear you. That creature must make an Intelligence saving throw. On a failed save, the creature loses any sense of distance and has disadvantage on ranged attack rolls.

Additionally, if the creature attempts to cast a spell or use an ability which lists a range, that creature then rolls on the following table and has all their distances for the duration of the spell affected appropriately.

Roll	Effect
1	The spell or ability fails.
2-12	All ranges in the effect become 5ft
13-25	All ranges in the effect become 10ft
26-38	All ranges in the effect become 20ft
39-51	All ranges in the effect are reduced by half
52-64	All ranges in the effect increase by 5ft
65-77	All ranges in the effect increase by 10ft
78-90	All ranges in the effect increase by 20ft
90-99	All ranges in the effect increase by 30ft
100	All ranges in the effect are doubled

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may affect an additional creature for each spell slot level above 1st.

Patriotism

3rd level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

Classes: Paladin, Cleric, Bard

Each creature within a 20-foot-radius sphere centered on the point you choose within range is imbued with a sense of duty to their families, their cities, their counties, their nation, and to everything they hold dear. Each ally within the area is immune to being frightened for the duration and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the sphere expands by 10ft for each slot level above 3rd.

Psychedelic Wave

2nd level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Up to 1 minute

Classes: Druid, Sorcerer, Wizard

A radical wave of far-out energy washes over a target area. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, it gives in to the groove, becoming indifferent to all creatures around it and dancing to the best of its ability. This indifference ends if the target is attacked or harmed by a spell. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target. Creatures immune to the charmed condition are immune to this effect.

Speak Softly...

3rd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a big stick)

Duration: Concentration, up to 1 hour

Classes: Bard, Druid, Sorcerer, Wizard

You touch a creature, imbuing it with the spirit of a wise man, long forgotten. For the duration of the spell, the target gains advantage on Charisma (Persuasion) checks. If a Charisma (Persuasion) check fails and it leads to a combat scenario, the target adds 1d4 force damage to all attack rolls until the end of the spell.

True Grit

4th level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (twigs from a tumbleweed)

Duration: Concentration, up to 1 minute

Classes: Paladin, Ranger

Your steely courage and piercing glare make you a force to be reckoned with. All damage you take is delayed until the end of the spell and critical hits against you deal normal damage. Creatures who make an attack of opportunity against you must make a Wisdom saving throw. On a failed save, their attack misses.

Yee Haw

3rd level abjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Paladin, Ranger, Sorcerer, Wizard

The spirit of the Wild West inflames something deep within you and your rootin', tootin' allies, filling you with the power of the bovine youth. For the duration of the spell, all willing, friendly creatures within range have advantage on attack rolls made with one-handed weapons, and they gain an additional action on each of their turns which can be used to make a single weapon attack or use an object.



CONDITIONS

Burnt Out

- A burnt out creature has disadvantage on all Intelligence, Wisdom, and Charisma checks as well as spell attack rolls.
- A general malaise falls over the creature, preventing it from being able to gain temporary hit points.
- The creature has disadvantage on saving throws against poison damage, the poisoned condition, and disease.

CHAPTER EIGHT

Monsters and Lore



This bestiary provides game statistics for creatures and non-player characters one may encounter in the tumultuous land of Murka. Creatures are presented in alphabetical order and should be used in addition to those found in other sources.

BIRDGEOISIE

A well-kept secret among the most secretive sects of the Murkan government, the birdgeoisie appear to be normal birds, typically traveling in a group. They may take the form of crows, pigeons, seagulls, or any other seemingly native bird. Their soft, feathery appearance, however, belies a truly sinister purpose.

Eyes in the Sky. The birdgeoisie are magically controlled by the Arcane Intelligence Community—a powerful branch of the Murkan government who have no illusions about their distrust for Murkan citizens. They use the birdgeoisie to spy on the population, able to tap into the birdgeoisie's senses to see what they see, hear what they hear.

Cluster Flock. The birdgeoisie rarely travel alone, and the more there are in one location, the more danger you might find yourself in. These creatures operate as a single hive-mind, and whoever holds the reins holds an incredibly deadly force of feathered fury.

BIRDS OF A FEATHER

The birdgeoisie were created by the manipulative Arcane Intelligence Community, but there are some who have been successfully captured and reprogrammed by rogue magitech inventors with a desire to turn the tides against the Murkan government.

SWARM OF BIRDGEOISIE

Medium swarm of Tiny constructs, lawful evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 10ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed,

Senses passive Perception 15

Languages ---

Challenge 1/2 (75 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny construct. The swarm can't regain hit points or gain temporary hit points.

Hidden In Plain Sight. Even when a swarm of birdgeoisie is in plain sight, it requires a successful DC 20 Wisdom (Perception) check to distinguish the constructs from natural birds. This ability ends if the swarm is in combat or it has already taken aggressive actions towards another creature.

Reactive Programming. While the swarm is undetected or hidden, an unfriendly creature that makes an attack or startles the swarm with a successful DC 15 Charisma (Intimidation) check will cause the swarm of birdgeoisie to use its reaction to move up to their speed to either attack or flee.

Actions

Beaks. *Melee Weapon Attack:* +5 to hit, reach 0ft., one target in the swarm's space. *Hit:* 8 (2d6 + 1) piercing damage, or 4 (1d6 + 1) if the swarm has half its hit points or fewer.



THE DON

The Don is a power-hungry creature of malevolence and gluttony. He is motivated entirely by the idea that he should control those he views as beneath him. His lust for domination is overshadowed only by his sense of self righteousness. Despite his horrendous actions, like separating children from their families or inciting his followers to violence, he truly believes he is a good person.

Unsavory Origins. It's a wonder to many of the free people of Murka exactly how The Don gained the influence and power he did. Some theorize that it was his charismatic and familiar nature that won over the people. Others believe he manipulated his way to the top. Prior to becoming the leader of Murka, The Don was a wealthy socialite, but far from a diplomat. A semi-successful entrepreneur, he used his great wealth to build a massive innkeep, where he invited other wealthy figureheads to stay, making deals along the way. This pushed him into the public eye, where the people of Murka began to recognize him as a man of fame and fortune—results, he claimed, of attaining the Murkan Dream.

Some theorize that The Don's touch corrupted the Murkan Dream itself, granting him only the ability to drive others further from their goals by deluding them into working for his own. Others still believe he never found it at all, that his inexcusable cruelty and inexplicable beliefs are a sign that his powers must stem from otherworldly origins.

Xenophobic and Territorial. The Don distrusts any and all creatures that aren't explicitly loyal to him. He is quick to turn on those he sees as allies if he even remotely suspects them of treachery. The Don believes that all creatures are out to persecute him, and he believes this to be a result of his allegedly superior intellect and alleged reproductive prowess.

Lair

The Don resides in a heavily-guarded sanctuary known as the Pale Fortress. The Pale Fortress is a labyrinthine fortress at the center of the capital city of Murka, Washtown. Built of several hundred feet of white stone, the Pale Fortress may appear impenetrable to the naked eye.

The Pale Fortress was once a place of cultural significance for the people of Murka, where all of its

historical leaders have resided. Now, it's become a monument to The Don and all of his personal accomplishments. The Pale Fortress is filled to the brim with trumplins, but also houses a few other creatures who are loyal to The Don. These creatures will do his bidding at every opportunity, and will go to great lengths to do so. Some of these creatures act out of genuine admiration for The Don; some act out of loyalty to Murka as a whole—whoever may lead it—and some act out of fear of The Don and what he may do to them should they disobey.



Lair Actions

While fighting inside his lair, The Don can invoke his influence over his domain to take lair actions. On initiative count 20 (losing initiative ties), The Don can take one lair action to cause one of the following effects:

- 1d4 **trumplins** appear within 90 feet of The Don and share his initiative in combat.
- The Don loses 50 hit points and summons a tromp that appears within 30 feet of him. While the tromp is alive, The Don regenerates 10 HP per round.
- The Don casts dominate person (DC 10) at 6th level on any number of creatures he can see within 60 feet. Each target must have an Intelligence or Wisdom score of 17 or less.

The Don cannot repeat an effect until they have all been used or 24 hours have passed, and he cannot use the same effect two rounds in a row.

Regional Effects

Washtown, the region where the Pale Fortress resides, is warped by The Don's presence, which creates one or more of the following effects:

- Fog from industrial pollution lightly obscures the land within 5 miles of the Pale Fortress.
- Tromps, trumplins, and drumpfs within 2 miles of the Pale Fortress are supernaturally linked to The Don and act as his eyes and ears as spies.
- Creatures within a 5 mile radius of the Pale Fortress who have an intelligence score of 7 or less become hostile towards anybody who opposes The Don.

If The Don is killed, the fog gradually goes away after 1d8 months. Creatures within a 5 mile radius of the Pale Fortress who have an intelligence score of 7 or less remain hostile to enemies of The Don for 1d8 days.

THE DON

Medium monster, lawful evil

Armor Class 18 (natural armor)

Hit Points 225 (30d10 + 60)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	18 (+4)

Damage Immunities psychic

Condition Immunities charmed

Senses passive Perception 13

Languages Common, Donspeech, Gibberish, Undercommon

Challenge 13 (10,000 XP)

Commanding Presence. Any creature with an Intelligence score of 9 or less has disadvantage on saving throws against The Don regardless of spell description.

Idiot's Idol. Allied creatures with an Intelligence score of 9 or less within 15 feet of The Don can add 1d6 to all attack rolls and saving throws so long as they can hear and see him.

Innate Spellcasting. The Don's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *vicious mockery*, *charm person*

Spellcasting. The Don is a 15th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, or DC 20 for spells with a charm effect\$). The Don knows the following Bard spells:

1st level (4/day): *bane*, *charm person**
2nd level (3/day): *magic mouth*, *suggestion*
3rd level (3/day): *fast friends**, *wall of sand*
4th level (3/day): *confusion*
5th level (2/day): *dominate person**, *mislead*
6th level (1/day): *mass suggestion*
7th level (1/day): *project image*, *regenerate*
8th level (1/day): *feeblemind*
*Spells with a charm effect.

Actions

Summon Trumplins (Recharge 5-6). The Don magically summons 1d6 trumplins to assist him in battle.

Slanderous Assault (Recharge 5-6). The Don begins shouting insults at enemies, and his allies echo his shouts. Targets within a 60 foot radius around The Don who can hear him, regardless of whether they understand him, must succeed on a DC 15 Wisdom saving throw or take 3d4 psychic damage, + 1d4 for every allied creature in the area of effect. A successful saving throw halves damage.

Legendary Actions

The Don 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 Don regains spent legendary actions at the start of his turn.

Cast a Spell. The Don can cast a spell from his Spellcasting or Innate Spellcasting list.

D'LANOD

Hailing from unknown worlds, pushing those who encounter it to commit atrocity after atrocity, and wreaking havoc on every land it finds itself in, D'lanod lives to sew discord and chaos.

D'lanod has a gargantuan central mouth connected to its digestive system surrounded by numerous tentacles terminated with smaller, snapping mouths called "nibblers." Atop D'lanod's floating bulk is a grotesque mound of super-sensitive, magical-attuned taste buds, not unlike whiskers, that resembles a mound of hair.

D'lanod has no eyes, and is therefore blind. Instead of seeing, it can "taste" as a form of blindsense. Its taste buds are magically attuned, giving it a greater range of perception for magical things in the area around it. It flies through the air at a slow pace, but rarely travels far from the place where it's nesting.

This dark creature will claim a safeguarded area as its nest, working through a suggestible local to wreak death and destruction as it amasses its riches. It tends to hoard wealth in the form of magical items, which it collects and keeps near itself. Any disturbance in its magical item cache is met with incredibly aggressive behavior, but its claim cannot outlast its lifespan. This tempts many adventurers to scour worlds, tracking it down in pursuit of the hoard. Despite numerous adventurers pursuing it over the years, nobody has been able to kill it.

Mindbending Mouths. When D'lanod detects a nearby creature, it emits a territorial hiss, which each of its many mouths contributes to. The sound often becomes loud enough to chill the blood of even stoic adventurers. D'lanod quickly launches himself at any unfrightened prey and attempts to swallow them whole. If drawn into battle, D'lanod uses its screeching mouths to speak in argumentative, illogical circles capable of driving its enemies mad.

Otherworldly Origins. Nobody knows where D'lanod came from, what exactly it is, or what its purpose is. Historically, it has traveled from plane to plane in order to gain control over a populace (usually by gaining control of a proxy creature or avatar), then driven them to the brink of destruction as it feeds on their world. Some guess that it may be a deity, while others believe it to be a demon. With no certainty at hand, those who encounter D'lanod know only one thing about it: **IT. IS. HUNGRY.**

Magical Manipulator. D'lanod is incredibly adept at controlling, charming, and manipulating other creatures for its own benefit. It has extensive knowledge of charming magics, but more impressively than that, D'lanod has learned to manipulate magic itself. Once D'lanod has consumed a spell, it can regurgitate it at will, directed towards any target it wishes.

AS A FINAL ENCOUNTER

D'lanod is best-used as a secret, final encounter. Hidden away beneath the Pale Fortress, D'lanod guards a massive vault.

A GM may consider dropping hints, clues, and puzzles throughout the Pale Fortress which lead players to D'lanod. After the battle, you may choose to offer up valuable loot from the vault as a reward to your players for successfully vanquishing D'lanod.



AAAAAAAAAAAAAAAAHHH!!!
OH GOD! OH NO! AHHH!!
HELP ME!!!

—VICTIM OF D'LANOD

D'LANOD

Large aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 237 (25d10 + 100)

Speed 0ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	18 (+4)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Int +6, Wis +4, Cha +8

Skills Perception +10

Condition Immunities blinded, charmed, prone

Senses blindsight 90 ft. (blind beyond this radius),
passive Perception 20

Languages Common, Deep Speech, Gibberish,
Undercommon

Challenge 13 (10,000 XP)

Self-Assured. D'lanod adds its Charisma modifier to its AC.

Taste Magic. D'lanod can taste magic being used within 150 feet of it. This functions as the *detect magic* spell.

Innate Spellcasting. D'lanod's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *vicious mockery*, *charm person*

Spellcasting. D'lanod is an 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, DC 23 for spells with a charm effect). D'lanod knows the following spells:

1st level (4/day): *bane*, *charm person**

2nd level (3/day): *suggestion*

3rd level (3/day): *wall of sand*

4th level (3/day): *confusion*

5th level (1/day): *dominate person**

*Spells with a charm effect.

Actions

Multiattack. D'lanod makes two attacks: one with its bite and one with its nibble.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (1d12 + 9) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, D'lanod can bite only the grappled creature and has advantage on attack rolls to do so.

Nibble. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Swallow. D'lanod makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside of D'lanod, and it takes 15 (5d6) bludgeoning damage at the start of each of D'lanod's turns. D'lanod can have only one creature swallowed at a time.

If D'lanod takes 20 damage or more on a single turn from the swallowed creature, D'lanod must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of D'lanod. If D'lanod dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Reactions

Spell Swallow. If D'lanod is the target of a spell, it makes an Intelligence saving throw with a DC of 15. If D'lanod succeeds, it is not affected by the spell, and swallows it instead.

Legendary Actions

D'lanod 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. D'lanod regains spent legendary actions at the start of its turn.

Attack. D'lanod makes one attack, chosen from the Actions list (but it cannot choose Multiattack).

Empty Argument. Each creature within 60 feet of D'lanod that can hear it (regardless of if they understand the languages it speaks) must succeed on a DC 14 Intelligence saving throw or become *stunned*, *dumbfounded*, until the end of their next turn.

Spit Spell. D'lanod can innately cast any spell it has swallowed in the past minute requiring no material components. Once D'lanod has cast the swallowed spell, it cannot be cast again in this way.

DRAGONS AND DRAGUNS

Flying about the skies of Murka, one may find any number of aerial creatures—birds, droehns, and, and writwits alike—but none are as powerful and fearsome as the dragons—or the draguns.

The dragons native to Murka are terrifying creatures which come in three species: the noble freedom dragons, the aquatic rustic dragons, and the treacherous tactical dragons. Each species possesses not only a specialized ecology, but also a significant place in Murka's culture.

Freedom Dragons

The freedom dragons were here even before the earliest colonists came to Murka. With strong, avian features, a horned beak, and razor-sharp talons, the freedom dragon is a force to be reckoned with.

Living in the highest cliff faces of Murka, from the Hardborne Mountains to the skyscrapers of Magnamalus, the freedom dragons are Murka's national animal: a symbol of power, of glory, and of course, of freedom.

Draguns

The draguns are as deadly as they are frightening. When they were first discovered, researchers began studying their anatomy in an effort to weaponize their innate abilities. This research gave way to what may be the most Murkan things in existence: guns.

These beasts are merciless, and often take on creatures who are otherwise completely non-hostile towards them. They are aggressive hunters, revered by many Murkans as the perfect predator. This is why these creatures were used as the biological blueprint for the earliest Murkan firearms.

Rustic Draguns

These aquatic beasts are a bestial mix of classic firearms and water-dwelling dragons. Primarily found in or near large bodies of water like Murka's lakes and oceans, the rustic draguns are a force to be reckoned with.

Tactical Draguns

Much more aggressive than their rustic cousins, the tactical draguns are territorial beasts who dwell in the shade of rocky mountains and forests, stalking their prey silently, biding their time until they find their moment to strike.



FREEDOM DRAGON

The mighty wingspans of the freedom dragons are one of the most awe inspiring sights in Murka. As their national symbol, the people of Murka look to freedom dragons for inspiration and hope, and see in these beasts the dreams they hope to achieve for themselves. Thus, tattoos depicting freedom dragon wings are commonly found on the backs of Murka's citizens. They are often depicted in architecture, and paintings, and even Murka's worst city by far, Phillydulia, boasts a slamball team named after the clever beasts.

A Need To Be Free. Freedom dragons are definitely the most nomadic of any type of dragon. Prone to fits of irritability when confined to any one spot, freedom dragons leave the nest soon after they learn to fly and often young freedom dragons can be heard emitting high pitched whoops as they dive headfirst from their childhood homes in an attempt to learn to fly quicker.

The Symbol of A Nation. Freedom dragons are the national symbol of Murka. They were originally chosen because of their unparalleled abilities and the belief that they only existed on the Murkan continent. Ultimately though, it was the majesty and adaptability of the freedom dragon that truly captured the imagination and inspiration of the Murkan people.

Bully Hater. Whether named because of their love of freedom, or in an attempt to live up to the name, all freedom dragons love freedom. As a result, they tend to have a specific hatred for those creatures who try to take that freedom away from others. Despots, tyrants, and slavers definitely top that list, but freedom dragons are just as intolerant of bullying on a smaller scale. While the older freedom dragons tend to have less potent eyesight, it is not uncommon to see the younger generations nosediving toward a particularly cruel child.

Perhaps the best example of this was while The Don was still doing his best to sway the voters of his good intentions and his rightfulness for the throne of Murka. While trying to tame a freedom dragon, he was attacked and nearly had his face ripped off (in fact some theories say he did, would that we lived in such a world). Luckily the dragon was but a wyrmling and fairly easily contained.

Ambition-Less. Metallic and chromatic dragons are often categorized by their actions. These dragons have great knowledge and know that it is by the

effect they have on society that they will be remembered, and boy do they want to be remembered. Freedom dragons, on the whole, have no such desire.

Almost cat-like in their attitudes, they want simply to bask atop mountains as the sun warms their feathered wings. They like nothing more than lazy afternoons amusing themselves by launching themselves into the sky and then nose-diving toward the ground, only to catch themselves at the last possible minute. It is in pursuit of their freedom to do these things, as well as their pursuit of ensuring that all creatures can pursue their creature comforts without fear, that often causes the freedom dragon to become embroiled in other's business, but rarely will one find a freedom dragon sitting in its cave, scheming about the future.

A Freedom Dragon's Lair

Freedom dragons dwell on Murka's highest peaks, making their lairs in spots where the sun can shine for hours on end so as to warm themselves by it. Rumors are spread that there are freedom dragons who dwell on top of Magnamalus's highest buildings, but these remain yet to be confirmed. Though many are comfortable with the denizens of Murka and some even view them as a sort of rascally and independent pet, many choose instead to make their homes in moderate seclusion.

Lair Actions

On initiative count 20 (losing initiative ties) the dragon takes a lair action to cause one of the following effects:

- The freedom dragon teleports as if by the *misty step* spell.
- A strong, buffeting wind sweeps through the dragon's lair near the dragon. Each creature within 120 must succeed on a DC 15 Constitution saving throw or be knocked prone and take 6 (2d6) bludgeoning damage.



Regional Effects

The region containing a legendary freedom dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Once per day the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Within 1 mile of the lair winds buoy non-chaotic creatures that fall due to no act of the dragon or its allies. These creatures descend at a rate of 60 feet per round and take no falling damage.

- All creatures within a 10 mile radius of the freedom dragon's lair are unaffected by non-magical difficult terrain.
- Animals begin to become much bolder within a 10 mile radius of a freedom dragon's lair. For example, birds chirp and sing much louder, squirrels race just a little bit faster up trees, wolves sometimes begin to encroach on cities, and even already broken-in horses throw their riders with much more regularity and force.

If the freedom dragon dies, these effects fade over the course of 1d10 days.



ANCIENT FREEDOM DRAGON

Gargantuan dragon, neutral good

Armor Class 22 (natural armor)

Hit Points 362 (25d20 + 100)

Speed 60ft., fly 140ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	23 (+6)	18 (+4)	10 (+0)	15 (+2)	30 (+10)

Saving Throws Dex +13, Con +11, Wis +, Cha +17

Skills Arcana +7, History +7, Perception +16, Stealth +13, Intimidate +17, Persuasion +17

Damage Immunities radiant

Senses blindsight 60ft., darkvision 120ft., passive Perception 26

Languages Common, Draconic

Challenge 23 (32,500 XP)

The Light Of Liberty. While exposed to direct sunlight, the freedom dragon regains 24 hit points at the beginning of each of its turns.

Immobility Immunity. The freedom dragon is always treated as being under the *freedom of movement* spell.

Flexibility. The freedom dragon can squeeze itself through an opening up to two sizes smaller than it. While squeezing in this way, the freedom dragon does not take any penalties to attack rolls, dexterity saving throws, or movement.

Legendary Resistance (3/day). If the freedom dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The freedom dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws

Bite. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* damage 20 (2d10 + 9) Piercing Damage

Claws. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +16 to hit, reach 20ft., one target. *Hit:* 18 (2d8 + 6) Bludgeoning Damage

Frightful Presence. Each creature of the freedom dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The freedom dragon uses one of the following breath weapons, choosing to effect either a 90-foot cone or a 180-foot line which is 5 feet wide when it does so.

Freedom Breath. The freedom dragon expels the blinding light of independence. Each creature in the area must make a DC 19 Dexterity saving throw, taking 67 (15d8) radiant damage on a failed save, or half as much on a successful one.

Grasping Breath. The freedom dragon exhales a blast of animating energy that causes the very ground to break free of the chains of reality and attempt to restrain creatures caught in the area. All creatures in the area must make a DC 19 Strength saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The freedom dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the freedom dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma Scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The freedom dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail Attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the freedom dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half of its flying speed.

ADULT FREEDOM DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 171 (18d12 + 54)

Speed 50ft., fly 120ft

STR	DEX	CON	INT	WIS	CHA
25 (+6)	21 (+5)	16 (+3)	10 (+0)	13 (+1)	27 (+8)

Saving Throws Dex +10, Con +8, Wis +6, Cha +13

Skills Arcana +5, History +5, Perception +11, Stealth +10, Intimidation +13, Persuasion +13

Damage Immunities radiant

Senses blindsight 60ft., darkvision 120ft., passive Perception 21

Languages Common, Draconic

Challenge 16 (15,000)

The Light Of Liberty. While exposed to direct sunlight, the freedom dragon regains 21 hit points at the beginning of each of its turns.

Immobility Immunity. The freedom dragon is always treated as being under the *freedom of movement* spell.

Flexibility. The freedom dragon can squeeze itself through an opening up to two sizes smaller than it. While squeezing in this way, the freedom dragon does not take any penalties to attack rolls, Dexterity saving throws, or movement.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* Damage 17 (2d10 + 6) Piercing Damage

Claws. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +11 to hit, reach 20ft., one target. *Hit:* 15 (2d8 + 6) Bludgeoning Damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons, choosing to effect either a 60-foot cone or a 120-foot line which is 5 feet wide when it does so.

Freedom Breath. The freedom dragon may expel the blinding light of independence. Each creature in the area must make a DC 16 Dexterity saving throw, taking 58 (13d8) radiant damage on a failed save, or half as much on a successful one.

Grasping Breath. The freedom dragon exhales a blast of animating energy that causes the very ground to break free of the chains of reality and attempt to restrain creatures caught in the area. All creatures in the area must make a DC 16 Strength saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma Scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail Attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half of its flying speed.

FREEDOM DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	19 (+4)

Saving Throws Dex +4, Wis +2, Charisma +6

Skills Perception +4, Stealth +4, Intimidation +4, Persuasion +4

Damage Immunities radiant

Senses blindsight 10ft., darkvision 60ft., passive Perception 14

Languages Draconic

Challenge 3 (700xp)

The Light Of Liberty. While exposed to direct sunlight the freedom dragon regains 15 hit points at the beginning of each of its turns.

Immobility Immunity. The freedom dragon is always treated as being under the *freedom of movement* spell.

Flexibility. The freedom dragon can squeeze itself through an opening up to two sizes smaller than it. While squeezing this way, the dragon does not take any penalties to attack rolls, Dexterity saving throws, or movement.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing Damage.

Breath Weapons (Recharge 5-6) The dragon uses one of the following breath weapons, choosing to effect either a 15-foot cone or a 30-foot line which is 5 feet wide when it does so.

Freedom Breath. The freedom dragon may expel the blinding light of independence. Each creature in this area must make a DC 11 Dexterity saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much on a successful one.

Grasping Breath. The freedom dragon exhales a blast of animating energy that causes the very ground to break free of the chains of reality and attempt to restrain creatures caught in the area. All creatures in the area must make a DC 11 Strength saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG FREEDOM DRAGON

Large, lawful neutral

Armor Class 18 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 40ft., fly 100ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	14 (+2)	11 (+0)	10 (+0)	23 (+6)

Saving Throws Dex +9, Con +6, Wis +4, Cha +10

Skills Arcana +4, History +4, Perception +8, Stealth +9, Intimidation +10, Persuasion +10

Damage Immunities radiant

Senses blindsight 30ft., darkvision 120ft., passive Perception 18

Languages Common, Draconic

Challenge 9 (5,000 xp)

The Light Of Liberty. While exposed to direct sunlight the freedom dragon regains 18 hit points at the beginning of each of its turns.

Immobility Immunity. The freedom dragon is always treated as being under the *freedom of movement* spell.

Flexibility. The freedom dragon can squeeze itself through an opening up to two sizes smaller than it. While squeezing this way the freedom dragon does not take any penalties to attack rolls, Dexterity saving throws, or movement.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons, choosing to effect either a 30-foot cone or a 60-foot line which is 5 feet wide when it does so.

Freedom Breath. The freedom dragon may expel the blinding light of independence. Each creature in the area must make a DC 14 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much on a successful one.

Grasping Breath. The freedom dragon exhales a blast of animating energy that causes the very ground to break free of the chains of reality and attempt to restrain creatures caught in the area. All creatures in the area must make a DC 14 Strength saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





RUSTIC DRAGON

The oldest of the draguns, the water-dwelling rustic draguns inspired the original guns. Much less prone to acts that will bring themselves into the public eye, even the young and comparatively reckless flintlockers are considered among the most reclusive of draguns. Despite this, they did inspire the original weapons that defined an entire country, so they aren't as invisible as perhaps the Illiterati. Murka is a landscape dotted with as many rivers as forests and its fair share of oceans, but the rustic draguns nesting in these watery homes arise only when necessary.

Dragons Of The Water. Unlike their bronze cousins who enjoy the goings on of the water's surface, rustic draguns submerge themselves as deep as they can go, and take an equal fascination with the surroundings they find there. It is not uncommon for a mermaid to befriend a young flintlocker. Nor is it unheard of for young krakens to be intimidated by muskatoons into pranking a local merrow village.

Storage and Release. Much like the tension they hold within themselves before and after expelling their breath weapon, rustic draguns are patient creatures, often nursing grudges for longer than many sentient creatures live. They sit and they stew in these grudges until, at seemingly random times, they do something devastating about it. These instances are never as random as they seem however, and have been known to lead to the downfalls of entire pirate empires.

A Rustic Dragon's Lair

Rustic draguns make their homes below the water level of Murka's various waterways, lakes and seas. They use both their breath weapon and tension releasing abilities to move seaweed and underwater coral to mold their environment to their liking.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- Coral collapses above one creature that the dragon can see within 120 of it. The creature must succeed on a DC 15 Dexterity saving

throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breath or stand up, additionally it loses any ability to hold its breath. A creature can take an action to make a DC 10 strength check, ending the buried state on a success.

- The water around the dragon begins to boil and any creature of the dragon's choice within 10 of the dragon's reach must make a DC 15 Constitution save or take 21 (6d6) fire damage.
- The Dragon ignores attacks of opportunities until the end of its next turn.

Regional Effects

The region containing a legendary rustic dragon is warped by the dragon's magic, which creates one or more of the following effects:

- Treacherous storms form within 6 miles of the lair.
- Hidden maelstroms as small as 20 feet across or as large as a mile form inside and around the dragon's lair. The supernatural hazards can be spotted from a safe distance with a DC 20 Wisdom (Perception) check. Creatures and objects, such as vehicles, caught in a maelstrom must succeed on a DC 14 Strength saving throw at the start of each of its turns or take 6 (2d6) bludgeoning damage. For every 1 foot a creature travels through the maelstrom, it must spend 4 feet of movement.
- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores movement impediments and damage from aquatic or amphibious plants or creatures.

If the dragon dies, these effects fade over the course of 1d10 days.

CANUNNE DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 60ft., fly 100ft., swim 60ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	29 (+9)	27 (+8)	18 (+4)	17 (+3)	10 (0)

Saving Throws Dex +16, Con +15, Wis +10, Cha +7

Skills Insight +10, Perception +17, Stealth +16

Damage Immunities bludgeoning, piercing

Senses blindsight 60ft., darkvision 120ft., passive Perception 27

Languages Common, Draconic

Challenge 22 (30,000 XP)

Amphibious. The dragun can breath air and water.

Legendary Resistance (3/Day). If the cannune fails a saving throw, it can choose to succeed instead.

Siege Monster The cannune deals double damage to objects and structures.

Actions

Multiattack. The cannune can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragun's choice that is within 120 feet of the it and is aware of the dragun must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cannune's Frightful Presence for the next 24 hours.

Cannon Ball Breath. (Recharge 5-6) The cannune spits a single, powerful ball of force in a 120-foot line that is 5 feet wide. Each creature in the line must make a DC 23 Dexterity saving throw, taking 55 (10d10) piercing damage on a failed save, or half as much on a successful one.

Recoil Release (Must have used its breath weapon at least once in the past minute). The cannune exhales and releases all the tension being held in its body. All creatures in a 10 foot radius around the dragun are buffeted by a wave of force and must succeed on a Strength saving throw, the DC of which is 22 + the number of times the cannune has used its breath weapon in the past minute. On a failed save, the creature is pushed 30 feet away from the dragun and is knocked prone.

Change Shape The dragun magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragun's choice).

In a new form, the dragun retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The cannune 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 dragun regains spent legendary actions at the start of its turn.

Detect. The cannune makes a Wisdom (Perception) check.

Tail Attack. The cannune makes a Tail Attack.

Wing Attack (Costs 2 Actions). The cannune beats its wings. Each creature within 10 feet of the dragun must succeed on a DC 24 Dexterity Saving throw or take 16 (2d6+9) bludgeoning damage and be knocked prone. The dragun can then fly up to half of its flying speed.

DRAGUNNE DRAGON

Huge dragon, chaotic neutral

Armor Class 19

Hit Points 212 (17d12 + 102)

Speed 50ft., fly 100ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	23 (+6)	16 (+3)	15 (+2)	10 (0)

Saving Throws Dex +12, Con +11, Wis +7, Cha +5

Skills Insight +7, Perception +12, Stealth +12

Damage Immunities bludgeoning, piercing

Senses blindsight 60ft., darkvision 120ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragunne can breath air and water.

Legendary Resistance (3/Day). If the dragun fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragunne can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 14 (2d6 +7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15ft., one target. *Hit:* 16 (2d8+7) Bludgeoning Damage.

Musket Ball Breath (Recharge 5-6). The dragunne spits a single, powerful ball of force in a 90-foot line that is 5 feet wide. Each creature in the line must make a DC 19 Dexterity saving throw, taking 66 (12d10) piercing damage on a failed save, or half as much on a successful one.

Recoil Release (Must have used its breath weapon at least once in the past minute). The dragunne exhales and releases all the tension being held in its body. All creatures in a 10 foot radius around the dragun are buffeted by a wave of force and must succeed on a Strength saving throw, the DC of which is 18 + the number of times the dragunne has used its breath weapon in the past minute. On a failed save, the creature is pushed 30 feet away from the dragun and is knocked prone.

Frightful Presence. Each creature of the dragun's choice that is within 120 feet of the dragun and aware of the dragun must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragun's Frightful Presence for the next 24 hours.

Change Shape The dragun magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragun's choice).

In a new form, the dragun retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma Scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragunne 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 dragun regains spent legendary actions at the start of its turn.

Detect. The dragun makes a Wisdom (Perception) check.

Tail Attack. The dragun makes a Tail Attack.

Wing Attack (Costs 2 Actions). The dragun beats its wings. Each creature within 10 feet of the dragun must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragun can then fly up to half of its flying speed.

MUSKETOON DRAGUN

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40ft., fly 80ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	19 (+4)	14 (+2)	13 (+1)	10 (+0)

Saving Throws Dex +8, Con +7, Wis +4, Cha +3

Skills Insight +4, Perception +7, Stealth +8

Damage Immunities bludgeoning, piercing

Senses blindsight 30ft., darkvision 120ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragun can breath air and water.

Actions

Multiattack. The musketoon makes one attack with its bite and then two attacks with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 14 (2d10+3) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Musket Ball Breath (Recharge 5-6). The dragun spits a single, powerful ball of force in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 55 (10d10) piercing damage on a failed save, or half as much on a successful one.

Recoil Release (Must have used its breath weapon at least once in the past minute). The dragun exhales and releases all the tension being held in its body. All creatures in a 10 foot radius around the dragun are buffeted by a wave of force and must succeed on a Strength saving throw, the DC of which is 14 + the number of times the musketoon has used its breath weapon in the past minute. On a failed save, the creature is pushed 30 feet away from the dragun and is knocked prone.

FLINTLOCKER DRAGUN

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30ft., fly 60ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	12 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +5, Con +4, Wis +2, Cha +2

Skills Perception +4, Stealth +5

Damage Immunities bludgeoning, piercing

Senses blindsight 10ft., darkvision 60ft., passive Perception 14

Languages Draconic

Challenge 2 (450 xp)

Amphibious. The dragun can breath air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Musket Ball Breath (Recharge 5-6). The dragun spits a single, powerful ball of force in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 55 (10d10) piercing damage on a failed save, or half as much on a successful one.

Recoil Release (Must have used its breath weapon at least once in the past minute). The dragun exhales and releases all the tension being held in its body. All creatures in a 10 foot radius around the dragun are buffeted by a wave of force and must succeed on a Strength saving throw, the DC of which is 11 + the number of times the flintlocker has used its breath weapon in the past minute. On a failed save, the creature is pushed 30 feet away from the dragun and is knocked prone.

TACTICAL DRAGUN

Evolution takes place at a glacial pace. Minuscule, generational, changes occur randomly over time in every individual of that species. Except when the changes become radical. Except when over the course of a single generation a drastic shift in overall cosmetics and ability occurs. Such was the case with the tactical draguns. A seemingly overnight transmutation caused a group of rustic draguns to become tactical draguns.

Spontaneous Change. Tactical draguns have a predilection for changing their course of action at any given moment. One moment, one could be having a pleasant conversation with a tactical dragun, and the next it could go off because you misspoke, or responded negatively to something it said. In this way, tactical draguns, even when they reach the sagacity a grenadragun has, react in much the same way children do when being told 'no'. On the flip side, they are capable of incredible even-temperedness in even the most stressful situations, making them difficult creatures to understand.

Silent But Deadly. Tactical draguns are the ultimate predator. Opposed to most dragons who value the strength of their limbs, the sturdiness of their bodies, and their overall presence to find their foes, tactical draguns value a more methodical approach. For days, week, or even months they will stalk their prey. As one of the few dragon subspecies unable to change shape, they've gotten very good at keeping quiet and learning the habits of their targets from afar. When they feel they have gotten a good sense of their prey's habits, they find a moment to strike. For many dragons, this moment would be based on what would make the biggest impression, or what would cause the least amount of damage to other parties involved. Not the tactical dragun. For unknown reasons, this moment, and indeed the particular prey picked, is based entirely on the whim of the dragun that particular day. After picking a particular moment, the dragun descends and does the only thing any gun knows how to do.

Creatures of Carnage. It is not a pretty sight to view the aftermath of a tactical dragun attack. The few tactical draguns used by the Murkan Army use their incredible power to put holes the size of acorns in the country's enemies. Meanwhile the tactical draguns roaming the skies of Murka's homeland are known to use their great power to take down school buildings, taverns, and concertgoers.

Inconceivably Motivated. Perhaps the tactical dragun's most well-known trait is that almost no one, from the hillfolk of North Korealina to the precious few academics in the heights of Washtown, are able to pierce its intentions. The targets a tactical dragun chooses run the gamut in every way imaginable. From the locales it chooses to make its home in, even what its diet (and therefore droppings) consist of vary from dragun to dragun.

Hotly Debated. One of the most prolific debates in current day Murka is if tactical draguns deserve to live. Their proclivity for random acts of violence has, to put it mildly, caused an incredible stir in Murkan politics, especially as something seems to be riling them up. There have been more attacks in the past couple years by tactical draguns than ever before, and debate rages hotly on whether the safety of children comes before the lives of these unique creatures.

A Tactical Dragun's Lair

Tactical draguns make their homes in mountains, canyons, and other rocky terrain, favoring the dry, arid climates of Midwesteros. They will typically carve out their homes in cliffside caves, sometimes even burrowing beneath the surface of a mesa.

Lair Actions

On initiative count 20 (losing initiative ties) the dragun takes a lair action to cause one of the following effects:

- A tremor shakes the lair in a 60-foot radius around the dragun. Each creature other than the dragun on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The tactical dragun rolls twice on the Wild Magic Surge table and produces an effect of their choice from the two rolls, counting themselves or any creature they choose within 120 feet of them as the caster and themselves or any creature they choose within 180 feet of them as the target.
- The tactical dragun becomes invisible, unable to be heard, unable to be smelled, and, should it matter, unable to be tasted until it makes an attack or uses another Lair action. The dragun then moves up to half its speed.

Regional Effects

The region containing a legendary tactical dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Small earthquakes are common within 6 miles of the tactical dragon's lair.
- The smell of gunpowder permeates the air and all water and alcohol within a 1 mile radius tastes gritty and vaguely smells of burning.

DRAGON PISTOLING

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 95 (10d8 + 45)
Speed 30ft., climb 30ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +2, Cha +4
Skills Perception +4, Stealth +5
Damage Immunities bludgeoning, piercing
Senses blindsight 10ft., darkvision 60ft., passive Perception 14
Languages Draconic
Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 5 (1d10) bludgeoning damage plus 6 (1d12) piercing damage.

Bullet Breath. (Recharge 5-6) The pistoling exhales a shower of bullets in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 26 (4d12) piercing Damage on a failed save, or half as much on a successful one.

- Schoolchildren, concert-goers, tavern regulars and the staff thereof all feel constantly on edge in a 10 mile radius of the dragon's lair. Some react with the need to arm themselves, others practice extensive drills meant to keep them safe, and still others will turn their newfound fear into anger or even rage and take it out on those around them. However, none of these things will actually solve the underlying fear.

If the dragon dies these effects fade over the course of 100 days.

DRAGUZI DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 195 (17d10 + 102)
Speed 40ft., climb 40ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	21 (+5)	23 (+6)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +9, Con +10, Wis +4, Cha +9
Skills Perception +8, Stealth +9
Damage Immunities bludgeoning, piercing
Senses blindsight 30ft., darkvision 120ft., passive Perception 18
Languages Common, Draconic
Challenge 10 (5,900 XP)

Actions

Multiattack. The draguzi makes three attacks: one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit:* 11 (2d10) bludgeoning damage plus 6 (1d12) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Bullet Breath (Recharge 5-6). The draguzi exhales and a shower of bullets in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 52 (8d12) piercing damage on a failed save, or half as much on a successful one.

ASSAULT DRAGUN

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 275 (19d12 + 152)

Speed 50ft., climb 50ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	25 (+7)	27 (+8)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +13, Con +14, Wis +7, Cha +11

Skills Perception +13, Stealth +13

Damage Immunities bludgeoning, piercing

Senses blindsight 60ft., darkvision 120ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000)

Legendary Resistance (3/Day). If the assault dragun fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragun can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws.

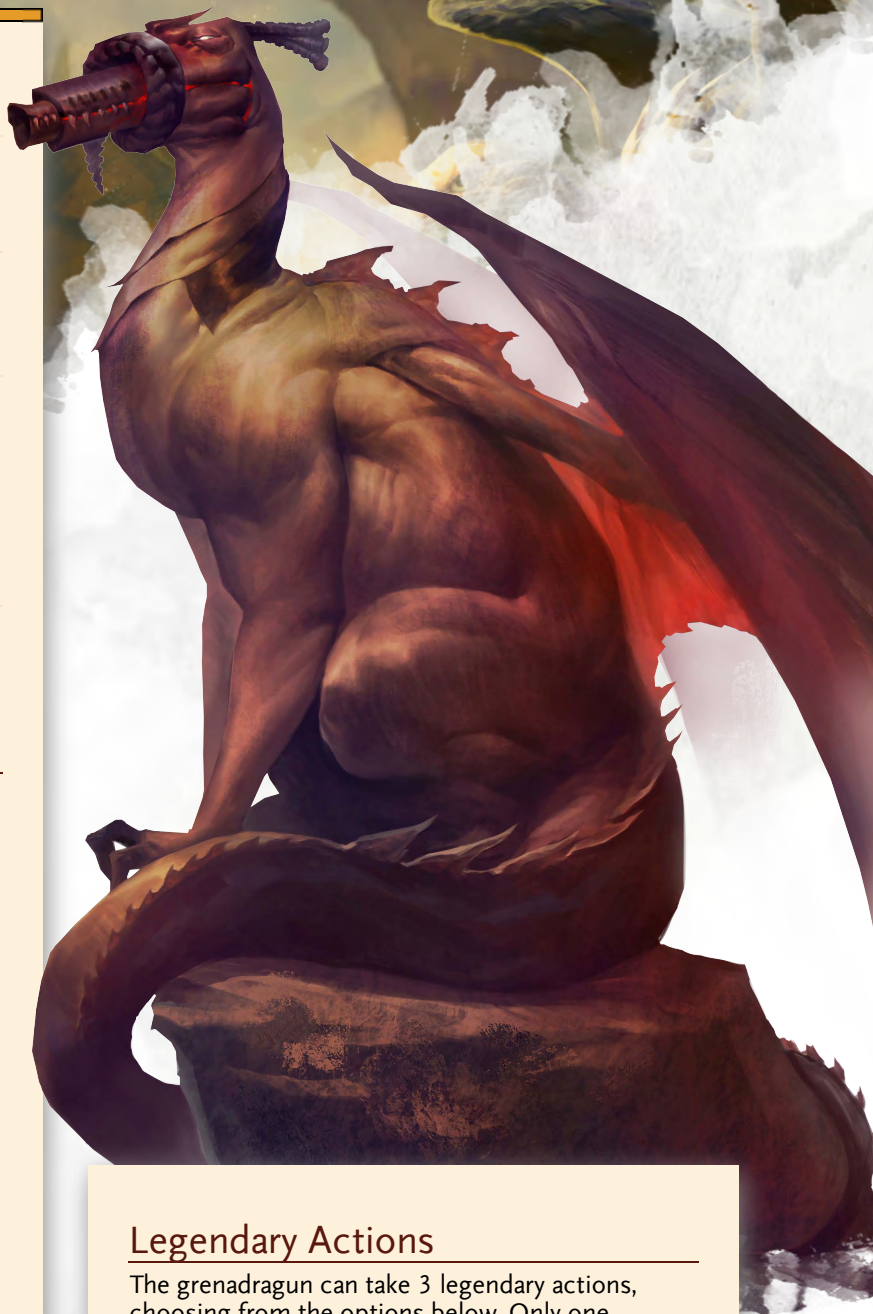
Bite. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 11 (2d10) bludgeoning damage plus 13 (2d12) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the grenadragun's choice that is within 120 feet of it and aware of the dragun must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself in a success. If a creature's saving throw is successful or the effect ends for it the creature is immune to this dragun's Frightful Presence for the next 24 hours.

Bullet Breath (Recharge 4-6). The assault dragun exhales a shower of bullets in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 91 (14d12) Piercing Damage on a failed save, or half as much on a successful one.



Legendary Actions

The grenadragun can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragun regains spent legendary actions at the start of its turn.

Detect. The dragun makes a Wisdom (Perception) check.

Tail Attack. The dragun makes a Tail Attack.

Wing Attack (Costs 2 Actions). The dragun beats its wings. Each creature within 10 feet of the dragun must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragun can then fly up to half of its flying speed.

GRENADRAGON

Gargantuan Dragon, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 574 (28d20 + 280)

Speed 60ft., climb 60ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	29 (+9)	30 (+10)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +16, Con +17, Wis +9, Cha +13

Skills Perception +16, Stealth +16

Damage Immunities bludgeoning and piercing

Senses blindsight 60ft., darkvision 120ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (36,500 XP)

Legendary Resistance (3/Day). If the grenadragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks; one with its bite and two with its claws

Bite. *Melee Weapon Attack:* +7 to hit, reach 15ft., one target. *Hit:* 11 (2d10) bludgeoning damage plus 26 (4d12) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Rapidly Propulsed Glycocalyx. The grenadragon lobs an explosive glob of fatty acids and carbohydrates at a point it can see within 200 feet of it. Each creature within a 30 feet of that point must make a DC 21 Dexterity saving throw or take 3d6 fire and 3d6 force damage.

Frightful Presence. Each creature of the grenadragon's choice that is within 120 feet of it and aware of the dragon must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself in a success. If a creature's saving throw is successful or the effect ends for it the creature is immune to this dragon's Frightful Presence for the next 24 hours.

Bullet Breath (Recharge 3-6). The grenadragon exhales a shower of bullets in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 117 (18d12) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The grenadragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a Tail Attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half of its flying speed.

DRUMPF

The drumpf are a subterranean gnome-like race with pale skin and stark white hair. Their backs, arms, and legs are covered in a rocky carapace which allows them to camouflage themselves while providing a natural armor.

They live deep beneath Murka, underneath densely populated areas. Their intelligence is rooted in their very complex and involved social lives, a byproduct of their travels across the land using their tunnels. Their small stature makes navigating the tunnels much easier, but don't be fooled by their diminutive size—they are surprisingly formidable in combat.

Skilled Negotiators. Drumpf often take up trades as artisans, honing their craft by producing and transporting goods from one city to the next safely and efficiently through their underground network. The drumpf are very proud of their work, and will go to great lengths to prove that they are the best at their craft.

Steal and Swindle. While running their trade routes is a lucrative business in itself, drumpf go to great lengths to cut the legs out from under their competition. They have been known to steal raw materials from other artisans, and even sabotage the work of their competitors, only to conveniently appear shortly afterwards offering either their own work, or offering to repair the work that's "mysteriously" broken down.

Fearsome Forge. Drumpf are well-known for their strong skill in forging weapons and armor. Many people lean on the drumpf to create their armor, from a king's soldiers to small bands of mercenaries. The heat from the forge also allows many of them a form of relief and relaxation, akin to golfing, or sending out short, aggressively-written, poorly-worded messages.

DRUMPF

Small humanoid (gnome), neutral evil

Armor Class 15 (chain shirt)

Hit Points 42 (12d6)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	15 (+2)	10 (+0)	13 (+1)

Skills Acrobatics +5, Athletics +6, Perception +3, Stealth +5, History +5

Senses darkvision 120 ft., passive Perception 13

Languages Common, Undercommon

Challenge 1 (100 XP)

Art of the Deal. Drumpf have advantage on Charisma (Persuasion) checks made to haggle or negotiate with non-hostile creatures.

Innate Spellcasting. The drumpf's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

2/day: *mending*

Actions

Multiattack. The drumpf makes two attacks with its battle spade or drumpf sling. **Battle Spade. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Drumpf Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. **Hit:** 4 (1d4 + 2) bludgeoning damage. Uses drumpf sling bullets, which are heavier than standard sling bullets.



DROEHNS

Relatively speaking, the droehns were only a recent discovery in Murka. However, they were quickly put in charge of some of the country's most important items: its packages. A droehn, much like a writwit, has a singular focus when given a task, but is much better able to defend itself, thus allowing even packages that perhaps some would rather not have delivered make its way to its intended recipient.

Whirring Wings. Distantly related to wyverns—and in fact believed to be the regional equivalent in Murka—perhaps the largest difference between the two species is the droehn's whirring wings. droehn's are, on the average, smarter than their much bigger cousins. Thus, when encountering anything bigger, faster, or more savage, the droehns needed a way to communicate with each other. The theory then, is that they developed the constant whirring of their wings for this exact purpose.

This whirring, while often considered annoying to those not in the know, is actually a distinct language that is spoken near exclusively by droehns. A wild droehn never goes far enough away from its nest that its mate and children would be unable to hear its constant whirring. Not only are droehn wyrmlings constantly surrounded by the sound of their parent's voices, they also know that the moment the non-present parent's whirring stops, they need to hide, because something large is coming for them.

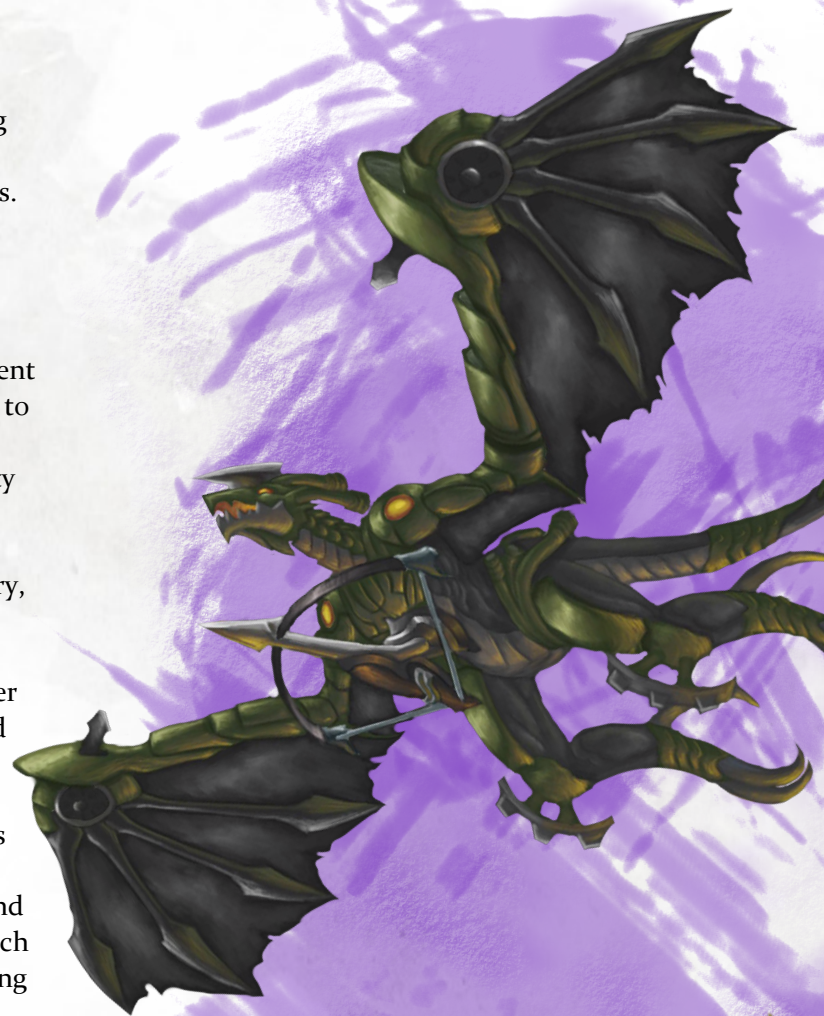
Deadly Delivery Dragons. The amazing ability of droehns to defend themselves and also their singular focus has led to them being used as exceptionally effective modes of delivery for military, commercial, and occasionally even personal packages.

Momentous Combatants. Droehns are smaller than their wyvern cousins and as such have learned to use their momentum to their advantage in combat. Shooting straight up or nosediving their targets is not unheard of, but their deadly stinger is perhaps the most easily identified momentum weapon of the droehn. It whips from side to side and has been known to be injected into victims with such force that it bypasses armor and bone alike, plunging straight into its victims veins.

Droehns as Companions. Neither solitary nor pack creatures, droehns prefer the company of one or three of their kind with whom they develop intense familial relations. Droehns instinctively understand the importance of this bond from the moment they

are born and thus make for excellent and loyal adventuring companions. It is easiest to raise a droehn from a hatchling as that way it sees its owner as its own family.

However, undoubtedly the hardest thing about raising a droehn hatchling is the constant reassurance needed should it ever be parted from its master. A droehn knows that silence from a loved one not in its sight means something terrible has happened, and will react accordingly. Sometimes this is a simple wailing, other times it channels the violence of its cousin, the wyvern, and there are several accounts of death coming to the close friends and family of a forgetful or neglectful droehn owner.



WAR DROEHN

Medium dragon, unaligned

Armor Class 16 (natural armor, Barbed Plating)

Hit Points 118 (14d10 + 42)

Speed 30ft., fly 100ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	3 (-4)	20 (+5)	6 (-2)

Skills Perception +8

Condition Immunities exhaustion

Senses darkvision 60ft., passive Perception 15

Languages Whirring, Mimicry

Challenge 8 (3,900 XP)

Singular Focus. When given a package and a location to deliver it to, the droehn does not stop until the package is delivered unless it encounters some sort of connection issue or it dies.

War-Trained. The droehn has advantage on any attack roll made by dropping a creature or object onto creatures from above. Additionally, war droehns are strong, stable, and well-trained enough that they may be used as a mount for a creature of their size or smaller.

Momentum Attack. If the droehn moves at least 30 feet toward a target and then hits it with a melee attack, the attack deals an extra 7 (3d6) damage to the target.

Perfect Recall and Mimicry. Many war droehns are trained to perfectly recall what they've seen and heard, so as to report it to whoever sent them out in the first place. These droehns are able to perfectly repeat and mimic any speech they hear, though they do not truly understand the language or meaning of what they are saying.

Actions

Multiattack. The war droehn moves its full speed and then makes two attacks: one with its bite and one with its stinger or two attacks with its chestbow. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Chestbow. *Ranged Weapon Attack* +4 to hit, range 400ft., one creature. *Hit:* 12 (2d10 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage. The target must make a DC 15 Constitution saving throw, taking 36 (8d6) poison damage on a failed save, or half as much damage on a successful one.

DELIVERY DROEHN

Medium dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 10ft., fly 70ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	6 (-3)	20 (+5)	6 (-2)

Skills Perception +8

Condition Immunities exhaustion

Senses darkvision 60ft., passive Perception 15

Languages Whirring

Challenge 6 (2,300 XP)

Singular Focus. When given a package and a location to deliver it to, the droehn does not stop until the package is delivered unless it encounters some sort of connection issue or it dies.

Distinct Whirring. The droehn has disadvantage on stealth checks due to the noisiness of its wings.

Commercial Strength. The droehn counts as one size larger than it is for the purposes of determining its carrying capacity and grappeling but not for what size creatures can ride it.

Momentum Attack. If the droehn moves at least 30 feet toward a target and then hits it with a melee attack, the attack deals an extra 7 (2d6) damage to the target.

Actions

Multiattack. The droehn makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

ELEMENTALS IN MURKA

As controversial in nature as it is, the story of Murka's most common elementals is one told around campfires and boardrooms alike. At the beginning of the previous century, Murka had finally discovered the perfect recipe to create its cross-nation rail system, but it was a very particular, hard-to-find substance known as oil. With no established trade routes for this unusual commodity, Murka began to zealously wheel, deal, and generally finagle to get any and all the oil it could get its greedy little hands on.

One can imagine then how elated the elite and their lackeys found themselves when it was discovered that there is, in fact, an entire plane of the very stuff they so desperately craved. Now, all they needed to do was find a way to it. However, the cunning denizens of the Plane of Oil and their allies have managed to thus far thwart the Murkans' machinations.

However, entirely by accident, an aging arcane researcher found an entirely different plane. One adjacent, as much as such a word can describe such things, to that which they sought, this was the Plane of Butter. In addition to being an incredibly greasy substance, it also turns out that butter has ever since become a near-staple in Murkan dishes. Portals to and from the Plane of Butter can be found in nearly every corner shop and bakery, and every home slathers the stuff all over even their bread.

So Murka's hunt for the Plane of Oil continues. They've even had some luck in the past: while unable to find a portal wide enough to satisfy their every greasy need, Murka has run into small leaks from the Plane of Oil to our own material plane, fountains almost. Additionally, though this is the stuff of rumors and gossip, it's said that several large, independent companies have figured out how to enslave the oil elementals themselves, and that in fact they have done so for decades now.

Greasy Beings. Both oil elementals and butter elementals have a greasy exterior that makes it very hard to pin them down. It's not uncommon for wranglers to be found screaming in frustration at how hard they are to keep caught once, and if, one manages to catch them in the first place. These difficulties are taken into consideration significantly less often in boardrooms, and significantly more often in war-rooms and kitchens doubling as back offices.

One End Goal. Ultimately, all the Murkan government (and indeed many of its most powerful guilds and companies) wants is to find a way to harness the power of the Plane of Oil for itself, and every day it gets a little bit closer. They'll figure it out eventually, or someone will close off the last portal to that plane, and Murka will need to figure out how to live on something more sustainable than the lives of those it has decided not to care about.

Butter Elemental

An aging chef and arcanist known as Butter Dean stumbled upon a portal to an undiscovered plane comprised of only greasy, oily, undulating life. The arcanist named the plane and all that lived inside it after herself.

When Butter Dean knifed her way free of the newly dubbed Plane of Butter, she began heralding the near limitless uses of the substance suffusing the entire plane. Soon, portals to the fatty, oily, delectable plane became a staple in every well-tended kitchen in southern Murka.

Butter elementals are made entirely of semi-solid, undulating, butter of varying temperatures. An amorphous race of semi-sentients, butter elementals that make their way to Murka choose to have at least vague features that resemble Butter Dean, herself. The plump humanoid facial features contrast shockingly to the elemental's long whip-like appendages that lash at enemies across the room and globs of moist butter that orbit-around its greasy head.

Butter elementals only partially digest what they consume, including their prey. First, a butter elemental will 'chew' the prey by bashing it ceaselessly with the varying textures of butter within its body before spitting it out and slamming it repeatedly into nearby objects. It will repeat the process until it can eventually slide over a puddle of liquid that was once the living thing and easily absorb the nutrients of what remains.

BUTTER ELEMENTAL

Large elemental, neutral

Armor Class 16 (natural armor)

Hit Points 91 (12d10 + 36)

Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	5 (-3)	10 (0)	5 (-3)

Damage Resistances cold, fire, bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., passive Perception 10

Languages Primordial

Challenge 5 (18,000 XP)

Buttery Form. The butter elemental can move through a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Melty and Slick. If the butter elemental takes fire damage, its speed increases by 20ft until the end of its next turn.

Keep Refrigerated. If the butter elemental takes cold damage, it gains a +3 bonus to its armor class until the end of its next turn.

Greasy Exterior. Any creature that is hit by the butter elemental's *slam* attack or that hits the butter elemental with a melee attack while within 5 feet of it, must make a DC 15 Dexterity saving throw or be covered in greasy butter for 1 minute. A creature covered in butter must succeed on a DC 15 Dexterity saving throw at the start of each of its turns. On a successful save, this effect ends. On a failed save, the creature falls prone.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Butter Surge (Recharge 5-6). The butter elemental covers the ground within 10ft of it in slippery butter. Creatures in the area must succeed on a DC 15 Dexterity saving throw or fall prone.



Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 12 (2d8 + 3) bludgeoning damage and is affected as if by the elemental's *Greasy Exterior* ability. If it is Large or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe. On a successful save, the creature can choose to be pushed 5 feet back or to the other side of the butter elemental. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

The Elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 12 (2d8 + 3) bludgeoning damage. A Creature within 5 feet of the elemental can take an action to pull a creature or object out of it. Doing so requires a successful DC 14 Strength check.

Pan Sizzle (Recharge 6). All creatures within 20ft of the butter elemental that have been effected by it's *Greasy Exterior* ability in the past minute take 10 (2d6 + 3) fire damage. This damage is doubled if the creature is currently grappled by the elemental. Taking damage from this ability burns away any butter applied by *Greasy Exterior*.

Oil Elemental

An oil elemental is a slithering mass of semi-sentient goop. Capable of incredible destruction should even the slightest spark touch their forms, oil elementals prefer instead to run over and absorb their enemies into themselves. The caustic chemicals within their bodies cause intense acidic burns on the skin, and sometimes even melt the armor off those unlucky enough to find themselves inside an oil elemental.

It is perhaps surprising then that they primarily reside either on their home plane or in the deep underground recess of the earth, and that oil elementals are normally quite peaceful. They are even considered amongst the most 'vegetarian' of elementals, as they will rarely attack unless poked, prodded and pushed to the end of their rope.



OIL ELEMENTAL

Large elemental, neutral

Armor Class 16

Hit Points 78 (12d10 + 12)

Speed 60ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	22 (+6)	14 (+2)	5 (-3)	10 (0)	30 (+10)

Damage Vulnerabilities fire, see *Legendary Rivalry* below

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120ft

Languages Ignan, Aquan

Challenge 5 (18,000xp)

Legendary Rivalry. Because of their insatiable lust for the substance from which it is made, the oil elemental has advantage on attacks against creatures native to Murka. However, the oil elemental has vulnerability to non-lethal damage from such foes.

Oily Form. The elemental can enter a hostile creature's space and it can move through a space as narrow as 1 inch wide without squeezing. Each 5ft square the oil elemental travels over is effected as if from the *grease* spell for 1 minute.

Oil Slick. Any creature hit by the oil elemental's slam attack or that hits the elemental with an unarmed strike becomes covered in slippery oil for 1 minute. At the end of each of its turns for the duration, the creature must make a DC 15 Dexterity saving throw or fall prone.

Explosive Substance When the oil elemental takes fire damage, a blast of fire consumes everything in a 30-foot radius sphere. Each creature and object that is not being worn or carried within 30 feet of the elemental, including the elemental and creatures it is grappling, must make a DC 15 Dexterity saving throw. Taking 16 (3d10) fire and 16 (3d10) force damage from the explosion on a failed save or half as much on a successful one..

Actions

Multiattack. The oil elemental makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5ft., one target. **Hit:** Damage 15 (2d8 + 6) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Dexterity saving throw. On a failure, a target takes 15 (2d8 + 6) acid damage. If it is Large or smaller, it is also grappled (escape DC 16). Until this grapple ends the target is restrained and unable to breathe unless it can breath water. If the saving throw is successful the target is moved out of the elemental's space.

The oil elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each creature grappled by it takes 12 (2d8 + 3) bludgeoning damage. A Creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.

KILLARY

Killary is an incredibly famous, experienced politician that lives in and around Washtown, and in fact has been involved in the political mechanism of her home country for years. In the previous election season, she was even the single most likely candidate to beat The Don. In fact, it is believed that she actually would have won the election, and become Murka's first Queen, had not The Don cheated and brought in the kremlins to swing the vote his way.

A lich of some renown, being an undead sorcerer does not carry with it quite the same stigma in Murka as it might in some other, less advanced countries. In fact the largest problem people seemed to have with Killary during the previous election was not her cavorting with the powers of darkness but rather some outdated notions regarding her person. That being said, most who voted for Murka's current tyrant claim to have done so because of a single unclear issue regarding some Evocation Messages, or e-mails, Killary may or may not have sent while part of the previous regime. Interestingly, despite an extensive and somewhat fruitful investigation into these Evocation Messages the murkan authorities decided not to pursue any criminal charges against Killary.

Killary has spent the time since the election sitting in Palehaven, her home on the outskirts of Washtown, and continuing to do what she does best, politically (and extra-politically) maneuver to shore up her allies, gain more power, and oust, if not crush, her enemies.

BILLARY

Billary is a learned minstrel, Killary's husband, one of Murka's former kings, and Killary's phylactery. If you want to use Billary in your games, keep these things in mind when giving him life and statistics.

Lair

Killary's lair is an enormous, palace-like abode on the outskirts of Washtown. The estate reflects her keen mind, cold cunning, and incredible ambition, as do

the many, many traps that surround it. Her followers guard it day and night, and have an instinctual, more-than-cognizant knowledge of its ins and outs. They may be able to guide someone through its harrowing passages, but drawing a map of the ever changing maze that is 'Palehaven', would be out of the question.

Lair Actions

On initiative count 20, Killary can take a lair action to cause one of the following magical effects; Killary can't use the same effect two rounds in a row.

- Killary rolls a d8 and regains a spell slot of that level or lower (her choice). If Killary has no spent spell slots she instead regains that many sorcery points.
- One creature that Killary can see within 30 feet of her must make a DC 18 Constitution saving throw. On a failed save, the creature is paralyzed until the end of its next turn. Killary can then expend any number of sorcery points. For each sorcery point expended, the target loses 1 Hit Die and must roll all Hit Dice lost in this way. The creature takes half that much necrotic damage and Killary regains that many hit points.
- 1d6 **shadows** appear within 60 of Killary, taking their turns immediately after Killary.



KILLARY

Medium undead lizardfolk, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	20 (+5)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, Animal Handling +9, Deception +12, History +12, Insight +9, Perception +9, Persuasion +12, Stealth +10, Survival +9, Nature +12,

Damage Resistances cold, necrotic, lightning, psychic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Truesight 120ft., passive Perception 19

Languages Common, Draconic, Elven, Undercommon, Abyssal, Sylvan

Challenge 25 (75,000 XP)

Legendary Resistance (3/Day). If Killary fails a saving throw she can choose to succeed instead.

Rejuvenation. As long as Killary is alive, Killary gains a new body in 1d10 days. Regaining all of her hit points and becoming active again. The new body appears within 5 feet of Killary.

Spellcasting Killary is an 18th-level spellcaster. Her spellcasting ability is Charisma (Spell Save DC 20, +12 to hit with spell attacks). Killary knows the following sorcerer spells:

Cantrips (at will): *mage hand*, *poison spray*, *prestidigitation*, *friends*, *fire bolt*, *ray of frost*
1st level (4/day): *charm person*, *chromatic orb*, *comprehend languages*

2nd level (3/day): *detect thoughts*, *phantasmal force*

3rd level (3/day): *fear*, *counterspell*, *fireball*

4th level (3/day): *confusion*

5th level (3/day): *dominate person*

6th level (1/day): *eyebite*

7th level (1/day): *finger of death*

8th level (1/day): *power word stun*

9th level (1/day): *power word kill*

Sorcery Points. Killary has a pool of 18 sorcery points which she can spend to recover expended spell slots. A 1st level spell slot costs 2 sorcery points, 2nd level costs 3, 3rd level costs 5, 4th level costs 6, and 5th level costs 7 sorcery points.

Turn Resistance Killary has advantage on saving throws against any effect that turns undead.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

A Mysterious, Unfortunate, Unavoidable Accident. Killary may spend any number of sorcery points to have a single creature anywhere on the same plane of existence as her who does not have this feature and is not currently in possession of a Murkan Buck (or its equivalent value in gold, silver, or copper) take 10 damage of a type of her choice for each sorcery point expended. This damage cannot be reduced or ignored.

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gaze Attack. Killary shoots one of the following magical rays from her eyes at random at a single target she can see within 120 feet of her.

1. **Enervation Ray.** The targeted creature must make a DC:18 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

2. **Telekinetic Ray.** If the target is a creature it must succeed on a DC 18 Strength saving throw or Killary moves it up to 30 feet in any direction. The target is restrained by the ray's telekinetic grip until the start of Killary's next turn or until Killary is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30ft. in any direction. Killary can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or container.

3. **Disintegration Ray.** If the target is a creature, it must succeed on a DC: 18 Dexterity or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, such as a portfolio of Evocation Mails (e-mails for short), it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot-cube of it.

4. **Death Ray** The targeted creature must succeed on a DC 18 saving throw or take 55 (10d10) necrotic damage. The target dies if the ray takes it to 0 hit points.

Legendary Actions

Killary 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. Killary regains spent legendary actions at the start of its turn.

Cantrip. Killary casts a cantrip.

Paralyzing Touch (Costs 2 actions). Killary uses Paralyzing Touch.

Cause Accident (Costs 2 Actions). Killary uses her A Mysterious, Unfortunate, Unavoidable Accident ability.

Disrupt Life (Costs 3 actions). Each living creature within 20 feet of Killary must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

KREMLINS

These sneaky buggers have been known to involve themselves in many situations throughout Murka's history, and are blamed for many of the conspiracy theories surrounding Murka's government. They hail from Rutha, a land of beautiful architecture and bitter cold, which has long been one of Murka's greatest rivals.

The kremlins themselves were the magical spawn of Ballin, Rutha's token evil overlord. Their stealth capabilities are rivaled only by their ability to withstand extreme colds and extreme concentrations of alcohol. Their sensitive antennae allow them to perceive magical entities in close proximity. Their lanky bodies also allow them to navigate small spaces with ease.

Soviet Stealth. These creatures rely heavily on remaining unseen and unheard. When faced with a violent scenario, they will do their best to ambush their opponents, or to flee in mid-combat to hide nearby and attempt to assist their more combat-capable comrades.

Acute Antennae. Their antennae are the source of their magic-sensing abilities, and if these antennae are damaged or removed, the kremlin loses these abilities.



KREMLINS

Small humanoid (goblinoid), lawful evil

Armor Class 18 (studded leather armor, shield)
Hit Points 24 (7d6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Damage Immunities cold

Skills Stealth +8, Deception +3

Senses darkvision 30ft., truesight 10ft., passive Perception 9

Languages Common, Goblin, Gibberish, Thieves' Cant

Challenge 1 (200 XP)

Escape Artist. The kremlin can take the Disengage or Hide actions as a bonus action on each of its turns.

The Cold Never Bothered Me Anyway. The kremlin is naturally comfortable in temperatures as low as -50 degrees Fahrenheit without protection.

Sneak Attack (1/Turn). The kremlin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kremlin that isn't incapacitated and the kremlin doesn't have disadvantage on the attack roll.

Assassinate. During its first turn in combat, the kremlin has advantage against any creature that hasn't taken a turn. Any hit the kremlin lands against a surprised creature is a critical hit.

Actions

Multiattack. The kremlin makes two melee attacks: one with its bite and one with either its sickle or its hamfist.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hamfist. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 3 (1d4 + 1) damage.

Sickle. *Attack Style:* +6 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) slashing damage and the target must make a DC 15 constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Collusion. When a creature the kremlin can see makes an attack roll, the kremlin can use its reaction to magically give the creature's attack advantage, provided the target cannot see the kremlin.

MIMIC, STRAW WISP

Don't let these furballs fool you, these creatures are some of the most heinous that Murka has to offer. These fiendish follicles are spawns of D'lanod, who uses them to control his prey. On their underbelly lies a chomping maw which can latch onto the heads of their victims.

Brain Food. Once attached, the parasitic straw wisp feasts on the intelligence (where applicable) of its host. While unmoving, the straw wisp looks like an unkempt, blonde head of hair, styled into an unconvincing comb over.

The host gradually loses its personality and intelligence as the straw wisp takes control. Hosts will often parrot things The Don has said, while their skin slowly shifts to on an unusual orange coloration.

Pelt Puppet. The straw wisp mimic is completely under D'lanod's control. Creatures under the straw wisp's influence have no choice but to obey. Should a victim be freed from the straw wisp's grasp, they have no recollection of the nefarious, otherworldly creature that controlled them.

THE CLEANEST BILL OF HEALTH EVER

It's difficult imagining how one would act with a straw wisp infestation feeding on their mind. Try these ridiculous personality traits that are entirely made up and not based on anyone at all:

A need to announce/react to various news reports and events around them in inverse proportion to their significance.

A dismissal of rational plans or courses of action, favoring absurd alternatives.

Speaking with wildly exaggerated hand gestures.



MIMIC, STRAW WISP

Tiny monstrosity (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 10ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	8 (-1)	15 (+2)	13 (+1)	12 (+1)	17 (+3)

Skills Stealth +10

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60ft., passive Perception

Languages ---

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into a nest of hair or back into its amorphous form. Its statistics remain the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Hair Form Only). While the mimic remains perfectly still, it is indistinguishable from an ordinary head of hair.

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

Adhesive (Hair Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it. Ability checks made to break this grapple are made with disadvantage. Successfully pulling the mimic from a creature it is adhered to causes each creature touching the mimic to take 6 (1d12) psychic damage and 3 (1d6) force damage. The grappled creature then makes a Wisdom saving throw (the DC equals the amount of psychic and force damage the target took). On a failed save, the creature loses 1d8 points of Intelligence. A creature who drops to 0 or less Intelligence dies.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 1 piercing damage and the target is grappled by the straw whisp.

Mind Control. A creature grappled by the straw wisp must succeed on a DC 12 Wisdom saving throw or be controlled by the straw whisps (which are, in turn, controlled by the D'lanod). Straw whisps cause any creature controlled by them to act irrationally. In addition to gaining a mild derangement, the target's hands and feet shrink to a size appropriate for a creature one size category smaller than they are. Additionally, the target's skin begins to turn an incredibly ugly hue of orange, and it may not refuse any command given to it by the straw wisp and by extension, the D'lanod.

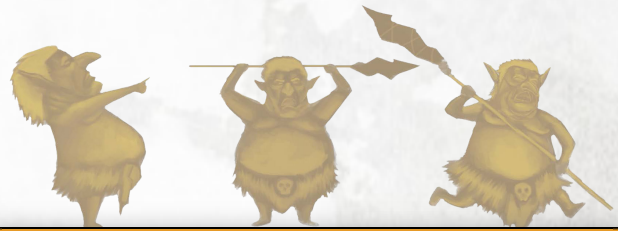
TRUPLINS

Trumplins are small, nasty creatures who prey on the weak and vulnerable. They dwell in packs, often too feeble to take on a foe single-handedly. Instead, trumplins will overwhelm their foes, screaming nonsense overtop of one another so as to distract or confuse their enemies.

Goblinoids. The trumplins are a distant cousin-race to the goblins, appearing visually similar to them but with a handful of key differences. Trumplins are loud and obnoxious, even to other goblinoids. They're incapable of withholding their comments and possess no social filter, typically becoming outcasts wherever they go.

Brainless Narcissism. Despite all evidence to the contrary, trumplins believe themselves to be the smartest and most superior race in all of Murka. As a result of this, they are nearly impossible to reason with. They view other races as entirely beneath them, and the only creature they truly respect is The Don. Some trumplins perceive him as their leader, while others perceive him as their god.

Echo Chamber. Trumplins are not well-known for their individual thoughts or ideas. Instead, they tend to operate as a hivemind. One trumplin may have an idea and shout it out loud, only for every other trumplin in earshot to start repeating their words louder and louder over one another. As you might imagine, this makes conversing with a trumplin almost impossible unless it is alone, and they are rarely ever alone.



TRUPLIN

Small humanoid, chaotic evil

Armor Class 16 (studded leather, shield)

Hit Points 17 (5d6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	8 (-1)	8 (-1)	10 (+0)

Skills Deception +4, Performance +4 (+1 for every 2 additional trumplins within 30ft.)

Senses darkvision 30 ft., passive Perception 11

Languages Common, Donspeech, Gibberish

Challenge 1 (100 XP)

Escape Artist. The trumplin can take the Disengage or Hide action as a bonus action on each of its turns.

Confused Yelling. If three or more trumplins are fighting together, they begin shouting in Gibberish or Donspeech at one another. Other creatures in the area have disadvantage on Wisdom (Perception) checks that rely on hearing and must shout in order to communicate verbally.

Pack Tactics. Trumplins have advantage on attack rolls against a creature if at least one of the trumplin's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The trumplin makes two melee attacks, one with its bite and one with either its hamfist or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Hamfist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.



REDCAP TRUMLINS

Even a bumbling group of incoherent monsters needs a leader, and the trumplins look toward their bloodthirsty redcap cohorts for that leadership. These creatures are visually similar to any other trumplin, but somehow more offensive to the eyes (and nose, and ears, and...). They're easily distinguished from other trumplins by their signature red cap, indicative of their status as some of The Don's most loyal supporters.

Big Things in a Small Packages. These ferocious, hunchbacked creatures are nothing short of vicious, particularly when they're threatened. They will fight tooth and nail, using every dirty tactic available to them in order to defeat their opponent. The only creature they desire to protect more than themselves is The Don himself.

Hat of Hatred. Their signature, blood-colored caps stand up from their heads, separating them from their followers. While these caps can come in different shapes and sizes, they always symbolize the same thing: the hatred they have for creatures.

All Fight and Not Bright. The redcapped trumplins come to every encounter ready to fight.

Should you find yourself in a discussion with a redcapped trumplin about politics, women's rights, or whether or not people have basic human rights, expect your words and sound logic to be met with incoherent yelling and gratuitous violence. That being said, these creatures ain't the sharpest tools in the shed.

They're looking kind of dumb, with their fingers and their thumbs in a fist, threatening to punch you.



REDCAP TRUMLIN

Small humanoid, chaotic evil

Armor Class 14 (studded leather)

Hit Points 37 (5d6 + 20)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	9 (-1)	10 (0)	9 (-1)

Saving Throws Con +4, Wis +2

Skills Deception +3, Performance +3 (+1 for every 2 additional trumplins within 30ft.)

Senses darkvision 60ft., passive Perception 10

Languages Common, Donspeech, Gibberish, Sylvan
Challenge 2 (500xp)

Constant Chatter. The redcapped trumplin has disadvantage on Dexterity (Stealth) checks.

Outsized Strength. While grappling and determining its carrying capacity, the redcap trumplin is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Escape Artist. Redcap trumplins can take the Disengage or Hide action as a bonus action on their turn.

Confused Yelling. If three or more trumplins are fighting together, they begin shouting in Gibberish or Donspeech at one another. Other creatures in the area have disadvantage on Wisdom (Perception) checks that rely on hearing and must shout in order to communicate verbally.

Pack Tactics. Redcap trumplins have advantage on attack rolls against a creature if at least one of the redcap trumplin's allies is within 5ft of the target and the ally isn't incapacitated.

Actions

Multiattack. The redcap trumplin makes three attacks: one with its bite and two with its hamfist or three with its glaive.

Wicked Glaive. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Hamfist. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Deplorable Rush. The redcap trumplin moves up to its speed toward a creature it can see and says something absurdly racist, sexist, xenophobic or classist (Donspeech). The target must succeed on a DC 14 Wisdom saving throw or take 20 (3d10 + 4) psychic damage and be pushed 5 feet back.

TROMP

Tromps are large, menacing, ferocious beasts. Their physical size is, however, inversely proportional to the size of their brains, which are teeny, tiny things. Their huge stature is emphasized by the giant clubs they wield in combat, but slightly de-emphasized by their strangely small hands.

Aggressive and Territorial. Tromps typically dwell in caves or under rocks, and they rarely leave these places unless they need food or are attacked. Tromps will defend their homes until their dying breath, valuing the consistency of their environment more than anything else. If a tromp feels threatened, it lets out an incredible yell, typically either the words "no" or "wrong," though there have been documented tromps who possess slightly-more-advanced vocabulary skills.

Symbiotic Sycophants. Tromps and trumplins have been known to cohabitate, forming an interesting, cooperative relationship. The small, feeble trumplins begin to view a tromp as a protector, and will bring it food either by forming hunting parties or luring adventurers into the tromp's home. In exchange, the tromp will shield them and offer them a place to live. It is theorized that the tromp is willing to do this because it has incredibly poor hearing, and thus the trumplins' incessant chittering and screeching never seems to bother it. This could, however, be attributed to a tromp's simple unwillingness to listen.

ehbF AU GHANLL ABBheeeek
oAUh KAAHLvlev!

"If you don't like it, you
can go back, where you
came from!"

This phrase is a common
taunt of the tromp, even
should it be standing in
your own home.

TROMP

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	6 (-2)	8 (-1)	5 (-3)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 11

Languages Gibberish

Challenge 5 (1600 XP)

Unhearing. The tromp has advantage on saving throws and ability checks made to oppose abilities, spells, or checks made to affect it using speech of any kind.

Actions

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone or small target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Great Golf Club. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Reactions

Rally Support. When a creature threatens a tromp, it can shout loudly, inciting nearby trumplins to assist it. As a reaction, all trumplins who can hear the tromp can move up to their speed toward a hostile creature that they can see.



UNPAID INTERIM SERVANT

Murka prides itself on being a land of opportunity, and what better opportunity than a chance to gain experience in one's chosen field? Surely, that's better than any pay, right? The need to feed yourself, to clothe yourself, to make sure you aren't a quivering pile of tears and self-doubt; these would all take a backseat to the opportunity to— well not so much work, so much as be around those working in your chosen field. Straight from the minds of those most infected with greed rose the nation-wide phenomenon known as the Unpaid Interim Servant.

The larger the organization, the more likely it is to employ Unpaid Interim Servants. These organizations need not be commercial. Unpaid interim servants are as likely to be found hauling incredibly thick tomes around the secret tunnels underneath The Pale Fortress as they are creeping around The Zone Spheres.

Despite the implicit promise of these positions being that those involved will learn much about their chosen career field, the majority of the tasks given to them are beyond menial: Fetching potions, poring over incredibly tedious paperwork, waxing carriages, and the like.

The people who accept these positions are often young, and blinded by either their optimism or their desperation. They see it as simply 'taking their lumps' because that's what they've been told their entire lives; That one must endure incredible humiliation to become moderately successful. The irony that they were told this by a generation who never experienced the same humiliation is, unfortunately, not lost on as many as one might think.

SPELLS FOR FETCHING

It is not always possible at the table to do all the preparation that you might wish. Even if you find the time, it may be difficult to think of spells appropriate for your Unpaid Interim Servants. Thus, we have assembled a bit of a quick-and-dirty list here to help. Consider the following spells as a sort of generalized list of common Unpaid Interim Servant spells:

<i>prestidigitation</i>	<i>mage hand</i>
<i>message</i>	<i>mending</i>
<i>animal friendship</i>	<i>detect magic</i>
<i>goodberry</i>	<i>expeditious retreat</i>



UNPAID INTERIM SERVANT

Medium humanoid (any race), neutral

Armor Class 10
Hit Points 18 (4d8)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	18 (+4)	4 (-3)	16 (+3)

Saving Throws Str +3, Con +3, Int +7
Skills Athletics +3, History +7, Stealth +6
Condition Immunities unconscious
Senses passive perception 7
Languages Common and two others, as appropriate
Challenge 1/4 (50xp)

This Is Just How Life Is. The Unpaid Interim Servant is constantly effected as if it were burnt out.

Seen And Not Heard. The Unpaid Interim Servant may choose to move entirely silently, gaining advantage on stealth checks, if it even needs to make them.

Wildly Overqualified By Nature Of Being Sentient The Unpaid Interim Servant has advantage on all attacks against or saving throws made to resist effects of any creature that has ever held power over it, and it is immune to any damage its current boss does to it.

Work Study The Unpaid Interim Servant has learned to do a little bit of magic to help them in their tasks. Each Unpaid Interim Servant can cast 1 cantrip at will and 1 first level spell once per long rest.

Actions

Improvised Weapon. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 2 (1d4) bludgeoning, piercing or slashing damage as appropriate.

WRITWITS

These magically-constructed avian creatures serve one of the most important utility functions in all of Murka—as messengers. Writwit summoning is one of the easiest rituals to learn, requiring only nearby access to a ley line and some method by which to access it. The most common form of access is in the form of a stone tablet of some sort, onto which you can scrawl a short message before a writwit appears with that message in tow. When their message is delivered, the writwit simply vanishes.

Despite their small size, writwits are quite adept at avoiding capture and ensuring that their message reaches their target audience. Their blue feathers camouflage them against the sky, and their sharp beaks and talons make for decent weapons, though their instinct is always to flee.

Magical Messengers. Writwits are used by people all over Murka as a means to send simple messages to one another. Some folks have amassed such a following that their writwits carry messages to hundreds, even thousands of individuals, all at an incredible speed.

Poultry with a Purpose. Writwits are designed only for the transportation of messages. Because of this, it is nearly impossible to weaponize them in any way, as once the message they have been conjured to deliver arrives at its destination, they instantly vanish in an inconspicuous puff of blue smoke.

HOW TO USE WRITWITS

Writwits are best used in your campaign as a means for either the players to communicate with important figures, or as a means of the players intercepting important communications.

Consider the following examples:

Your players find a writwit with a broken wing, and help it to deliver its message.

Your players must go on a daring chase after a writwit attempting to deliver a false or dangerous message.

Your players send a writwit to a recipient whose location is unknown, then follow the writwit as it travels to its destination.

WRITWIT

Tiny construct, neutral

Armor Class 13

Hit Points 3 (1d4 + 1)

Speed 10ft., fly 70ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	2 (-4)	14 (+2)	7 (-2)

Skills Acrobatics +5, Perception +4

Condition Immunities charmed, exhaustion, prone

Senses darkvision 60ft., passive Perception 12

Languages -

Challenge 1/4 (50 XP)

Singular Focus. When given a message and a designated recipient, the writwit does not stop until the message is delivered unless it encounters some sort of connection issue or is killed.

Dive Attack. If the writwit dives at least 30 feet straight toward a target while flying and then hits it with a melee attack, the attack deals an extra 7 (2d6) damage to the target.

Fight or Flight. The writwit will only engage in combat when necessary and will otherwise attempt to flee. It has advantage on Dexterity checks and does not provoke opportunity attacks while moving.

Actions

Multiattack. The writwit makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) piercing damage

Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) slashing damage



CHAPTER NINE

Pantheon



Long, long ago, before the planet rotated, before the sun shone, and before tides rose and fell, there were two lone beings with a big idea, and a spark of creativity...

THE GREAT GYGAAX AND THE AMAZING ARNESSON

The Great Gygaax and The Amazing Arnesson—the Rulers of Chance, Creators of All—are the truly magnanimous beings who gave birth to the universe as we know it. They sought to create a world that was balanced, that sprawled forth in front of its inhabitants in a never-ending montage of heroic deeds, silly side quests, and spectacular fun. It is said that Gods do not play games with our universe, but nothing could be further from the truth.

The two beings set to work together, breathing life into a never-before-seen world of adventure. Gygaax sought to give it structure, mechanics, and consequences, while Arnesson gave it meaning, flavor, poetry and beauty. The two of them together forged, from their own dreams and desires, reality as we know it.

This event, known as the Melding of the Minds, was not without consequence, however. The two of them, geniuses though they were, could not be without folly. Though the details are muddled, lost to a time before history, one thing is certain: the two of them disagreed vehemently on key elements of the universe, and this eventually led to their demise. But before the end of their reign, they left us with a series of artifacts that would allow us, their subjects, the ability to continue to shape their universe as we see fit, as halflings walking in the footsteps of giants.

In their majesty, they gathered together what we now recognize as Stones of Destiny, and used these arcane artifacts to begin crafting the laws of the universe, creating rules for everything from the weight of a coin to the hostile nature of a freedom dragon.

The Stones of Destiny

The Stones of Destiny are typically represented as seven polyhedral stone shapes with varying numbers of faces. Some say that these stones were created by the two when they created the universe, but others argue that these stones predate them, and served only as tools for their creative genius.

The seven stones each hold their own unique magical property, and any who wield one of these stones can command that magical property.

The Four-Sided Stone. This stone is often referred to as the Stone of Aid. It contains magical properties allowing it to aid in nearly any task, playing a significant role in many close-call herculean feats throughout history.

The Six-Sided Stone. This stone is known as the Stone of Sneaking, and has been used historically by arcane assassins and cunning thieves alike.

The Eight-Sided Stone. Known as the Stone of Salve, this stone is coveted by Holy Men, Minstrels, and all manner of healers. It has been used to heal the sick, mend the broken, and even resurrect the dead.

The Ten-Sided Stone. This stone contains powerful sorcery, and is often referred to as the Stone of Eldritch Magic. It can really only do one thing, but it does it perfectly every time.

The Other Ten-Sided Stone. Often called the Stone of Chance, this stone is simultaneously the most and least powerful of the seven. Not even the most sagacious wizards or eldritch arcanists are able to find a pattern to the powers this stone grants.

The Twelve-Sided Stone. This stone, known as the Stone of Wrath, grants the wielder considerable strength as well as considerable fury. Often worn as an amulet by the most powerful warriors throughout history, empowering every strike until their very last.

The Twenty-Sided Stone. Referred to as the Stone of Fate. This stone is the most powerful of all, able to bend time and reality to suit a desired outcome.

The stones themselves have been lost to time, but some seek their magic for themselves, hoping to revise and rewrite the laws of the universe. This feat has been achieved several times before, each time creating a newer version of the world around us, with a newer set of Holy Texts teaching the inhabitants of the universe about the world surrounding them.

The Holy Texts

At the advent of the creation of the universe, a group of beings known as the Warlocks of the Shore dedicated themselves to better understanding Arnesson and his intent for the world around them. They united together with the goal of transcribing what they believed were the Words of Gygaax himself, and devoted their lives to the text.

In the beginning, a set of three simple handbooks were created, which were designed to educate people on the laws of the universe. These proved fruitful and gave the world a very bright, albeit unpolished, start.

One book illustrated the world as we know it, from the wilderness terrains to the underworld; one gave life to all of the world's inhabitants, and gave birth to the magic woven into the very fabric of reality; and one book detailed many of the now-ancient, powerful artifacts that can be found throughout the world.

After this first interpretation of the world and how it came to be, a second, more advanced collection of texts were created. This set offered a tome which functioned as a zoological guidebook of every creature in creation, a simple referential handbook for the everyman, and a third book containing all of the rules and laws of nature. This three-book format would become the new standard for every iteration of the Holy Texts created afterwards.

The transition to the third iteration of the Holy Texts brought about a sort of renaissance era. With it came a strong waking theme of unification and freedom, and at the release of this iteration, the texts were declared "fully open to interpretation." This meant, for some, that a newfound freedom would allow them to make up their own rules, to believe what they wanted to believe, in a way that nobody could stop. For others, this meant profit.

Then, the world was plunged into an unforgettably dark era. The Fourth Iteration, which was widely regarded as nothing more than a mistake. It confused people, contradicted previous interpretations of the texts, and caused chaosses to abound. It claimed a new creation myth, new rules and laws of the universe, and essentially re-wrote the very nature of existence.

Thanks to a small party of brave heroes, and a diligent team of scholars and researchers, this iteration was replaced by the current iteration of the Holy Texts, known simply as the Fifth Edition. With

it came simplicity, reason, and balance. While some people still cling to the Third iteration, having lost faith in the Warlocks of the Shore and their ability to create newer, better understandings of the Holy Texts after the Fourth Iteration debacle, most have found that the Fifth Edition represents the pinnacle of existence—a wonderful interpretation of the world and what it's comprised of, built atop a strong foundation of everything that came before it.

There are many shrines full of followers of Gygaax and Arnesson speckled throughout the world of Murka. There are as many high built, impressive cathedrals, smoking ruins, and jungle temples as there are small shrines and individual altars; each filled with followers, priests, cultists, followers, and devotees to the gods who created it all. Each of these shrines, temples, and monasteries has a clear edition preference, and the elders of each location would be absolutely delighted to tell you why that particular edition is, ultimately, the best edition.

The Finding of the Path

Many followers of the Warlocks of the Shore pointed out issues within these texts, which were eventually revised and released, though these issues were not so drastic as to necessitate an entirely new iteration. Prior to the Fourth Iteration, however, a group of devotee scholars felt that, over time, the Warlocks of the Shore had lost their way, losing sight of the goals and principles on which they were founded. This group of scholars dubbed themselves the Finders of the Path, and proceeded to use the "open to interpretation" clause introduced in the third iteration as grounds for creating their own holy texts, garnering a cult following of their own.

Ascendant Humans

Gods are not always otherworldly beings, or beings who control the forces of nature, or humanity. Many of the gods are simply beings who have a great enough power and influence over their domains that they can influence society through their following. A great deal of these beings were simply normal, everyday people who came into their godhood.

This process, known as Ascension, happens when somebody gains an incredible following, a substantial influence, or a great deal of power. Some beings Ascend during their lifetimes, but others achieve Ascension when their death or martyrdom sparks a movement, or prevailing belief. Ascendant beings have augmented power and influence, and typically their characteristics and beliefs become amplified with their newfound godhood. While sometimes this occurs voluntarily, it can also occur incidentally. Some beings don't even become aware of their godly status until they meet a worshiper for the first time.

Additionally, godhood is not a permanent state. The pantheon in Murka rotates fairly regularly, with newly Ascendant humans who have a stronger following taking the place of their predecessors. Sometimes this is the result of a predecessor dying, or sometimes a predecessor may choose to step down in favor of the new god.

When a new god replaces an old one, it's common for followers of the previous god to struggle with the transition. Often they will hold on to their previous god for as long as they can, either until they lose faith, adopt the new god as their own, or until the new god chooses to involve itself and squash their resistance.

GODS IN MURKAN HISTORY

Before Murka was colonized and conquered, an ancient group of gods held dominion over the land. Very quickly, the ravenous colonization of Murka led to the creation of new Ascendant gods, and the death of the old gods, whose names have long since been forgotten. In the early days of colonization, the Murkan gods were strange, but more personally known by their followers. One such god was The Great Boon, who protected pioneers and settlers in the wilderness of the mountains. He was known to drink waterfalls, and often wrestled in the mud with

the gods of old. The Murkan gods also helped during the Murkan Revolution, and it is said that a great god-like eagle is responsible for the creation of King Wash's legendary battle axe, an act that marked Wash as the future king of Murka.

During the Freedom War and the Industrial Era, a strange deity known as Uncle Dan ruled as the first god of patriotism, and justice—but he became most famous for his clash with Supe, who became the god of Truth and Justice. Supe desired to be the model of Murkan values that everyone knew, loved, and worshiped, and he accomplished this by dueling Uncle Dan and tearing out his heart at the climax of their fight. The battle between these two titans is said to have destroyed a city in Midwesternos whose name has been lost to time.

During the Nightmare War, Rose, a small-town industrial worker, Ascended to godhood and became the goddess of strength and industry, a beacon of hope to the Murkan people. Her pure-hearted belief in their cause helped those in the factories and forges of the kingdom to build faster and better arms for their beloved sons, daughters, and spouses who were fighting the devastating conflict across the sea.

During the confusing decades after the war in Nami, a woman named Jetta arose to become the goddess of Rebellion and Empowerment. She felt that Murka had truly lost its way, and the entire kingdom had given itself over to greed, hatred, and general dickheadedness. She saw it as her calling to rock the kingdom to its core, giving people funny hairdos and throwing massive parties—all the while teaching the powerless and the oppressed to stand up for themselves, to seize power for themselves. Her message of strength and empowerment was incredibly in-line with Murkan values, while oddly opposed to wayward Murkan culture.

In the modern day, Kek has seen a massive growth in his following. Beginning with simple pranks during the magitechnological revolution, his influence spread far and wide, allowing him to influence events in Murkan society to the point that some even blame him for The Don's election.

Recently Murka, in all of its cynical glory, acquired a new goddess of ambition and desire, Lozzi. Bathed in hope, promise, and potential, the Church of this new, self-actualizing Ascendant goddess has an uphill battle in store for it, but with their 'Let 'em say' attitude and their fearless self-confidence, who knows what is possible.

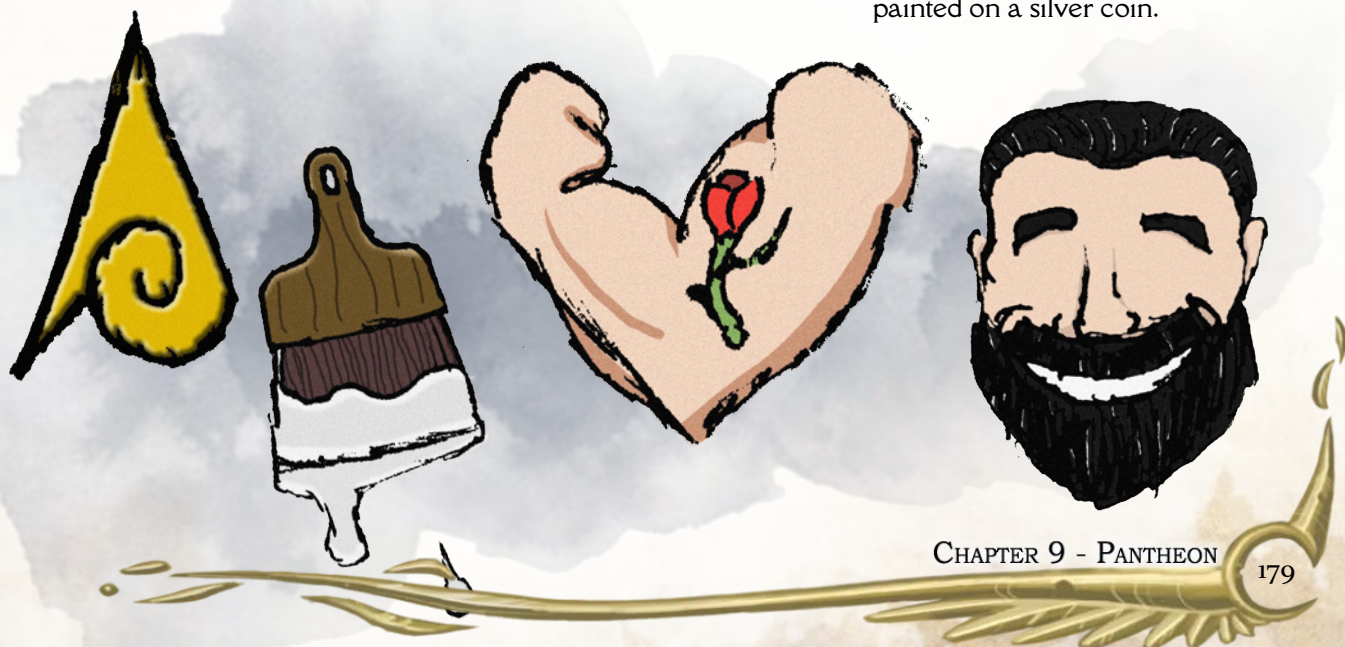
PANTHEON OF MURKA

Deity	Alignment	Suggested Domains	Symbol
Gygaax and Arnesson, Deities of All Things in this World	All	Any and All	An icosahedron.
Baye, God of Courage and Adventure	CG	Explosion, Explosion, Explosion	An explosion, within a larger, more explodey explosion.
Belle, Goddess of Games and Thoughts	N	Trickery, Knowledge, Freedom	A simple dice bag with multicolor gemstones.
Dark Father, God of Evil, and Your Dad	LE	Order, War, Trickery, Death	A cog within a perfect circle, or a depiction of the gas mask the god famously wears.
Erwin, God of Animals and Kindness	NG	Nature, Life	A smiling dragon's mouth.
Houndd, God of Fun and Relaxation	CG	Nature, Knowledge, Freedom	An etching of the god's face with a 9-leafed pannibus plant in each of the Hound's eyes, and an additional one behind his head.
Jetta, Goddess of Rebellion and Empowerment	CN	Trickery, Order, Freedom	A cherry with a long stem made to look like a fuse on top of a black background shaped like a heart.
Kaeren, Goddess of Authority and Motherhood	CE	War, Tempest	An artistic rendering of the goddess's distinctive haircut.
Kek, God of Darkness and Deception	CE	Attention and Controversy.	4-Leaf clover.
Lektor, God of Murder and Cruelty	NE	Death	A butcher's knife and a Fork crossed, both dripping blood.



PANTHEON OF MURKA (CONT.)

Deity	Alignment	Suggested Domains	Symbol
Lozzi, Goddess of Ambition and Desire	N	Life, Light	Yet to be determined, so followers use whatever they deem appropriate.
Raddenbury, God of Logic and Utilitarianism		Knowledge, Order,	An arrowhead with a spiral on the inside.
Remus Rat, God of Whimsy and Greed	NE	Trickery, War,	A set of disembodied rat ears over a rainbow.
Robert Ross, God of Artistry and Serenity	NG	Life, Nature	A paint brush dripping with paint.
Rose, Goddess of Strength and Industry	LG	Tempest, Freedom	A picture of the goddess flexing.
Royalty, God of Music and Fashion	N	Light, Life, Trickery	A three-pointed crown, each point heavy with a gem representing a member of the triadic deity.
Ryder, Goddess of Death and Beauty	N	Death, Grave	An ankh or a black swan.
Shane Southwood, God of Tradition and Nobility	LN	Order, War, Explosions	A lone revolver, pointed downward.
Stan-Ley, God of Creation and Magic	NG	Life, Arcana	A blue-and-red shield, adorned with a black spider web, behind a silhouette of a quill and inkwell.
Stephan Job, God of Fruit and Enslavement	LE	Trickery, Order, Knowledge	An apple with a single bite taken out of it.
Supe, God of Truth and Justice	LG	Order, Freedom, War, Light	A stylized S within a shielded outline.
William Maize, God of Trade and Commerce	LN	Forge, Nature,	A simple depiction of the god's beard, hair, and blue tunic painted on a silver coin.





MOST
DRAGONS HAVE
TINY HANDS,
YA KNOW?!

BUILD
THE WALL!

KEEP OUT!

KEEP YER

MAKE

Baye

Baye is known to many as ‘The Warlord of Stories’. A procurer of great tales and larger-than-life experiences, he captivates audiences with his otherworldly storytelling ability. His stories keep fans glued to their seat, but any recollection of them afterward is always hazy, the only detail one ever remembers is that they certainly enjoyed the tale of the enormous steel constructs knocking over entire cities with their fists, or of the two loose-cannone city guards doing things their way, and definitely not by-the-tome.

Myth

Baye took over the position of god of adventure and bravery from its previous incarnation, an Entity known only as Hoff. The switch cemented an interesting point that had always been assumed, but never actually proven. See, Hoff was an adventurer. He lived the stories he told, but Baye was a storyteller and his stories, though not always as compelling, true, or well-told as Hoff’s always enraptured an audience.

Unfortunately for his followers, this means there is no defining moment of Baye’s victory over Hoff, instead they try to celebrate every day with explosions, high-risk high-reward plans, and generally living moment-to-moment as the heroes in Baye’s stories live.

Followers

Followers of Baye do nothing by half measures. They drench themselves in sweat and grease, enduring truly ridiculous amounts of pain, to gain even the slightest bit of ground against their enemies. Enormous constructs of steel attacking their city? They breakout the explosives and put on their shades. Trapped in an inescapable prison? Well, this prison has never met *them* before.

Up for anything, especially if it involves an excessive amount of violence, explosions, and general high-octane heroism, many people exhibit extreme caution around the followers of Baye. It’s no coincidence that so many followers of Baye are missing fingers, eyes, or entire arms.

Symbols and Books

Baye’s symbol is a mushroom-cloud-styled explosion, usually engraved into metal, or even more commonly tattooed onto his follower’s bodies, as it is incredibly hard to lose, misplace, or blow up something tattooed onto your hand.

The followers of Baye claim that he has many holy books. Non-followers of Baye often have trouble believing this due to the lack of physical evidence. The faithful’s retort is normally that they have seen one, but it is currently at the bottom of the local lake because of an incredible act of bravery from the faithful who was carrying it at the time. Or that they had a copy, but it burned down in a fire that they ran into to save their loved one. That an enormous creature ate it. That they had to leave it all behind and start over. The responses are many, but physical evidence of an actual holy *book* of Baye existing is...scarce to say the least.

Shrines and Priests

Baye’s priests have a predilection for the more...high octane displays of faith. If you are planning on playing a cleric of Baye we **HIGHLY** encourage you to **HEAVILY** consider the Explosion Domain. Priests of Baye tend towards lawfulness or good, though rarely both at the same time.

Shrines and other standing structures of worship to Baye tend not to last very long due to the high tendency of his clergy to experiment with explosives, or go off on quests that anger the wrong people. Or sometimes they collapse simply due to their poor foundation when a single runaway wagon crashed into it, toppling it to the ground. The point is that if you find a temple to Baye standing upright, you should move away quickly before his priests bring it right back down.

Belle

Belle is the goddess of games and thoughts. An Ascendant human of incredible allure, she is known primarily for luring people into worshipping her by making use of her thought-controlling powers.

Belle appears as an impossibly beautiful young woman, typically clad in pastel colors with matching hair. Occasionally, she has been known to appear dressed up as a female hero from one of Murka’s

great story scrolls, albeit usually dressed more provocatively. She has a small frame and an innocent face, but don't let that fool you—her magically-gifted beauty makes her one of Murka's most powerful gods, with one of the widest-reaching influences.

Myth

Belle's mother had a chance encounter with a nymph who offered her child a fae-magic boon: She would be born with an otherworldly beauty, able to tease and entice with ease, but only until she bed a potential suitor. After this, the charm magic would wear off, and Belle would have to earn their love on her own merit. Her mother took the offer immediately, and Belle grew to be one of the most beautiful humans that Murka had ever known.

Belle's Ascension to godhood began when she came of age and her mother told her of her magical blessing. Of course, being the clever entrepreneur that she was, Belle realized that, so long as she never fully bared herself, then any creature could be a potential suitor, and every creature would be infatuated with her.

She created a character for herself, capitalizing on the cute and innocent aspects of male desire, as well as the human desire to play games of chance. This all culminated in the pinnacle of her business career when she began selling her bathwater to her followers as a token of good luck. Followers bought it in droves, creating a snowball effect on her power: as more people followed her and empowered her, her bathwater began to take on genuinely magical properties. As her bathwater grew in power, so did the number of people clamoring after it. As the number of people clamoring after it grew, so did the strength of the magic behind it. This cycle would eventually grant her enough power to become a goddess.

Followers

Belle's male followers, somewhat ironically, have one thing in common: loneliness. Belle offers a sense of companionship, familiarity, and desire to her followers, who lean on these when they feel particularly weak or vulnerable.

Her female followers, on the other hand, often follow her with respect for her clever business acumen, and her incredible ability to manipulate and guide the thoughts of men to her own advantage. She represents, to these followers, a notion of feminine power, control, and influence.

Symbols and Books

Belle's symbol represents her interest in games of chance, and reflects her character and style: A simple dice bag with multicolor gemstones, designed to entice and attract the gaze of passers-by. Her symbol is more of a marketing strategy than anything.

Instead of any holy books or ancient scriptures, Belle's followers typically regard her lewd self-portraits as more divine than any other passage or sermon ever written. These portraits, often copied thousands of times and possessed by each of her followers, become objects of worship.

Shrines and Priests

In place of priests, Belle has an enclave of men who have sworn to protect and defend her at all costs. This legion, known as the White Knights, will lay their lives on the line at a moment's notice for their goddess, many in the hopes that she would grant them her favor.

As for shrines, well... You probably don't want to know.



Dark Father

The shadowy god of fatherhood and evil is, in fact, your father. No matter how impossible! it may seem, the Dark Father stands above us all as a looming father figure over a mischievous child.

Clad in a black cloak and equipped with his signature breathing apparatus, The Dark Father strides ahead of his army, the Soldiers of Thunder, with purpose, passion and black magic. Although not angry, Dark Father is already disappointed in your lack of faith in him.

Myth

As is the case with all fathers, Dark Father did not start that way. His Holy Books, of which some are seen as more legitimate than others, tell the tale of Light Son. A child born into slavery and eventually presented with a once in a lifetime opportunity, Light Son gained his freedom and pledged his life to a knightly order inspired very much by the ideals of Raddenbury.

Light Son eventually grew up and became Walker Of The Sky, a high-ranking knight of his order. He loved this position, until a series of decisions made on impulse and in anger, beginning with the order's refusal to give him the title of Master, led him to begin questioning his Order's legitimacy. Ultimately, it was fear that his children and beloved wife would be taken away from him by forces more powerful that turned Walker of the Sky into his most well known state, Dark Father. Faced with their potential loss, Dark Father was persuaded that the only way to save the lives of his loved ones, was to take, in exchange, the lives of others. So, with newfound purpose and a steely-eyed determination, he proceeded to murder a large group of children in an attempt to save his own. Only hours later Dark Father was confronted by his mentor, friend, and teacher. The two fought a tear-soaked battle for hours until eventually Dark Father was defeated and his previous master, who had once been his best friend, left him for dead.

Dark Father dragged himself to the nearest medical facility and patched himself back together. It was in the moment that he constructed and adorned his now infamous breathing apparatus. The rage that drove him to juvecide, the humiliation of being bested and then left for dead by his friend and mentor, and the power of the breathing mask

elevated him to his godhood.

Followers

There are those in this world who have no issue worshipping a god who actively believes that the promotion of evil ideals is something worth bragging about. In much the same way that all devils ultimately serve Asmodeus, all evildoers ultimately worship The Dark Father. But there are those who do worship this Lord of Darkness more specifically. Those who think that building an empire on the bodies of their enemies is the only true path to power, those who revel in senseless destruction, or who let their emotions rule them without regard for consequences. To these loyal few, Dark Father promises the guidance all father's are meant to provide: Guidance, support in failure, and discipline to make the follower fail less often in the future.

Symbols and Books

There are six books that the Sable Inventive Theological House hold up as sacred to their dark lord. For the most part though, these are viewed more as history books than theology books, as such it requires the viewer to read between the lines a little bit. But for those who are going to undergo the process of reading a holy scroll to The Dark Father, a little reading between the lines is not only not unheard of, but part of the savored challenge.

Dark Father's Unholy Symbol is any depiction of his mask. His more fanatical followers tattoo these onto their face, while some simply wear a mask or wear a medallion with an etching of the mask upon it. Dark Father accommodates those children of his who value a more subtle approach as well, and allows his followers to choose a cog within a perfect circle as an alternate symbol for his worship.

Shrines and Priests

Temples to Dark Father have often been mistaken by travelers for entire towns. They are large, typically black or grey, and contain an enormous number of clergy who call themselves the Soldiers of Thunder in reference, they claim, to the sheer power that Dark Father wields.

There are currently 6 agreed-upon books, in two sets of three, that the Sable Inventive Theological House (SITH for short) church heralds as the canon of Dark Father's story. These are:

An Old Fear - The telling of how Dark Father confronted the last living human who had betrayed him, his old mentor, and how he overcame his feelings of inadequacy to show that it was now Dark Father who was the master.

The Rebellion Scatters - This book tells of a rebellion working against Dark Father, and how despite the order he had brought and the peace that was found under his guiding hand, these ungrateful children needed to be shown a lesson.

The Death of the Father - Telling of Dark Father's end (and thus the beginning of his Deification), the importance of loyalty to one's family, and the power of both fatherhood and patriarchal systems as a whole. This is the last of the original series.

Light Son Emerges - The first of again a three scroll saga, this time depicting more of Dark Father's origins and journey than actual deeds, focuses on how he came to the Order of Raddenbury and met the man he would come to know as his master, and greatest foe.

Walking on Skyshine - Depicts the heroic, if somewhat impulsive and naive choices, made by Walker Of The Sky. This scroll depicts incredible battles and an ancient and legendary war, however this book's true value is that it shows just how powerful Dark Father is.

The Father Emerges - Tells of Walker Of The Sky's transformation into Dark Father, many emotional battles, and the eventual collapse of the Raddenbury Knights.

However, there is another, lesser validated but very much in the public eye these days, Cult of Dark Father. These cultists have released three more scrolls detailing the rise of a figure they claim is Dark Father's newest incarnation: Dark Nephew.

While clean shaven, business ready, cold, calculating efficiency powered by raw emotion is the backbone of normal Dark Father worship, these cultic Knights of the Wren, as the individual follower's of Dark Nephew call themselves, could not be further from that picture. They typically have

necks that, if they can be seen at all, are covered in facial hair. They are almost exclusively male, and truly believe that any person who claims to not be inspired and wowed by Dark Father is simply jealous or secretly in love with him.

Erwin

Unlike almost every other deity in Murka, Erwin has but one epithet, Dragoonrider. Almost always bedecked in his deific regalia of khaki shorts and short-sleeved button up, Erwin's most iconic feature is his contagious smile. Shining, shimmering, splendid, Erwin's smile has been known to, literally and before he was even a god, make even a tarrasque join him in laughter.

Myth

Erwin was an explorer, a ranger and a beacon of light to all those entranced by sheer wonder at the natural and occasionally supernatural world around them. The first to really discover the true magic of Murka's creature population, Erwin was responsible for much of the information we currently have on some of Murka's deadlier predators, like the droehn.

Known as Sad Wednesday to his followers, Erwin's death was a tragic accident. After a lifetime spent writing and reading scrolls about Murka's less appreciated and less beloved animals, Erwin was adventuring one day, working on a new scroll, when he saw the opportunity to gather some new material for his daughter who followed in her father's footsteps.

While attempting to gather this information, Erwin came upon a rare species of undersea wyvern. Fascinated by the length of the wyvern's stinger, its incredible ability to breath underwater, and its overall beauty, the soon-to-be-god found himself stung, and, far from medical help, died.

However, the subsequent mourning of not just his own family, his homeland, the Murkan people, but also every rock he ever stepped on, every animal whose life he touched, and even the wind and the thunder resurrected the Dragoonrider into a perfectly happy simulacrum of life, and then one step further, straight into godhood.

Followers

Followers of Erwin adopt the deific regalia of his khakis and colorful outlook. They also at least attempt to adopt the god's most iconic aspect, his smile. What is perhaps most unifying about his followers, however, is that they all adore animals of all kinds, especially those considered dangerous or which are often hunted for sport. Thus, it is not unusual to see small droehns, draguns, bulletes, and even baby owlbears trotting next to dogs and cats at the heels of their various owners.

Symbols and Books

Erwin's holy books are less focused on telling readers how to live a better life, and more about the importance that each individual animal plays in its own ecological habitat. The shimmering pages describe each individual animal and the unique and beautiful capabilities that it holds. Some find that this makes for a startling impactful analogy regarding self-love and indeed, how to act regarding both oneself and one's world.

Erwin's symbol is that of a smiling dragun's head, often depicted carved into wood or etched into steel, so as to avoid having to pick a specific color or material of dragun.

Shrines and Priests

While cathedrals and large churches devoted to the worship of Erwin are not unheard of, significantly more common are small sanctuaries for often hunted animals, identifiable by the god's crest. More common still are rangers accompanying adventurers or simple travelers, wandering the wilderness and the cityscapes, pointing out to people the sheer beauty of the natural world around them, and the importance of maintaining that ecology.

Many Firbolgs, Wood Elves, Forest Gnomes, druids and rangers make up the ranks of the Erwinian Clergy. As a result, many of the uninitiated or newly initiated tend to focus on his attachment to nature but those truly devout clerics of his know that every sentient creature is an animal too, in fact the most dangerous animal, and deserves the same kindness shown any other.



The Houndd

A canine-humanoid (or occasionally leonine-humanoid) dressed in comfortable clothes even in formal settings, The Houndd is the god of fun and relaxation. An Ascendant, The Houndd wants nothing more for himself or his followers than to enjoy themselves as much as possible, even if that means breaking a few minor laws.

A mischievous elemental made entirely of smoke and infamous for speaking their mind, Mary Jayne the Blunt is The Houndd's nigh constant companion. Jayn swirls around The Houndd in a constant dance, reminding The Houndd's followers that one can rejoice at any time.

Myth

Born in southern Kale'forna, the childhood of The Houndd is, like much of the god himself, mired in smoke and shadow. Rumor has it he was once a part of one of the most notorious gangs to run in or around the entire area.

However, The Houndd's Ascension happened when, as a young man, he met The Dread Doctor, himself a deity of some renown. After a brief stint of Houndd being mentored by The Dread Doctor in the language known as truspeak, a language built on speaking in rhythm, 'The Lionn' set out to make a

name for himself, traveling around the states as a warrior poet, encouraging people to relax and have as much fun as possible.

His words, rendered in the truspeak of which he is so fond, dripping with smoke, and slathered with magic, enchanted and excited listeners so much that he Ascended faster than almost any other deity in Murka's history.

Since gaining godhood, The Houndd has expanded from the bardic trade and public speaking to zoological commentating, mentoring his own minor gods and goddesses, causing trouble, acting, and even cooking.

Followers

Followers of The Houndd typically drape themselves in scratchy fabrics, hats that are slightly too big for their own heads, and a smile bigger than their faces should probably allow. Most followers of the Houndd tend not to be very fanatical. He draws weary fighters, fun-loving bards, angry rogues, and even the occasional astute wizard into his "pack."

Symbols and Books

There are four Holy Books of The Houndd: The first three chronicle various aspects of the life of "The Big Hownd." The fourth, however, is a cookbook filled with recipes from "The Big Hownd's Kitchen," or "The Houndd Pound" as he occasionally refers to it. Unlike the other books, which more closely mirror a typical Holy Book, there is no "reading between the lines" with *Platinum Recipe's from the Boss Hownd's Pound*, and no follower or priest ever claimed there was. It is, in true god-of-fun fashion, simply a collection of recipes for his followers to enjoy.

The Houndd's symbol is an etching of the god's face with a 9-leafed pannibus plant in each of the Hound's eyes, and an additional one behind his head. The plant's leaves are distinctively sharp and even somewhat jagged, so as to remind his followers that the fun of others must be protected.

Traditionally, the symbol of the Houndd is painted or drawn in non-permanent ink so as to remind his followers of the fleeting nature of fun and relaxation, and the importance of pursuing those things constantly. Because of this, it is not uncommon for especially-reverent followers of "The Boss Hownd" to retrace their holy symbols each morning, further etching their piety into their souls.

PANNIBUS

Colloquially called Pan, the pannibus plant is used by many, especially the followers of The Houndd, to achieve a state of steady relaxation. Some claim the extant use of pannibus has led to the pandemic of "The Crunchies" amongst the church of The Houndd, but without hard proof, these cries fall on deaf ears. Despite the lack of evidence thereof, or of any evidence that it causes anything except relaxation in a fully formed brain, the tyrannical government of Murka has outlawed Pan, and even jailed many, many members of The Weary community even for being in possession of the leafy stuff. If you, as the GM, find that outlawing a substance as harmless as Pan is too fantastical for your world, legalize it in your version of Murka.

Green and black are the technical holy colors of The Houndd, but paintings in gold, red, and green are not unheard of, and considered just as valid.

Shrines and Priests

There aren't many true shrines to The Houndd, as building large temples and centers of worship are somewhat anathema to The Houndd's message. It is for this reason that a small group of Lil' Hounds is called a shrine, a larger group a temple, and yet an even larger group a cathedral.

The more devout regularly have red-tinted eyes, an olfactible aura, and enjoy listening to minstrels playing their god's music. Additionally, the most devout priests of The Houndd seem to suffer from a strange, mildly-irritating disease that makes them seek out the familiar comfort of foods that are cheesy, salty, or ideally both. Due to the textures of these foods, this disease has come to be known as "The Crunchies."

Jetta

Jetta is an Ascendant human and the goddess of rebellion and empowerment. The godmother of an entire movement based solely on opposing evil for the sake of the betterment of people, Jetta's intervention is most visible when the oppressed take a stand against a greater power, and win.

Jetta is a slight woman with black hair and, detractors will say, a blacker heart. The benefactors of long entrenched power structures, those who disparage Jetta typically hold enmity which stems from a powerful fear of the Ascendant woman. Jetta grants not only protection to the oppressed, but weapons to reshape the world which holds them down.

Jetta appears clad in red leather or wreathed in black flames, oftentimes both. She almost always carries a long handled axe that she keeps hanging from a shoulder sling, just in case. She is a balm to those who are incensed, a shield to those who are downtrodden, and a swift boot to the face of every oppressor she rages against.

Myth

Even in Life, Jetta loved playing with fire. She was always picking fights, usually with those in positions of authority over her, especially those in authority

who tried to tell her what to do. One part rebel, one part lover, Jetta made her mark with her trademark attitude of doing what she wanted and not caring about her bad reputation. Early in her mortality, Jetta joined up with several other runaways and together the adventuring band took off for Holly Woods, trying to make it big by mixing all of their personalities together into one musical act. For a while, they drove their fans quite literally riotous. After each show, both band and their fans would riot in the streets against the enormous injustices they saw being perpetrated in Murka.

But, as is unfortunately all too common in Murka, personalities in the band flared. Minor inconveniences and creative differences became irreparable differences, and when the smoke led to fire, everyone decided they needed a fresh start. Jetta's heart truly grew black then and it sent her further down the path of anti-authority. The riots she inspired became more and more violent. At this time there was a large surge in the 'Human-Supremacy' movement and Jetta and her followers would track down such believers and treat the supremacists as they intended to treat all those who were different from them.

Jetta's avatars continue to this day, and likely will until there is nothing left to rage against in this world.

Followers

Followers of Jetta thrive on rebellion. Some rebel in reserved ways such as refusing to let themselves be abused, while others perform more elaborate acts of dead end justice, taking vengeance against those who would oppress the weak. Still others fight for revolution against the whole structure of authority that shapes the lives of all Murkans.

Many followers take after their goddess's counter-cultural look. Leather, spikes, and black hair are common, as are large hairstyles and ostentatious displays of rebellion, but the appearances reflect the inner passion. Ultimately this means the purpose of these displays are not a Royalty-esque display of self-awareness as much as they are a subtle threat. Those who would harm innocents might think twice knowing that a protector—or oftentimes an avenger—is nearby. Moreover, the bruises, cuts, and tattoos that adorn Jetta's followers are ample evidence that each follower is looking for an excuse to be a protector or avenger.

Symbols and Books

Jetta has no holy books. There are sayings, as well as common phrases from her, and her life, that are never written down for fear that they may one day fall into the wrong hands. For example, for one Jettan to say to another to 'put another dime in the record machine' is a tender reminder that there is more work to be done. It's common for Jettans to remind each other that they 'don't have to please no one' I.E. that all that matters is the passion they feel, and not what others think of that passion. Finally most infuriatingly to hear from a Jettan is that they 'don't think [they'll] ever learn, no.' This is an incredible act of defiance and it usually means a Jettan has made you their pet project, that they will not rest until you lay at their feet.

Each new follower of Jetta typically finds themselves a mentor, or trusts the goddess enough that a mentor will be shown to them. This mentor typically molds the mentee into becoming their own powerful force for good. Instead of an elaborate ritual graduation, a student moves on from their master's teaching only when they rebel against their master and show their willingness to fight even their beloved mentor for their beliefs.

Jetta's symbol is a cherry with a long stem, lit on the end like a fuse, up against an inky-colored heart. This symbol has been displayed with varying degrees of secrecy depending on how much each follower enjoys the element of surprise. Some worshippers pin it to themselves as a badge of honor, entire ships have been known to use it as a flag, while other's get it

tattooed on their backs or arms or knuckles. Still, other worshippers keep it safely hidden in the bottom of their bag, knowing that the fist of rebellion hits hardest when it comes unexpected.

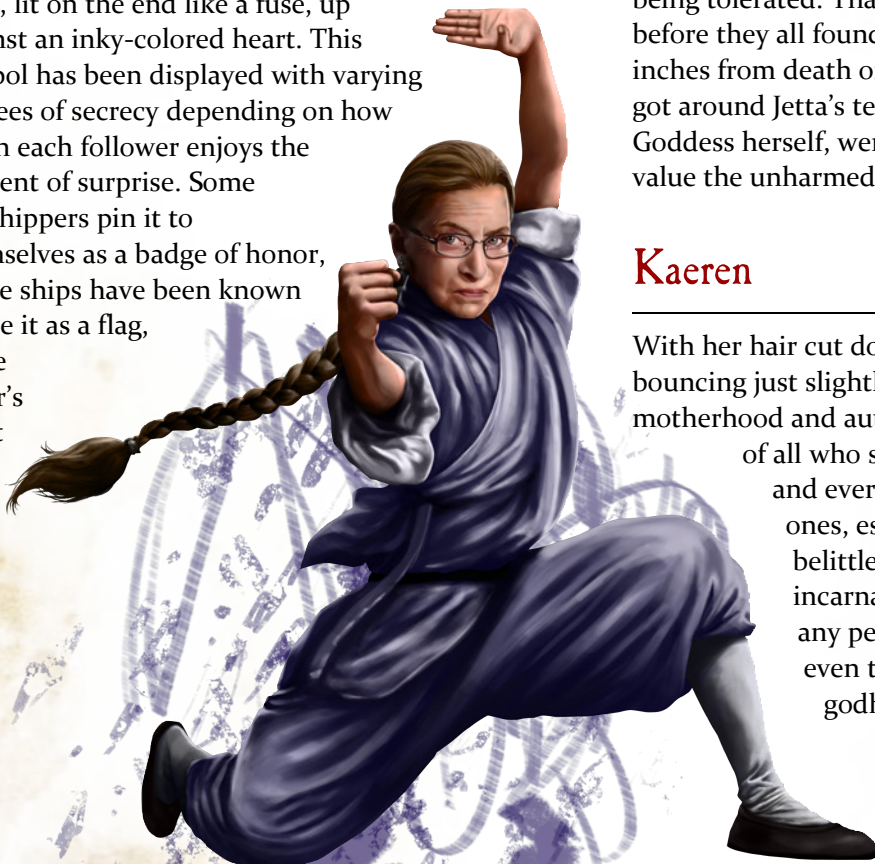
Shrines and Priests

All followers of Jetta are also priests. There is no church hierarchical system, as it is often said, all are equal before The Godmother. There are those who have been knights in Jetta's service for longer, and those who are louder. There are those that Jetta speaks to daily, and there are those who never have, and never will, hear her voice, but all bring something worth hearing to the table. As a result, temples to her tend to be open to the public 24/7, and while there can be specific times for masses or confessions, these masses are dictated by whoever reserved the pulpit for that time or whoever wants to contribute at that moment.

Shrines to Jetta are havens for any and all who wish it, especially those suffering under the heavy boot of systemic or personal oppression. The obvious flaw here is determining who is or isn't persecuted. Bullies, and those of incredible wealth and influence, first tried to sneak their way in, claiming to be oppressed in that their oppressive views weren't being tolerated. That worked for about 30 seconds before they all found themselves kicked out and inches from death on the Temple's threshold. Word got around Jetta's temples that her 'priests,' and the Goddess herself, were not be trifled with should one value the unharmed-status of one's body.

Kaeren

With her hair cut down to her shoulder and bouncing just slightly, Kaeren, the god of motherhood and authority strikes fear into the hearts of all who see her. She wears flowing clothes and every word she speaks, even the kind ones, especially the kind ones, will belittle you. She is rage and privilege incarnate. She will refuse to speak to any person without office or title and even then, she remains aware of her godhood and condescends, merely to make a point.



Myth

Unlike most Ascendant who attained power through the love, adoration, or even begrudging respect of the populace, Kaeren gained it through fear. She holds fear in her hand and snorts it into her pasty nose. She washes in horror and finds sustenance in the plights of those who serve her. As quick and eager as she was to torment as a mortal, the very idea of her Ascendancy was enough to strike many of her old victims with heart attacks.

Followers

Followers of Kaeren are known only by the goddesses name, and they aim to revel in fear as much as their goddess does. They disdain lines no matter the vendor, and make audacious requests to provoke someone into angering them, only to flop down on the floor or rise in fury and demand that they be served. They live to make those beneath them cry, become frustrated, or just look awkward.

Symbols and Books

All Kaerens wear the same bob cut hairstyle, the same swagger of entitlement, and the same rage-fueled look in their eyes that dares any to deny them service; even service beyond what would normally be expected. Kaeren, and Kaerens by extension, prefer the element of surprise and typically eschew symbols, however, when Kaerens need to be able to recognize each other, or identify a shrine of Kaeren, a crude drawing of the goddess's hair is often used.

Kaeren is ultimately a consumer, and thus never wrote any books herself. However, her followers emulate her obsession with low-quality romance scrolls, and through mass tantrums, they've convinced most bookstores, libraries, and scrollshops to carry wide collections en masse.

Shrines and Priests

Priestesses, and less commonly priests, of Kaeren are very similar to her worshippers, but with everything taken to an extreme. It is considered an incredibly ill omen for a temple to Kaeren to be built within a city, but it is considered an even bigger hassle to deny any Kaeren priests their desire to build such a temple.

Kek

Kek is the jester god of attention and controversy. He is an ancient being from another time who somehow came to inhabit ours. This enigmatic figure evokes unease, and even fear, in the hearts of Murkans as his presence is always a bad omen.

Kek appears as a tall humanoid with an emotive frog head, clad in regal vestments and robes designed to garner attention. His smooth green skin is accented by the golden robes, and his head dress boasts of his power. When he speaks, he does so with the explicit purpose of inciting a reaction from those around to hear, no matter what offensive or extravagant statement he must make. A chaotic deity, Kek is motivated not necessarily by the suffering of others, but rather by his power to elicit a response from those foolish enough to take his bait.

Myth

Though Kek's origins are shrouded in mystery, many speculate that his arrival in Murka was in direct response to a growing cult of cave-dwelling trolls whose desires happened to align with his. While trolls were once merely brutish and violent, a small sect of them mutated, their intelligence scores skyrocketing to the high 7's and 8's. And they became worse than ever. Wielding their massive intellect as clubs they called "memes," this cult of cave-dwelling trolls began to savage the land through sheer irritation. From rigging elections to disrupting any conversation held in an open forum, they worked endlessly to bring society to their level.

Though not native to the trolls, the frog-like Kek first appeared as the grand leader of this cult, until his much greater Meme Magic, stemming from his unheard-of intelligence of 9, allowed him to invent trolling techniques that would forever shake Murka at its foundations. He taught the trolls to create deceptive images and postings on tavern community boards, ones that elicited grief from the soft-hearted, but a laugh from the cold. He taught them that the best way to generate chaos was to give the impression that chaos was already the natural order of things. He taught them to trick their victims into harassing themselves into believing (and getting upset about) things that weren't even possible. And he used this power to sow chaos wherever he went.

As his cult following grew, so too did his power: his Meme Magic. Eventually, his followers numbered

in the thousands, communicating through an anonymous underground network of magic channels, or “chans.” Though they operated in secret, his reach expanded further and further, touching the hearts of the soft and gullible, while earning the adoration of the stone-hearted and cynical.

Followers

Kek’s followers tend to maintain anonymity. While they may reveal their trollish manner, they will almost always keep their worshiping of Kek a complete secret so as not to reveal the extent or the purpose of their shenanigans. They utilize a series of code words not unlike thieves’ cant when probing others to see if they share a god, and they will typically have a clover or clover-shaped object somewhere on their person.

Kek’s followers, like Kek and the Troll Cult, are motivated by mischief and mayhem. They make attempts, sometimes subtle, to sow discord in their wake, while never revealing their true motivations.

Symbols and Books

Kek’s symbol is a four-leaf clover, though there is no officially accepted banner or version of the clover to represent him or his followers due to their secretive nature. The clover is usually kept hidden on their person, or subtly woven into the fabric of their clothes. Often, followers of Kek take pride in the way they manage to hide his symbol in obvious places, right under the noses of non-followers.

Though Kek does not possess holy texts the way other gods might, the images, hoax quests, and tall tales of legend can be considered holy texts in a way. Many new followers of Kek look to the legendary tales and falsehoods that the original Troll Cult pulled off as a means of inspiration.

Shrines and Priests

Kek’s shrines, if they can be considered shrines, exist in the fabric of the magical channels which his followers create. They are non-physical, and are instead accessed by magical means, allowing his followers to anonymously communicate with one-another in secret.

While Kek does not have priests, he does have what one could consider “radical followers,” who often take his original intentions of pure chaos with a dash of deception to an extreme level. These ‘swatters’ are known for doing things like posting the addresses of those they dislike, or who just happened to have gotten into their way. They are known for raising large amounts of money and then using it all to place enormous, heroic-sized bounties on the heads of random innocents, specifically innocents, because doing it to someone who deserved it ‘just isn’t as much fun’ and ‘don’t you know it’s just a joke anyway?’

Lektor

Lektor is a man of, to put it mildly, very specific taste. The god of murder and cruelty, his most devout honestly believe that to separate the two is blasphemy. An incredibly educated, often considered attractive male, Lektor always appears in impeccably chosen clothes, whether casual or not, and he often carries a bag or satchel of some kind, in which he hides a mask and a number of impossibly sharp cooking implements.

Myth

Lektor ate people while he was mortal. Not while they were alive, of course, much easier to kill them slowly, skinning them or leaving them at the bottom of a pit to starve to death, then roast them over a spit or in an oven. Each was a near-perfect crime. With no body to investigate, and Lektor actually working WITH the city guards on their investigation, he almost had it in the bag. But a little bit of bad luck



goes a long way sometimes, and the guards eventually managed to catch and subdue Lektor.

However, Lektor's case became so huge that it garnered the kind of attention only Murkans can really muster up with any sort of regularity: obsession. Thousands began following it, eagerly awaiting their writwits to update them. The popularity of this case and the sheer loathing of the entire Murkan people, and indeed many international people as well, began to coalesce into an energy and then, right as the judge was about to place down the verdict, Lektor's signature awful smile crept onto his face and he Ascended. Right there in the middle of the courtroom. He lifted himself up and up and up until he burst through the ceiling of the building and flew off to find himself another meal.

Followers

The lion's share of Lektor's followers are murderers, wannabe murderers, or pre-teens who still think things that are morally corrupt are cool. Each of them wields a cruel-streak, and are known to be enduringly proud.

Symbols and Books

Lektor's symbol is a long fork crossed over a butchers knife, both of which are dripping with blood.

The Cookbook, Lektor's only true holy book, is a cleverly hidden recipe book on various ways to enjoy what the book refers to as 'longboar'. The many festivals and holidays of Lektor's faithful often call for some manner of longboar to be served. Thus the book also contains instructions in the hunting down and storing of longboar for long periods of time.

Shrines and Priests

Shrines to Lektor tend to pop up in close proximity to shrines to Ryder. Lektorites see the Ryder worshippers as, at the very least, co-habitant and, at most, friendly. Ryder priests and worshippers typically want nothing more than for

these incredibly persistent, deranged people to leave them alone.

Priests and clerics to Lektor almost always have a bounty on their head. In fact, in many monasteries it's actually a requirement that you confide all your crimes, with proof of course, to a priest as both an act of good faith and an audition.

Not all priests of Lektor kill in the same way. One might prefer the skin of their victims and thus season them in a pit for several days before skinning them alive. Some might be more of marrow-men and enjoy removing the bones of a recently deceased longboar to suck it out. One might be a vegetarian who simply relishes the screams of their victims. It's not important that one share the many proclivities of Lektor, simply that one be able to savor the sweet scent and succulent sound of sadism.



Lozzi

Lozzi is an Ascendant human who currently holds the single most coveted domain any deity can hold in Murka; she is the goddess of desire and ambition. While Lozzi would never say this herself, the position of goddess of desire and ambition makes her possibly the most powerful entity in the country. So much of murkan life is devoted to the perfection of ambition or the achievement of desires, carnally or occupationally, that several previous goddesses in the position have died from a power overdose.

Lozzi's mission is not entirely dissimilar to Royalty's. But whereas Royalty inspires those to find themselves and live authentically, Lozzi takes that one step further and pushes her followers to better themselves, no, to be the best version of themselves and to love themselves, hedonistically, romantically and financially at every step along the way. Lozzi wants her followers to take the man in the mirror and remind him that he can be great just as much when he HAS to be great and when he does not.

Myth

A month ago there was a different god of desire and ambition. It's not a position that changes very often, but it is an incredibly important one. So when the then current god of desire, Fohrkris, found himself banished to wherever it is Ascendant's go when they get replaced, the rest of the deities had to take a moment to themselves, and reassess.

Lozzi, a mortal who had taken every beating that life had thrown her and only ever come back with more love, had just been chosen by The Run of Stars. Turns out, at the exact moment that Lozzi had finished her newest song, every single mortal on Murkan soil simultaneously paused and felt something that they hadn't felt in a very long time, hope. Hope that they could be better, hope that maybe they weren't quite as screwed up as everyone had been telling them their whole lives. Hope that they could learn to love themselves as much as they do their families and friends.

That being said, a newcomer being promoted immediately to the top spot meant that Lozzi made enemies almost as quickly as she had been given power. Most specifically Belle, who has secretly coveted the domains of desire and ambition for years. As a result, the newly established clergy of Lozzi

HERE'S YOUR SANDBOX KID, GO PLAY

As a GM it's your call how far along Lozzi's worship is and what that looks like. If you have a player who really wants to immerse themselves in the lore without feeling too constrained by it, Lozzi is a fantastic choice of god for them: She is inextricably tied to the world, but without too many specifics as to what those ties are, and as such, your player can make up customs, holy days of obligation, holidays, titles, and even decide which domain they wish to take to properly worship Lozzi.

found themselves under attack by not just every minor god and goddess who had hoped to move up, but at least one of the cleverest major goddesses out there.

Followers

Followers of Lozzi work to acknowledge the importance of themselves and recognize their own achievements everyday. They work hard to keep the hope that they felt upon Lozzi's Ascendence alive and to keep moving forward every day, even if that means a single baby step, and even if that means acknowledging that progress involves 'walking their fine ass out the door.'

Symbols and Books

Lozzi has no specific holy book. Instead, every individual keeps a journal of, sometimes rather vulgarly phrased, affirmations of themselves. They regularly reference these books to buoy their self-love to the heights their goddess has ordained.

Such a new church actually hasn't settled on a single holy symbol just yet, so for now the new clerics, paladins, bards and rangers that venerate her simply write a stylized version of her name on a sheet of paper, or have it cast into various types of metal to hold in front of themselves. Again though, the entire

church is built on the actualization of the self, and most use a censor of their own will when banishing enemies and the holy symbol serves as a simple reminder of their faith and the power thereof.

Shrines and Priests

No shrines, temples, or cathedrals have finished being built yet for Lozzi, however several are mid-construction. For some reason bubbling, sparkling water seems to keep getting into the materials, and ruining bits of it, even in landlocked areas. With absolutely no explanation for this, the equally unorganized and non-hierarchical followers of Lozzi keep on their work, reminding themselves that they can be great, even when they don't have to be.



Raddenbury

A mysterious and reserved deity, Raddenbury is Murka's god of logic and practicality. He is the patron of positing ideas, and the master of puzzles, mysteries, and intense problem solving logic. His eternal mission: to "explore strange new ideas, to seek out new thoughts and educate new generations, to boldly go where no one has gone before."

Raddenbury typically appears as an older, clean shaven elven man who wears a plain blue shirt with a golden arrowhead symbol on the breast. Dark black pants and dark black boots draw special attention to this shirt and the small insignia thereof. He appears, strangely, as though he's walked off the set of a cheap play production. His shirt is made of rich velour, and his boots are polished with an oily sheen.

Myth

Long ago, Raddenbury gathered his family, friends, and followers in a hidden grove. He mused at length about the meaning of life, the destiny of humanity, and the state of society and politics, hoping to breed ideas beyond the common mythos. As the ideas blossomed, his followers joined in their creation, choosing to act out the roles present in Raddenbury's theories, refining each until it was worthy of being written down for posterity. But at the peak of his prosperity, the ruling class, often the butt of Raddenbury's jokes or derided as the cause of many of society's problems, caught wind of these new ideas, deemed them heretical, and banned Raddenbury and his followers from the grove.

Eventually the old regime lost their power and Raddenbury returned in force, holding his beloved plays in the center of town. He created new, stronger characters, and tackled even stranger ideas that wracked the minds of his audience. His popularity soared, many other philosophers came forward to offer their ideas and power, and in no time Raddenbury had accrued a strong following of scholars, thinkers, and artists who shared his vision of an evolved and enlightened society. Unfortunately, Raddenbury was also a user of highly elicit and magical drugs, and his health declined very suddenly after his resurgence.

Raddenbury died of a heart attack, and ended up in the underworld where he sat down with the newly minted goddess of death, Ryder. He argued for a better world, where humanoids would rise above their baser needs and join together to create the next great society - so strong was his logic, and so determined was his argument that Raddenbury Ascended to godhood.

What exactly he argued for—the words and ideas and thoughts he used—are kept secret only to Raddenbury and She To Whom He Argued, but every follower has their own theory. Some say that he argued that in a fair world he would have not only been allowed to live quite long, but also to prosper in a way that fate had denied him. Others say his arguments had nothing to do with his life and death, that his willingness to poke and prod at ideas and values with such tenacity, and with such fearless was itself enough to earn him his godhood.

Followers

Followers of Raddenbury are often regarded with concern and a little disdain: Despite often being very intelligent, and logically sound as a result of their studies and worship, followers of Raddenbury often wear strange outfits very similar to the logic god himself. Velour shirts in bright colors, odd symbols, and even fake elven ears mark out these devotees, as well as their crippling lack of social skills. They can often be found replicating the plays of old, or ranting about how awesome a particular episode was.

Although some of these conversations can be both deep and interesting, the core message is often lost as his zealots—and there are more of those than followers—spend more time sitting and discussing ideas, re-watching plays, dressing up as their favorite characters, and writing *extensive* fiction about which characters they find most attractive than they do living out the very ideas they claim to venerate.

Symbols and Books

Raddenbury's main symbol, worn on the chest of every priest and follower, is an arrowhead with a spiral on the inside - meant to represent progress unto infinity. His primary texts are the 79 episodes of his play series "Voyage into The Cosmos" which are printed on scrolls and books for mass distribution. His secondary texts are the 178 Chapters of a series of letters he wrote to his followers entitled "To The Next Generation." His works are critically acclaimed, and

culturally beloved - almost more than the religion that has spawned up around him.

Shrines and Priests

The Priests of Raddenbury, unrelated to the zealots, are rarely seen, as they are hidden in cloisters deep in the mountains and in the deserts of western and southern Murka. They supposedly wear white robes made of rough cloth, with large collars that encircle their heads, and ornate bronze jewelry depicting the shapes of logic. Their shrines are grand, alien-like structures that are dug deep into cliff sides, and mountains. There they practice logical thought exercises, and even ceremonies designed to purge the body of emotion. As a result they are exceptional judges, and are occasionally sought out for their deeply impartial legal abilities. Raddenbury trials are strange, and riddled with ceremony and tradition, but ultimately fair, and just.

Remus Rat

An Elder Beast beyond mortal comprehension, Remus Rat is everywhere. His gloved fingers dig themselves into any number of different pies and never, ever stop grabbing for more. Remus Rat has inspired some of the most successful and wonderful people in Murka's history as well as sent others, equally wonderful others, tumbling down the well of self-loathing, self-doubt and eventually suicide. Remus Rat has helped build and topple entire lands. Most frightening however, may be the constant reminder Remus brings, of just how small and insignificant to him this world is after all. A small, small world.

Remus usually appears as a small rat-like humanoid to creative types in their dreams. After taunting and coaxing these creatives to flesh out their ideas, Remus then grabs those ideas with his gloved little greedy hands and lends them to non-creative types who can make more money in his name.

Myth

The myths surrounding Remus Rat have baffled even the most astute scholars. None have been able to ascertain where he came from, what it is he wants, why he's here, or why exactly so many princesses have pledged their loyalty to him. He is inextricably linked to Diz Nay, as it was always Diz Nay's

company making money off of the stolen ideas, but what transpired exactly that caused this monstrosity to be quite so loyal to one mortal in particular is as baffling as anything else scholars have learned of Remus.

One would assume that Remus's connection to incredible artists and developers would mean this Elder Beast of Greed employs a constant stream of new and exciting ideas. However, about 95% of Remus's accredited works are an aesthetically ugly rehash of an idea he absconded with decades before. None of this stops his rabid worshippers from injecting this 'new' content into the veins of their very lives and praising it as a work of genius.

Followers

A surprising plethora of people worship Remus Rat. Circles to summon or curry his favor can unsurprisingly be found in the homes of the non-creatives who profit from his theft, but also a distinct number of young ones, inspired by the tales Remus has been given credit for, see him as some sort of storytelling overlord. Some of these children inevitably grow up listening to the siren song of Remus, essentially dedicating their lives to spending all their money within his temples, buying his holy books, and tattooing themselves with symbols they believe to represent their love for 'their god'. Even as adults, these followers indoctrinate their children and quickly pressure them into choosing a favorite of his tales, and so the cycle continues.

Worshippers of Remus claim to be visited, or, as they put it, 'inspired' by this abomination and given one of his almost assuredly stolen ideas. This is especially true of those who are learned but lacking in creativity. As well, there is chaos to be sown in the stealing of ideas, something for which 'The Rat with no Hat' is always quite excited to reward his followers.

Symbols and Books

Remus' holy books— at least those that can be read by mortal eyes without losing one's sanity—consist largely of the stories he stole for his production lines. There are many of these, enough to fill entire vaults with the works he's stolen alone. In fact, there is a legend of the Diz Nay Vault, where certain very rare, extremely powerful stories are kept. Why Remus keeps those locked up is anyone's guess, but the answer is almost certainly not good for Murka, or the

world's, future.

Remus has one, terrifying symbol. A disembodied pair of rat ears on top of a rainbow. Many followers make this more palatable for his younger viewers by ignoring the blood that traditionally drips over the rainbow, but they know it's there.

Shrines and Priests

There are two major shrines to Remus in Murka, Remusland and Remusworld, located on opposite coasts. One resides in Idolando, and another in Holly Woods. Bringing in thousands of young pilgrims each day to experience the 'Most Auspicious Place Ever,' these shrines are obvious money pits. However, many people scrape together every coin they have for years to go there and spend frivolously, lining the pockets of The Elder Beast of Greed by buying overly-priced souvenirs, overly-priced food, photo-opportunities with reanimated or illusioned characters from some of Remus' famous stories, and overly-priced tickets that of course come with the option of being upgraded for only a couple bucks more.







Robert Ross

Robert Ross is Murka's god of artistry and serenity. An Ascendant, Robert Ross' godhood was something of a happy little accident.

He tends to appear as a calm, afro-sporting artist with an easel and palette. Witnesses claim to have found him painting images so unbelievably beautiful—yet completely simple—that their memory provides guidance in their daily lives. His encouraging words of wisdom echo in the minds of his followers, and bring them a sense of inner peace.

Myth

Robert Ross was a simple human painter for most of his life. During his early adulthood, he served in the Murkan military forces, and spent a great deal of his life working with the ill, the wounded, and the suffering. As a means of coping with the stress of holding lives in his hands, he turned to artistry as a means of finding peace of mind.

When he wasn't helping those in need, Ross mixed new colors, stretched canvas, and made his own paintbrushes. He poured himself into his images, painting sprawling landscapes of places he'd been. Eventually, however, he found himself painting landscapes that he hadn't ever seen, but rather felt somewhere deep within him. He painted rolling emerald hills, tall rocky mountains, and fluffy, white clouds.

Eventually he began painting more surreal landscapes. Indescribable images populated his canvas, and though he wasn't always certain what these images were, he knew they were beautiful. He knew that they were a part of him. He knew that painting them brought him a sense of peace. So he continued painting these abstract, unfamiliar places, not realizing that these were glimpses of other planes. Gradually, in a slow-rolling process, Robert Ross Ascended to godhood. But that never mattered to him: he only ever meant to paint.

Followers

Followers of Robert Ross are usually creative types: painters, authors, and illustrators, but many are those who seek to serve others, like doctors and nurses. Followers take up a creative hobby, and use that hobby to grant themselves peace of mind, to

commune with their god, and to connect with the world around them.

Followers lean on Robert Ross' words of wisdom in their daily lives, remembering that failure is the first step to success, and that more often than not, mistakes aren't failures, but really, just happy little accidents. One of the most quoted aphorisms of 'The Joyful Painter' is that "you need a little bit of darkness in order for the light to shine through."

Symbols and Books

Robert Ross' symbol represents creativity and a sense of balance. The black bristles of the wood-handled paint brush drip with white paint. The brush stands vertically in front of a painting of simple meadowed valley. The wooden handle and the canvas painting represent Ross' connection to nature, while the black and white mingling on the tip of the brush represent the balance of light and dark. The light, while sometimes a little messy, overpowers the dark when left free. Often, the calming meadow in the background is changed from region to region in order to better reflect the local area or the individual follower carrying the symbol. Sea-addled followers prefer a gentle coast-scape, whereas those in Midwesternos find their tastes run more to a wooded or mountainous scene.

The holy texts recognized by Robert Ross' followers, *The Joys of Painting*, are deceptively simple guides for how to start painting. However, laden within these instructions are parables, metaphors, and words of wisdom and encouragement which followers lean on in their daily lives.

Shrines and Priests

Shrines dedicated to Robert Ross often take the form of educational temples or trade schools, teaching the arts as a means of both introspection and as a connection to the world. Priests of Robert Ross teach at these institutions and take mentorship roles over the students.



Rose

Rose is the Murkan goddess of strength and industry. While Royalty sponsors those with incredible ambition, and those looking for themselves, Rose inspires those who know their ambition, know themselves, and are ready to roll up their sleeves and get down to business. Rose is an inspirer, a symbol of those otherwise looked down upon or considered “too weak,” “too dumb,” or “just not suited” to doing tasks they know they can do.

In this way, it is easy to think that Rose is the Goddess of Doing Things Out Of Spite, but that’s not entirely accurate: Rose is more like the Goddess of Doing Things Despite. As in, despite your father thinking you aren’t strong enough to follow in his blacksmithing footsteps, you expand the family shop more than he ever did. Or, despite the fact that you were born a kobold and the magical-item-creating community refuses to acknowledge your proficiency, you keep on going.

Myth

Long ago, all nations lived in peace and harmony. Then, everything changed when a series of complicated alliances drove practically the entire world into a single war—The Nightmare War. Murka dragged their feet on getting involved with this as long as they could, but when they finally did, nearly every able-bodied, legally-acceptable citizen signed up to help.

But someone had to keep the streetlamps burning, the carriages running, and make all those crossbows and firearms for the soldiers on the front. It’s among these circumstances that Rose arose. While no one is sure of Rose’s true identity, posters of the goddess depicting her as every race on Urth began to garner incredible popularity, inspiring those that wanted to serve their kingdom, despite that kingdom not always serving them. Guilds and companies became afraid to chart the productivity of these new recruits because it was leagues ahead of anything they had ever seen before.

Rose’s Ascension wasn’t a temporary revolution. When those who had temporarily volunteered for the front lines came home, they found a wall of people they had looked down their noses at doing their jobs—and happy to be doing them—sometimes better than the soldiers ever had. The ensuing impact on

Murkan society is immeasurable, because no one is able to accurately chart just how far the impact of Rose’s Revolution went towards the development and evolution of Murkan society.

Followers

There are those who claim that any who do the work of two, any who work under the burden of being looked down upon, and any who are assumed inferior for things outside of their control, are inherently followers of Rose. While they may have a point, a true follower of Rose is easy to spot: It’s the one with that particular fire in their eyes. Their work is usually something that requires the dirtying of hands. Their labor is their passion, and though many look down upon them, they press on, unfettered.

Symbols and Books

Rose’s symbol is a depiction of the deity with one or two flexed biceps. Iconography of the goddess depicts her in various positions, with her looking benevolently over her followers. This iconography also depicts her as any number of races, as she is meant to be a symbol for all laboring people.

The only thing close to a Holy Book that Rose’s worshippers have is any of a series of safety handbooks written by an early high priestess of the goddess. That being said, these are often taken with a much bigger grain of salt than most Holy Books because they were written so long ago. The majority of Rosians believe that the goddess will speak directly to them should they need to receive her guidance, and otherwise are perfectly capable of making their own decisions.

Shrines and Priests

Shrines to Rose typically have a specific focus, and often look more like factories or assembly houses than “temples.” Such focuses might be: the manufacturing of arms or armor, the building of carriages, the creation of explosives, blacksmitheries, zookeeping, etc.

Priests of Rose are usually dirty in some way or another, typically from grease or oil. This is seen as more of a badge of honor than an issue of hygiene. Any “vestments” take the form of smocks or aprons, as they’re far more practical and tend to get in the way a lot less.

One of the most iconic shrines to Rose is a livery with a stained glass window on the far outskirts of Magnamalus. The window depicts the goddess dressed as a stablehand with her sleeves rolled up and her arms crossed over her chest. In one hand, “The Riveting One” holds a brush, while in the other she holds a simple builder’s hammer. Rose’s conspiratorial wink in this depiction has been known to bring comfort to all of her followers.

Royalty

Murka styles itself an enlightened state that doesn’t rely on a monarchy to keep itself balanced, honest and progressive. It must be odd then, to the uninitiated ear, to hear of how one of the most publicly respected deities in the country goes by Royalty.

Royalty is, to the uninformed, Murka’s god of music and fashion. To those in the know, however, Royalty actually refers to a three-in-one God, a triune deity. King Jaxun, The Mercurial Queen, and Purple Prince are the three aspects of Royalty.

When King Jaxun appears, he arrives with slickly-curved black hair, and never in the same outfit twice. A strong proponent that change starts with the man in the mirror, King Jaxun is ultimately a unifier above all else. Between thrilling dance moves and an ability to vocalize in beautiful, almost alien tongues, King Jaxun’s presence is enough to transform even the most dull courtroom into a raucous dance hall.

The Mercurial Queen never summons an audience without purpose. A virtuoso of manipulating crowds and awe-inspiring to those under pressure, from soldiers to accountants to entertainers, The Mercurial Queen’s dress is as ostentatious as it gets. These wild gowns, shockingly casual outfits, and blindingly bedazzled button-ups bewitch the mind and renew the spirit in an indescribable, almost unnerving way. Patron to all those who would see themselves champions in any capacity, The ‘Killer Queen’ is a beguiling force of supernatural gunpowder and gelatin. They are not to be trifled with, as this ‘Ruler of Gaga’ is guaranteed to blow your mind.

Whereas The Mercurial Queen tends toward spectacular bodysuits or the extremely casual, and King Jaxun’s wardrobe varies wildly with each apparition, The Purple Prince works with more frequently used formal fashion. High end robes, suits,

floor-length jackets, and scarves are quite common on this dapper and dangerous deity. An international lover and man of mystery in his godhood—as much as he was during his lifetime—The Purple Prince appears, always followed by a storm hued to his signature color, to those looking for romantic direction, or any lovers who invoke the deity’s name.

Myth

Royalty is the god of music and fashion, portfolio items so inherent to the experience of sentient creatures that they are near-ubiquitous on all worlds. Royalty’s music, fashion, and attitude—as both individuals and a collective—so transcended the cacophony of the world and struck such a primal chord with all people that it elevated these three to godhood.

The human lives of Royalty all tell roughly the same story of an incredibly talented individual who arose to stardom on a level even other Ascendant humans barely dream of.

God’s aren’t supposed to age, it’s one of those unwritten rules. King Jaxun’s life, however began as part of a collective, nothing more than a part of the whole. He yearned to take the conflict he felt, both within this group and himself, and beat it, just beat it to a bloody pulp. So he changed, he grew, and at times he was a speed demon, at others a smooth criminal, still even at others he was just plain bad. But he learned to be more than he was and eventually he became the sensation Murka came to love and adore. The King began writing songs for himself, songs that made the listener feel so much joy it became nigh impossible to resist getting on their feet and ‘Walking to the Moon’ (as worshiping Jaxun has come to be known).

The Mercurial Queen always believed herself to be worthy of deification, even if the rest of the world did not. Arising from immigrant roots in the Kingdom of Brag, The Mercurial Queen in life was a traveling band of adventurers and minstrels, who consisted of four different entities, two of which are currently alive today. It’s said that the other two had their spirits intertwined upon death and that, as a result, the Mercurial Queen is at but a fraction of the power that they will regain upon re-merging with the other two souls. In its younger days, these four souls deified themselves on songs for the underdogs, and songs for those with societal mud on their face, because that’s who they were. Angry, hedonistic, young, smart, and artistic they refused to become

background noise. What's important to understand about The Mercurial Queen is that these four found their identity by coming together to create something greater than their individual parts.

The Purple Prince is the Patron Saint of those in love, and those looking for love. A savant in his mortal life, The Purple Prince quickly rose to godhood at about the time many would say he came of age. However, he handled this change with aplomb. There were times where The Purple Prince tried to give up the Mantle of Godhood, but godhood would not let go of him, and eventually The Purple Prince returned to the spotlight. Though Kaeren's followers will vehemently deny such tales as blasphemy: it's said that Kaeren was initially set upon the path to deification when she found herself aghast at the effect that The Purple Prince's music was having upon Kaeren's mortal offspring.

Followers

Followers of Royalty come from a far range of creeds, nationalities and backgrounds. Each one knows the importance of their own identity and beyond that, the importance of expressing it. In this way, it is almost impossible to pin down even one or two things that all followers have in common. Followers of Royalty have been known to:

- Avail themselves of a large number of partners, oftentimes all at once
- Live ascetically to most easily find their true selves.
- Keep themselves in incredible physical shape,
- See physical fitness as a distraction from knowing their authentic selves.
- Tend towards flamboyant rainbow apparel and ostentatious displays of fashion
- Appreciate the value of comfortable wear and putting the emphasis on achieving their often-musical-but-not-always ambition.

The boldness of Royalty inspires their followers to live their genuine selves, and sometimes that means cutting off all their hair and punching trumplins in the face, while other times that means singing a Song of the Urth and tilling it in earth-tones. It matters not the specific situation or circumstances of the follower, only that they be true to thine own selves.

Symbols and Books

Royalty's symbol is a three-pointed crown, with each point heavy with a gem which represents a member of the triadic deity. On the left-most point is a diamond, a nod to the diamond-studded glove worn by Jaxun; the center point is tipped with a bright ruby, as a reference to the Mercurial Queen's love; and the right-most point, a purple amethyst, is an obvious nod to the Purple Prince.

The holy books of Royalty are prevalent throughout Murka, each holding the codified lyrics of the songs written by Royalty in their mortal lives, but it's the divinely recorded performances, reproduced through the faith of their followers, which spread most quickly. The faithful are known to replay these divine performances nightly, though the truly dedicated often tattoo the lyrics which speak most personally to them on their very bodies. These followers walk boldly, knowing they have become a living piece of the holy books themselves. But for some, imitation is truly the finest form of worship, and the most devout will memorize, play, master, and perform these divine works until they can brand their power across the hearts of all who listen

Shrines and Priests

"Every Stage is a Temple to Royalty" is a common saying in Murka. Royalty rejoices to see their subjects leaping through the sky like a tiger, or becoming delirious with their own ambition, even in a goal as small as trying to make a change to the man in the mirror.

In this way, every worshipper of Royalty is in some way a priest, and every platform, stage or street corner their own personal shrine to Royalty. In this way, worship need not be intentional - anyone projecting their identity in public or on a stage can become an accidental cleric.

Ryder

Ryder is... complicated. Alternating between an extravagant gothic beauty and a simple casual one, the goddess of death and beauty is something of an ever-changing enigma to the Murkan people. A little woman, she has incredible charisma and a sense of presence that is likely the reason so many fear her.

Ryder, as the god of death, enforces the natural order upon Murkans. Even many worshippers of Erwin, who have a great understanding and disposition towards the natural things of this world, would cause creatures to live forever if they could. Supe wants to save everyone from death, and even Jetta knows the importance of picking her targets with care, but Ryder will reap everyone, and will make sure everyone is reaped. Necromancers, liches, the overly ambitious, and even those trying to achieve immortality for 'heroic' reasons will find themselves at odds with the goddess of death and beauty the closer they get to their goal.

Myth

A staple of Murkan culture, Ryder rose to prominence on the back of her many accomplishments. She's said to have defeated the three-headed hydra 'Heather,' survived drinking the lethal Beetle Juice, made friends with mermaids and stranger things even than these.

Ryder's long tenure as goddess of death and beauty has seen peaks and troughs in her popularity, but the goddess remains constant in her duties.. Many young Ascendants burn bright and short, but this was not the case for young Ryder. While she had her own struggles for many years, her return to active adventuring truly cemented her continued goddesshood in recent years. Most notable in recent years, she saved a young boy from a horrifying dimension in which he was trapped using only her wits and none of her deific-level magical power. It's rumored the boy was her son, but that's probably just a story. Right?

Followers

Followers of Ryder tend to fall into one of two categories, those who venerate her as the goddess of death and those who venerate her as the goddess of beauty. Those who venerate her as the goddess of

death tend to dress the macabre, and respect Ryder for not just her aesthetic, but her sheer competency. A wise man once said that "Despite rumors to the contrary, Death isn't cruel—merely terribly, terribly good at her job," and it is that aspect and that sentiment that those who revere her death side revel in.

Those who venerate her as the goddess of beauty, however, tend to elevate her lighter aspects, sometimes even ignoring her role as the goddess of death altogether. They'll spend hours 'binging' her scrolls and stories, and immersing themselves in the stories those scrolls tell until they can recite them from memory. Perhaps unexpectedly for a goddess of beauty, these followers tend to dress casually, as they understand that beauty comes from within, from one's mind and soul and the acts one will commit in desperation or in anger. From the natural does their beauty spring; the life flowering on a corpse, the joy of children, the fun of reading their favorite books.

What doesn't change is how beautiful they all are. All natural creatures are beautiful in the eyes of Lady Death. That is why she covets them so much. But to many of her living subjects, Ryder's followers and priests have a certain otherworldly attractiveness.



Symbols and Books

Ryder is always depicted in clothing appropriate to the era. While this can make it easy to tell when various temples, shrines or religious paintings were created, it was quickly discovered that this could make it confusing for new members to tell who in these paintings was Ryder and who were various other figures. So it was that the faithful to Ryder began drawing her in almost exclusively black clothing, and always wearing an Ankh around her neck in some fashion. Ryder herself adopted this, enjoying the irony of her, a goddess of death, being associated with something that has for such a long time symbolized life.

Ryder's status as a goddess of death comes with a lot of preconceived notions. Murkans prefer to believe that living forever is the standard and death is an evil force come to ruin them. Hence the unfaithful tend to use more aggressive symbols to represent her. A five-fingered hand with scissor-like blades on every finger, a great ball of fire, a scythe to 'reap' her 'victims.' The faithful, however, tend to use more gentle symbology, specifically the ankh, or her favored animal; an ink-colored swan.

Shrines and Priests

Priests of Ryder regularly re-read scrolls of her deeds and accomplishments and attempt to pen new plays based upon those scrolls. Like her followers, her priests tend to fall into one of the two previously mentioned categories.

Ryder's temples, however, don't cater to any single sect. In this way, when walking around a shrine to Ryder it becomes incredibly hard to tell who is a Beautyist, who is a Deathist, who is a priest, and who is a pilgrim.

The temples themselves always contain or are near a cemetery of some kind. The priests thereof are each assigned a section of the cemetery to watch over, to make sure that each grave site is kept ready for visitors, of the mortal or deific kind.

Shane Southwood

Shane Southwood is a human who Ascended to become the god of nobility, a word here referring to the idea of acting noble, of the upper class gentry that infest modern-day Murka, and of the traditions

they represent.

Shane is among the oldest Ascendant, and one of the few who still remember a time before The Freedom War, and all the good, bad, and ugly that time entailed. It might seem strange for a nomadic mercenary to become the embodiment of Murkan tradition, but the freedom that comes with the nomadic lifestyle, the belief in defending yourself—even if that means just putting the people around you in more danger—and, most importantly, of having big bootstraps one can pull themselves up by, all resonate deeply with Murkans of all generations.

Myth

Able to trace his lineage all the way back to the original colonists, Shane wandered the desert of post-Freedom War Murka, hunting down those that the kings of Murka decided needed huntin' down, and making sure every town had the appropriate square-mileage to population ratios. It was said that, on a good day, for just a fistful of silver you could acquire his services, and that for a few silver more, he might even tell you his name.

It was this adventuring, this wandering the western plains of Murka, that eventually caused his Ascendence. While his followers love to extol the many virtues of Shane's, there's definitely one event, one singular act of incredible heroism, that elevated Shane to godhood. There was a small town in southern Murka. Honest, hard working folk who were being harassed by a local band of bandits. No one in town had any sort of combat experience and the townsfolk were either being picked off one by one or leaving for greener pastures. Unfortunately, this was just what the bandits wanted. But a man upon a pale horse rode into town, introduced himself as Shane, and after a buildup of small attacks, took out the entire herd of outlanders single-handedly.

Shane nearly died in the process, but mostly dead isn't all dead, and it's said that his eyesight never truly recovered from the toll of the fight, and thus his signature squint became permanently plastered upon his face.

Followers

Shane's followers look to him as the representative of the ideals of a previous era; the freedom that is often cited as myth in current Murka, and the ability of one to rise in social and economic rank. Others prefer the

nobility part of his portfolio: Shane's long life has allowed him to amass not just a large amount of currency, but of admirers and heirs as well, practically making him a noble himself. Each follower strives to emulate his role as a loose cannon, an 'Unclean Harold' as many came to be known. An Unclean Harold is respected well above other mercenaries, as more than simply a traveling gun for hire, because they choose their tasks with standards and morals that they believe their god would approve of.

THE DELUSIONAL POOR

"Many in Murka see themselves not as being taken advantage of by those in a class above them, as is often the case, but rather as temporarily embarrassed nobility." These are wise words uttered by Wronald Right, and it accurately sums up not just the zeitgeist of many of Murka's poorest and most ignorant, but also why Southwood sees such worship from these same communities.

Symbols and Books

A lone revolver serves as Shane Southwood's symbol. He's a god of the simple things; the divine right of kings, the traditions of yesteryear, and of the power, political or otherwise, to enforce your will on another. But what's more, Shane believes in doing things yourself, that sometimes, most of the time even, asking for help is a weakness. Hence the lone revolver, pointed downwards towards the self, stands as his symbol. Theoretically, it's all one needs.

Shrines and Priests

Priests of Shane Southwood tend to be very nomadic, making their temples on the back of the pale horses they ride into town. Southwood priests are well known for their near-magical tendency to arrive just as conflict in town rises to a climax. They do their very best to help, either reasserting the power of the people, or helping put down an ill-thought out insurrection. Often, these priests take whichever tact seems most profitable.

Stan Ley

Stan Ley is the god of creation and magic. In his human life, Stan Ley was a gifted storyteller, crafting timely fables of flawed heroes spanning an atlas' worth of worlds.

In his godhood, Stan Ley appears as a surprisingly lucid old man. His speech is articulate and full of magic, both figurative and literal. He tends to appear to tell stories to men, women, and children alike, and those who hear his stories find that his words become truth in time.

Myth

As a young man, Stan Ley toiled away with ink and quill until the words flowed like wine upon each scroll. Every hour of labor was in worship to his passion of creating tales which could truly astonish and amaze his friends. Yet, even as these stories brought joy to many people, Ley knew the value of his craft, and the responsibility of the power it brought him and as such always sought to further perfect his craft.

When he began, the art was contained to his scrolls about powerful adventurers, each an interconnected saga of epic proportions. But after many years, as he penned a story about a young, charming, witty drider hero who sought to honor the legacy of his heroic uncle by doing good, Ley sought to give this hero a bit of life. Ley wove magic into the page, and, as a result, discovered that this eight-legged champion no longer existed as ink on parchment, but instead stood, in living color, before Stan Ley.

Stan Ley's magic and storytelling breathed life into his characters. Of course, this great power came with great responsibility, and as such, he took care in maintaining that good arose victorious through tribulation, and ensured that the heroes stayed relatable, flawed, and "human" (figuratively speaking). This was his Ascension to godhood, a pure and altruistic creator at heart.

Followers

True Believers of Stan Ley are creative types, and often overlap with followers of Robert Ross. Illustrators, storytellers, and playwrights are all likely followers of Stan Ley. These creators use magic to craft vivid tales and beautiful images, lending each

creation a bit of life, though none tend to achieve the same life and magic that Stan Ley achieved in his Ascension.

Symbols and Books

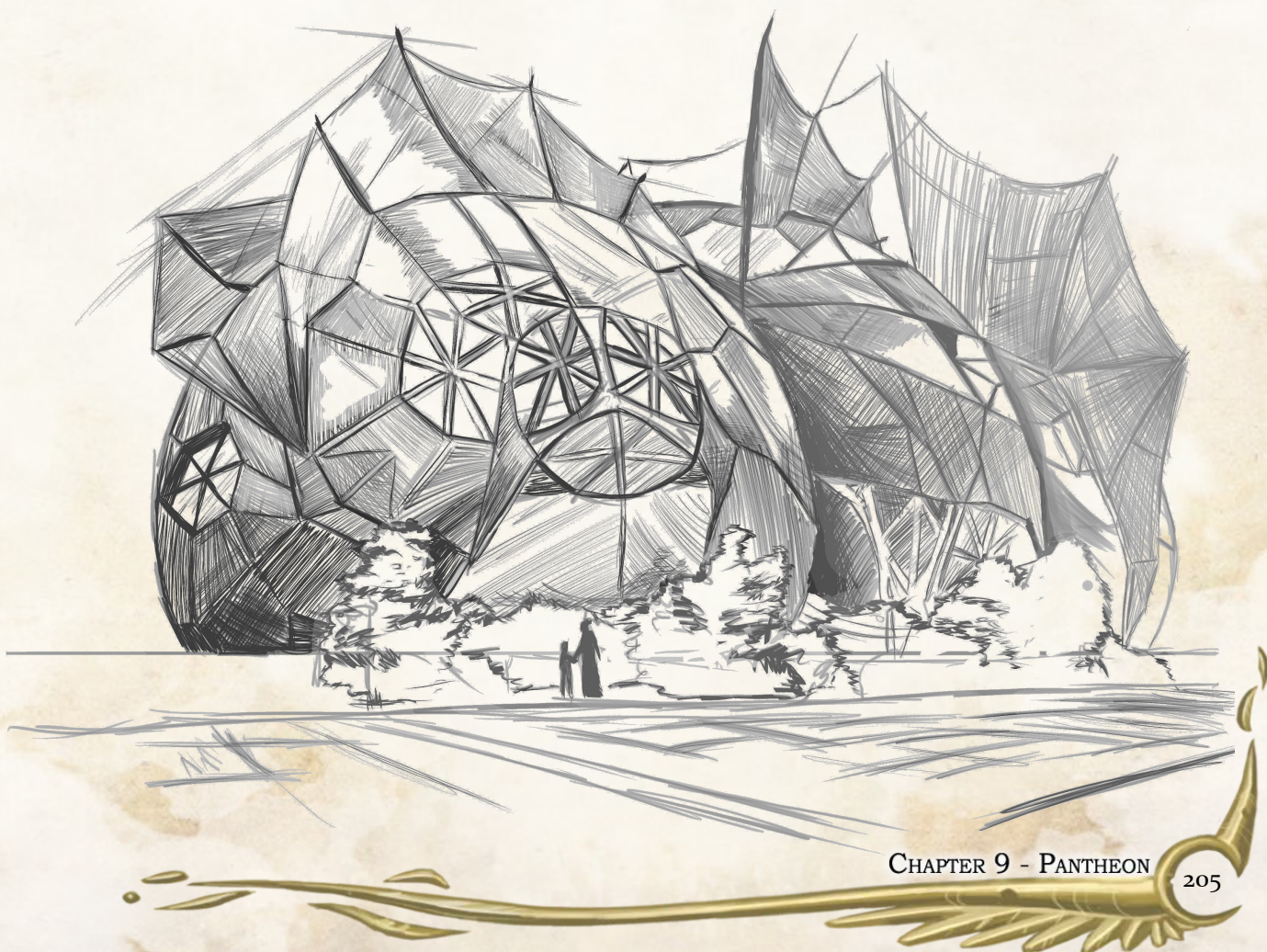
Stan Ley's symbol is a blue-and-red shield, which represents the good nature of his protagonists, adorned with a black spider web, meant to represent one of his most iconic early creations. Emblazoned in front of the shield is a brilliant white silhouette of a quill and inkwell, the magic lifeblood which he wove into each and every one of his stories.

Stan Ley's holy texts are spread out across hundreds upon hundreds of scrolls and tomes, each of which collects a story or a series of stories about a particular adventurer or adventuring party, and each of which holds some sort of wisdom to impart on the reader. Unlike other scrolls or books however, when one reads from a holy text of Stan Ley, the characters literally jump off the page and engage in illusory combat, the exchanging of quips, and drama. This has caused a schism among both the Ley people and the church clergy in regards to which medium is a better portrayal of Ley's original intent.

Shrines and Priests

Shrines to Stan Ley are incredibly common, and often usually populated with one or two people at all times eager to sit in the presence of at least a facsimile of their god. Temples, as one might imagine, to 'Excelsior,' as Stan Ley can be known, are rarer than oil elementals. Instead there are a large amount of theaters, playhouses, and even gazebos in parks dedicated specifically and solely to putting on performances of Ley's creations.

Priests of Stan Ley double as combat medics, re-arming, maintaining, and creating new heroes as the years winnow their power and image. The greatest among them are imbued with some of Ley's power, able to reshape the narratives of Ley's own scrolls to bring new life, powers, and meaning to the heroes that Ley once created.





Stephan Job

The god of fruit, secrets, and blackmail makes for an imposing figure. He is tall and lithe, his plain face adorned with glasses, and entirely enshadowed from the bottom of his chin down. Though utterly without apparent menace, his presence puts people on edge. Babies cry, children hide behind their parent's skirts, and the parents find themselves eager to leave the room. Perhaps it's the way his glassine eyes flash in tandem with his glasses in the light. Perhaps it's the way he seems to stand just taller than you, even at the bottom of a flight of stairs. Most likely it's the way he just seems to know your every dirty secret and insecurity.

With every bite of an apple that any Murkan takes, Stephano grows stronger. His spies, whether they know it or not, feed him any and all information he desires, and the more information he collects, the more he can sell, or lord it over those that he would control.

Myth

Stephan Job's success story is known to every young, enterprising person. He took The Apple, an otherwise overlooked and simple enough thing, and, with his partner, turned it into a household commodity. He approached everyone he could and offered them an apple. No one could explain WHY this apple was better, simply that the strange man approached them, told them it was superior, and it was. Then the next year they went out and got another one, and double the year after.

Nowadays, the go-to fruit of choice of the Murkan consumer is The Apple. It's lightweight, multi-colored exterior means that you can find it in whatever color or flavor you want, and perhaps most importantly, because of the many, many, MANY slaves Stephan employs, The Apple is among the most cost-effective fruits one can purchase.

Stephan and his business partner, The Great and Powerful Woz, had a number of falling outs throughout their history, but perhaps the worst of it was when it came to the Ascension. Followers and priests will tell you it was more complicated than this, nuanced in ways that the uninitiated just can't understand, and perhaps it is, but ultimately Woz and Job fought over the future of what they had worked on together. Woz saw the Dark Path that his

partner was going down, and Job disappeared him for it. To this day no one remembers who Woz was, despite his greatness and power, but nigh on everyone knows Stephano's name.

Followers

All who consume the apple are followers of Job. It makes no difference if you have one apple in your life, or if you exclusively consume the products of the apple such as Cider, Sauce, or Apple Air. Everyone who consumes the apple, every time they do, lends just a little bit more power to Job. What's more, every time one consumes any apple product, the desire to consume another becomes that much stronger, and one's willpower to resist that urge that much weaker.

His followers, on the other hand, consume as many apple products as possible, and in return Stephano has a tendency to grant them specific boons. Usually these are by way of nominal rewards. For instance, a school run by a particularly devout follower might be dubbed an 'Apple School'. Commonly, his very devout followers like to refer to themselves by the ever-humble title of 'Genius'. These 'Geniuses' enjoy the occasional note or piece of information from Job, should they work hard enough, of course.

Symbols and Books

Symbolized by an apple with a single bite out of it, the stickers, tattoos, and logo of Workerharder's is similar to the man himself. Sleek, efficient, cold, and a reminder of the true extent of the power that he holds and wields.

Books are written about Job. While he wrote nothing even remotely resembling an autobiography in life, those who thought they knew him, his priests, and even those who heartily disliked him have written about him extensively. Even those books that fail to praise him simply serve to remind his followers that no system is perfect, and that ultimately, everything can be improved; even Panthers, Mountain Lions, Captain's and Mavericks need this reminder.

Shrines and Priests

Priests of Job make sure to consume at least one type of apple at least once a day. They typically carry an apple or apple product with them at all times, finding

its use as an improvised weapon, meditation object, or even just a light snack helpful in times of peril. They have absolutely no problem with slavery, seeing it instead as a legitimate way to separate the wheat from the chaff and believing that anybody in slavery must be inherently lazy. 'Geniuses' are low-level fanatics. Becoming a priest of Job means truly joining the family. These people sing the praises, as non-factual as they may often be, of the apple to any and all who will listen, and in return, get access to a larger share of the information that Job hoards so close.

DOES THIS SOUND FAMILIAR?

Does the term 'family' sound familiar? That's intentional. The Apple business is run very much like any of Murka's mob-like factions.

"STAY FOOLISH.
STAY HUNGRY."

- Stephen Job



Supe

While technically a foreigner, Supe's domain is commonly claimed as, "Justice, Truth, and the Murkan Way." Never truly a mere mortal or adventurer, Supe was born with tremendous power, and with nearly complete invulnerability, he proudly wields the title of the "Adamantine Man."

Normally any alien, even one who considers themselves a born and bred native, is greeted with naught but hostility and fear by those filled with ignorance and pride. However, standing up for your principles, planting yourself like an oak tree in front of innocents (regardless of if those innocents approve of you or not) and stopping hundreds of small-scale acts of violence tends to soften minds and, eventually, hearts.

Myth

The myth of the man known as Supe begins in a dying dimension, whose residents refused to acknowledge the imminence of their extinction. Supe's parents—artificers who were alone in their realization of what fate awaited them—sealed Supe in a small, highly advanced magitech casing and cast a powerful spell upon their son. This sent him hurtling through and between the planes until he ended up on a farm in the middle of Midwesternos.

Immediately adopted by two loving parents, who ingrained in Supe their own cultural values, the little humanoid being had a happy, carefree childhood. However, it quickly became apparent to his adopted parents that Supe was no ordinary boy. Even at what would otherwise be a rather vulnerable age, he was, the legends say, 'Faster than a speeding bullette, more powerful than a magic missile, and able to leap The Pale Fortress in a single bound.'

Imagine trying to raise and control a baby, infant, toddler, juvenile and then teenage god, as humble, non-magical farmer folk. One might surmise that this would be an impossible task on its own, but teaching someone who can crush steel in their hand the value of restraint? Instilling the value of listening into someone who can move so fast they can barely be seen? When your son wields A Silver Dragon's Breath, flight, and invulnerability; even the most skillful parenting could fail to be effective. And yet, Supe's adopted parents managed to teach him the value of human life, of the dignity found in small

actions, and of the importance of protecting that which he loved, and not attacking that which angered him. Power is the foundation of many great warriors, but the moral rebar within them determines whether or not they are a hero.

It's been awhile since people began worshiping Supe as the god he is, but it is said that even after his Ascension, Supe lives among the people, desperate to feel like he belongs and has a place among us.

Followers

Supe's following is most visible through those affecting and affected by his legacy. Lux Lo'Thor, heir to the fortune of a wildly successful entrepreneur (and well-known human-supremacist), has dedicated his life to undermining Supe, insisting that such incomparable power contained in a single, theoretically fallible mind is a liability to all of Murka. While Lux rallies Supe's enemies, those who believe in him, such as Clerk Kant, Olly Jimsen, and Louise Layne, who are all various types of heralds, shout his praises to the mountaintops. Clerk especially seems to have a fondness for "The Tomorrow Fellow," and is what many would call a 'diehard' Supe fan. Louise tends to have a more intimate fondness for Supe, favoring the hope and optimism that he inspires.

There are thousands who proclaim Supe as their savior in a much more literal way than most gods, because he quite literally saved them from a falling building, or a speeding wagon, or even a dragon attack. These people model themselves after Supe, sometimes even basing their look off of him, curling two or three strands of their hair directly in the middle of their forehead.

Symbols and Books

Emblazoned across Supe's chest is a stylized 'S' that has sparked fiery debates among his faithful. Supe has claimed the design is a sigil from his home plane and culture, but has never publicly settled the question of whether he chose the sigil because of his name, or if his name was chosen in honor of the sigil.

Perhaps one of the most interesting things about the Holy Books of Supe is that they are almost exclusively speculative in nature. Supe is, as some call him, a scout. He follows all the rules and makes sure all the rules are followed appropriately. He stands for truth, justice and the Murkan way. While he is inspiring, perfection becomes uninteresting after the

6ooth read.

Instead, many of his holy texts discuss what would happen if he were less infallible. Or if a threat came that he couldn't contend with. Or if he had landed elsewhere. If more people from his home plane began to seep through the cracks into Murka. What if he were pushed to the limits of what connects him to his humanity? What if a simulacrum of him were created, but imperfectly? Most recently, what if he had become a villain as a child with all of these god-like abilities? These are only *some* of the *many* speculative scenarios that are shared among thousands of holy books. These books garner thankfulness that things turned out the way they did, sure, but they also inspire the imagination of Supe's worshippers and surge them to new heights and feats of compassionate daring.

Shrines and Priests

Shrines to Supe can be found in many public spaces, typically taking the form of large statues in his image, with flowers, chocolates, or wishes written on pieces of paper laid at the bottom. These statues are typically placed at locations holy to the worship of Supe, which is to say places where he completed some awe-inspiring act of heroism, or at least where the speculative holy texts would place such an act. Midwesteros especially likes to decorate their courthouses and city centers with statues to Supe. They think of him as a sort of representation of what they could become, if perhaps on a different scale. It is for this reason that many of the young citizens of Midwesteros become high priests of Supe, hoping to emulate both him and his deeds.



William Maize

William Maize is the god of Trade and Commerce, an Ascendant human respected everywhere by merchants, traders, and businessmen. His position is sought after by many, and so he goes to great lengths to keep off of the mortal plane unless he's got something to sell.

Maize typically appears as handsome merchant clad in a blue tunic, standing in a pop-up shop, advertising the sale of some item, beginning by introducing himself: "William Maize here with an AMAZING new item!" His impassioned sales pitches are given with great gusto, an intriguing pattern of speech, and a well-trimmed beard. William treats every passerby as both a noble citizen and a potential customer.

Myth

In his mortal life, Maize was known to pitch all sorts of items, from cooking utensils to cleaning agents. As he gained more and more notoriety for carrying worthwhile items, his selection grew and grew, incorporating more and more powerful artifacts.

People came to trust and rely on him, and were always interested when he was offering an improved version of sovereign glue, or the newest in hovel cleaning products. As he gained the trust of so many, his influence spread, and more and more craftsmen and blacksmiths wanted him to promote their armor, weapons, and items, as not only was it an effective marketing tool, but Maize's salesmanship was so powerful that if he proclaimed something, like a particular sword being able to cut through Dragonshide, it suddenly became significantly more likely to do that. Before long, his presence was so desired by these artificers from across the land that he had to find a way to be in more than one place at a time.

Through sheer force of will and charisma, Maize managed to separate himself from the mortal plane, giving him the power to appear anywhere at any time, with his entire catalogue of equipment in tow.

Followers

Some claim Maize's followers are one of the first cults of personality. Composed of salesmen like himself, these followers strive to emulate Maize's ability to

find the right deal for any person, and are always searching for the next great product to share. The zealous tend to try to reproduce William Maize's idiosyncratic sales pitches, but it is only as followers grow truly devout, that each finds his own techniques to draw the eye and loosen the wallet.

Despite the reverence of much of his following, Maize's relationship with his followers can be fraught. Trade and commerce are volatile domains, and many believe that if they can outsell, Maize, or defeat him in combat, that they can claim his place in the pantheon. Many have tried, none have succeeded just yet, but trying in this way does not anger the God, on the contrary it delights the jolly fellow, and he grants even more power to those who challenge him and survive.

Symbols and Books

Maize's symbol is a simple, minimalist depiction of his visage painted on a single silver coin. While no details of his face are made clear, his beard, hair, and blue tunic are enough for nearly anyone to recognize him.

The only holy texts utilized by William Maize's followers are his pitch scripts: the lines he would rehearse, day in and day out, in an attempt to perfect his sales pitches of each of his items. Maize memorized nearly endless quips and statistics, and was able to rattle them off at a moment's notice. This dedication is part of what made him such a great salesman, and many of his followers study his pitch scripts for hours on end to glean any of his passion and ability from them.

Shrines and Priests

William Maize's shrines are typically shops and trading posts run by his followers, with a signboard hung somewhere displaying his symbol proudly. They will occasionally have a donation box where the particularly generous can drop the occasional spare coin or two. As each donation finishes rattling in the box, the donor receives a small something in return. Sometimes this is achieved magically, a small vial of cleaning solution or a checkered shirt of thick cloth magically appearing among the owner's possession. Other times there is simply an acolyte designated to watch the box and give out these 'limited time only' deals.



MU

MIDWEST

Sea-Addled

Portaland

Holly Woods

Lost Ve'gas

Dinvur

RKA

TEROS



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JEFFREY EPSTEIN DIDN'T KILL HIMSELF.

THE LAND OF THE FREE, AND THE HOME OF THE BRAVE.

Monsters of Murka is a hilarious, high-fantasy parody of United States pop-culture, seething with snark and dripping with dubious puns.

Travel to the capital city, Washtown, to battle The Don and Killary, or make your way to the northwestern shores of Sea-Addled to learn about the Warlocks of the Coast and their worship of the old gods. Alternatively, you could venture south to Holly Woods and mingle with your favorite celebrities.

This campaign setting is compatible with the fifth edition of that one role-playing game, and includes the following:

- 15 playable subclasses
- New backgrounds, feats, and race options
- 28 new monsters
- Over 80 new spells, weapons, and magic items
- Stale memes

