



THE CROSSROADS



Join Ahren's Tour of the Crossroads in this adventure book
for the world's greatest roleplaying game

THE CROSSROADS

AHREN'S TOUR OF THE TOWN WHERE WORLDS MEET

DESIGNED BY MATTEO RUSSO



PREFACE

WELCOME TO MY REALM! THIS BOOK CONTAINS A SETTING I'VE DESIGNED OVER THE LAST TEN YEARS, where more than sixty characters with players from all around the world fought, struggled and rose to fame in over a decade of adventures. You will meet some of them in these pages, as they've become an integral part of my world!

This book is designed for Dungeon Masters who want to run an adventure or campaign at the Crossroads, and it includes 56 NPCs and 40 adventure seeds. It also introduces a new class, the Binder, five new feats, and twelve magic items for characters who come from the Crossroads. This manual assumes that you have the fifth edition Player's Handbook, Dungeon Master's Guide, and Monster Manual.

The Crossroads can be included as a location in any of the official campaign settings, even if the main setting is tied to the *Forgotten Realms*. I personally allow all official sourcebooks for character creation, including campaign-specific content such as *Eberron: Rising from the Last War*, as long as every feature is properly reskinned (e.g. family marks as birth markings or blessings/curses). I hope you enjoy the Crossroads as much as I (and my players, hopefully) did!

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Alla luce delle lune
lenta avanza la lanterna,
per portare i viaggiatori
verso il fitto della nebbia.

Benvenuti spettatori,
burattini, giocatori,
nel teatro, mio santuario
dove mai cala il sipario!

Underneath the moonlit sky
faerie fire comes passing by;
it will guide those souls who wander
where the Evermists lie yonder.

Welcome, welcome! Guests, narrators
players, puppets, my spectators
in this theatre, hear my call!
Here the curtains never fall.

CONTENTS

INDEX

Adventure Seeds	5
Locations	6
Stat Blocks	7

INTRODUCTION

Ahren's Travel Company	9
History, Oversimplified	9
Crossroads Panorama	10

CHARACTER OPTIONS

Binder	13
Class Features	13
Improved Bonds	17
Animal Shapes	19
Factions	23
Birthmark Feats	27

THE TOUR, DAY 1

Morning: The Castle Ward	29
Kingsgate	29
Town Hall	32
The Fortress	35
Afternoon: Hightown	38
The District of Lights	38
Wharf East	40
The Golden District	41
Central Market	44
Evening: Oldtown	45
The Thousand Churches	45
The Harbour	47
The District of Stairs	48
Skybridge	50
Westgate	50

THE TOUR, DAY 2

Morning: The West Ward	53
The Ironworks	53
Oak Grove	55
The Spice District	55
Clay Alley	56
Afternoon: Nightfair	59
Trade Fair	59
The Docks	60
Mill Road	62
Evening: The Enchanted Garden	64
The Deadwood	64
Hearth Tree	65
Dragonglade	67
The Labyrinth	68

THE TOUR, DAY 3

Morning: The University	71
The Arch	71
The School of Magic	72
The School of Arts	74
The Starless Sea	75
The Beacon at World's End	75
Afternoon: The Wall	77
Deepwatch	77
The Anvil	79
Khor Keep	80
Honeyhammer Brewery	81
Evening: The Dusk mire	83
The Graveyard	83
Darkstone Cavern	84
The Moon Steps	85
The Old Keep	86

INDEX: ADVENTURE SEEDS

Use this index to find a specific adventure seed.

BY PAGE NUMBER:

Echoes of the Past	30
The Devil Wears Draga	32
A Favor for a Favor	32
Money, Money, Money	33
Mysterious Stranger	33
Time is Running Out	34
Showers for Brewers	34
Double Trouble	36
Elixir of Youth	39
Secret Ingredients	40
Shoplifters	41
Destructive Renovation	42
Love Letter	42
Private Investigation	47
Family Matters	49
Impvasion	49
Book Heist	50
Damsel in Distress	51
A Quiet Neighborhood	55
Confidentiality Agreement	56
Crossed Rapiers	57
Into the Mudhouse	58
Shards of a Broken Mirror	59
Tipping the Beggars	60
Cantrip Addiction	60
Pies and Knives	62
Free Hugs and Kisses	63
Dancing in the Moonlight	65
Rest in Peace	65
Missing Parents	66
Fairytales	68
Cum Laude	71
For the Sake of Knowledge	72
The Book Thief	73
A Leap of Faith	75
A Room with a View	80
Mead Heist	81
Forgotten Names	84
Shiny Mushrooms	85
Fragments of Memories	86

BY LOCATION:

Castle Ward, the	Echoes of the Past	30
	The Devil Wears Draga	32
	A Favor for a Favor	32
	Money, Money, Money	33
	Mysterious Stranger	33
	Time is Running Out	34
	Showers for Brewers	34
	Double Trouble	36
Dusk mire, the	Forgotten Names	84
	Shiny Mushrooms	85
	Fragments of Memories	86
Enchanted Garden	Dancing in the Moonlight	65
	Rest in Peace	65
	Missing Parents	66
	Fairytales	68
Hightown	Elixir of Youth	39
	Secret Ingredients	40
	Shoplifters	41
	Destructive Renovation	42
	Love Letter	42
Nightfair	Shards of a Broken Mirror	59
	Tipping the Beggars	60
	Cantrip Addiction	60
	Pies and Knives	62
	Free Hugs and Kisses	63
Oldtown	Private Investigation	47
	Family Matters	49
	Impvasion	49
	Book Heist	50
	Damsel in Distress	51
	Cum Laude	71
	For the Sake of Knowledge	72
	The Book Thief	73
	A Leap of Faith	75
Wall, the	A Room with a View	80
	Mead Heist	81
West Ward, the	A Quiet Neighborhood	55
	Confidentiality Agreement	56
	Crossed Rapiers	57
	Into the Mudhouse	58

INDEX: LOCATIONS

Use this index to find a specific location.

BY NAME:

Altars of the Moons, the	45	Horizon Falls	75
Anvil, the	79	Khor Keep	80
Arch, the	71	Kingsgate	29
Bark, the	65	Labyrinth, the	68
Beacon at World's End, the	75	Mask, the	41
Branch Palace	66	Mill Road	62
Brazen Vial, the	38	Moon Gate	85
Brewery Hall, the	81	Moon Steps, the	85
Broken Mug, the	40	Moon Terrace, the	85
Castle Ward, the	29	Moulin Bleu, the	62
Cat's Gate	56	Mudhouse, the	56
Central Market	44	Nightfair	59
Clay Alley	56	Oak Grove Park	55
Crystal Flutes, the	55	Oak Grove	55
Darkstone Caverns	84	Old Keep, the	86
Deadwood, the	64	Oldtown	45
Deepwatch Dwarven Jewelry	77	One Button	40
Deepwatch	77	Ridge Walk, the	79
Department of Admissions, the	71	Rose at Westgate, the	50
District of Lights, the	38	School of Arts, the	74
District of Stairs, the	48	School of Magic, the	72
Docks, the	60	Silk Road	56
Dragonglade	67	Siren's Call, the	42
Dreissen Porcelain	56	Skybridge Library	50
Dullendore Foundry	53	Skybridge	50
Duskmire, the	83	Song and Silence, the	47
Elder Roots, the	65	Spice District, the	55
Enchanted Garden, the	64	Stairway to Heaven, the	48
Evermists, the	86	Starless Sea, the	75
Finiriel & Sons	56	Temple of the Suns, the	45
Forgotten Glen, the	71	Thousand Churches, the	45
Fortress, the	35	Tomb of the Blood Claw, the	83
Gearbox, the	38	Town Hall	32
Golden District, the	41	Trade Fair, the	59
Golden Drake, the	41	Undercity Street	48
Graveyard, the	83	University, the	71
Gryphon College	42	Wall, the	77
Harbour, the	47	Weeping Angel, the	83
Hearth Tree	65	West Ward, the	53
Hell's Kitchen	53	Westgate	50
Heroes' Hall	41	Wharf East	40
Hightown	38	Windmill Bakery	62
Honeyhammer Brewery	81	Wondertree	64

INDEX: STAT BLOCKS

Use this index to find a specific NPC stat block.

BY NAME:

A	Aerel Larindien (13)	67
	Alina (8)	43
	Anton Khariel (9)	49
	Artia de Nuille (8)	40
	Augustus Dreissen (1/8)	57
B	Brother Zanek (9)	60
C	Cancarlo de Montserrat (8)	43
	Charming (18)	36
D	Deren Kalador (9)	31
	Don Porin (1/4)	56
	Drogor Runebeard (9)	78
E	Elenie Honeyhammer (2)	82
	Ezra (20)	73
F	Faberga Twin (10)	37
	Falrinn Gardenmist (9)	39
	Finiriel (4)	57
	Fran Hykarion (2)	51
G	Gale (1)	48
	Gall Doran (5)	42
	George Dahl (1/8)	55
	Ghindo Shimmergear (10)	81
	Gohlar Bronzestaff (4)	72
	Goran (8)	44
	Graveyard Twin (0)	83
H	Halana (19)	61
	Hansi Ythilen Icarus (20)	34
	Herid Shern (3)	54
	Hral (20)	86
	Hylfindinr (1/2)	74
I	Isis (1/2)	63
J	Jacob Khariel (17)	35
	Jamir Hrendel (10)	31
K	Kyra Delbian (1)	41
	Krolmnite Gardenmist (12)	33
L	Lialda Eiriniel (16)	30
	Llewelyn (15)	80
M	Majet Gardenmist (7)	72
	Mark Dullendore (3)	54
	Mya Doran (3)	42
N	Nuria Larindien (7)	68
O	Orville 'Herbie' Van Dight (2)	85
P	Phos Gardenmist (6)	66
	Puc (19)	69
Q	Qaya (3)	63
R	Rhea Poivier (1/4)	58
S	Silvio Brusconi (2)	41
	Suranok Shadowblade (8)	79
T	Thena Mistral (5)	47
	Tidas (6)	84
	Trageon Duskbeard (11)	46
U	Una (14)	76
V	Vanya Herikar (1/2)	74
W	Weird Garth (2)	49
	Wondertree Witch (3)	65
Z	Zenys (18)	62
	Zertil Ghent (8)	50

By CR:

0	Graveyard Twin	83
1/8	Augustus Dreissen	57
	George Dahl	55
1/4	Don Porin	56
	Rhea Poivier	58
1/2	Hylfindinr	74
	Isis	63
	Vanya Herikar	74
1	Gale	48
	Kyra Delbian	41
2	Fran Hykarion	51
	Silvio Brusconi	41
	Orville 'Herbie' Van Dight	85
	Weird Garth	49
3	Herid Shern	54
	Mark Dullendore	54
	Mya Doran	42
	Qaya	63
	Wondertree Witch	65
4	Elenie Honeyhammer	82
	Finiriel	57
	Gohlar Bronzestaff	72
5	Gall Doran	42
	Thena Mistral	47
6	Phos Gardenmist	66
	Tidas	84
7	Majet Gardenmist	72
	Nuria Larindien	68
8	Alina	43
	Artia de Nuille	40
	Cancarlo de Montserrat	43
	Goran	44
	Suranok Shadowblade	79
	Zertil Ghent	50
9	Anton Khariel	49
	Brother Zanek	60
	Deren Kalador	31
	Drogor Runebeard	78
	Falrinn Gardenmist	39
10	Faberga Twin	37
	Ghindo Shimmergear	81
	Jamir Hrendel	31
11	Trageon Duskbeard	46
12	Krolmnite Gardenmist	33
13	Aerel Larindien	67
14	Una	76
15	Llewelyn	80
16	Lialda Eiriniel	30
17	Jacob Khariel	35
18	Charming	36
	Zenys	62
19	Halana	61
	Puc	69
20	Ezra	73
	Hansi Ythilen Icarus	34
	Hral	86

INTRODUCTION



ONCE UPON A TIME, THERE LIVED A WIZARD who could do everything. Alas, after decades spent serving his kingdom, he found himself weary. One day, the King noticed his lethargy and asked him, “What ails thee, my wise advisor?” “Ah! my King,” he answered, “I am tired, and I wish to rest.” “But surely,” said the King, “thou knowest that winter is coming, and the kingdom will need thy magic to brave it. Thou shalt take thy rest in safety upon the arrival of spring.”

The following spring, the wizard spoke with the King once more. “My King,” he sighed, “I am tired, and I wish to rest.” “But surely,” said the King, “thou knowest that spring is here, and our neighbors will attack soon. The kingdom will need thy magic to defeat them. Thou shalt take thy rest in safety upon the arrival of summer.”

In summer, the wizard approached the King for the third time. “My King,” he supplied, “I am tired, and I wish to rest.” “But surely,” said the King, “thou knowest that the Princess is marrying the Duchy soon, and thy magic shalt bless their wedding. Thou shalt take thy rest in safety upon the arrival of autumn.”

Upon hearing the King’s words, the wizard rose taller than all around and sent a tremor through the castle. “Thou wretch!” cried he, “Thou shalt soon learn what it is to shudder, for I am to leave.” And at last he drew his wand, whirled it around, and disappeared, leaving this world for another of his own creation.

The wizard took his long-awaited rest at the crossroads of all the worlds he had visited in his extensive travels, a locality intersected by everywhere but apart from all. And there he lived happily for the rest of his life.

THE TOWN WHERE WORLDS MEET

Countless portals and gates that lead to other worlds can be found at the Crossroads. A tavern door that seemingly leads to a cellar might open onto a sea of flames, and a mystic gate of stone on a glacier can lead to a lively seaside town with especially pointy architecture.

Most of these portals can be freely accessed and are used daily for trade and tourism. However, whereas Crossroaders can come and go as they please, people from other worlds, or “otherworlders” as Crossroaders call them, are seen as alien by the Crossroads’ magic, and they grow weaker and weaker if they stay. Thus, after some days—maybe a month if they’re lucky—they are forced to leave or risk death.

Some scholars speculate that the Wizard created this curse to protect the world from invasion, but it happens to be extremely helpful for population control: if the world is overcrowded, Crossroaders can leave, but otherworlders can never settle in.

Crossroads’ Curse. For each 24 hours spent at the Crossroads, otherworlders must succeed on a DC 20 Charisma save or suffer one level of exhaustion. Finishing a long rest doesn’t reduce exhaustion, and the curse cannot be removed by any means short of a *wish* spell until the otherworlder leaves the Crossroads.

The Crossroads is a whole new place for your players to explore. As a lively trading outpost between worlds, it can be easily incorporated in low-to-high level campaigns in any setting, though its planar nature plays particularly well with the *Forgotten Realms* setting and, to a lesser extent, with *Eberron*. All it takes is an old abandoned portal in the wild, or maybe the secret gate where the Merchants' Guild finds that out-of-this-world cider that is so popular among the nobility! You can also run an entire campaign itself there, with intrigue and action to spark the way.

This book guides you through the process of creating adventures set at the Crossroads. The first part of the book introduces additional character options: a new class, the Binder, and Birthmark Feats. These character options are designed to be played at the Crossroads but can be adapted to any other setting. The second part of the book describes a three-day tour around the city. Day One presents the town center with its main districts, locations and inhabitants. Day Two describes the suburbs and the forest next to the city, while Day Three explores the borders of the world.

AHREN'S TRAVEL COMPANY

GREETINGS! I'M AHREN, FROM AHREN'S Travel Company, and I will be your friendly guide for this tour of the Crossroads. On behalf of our Council, I would like to welcome you to our beautiful town, whatever your world of origin is—I mean, apart from the Fifth Hell; we stopped accepting tourists from there, only essential travelers. So, if you do come from there, I kindly ask you to leave the tour now to avoid forcing one of our mages to banish you later. Anyway, sorry for the distraction, a warm welcome again to the Crossroads! I'm delighted to see you booked our all-inclusive Around the World in Eighty Hours package, which allows me to show you not only the town but also the best views of the surrounding regions.

First of all, some rules: Please stay on the path that I've marked magically for you. The town is fairly safe, but once we enter the forest, I don't want to see you following any nymphs or dryads. No, I don't care how attractive they are. I can assure you that they are not interested in you as long-term partners, despite their promises. Ahren's Travel Company declines all responsibility in case of any accident outside of the marked path.

You are also strictly forbidden from purchasing items from anywhere at the Crossroads but guild-approved

shops, particularly if you are in the Spice District. And I'm sure this goes unsaid, but please remember to place all trash in the animated waste bin that will follow us on the tour.

You'll have some free time to look around after your meals. Please pay attention to the time; we don't want to keep anyone waiting. When we visit Town Hall and the University, the Council and classes might be in session, so let's keep our voices down, shall we? It is customary to tip your friendly portal guards, but luckily you've chosen our all-inclusive package, and most tips are included! Also, just so you know, at the Crossroads we wave a hand rather than shaking hands or bowing when we first meet.

I kindly ask you to stay with your group at all times, especially when we get closer to the world's edges. Remember, these rules are only for your own comfort and safety. So, if you are all ready, we can start our tour!

MAIN FACTIONS

Brewers' Guild. Old guild losing its former glory.
Church of the Martyr. A cult that worships the Wizard.
City Watch. The main military organization of the world, with the aim of enforcing the Council's law.
Corporation of Innkeepers. Second largest guild.
Council. A council of fifty people elected every seven years to rule the Crossroads.
Cult of the Suns and Moons. Main religion of the world.
Fellowship of the Weavers. Small guild on the rise.
Gardenmist Family. Oldest, largest, and richest gnome family of the Crossroads.
Guild of Knives. Violent criminal organization on the rise.
Guild of Trades. Oldest and richest guild of the world.
Honeyhammer Clan. Renowned company of dwarven brewers famous for its mead.
Hunters' Corporation. Largest criminal organization.
University. Largest and most prestigious school.
Wondertree Covens. Covens of witches, druids, and hunters that worship the moons with ancient forbidden rituals.

HISTORY, OVERSIMPLIFIED

BEFORE WE STEP THROUGH THIS PORTAL, I would like to take a minute to explain the story of the Crossroads to you. Everything started two thousand years ago, when an unnamed wizard, tired of his king and kingdom, roamed from place to place in search of a world in which to settle down.

At some point he decided to create his own house at the—guess what—Crossroads of all of them! That way, he could have all the worlds within short walking distance while keeping out his undesirables.

His wife soon moved in, followed by their children who, in turn, brought friends. The small house that the Wizard had originally created expanded to a mansion, then to a hamlet, and continued on until it became the town you see today. The Wizard also added some outdoor areas for his own enjoyment: seaside with beaches to the south, a park to the east, and hiking resorts to the north and west.

When the Wizard passed away, his children quarreled over the inheritance, and each of them got a portion of the land. Some sold their part to trading companies, attracted by the commercial potential of a town with portals and gateways to countless worlds. Other portions were bought by outcasts and exiles, forced to leave their own homelands.

The town has remained the center of this world, but small settlements have appeared in other regions, such as Dragonglade, and Honeyhammer Brewery in the Wall—famous for its mead; I’m sure you heard of it.

Unfortunately, some places became less friendly—the garden has become overgrown without the Wizard caring for it, and the pond next to the Old Keep has turned into a bit of a marsh, I’m afraid. Some of the hiking resorts are a tad scrubby now too, but you’ll see for yourselves! Please, follow me through this portal!

ANCIENT HISTORY

Year	Event
0	The Wizard creates the Crossroads.
16	Foundation of the Guild of Trades
49	Death of the Wizard
50	The children of the Wizard start the Siblings’ Wars
90	End of the Siblings’ Wars
93	The first King of the Crossroads is elected
135	The Brazen Vial is inaugurated
500	Opening of the Central Market
509	The first tower of Skybridge is erected
644	Foundation of the University
650	Opening of Skybridge Library
800	The Grime King takes power
807	Fall of the Grime King
808	The Old Keep is lost to the Evermists
810	The Fortress is built as the new seat of the King
1000	Opening of the Trade Fair
1080	Foundation of the City Watch
1164	Ruknor Honeyhammer opens his brewery
1500	Kingsgate is erected
1503	The last King is deposed in the Civil War
1504	The Council is established
1711	The University moves out of town
1729	Lialda is elected Master of Trades
1770	Town Hall is the new seat of the Council
1801	Foundation of Deepwatch

RECENT HISTORY

Year	Event
1994	People have terrible nightmares of puppets
1999	Incursions from the Evermists begin
2000	Hansi is elected Lord of the Council
2001	Ezra is elected Head of the School of Magic
2006	Charming is elected Commander of the Watch
2007	Hansi is elected for the second time
2010	Vanya is elected Head of the School of Arts
2012	Gohlar becomes the new Rector of the University
2013	Jamir is elected Master of the Weavers
2014	Hansi is elected for the third time
2015	Jacob becomes leader of the opposition
2019	Trageon ascends to High Priest of the Suns
2020	Deren is elected Master of the Innkeepers

CROSSROADS PANORAMA

I LOVE INTRODUCING THE CROSSROADS TO first-time visitors with this night view from Kingsgate Tower: seven moons on a starless sky softly shining upon Hightown, while the magical fireworks of the District of Lights cast reflections in the lake. Now enjoy the sight, because we should wait here for a couple of hours until dawn...

Here, it comes! I know, it’s a bit misty, but wait until the warmth of our two suns dissipates the morning fog, and you will be able to see the full extent of our world. The forest on your right—right over the town—is our Enchanted Garden, with the eastern edge of the world in its Evermists.

In front of you, just next to those spire-studded buildings—yes, that’s the University—lies our Starless Sea, with the southern border of the Crossroads at Horizon Falls. You’re lucky it’s a sunny day; you might be able to see a white tower at the edge of the waterfall. That is the Beacon at World’s End, which is not included in our visit today, even if Ahren’s Travel Company offers special guided tours for an extra little something...if you’re interested.

If you turn around, you can see the Duskmire slowly fading into the Evermists. I know, it looks creepy, a marsh turning into a swamp, but right there on the hill are the Moon Steps, a favorite spot among young lovers with an extremely romantic view of Oldtown.

Now, turn right again and there lies the Wall, our mountain range. The eastern edge of the world, it gets pretty chilly on top with those glaciers, but it’s quite warm inside, since that peak over there is actually a volcano! We say the Wall is like our dwarves—tough on the

SUNS AND MOONS

While no divinity is strictly connected to the Crossroads, its inhabitants worship their two suns and seven moons, which are magical entities with a strong influence on the world. The two suns are connected to fire and ice and control the four seasons:

Spring. The cold sun moves behind the warm sun.

Summer. The cold sun is behind the warm sun.

Autumn. The warm sun moves behind the cold sun.

Winter. The warm sun is behind the cold sun.

The central day of each season is marked by a day of Darkness, when all the moons shine pale in the sky.

Spring Darkness. The suns are side by side.

Summer Darkness. The warm sun covers the cold sun.

Autumn Darkness. The suns are side by side.

Winter Darkness. The cold sun covers the warm sun.

Each season lasts 50 days, with the day of Darkness and seven periods of seven days. Each period is characterized by a moon being closer to the world than the others, while each day a single moon shines brighter.

Avian moon. Vaday, Period of the Eagle

Feline moon. Felday, Period of the Cat

Serpentine moon. Serpenday, Period of the Snake

Ursine moon. Ursday, Period of the Bear

Arachnoid moon. Rakday, Period of the Spider

Cervine moon. Cerday, Period of the Deer

Wolven moon. Wolday, Period of the Wolf

Once a year but on a different day each time, all the moons disappear from the sky in a night of **True Darkness**, when all the Crossroaders gather in remembrance of the Wizard's disappearance.

outside, but soft on the inside, especially after drinking a couple or ten pints of Honeyhammer mead!

Last but not least, the town itself. We're now in the Castle Ward, and Hightown, the richest part of the city, is in front of us. You can see Oldtown next, the most popular with tourists for those lovely sights—the District of Stairs, Skybridge, you know, the ones you see on the cover of our leaflets too—and then our laborious West Ward. Most of the Crossroaders live there, far from the chaos of Oldtown and the skyrocketing prices of Hightown. What sorry, didn't hear your question? That ward outside the walls? That's Nightfair. Not the best place to be in, but you can find literally anything there. I can show you the Fair, but please, be careful, and don't speak to strangers if we go. I want you all alive and well at the end of these eighty hours!

If you have any other questions, please do ask. In the meantime, have a look at these leaflets with a map of the world and all the major landmarks. It might be useful if you get lost! When you're ready, let me know, and we will start our tour.

CHARACTER OPTIONS

CHARACTER OPTIONS: BINDER

An elf stares at the moons, with a majestic panther at her side. When she turns into the moonlight, her smile widens, her fine features slowly shifting to match those of her companion.

Riding a black bear, a wizened halfling peeks over the cliff's edge. As soon as the halfling jumps off his mount, the bear turns into a golden eagle and flies down the glen.

A child walks alone in the cave, unafraid. When the bandits approach him, he smiles, and a giant spider and two snakes crawl out of their hiding place, ready to defend him.

Binders are magically linked to their companions, spirits of the wild that have been captured, tamed or befriended through a ritual as old as the world. Companions fight to the death for their masters, empowered by the lunar magic that flows through their bonds.

A LUNAR GIFT

The power of binders is drawn from the seven moons, which shape companions to resemble their spirit guardians: eagle, cat, snake, bear, spider, deer, and wolf. Some binders devote themselves to a single moon to master a shape, up to turning themselves into their companion's form. Others worship more than one moon and are gifted with multiple companions. Few binders embrace all the moons, shifting the shape of their companion at their will.

THE MOONS CALL

Binders come from the most varied backgrounds. However, it can be difficult to keep bound companions constrained by an urban setting. For this reason, most binders prefer to live closer to nature, making a living as hunters and guides. When facing urban adventures, binders prefer places where their companion is accepted and separate from it only in dire need.

CREATING A BINDER

As you create your binder character, consider the nature of their companion bond. Is the companion forced to fight for you against its will? Or perhaps your companion is a magical gift from the moons to show you their favor. You might have saved your companion from a trap and then befriended it without even realizing you were creating a magical link. Binders' magic is usually innate, wild,

spontaneous. However, you might have learnt the binding ritual and used it to force your will over your companion.

Why did you decide to become an adventurer? Are you trying to defend the people you love and defeat the monsters that threaten your home? Or do you see your bond only as a pathway to power? How do you behave with your companion in the presence of other people?

QUICK BUILD

You can make a binder quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Constitution or Dexterity. Second, choose the outlander background.

OPTIONAL RULE: MULTICLASSING

Ability Score Minimum. As a multiclass character, you must have at least a Wisdom score of 13 to take a level in this class, or to take a level in another class if you are already a binder.

CLASS FEATURES

As a binder, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per binder level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per binder level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: Clubs, daggers, darts, light crossbows, quarterstaves, slings, spears

Tools: Herbalism kit

Saving Throws: Constitution, Intelligence

Skills: Choose three from Animal Handling, Arcana, History, Insight, Investigation, Medicine, Nature, Perception, Religion, and Survival

EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- Leather armor, a light crossbow and 20 bolts
- (a) a dungeoneer's pack or (b) an explorer's pack

THE BINDER

Level	Proficiency Bonus	Features
1st	+2	Bound Companion, Protector
2nd	+2	Healing Surge
3rd	+2	Improved Bond
4th	+2	Ability Score Improvement
5th	+3	Death Ward
6th	+3	Lunar Instinct
7th	+3	Improved Bond Feature
8th	+3	Ability Score Improvement
9th	+4	Coordinated Attack
10th	+4	Improved Bond Feature
11th	+4	Enduring Bond
12th	+4	Ability Score Improvement
13th	+5	Blessed by the Moons
14th	+5	Lunar Defense
15th	+5	Improved Bond Feature
16th	+5	Ability Score Improvement
17th	+6	Evasion
18th	+6	Lunar Guidance
19th	+6	Ability Score Improvement
20th	+6	Bond Mastery

BOUND COMPANION

At 1st level, you learn to use your magic to create a powerful bond with a spirit of the natural world. With 1 hour of work and the expenditure of 10 gp worth of rare herbs, you summon a magical animal from the wilderness to serve as your faithful companion. At the end of the hour, your bound companion appears and gains all the benefits of your Companion's Bond ability. You can have only one bound companion at a time.

When your bound companion drops to 0 hit points, it disappears, leaving behind no physical form. With 1 hour of work and the expenditure of 10 gp worth of rare herbs, you can summon your companion again.

As an action, you can temporarily dismiss your companion. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

Companion Advancement: Your bound companion has abilities and game statistics determined by its companion level. Your companion starts at 1st level and gains a companion level whenever you gain a level in this class. Your companion's proficiency bonus can be found in the Bound Companion table. The following numbers increase by 1 when its proficiency bonus increases by 1: the companion's AC, skill and saving throw bonuses, the bonuses to hit and damage of its attacks.

Animal Shape: You can select your companion from among the following animal shapes: *cervine*, *feline*, *ursine*, and *wolven*. At your DM's discretion, you can also select the following shapes: *arachnoid*, *avian*, and *serpentine*. The animal shapes are detailed at the end of the class description.



COMPANION'S BOND

Your bound companion obeys your commands as best it can. In combat, it shares your initiative count, but it takes its turn immediately after yours. On your turn, you can verbally command your companion how to act (no action required by you). If you don't issue a command, your companion takes the Dodge action.

If you are incapacitated or absent, your companion acts on its own, focusing on protecting you and itself. The companion never requires your command to use its reaction, such as when making an opportunity attack.

Your companion can't speak, but it understands one language of your choice that you speak.

ABILITY SCORE IMPROVEMENT

Whenever it gains the Ability Score Improvement feature, your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature. A bound companion can't use the optional feats rule.

TRAINING

At 2nd level, choose two skills from Athletics, Acrobatics, Insight, Perception, Stealth and Survival. Your bound companion gains proficiency in those skills and in a saving throw of your choice.

IMPROVED CRITICAL

At 3rd level, your companion's melee attacks score a critical hit on a roll of 19 or 20 on the d20.

MULTIATTACK

Beginning at 5th level, your companion can attack twice, instead of once, whenever it takes the Attack action on its turn. The number of attacks increases to three when it reaches 11th level and to four when it reaches 20th level.

IMPROVED TRAINING

At 9th level, your bound companion gains proficiency in a saving throw of your choice, then choose one of its skill proficiencies. Its proficiency bonus is doubled for any ability check it makes that uses the chosen skill proficiency.

SUPERIOR TRAINING

At 17th level, choose one skill from Athletics, Acrobatics, Insight, Perception, Stealth and Survival. Your bound companion gains proficiency in that skill and in all saving throws.

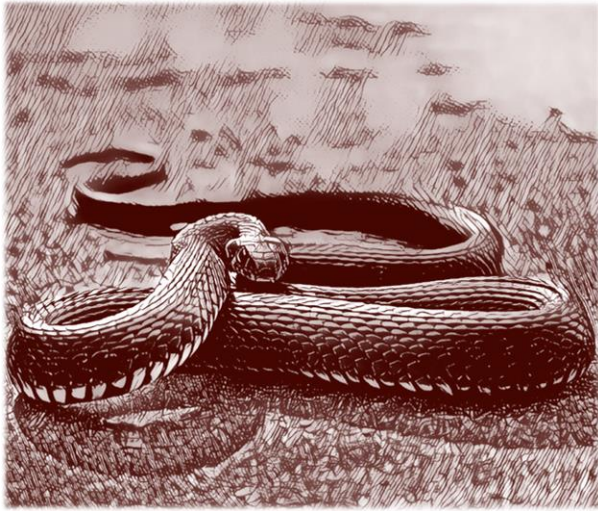
SUPERIOR CRITICAL

At 18th level, your companion's melee attacks score a critical hit on a roll of 18 or 20 on the d20.



BOUND COMPANION

Level	Proficiency Bonus	Hit Dice	Features
1st	+2	1d6	Companion's Bond
2nd	+2	2d6	Training
3rd	+2	3d6	Improved Critical
4th	+2	4d6	Ability Score Improvement
5th	+3	5d6	Multiattack (2 attacks)
6th	+3	6d6	--
7th	+3	7d6	--
8th	+3	8d6	Ability Score Improvement
9th	+4	9d6	Improved Training
10th	+4	10d6	--
11th	+4	11d6	Multiattack (3 attacks)
12th	+4	12d6	Ability Score Improvement
13th	+5	13d6	--
14th	+5	14d6	--
15th	+5	15d6	--
16th	+5	16d6	Ability Score Improvement
17th	+6	17d6	Superior Training
18th	+6	18d6	Superior Critical
19th	+6	19d6	Ability Score Improvement
20th	+6	20d6	Multiattack (4 attacks)



PROTECTOR

As a reaction, your companion can impose disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than your companion.

HEALING SURGE

Starting from 2nd level, you can heal your companion. As an action, you can touch him to restore a number of hit points equal to 1d4 + your binder level. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a short or a long rest.

IMPROVED BOND

At 3rd level, your bond strengthens. Choose an Improved Bond option, detailed at the end of the class description. The Improved Bond you choose grants you features at 3rd level and again at 7th, 10th, and 15th level.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Using the optional feats rule, you can forgo increasing an ability score to take a feat of your choice instead.

DEATH WARD

At 5th level, you have advantage on Death saving throws as long as your companion is within 100 feet of you.

LUNAR INSTINCT

At 7th level, when your companion can see you and makes an ability check or a saving throw, you can use your reaction to add your Wisdom modifier to the roll. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.



COORDINATED ATTACK

Beginning at 9th level, you and your bound companion form a more potent fighting team. When you use the Attack action on an enemy on your turn, if your companion can see you, it has advantage on attack rolls against the same enemy for its next turn.

ENDURING BOND

At 11th level, if your bound companion is slain, you summon it again with only 10 minutes of work. No rare herbs and fine food are needed to complete the ritual, removing the 10 gp cost.

BLESSED BY THE MOONS

Starting at 13th level, your companion has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

LUNAR DEFENSE

At 14th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

EVASION

At 17th level, when your companion is subjected to an effect, such as a dragon's fiery breath or a lightning bolt spell, that allows it to make a Dexterity saving throw to take only half damage; it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

LUNAR GUIDANCE

At 18th level, when your companion can see you and uses the Attack action, you can use your reaction to add your Wisdom modifier to one of the attack rolls. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

BOND MASTERY

At 20th level, you have mastered your bond. You gain the following benefits:

- If you take damage that would reduce you to 0 hit points, your companion can take that damage instead. Once you use this feature, you must finish a short or long rest before you can use it again.
- If your companion takes damage that would reduce it to 0 hit points, you can take that damage instead. Once you use this feature, you must finish a short or long rest before you can use it again.



IMPROVED BONDS

When you choose an Improved Bond option, you gain new features according to which moons you worship.

SOUL BOND

Soul binders master the power of a single moon. The Soul Bond allows a binder to channel the power of their bound companion, assuming its form. A soul binder can communicate with its companion without speaking.

SHAPESHIFT

At 3rd level, you can use your action to magically assume the shape of your bound companion. You can use this feature once. At 7th, 10th and 15th level you gain an additional use of this feature, as shown in the Soul Bond table. You regain expended uses when you finish a long rest. You can stay in an animal shape for a number of rounds equal to your binder level. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of your companion, but you retain your alignment, personality and hit points.
- When you transform, you gain a number of temporary hit points equal to five times your binder level. When these temporary hit points are depleted, you revert to your normal form. When you revert to your normal form, you lose all the remaining temporary hit points from this feature.
- You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech.
- You choose whether your equipment falls to the ground in your space or merges into your new form. Equipment that merges with the form has no effect until you leave the form.

SOUL BOND FEATURES

Level	Animal Shapes uses	Features
3rd	1	Shapeshift
7th	2	Soul Link
10th	3	Improved Shapeshift
15th	4	Improved Soul Link

SOUL LINK

Starting at 7th level, while your companion is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

IMPROVED SHAPESHIFT

At 10th level, you gain the ability to use Animal Shape on your turn as a bonus action, rather than as an action.

IMPROVED SOUL LINK

At 15th level, you can communicate telepathically with your companion and perceive through your companion's senses as long as you are on the same plane of existence.

PACK BOND

Pack binders revere two or more moons. The Pack Bond enables multiple bound companions, and each of them supports the pack with its own expertise.

PACK ADVANCEMENT

Starting at 3rd level, you can have more than one bound companion at a time, as long as the total companion level of all your companions is equal or lesser than your binder level. Whenever you gain a level in the binder class, you can choose to bind a new 1st level companion of any shape. The maximum number of companions you can have at a time is shown in the Pack Bond table. If you don't bind a new companion, choose one of your existing companions. That companion gains a level.

Your companions have abilities and game statistics determined by their companion level. Your companion's proficiency bonus can be found in the Bound Companion table. The following numbers increase by 1 when its proficiency bonus increases by 1: the companion's AC, skill and saving throw bonuses, the bonuses to hit and damage of its attacks.

This feature replaces Companion Advancement.

PACK BOND FEATURES

Level	Number of Companions	Features
3rd	2	Pack Advancement
7th	3	Improved Help
10th	4	Kindred Spirit
15th	5	Superior Help

IMPROVED HELP

At 7th level, whenever one of your companions uses the Help action to aid you or another companion in one of its skill proficiencies, the creature it aids gains proficiency in that skill for that roll, if it isn't already proficient in it.

KINDRED SPIRIT

Starting at 10th level, you can use the Help action as a bonus action if it targets one of your companions.

SUPERIOR HELP

At 15th level, whenever one of your companions uses the Help action to aid you or another companion in one of its skill proficiencies, the creature it aids gains proficiency in that skill for that roll, if it isn't already proficient in it, and its proficiency bonus is doubled for that roll.

SHAPE BOND

Shape binders embrace all the seven moons. The Shape Bond allows the bound companion to change its animal shape. In addition, a shape binder can temporarily grant the features of multiple shapes to the bound companion.

MORPH

At 3rd level, you can use your action to magically change the animal shape of your bound companion. Your companion uses the profile of the new shape, but keeps any bonus from the Companion Advancement feature. When your companion morphs into a new shape, it gains a number of temporary hit points equal to five times your binder level for 1 minute. You can use this feature once. At 7th, 10th and 15th level you gain an additional use of this feature, as shown in the Soul Bond table. You regain expended uses when you finish a long rest.

ENHANCED SENSES

Starting at 7th level, you can enhance your bound companion with senses from other animal shapes. When you morph your companion, it gains one of the following features for 1 minute: Blindsight 10 ft., Darkvision 30 ft., Skill Proficiency (Perception), Skill Proficiency (Stealth), Keen Sight, Keen Smell.

SHAPE BOND FEATURES

Level	Morph uses	Features
3rd	1	Morph
7th	2	Enhanced Senses
10th	3	Improved Morph
15th	4	Augment Companion

IMPROVED MORPH

At 10th level, you gain the ability to use Morph on your turn as a bonus action, rather than as an action.

AUGMENT COMPANION

Starting at 15th level, you can augment your bound companion with features from other animal shapes. When you morph your companion, it gains one of the following features for 1 minute: Climb 30 ft., Fly 40 ft., Pack Tactics, Relentless, Swim 30 ft.

ANIMAL SHAPES

CERVINE COMPANION

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points equal the companion's Constitution modifier + your Wisdom modifier + four times the companion's level
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills —

Senses Passive Perception 11

Languages understands the languages you speak

Charge. If the cervine companion moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2d6 damage. If the target is a creature, it must succeed on a Strength saving throw (save DC = 8 + your companion's proficiency bonus + your companion's Strength modifier) or be knocked prone.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 2d4+3 bludgeoning damage.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. **Hit:** 2d6+3 bludgeoning damage.



FELINE COMPANION

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points equal the companion's Constitution modifier + your Wisdom modifier + four times the companion's level
Speed 40 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +6

Senses Darkvision 30 ft., Passive Perception 13

Languages understands the languages you speak

Keen Smell. The feline companion has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the feline companion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a Strength saving throw (save DC = 8 + your companion's proficiency bonus + your companion's Strength modifier) or be knocked prone. If the target is prone, the feline companion can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1d4 + 2 slashing damage.

WOLVEN COMPANION

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points equal the companion's Constitution modifier + your Wisdom modifier + four times the companion's level
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages understands the languages you speak

Keen Hearing and Smell. The wolven companion has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pack Tactics. The wolven companion has advantage on attack rolls against a creature if at least one of the wolven companion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 2d4 + 1 piercing damage. If the target is a creature, it must succeed on a Strength saving throw (save DC = 8 + your companion's proficiency bonus + your companion's Strength modifier) or be knocked prone.



URSINE COMPANION

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points equal the companion's Constitution modifier + your Wisdom modifier + four times the companion's level
Speed 30 ft., climb 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills —

Senses Passive Perception 11

Languages understands the languages you speak

Relentless (Recharges after a Short or Long Rest). If the ursine companion takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. You can use this feature once. You regain expended uses when you finish a short or long rest.

Keen Smell. The ursine companion has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 piercing damage. If the target is a creature, it must succeed on a Strength saving throw (save DC = 8 + your companion's proficiency bonus + your companion's Strength modifier) or be knocked prone.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 2d4 + 2 slashing damage.

OPTIONAL ANIMAL SHAPES

The following animal shapes can be unbalanced, especially at lower levels, since they provide access to flight and blindsight. For this reason, the DM can limit their choice to 5th level or higher.

ARACHNOID COMPANION

Small beast, unaligned

Armor Class 15 (natural armor)

Hit Points equal the companion's Constitution modifier + your Wisdom modifier + four times the companion's level

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Stealth +5

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 11

Languages understands the languages you speak

Spider Climb. The arachnoid companion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the arachnoid companion knows the exact location of any other creature in contact with the same web.

Web Walker. The arachnoid companion ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. **Hit:** 1d4 piercing damage, and the target must make a Constitution saving throw (save DC = 8 + your companion's proficiency bonus + your companion's Constitution modifier), taking 2d6 poison damage on a failed save, or half as much damage on a successful one.

Web (Recharges after a Short or Long Rest). As an action, the arachnoid companion can create a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 10-foot cube from that point. The webs are difficult terrain and lightly obscure their area.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw (save DC = 8 + your companion's proficiency bonus + your companion's Constitution modifier). On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check (save DC = 8 + your companion's proficiency bonus + your companion's Constitution modifier). If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

You can use this feature once. You regain expended uses when you finish a short or long rest.



AVIAN COMPANION

Small beast, unaligned

Armor Class 16 (natural armor)

Hit Points equal the companion's Constitution modifier + your Wisdom modifier + four times the companion's level

Speed 10 ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages understands the languages you speak

Flyby. The avian companion doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The avian companion has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 1d4 piercing damage.

Talons. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 1d6 slashing damage.



SERPENTINE COMPANION

Small beast, unaligned

Armor Class 15 (natural armor)

Hit Points equal the companion's Constitution modifier + your Wisdom modifier + four times the companion's level

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills —

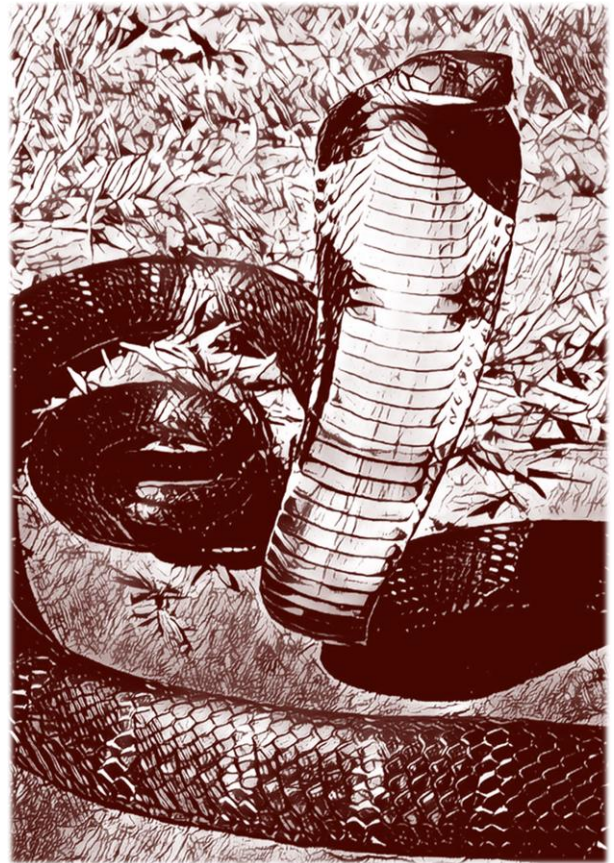
Senses Blindsight 20 ft., Passive Perception 11

Languages understands the languages you speak

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. **Hit:** 1d6+1 piercing damage, and the target must make a Constitution saving throw (save DC = 8 + your companion's proficiency bonus + your companion's Constitution modifier), taking 2d6 poison damage on a failed save, or half as much damage on a successful one.

Constrict. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. **Hit:** 1d6+1 bludgeoning damage, and the target is grappled if it's Medium or smaller. Until this grapple ends, the creature is restrained, and the serpentine companion can't constrict another target.



CHARACTER OPTIONS: FACTIONS

This section introduces the main factions of the Crossroads, with a general description and some details such as leaders, specific items, and benefits and dues of affiliation to the faction.

The backgrounds from the Player's Handbook fit perfectly into the Crossroads, and a number of existing backgrounds can be adapted to represent specific factions, as shown in the Backgrounds Table.

BACKGROUND

Background	Faction
Acolyte	Church of the Martyr
Acolyte	Cult of the Suns and Moons
Criminal	Guild of Knives
Criminal	Hunters' Corporation
Entertainer	University (School of Arts)
Guild Artisan	Brewers' Guild
Guild Artisan	Corporation of Innkeepers
Guild Artisan	Fellowship of the Weavers
Guild Merchant	Guild of Trades
Hermit	Wondertree Covens
Noble	Council
Outlander	Wondertree Covens
Sage	University (School of Magic)
Soldier	City Watch

THE BREWER'S GUILD

The Brewers' Guild is one of the oldest guilds of the Crossroads. Dealing in magical potions, alchemical brews and alcoholic beverages, they have been thriving for most of the history of the Crossroads. In recent years, however, competition from University wizards selling potions as freelancers and Honeyhammer Brewery expanding its business has caused a slow but steady decline of this guild.

Background. Guild Artisan

Leader. Master Krolmnite Gardenmist

Dues. The Brewers' Guild requires an annual contribution of 10 gp. These dues fund the guild's services and activities.

Benefits. The Brewers' Guild can recommend hired services to its members, drawing on other guild members' experiences to provide honest, reliable, and skillful work at half the normal price. Guild members can rent a comfortable room from the guild at a modest price (5 sp per day). The guild can also provide *Alchemist's supplies*, *Brewer's supplies*, and *Poisoner's kits*.

JUG OF THE BREWERS

Wondrous item, rare

You can expend 1 charge and drink from the jug to regain 2d4+2 hit points. In addition, you can expend 1 charge and name one liquid from beer, honey, mayonnaise, mead, oil, vinegar, water (fresh), water (salted), and wine. If you do, the jug produces a gallon of the chosen liquid. Afterward, you can uncork the jug as an action and pour that liquid out, up to one gallon per minute. Once the jug starts producing a liquid, it can't produce a different one until the next dawn.

This jug has 3 charges, and it regains 1d3 expended charges daily at dawn.

THE CHURCH OF THE MARTYR

The Church of the Martyr believes that the Wizard didn't create the Crossroads for himself but to nurture a superior race of chosen ones, who will descend from current Crossroaders and leave this world one day to save all others. The Church of the Martyr teaches that the Wizard was a Martyr who sacrificed his life to save the multiverse in a distant future. The Martyr's worshippers believe that the Evermists are slowly devouring the world to punish Crossroaders for their sins, in order to purge evil and make only the worthy survive.

Background. Acolyte

Leader. Unknown

Dues. The Church of the Martyr expects an annual offer of 5 gp. It is unclear where this money ends up.

Benefits. In times of need, a worshipper can appeal to a priest of the Martyr for magical aid. A cleric of the Martyr who is of sufficiently high level will cast any spell of up to 3rd level on their behalf, without charge. The priest even provides any costly material components needed for the spell, so long as the worshipper can demonstrate their need and is in good standing with the Church. The Church also provides a book containing prayers, rites, and sacred scriptures.

CANDLE OF THE MARTYR

Wondrous item, rare

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light makes attack rolls, saving throws, and ability checks with advantage.

CITY WATCH

The City Watch enforces the law of the Council and protects the Crossroads from outlandish dangers. Native Crossroaders can join the Watch when they are 16 years old, and every recruit is extensively trained in martial or magical arts. Officers of the Watch are also given magical badges that banish outlanders to their worlds.

Background. Guild Artisan

Leader. Commander Charming

Dues. City guards are part of a rigid chain of command. Each guard must undertake their missions at the direction of a commanding officer. Their absolute obedience is expected.

Benefits. A city guard can always find a place to stay and meals on a garrison. The accommodations are appropriate to the guard's rank and station, but never luxurious. The City Watch offers nonmagical weapons and armor at a 50 percent discount. Each guard is paid a regular salary (1 gp per day) and enjoys a modest lifestyle. You might receive a small salary (as little as 1 sp per day) but also receive food and housing on a military base. With higher rank comes commensurately higher pay. Officers can maintain a comfortable lifestyle.

BADGE OF THE WATCH

Wondrous item, rare

You can cast the *banishment* spell (DC 18) once a day with this badge. Creatures from the Crossroads are immune to this spell.

THE CORPORATION OF INNKEEPERS

As the second largest guild of the world, the Corporation of Innkeepers manages most of the taverns and inns of the Crossroads. Guild members are mostly innkeepers, cooks, and entertainers. The Corporation demands no involvement in politics from all its members and usually votes for the status quo in guild assemblies.

Background. Guild Artisan

Leader. Master Deren Kalador

Dues. The Corporation of Innkeepers requires an annual contribution of 15 gp. These dues fund the guild's services and activities.

Benefits. Guild members don't pay for meals and rooms at the taverns and inns of other guild members, and can enjoy reserved seats at concerts, plays, and shows. They are, however, expected to return the favor. The guild can also provide *Brewer's supplies*, and *Cook's utensils*, as well as any kind of gaming sets.

TOOLS OF THE INNKEEPERS

Wondrous item, rare

Your proficiency bonus is doubled for any ability check that involves this set of magical *Cook's utensils*.

In addition, the tools can be used to cast the *heroes' feast* spell once. If this spell is cast, the Tools of the Innkeepers lose their magic.

THE COUNCIL

The Council is the ruling body of the Crossroads, elected every seven years in a ballot where every Crossroaders older than 16 years of age can vote. The parliament is traditionally divided into seven parties of seven councilors, ruled by a Lord of the Council—for a total of 50 people.

Background. Noble

Leader. Lord Hansi Ythilen Icarus

Dues. Work for the council is performed at the direction of a councilor. A person who works for a councilor is under assignment and not entirely free to choose their own course.

Benefits. The favor of the Council grants nearly total immunity to prosecution. Any expense incurred as part of a job for a councilor is fully reimbursed. Extraordinary expenses might require explanations, but routine travel, ordinary equipment, and most services don't draw a second glance.

INSIGNIA OF THE COUNCIL

Wondrous item, rare

When you activate this insignia, you can cast the *command*, *counterspell* or *dispel magic* spell. You can do so without expending a spell slot or providing any components. The spell's save DC is 15, and the spellcasting ability modifier for any spell effects is +4.

This insignia has 3 charges, and it regains 1d3 expended charges daily at dawn. Each activation of the insignia expends 1 charge.

THE CULT OF THE SUNS AND MOONS

Most of the inhabitants of the Crossroads worship the suns and moons. The Cult of the Suns is led by the High Priest, who is publicly elected at the Temple of the Suns and serves for life. The Cult of the Moon is led by a High Priestess chosen in secret every True Darkness.

Background. Acolyte

Leader. High Priest Trageon Duskbeard (Cult of the Suns), Unknown (Cult of the Moons)

Dues. The Cult of the Suns and Moons accepts offerings of any kind, which are used to support Crossroaders in need.

Benefits. In times of need, a Crossroader can appeal to a priest of the Suns or a priestess of the Moons for magical aid. A cleric of the Suns or a druid of the Moons who is of sufficiently high level will cast any spell of up to 5th level on their behalf, without charge. The priest even provides any costly material components needed for the spell, so long as the Crossroader can demonstrate their need and is in good standing with the Cult.

MOONCHARM

Wondrous item, rare (requires attunement)

While wearing this charm, you have advantage on Intelligence, Wisdom and Charisma saving throws.

SUNCHARM

Wondrous item, rare (requires attunement)

While wearing this charm, you have advantage on Strength, Dexterity and Constitution saving throws.

THE FELLOWSHIP OF THE WEAVERS

The Fellowship of the Weavers is the youngest guild in the assembly, founded merely in 1976 by a group of tailors who wanted more representation in the assembly. After the 2009 crisis, it looked like it was also going to be the shortest-lived guild ever, but business prodigy Jamir Hrendel saved it from collapse and made it the third richest guild of the world after the Traders and the Innkeepers.

Background. Guild Artisan

Leader. Master Jamir Hrendel

Dues. The Fellowship of the Weavers requires an annual contribution of 12 gp. These dues fund the guild's services and activities.

Benefits. The Fellowship of the Weavers can recommend hired services to its members, drawing on other guild members' experiences to provide honest, reliable, and skillful work at half the normal price. Guild members can rent a comfortable room from the guild at a modest price (6 sp per day). The guild can also provide *Leatherworker's tools* and *Weaver's tools*.

NEEDLE OF THE WEAVERS

Weapon (dart), uncommon

You gain a +1d4 bonus to damage rolls made with this magic weapon.

GUILD OF KNIVES

Born as a guild of weaponsmiths, the Knives slowly turned more and more of their efforts to crime and were kicked out of the assembly. While they used to work in contraband and protection rackets, their new leader, Zenys, has pushed the Knives toward violent crimes.

Background. Criminal

Leader. Zenys

Dues. The Knives might assign members to particular tasks. Sometimes these are tasks someone has hired the Knives to perform (such as an assassination), in which case the Knives pass 50 percent of the fee on to the member. Other times, the aim is to enrich the Knives, in which case members have the privilege of keeping 50 percent of what they steal.

Benefits. A member of the Knives is protected from other members of the guild. No one in the guild targets a member for their own criminal operations. The Knives also own (or threaten) several businesses, primarily as fronts for laundering money. When members buy from one of these businesses, they get a 20 percent discount.

MARK OF THE KNIVES

Wondrous item, uncommon

This magical tattoo is usually invisible, but you can make it appear for 1 round as an action. When you show it, you have advantage on Charisma (Intimidation) checks.

THE GUILD OF TRADES

The Guild of Trades is the oldest and richest guild of the world. Founded by the Wizard himself when he realized, it leads every assembly and has the casting vote to break deadlocks. While other guilds are related to crafters and artisans, the Guild of Trades is made of merchants and traders, effectively ruling the economy of the Crossroads.

Background. Guild Merchant

Leader. Master Lialda Eiriniel

Dues. The Guild of Trades requires an annual contribution of 500 gp. These dues fund the guild's services and activities.

Benefits. When members of the Guild of Trades purchase goods and services from any guild-affiliated shop of the Crossroads, they get a 10 percent discount.

SIGNET OF THE GUILD OF TRADES

Wondrous item, rare

You have advantage on Charisma (Persuasion) checks.

THE HUNTERS' CORPORATION

The Hunters are the main organized crime syndicate of the Crossroads. They are supposedly run by a mysterious figure known as the Morrigan, and usually avoid violent crimes, dealing mainly in contraband, fraud, corruption, and spying.

Background. Criminal

Leader. The Morrigan

Dues. The Hunters might assign members to particular tasks. These are usually tasks someone has hired the Hunters to perform (such as spying, or smuggling goods), and the Hunters pass 50 percent of the fee on to the member.

Benefits. Members have access to the Hunters' "business" of dealing with contraband, such as poisons or narcotics, and they can always find somewhere to purchase them. In addition, members or associates of the Hunters are skilled at disposing of stolen goods and have access to Hunters' fences. These fences are useful for selling not just illicit goods but also expensive items such as works of art and even magic items.

MARK OF THE HUNTERS

Wondrous item, uncommon

This magical tattoo is usually invisible, but you can make it appear for 1 round as an action. You can cast the *message* cantrip with the tattoo, without providing any somatic and material component. You still have to whisper the message, but your verbal component cannot be heard by anyone but the target of the spell.

THE UNIVERSITY

The University is the main institution of higher education in the world and sponsors researchers, scholars, teachers, and treasure hunters.

Background. Entertainer (School of Arts), Sage (School of Magic)

Leader. Prof. Gohlar Bronzestaff, Rector

Dues. The University expects members to adhere to its ethical research principles to protect the dignity, rights, and welfare of research participants. A code of discipline is also in place to ensure that good standards of communal life are maintained at the University.

Benefits. Working for the University grants access to abundant resources, such as Skybridge library and museum. When working on topics of interest,

researchers can call in a favor to gain access to resources that are generally not on exhibit—dangerous relics or possibly magic items, spellbooks, and the like. Additionally, the Schools might make it possible for researchers to consult with experts in various fields.

UNIVERSITY BOOKMARK

Wondrous item, uncommon

This magical bookmark can be activated to cast the *detect magic* and *identify* spells. You can do so without expending a spell slot or providing any components.

The bookmark has 3 charges, and it regains 1d3 expended charges daily at dawn. Each activation of the bookmark expends 1 charge.

THE WONDERTREE COVENS

The Covens of Wondertree are groups of celebrants who gather under the guidance of the Witches of Wondertree to worship the moons. The rituals of the covens often involve human sacrifice, cannibalism, and other forbidden practices. Covens gather a wide range of individuals, from hunters to druids, who believe in the "old ways" rather than the "washed-up" prayers of the Cult of the Moons.

Background. Hermit, Outlander

Leader. Unknown

Dues. The Coven expects members to participate to rituals and to offer help upon request.

Benefits. A member can appeal to the coven for magical aid. A druid who is of sufficiently high level will cast any spell of up to 4th level on their behalf, without charge. The druid even provides any costly material components needed for the spell, so long as the member can demonstrate their need and is in good standing with the coven.

COVEN DAGGER

Weapon (dagger), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use a bonus action to speak this magic dagger's command word, causing the blade to shine with moonlight. While the dagger is shining, it sheds dim light in a 10-foot radius, and it deals an extra 1d8 radiant damage to any target it hits. The moonlight lasts until you use a bonus action to speak the command word again or until you drop or sheathe the dagger.

CHARACTER OPTIONS: BIRTHMARK FEATS

This section introduces a collection of special feats that allow you to explore your character's connection to the magic of the world further.

These feats are associated with the Crossroads setting and represent a deepening connection to one of the magical entities of the world, but can easily adapted to other settings.

A birthmark feat usually symbolizes a latent power that has emerged as you age, but a mark might also appear as a result of an event in the campaign, such as exposure to powerful magic or visiting a place of ancient significance.

MISTBORN

Your birth was influenced by the Evermists. When the powers of your birthmark awaken, you gain the following benefits:

- Increase your Strength, Dexterity or Constitution score by 1, to a maximum of 20.
- You learn the *minor illusion* cantrip. Starting at 5th level, you can cast the *invisibility* spell once, and you regain the ability to cast it when you finish a long rest. Your spellcasting ability for these spells is Constitution.

MOONMARK

You were born on a night of True Darkness, a sign of ill fortune for some and a good omen for others. When the powers of your birthmark awaken, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You learn the *guidance* and *friends* cantrips. Starting at 5th level, you can cast the *darkness* spell once, and you regain the ability to cast it when you finish a long rest. Your spellcasting ability for these spells is Charisma.

SUMMER SCAR

You were born during a day of Summer Darkness, with a birthmark that is always warm to the touch. When the powers of your birthmark awaken, you gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You learn the *sacred flame* cantrip. Starting at 5th level, you can cast the *augury* spell once, and you regain the ability to cast it when you finish a long rest. Your spellcasting ability for these spells is Wisdom.

WANDERLUST

You were born while your parents were travelling to another world, and you have been marked by portal magic. When the powers of your birthmark awaken, you gain the following benefits:

- Your speed increases by 5 feet.
- You can cast the *shield* spell once, and you regain the ability to cast it when you finish a short rest. Starting at 5th level, you can cast the *misty step* spell once, and you regain the ability to cast it when you finish a short rest. Your spellcasting ability for these spells is Charisma.

WINTER SCAR

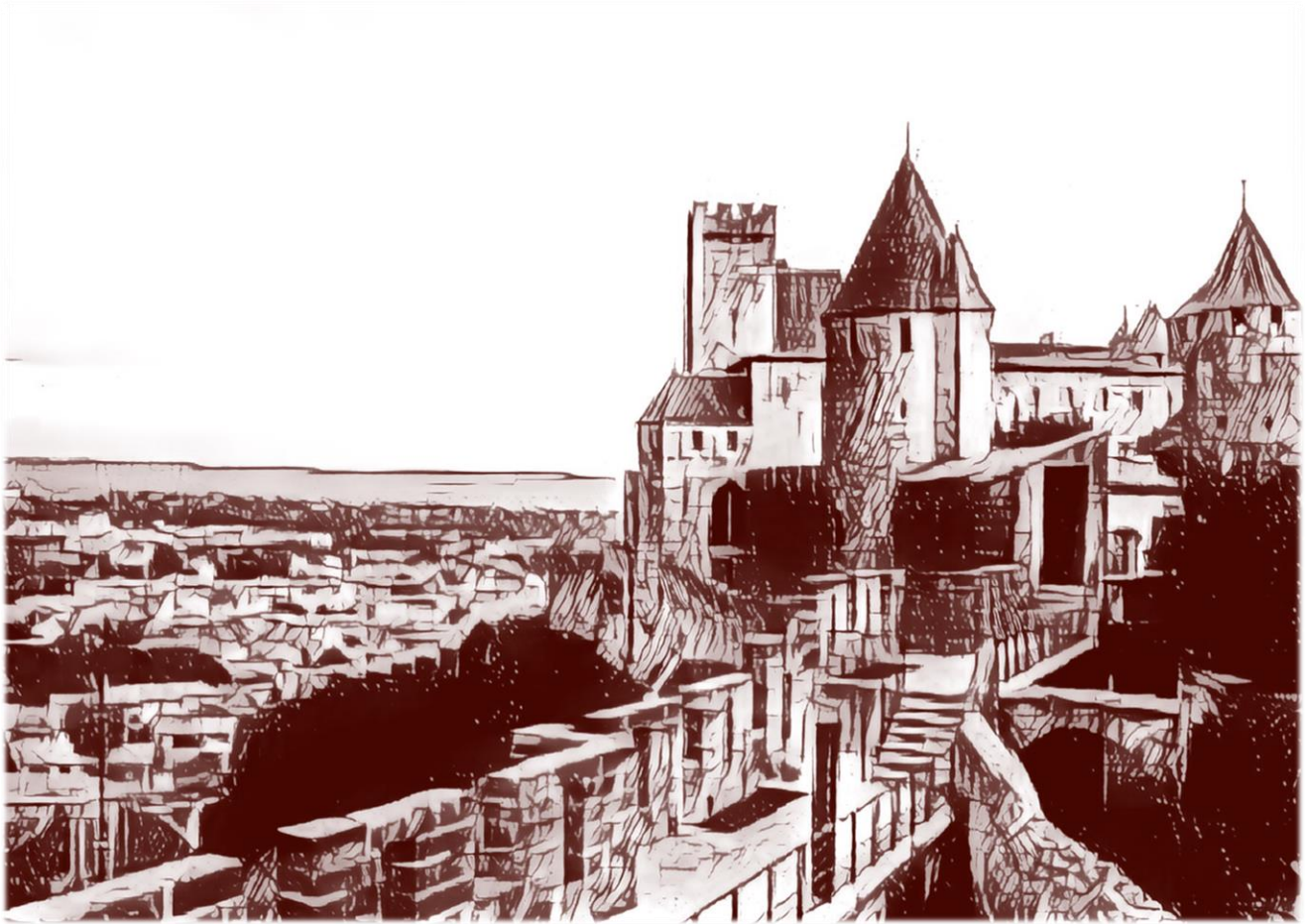
You were born during a day of Winter Darkness, with a birthmark that is always cold to the touch. When the powers of your birthmark awaken, you gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *chill touch* cantrip. Starting at 5th level, you can cast the *silence* spell once, and you regain the ability to cast it when you finish a long rest. Your spellcasting ability for these spells is Intelligence.

THE TOUR, DAY ONE



DAY ONE, MORNING: THE CASTLE WARD



WE WILL START OUR CITY TOUR IN THE Castle Ward. It may be the smallest ward of the town, but it's arguably the most important, since it includes the House of the Council, the Assembly of the Guilds and the City Watch headquarters. Be careful with the portals, King's Road has plenty of them, and there's always people going in and out without warning.

KINGSGATE

FOLLOW THE STAIRS, DOWN TO THE RIGHT, past the guard—good morning, captain—then right again and—good morning, councilor—stop in the next room. Ah, the Kingsgate, what a marvelous piece of history! There's no better place to begin with.

According to the legend, this stone here was the first part of the Crossroads to be created by our wizard. Kingsgate was erected five centuries ago when we still had a king, on the remains of the Wizard's house. At the time there was a civil war raging on, and that's why you see walls, towers, and fortresses around. We're civilized now; no more war and bloodshed, no more kings, just trade, and everyone prospers! Kingsgate is now the seat

of the guildmasters that regulate trading at the Crossroads. Lots of lawmaking and bookkeeping—I'm sure you don't need details.

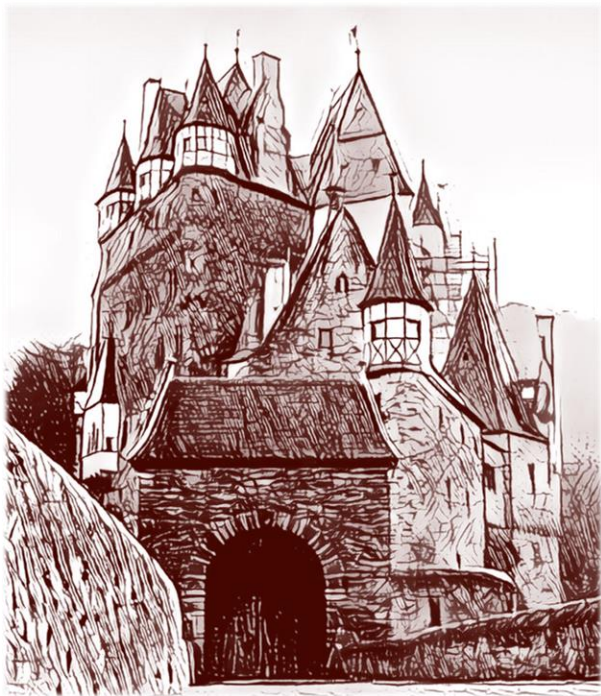
Did you know that our **Guild of Trades** might be the longest-standing institution out of all the worlds? No one can claim an older organization! Founded in the first century by the Wizard himself when he realized what a goldmine his vacation world was, it leads every assembly by tradition, with the Master of Trades holding the casting vote to break deadlocks. The current Master of Trades is **Lialda Eiriniel**. A tall and beautiful elf, you'd never guess she's almost seven hundred! She's a pretty common sight at the central market; despite her position, she still loves to haggle for the best price herself.

I'm sure you've already heard of the **Fellowship of the Weavers**. Their Draga cloaks were all the rage last year, and I see that half of you lovely visitors are wearing one. **Jamir Hrendel**, their leader, claims to have designed it himself.

You might also meet **Deren Kalador**, Master of the **Corporation of Innkeepers**, when we stop at the Broken Mug for lunch today. You'll recognize him from the crowd

around him; he's famous for his generosity and rarely refuses a favor.

Anyway, we can speak about guilds later. Exit through that door, then straight ahead to Town Hall. You can't miss it; it's that large building in white stone at the end of King's Road.



LIALDA, MASTER OF TRADES

Lialda Eiriniel is the Master of the Guild of Trades, and a member of the ruling Council of the Crossroads. Widely regarded as the most influential person in the world, she has ruled the Guild of Trades with an iron fist for almost three centuries. She's a respected and feared sight at the market, where she still goes daily to oversee that every transaction abides by the rules (and brings money to her guild).

Lialda was born the sole heir of a rich and noble elvish family in 1320. In 1503, during the civil war that spelled the end of the monarchy, her family was assassinated for their support of the king. Lialda, however, managed to escape and subsequently survived the conflict. After the war, she started building up her own fortune by running a small trading house. She slowly worked her way through the Guild of Trades, becoming the Master of the Guild in 1729. However, her authority in the guild does not go undisputed, and she frequently clashes with the rest of the Council and Lord Hansi in particular, who doesn't share Lialda's strict obedience to rules and tradition. However, she knows that Hansi wants nothing but the best for the Crossroads, and she's one of his closest allies.

LIALDA EIRINEL

Medium humanoid (elf), lawful neutral

Armor Class 26

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	20 (+5)	19 (+4)	20 (+5)

Saving Throws STR +2, DEX +6, CON +3, INT +7, WIS +12, CHA +13

Skills History +11, Investigation +17, Insight +16, Perception +16, Deception +11, Intimidation +11, Persuasion +17

Senses Darkvision 60 ft., Passive Perception 26

Languages Common, Dwarvish, Elvish, Gnomish, Orcish

Challenge 16 (15,000 XP)

Special Equipment. Lialda wears a *cloak of protection*, a *ring of invisibility*, a *ring of protection*, and a *scarab of protection*. She wields a *returning dagger*, +3.

Fey Ancestry. Lialda has advantage on saving throws against being charmed, and magic can't put her to sleep.

Legendary Resistance (3/day). If Lialda fails a saving throw, she can choose to succeed instead.

Master of Trades. Lialda can attune to up to 4 magic items.

Superior Defense. While Lialda is wearing no armor and wielding no shield, her AC includes her Intelligence and Charisma modifiers.

Scarab of Resistance. While wearing her *scarab of protection*, Lialda has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Lialda makes three attacks with her *Dagger* +3.
+3 Dagger. Melee or Ranged Weapon Attack: +13 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 9 (1d4 + 7) piercing damage. The dagger returns to Lialda's hand immediately after it is used to make a ranged attack.

Legendary Actions

Lialda 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.

Lialda regains spent legendary actions at the start of her turn.

Quick Step. Lialda moves up to her speed without provoking opportunity attacks.

Attack (Costs 2 Actions). Lialda makes one attack with her *dagger* +3.

ADVENTURE SEED: ECHOES OF THE PAST

The characters are hired at Nightfair to smuggle a sealed jar to Lialda. Apparently, the jar contains something dangerous and valuable. The characters are attacked several times on the way to Kingsgate by thugs trying to rob them. If they make it to Lialda, she finally opens the jar, which turns out to be full of lost toys from Lialda's childhood.

JAMIR, MASTER OF THE WEAVERS

The Master of the Fellowship of the Weavers, Jamir Hrendel, is a short, elegant halfling with impeccable manners. He doesn't speak much of his past, but he took control of the Fellowship of the Weavers when it was on the verge of collapse and made it the third most powerful organization of the Crossroads in the mere six years of his leadership.

Jamir's Draga cloak line has been the most-sold item in the world for two consecutive years, and it's still running strong. However, he is regarded with suspicion by the other guildmasters, who suspect Jamir is involved with organized crime.

JAMIR HRENDEL

Small humanoid (halfling), neutral evil

Armor Class 17

Hit Points 60 (12d6 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	14 (+2)	11 (+0)	18 (+4)

Saving Throws DEX +8, INT +5

Skills Acrobatics +8, Deception +14, History +5, Insight +12, Intimidation +9, Investigation +10, Perception +12, Persuasion +14, Sleight of Hand +8, Stealth +8

Senses Passive Perception 22

Languages Common, Gnomish, Halfling, Thieves' cant

Challenge 10 (5,900 XP)

Special Equipment. Jamir wields two *daggers*, +2. He wears a *leather armor*, +3.

Evasion. If Jamir is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Jamir instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Once per turn, Jamir can deal an extra 6d6 damage to one creature he hits with an attack with a finesse or ranged weapon if he has advantage on the attack roll, or when the target is within 5 feet of an ally of Jamir's that isn't incapacitated and Jamir doesn't have disadvantage on the attack roll.

Actions

Multiattack. Jamir makes two attacks with his *Dagger* +2. **+2 Dagger. Melee or Ranged Weapon Attack:** +10 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 7 (1d4 + 5) piercing damage.

Reactions

Uncanny Dodge. When an attacker that Jamir can see hits him with an attack, Jamir can use his reaction to halve the attack's damage against him.

DEREN, MASTER OF THE INNKEEPERS

As the Master of the Corporation of Innkeepers, Deren manages—directly or indirectly—most of the taverns and inns of the Crossroads. He works personally in his own exclusive restaurant at Wharf East, the Broken Mug. Despite looking like a middle-aged man whose best days are behind him, Deren has a sharp mind and can still swing a sword where he must.

In his youth, he served as a Captain of the City Watch, but he retired after his wife, a Sergeant of the Watch herself, was killed in action. During his retirement, he dedicated himself full-time to his true passion: cooking. The Broken Mug quickly became the most renowned restaurant in the world, leading the development of the Wharf East district. He has been recently elected Master of the Innkeepers, and he's still trying to understand the powers and limits of his new position.

Deren is a selfless person who goes out of his way to assist anybody in search of help. His attitude leads to long lines of people who want to speak with him, probably contributing to the success of the Broken Mug.

DEREN KALADOR

Medium humanoid (human), lawful good

Armor Class 21

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	11 (+0)	14 (+2)	10 (+0)

Saving Throws STR +8, CON +8

Skills Athletics +8, Insight +6, Investigation +4, Perception +6, Persuasion +4

Senses Passive Perception 16

Languages Common, Elvish

Challenge 9 (5,000 XP)

Special Equipment. Deren wields a *longsword of warning* and a *shield*, +1. He wears a *Mithral half plate*, +1.

Indomitable (2/day). Deren can reroll a saving throw that he fails. He must use the new roll.

Superior Critical. Deren's weapon attacks score a critical hit on a roll of 18–20.

Actions

Multiattack. Deren makes four melee weapon attacks.

Longsword of Warning. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 10 (1d8 + 6) piercing damage.

Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. **Hit:** 8 (1d10 + 3) piercing damage.

ADVENTURE SEED: THE DEVIL WEARS DRAGA

Apprentice tailor Adria, tired of her boss Ysanne's excessive demands and humiliating treatment, hires the adventurers to find compromising information about Ysanne, who is one of the tailors of the Fellowship of the Weavers behind the huge success of Draga cloaks.

If the characters investigate (and manage to defeat or elude Ysanne's numerous bodyguards), they find Ysanne stealing Draga cloaks from the Fellowship of the Weavers to sell at half price to a family of tieflings. If they manage to expose her, they get rewarded by both Adria and Jamir.

TOWN HALL

OUR TOWN HALL MAY NOT BE AS FAMOUS AS the District of Stairs or Skybridge, but it's an architectural jewel, designed in the 18th century by the most talented professors of the School of Arts. Town Hall is the seat of our ruling **Council**, which is elected every seven years by Crossroader citizens.

First councilor of the day for us, over there! See that gnome? Yes, the purple-haired one. **Krolmnite**, also Master of the **Brewers' Guild**. Wine, beer, potions...they brew everything. Well, almost. They've tried to obtain the secret recipe for Honeyhammer mead for ages, but the dwarves hold their secrets closer than their spouses.

Anyway, back to our visit: The Council is currently led by Lord **Hansi Ythinel Icarus**, who is probably going to be re-elected for the fourth time next year. A fourth election would be a great result for him and a first in our history, and he's very popular. Everybody knows he'll make it, though he might lose some precious seats this time after a pretty bad scandal last year.

On the other hand, **Jacob Khariel** made his fame as the finest watchmaker of this and many other worlds, and is the leader of the opposition. Since his election, he's almost completely stopped manufacturing clocks, and his pieces are now sold for the price of entire cities. There's a king—no, I'm not going to name the kingdom, or the world—who offered his daughter's hand for one of them!

Please, be quiet now, as we're about to enter the House of the Council. You have ten minutes to admire its splendors—I'd suggest you start from the heraldry behind the Lord's Seat and then move around. Don't forget to touch the tail of the Imp, that small statue behind the old throne, it's supposed to bring you good fortune. Once you're done, please walk through the Gallery of Mirrors and meet me at the beginning of the elevated passage to the Fortress. Don't be late!



ADVENTURE SEED: A FAVOR FOR A FAVOR

Deren finds himself in the unusual position of needing a favor from someone. A group of his tavern guards are sick due to food poisoning, and he can't find anyone to protect the dodgy Black Horse Inn at the Docks. In exchange for the adventurers' help in defending Otto, the innkeeper, for one night, he promises to assist them in whatever they need.

The adventurers have to make sure that both inn and innkeeper survive the night. Unfortunately, the Black Horse has a lot of issues.

First, there is an invasion of rats in the basement (that are actually imps summoned by a competitor). Then, drunk orcs are looking for trouble and try to get into a fight with other customers. Finally, a thief tries to steal Otto's money from a locker behind the counter, and she's ready to stab whoever hinders her escape.

KROLMNITE, BREWERS' MASTER

A tall gnome in their nineties, Krolmnite is the leader of the Brewer's Guild. They're an easily recognizable figure, defying gnomish hat tradition with purple buns. Once the richest guild after the Trades, the Brewers has seen a steady decline in the last century due to strong competition from the University for potions and from Honeyhammer Brewery for alcoholic beverages.

A rebel since their early years, Krolmnite was cast out of the Gardenmist family in their forties and had to make their way through the world by selling their notorious love potions. Since their election, Krolmnite has been trying to convince the Honeyhammer clan to join their guild in exchange for the stronger trading network of the Brewers—without much success, might I add.

ADVENTURE SEED: MONEY, MONEY, MONEY

The adventurers are due to be paid after a job for the Brewers. However, rather than paying them with gold, Krolmnite's attendant hands them a payslip that will allow them to get the money at Kingsgate in ten days. The payslip needs to be filled in with the characters' details and other information, and the attendant recommends them to fill in the whole document before going to Kingsgate.

Upon their arrival at Kingsgate, they realise the form was not supposed to be filled in and are accused of fraud and imprisoned for their actions. When the characters are released (or evade), they realise that they missed the money collection, and the attendant kept it all for himself.

If they face the attendant, he tries to explain that he cheated them to return the money to the Brewers' Guild, which is facing a dire economic situation. If they insist on having their money, the attendant attacks the characters and tries to kill them.

KROLMNITE GARDENMIST

Small humanoid (gnome), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 75 (15d6 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	20 (+5)	13 (+1)	12 (+1)

Saving Throws INT +9, WIS +5

Skills Arcana +13, History +13

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish, Elvish

Challenge 12 (8,400 XP)

Gnome Cunning. Krolmnite has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Krolmnite is a 16th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Krolmnite has the following spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *jump*

2nd level (3 slots): *enhance ability*, *mirror image*, *misty step*

3rd level (3 slots): *fireball*, *fly*, *lightning bolt*

4th level (3 slots): *fire shield*, *polymorph*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*

6th level (1 slot): *flesh to stone*

7th level (1 slot): *regenerate*

8th level (1 slot): *glibness*

*Krolmnite casts these spells on themselves before combat.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 2 (1d4 + 2) piercing damage.

HANSI, LORD OF THE COUNCIL

Hansi's meteoric rise to fame twenty years ago led him to assume control of the Council with almost no opposition. Once a famous storyteller, he managed to save the world from an unexpected incursion of monsters from the Evermists along with his companions, legendary half-orc warrior Charming and archmage Ezra. For his heroic deeds, he was elected Lord of the Council and has ruled the Crossroads ever since, granting the land two decades of unprecedented prosperity.

Despite his success, Hansi has several detractors: His open-market policies have angered many Crossroaders, who claim that those policies are nothing but a personal attempt to make himself richer and more powerful. Additionally, his humble origins and his sharp tongue have earned him many enemies among the aristocracy.

Hansi seems aware of, and involved in, everything that happens at the Crossroads—from trading and teaching, to illegal operations. His influence extends from the government to a vast underground network of operatives. By pulling some strings, his friend Charming was elected Commander of the City Watch, and Ezra became the Head of the School of Magic as well. Despite Hansi's extravagant lifestyle and progressive ideas, he also managed to win the support of Lialda, who's known to be extremely conservative.

Hansi spends most of his free time at the Golden Drake, his own tavern, where he still performs twice a week. He also lectures at the School of Art—some say only to meet with Vanya, the Head of the School. Hansi's actual private life is a mystery. Maybe he's having an affair with Vanya, or maybe it's with Lialda. Or maybe he only has eyes for the enchantress he sings of when telling stories of his adventures—a woman some people claim to be none other than the enigmatic Morrigan. Or maybe he simply dedicates his whole life to politics and music, with little time for anything else.

ADVENTURE SEED: MYSTERIOUS STRANGER

A tall, handsome elf in fine clothes approaches the characters in the streets. He seems to know their names and says he has information that would be very valuable to them if they chose to return to the same spot that night. When they do, the stranger is nowhere to be seen, but the characters see Hansi and Vanya leaving Town Hall hand in hand. When Hansi goes back inside, Vanya is attacked by kidnappers. If the characters escort her back to her house in the District of Lights, they are ambushed again at Vanya's place. After saving her, she rewards them. Hansi pays for their silence.

HANSI YTHINEL ICARUS

Medium humanoid (human), chaotic good

Armor Class 19

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	16 (+3)	15 (+2)	24 (+7)

Saving Throws STR +1, DEX +10, CON +8, INT +4, WIS +9, CHA +14

Skills Acrobatics +9, Arcana +9, Deception +19, History +9, Insight +8, Intimidation +19, Investigation +9, Perception +8, Performance +19, Persuasion +19, Stealth +9

Senses Passive Perception 18

Languages Common, Elvish

Challenge 20 (25,000 XP)

Special Equipment. Hansi wears a *cloak of invisibility*, a *ring of protection*, and a *studded leather*, +3. He wields a *dancing shortsword*, and a *Cubic Gate*.

Cutting Words. When a creature (that's not immune to being charmed) Hansi can see within 60 ft. makes an attack roll against him, subtract 1d4 from the creature's roll.

Legendary Resistance (3/day). If Hansi fails a saving throw, he can choose to succeed instead.

Spellcasting. Hansi is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Hansi knows the following spells:

Cantrips (at will): *dancing lights*, *message*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *charm person*, *disguise self*, *feather fall*, *Tasha's hideous laughter*

2nd level (3 slots): *calm emotions*, *invisibility*, *suggestion*

3rd level (3 slots): *counterspell*, *dispel magic*, *nondetection*

4th level (3 slots): *charm monster*, *confusion*

5th level (3 slots): *dominate person*, *hold monster*

6th level (2 slots): *mass suggestion*, *true seeing*

7th level (2 slots): *mirage arcane*, *plane shift*

8th level (1 slot): *dominate monster*, *feeblemind*

9th level (1 slot): *foresight*, *wish*

Actions

Multiattack. Hansi makes two attacks with his *Dancing Shortsword*, then casts a spell.

Dancing Shortsword. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

Legendary Actions

Hansi 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.

Hansi regains spent legendary actions at the start of his turn.

Attack. Hansi makes one attack with his *dancing shortsword*.

Cast Spell. Hansi casts a spell of 3rd level or lower.

Legendary Inspiration. A creature (other than Hansi) within 60 ft. that can hear Hansi adds 1d12 to its next ability check, attack roll, or saving throw.

ADVENTURE SEED: TIME IS RUNNING OUT

One of Jacob's clocks is in need of a special replacement spring. If the clock stops, the magic of the clock will stop working, and the only replacement can be found at Khor Keep. The characters are hired to hurry there and return with the missing piece in less than a day.

On the way there and back, they have to face hungry bears, an ice storm, and an avalanche. Additionally, they must also find a way to convince an angry, sleepy gnome to allow them entrance into Khor Keep and speak to Ghindo.

JACOB THE WATCHMAKER

Jacob is the finest watchmaker of the Crossroads. He has always been obsessed with time, devoting himself to the study of all its aspects. Alongside mechanics, many of his creations are filled with magic. He learned from the best; his teachers were the famous gnome inventor, Ghindo, and the late archmage, Benthall.

Jacob's fascination with time began when he was but a child, when his parents aged three decades overnight because of a temporal anomaly during an off-world trip. He took on the study of time to prevent other families from suffering the same. However, he ended up destroying his own family when his obsession with his work led to his wife's suicide. Subsequently, his son, Anton, left home to join the Watch.

Khariel clocks are priceless; sought after by the sovereigns of hundreds of worlds, they sell for huge sums of money and are often traded for powerful artifacts. The value of Jacob's creations has increased even further in the last five years since he's become leader of the opposition in the Council. His new position leaves him no time to work on anything else, and he has even sold his historical shop in the District of Lights.

ADVENTURE SEED: SHOWERS FOR THE BREWERS

Every night for a week, a Kingsgate accountant is kidnapped and found again the morning after, naked and half-poisoned in the fountains of Town Hall, with no memory of the night before. All of the accountants work for the Brewers, and the characters are hired by the Guild to investigate the Guild of Trades, who they suspect is behind the assaults.

The adventurers can either discover that the accountants jumped into the fountains on their own, or that all the kidnapped accountants had debts that had been forgiven right after their kidnapping.

The entire case is rigged. The accountants agreed to test dangerous brews on themselves in exchange for money, and the Guild is using the kidnapping to also frame competitors.

JACOB KHARIEL

Medium humanoid (human), lawful evil

Armor Class 10

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	14 (+2)	20 (+5)	12 (+1)	10 (+0)

Saving Throws CON +8, INT +10

Skills Arcana +10, Insight +7, Investigation +10, Persuasion +6, Sleight of Hand +6

Senses Passive Perception 11

Languages Common, Dwarvish, Gnomish

Challenge 17 (18,000 XP)

Legendary Resistance (3/day). If Jacob fails a saving throw, he can choose to succeed instead.

Spellcasting. Jacob is a 19th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Jacob has the following spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *absorb elements*, *cure wounds*, *heroism*, *sanctuary*, *shield*

2nd level (3 slots): *detect thoughts*, *invisibility*, *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *dispel magic*

4th level (3 slots): *greater invisibility*, *fabricate*

5th level (3 slots): *telekinesis*, *wall of force*

6th level (2 slots): *circle of death*, *disintegrate*

7th level (1 slot): *forcecage*, *teleport*

8th level (1 slot): *maze*

9th level (1 slot): *time stop*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 2 (1d4) piercing damage.

Legendary Actions

Jacob 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. Jacob regains spent legendary actions at the start of his turn.

Cast Spell. Jacob casts a spell of 3rd level or lower.

Momentary Stasis. Jacob magically forces a creature he can see within 60 feet of him to make a Constitution saving throw (DC 19). Unless the saving throw is a success, the creature is encased in a field of magical energy until the end of Jacob's next turn or until the creature takes any damage. While encased in this way, the creature is incapacitated and has a speed of 0.

Ravage of Time. Jacob targets a creature he can see within 60 feet, putting its physical form through the devastation of rapid aging. The target must make a Constitution saving throw, taking 5d12 necrotic damage on a failed save, or half as much damage on a successful one.

THE FORTRESS

THE FORTRESS IS THE FINAL PART OF OUR visit to the Castle Ward. It's the main seat of the **City Watch**, though smaller outposts can be found in every district. Only native Crossroaders are allowed to join the Watch, and every recruit is extensively trained in martial and magical arts to be prepared for every possible threat to law and order. Have you noticed the City Badge of the officers? There, the captain is wearing one—good morning, captain, great to see you back in service after the accident!—Well, that badge is what protects our small town from trouble. Designed by our finest mages around the 12th century, it allows the wearer to banish foreigners to their worlds of origin.

A question? Yes, please ask. You mean, why no one invaded such a rich town before those badges were invented? Well, the nature of our world's magic doesn't allow non-natives to stay for long periods. You can stay for some days, maybe a month, but then you start to weaken, and you might actually die if you don't go back to your world. Here, homesickness can literally kill you!

Look at that portrait right next to the staircase. That's **Charming**, Commander of the Watch. Our city champion whose deeds are sung in the taverns of many worlds—you might have heard of how he was blessed with a unicorn steed after losing his dear horse, White, to a devious monster from beyond the Evermists. Or maybe you know the Ballad of Charming and the Thousand Sprites, in which he faced an army of mischievous forest spirits alone, armed only with his scythe, and came out victorious with not a single bruise. Little-known fact, Hansi himself composed that song!



The staircase leads down to the dungeons, but we aren't allowed to visit that part. Here, follow me to the walls; there's a very nice view of the Hightown from here. Those ladies training in the courtyard are **Alehen** and **Eva Faberga**, Charming's seconds-in-command. You can't see their faces under the helmets, but they are twin sisters. They're easy to recognize though: Alehen is the one with the blue band, Eva has the green. I heard they started wearing them because they were annoyed at Charming for not being able to tell them apart.

Our visit to the Castle Ward is now over; please follow me down these stairs and over the bridge to Hightown.

ADVENTURE SEED: DOUBLE TROUBLE

Two con artists are impersonating Alehen and Eva Faberga, buying expensive items and billing the Faberga household. The fake twins disappear as soon as the City Watch is nearby, so the adventurers are asked to investigate undercover. The impersonators are two illusionists who have set up base at a warehouse next to the Harbour. The warehouse is full of traps, and several thugs also make an appearance.

WATCH COMMANDER CHARMING

Charming's mother, a trapeze artist of the Circus of Wonders, became pregnant after her troupe was assaulted in a distant world by bandits. When Charming was born, the troupe master, disgusted by the child's orcish nature, tried to convince her to give the child away, telling her that Charming would grow up evil and uncivilized like his unknown father. His mother, however, decided to keep him and raise him with the highest ideals. Every night, she read fairytales to her son, who was so fascinated by them that he dreamt of being a hero when he grew up. When the child stole a blonde wig and shining white armor from the Circus costumes, the members of the troupe started calling him Prince Charming. The nickname stuck so fast that nobody remembers his actual name today, Charming himself included.

Two decades ago, when the Crossroads was threatened by otherworldly beasts from the Evermists, Charming fought bravely and widely, defending the town alongside his companions Hansi and Ezra. When he left town to fight the enemy, our hero was mocked as a stupid, delusional orc who believed he was Prince Charming. He came back as a hero riding a unicorn, wearing golden armor and wielding a scythe of pure light.

Since then, people started taking him seriously, despite his peculiarities. He joined the City Watch and, thanks to

his unmatched weapons skills, his noble ideals, and his friendship with Hansi, he quickly rose through the ranks to become the Commander.

CHARMING

Medium humanoid (half-orc), lawful good

Armor Class 18 (plate)

Hit Points 252 (24d8 + 144)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	22 (+6)	7 (-2)	14 (+2)	10 (+0)

Saving Throws STR +13, CON +12

Skills Athletics +13, Perception +8, Survival +8

Damage Resistances nonmagical damage

Senses Darkvision 60 ft., Passive Perception 18

Languages Common

Challenge 18 (20,000 XP)

Special Equipment. Charming wields a *sunscythe* and a *heavy crossbow*, +2. He wears an *armor of invulnerability* and a *ring of spell turning*.

Legendary Resistance (3/day). If Charming fails a saving throw, he can choose to succeed instead.

Spell Turning. While wearing his *ring of spell turning*, Charming has advantage on saving throws against any spell that targets only him (not in an area of effect). In addition, if he rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on Charming and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Superior Critical. Charming's weapon attacks score a critical hit on a roll of 18–20.

Actions

Multiattack. Charming makes four melee weapon attacks.

Sunscythe. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 19 (2d8 + 10) radiant damage. This weapon ignores resistance to radiant damage.

+2 Heavy Crossbow. Ranged Weapon Attack: +10 to hit, range 100/400 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage.

Invulnerable (1/day). Charming makes himself immune to nonmagical damage for 10 minutes or until he is no longer wearing the *armor of invulnerability*.

Legendary Actions

Charming 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. Charming regains spent legendary actions at the start of his turn.

Attack. Charming makes one weapon attack.

Cleave (Costs 3 Actions). Charming moves up to his speed without provoking opportunity attacks, then makes one attack with his *sunscythe*. He can make one attack against each creature he moves past.

ALEHEN AND EVA FABERGA

Alehen and Eva are the heirs of the Faberga, one of the oldest noble families of the Crossroads. Much to their father’s displeasure, they decided to enroll in the City Watch rather than attending the University when they turned sixteen.

Trained by Charming himself, they proved their valor both in martial and social etiquette. Quickly rising through the ranks together, at only twenty-nine, the twins are the youngest deputy commanders of the City Watch in the Crossroads’ history.

Alehen and Eva are physically unrecognizable from each other, and they usually wear similar clothes. Even their weapons are identical blades, forged together in the Anvil. They grew up sharing everything: equipment, training and—according to the gossip—lovers, too.

When they’re not in service, the twins spend their time at the Golden District and can be found at Heroes’ Hall or the Golden Drake. Whenever they’re around, there’s always some suitor trying to approach them—often an otherworlder, because everyone knows the twins are famous for turning down their suitors in humiliating ways. The few people who managed to woo either of the two were quickly discouraged by their demanding parents anyway, who want to see them married to only the richest and purest of aristocracy.

FABERGA TWIN

Medium humanoid (human), neutral good

Armor Class 18 (plate)					
Hit Points 136 (16d8 + 64)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)
Saving Throws STR +9, DEX +7, CON +8					
Skills Athletics +9, Investigation +5, Insight +5, Perception +5, Persuasion +8					
Senses Passive Perception 15					
Languages Common, Dwarvish, Elvish, Gnomish, Orcish					
Challenge 10 (5,900 XP)					

Special Equipment. Each twin wields a *greatsword*, +2.
Indomitable (3/day). The twin can reroll a saving throw that she fails. She must use the new roll.
Teamwork. If both Faberga twins are within 10 feet of each other and can see and hear each other, they have advantage on ability checks, saving throws and attack rolls.

Actions

Multiattack. The twin makes three weapon attacks.
+2 Greatsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 14 (2d6 + 7) piercing damage.
Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

DAY ONE, AFTERNOON: HIGHTOWN



HIGHTOWN IS THE RICHEST WARD OF THE Crossroads. Only the richest can afford to live here: councilors and guildmasters, and some professors from the University, though most of them are here less for the prestige and more for the short commute from Wharf East.

THE DISTRICT OF LIGHTS

OUR FIRST STOP IN HIGHTOWN IS THE District of Lights. You saw the illusionary fireworks show from Kingsgate Tower last night, so you can imagine why it's called that. That show is a millenary tradition with roots in an accident at the **Brazen Vial**, that small shop over there, in the second century.

The story goes that an overenthusiastic customer mixed some potions together while the owner was distracted and created a magical explosion, blowing up the shop and half of the street with it. As it's told, people who saw the explosion from the Castle thought it was a show and were delighted by the multitude of colors and shapes. Since that day, an illusionary show has been held every single night.

The Brazen Vial is also the oldest continuously open shop of the Crossroads. If you follow me inside, I'll introduce you to the current owner, master alchemist

Falrinn. No, not the tall girl at the counter. Look further down; he's the gnome. Hello, Falrinn! Have a little peruse through the store, guys; I'll meet you outside.

And here you are. Apart from the Brazen Vial, this district is also famous for its magic and technology shops. **The Gearbox**, that store on the corner, was Jacob Khariel's old laboratory, but he sold it when he became a councilor. It's now owned by gunsmith **Artia**, who specializes in black-powder weapons. Only cutting-edge technology here—I bet you can't find them yet in your worlds!

FALRINN THE ALCHEMIST

A distant cousin of councilor Krolmnite, Falrinn is a renowned alchemist who sells his brews and items at the Brazen Vial, his shop in the District of Lights. The shop was supposedly opened by his distant ancestor Phos Gardenmist II, whose magical fireworks were the favorite of the Wizard himself, and it has been run by Falrinn's family for the entire history of the Crossroads.

The shop's products range from acid, antitoxins, and soaps to more esoteric items, such as vials of alchemist's fire. Falrinn's grasp of alchemy is nothing short of mastery—he's been seen turning iron into gold and curing even the rarest of diseases with his arts.

FALRINN GARDENMIST

Small humanoid (gnome), chaotic good

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	16 (+3)	8 (-1)	12 (+1)

Saving Throws INT +7, WIS +3

Skills Arcana +7, History +7

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Gnomish, Elvish

Challenge 9 (5,000 XP)

Gnome Cunning. Falrinn has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Falrinn is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Falrinn has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *mending*

1st level (4 slots): *detect magic*, *identify*, *mage armor*

2nd level (3 slots): *alter self*, *knock*, *misty step*

3rd level (3 slots): *blink*, *fireball*, *slow*

4th level (3 slots): *polymorph*, *fabricate*

5th level (1 slot): *telekinesis*

Philosophers' Stone. Falrinn carries a magic stone he crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- Extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage

If Falrinn has the stone and casts a transmutation spell of 1st level or higher, he can change the effect of the stone.

Actions

Master Alchemist. Falrinn consumes the reserve of transmutation magic stored within his transmuter's stone in a single burst. When he does so, he chooses one of the following effects and the transmuter's stone can't be used until he finishes a long rest.

- **Major Transformation.** Falrinn can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. He must spend 10 minutes handling the object to transform it.
- **Panacea.** Falrinn removes all curses, diseases, and poisons affecting a creature that he touches with the transmuter's stone. The creature also regains all its hit points.
- **Restore Life.** Falrinn casts the *raise dead* spell on a creature he touches with the transmuter's stone.
- **Restore Youth.** Falrinn touches the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.



ADVENTURE SEED: ELIXIR OF YOUTH

Falrinn finds Xana, his shop assistant at the Brazen Vial, murdered in cold blood, and the alchemical formula for the elixir of youth that he has been working on for months has disappeared. The City Watch investigation leads nowhere, so Falrinn hires the adventurers to check if his elixir has ended up on the black market at the Trade Fair.

If the characters investigate without being discrete, several gangs attack them. However, while all of them are interested in the elixir, none have any information apart from the names of some thieves who disappeared the night of the murder.

The thieves' house is locked and protected by magical traps, but a secret door in the basement leads to a small room containing the withered bodies of three extremely old men found clutching the missing formula in their hands.

The old men are the thieves who mistakenly tried to brew the elixir without great care, resulting in the potion that aged them to their deaths. Falrinn rewards the adventurers and burns the formula, saying it's too dangerous for the world.

ARTIA THE GUNSLINGER

Born into Crossroads nobility, Artia trained briefly in the City Watch before leaving the town to study under master inventor Ghindo at Khor Keep. Out of all of Ghindo's inventions, Artia found black powder to be the most fascinating, and thus he began making weapons for it. Not satisfied with his creations, he left to travel the worlds to discover what was missing from his designs.

In his adventures, Artia found himself using his pistols far more often than designing them—and enjoying it just as much. After three years of treasure and bounty hunting, he came back to the Crossroads, bought a shop in the District of Lights and returned to his original trade. He may have retired from his lucrative mercenary activities without explanation, but his latest pistols are said to be the most reliable designs on the market and are sought after by gunslingers from all over the known universe.

ARTIA DE NUILLE

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws DEX +6, INT +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Senses Passive Perception 13

Languages Common, Gnomish

Challenge 8 (3,900 XP)

Evasion. If Artia is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Artia instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Deadeye Shot (2/day). Artia has advantage on his next attack roll.

Sneak Attack (1/turn). Artia deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Artia that isn't incapacitated and Artia doesn't have disadvantage on the attack roll.

Gunslinger. Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on Artia's ranged attack rolls with a pistol. In addition, Artia ignores half cover and three-quarters cover when making ranged attacks with a pistol.

Actions

Multiattack. Artia makes two pistol attacks.

Pistol. Ranged Weapon Attack: +6 to hit, range 30/90 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage.

WHARF EAST

AND FINALLY, WE STOP FOR LUNCH! THE **Broken Mug** is not your simple tavern, no. Finest restaurant at the Crossroads, I swear! You wouldn't expect anything less from Deren, obviously, who owns the place. I've heard their new cook, **Silvio**—that halfling over there—is fantastic, but I haven't had the chance to taste his creations yet.

Look around while you eat, this is the newest area in town. Used to be pretty cheap. Then, six years ago, the guilds started buying up the land and pouring money into development, and look at it now! Shiny new shops, clean streets, inns decorated with magic...Coolest place in town right now, not a doubt about it.

After lunch you'll have a free hour, since I'm sure you want to visit **One Button**, right across the street. Incredible story, that store. A young girl with a head for

business, **Kyra Delbian**, opened it seven years ago as a small gift shop. She had no idea that the area was going to boom. In less than four years, she was running the biggest store in the whole world. Try not to spend all your savings there, though, because we still have the Central Market to visit later!

Now, our tour would normally cross the Arch right here to go to the University, but as you can see there're some problems. We'll let the City Watch handle that—hello again, captain!—and try to come back later.



CHEF SILVIO

A brilliant halfling cook hired by Deren, Silvio spent his youth living on the borders of the Deadwood, where his parents abandoned him as a young child. After angering one of the Witches of Wondertree, he was turned into a goat. When a group of adventurers lifted his curse by chance, Silvio decided to follow them to the town center and change his life for good.

ADVENTURE SEED: SECRET INGREDIENTS

Silvio hires the adventurers to find a rare blue mushroom that grows only in the Deadwood, near an abandoned village called Wondertree.

When the characters go there, they are attacked by several wild animals. They soon realise that Wondertree is not as abandoned as they once believed, and that the blue mushrooms only grow in the garden of a malevolent witch.

SILVIO BRUSCONI

Small humanoid (halfling), neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d6 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Saving Throws WIS +4

Skills Medicine +4, Nature +3, Perception +4

Senses Passive Perception 14

Languages Common, Halfling, Druidic

Challenge 2 (450 XP)

Spellcasting. Silvio is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared: Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh* 1st level (4 slots): *create or destroy water*, *detect poison and disease*, *goodberry*, *healing word*, *purify food and drink* 2nd level (3 slots): *barkskin*, *lesser restoration*, *locate animals or plants*

Actions

Wooden Spoon. Melee Weapon Attack: +2 to hit (+4 with *shillelagh*), reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*. **Chef's Knife. Melee or Ranged Weapon Attack:** +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 3 (1d4 + 1) piercing damage.

KYRA OF ONE BUTTON

When Kyra inherited money from a distant aunt, she decided to follow her dream and open a gift shop rather than running her family's butchery. Since she couldn't afford a place in the Golden District or the District of Lights, she bought a small venue at Wharf East—right before the huge renovation of that area. Her shop, One Button, was so successful that it expanded to encompass the whole block, and Kyra is now opening another four venues around the town.

ADVENTURE SEED: SHOPLIFTERS

Annoyed by a series of small thefts in her stores, Kyra suspects one of her shop assistants, Nao, and hires the party to investigate without involving the City Watch. If the party follows Nao, they realise she is actually behind the thefts, but if questioned she denies it and say she has been experiencing weird lapses of memory when the shoplifting happens.

Investigating further leads to a band of gnome enchanters that steals from shops through magical suggestion, compulsion, and memory manipulation.

KYRA DELBIAN

Medium humanoid (half-elf), chaotic neutral

Armor Class 13 (leather)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	16 (+3)	17 (+3)

Skills Deception +5, Insight +5, Perception +7, Persuasion +7, Sleight of Hand +4, Stealth +4

Senses Darkvision 60 ft., Passive Perception 17

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of her turns, Kyra can use a bonus action to take the Dash, Disengage, or Hide action.

Innate Spellcasting. Kyra's spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells: At will: *friends*, *guidance*, *vicious mockery*

Sneak Attack (1/turn). Kyra deals an extra 7 (2d6) damage when she 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 Kyra that isn't incapacitated and Kyra doesn't have disadvantage on the attack roll.

Actions

Multiattack. Kyra makes two melee attacks.

Rapier. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage.

THE GOLDEN DISTRICT

I'M SURE YOU WON'T BE DISAPPOINTED IF WE go straight to the Golden District. It's the best place for souvenir shopping; you'll only find Crossroads-made items here! Right next to the Central Market, plenty of inns to spend the night, and it's way more affordable than Wharf East—if you still have money left after One Button. We'll spend the afternoon here (free roaming time) and then meet up again to go to the Central Market.

I suggest you save some time to visit the **Golden Drake**, the best tavern in town for music and comedy. There's always a show on, and there are several rooms with different genres; just pick the one you prefer. Personally, I'm a big fan of the Iron Harpers. Those girls can get *any* sound out of their Ibanelf harps.

Aside from the Golden Drake, you might go to either **The Mask**, Jamir's renowned clothing outlet, or **Heroes' Hall**, where adventurers from all the worlds meet to share their stories. If you do happen to go there, tell **Gall** and **Mya Doran**, the owners, that you're on my tour. They'll grant you a good discount on the entry ticket.

You might also visit **Gryphon College**, an exclusive school (for rich kids) run by **Cancarlo de Montserrat** and his friends **Goran** and **Alina**—and don't miss their tavern either, the **Siren's Call**. When you're done, please reach me at the Central Market. Try not to be late!

ADVENTURE SEED: DESTRUCTIVE RENOVATION

Gall and Mya, while renovating the cellar in Heroes' Hall, discover a strange stone door behind some shelves. When they open it, a band of goblins swarms out of it.

GALL AND MYA

Gall and Mya met when they were hired together to travel the worlds as guards for a rich merchant. They decided to marry and settle down after an expedition they were guarding was exterminated by a dragon attack. Back at the Crossroads after years of adventures, they opened Heroes' Hall to give travelers a place to tell their stories. This way, they don't miss their previous life too much while staying safe, comfortable, and dry. Well, mostly.

GALL DORAN

Medium humanoid (elf), lawful neutral

Armor Class 18 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws STR +5, DEX +7, CON +6

Skills Athletics +8, Performance +5

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Elvish

Challenge 5 (1,800 XP)

Fey Ancestry. Gall has advantage on saving throws against being charmed, and magic can't put him to sleep.

Actions

Multiattack. Gall makes three melee or two ranged attacks.
Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. Gall adds 3 to his AC against one melee attack that would hit him. To do so, Gall must see the attacker and be wielding a melee weapon.



MYA DORAN

Medium humanoid (human), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Saving Throws DEX +6, CON +5

Skills Acrobatics +6, Perception +5

Senses Passive Perception 15

Languages Common, Elvish

Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, Mya can add 1d10 to her next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. Mya makes two attacks with her **Longbow**.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

ADVENTURE SEED: LOVE LETTER

A concerned father approaches the party at the Golden Drake and asks for their help. His daughter has been exchanging love letters with a man for the last month, and he doesn't approve. He pleads with the party to help him end the union.

The girl's beloved is a notorious burglar, and while looking for him, the characters are attacked by both his associates and his enemies. However, it turns out the burglar actually died two weeks ago, and the daughter has been faking her romantic correspondence solely to annoy her father.

THE GRYPHON COLLEGE TRIO

A couple of years ago, Cancarlo de Montserrat appeared out of nowhere and bought a huge venue in the center of the Golden District. He opened an exclusive college with an incredibly high tuition fee, along with a tavern with a notorious entertainment venue on its third floor. He set obscenely high prices for everything, but people who can afford his services took the bait and started enrolling in the school and going to the Siren's Call just to show off.

While Cancarlo's the one officially owning everything, he relies on his two associates, Goran and Alina, for the management of the college. Goran, the magic teacher of Gryphon College, is a tiefling with a gambling addiction who never leaves Whisper, his pseudodragon pet. Alina is a silent woman who trains the students in martial arts. She's also thought to be Cancarlo's bodyguard.

ALINA

Medium humanoid (human), lawful evil

Armor Class 18

Hit Points 78 (12d8 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	14 (+2)	13 (+1)	16 (+3)	8 (-1)

Saving Throws STR +12, DEX +10

Skills Acrobatics +9, Deception +3, Insight +7, Stealth +9

Senses Passive Perception 13

Languages Common, Draconic

Challenge 8 (3,900 XP)

Special Equipment. Alina wears a **belt of fire giant strength**.

Shadow Step. When Alina is in dim light or darkness, as a bonus action she can teleport up to 60 ft. to an unoccupied space she can see that is also in dim light or darkness. She then has advantage on the first melee attack she makes before the end of the turn.

Unarmored Defense. While Alina is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Actions

Multiattack. Alina makes three unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 11 (1d8 + 7) bludgeoning damage. If the target is a creature, Alina can choose one of the following additional effects:

- The target must succeed on a DC 15 Strength saving throw or drop one item it is holding (Alina's choice).
- The target must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the Alina's next turn.

Cloak of Shadow. If Alina is in an area of dim light or darkness, she becomes invisible. She remains invisible until she makes an attack, casts a spell, or is in an area of bright light.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, Alina deflects the missile. The damage she takes from the attack is reduced by 1d10 + 17. If the damage is reduced to 0, Alina catches the missile if it's small enough to hold in one hand and Alina has a hand free.

CANCARLO DE MONTSERRAT

Medium humanoid (half-elf), neutral

Armor Class 15 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	10 (+0)	13 (+1)	22 (+6)

Saving Throws DEX +7, CHA +10

Skills Acrobatics +7, Athletics +3, Deception +14, Insight +5, Intimidation +10, Investigation +8, Perception +9, Performance +10, Persuasion +14, Stealth +7

Senses Darkvision 60 ft., Passive Perception 18

Languages Common, Elvish, Goblin

Challenge 8 (3,900 XP)

Special Equipment. Cancarlo wields a **defender rapier**, +3.

Cutting Words. When a creature (that's not immune to being charmed) Cancarlo can see within 60 ft. makes an attack roll against him, subtract 1d4 from the creature's roll.

Spellcasting. Cancarlo is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Cancarlo knows the following spells: Cantrips (at will): **mage hand**, **message**, **minor illusion**, **vicious mockery**

1st level (4 slots): **dissonant whisper**, **faerie fire**, **find familiar**, **healing word**

2nd level (3 slots): **find steed**, **silence**, **suggestion**

3rd level (3 slots): **conjure animals**, **dispel magic**

4th level (3 slots): **banishment**, **polymorph**

5th level (2 slots): **animate objects**, **legend lore**, **scrying**

6th level (1 slots): **eyebite**

Actions

Multiattack. Cancarlo makes two attacks with his **Defender Rapier** +3.

+3 Defender Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 10 (1d8 + 6) piercing damage. The first time Cancarlo attacks with the rapier on each of his turns, he can transfer some or all of the rapier's bonus to his Armor Class, instead of using the bonus on any attacks that turn. The adjusted bonuses remain in effect until the start of his next turn, although he must hold the sword to gain a bonus to AC from it.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage,

GORAN

Medium humanoid (tiefling), chaotic good

Armor Class 16 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	24 (+7)

Saving Throws CON +5, CHA +11

Skills Arcana +5, Deception +11, Investigation +5

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Draconic, Infernal

Challenge 8 (3,900 XP)

Special Equipment. Goran wields a *wand of the war mage*, +3.

Spellcasting. Goran is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +14 to hit with spell attacks). Goran knows the following spells:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *mending*, *message*, *minor illusion*, *thaumaturgy*

1st level (4 slots): *disguise self*, *find familiar*, *unseen servant*

2nd level (3 slots): *detect thoughts*, *misty step*, *scorching ray*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *dimension door*

5th level (2 slots): *dominate person*

6th level (1 slot): *mass suggestion*

Sorcery Points. Goran has 12 sorcery points. He can spend 1 or more sorcery points when he casts a spell to gain one of the following benefits:

Empowered Spell: When Goran rolls damage for a spell, he can spend 1 sorcery point to reroll up to seven of the damage dice. He must use the new rolls.

Heightened Spell: When he casts a spell that forces a creature to make a saving throw to resist the spell's effects, Goran can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quicken Spell: When Goran casts a spell that has a casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When Goran casts a spell, he can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Twinned Spell: When Goran casts a spell that targets only one creature and doesn't have a range of self, he can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Actions

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.

CENTRAL MARKET

LAST STOP IN HIGHTOWN, I'M AFRAID. IF YOU climb the steps of the fountain, you'll have the best view of Market Square. Just follow the staircase on the wing of the gargoyle and try not to fall down. I'll stay here and wait.

You might know this already, but you won't find anything from the Crossroads here. The Central Market is meant only for otherworldly goods. They might still interest you, however. What's common in one world might be exotic or impossible on another.

That doesn't mean you won't find Crossroaders here, obviously. Otherworlders are not allowed to trade among themselves; they have to sell to a Guild. There, that line on the right goes to the selling stands. The line on the left, instead, is for buying. The standard GAT—that's Guild Appraisal Tax—is pretty low, just a tenth of the item price, but by reselling a large quantity of goods we're able to make decent gains. Also, going through a Guild prevents dangerous items and illegal contraband, though some might suggest that you can still find such things at the Trade Fair.

Anyway, you may have noticed the Guild of Trades symbol almost everywhere. They usually process more than half of the transactions here, and that's the real reason why they keep the casting vote in the assembly, not tradition. But you didn't hear it from me!

You can have a walk around, but please don't buy anything from anyone without an official guild badge or you might be fined or jailed. You have thirty minutes, and then we'll move to Oldtown across the Golden Bridge.



DAY ONE, EVENING: OLDTOWN



STOP THERE, IN THE CENTER OF THE BRIDGE! On your right, you can see the District of Stairs. I know you're dying to go there and buy a portrait of yourself sitting beneath the Stairway to Heaven, but you need to be patient for a bit more, as we're heading south to the Thousand Churches and the Harbour first.

Oldtown is our most picturesque ward and probably what brought you here. I've visited several worlds, and whenever I say that I'm a Crossroader, all I get is somebody asking me if I've ever climbed up all the towers of Skybridge, or if I had the courage to try any of the stairs of Undercity Street. Before you ask: yes, I climbed all the towers, but no, I haven't tried any of the portals of Undercity Street, and I'd suggest you avoid them too.

THE THOUSAND CHURCHES

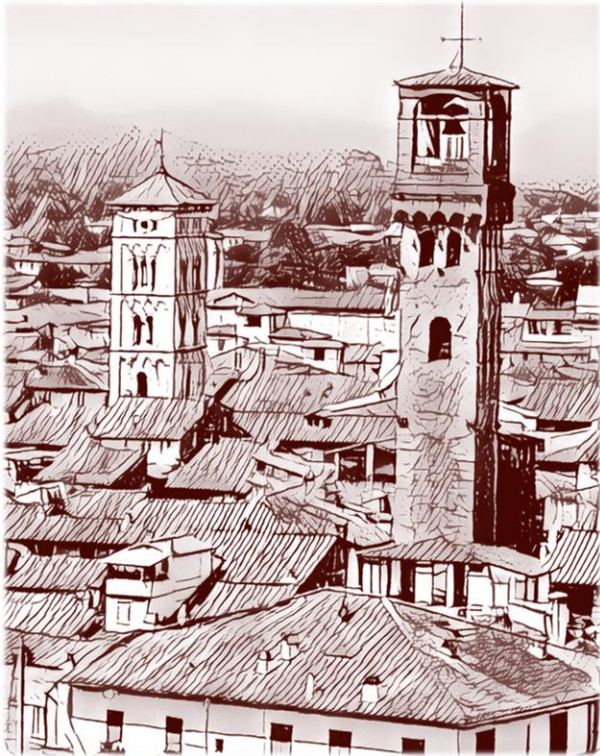
THIS IS THE SPIRITUAL CENTER OF THE town. Whatever divinity you worship, here you'll find an altar, church, or temple to pray at. If you are more the mundane type, take some time to appreciate this unique mixture of architectural styles, borrowed from hundreds of worlds and yet still blended together so nicely.

Don't miss a visit to the **Altars of the Moons**. They only appear during daytime and vanish under the moonlight, just to reappear in different spots in the district the morning after. If you manage to find all seven in a single day, you might be blessed with a moonmark! It's a harmless magical symbol that appears on your skin and slowly fades during the night. They're said to grant small glimpses of the future to the holder—you aren't allowed at any gambling table if you have one, and you better not try and hide it, as you could be jailed or worse if you try to cheat with it!

You might also be able to get into the **Temple of the Suns**, though it's usually crowded by this time. The twilight prayer should start in fifteen minutes, and it's usually held by High Priest **Trageon Duskbeard** himself.

If you hear anyone preaching the imminent end of the world as we know it, that's our **Church of the Martyr**. Don't worry, according to them it's the third time the world has been going to collapse this decade, and we survived the first two without noticing.

Take your time, I'll meet you at sunset at the Song and Silence, the inn at the end of this road, for dinner.



TRAGEON, LIGHT OF THE DEPTHS

The highest religious authorities at the Crossroads are the High Priest of the Temple of the Suns and the High Priestess of the Altars of the Moons. Since the identity of the latter is kept secret, the High Priest of the Temple of the Sun is in charge of all official ceremonies, prayers, and religious functions.

The current high priest, Trageon Duskbeard, is a stout dwarf who has dedicated his entire life to the Crossroads, first as a member of the City Watch and now as a priest of the suns. Born in the depths of the Wall, the High Priest enrolled into the Watch's border patrol to learn how to fight the otherworldly beasts that attacked his region far too often. During his service, he became fascinated with the doctrine of the Church of the Martyr and moved to town to preach his beliefs.

After a few months in the Church of the Martyr, however, he began to see them as the bunch of puppet fanatics they are, ruled by people who use them in a grab for power. When he spoke out against his superiors, he was stoned by a crowd and left for dead on the steps of the Temple of the Suns.

When he woke up, Trageon was a different person. He joined the Temple as a humble servant, and his devotion impressed the priests so much that they asked Trageon to join them. His faith has grown stronger over the years, and now, after thirty years of service at the Temple, he has been chosen as the new high priest.

TRAGEON DUSKBEARD

Medium humanoid (dwarf), lawful good

Armor Class 22 (dwarven plate, shield)

Hit Points 117 (18d8 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws CON +6, WIS +7

Skills Performance +5, Persuasion +5, Religion +4

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Dwarvish

Challenge 11 (7,200 XP)

Special Equipment. Trageon wields the *Sceptre of the Suns*. He wears a *dwarven plate*.

Dwarven Resilience. Trageon has advantage on saving throws against poison.

Dwarven Plate. If an effect moves Trageon against his will along the ground, he can use his reaction to reduce the distance he is moved by up to 10 feet.

Spellcasting. Trageon is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Trageon has the following spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, divine favor, healing word, sanctuary, shield of faith*

2nd level (3 slots): *augury, lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Actions

Multiattack. Trageon makes two melee attacks.

Sceptre of the Suns. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 10 (3d6 + 5) radiant damage.

Reactions

Guided Strike (Recharges after a Short or Long Rest).

Trageon grants a +10 bonus to an attack roll made by himself or another creature within 30 feet of him. Trageon can make this choice after the roll is made but before it hits or misses.

Legendary Actions

Trageon 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. Trageon regains spent legendary actions at the start of his turn.

Attack. Trageon makes one melee attack.

Cast Spell. Trageon casts a spell of 2nd level or lower.

THE HARBOUR

WELCOME TO OUR RESTAURANT FOR tonight, the **Song and Silence**! I booked a private room for us. **Thena Mistral**? Oh my god, I can't believe it's you! Haven't seen you since school! What do you mean by your inn? You *bought* this place? Wow, that's great news! I'm working right now—I'll catch up with you while my customers are eating!

Sorry for the interruption, ladies and gents. I'm back! You may have noticed that we have entered another district, the Harbour. The second seaside district out of three...maybe not as posh as Wharf East, but way livelier and far more affordable. We'll dine here, then have a quick walk on seaside and up the riverside to the District of Stairs. I heard you say *finally*, don't try to hide it.



THENA OF NIGHTFAIR

Thena was born in Nightfair to a poor family. She struggled through her childhood, stealing food from the markets and roaming the streets. When she was fifteen, she decided that she was going to save her family from their destitution and asked for help from the criminal Guild of Knives. In exchange for baiting and killing a man, she got enough money to apply to the University.

She managed to get admitted to the School of Magic and worked hard to excel in every class she took. In the meantime, she also took the chance to flirt with her fellow students, focusing on the richest aristocrats. Using her beauty and magic to charm them, she used them to obtain rich gifts that she would resell to feed her family.

However, Thena's last date at the University turned out to be the brother of the man she had killed. Devastated by guilt, she decided to leave her life behind again, and used the leftover money from her lovers' gifts to buy a small tavern in the Harbour and start anew.

THENA MISTRAL

Medium humanoid (half-elf), neutral evil

Armor Class 12

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+4)	11 (+0)	17 (+3)	12 (+3)	15 (+2)

Saving Throws INT +6, WIS +4

Skills Arcana +6, Deception +5, Persuasion +5

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Elvish, Gnomish, Sylvan

Challenge 5 (1,800 XP)

Spellcasting. Thena is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Thena has the following spells prepared:

Cantrips (at will): *friends*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *charm person**, *mage armor*, *sleep**

2nd level (3 slots): *hold person**, *invisibility*, *suggestion**

3rd level (3 slots): *haste*, *tongues*

4th level (3 slots): *dominate beast**

5th level (2 slots): *hold monster**

Actions

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) slashing damage.

Reactions

Instinctive Charm (Recharges after Thena Casts an Enchantment Spell of 1st Level or Higher). Thena tries to magically divert an attack made against her, provided that the attacker is within 30 feet of her and visible to her. Thena must decide to do so before the attack hits or misses. The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than Thena or itself. If multiple creatures are closest, the attacker chooses which one to target.

ADVENTURE SEED: PRIVATE INVESTIGATION

Thena's last date, the young Gervasius Dreissen, was still heartbroken after she left him. He was sure she was in danger—she would've never left him and the University and disappeared without a trace otherwise. However, when a friend told him that Thena had bought the Song and Silence, Gervasius decided to hire the adventurers to discover what actually happened.

Thena won't say anything but investigating her past might reveal a connection to the Knives and also draw the guild's attention. The Knives will try to kill the characters, but after being defeated, the boss of a small gang will reveal the truth about Thena's past if threatened.

Gervasius, blinded by love, only blames the Knives for forcing Thena to kill his brother Linus. But Thena rejects him anyway to sever all ties to her past.

THE DISTRICT OF STAIRS

AND HERE WE ARE, FINALLY. I HOPE THE District of Stairs meets your expectations! Most of the portals of the Crossroads are here, and many of them lead to worlds that are culturally distant from us—you know, celestial mansions, abyssal depths, pure energy or shadow, that kind of stuff.

Our first stop here is the famous **Stairway to Heaven** with its delightful street artists. Buskers, painters, and poets, all of them here to be inspired by the celestial light of the portals on the top of the Stairway. We can't stop here for too long, but you can queue for a quick portrait on the other side. That halfling over there is waiting for you—hey **Gale**, ready to paint?



Done with portraits, follow me down that alley! Yes, this is the infamous **Undercity Street**. Those narrow paths lead all the way down to portals of the most dangerous type. That's why each one of them is guarded by the City Watch. They were open until last year, but then the Undercity Challenge started trending among tourists—jumping into every single portal on the street and coming back right after. You would think a short glimpse of those worlds couldn't hurt you, right? Well, people came back totally mad and broken. Relatives complained, some worlds even began limiting access to the Crossroads. Our economy took a real blow there, hence the closure. This is why we can't have nice things.

Captain, your turn tonight? Third time's the charm, we keep bumping into each other today. Visitors, you might recognize this handsome chap from this morning. Since we keep meeting him, it's high time for a short introduction. Meet **Anton Khariel**, son of Councilor Jacob Khariel and a captain of the City Watch.

Also, see that beggar over there? That's **Weird Garth**, once a well-known actor. He's the only Crossroader who took part in the Undercity Challenge and came out alive, but since then he's just sat there day after day, staring at the portals and barely speaking. Step over him and climb that ramp of stairs—last one, I promise; Skybridge is just through this passage.

GALE, STREET PAINTER

Street painter, actor, con artist, Gale does whatever she can to survive day by day. After spending all of her father's money on gambling and Honeyhammer mead, she spent the last two years on the streets of the District of Stairs, trying to squeeze as much dough as possible from unsuspecting otherworlders.

GALE

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	16 (+3)	14 (+2)

Saving Throws WIS +5

Skills Deception +4, Insight +5, Intimidation +4, Investigation +5, Perception +7, Performance +4, Persuasion +4, Sleight of Hand +5, Stealth +5

Senses Passive Perception 17

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of her turns, Gale can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). Gale deals an extra 7 (2d6) damage when she 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 Gale that isn't incapacitated and Gale doesn't have disadvantage on the attack roll.

Actions

Multiattack. Gale makes two melee attacks.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

WATCH CAPTAIN ANTON

Councilor Jacob Khariel's obsession with clocks and politics caused him to neglect his wife, who plunged into depression after the miscarriage of their second child, ultimately committing suicide. This was the final straw for his son Anton, who enlisted in the City Watch. A rising star among our beloved lawkeepers, Anton Khariel's actions are driven by his hate for his father. He tries to weaken his Jacob's public image as much as possible (without openly opposing him) by going daily to Hansi's Golden Drake to train with Charming. If Jacob can't prevent his own son from cheering for his political opponents, how can he rule the Council?

ANTON KHARIEL

Medium humanoid (human), lawful neutral

Armor Class 20 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws STR +9, DEX +6

Skills Athletics +9, Insight +6, Intimidation +5, Perception +6, Persuasion +5

Senses Passive Perception 16

Languages Common

Challenge 9 (5,000 XP)

Special Equipment. Anton wields a *greatsword*, +1 and wears a *plate armor*, +2.

Indomitable (2/day). Anton rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Anton can regain 20 hit points.

Actions

Multiattack. Anton makes three attacks with his *Greatsword* +1.

+1 **Greatsword. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage, plus 7 (2d6) slashing damage if Anton has more than half of his total hit points remaining.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if Anton has more than half of his total hit points remaining.

ADVENTURE SEED: FAMILY MATTERS

Jacob Khariel hires the adventurers to find a precious metal he needs from the Trade Fair, since it can't be bought legally. Anton approaches the adventurers and offers to pay double if they botch the mission.

GARTH, UNDERCITY CHAMPION

Once a famous actor with a flamboyant lifestyle, Garth decided to further boost his popularity by being the first person to win the Undercity Challenge. All of his friends tried to dissuade him, but he was unmovable and wouldn't reconsider—and he won it. But at a price.

The wretch that came out of the last portal was a far cry from the extravagant dwarf that entered it. After a week spent mumbling, he left his old life, sold all of his properties, and started begging on Undercity Street. He spends his days there now, gazing at the portals with a dark flame in his eyes.

His new life isn't what he expected, but he isn't as crazy as he looks. He has been spotted crawling to ancient forgotten altars in the most dangerous streets of the Thousand Churches, lighting candles to dark gods.

ADVENTURE SEED: IMPVASION

The characters are hired to stop an invasion of imps in a belfry in the Thousand Churches. Weird Garth waits for them at the top, mumbling rhymes in a forgotten tongue.

WEIRD GARTH

Medium humanoid (dwarf), chaotic evil

Armor Class 11 (leather)

Hit Points 45 (6d8 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses Darkvision 60 ft., Passive Perception 11

Damage Immunities Poison

Languages Abyssal, Common, Dwarvish, Infernal

Challenge 2 (450 XP)

Dark Devotion. Garth has advantage on saving throws against being charmed or frightened.

Spellcasting. Garth is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The fanatic has the following spells prepared:

Cantrips (at will): *chill touch*, *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cause fear*, *command*, *inflict wounds*

2nd level (3 slots): *blindness/deafness*, *hold person*

Actions

Multiattack. Garth makes two melee attacks.

Dagger. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one creature. **Hit:** 2 (1d4) piercing damage.

SKYBRIDGE

SKYBRIDGE TOWERS ARE THE TALLEST buildings in town. Legend says that they were built by the Wizard himself a few years after moving here. According to the scholars, however, they actually date back to the late fifth or early sixth century. They used to be the original location of the University, but the new campus was built a century ago to escape the chaos of Oldtown and its visitors interrupting their lectures.

Skybridge Library, however, remains here, and it's still beneath our feet with miles and miles of underground vaults collecting the knowledge of thousands of worlds. I would love to show it to you, but Chief Librarian **Zertil** won't let you in: Access is limited to Crossroaders only, and requires special permits.



ADVENTURE SEED: BOOK HEIST

The adventurers are hired by a strange man with a catapult badge to sneak into the library and steal the **Book of the Dead** from the restricted section. The section, however, is protected by magical wards and **mimic** wardens.

CHIEF LIBRARIAN ZERTIL

Zertil is an elderly man who has spent his entire life in Skybridge Library. Said to be over 100 years old, he seems to know every single book kept in the vaults of the library, and despite his frail appearance he's ready to fight to his last breath to preserve every last page.

ZERTIL GHENT

Medium humanoid (human), neutral

Armor Class 10 (13 with *mage armor*)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	11 (+0)	19 (+4)	13 (+1)	11 (+0)

Saving Throws INT +7, WIS +4

Skills Arcana +10, History +10, Nature +10, Religion +10

Senses Passive Perception 11

Languages Common, Dwarvish, Elvish, Gnomish, Primordial
Challenge 8 (3,900 XP)

Hidden Lore. Zertil can innately cast **Legend Lore** at will, requiring no somatic, verbal, or material components.

Spellcasting. Zertil is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Zertil has the following spells prepared:

Cantrips (at will): *light*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *detect magic*,* *feather fall*, *mage armor*

2nd level (3 slots): *detect thoughts*,* *locate object**

3rd level (3 slots): *clairvoyance*,* *fly*

4th level (3 slots): *arcane eye*,* *stoneskin*

5th level (2 slots): *Rary's telepathic bond*,* *scrying**

6th level (1 slot): *mass suggestion*, *true seeing**

7th level (1 slot): *teleport*

8th level (1 slot): *maze*

*Divination spell of 1st level or higher

Portent (Recharges after Zertil Casts a Divination Spell of 1st Level or Higher). When Zertil or a creature he can see makes an attack roll, a saving throw, or an ability check, Zertil can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

WESTGATE

I HOPE YOU ALL ENJOYED OUR TOUR TODAY.

We have reached our final destination: the **Rose at Westgate**, where we will sleep tonight. There isn't much to do here at Westgate, but if you aren't tired yet, you'll find some good music downstairs. Harper **Fran Hykarion**'s playing tonight. Don't stay up too late though; tomorrow I'll be waking you up at the crack of dawn!

GOLDFINGERS

Fran is an accomplished harper and a teacher at the School of Arts. Under her stage name Goldfingers, she founded the Iron Harpers, with whom she often performs at the Golden Drake. In her solo career, she composes more personal and melancholic music. Her latest piece, "The Ballad of the Ancient Mariner," was critically acclaimed as the best song of last year.



ADVENTURE SEED: DAMSEL IN DISTRESS

The adventurers are drinking at the Rose at Westgate when a girl slips them a note requesting their help. The girl is apparently on a date at the table next to theirs, but if the characters observe the couple carefully they notice the girl being terrorized and the guy, a tall half-elf in his fifties, wielding a dagger under the table.

Before the adventurers can act, the couple stands up and leaves. When the party chases them, they see the two round a corner into a dark alley. However, the alley appears empty. The group is then ambushed by the couple, who are actually thieves trying to rob them.

FRAN HYKARION

Medium humanoid (half-elf), lawful good

Armor Class 11 (leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	17 (+3)

Saving Throws DEX +4, WIS +3

Skills Perception +5, Persuasion +10, Performance +10

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish

Challenge 2 (450 XP)

Spellcasting. Fran is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Fran has the following spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *dissonant whispers*, *healing word*, *heroism*, *sleep*

2nd level (3 slots): *invisibility*, *shatter*

Taunt (3/day). Fran can use a bonus action on her turn to target one creature within 30 feet of her. If the target can hear Fran, the target must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Fran's next turn.

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

THE TOUR, DAY TWO



DAY TWO, MORNING: THE WEST WARD



GOOD MORNING! I HOPE YOU SLEPT WELL and are ready and excited for this second day of tour! Today we will start with the West Ward, our industrial district. You won't see many tourists here, mainly just professionals and traders looking for true products of the Crossroads.

THE IRONWORKS

OUR FIRST STOP IS THE IRONWORKS, where the metals and minerals of other worlds are fused together to create Crossroads-original crafts. This huge stone building is the **Dullendore Foundry**, where signature Dullendore steel is forged. Currently owned by **Mark Dullendore**, great-grandson of founder Astolphus himself, it alone manufactures a third of our steel export. The composition of their steel is not a secret, but they're the only ones who own the proper machinery at the Crossroads, and no other worlds have equivalent access to the variety of other-worldly metals necessary to obtain that unique mixture.

Herid Shern is the main rival of the Dullendores. He started working as a young apprentice at the Dullendore Foundry twenty years ago but opened his own workshop as soon as he could save the money. His **Hell's Kitchen** is now the second biggest foundry in town, and his

Hellsteel is more popular than ever. I've heard the quality is not as good as Dullendore's, but that blue shine makes his blades look so much better!

MARK OF DULLENDORE FOUNDRY

Mark Dullendore, current head of the Dullendore family, owns the homonymous foundries, ruling them with an iron fist. Mark is known to be an extremely strict boss, ready to fire or fight his employees whenever he feels wronged—and he feels wronged several times a day.

He grew up in the foundry knowing he would manage it someday but was first forced by his father—a man as rigid as Mark himself—to learn his trade in the workshop. “To give someone orders,” Mark's father used to say, “you have to know what those orders entail.”

When his father died, Mark easily took on the mantle of leadership, and he slowly but steadily continues to increase the Dullendore's revenues with safe but clever investments.

One of Mark's best friends is Herid Shern, his main business rival. They grew up side-by-side in the same foundry before Herid left the Dullendores to open his own workshop. They still hang out together, meeting daily for a beer after a hard day's work.

MARK DULLENDORE

Medium humanoid (human), lawful evil

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws CON +4, WIS +2
Senses Passive Perception 10
Languages Common
Challenge 3 (700 XP)

Brave. Mark has advantage on saving throws against being frightened.

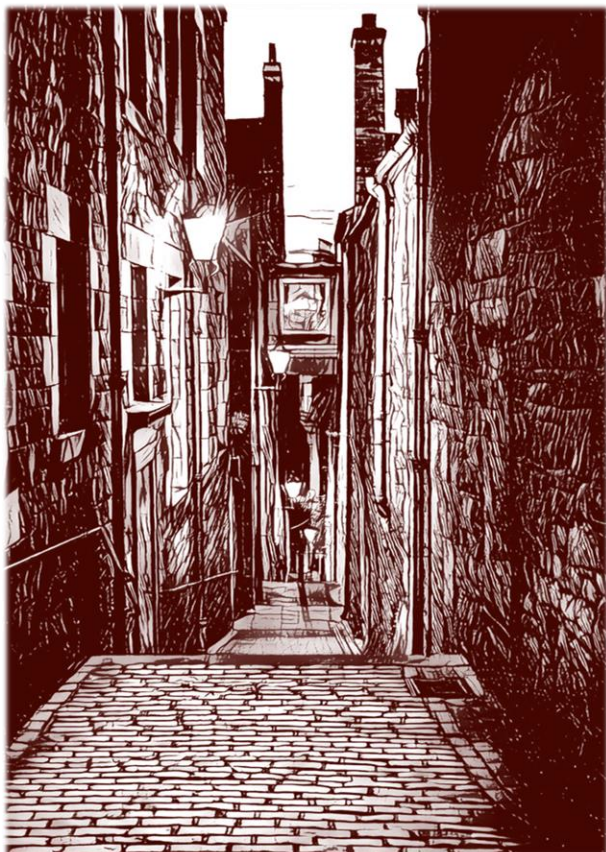
Actions

Multiattack. Mark makes two melee attacks.

Mastercrafted Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage.

Mastercrafted Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. **Hit:** 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Mark can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if Mark is incapacitated.



HERID OF HELL'S KITCHEN

Herid was abandoned as a babe at the Docks by his parents, who refused to accept their own son's devilish features. He grew up in an orphanage until the old Dullendore, Mark's father, took him under his tutelage.

The old Dullendore taught his trade personally to Herid and his own sons, who were jealous of how quickly and adeptly Herid learned. However, Herid's friendship with Mark, the eldest, protected him from the ire of Mark's younger brothers.

When the old Dullendore passed away, Herid left the foundry to open his own workshop, Hell's Kitchen, and started experimenting with new metallurgical techniques. His signature steel, Hellsteel, is extremely successful among Crossroad nobility for its blue shine. Herid's modifications, however, are mainly aesthetic; he is fully aware of Dullendore steel's superior strength, and continues forging his own blades with it, only wearing his own Hellsteel for publicity.

HERID SHERN

Medium humanoid (tiefling), neutral

Armor Class 17 (leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Saving Throws DEX +8
Skills Acrobatics +8, Athletics +5, Persuasion +6
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Infernal
Challenge 3 (700 XP)

Dark Devotion. Herid has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. Herid's spellcasting ability is Charisma (spell save DC 10). He can innately cast the following spells: At will: **thaumaturgy**

Lightfooted. Herid can take the Dash or Disengage action as a bonus action on each of his turns.

Suave Defense. While Herid is wearing light or no armor and wielding no shield, his AC includes its Charisma modifier.

Actions

Multiattack. Herid makes three attacks: one with his **Mastercrafted Dagger** and two with his **Mastercrafted Rapier**.

Mastercrafted Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage.

Mastercrafted Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

OAK GROVE

IT'S A SHORT WALK FROM THE IRONWORKS, but Oak Grove couldn't be more different. The quietest district in town, it's perfect for families and the elderly. Unfortunately, that means there isn't a lot to see here. We're going to walk down the main road of **Oak Grove Park**, straight to the Spice District.

Pay attention to those lovely flower beds! That man over there, **George Dahl**, tends to them personally when he's not working at Kingsgate—he also recently joined a sewing club, but I wouldn't ask him about it or you won't get him to shut up for days.

ADVENTURE SEED: A QUIET NEIGHBORHOOD

A group of Oak Grove residents contact the characters to catch a prankster who moves the scarecrows on the border of the Enchanted Garden closer to the town each night.

If the characters keep watch, they see a shadow moving the scarecrows around midnight. When it notices the adventurers, it flees back into the forest. Several traps are on the way, and wild animals attack the party during the chase. When they catch up with the shadow, she reveals herself as a witch trying to scare people away from her hut.

GEORGE THE CLERK

Born into a stoic family of lawyers, George shocked his parents by rebelling and choosing to become a paper-pusher at Kingsgate instead. He left his family mansion at the Golden District to rent a small bungalow next to Oak Grove Park. In his free time, he enjoys perusing Central Market for new houseplants to add to his collection.

GEORGE DAHL

Medium humanoid (human), neutral

Armor Class 11

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	12 (+1)	13 (+1)	8 (-1)

Skills History +3, Insight +3

Senses Passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

Actions

Hedge Shears. Melee Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 3 (1d4 + 1) slashing damage.



SPICE DISTRICT

THE SPICE DISTRICT IS THE MAIN HUB FOR food trading. You can buy fresh ingredients from everywhere here, and also find our special spice mixes and liquors. Follow me; we have a wine tasting session booked in less than three minutes.

Welcome to the **Crystal Flutes**, a fairly well-trafficked wine shop. **Don Porin**, our sommelier, will guide you through some of the best quality wines of the Crossroads, and for a small fee you can also experience some of their sweet wines and mead at the end. Don't miss the vintage Evermist Red with a slice of Millroad cheese—it's my personal favorite.



Now that the session is over, if you're not too tipsy, we'll wind down **Silk Road**. If you have the chance, I suggest you come back here in a couple months for the midsummer festival: three days of wild dancing, eating, and drinking!

I see that some of you are eyeing the stores on the other side of the road. I would like to remind you to shop only in guild-approved shops, especially here. We decline all responsibility in the event that you don't respect the guidelines and *something* happens to you.

DON, MASTER SOMMELIER

Don works at the Crystal Flutes as their chief sommelier. Trained by the Brewers, his peerless skills landed him a job for the secretive Honeyhammer clan. Now back in town to be closer to his family, he is widely regarded as the finest wine connoisseur of the world.

DON PORIN

Medium humanoid (human), neutral

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	12 (+1)	13 (+1)	14 (+2)

Skills History +3, Insight +3, Performance +4, Persuasion +4

Senses Passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

Wine Magic. Don's spellcasting ability is Charisma (spell save DC 12). He can innately cast the following spells:
At will: *detect poison and disease*, *purify food and drinks*

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage.

ADVENTURE SEED: CONFIDENTIALITY AGREEMENT

Krolmnite enlists the adventurers to find out if Don Porin knows the secret recipe for Honeyhammer mead. Don promises to tell the characters everything he knows if they go to the Duskmire and fetch him a duskrose, a rare flower that only grows close to the Old Keep.

Fighting through the swamp, the adventurers have to survive faerie fires, quicksands, swamp creatures and maybe even beasts from the Evermists to find the flower.

When they bring it back to Don, he reveals he was never even close to the Honeyhammer recipe and apologizes by gifting the adventurers a rare and extremely valuable wine.

CLAY ALLEY

AT THE NEXT CROSSING, TURN LEFT INTO Clay Alley. It's a pretty small district, right next to the wall that divides the West Ward and Nightfair.

It got its name from its pottery stores, though you can find a wider range of products here nowadays.

The **Dreissen Porcelain** factory is hidden right behind that small shop with the crossed rapiers signpost. Old **Augustus Dreissen** retired a couple of years ago, but his daughters are said to be even more skilled. You can recognize their work by the signature logo.

Another well-known name in ceramics, **Finiriel & Sons** has their headquarters on the opposite side of the road. No rivalry between the two shops; **Finiriel the Silent** only sells to elves, while Augustus's customers are primarily gnomes and halflings.

That ruined house on the side there is supposedly cursed. It's colloquially known as the **Mudhouse**, and it was destroyed three centuries ago by a golem. Nobody has ever rebuilt it despite its prime commercial location. Perhaps because it is said that the golem is still in its basement, waiting for his owner to come back. The current owner, **Rhea Poivier**, seems not to mind, though she is making a good bit of money on her clay golem souvenirs.

Cat's Gate, right behind that corner, will lead us to Nightfair. No speaking with strangers there. Follow me, and don't leave the group for any reason.



OLD AUGUSTUS DREISSEN

Old Augustus is a renowned porcelain manufacturer. He started his career as apprentice of the late Whalter the Blind, learning the secrets of his hard-paste porcelain, and later perfected his skills at the School of Arts.

Dreissen Porcelain has been the leader of stylistic innovation in ceramics for the last five decades, and though Augustus retired because his hands are not as firm as they used to be, his daughters took his place with ease. He still manages the company, and his business acumen seems untouched by age.

His designs of figurines in rural scenarios are particularly loved by halflings and gnomes. The Gardenmist family is one of his oldest customers, and Phos himself visits Augustus at least once a year.

AUGUSTUS DREISSEN

Medium humanoid (human), lawful neutral

Armor Class 12 (leather)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses Passive Perception 12

Languages Common, Gnomish, Halfling

Challenge 1/8 (25 XP)

Actions

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. **Hit:** 5 (1d8 + 1) piercing damage.

Reactions

Parry. Augustus adds 2 to his AC against one melee attack that would hit him. To do so, Augustus must see the attacker and be wielding a melee weapon.

ADVENTURE SEED: CROSSED RAPIERS

The Dreissen sisters approach the characters to ask for their help in finding who is selling fake Dreissen figurines. The only clue they have is that one of their stamps with the Dreissen signature logo—two crossed rapiers—was stolen two months ago by a previous shop attendant. The trail leads first to the Trade Fair, where the characters get attacked by thugs and discover that there is a man looking for people with experience in porcelain manufacturing; and then to the Docks, where the ex-attendant has turned an old warehouse into a makeshift porcelain factory. The attendant is there with her bodyguard, and won't let the party leave alive.

FINIRIEL THE SILENT

Finiriel crafts the exquisite porcelain pieces used by elvish nobles and princes to dine. His customer base is extremely small, but he makes up for it by selling wares of the finest quality at the highest of prices.

Finiriel lost his voice when, as a young elf, he ventured into the Labyrinth alone and returned without it. Since that day, though, his magical powers grew stronger and stronger, and his crafting skills became unparalleled. His detractors say he sold his voice to the faeries in exchange for his success.

FINIRIEL

Medium humanoid (elf), neutral good

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	10 (+0)	12 (+1)	18 (+4)

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities Charmed

Senses Passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Fey Ancestry. Magic can't put Finiriel to sleep.

Innate Spellcasting. Finiriel's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *disguise self*, *mage armor (self only)*, *silent image*

1/day: *conjure fey*

Spellcasting. Finiriel is a 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*

1st–5th level (3 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

Actions

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, Finiriel turns invisible and teleports up to 60 feet to an unoccupied space he can see. He remains invisible until the start of his next turn or until he attacks, makes a damage roll, or casts a spell.

RHEA OF THE MUDHOUSE

The golem who's supposed to live in the cellar of the Mudhouse discourages everyone from rebuilding it, and too many children and teenagers disappear in Clay Alley for the stories not to be true. When the house was last sold at an auction, no one but Rhea Poivier, a diminutive halfling, made an offer, and she left the auction house mocked by everybody else.

However, Rhea took the opportunity to start selling clay golem figurines as souvenirs. Helped by the Dreissen sisters, the girls turned it into quite a successful business. Rhea's stand at the corner of Clay Alley is now as iconic as the house itself, and visitors wait in line for hours to grab their very own golem figurines.

ADVENTURE SEED: INTO THE MUDHOUSE

Rhea is dying to know if the stories about the golem are true and hires the party to explore the cellar of the Mudhouse. The adventurers find rats, skeletons, and a clay golem that attacks them. If they defeat it, the golem crumbles to dust, and Rhea pays them double not to tell anyone that the golem has been destroyed.

RHEA POIVIER

Small humanoid (halfling), chaotic good

Armor Class 11

Hit Points 10 (3d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+1)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +3

Senses Passive Perception 10

Languages Common, Halfling

Challenge 1/4 (50 XP)

Alchemical Initiate. Rhea's spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells:
At will: *acid splash*, *mending*

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage.

DAY TWO, AFTERNOON: NIGHTFAIR



NOT THE SAFEST PLACE HERE AT THE Crossroads, by a long shot. However, if you need something that, for any reason, you can't find anywhere else, you'll likely find it at the Trade Fair. We'll quickly walk through the Fair, have a light lunch in the Docks, and then start our tour of the Enchanted Garden.

TRADE FAIR

THE TRADE FAIR IS THE BIGGEST FLEA market in the world. You can only find second-hand items here, but the range is immense. Guild trading rules should apply, but the law isn't enforced too strictly. You will see plenty of outworlders buying directly from Crossroaders and vice versa.

In addition to normal and magic items, you can find plenty of food stands and entertainment at the Fair. Don't expect Wharf East quality though; you'll be lucky if your pork and beef noodles aren't actually cooked with rat and gnome instead.

Speaking of entertainment! That guy over there pulling a trebuchet is **Brother Zane**k of the **Cult of the Catapult**. He used to be a rising star at the University, but then he tried the Undercity Challenge, and he's now recruiting beggars and thieves to join his small apocalyptic cult, which worships death and siege engines. Yes, there are

actually people who follow him, even if they're probably under some sort of magic compulsion. Come on, let's follow them to the Docks. It's lunchtime!

ADVENTURE SEED: SHARDS OF A BROKEN MIRROR

A magic mirror able to reveal illusions in its reflections is broken, and its shards are sold around the world. Most of them have been collected by the City Watch, but three of them are still missing—and are said to be for sale at the Trade Fair.

The party is hired to find the missing shards. One of them is being sold on the black market, and the characters can bargain for it or try to get it in other ways. The other two have been bought by dangerous associates of the Guild of Knives, who won't part with the shards without a fight.

ZANEK OF THE CATAPULT

A young and promising mage at the University, Zane

k was notorious for being fascinated by forbidden knowledge. He was constantly caught trying to sneak into restricted areas of Skybridge Library, to the point that Zertil had to deny him library access altogether. Thus, he decided to obtain that knowledge in a different, and more dangerous, way: entering the portals of Undercity Street.

Apparently, that only led to Zane

k losing his sanity. He first joined the Church of the Martyr to preach the end of

the world but eventually founded his own cult. Zaneke calls it the Cult of the Catapult, and he can be seen around the Trade Fair dragging a trebuchet with his followers. Even though nobody takes him seriously, Brother Zaneke only pretends to be crazy. This way, he has the perfect excuse to roam around the Trade Fair with no one paying attention to him and what he does: collecting information from beggars to sell to the Knives and the Hunters.

ADVENTURE SEED: TIPPING THE BEGGARS

The beggars at the docks are being paid by someone not to speak with Brother Zaneke. The Hunters hire the adventurers to find who's behind it and put a stop to it. After defeating some thugs, the party finds out that the person who's paying the beggars is a vigilante who vowed to kill the Morrigan.

BROTHER ZANEKE

Medium humanoid (human), neutral evil

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +7, WIS +5

Skills Arcana +7, Religion +7

Damage Resistances Necrotic

Senses Passive Perception 11

Languages Common

Challenge 9 (5000 XP)

Spellcasting. Zaneke is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Zaneke has the following spells prepared: Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*
1st level (4 slots): *false life*,* *mage armor*, *ray of sickness*
2nd level (3 slots): *blindness/deafness*,* *ray of enfeeblement*,* *web*

3rd level (3 slots): *animate dead*,* *bestow curse*,* *vampiric touch**

4th level (3 slots): *blight*,* *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*Necromancy spell of 1st level or higher

Grim Harvest (1/turn). When Zaneke kills a creature that is neither a construct nor undead with a spell of 1st level or higher, Zaneke regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

THE DOCKS

BE CAREFUL HERE, DON'T STOP FOR ANY reason. No coins to the beggars, please; half of them are paid by the guilds to spy on each other anyway. This district is notorious for gang fights. The two main powers here are the **Guild of Knives** and the **Hunters' Corporation**. They aren't real guilds, obviously: no seats in assembly, no official organization, but everyone knows that they're the ones controlling organized crime here.

The Hunters are supposedly run by a mysterious figure known as the **Morrigan**. Actually, most people think she's either a legend or a persona assumed by all the masters of the Corporation through magical disguise.

Born as an association of weaponsmiths, the Knives slowly turned more and more of their efforts to crime. Only recently, with the Zenys, the Grey Knight, as their new leader, they've started committing murder and torturing people. The City Watch can barely contain them with the help of the Hunters, but if the Grey Knight is not caught soon, the situation could degenerate even further.



ADVENTURE SEED: CANTRIP ADDICTION

A novel drug is running rampant through the Trade Fair. It seems to offer the ability to perform minor magical feats, but its prolonged use makes users blind and deaf. The characters are paid to find out who's behind it. The drug is distributed by the Hunters, who kidnapped Jay, one of Falrinn's students, and are forcing him to produce the drug.

THE MORRIGAN

There are a lot of whispers about the Morrigan: She's the leader of the Hunters, or maybe she's just a legend they created to scare enemies. She isn't a real person, but just the name that all the leaders of the Hunters take to confuse enemies. She is Hansi's lover. Her magic is stronger than archmage Ezra's. She's Ezra's lover. She's one of the Witches of Wondertree.

Most of those voices are wrong. However, she does exist, and she is indeed the leader of the Hunters. She rose to power after fighting alongside Hansi, Ezra, and Charming in the Evermists. Rather than being celebrated, she preferred to maintain her anonymity after their adventures, and consolidated her grasp on Nightfair while her companions ruled the Council, the City Watch, and the School of Magic.

As a child, Halana—that's her true name—was offered to the Witches of Wondertree in exchange for a favor. The Witches raised her and taught her magic, and she repays them even today by protecting the borders of the Deadwood with the Hunters. From her hut in the Deadwood where she lives with her snake familiar Rocco, she manages her criminal empire. She refuses to commit violent crimes, working at the edge of the law, and tries to help her old friends when possible.



HALANA

Medium humanoid (half-elf), chaotic neutral

Armor Class 17 (robe of the archmagi)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+3)	19 (+4)	22 (+6)	10 (+0)	18 (+4)

Saving Throws CON +10, INT +12, WIS +6

Skills Arcana +12, Deception +10, Insight +6, Persuasion +10, Sleight of Hand +8

Senses Darkvision 60 ft., Passive Perception 26

Languages Common, Elvish, Gnomish, Sylvan

Challenge 19 (22,000 XP)

Special Equipment. Halana wears a *robe of the archmagi*.

Illusory Reality. When Halana casts an illusion spell of 1st level or higher, she can choose one inanimate, nonmagical object that is part of the illusion and make that object real. The object remains real for 1 minute, and it can't deal damage or directly harm anyone.

Illusory Self (3/day). Halana can create an illusory duplicate of herself. When a creature makes an attack roll against her, she can use her reaction to interpose the duplicate between the attacker and herself. The attack automatically misses her, then the illusion dissipates.

Legendary Resistance (3/day). If Halana fails a saving throw, she can choose to succeed instead.

Spellcasting. Halana is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Halana has the following spells prepared: Cantrips (at will): *fire bolt*, *light*, *message*, minor illusion, *prestidigitation*, *vicious mockery*

1st level (4 slots): *charm person*, *disguise self**, *shield*

1st level (at will): *silent image**

2nd level (3 slots): *invisibility**, *mirror image**, *suggestion*

2nd level (at will): *misty step*

3rd level (3 slots): *counterspell*, *dispel magic*, *major image**

4th level (3 slots): *greater invisibility*, *hallucinatory terrain**, *polymorph*

5th level (3 slots): *creation*, *passwall*, *telekinesis*

6th level (2 slots): *disintegrate*, *flesh to stone*

7th level (2 slots): *mirage arcane*, *reverse gravity*

8th level (1 slot): *maze*

9th level (1 slot): *shapechange*

*Illusion spell of 1st level or higher

Legendary Actions

Halana 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. Halana regains spent legendary actions at the start of her turn.

Cast Cantrips. Halana casts two cantrips.

Cast Spell. Halana casts a spell of 3rd level or lower.

Dodge. Halana takes the Dodge action.

THE GREY KNIGHT

The higher you go, the harder you fall. Once a crusader of the Temple of the Suns who wanted to purge evil from the Crossroads, Zenys accepted a devilish offer to save his wife and damned himself for eternity. He is now a champion of darkness, leading the Guild of Knives in a downward spiral of violence. Nobody knows where Zenys hides, but whenever he appears, he leaves a trail of mutilated bodies behind him. He is said to be all but immune to common weapons, and he wields a blade as dark as his soul. His motives are unclear, and his actions don't follow any discernible pattern.

ZENYS

Medium humanoid (aasimar), chaotic evil

Armor Class 26 (plate, shield)

Hit Points 195 (22d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	18 (+4)	10 (+0)	14 (+2)	22 (+6)

Saving Throws STR +7, DEX +6, CON +10, INT +6, WIS +14, CHA +18

Skills Deception +12, Intimidation +12, Persuasion +12

Damage Resistances Necrotic, Radiant

Senses Darkvision 120 ft., Passive Perception 12

Languages Abyssal, Common, Infernal

Challenge 18 (20,000 XP)

Special Equipment. Zenys wields a **pact longsword**, +3, and a **shield**, +3. He wears a **plate armor**, +3.

Agonizing Blast. When Zenys casts **eldritch blast**, he adds +6 to the damage he deals on a hit.

Aura of the Fallen. Zenys grants all friendly creatures within 10 ft. a +6 bonus to all saving throws and melee weapon damage rolls.

Legendary Resistance (3/day). If Zenys fails a saving throw, he can choose to succeed instead.

One with Shadows. When Zenys is in an area of dim light or darkness, he can use his action to become invisible until he moves or takes an action or a reaction.

Spellcasting. Zenys is a 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Zenys knows the following spells:

Cantrips (at will): **eldritch blast**, **light**

1st–5th level (3 5th-level slots): **dimension door**, **faerie fire**, **misty step**

Actions

Multiattack. Zenys makes two attacks with his **Pact Longsword** +3.

+3 Pact Longsword. Melee Attack: +15 to hit, reach 5 ft., one creature. **Hit:** 19 (1d8 + 15) slashing damage, plus 15 (2d8 + 6) necrotic damage.

Legendary Actions

Zenys 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.

Zenys regains spent legendary actions at the start of his turn.

Attack. Zenys makes a melee attack with his **Pact Longsword**.

Cast Spell. Zenys casts a spell.

MILL ROAD

WE WILL NOW STOP FOR LUNCH AT THAT bakery at the corner, the **Windmill Bakery**. Hello, **Qaya**! Here's the tour of the week, a bit earlier than expected. Are the sandwiches already ready, by any chance? Great! Fifteen minutes to eat, no more, and then we will visit the last district of the town on our way there, Mill Road. It's pretty picturesque with all those windmills. Most of them aren't working, though. We don't really need them; we import most of our food nowadays.

Some businessmen, however, decided to repurpose them as, err—yes, pleasure houses, or however you call them in your world. And there's plenty on offer for any price. The most expensive one is **Lady Isis's Moulin Bleu**, and the noblemen pay up just to enter and be seen there, not even counting extra *service*, if you know what I mean. It's so prestigious that even Lord Hansi himself tried to buy it, apparently with no success, though I've heard rumors that he closed the deal and kept it a secret so that his political opponents maintain their attendance.



ADVENTURE SEED: PIES AND KNIVES

The Knives force Qaya to hire a baker, who's selling meat pies with meat of unknown origin. She believes it's a way for the Knives to make bodies disappear. Since she cannot face the Knives alone, she hires the party to help her deal with the new baker and the gang behind him.

QAYA THE BAKER

Qaya runs the family business, the Windmill Bakery, though she dreams of leaving her boring life behind and travelling the worlds. However, she doesn't have siblings, so taking care of her old parents and the bakery falls on her alone. Lately, she's been threatened by gangs associated with the Knives for protection money, and she started studying martial arts to feel safer.

QAYA

Small humanoid (halfling), neutral good

Armor Class 16

Hit Points 49 (11d6 + 11)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Saving Throws DEX +5

Skills Acrobatics +5, Insight +5, Perception +5, Stealth +5
Sleight of Hand +5

Senses Passive Perception 15

Languages Common, Halfling

Challenge 3 (700 XP)

Unarmored Defense. While Qaya is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Actions

Multiattack. Qaya makes three unarmed strikes or three dart attacks.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage. If the target is a creature, Qaya can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Qaya's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the Qaya's next turn.

Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, Qaya deflects the missile. The damage she takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, Qaya catches the missile if it's small enough to hold in one hand and Qaya has a hand free.

ADVENTURE SEED: FREE HUGS AND KISSES

A new brothel opens in front of the Moulin Bleu, and they don't charge their patrons entry fees. A pissed-off Isis hires the adventurers to go there undercover and find out what's going on.

When the adventurers go inside, they are approached by beautiful escorts who try to seduce them. The party can then realise that there is magic at work, and that the brothel is used to extract information from their patrons to resell to the Hunters, who later use it for blackmail.

LADY ISIS OF MOULIN BLEU

Lady Isis manages the prestigious Moulin Bleu "entertainment" venue, adored by the most decadent aristocrats of the Crossroads. Isis thrives thanks to the favor of the Hunters, who keep the Moulin Bleu safe in exchange for a large share of its revenues.

ISIS

Medium humanoid (human), neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	12 (+1)	17 (+3)

Skills Deception +5, Insight +3, Intimidation +5, Perception +5, Persuasion +5, Performance +7, Sleight of Hand +4

Senses Passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

Cunning Action. On each of her turns, Isis can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). Isis deals an extra 7 (2d6) damage when she 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 Isis that isn't incapacitated and Isis doesn't have disadvantage on the attack roll.

Actions

Multiattack. Isis makes two attacks.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 2 (1d4+2) piercing damage.

DAY TWO, EVENING: THE ENCHANTED GARDEN



AT THE END OF THAT ALLEY YOU CAN CATCH a first glimpse of the Enchanted Garden. Originally a well-kept gardening masterpiece curated by the Wizard himself, it became overgrown after its creator's disappearance. Tomorrow afternoon we will visit the Deadwood—I'm not risking your lives by going there at nighttime—and then continue northbound, to the elvish settlements of Hearth Tree and Dragonglade and up to the faerielands of the Labyrinth. Just a warning: If you see thick mist, don't walk into it. The Evermists are the ultimate northern and western border of the Crossroads, and those who venture into them don't usually come back.

THE DEADWOOD

IF YOU LOOK AT THE LUXURIOUS VEGETATION of the Deadwood, you wonder where the name comes from. Most of these plants, however, shrivel at twilight and become nothing but skeletons under the moonlight. The trees also hide **Wondertree**, a village of small dry-stone huts with conical roofs. Originally built by the Wizard himself for wine growing, most of the huts are now in ruins. However, some others are inhabited by witches avoiding the fickleness of the townspeople.

The Crossroaders have a love-hate relationship with the **Witches of Wondertree**: While the townsfolk don't want witches living in town, many recognize the witches' utility for potions, curses, and magical healing. Many from Nightfair protect the Wondertree witches from the City Watch, who would be happy to burn their village to ashes to avoid the ire of the Church of the Martyr.

The witches gather in covens, and each coven is thought to worship a single moon. Each moon is said to be connected to an animal spirit: eagle, cat, snake, bear, spider, deer, and wolf. Sometimes, the moons curse individuals with lycanthropy, forcing them to shapeshift into one of these animals on nights of a full moon. The covens see this affliction as the highest of blessings and fight for lycanthropes to their last breath.

Sometimes, hermits and hunters that live in the Deadwood or close to it join the covens too, lured by the promise of greater powers. Forbidden rituals with human sacrifice are performed on nights with a full moon in circles of stones like the one you'll see in the next glade. These rituals culminate once a year on True Darkness, a full eclipse of all the seven moons when unspoken horrors awaken and the forest spirits from the Evermists possess the celebrants' bodies.

ADVENTURE SEED: DANCING IN THE MOONLIGHT

Usually the witches prefer not to interfere with the town. A new coven, however, has been acting very aggressively towards the inhabitants of Mill Road, and the party is hired to put a stop to it.

The main trail leads to an underground cave on the borders of the Deadwood, where the characters face several members of the coven—witches, druids, and hunters. However, the coven leader is not to be found. A letter hidden in the last area of the cave leads the party back to town, where an apparently innocuous woodcarver has several bodies hidden in the cellar.

The woodcarver is actually a lycanthrope and the leader of the coven, and when he comes back home after work (at night) he fights the characters to death—his or theirs.

WONDERTREE WITCH

Medium humanoid (any), chaotic evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Deception +4, Nature +3, Perception +4, Stealth +3

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Sylvan

Challenge 3 (700 XP)

Innate Spellcasting. The witch's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *charm person*, *dancing lights*, *minor illusion*, *vicious mockery*

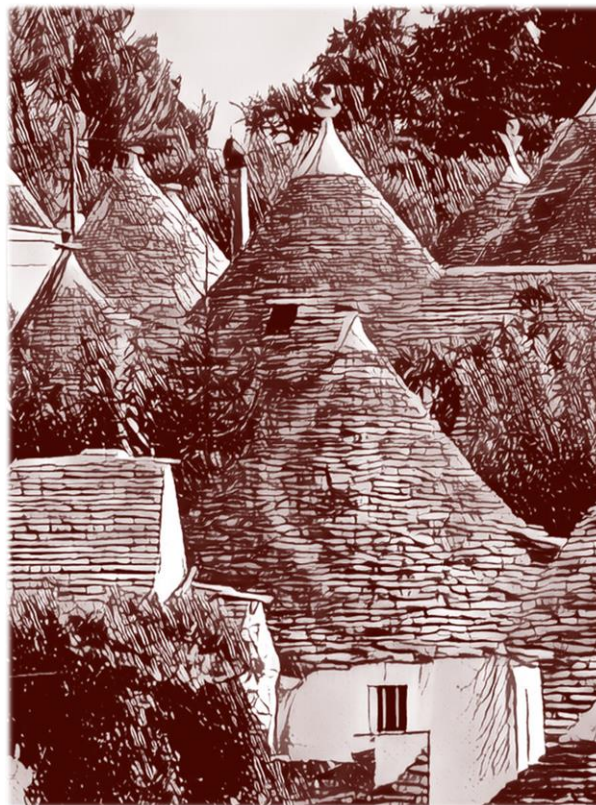
Mimicry. The witch can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Beguiling Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) psychic damage.

Illusory Appearance. The witch covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the witch takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the witch is disguised.

Invisible Passage. The witch magically turns invisible until she attacks or casts a spell, or until her concentration ends as if concentrating on a spell. While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she carries is invisible with her.



ADVENTURE SEED: REST IN PEACE

A merchant approaches the party, offering them a considerable amount of money to rid him of his wife, who died last month but has been lurking around ever since. The woman is cursed not to rest in peace until she pays a tribute to the Witches of Wondertree.

HEARTH TREE

EVEN IF THIS PART OF THE GARDEN STILL looks the same, you might feel like a sense of oppression has been lifted from you: We have left the Deadwood and are now approaching Hearth Tree. Built entirely within the body of a millenia-old sequoia, this small settlement is inhabited almost exclusively by elves and gnomes.

The lower part of Hearth Tree, known as the **Elder Roots**, hosts the **Gardenmist** gnome family with its hundreds of members, all descending from Phos Gardenmist, majordomo of the Wizard himself. The current head of the family is **Phos Gardenmist IX, X, and XII**, who descends from three different lines of Gardenmist that reach back to the original Phos in nine, ten and twelve generations, respectively. A bit confusing, I know. If you meet any gnomes, please be extremely respectful; they can be very touchy!

The middle section of the tree is simply called the **Bark** and is inhabited by noble elvish families who feel

constrained by the urban landscape of the town. Several councilors live here and only go to the city for business.

Prince **Aerel Larindien** lives in the upper part of Hearth Tree, the **Branch Palace**, which can't be visited, unfortunately. Only elves are accepted there, and as you may have noticed, my ears are as round as they come.

Be careful as you climb the outer spiraling staircase and enjoy the masterfully carved wooden statues that adorn it. They represent all the elven princes who have lived here, and Aerel's statue is being carved right now. Hearth Tree carvers in action, now that's not something you see every day. First time for me too, ladies and gents!



ADVENTURE SEED: MISSING PARENTS

The parents of Aerel Larindien have been missing for months, and no one has been able to find anything about them. They left the Crossroads through a portal in Oak Grove and apparently never came back. However, several people swear to have seen them back at the Crossroads the night of their disappearance.

The party is hired to find information about them in Nightfair in case they actually did return and disappeared after. While the adventurers investigate, they get attacked by several gangs who don't seem to want people asking questions. One of them reveals that Aerel's parents did come back but were kidnapped by the Knives.

Aerel will reward the party for the information and hire them for further action if they feel up to the challenge.

PHOS IX, X, AND XII

Phos IX, X and XII is the current patriarch of the oldest, largest, and most respected gnome family of the Crossroads, the Gardenmists. He spent his entire life at Hearth Tree, playing his fiddle, caring for his family, and rarely venturing outside of the Enchanted Garden.

PHOS GARDENMIST

Small humanoid (gnome), chaotic neutral

Armor Class 13 (leather)

Hit Points 65 (10d6 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	16 (+3)	12 (+1)	14 (+2)	19 (+4)

Skills Deception +7, Perception +5, Persuasion +7, Performance +10

Senses Passive Perception 15

Languages Common, Dwarvish, Elvish, Gnomish, Halfling, Sylvan

Challenge 6 (2,300 XP)

Gnome Cunning. Phos has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Phos is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Phos has the following spells prepared:

Cantrips (at will): *friends*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *charm person*, *dissonant whispers*, *heroism*, *illusory script*, *unseen servant*

2nd level (3 slots): *cloud of daggers*, *invisibility*

Song of Rest. Phos can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Phos can confer this benefit on himself as well.

Taunt (2/day). Phos can use a bonus action on his turn to target one creature within 30 feet of him. If the target can hear Phos, the target must succeed on a DC 15 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Phos's next turn.

Actions

Song of Domination (2/day). Phos targets one creature that can see or hear him, which must succeed on a DC 15 Wisdom saving throw or be charmed by him for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. For 1 hour after the charm effect ends, the target has disadvantage on Intelligence, Wisdom, or Charisma checks made as part of a contest with Phos.

Song of Desire (1/day). Phos projects a vision into the minds of creatures within 30 feet of him that aren't constructs or undead, showing each creature achieving whatever it most desires. An affected creature must succeed on a DC 15 Wisdom saving throw or drop whatever it is holding and become paralyzed until the end of its next turn.

PRINCE AEREL OF HEARTH TREE

Prince Aerel is the young Larindien heir and current head of his household. Upon his parents' recent disappearance from a business trip, he suddenly found himself leading the richest elvish dynasty of the Crossroads. He seems to be struggling with his new responsibilities, though, given his elitism and his refusal to speak with non-elves.

AEREL LARINDIEN

Medium humanoid (elf), neutral evil

Armor Class 18 (hide armor, shield)

Hit Points 182 (28d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	12 (+1)	20 (+5)	11 (+0)

Saving Throws INT +5, WIS +9

Skills Intimidate +4, Medicine +9, Nature +5, Perception +9

Senses Darkvision 60 ft., Passive Perception 19

Languages Common, Druidic, Elvish

Challenge 13 (10,000 XP)

Fey Ancestry. Aerel has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Aerel is an 16th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following spells prepared: Cantrips (at will): *druidcraft*, *poison spray*, *produce flame*
1st level (4 slots): *entangle*, *faerie fire*, *speak with animals*
2nd level (3 slots): *animal messenger*, *beast sense*
3rd level (3 slots): *conjure animals*, *meld into stone*
4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*
5th level (3 slots): *commune with nature*, *tree stride*
6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*

Actions

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage.

Change Shape (2/day). Aerel magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. Aerel can choose whether his equipment falls to the ground, melds with his new form, or is worn by the new form. Aerel reverts to his true form if he dies or falls unconscious. Aerel can revert to his true form using a bonus action on his turn. While in a new form, Aerel retains his game statistics and ability to speak, but his AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and he gains any special senses, proficiencies, traits, actions, and reactions that the new form has but that he lacks. He can cast his spells with verbal or somatic components in his new form. The form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

DRAGONGLADE

AFTER THIS LOVELY STROLL THROUGH THE woods, Dragonglade! We'll stop here for dinner, and we'll be served the famous Dragonglade elvish waybread. I managed to book a seat on the terrace on the hill, so we'll get to enjoy the beauty of the glade below from the best view.

While we're eating, please keep your heads about you. Don't stand, sit, climb, or lean on the fence. Don't touch, poke, tease, pester, annoy, torment, harass, disturb, bother, or flirt with the faerie dragons. Absolutely don't feed them. Especially if they look lovely and you feel euphoric. Thank you.

You might have noticed that the elves here are different from the ones of Hearth Tree. Dragonglade elves live way closer to nature than the nobles of Hearth Tree, who claim to like nature but keep all the comforts of city living in their leafy mansion. Dragonglade leader **Nuria Larindien** and Prince Aerel are actually second cousins, though, despite their different lifestyles and philosophy. Nuria made a name for herself fighting beasts from the Evermists for decades, armed with nothing but her signature double-bladed scimitar, the Blackthorn. She still hunts and fights with her people, insisting that a good leader should be as exposed as the most vulnerable of her soldiers.

I must ask you to finish all of the waybread that is given to you. I see that some of you have not taken a second portion, but I have to ask you to eat it if you want to join me in the visit to the Labyrinth. Dragonglade waybread offers a few hours of protection from charms and illusions and, trust me, you'll need those to return home from the Labyrinth alive.



NURIA OF DRAGONGLADE

Nuria ran away from the Larindien palace to escape a boring and restrictive court life and to be closer to nature. After years of training with master duelists of other worlds, she came back to the Crossroads with an exotic double-bladed scimitar to defend the northern borders from the otherworldly beasts of the Evermists.

When she's not hunting or fighting, she can be found in her Dragonglade treetop hut. While there is almost no hierarchy at Dragonglade, she's unofficially recognized by everyone who lives there as their leader, and even her strongest detractors follow her orders without hesitation.

Despite her hate for Aerel, they both share a stronger hate for otherworlders and a distrust for non-elves.

NURIA LARINDIEN

Medium humanoid (elf), chaotic neutral

Armor Class 17 (leather)

Hit Points 100 (10d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws STR +6, DEX +10, CON +5, WIS +5

Skills Acrobatics +10, Athletics +6, Perception +9, Stealth +14, Survival +5

Senses Darkvision 60 ft., Passive Perception 19

Languages Elvish

Challenge 7 (2,900 XP)

Special Equipment. Nuria wields the Blackthorn, a *double-bladed scimitar*, +1.

Blessing of the Labyrinth. As a bonus action, Nuria can teleport up to 30 ft. to an unoccupied space she can see.

Danger Sense. Nuria has advantage on Dexterity saving throws against effects that she can see, such as traps and spells. To gain this benefit, she can't be blinded, deafened, or incapacitated.

Fey Ancestry. Nuria has advantage on saving throws against being charmed, and magic can't put her to sleep.

Legendary Resistance (1/day). If Nuria fails a saving throw, she can choose to succeed instead.

Reckless Attack. When Nuria makes her first attack on her turn, she can decide to attack recklessly, giving her advantage on melee weapon attack rolls during that turn, but attack rolls against her have advantage until her next turn.

Actions

Multiattack. Nuria makes two melee attacks.

The Blackthorn. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 12 (2d4 + 7) slashing damage.

Longbow. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. **Hit:** 10 (1d8 + 6) piercing damage.

THE LABYRINTH

COUNTLESS FAERIE CREATURES, BOTH malevolent and joyful, inhabit the Labyrinth, some of them alien, others humanlike, such as nymphs and dryads—but equally dangerous. It's a land of illusions and charms, euphoria and music, and it's very easy to get lost in its marvels. Hundreds of tiny sprites dance to the rhythm of satyrs' tribal drums and flutes, whirling around ancient, speaking trees.

Everyone experiences the Labyrinth in a different way, driven by their own imagination and desires. The only constant for everyone seems to be the presence of small, wooden-carved puppets dancing in the moonlight, guided by the childish laughter of faerie **Puppeteer Puc**. I won't speak much here so I can focus on guiding you all through it safely. After this, we're going straight to sleep at the Rose at Westgate.



ADVENTURE SEED: FAIRYTALES

The party wakes up in the Labyrinth with no idea of how they got there. "Time to play," says a child's voice coming out of nowhere, "hide and seek. Better I don't catch you!"

THE PUPPETEER

Puc is a sprite created by the Wizard to take care of his Enchanted Garden. However, without the Wizard, it stopped tending the garden, which overgrew into a forest, and started abducting humans from the nearby town. Puc is extremely childish, and the Wizard was a father figure for him: It doesn't kidnap people for evil ends, but because it's looking for people to play with.

His existence is unknown to most of the Crossroaders, and the few people who came back from the Labyrinth after being abducted by Puc only had vague memories of a Puppeteer pulling strings—their strings.

However, he doesn't mean any harm to the people he plays with. The ones who don't come back are usually killed not by the Puppeteer, but by other (more dangerous or malevolent) creatures that live in the Labyrinth.

PUC

Tiny fey, chaotic good

Armor Class 26

Hit Points 60 (24d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	25 (+7)	10 (+0)	8 (-1)	7 (-2)	28 (+9)

Saving Throws DEX +13, INT +5, WIS +4, CHA +15

Skills Deception +21, Perception +10, Performance +21

Damage Immunities Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Sleep

Senses Darkvision 120 ft., Truesight 120 ft., Passive Perception 20

Languages Common, Sylvan

Challenge 19 (22,000 XP)

Gift of the Faerie (3/day). Puc can innately cast *wish* (spell save DC 23), requiring no component.

Legendary Resistance (3/day). If Puc fails a saving throw, it can choose to succeed instead.

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

Suave Defense. While Puc is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Heart Sight. Puc touches a creature and magically knows the creature's current emotional state and alignment.

Superior Invisibility. Puc magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment Puc wears or carries is invisible with it.

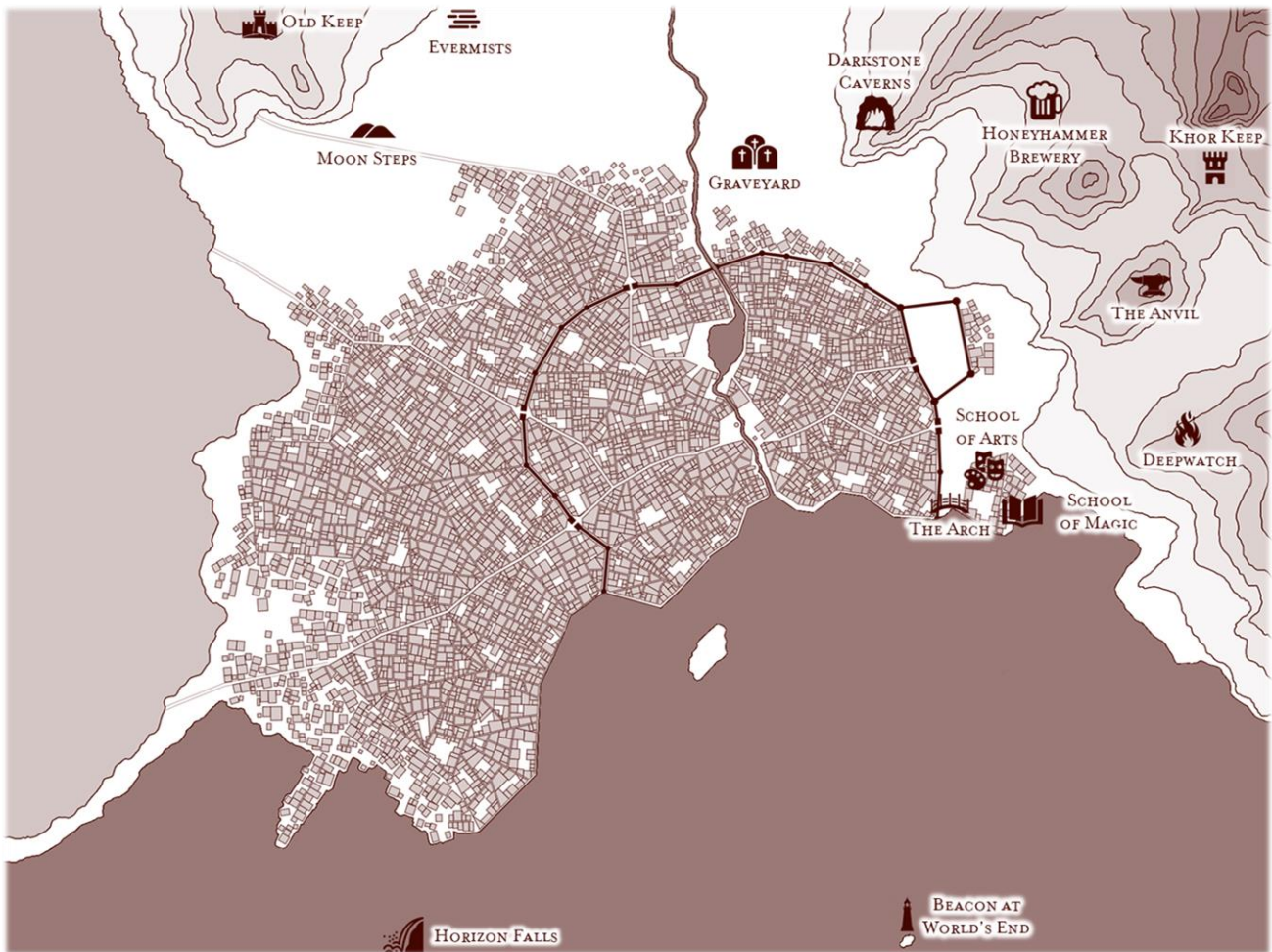
Legendary Actions

Puc 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. Puc regains spent legendary actions at the start of his turn.

Dominate Puppet. Puc attempts to beguile a creature that it can see within 60 ft. The creature must succeed on a DC 23 Wisdom saving throw or be charmed by Puc until the end of the creature's next turn. While the creature is charmed, Puc takes total and precise control of the target. Until the end of the creature's next turn, the creature takes only the actions Puc chooses, and doesn't do anything that Puc doesn't allow. During this time, Puc can also cause the creature to use a reaction, but this requires Puc to use its own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Misty Step. Briefly surrounded by silvery mist, Puc teleports up to 120 feet to an unoccupied space that it can see.

THE TOUR, DAY THREE



DAY THREE, MORNING: THE UNIVERSITY



UNFORTUNATELY, WE HAVE ARRIVED TO the last day of our tour. When you leave your rooms today, please double-check to make sure all your personal belongings have been collected. You can leave the bags in the Rose's back room downstairs. We will pick them up tonight.

Our first stop is at the University. We were supposed to visit it the first day, remember? Luckily, the traffic on the Arch has been restored to normality, and I've managed to squeeze in a short visit despite our busy schedule today!

THE ARCH

THE ARCH IS THE LONGEST BRIDGE OF THE Crossroads, connecting the cliffs of Wharf East to the campus over the **Forgotten Glen**. The glen was created by the river slowly eroding the rocks all the way from the Wall to the Starless Sea. Three centuries ago, however, the river was diverted into Castle Lake, and almost no water remains here nowadays.

The Arch was built on a single arc of stones from the Wall a century ago when the University moved here from Skybridge. The base of the bridge has three different levels: The lower level contains all the offices of the **Department of Admissions**, and the second level is for

the sole use of University students and professors. The third level, on the main bridge, can be freely accessed.

The current Head of Admissions, **Majet Gardenmist**, is known to be extremely strict: Under her, the number of students at the University has shrunk by half. The Rector, Professor **Gohlar Bronzestaff**, seems to be happy with it, saying it improves lecture quality.

Only Crossroaders can apply to the University, though otherworlders can attend some lectures upon payment of some pretty exorbitant tuition fees. This ensures that no other world is exposed to dangerous knowledge: Things that are innocuous in some worlds can lay waste on other.

The bridge splits into two pathways on its eastern end: The left one leads to the School of Magic, while the one on the right goes to the School of Arts. Please, keep to the left.

ADVENTURE SEED: CUM LAUDE

The party is approached by a rich student with very low grades who needs to someone to change their scores in Majet's book, lest his family stops funding his extravagant lifestyle.

MAJET, HEAD OF ADMISSIONS

Majet is the sister of Phos Gardenmist IX, X, and XII but hates Hearth Tree as much as her brother loves it. She spent her life at the University, and was developing a brilliant career at the School of Magic until she was suddenly interrupted by a plagiarism scandal. After being fired by Ezra, a bitter Majet reluctantly accepted a position in the Department of Admissions, for which she's now the current head.

MAJET GARDENMIST

Small humanoid (gnome), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 71 (13d6 + 26)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Skills Arcana +8, History +8

Senses Passive Perception 11

Languages Common, Elvish, Gnomish, Sylvan

Challenge 7 (2,900 XP)

Gnome Cunning. Majet has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Majet is a 13th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Majet has the following spells prepared:

Cantrips (at will): *blade ward*, *mending*, *message*, *ray of frost*

1st level (4 slots): *alarm*,* *mage armor*,* *shield**

2nd level (3 slots): *arcane lock*,* *invisibility*

3rd level (3 slots): *counterspell*,* *dispel magic**

4th level (3 slots): *banishment*,* *stoneskin**

5th level (2 slots): *wall of force*

6th level (1 slot): *globe of invulnerability**

7th level (1 slot): *symbol**

*Abjuration spell of 1st level or higher

Arcane Ward. Majet has a magical ward that has 30 hit points. Whenever she takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, Majet takes any remaining damage. When Majet casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. **Hit:** 1 (1d6 – 2) bludgeoning damage.

ADVENTURE SEED: FOR THE SAKE OF KNOWLEDGE

Gohlar is hiring adventurers for his next expedition, this time not to other worlds but close to the Old Keep. He needs someone to protect him from the beasts of the Evermists while he collects relics from the past.

PROFESSOR BRONZESTAFF, RECTOR

Gohlar Bronzestaff is the Rector of the University. A famous historian, Professor Bronzestaff loves to lead research expeditions, especially dangerous ones, and he's a hero among the University's students for all of the adventures he's had while conducting field research.

Since he's rarely in his office—or at the University at all—Professor Bronzestaff doesn't take sides in school power struggles. His impartiality led to his election as Rector, since all the other professors, heavily involved in internal politics, decided they preferred an absent rector over a rival one.

GOHLAR BRONZESTAFF

Medium humanoid (dwarf), lawful neutral

Armor Class 15 (studded leather, shield)

Hit Points 84 (13d8 + 26)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	17 (+3)	14 (+2)	16 (+3)

Saving Throws CON +4, WIS +4

Skills Athletics +5, History +5, Insight +4, Persuasion +5

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Dwarvish, Elvish, Gnomish, Halfling

Challenge 4 (1,100 XP)

Dwarven Resilience. Gohlar has advantage on saving throws against poison.

Ward of the Rector. Any creature who targets Gohlar with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect Gohlar from area effects, such as the explosion of a fireball.

Actions

Multiattack. Gohlar makes three attacks with his *Battleaxe*, or two with his *Heavy Crossbow*.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. **Hit:** 6 (1d10 + 1) piercing damage.

THE SCHOOL OF MAGIC

THE SCHOOL OF MAGIC IS LED BY OUR Archmage **Ezra the Mad**. As you might guess by his name, he might be a bit strange, but at least he seems not to care about what anyone calls him. Actually, he seems not to care about other people at all. Highly reclusive, he delegates most affairs to his goblin secretary

Hylfndinr so he can focus on his elemental energy research.

The school is divided further into four faculties: the Faculty of Natural and Primordial Magic, the Faculty of Arcana and Technology, the Faculty of the Worlds, and the Faculty of History and Religion. Of these four, only the Faculty of History and Religion can be freely accessed by otherworlders, and that's the one we are visiting today.



EZRA, THE MAD ARCHMAGE

Ezra looks like a man in his thirties, even if everyone knows he's way older than that, and he's immediately recognizable by his hair: snow white on his right side, and blood red on his left. His eyes, crystalline blue on the right and crimson on the left, match the color of his hair and probably of his soul; he is a master of elemental energy, wielding the power of fire and ice.

He is generally unimpressed by the Crossroads, and indifferent to most of what happens here. Everybody wonders what convinced him to join Hansi and Charming in their adventures. He honors his University duties to the bare minimum, delegating most of his work to his personal secretary Hylfndinr. Apparently uninterested in political struggles, he agreed to be the Head of the School of Magic mainly because it meant he wouldn't have to teach classes anymore.

ADVENTURE SEED: THE BOOK THIEF

Hylfndinr, Ezra's secretary, has lost an important document, and he thinks it has been stolen. The document included the personal information of all the graduate students at the School of Magic and must be recovered as soon as possible (ideally without Ezra finding out).

After finding some clues, the party can track the thief through the dormitory of the School and down into a cellar protected by magical locks, traps, and summoned creatures. Inside the final room, they catch a young mage trying to modify another student's information in the documents to make her fail the year as revenge for a stolen boyfriend.

EZRA

Medium humanoid (human), chaotic neutral

Armor Class 18 (robe of the archmagi)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	12 (+1)	18 (+4)	22 (+6)

Saving Throws INT +8, WIS +11, CHA +13

Skills Arcana +8, Insight +11, Investigation +8, History +8, Perception +11

Senses Passive Perception 21

Languages Common, Primordial

Challenge 20 (25,000 XP)

Special Equipment. Ezra wears a *robe of the archmagi*. He wields a *staff of the magi*.

Legendary Resistance (3/day). If Ezra fails a saving throw, he can choose to succeed instead.

Spellcasting. Ezra is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 23, +17 to hit with spell attacks). Ezra knows the following spells:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *enhance ability*, *knock*, *misty step*

3rd level (3 slots): *dispel magic*, *fireball*, *haste*

4th level (3 slots): *ice storm*, *wall of fire*

5th level (3 slots): *cone of cold*, *telekinesis*

6th level (2 slots): *investiture of flame*, *investiture of ice*

7th level (2 slots): *plane shift*, *teleport*

8th level (1 slot): *dominate monster*

9th level (1 slot): *meteor swarm*

Spell Absorption. While holding the *staff of the magi*, Ezra has advantage on saving throws against spells. In addition, he can use his reaction when another creature casts a spell that targets only him. If you do, the staff absorbs the magic of the spell, canceling its effect.

Mastery of Ice and Fire. When Ezra rolls damage for a spell that deals cold or fire damage and rolls the highest number possible on any of the dice, he chooses one of those dice, rolls it again, and adds that roll to the damage.

Tides of Chaos (3/day). Ezra can gain advantage on one attack roll, ability check, or saving throw.

Actions

Staff of the Magi. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Legendary Actions

Ezra 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. Ezra regains spent legendary actions at the start of his turn.

Cast Spell. Ezra casts a spell of 3rd level or lower.

Surge of Ice and Fire. Ezra casts *fire bolt* and *ray of frost*.

HYLFNDINR, EZRA'S SECRETARY

Hylfndinr was always looked upon with suspicion by his small goblin tribe for his unusual cleverness. When they caught him reading a smuggled book, they exiled him and abandoned him in the Forgotten Glen. He was found by Ezra himself, who took him to the University and weirdly tolerates Hylfndinr, despite his usually callous attitude toward everybody else.

The Archmage himself taught magic to Hylfndinr, who compensates his lack of magical powers with enthusiasm. The goblin now works day and night to please Ezra and would gladly give his life for the Archmage.

HYLFNDINR

Small humanoid (goblin), neutral

Armor Class 12

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	15 (+2)	14 (+2)	11 (+0)

Skills Arcana +4,

Senses Passive Perception 12

Languages Common, Goblin

Challenge 1/2 (100 XP)

Nimble Escape. Hylfndinr can take the Disengage or Hide action as a bonus action on each of its turns.

Ritual Caster. Hylfndinr can cast the following spells as rituals:

1st level: *alarm, comprehend languages, detect magic, detect poison and disease, find familiar, identify, illusory script, speak with animals, Tenser's floating disk, unseen servant*

2nd level: *animal messenger, augury, beast sense, locate animals or plants, magic mouth, silence, skywrite*

3rd level: *Leomund's tiny hut, meld into stone*

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage.



THE SCHOOL OF ARTS

THE ARTIST LAUREATE OF THE WORLD, **Vanya Herikar**, guides the School of Arts. Every form and genre of art is meticulously studied in the school's faculties: The Faculty of Performance focuses on music, dance, and theatre—you might remember Fran, the harper at the Rose of Westgate; she teaches there—while the Faculty of Visual Arts teaches drawing, painting, and the illusory arts. Then there's the Faculty of Words, dealing with literature, poetry, and prose; the Faculty of Crafts for sculpture, pottery, woodworking, and other manual skills; and lastly the Faculty of Architecture.

The School of Arts is free to visit. Pick whatever kind of art you prefer; you have one hour to roam around and explore before we meet on the terrace of the Faculty of Performance for the best view of the Starless Sea.

ARTIST LAUREATE VANYA

Vanya Herikar is a well-rounded artist, being an accomplished poet, writer, and painter. Vanya's golden year, 2010, saw her become both Head of the School of Arts and Artist Laureate of the Crossroads, an honorary position appointed by the Council which doesn't entail any specific duties other than the expectation that she celebrates significant occasions with her art.

VANYA HERIKAR

Medium humanoid (human), neutral good

Armor Class 16

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	18 (+4)	17 (+3)	20 (+5)

Saving Throws INT +8, WIS +7, CHA +9

Skills Deception +9, History +12, Investigation +12, Insight +7, Intimidation +9, Perception +7, Performance +13, Persuasion +9

Senses Passive Perception 17

Languages Common, Dwarvish, Elvish, Gnomish, Halfling, Sylvan

Challenge 1/2 (100 XP)

Suave Defense. While Vanya is wearing no armor and wielding no shield, her AC includes her Charisma modifier.

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 2 (1d4) piercing damage.

THE STARLESS SEA

WHEN THE WIZARD CREATED THIS WORLD, he crafted two suns and seven moons with a complex cycle that grants us four different seasons every year. However, the effort tired him so much that he stopped work on the sky thereafter. One year after he moved to the Crossroads, he met an elf from a world far away, who sang to the Wizard an ancient hymn from his land: *“we still remember, we who dwell / in this far land beneath the trees / thy starlight on the western seas.”* Only then did the Wizard realize that he had forgotten to add stars to his creation. The thought struck him so hard that he spent every single night of the following year on the shore, staring at the pitch-black sky with nary a star to reflect off his Starless Sea.

The southern border of the world is marked by an endless waterfall. Nobody knows what’s at the lower end of **Horizon Falls**, but given the sea monsters that can be encountered while sailing at the southern edges of the Starless Sea, scholars have theorized that the borders of this world overlap with others, and that some creatures can move from one world to the next without need of a portal. In order to protect the Crossroads from these beasts, the Wizard himself erected a watchtower at the edge of Horizon Falls, known as the Beacon at World’s End.



A BEACON AT WORLD’S END

THAT TALL WHITE BUILDING SURROUNDED in morning fog was a lighthouse used by the Border Watch to guard the southern border from outsiders. Nowadays, these incursions are so rare that the Border Watch has been completely disbanded. The Beacon, however, still stands.

The **White Lady**, a wailing spirit that haunts the lighthouse, is said to appear to sailors and travelers in dire situations, offering her help. The Church of the Martyr says she’s the ghost of the Wizard’s wife, guarding his resting place. Let me be clear, no proof of that exists, and all the scholars are skeptical.

Enjoy the sight for a while more, we’ll soon head to Deepwatch through the Forgotten Glen.



ADVENTURE SEED: A LEAP OF FAITH

The Church of the Martyr hires the adventurers as bodyguards in their yearly pilgrimage to the Beacon at World’s End. There have been many incursions from the Evermists lately, and the party’s ship is attacked by sea monsters and shipwrecks, falling into Horizon Falls.

The characters wake up in the beacon, safe and dry, only remembering a white figure flying over them before fainting. However, they are on the top of the Beacon, with a labyrinth of rooms and stairs—probably haunted by Evermist beasts—between them and the lighthouse’s exit.

THE WHITE LADY

Just like the Puppeteer, Una, the White Lady, is another faerie creature created by the Wizard. Its role was to heal the Crossroaders and protect them from disease.

Una blamed the disappearance of the Wizard on itself, self-exiling to the Beacon at World's End to spend its days alone in grief and sorrow. It rarely appears to visitors, but has purely altruistic motives and acquiesces to anyone who seeks its help.

UNA

Small fey, lawful good

Armor Class 18

Hit Points 274 (24d6 + 120)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+2)	20 (+5)	18 (+4)	24 (+7)	22 (+6)

Saving Throws CON +11, INT +10, WIS +13, CHA +12

Skills Medicine +13, Persuasion +12, Perception +13

Damage Immunities Necrotic, Psychic, Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Sleep

Senses Truesight 120 ft., Passive Perception 20

Languages Common, Sylvan

Challenge 14 (11,500 XP)

Gift of the Lady (3/day). Una can innately cast *wish* (spell save DC 21), requiring no component.

Incorporeal Shape. Una passes through other creatures, small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. Una can't fall and remains hovering in the air even when incapacitated. Una has advantage on Strength, Dexterity, and Constitution saving throws. Una can't talk or manipulate objects.

Legendary Resistance (3/day). If Una fails a saving throw, it can choose to succeed instead.

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

Suave Defense. While Una is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Healing Touch. Una touches a creature, allowing the creature to regain all hit points and ending all effects on the creature as described in the *greater restoration* spell.

Legendary Actions

Una 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. Una regains spent legendary actions at the start of its turn.

Peaceful Repose. A creature Una can see within 60 ft. must succeed on a Wisdom saving throw or be paralyzed until the end of its next round.

DAY THREE, AFTERNOON: THE WALL



THE WALL IS THE EASTERN BORDER OF THE Crossroads, made of a massive mountain range with peaks higher than the tallest Skybridge tower. There is no settlement on the mountains apart from Khor Keep; they are too cold and dangerous, though some outsiders have been sighted on the glaciers as well. However, down in the deep, three settlements are flourishing: the Anvil, Deepwatch, and Honeyhammer Brewery. Please, follow me through this tunnel and mind your heads!

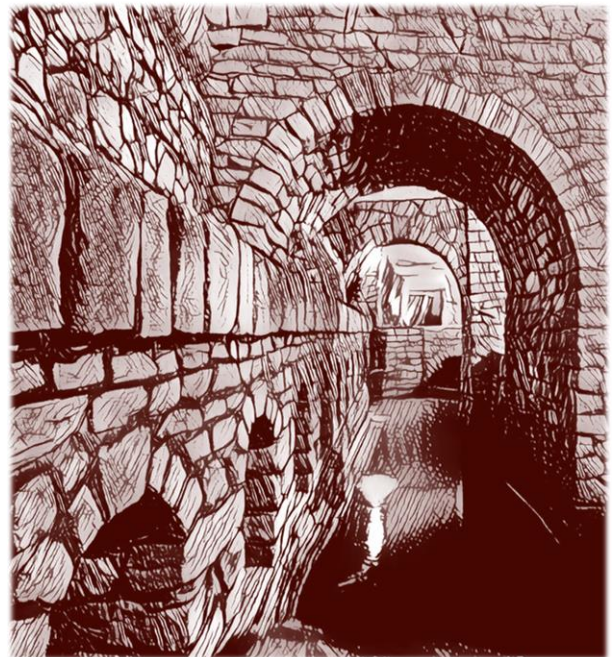
DEEPWATCH

DEEPWATCH WAS FOUNDED CENTURIES AGO, when the river diversion left a huge underground basin empty. Some dwarf miners noticed precious gemstones at its bottom and started mining the area.

The mines slowly developed into an entire village, known for its jewelers and the signature Deepwatch rubies: gemstones that, when cut in a particular way, can catch the flamelight and reflect it for days.

Deepwatch Dwarven Jewelry is the only company that knows the details of this treatment, and the **Seven**

Dwarves who manage the company jealously keep it secret—they go so far as not revealing their identities to avoid any possible risk! You can meet their bodyguards, though—see those dwarves over there? **Drogor Runebeard** and **Suranok Shadowblade**: don't mess around with them.



DROGOR THE RAM KNIGHT

After a wizard saved him from a beast from the Evermists, Drogor Runebeard vowed to spend ten years protecting any and all magicians he encountered. He left Deepwatch and started wandering around the world to offer his help—and the help of his noble steed, Humbert the Ram—to wizards in need. He came back only recently to help guard his people from threat.

DROGOR RUBEARD

Medium humanoid (dwarf), lawful good

Armor Class 18 (plate)

Hit Points 187 (22d8 + 88)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	15 (+2)	14 (+2)	12 (+1)

Saving Throws STR +9, CON +8

Skills Athletics +9, Intimidation +5, Perception +6

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Dwarvish, Undercommon

Challenge 9 (5,000 XP)

Dwarven Resilience. Drogor has advantage on saving throws against poison.

Indomitable (2/day). Drogor can reroll a saving throw that he fails. He must use the new roll.

Mount. Humbert serves Drogor as a mount, both in combat and out, and he has an instinctive bond with it that allows them to fight as a seamless unit.

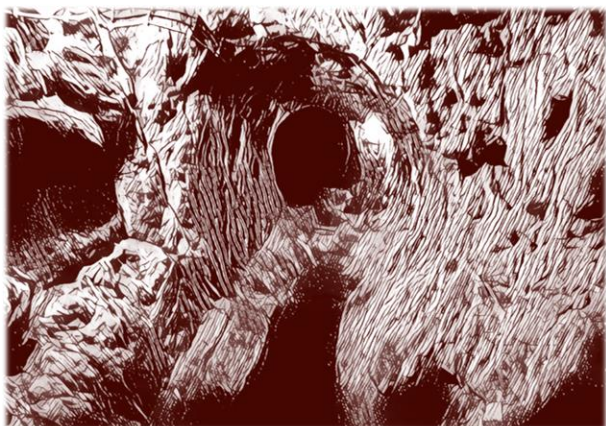
Second Wind (Recharges after a Short or Long Rest). As a bonus action, Drogor can regain 20 hit points.

Actions

Multiattack. Drogor makes two attacks with his **Greataxe**.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 11 (1d12 + 5) slashing damage, plus 7 (2d6) slashing damage if Drogor has more than half his hit points remaining.

Heavy Crossbow. Ranged Weapon Attack: +6 to hit, range 100/400 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage.



HUMBERT THE RAM

Medium celestial, lawful good

Armor Class 14 (natural armor)

Hit Points 44 (8d8+8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Senses Passive Perception 11

Languages Understands Dwarven but can't speak it

Beast of Legend (3/day). If Humbert fails an attack roll or a saving throw, it can choose to succeed instead.

Charge. If Humbert moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2d6 + 5 damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 2d4+5 bludgeoning damage.



SURANOK THE BLACKGUARD

Suranok Shadowblade's family was murdered by beasts from the Evermists. Thirsting for vengeance, he was willing to do anything to fight them, including bargaining with dark powers. He obtained power, but at what price?

SURANOK SHADOWBLADE

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws WIS +5, CHA +5

Skills Athletics +7, Deception +5, Intimidation +5

Damage Resistances Poison

Senses Darkvision 120 ft., Passive Perception 12

Languages Common, Dwarvish, Undercommon

Challenge 8 (3,900 XP)

Duergar Resilience. Suranok has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Spellcasting. Suranok is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Suranok has the following spells prepared:

1st level (4 slots): **command**, **protection from evil and good**, **thunderous smite**

2nd level (3 slots): **branding smite**, **find steed**

3rd level (2 slots): **blinding smite**, **dispel magic**

Sunlight Sensitivity. While in sunlight, Suranok has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Suranok makes three attacks with his **Glaive** or his **Heavy Crossbow**.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 9 (1d10 + 4) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. **Hit:** 5 (1d10) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

Suranok exudes magical menace. Each enemy within 30 feet of Suranok must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from Suranok, the target can repeat the saving throw, ending the effect on itself on a success.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, Suranok magically increases in size, along with anything he is wearing or carrying. While enlarged, Suranok is Large, doubles his damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If Suranok lacks the room to become Large, he attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). Suranok magically turns invisible until he attacks, deals damage, casts a spell, or uses his Enlarge, or until his concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Suranok wears or carries is invisible with him.

THE ANVIL

THE SECOND UNDERGROUND SETTLEMENT we're visiting today, the Anvil, which unfolds around the main chamber of a small volcano, the **Pot**. Please, be extremely careful when walking around, and don't touch anything resembling lava, magma, or steaming surfaces.

The majority of the residents here are humans, halflings, and gnomes, and they take advantage of the Pot's heat to work on and study advanced forging techniques and steam machines. You have already seen some of their recent discoveries at work at the Ironworks and some of their inventions being sold at the Gearbox in the District of Lights.

The Anvil was founded by the legendary warrior known as the **Blood Claw**, the heroic companion to the Wizard himself, famous for fighting with his signature clawed gauntlets. Nobody knows what happened to him after the Wizard's death, but legends say his fiery spirit still lives on deep within the Pot.

The volcano is controlled with magic, and there is no risk of eruption. From the magma chamber, we'll climb the stairs in the conduit all the way up to the crater and then walk to Khor Keep through the **Ridge Walk**—fantastic views, you'll love it!



THE BLOOD CLAW

Llewelyn, known as the Blood Claw, was created by the Wizard to act as his bodyguard. However, only the Wizard himself could control Llewelyn's bloodlust. Without the Wizard's supervision, the Blood Claw started murdering innocents, and only by imprisoning it in a dungeon deep in the Pot could the Wizard's children stop it. Llewelyn is still there, waiting for someone to release it from its prison.

LLEWELYN

Large fey, chaotic evil

Armor Class 21 (natural armor)

Hit Points 228 (24d10 + 96)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	22 (+6)	18 (+4)	5 (-3)	12 (+1)	14 (+2)

Saving Throws STR +15, DEX +12, CON +11

Skills Acrobatics +15, Athletics +12, Perception +7

Damage Immunities Cold, Fire, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Sleep

Senses Darkvision 120 ft., Truesight 120 ft., Passive Perception 17

Languages Common, Sylvan

Challenge 15 (13,000 XP)

Gift of the Champion (3/day). Llewelyn can innately cast *wish* (spell save DC 16) requiring no component.

Legendary Resistance (3/day). If Llewelyn fails a saving throw, it can choose to succeed instead.

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

Slashing Critical. Llewelyn's weapon attacks score a critical hit on a roll of 19–20.

Actions

Multiattack. Llewelyn makes two melee attacks.

Claws. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. **Hit:** 18 (2d8 + 9) piercing damage. This damage ignores resistance.

Legendary Actions

Llewelyn 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. Llewelyn regains spent legendary actions at the start of its turn.

Attack (Costs 2 Actions). Llewelyn makes two weapon attacks.

Dash. Llewelyn moves up to its speed without provoking opportunity attacks.

Whirlwind of Blood (Costs 3 Actions). Llewelyn makes one weapon attack against any creature within its reach.

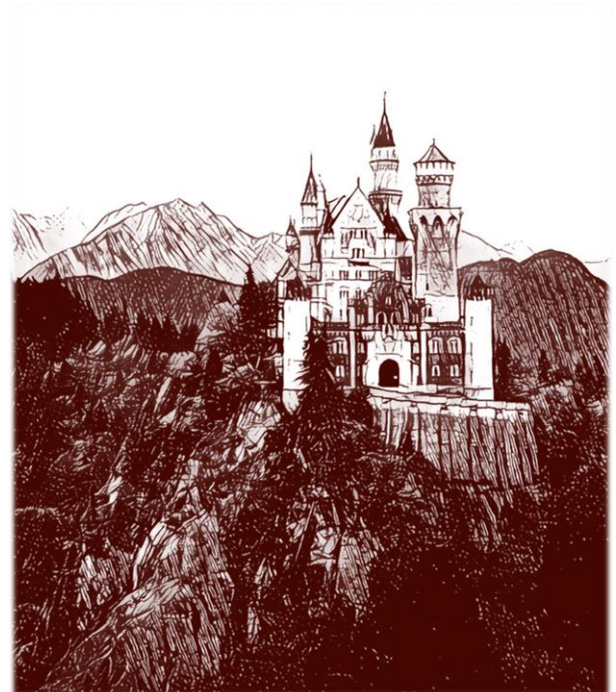
KHOR KEEP

I DIDN'T EXPECT SO MANY OF YOU TO SUFFER from vertigo, my apologies. I should've known better, given that most of you are dark elves. We'll have a break here at Khor Keep; I'm sure **Ghindo Shimmergear** has some infusions that will make you feel better. Oh, here he is—hello, Ghindo!

Ghindo is the owner of Khor Keep. Master inventor of the Crossroads, he holds the record at Kingsgate for the highest number of patented inventions. You can admire some of them here: clockwork dragons, everlasting cuckoo clocks, and pocket watches that don't unwind, among many more.

Today, Ghindo himself will teach each of you to build a music box with whatever kind of sound you want to recreate! You are free to take home whatever you manage to build in this one-hour workshop.

Okay, I hope you enjoyed getting your hands dirty! We'll now take Ghindo's MEP (I think it stands for Mechanical Elevating Platform) to go underground again—no rope bridges this time—and arrive at our last stop at the Wall, Honeyhammer Brewery!



ADVENTURE SEED: A ROOM WITH A VIEW

The party is hired by Ghindo to explore a small cave beneath Khor Keep. The characters soon realize they are in an ancient network of tunnels protected by magical traps and creatures, which leads to a room with a view of the Crossroads, where the Wizard himself used to go to rest.

GHINDO THE INVENTOR

Ghindo Shimmergear is an elderly gnome inventor who lives with his family in the reclusive Khor Keep, the only settlement on the mountains of the Wall. He's famous for the invention of explosive black powder, now exported to other worlds too, and for his mechanical machinery. His clockwork automata have some of the finest gears in the world outside of the work of his best student, Jacob Khariel.

Despite his isolated home, Ghindo enjoys the company of visitors, and often goes down to town and meets his previous students to discuss new designs. He also acts as a consultant for the Council and the City Watch, and sometimes lectures at the University.

GHINDO SHIMMERGEAR

Small humanoid (gnome), neutral good

Armor Class 22 (breastplate, shield)

Hit Points 99 (18d6 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	19 (+4)	22 (+6)	12 (+1)	13 (+1)

Saving Throws INT +10, WIS +5

Skills Arcana +10, History +10, Investigation +10

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Gnomish, Elvish

Challenge 10 (5,900 XP)

Flash of Genius (6/day). When Ghindo or another creature you can see within 30 feet of you makes an ability check or a saving throw, Ghindo can use his reaction to add +5 to the roll.

Gnome Cunning. Ghindo has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Magical Tinkering. Ghindo imbues a Tiny nonmagical object with a magical property of his choice: 5 ft. radius light, up to 6-second-long recorded message, emits odor or nonverbal sound, or static visual effect including up to 25 words of text. Ghindo can affect a maximum of 6 objects at a time.

Spellcasting. Ghindo is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Ghindo has the following spells prepared: Cantrips (at will): *fire bolt, light, mage hand, mending*
1st level (4 slots): *healing word, identify, ray of sickness*
2nd level (3 slots): *arcane lock, heat metal, Melf's acid arrow*
3rd level (3 slots): *gaseous form, revivify*

Actions

Multiattack. Ghindo makes two melee attacks.

Pickhammer. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 12 (1d6 + 9) piercing or bludgeoning damage.

HONEYHAMMER BREWERY

YOU MIGHT SAY THAT DWARVES HERE HAVE a knack for affairs and secrecy. The original recipe for Honeyhammer mead is guarded even more closely than the manufacturing process of the Deepwatch rubies. Krolmnite got to the point of offering his place as guildmaster to **Elenie Honeyhammer** to no avail.

Luckily for you, even if the recipe is secret, I managed to grab an entire bottle of Honeyhammer Vintage for your lunch today. We're going to eat here at the **Brewery Hall** and then slowly head out to the last region of the Crossroads, the Duskmire.

THE LADY OF CLAN HONEYHAMMER

Every single dwarf of the Crossroads dreams of marrying the chief of the Honeyhammer clan, Elenie, said to be the richest and most beautiful dwarf maiden of the world—in addition to being well-versed in combat, too. Unfortunately, Elenie is in love with a sole thing: success. Trying to push her already-successful family business to new heights, she works day and night between the Brewery and the Market, trying to create and sell variations of her family recipe to more and more customers. Her dream is to brew a new kind of mead, even better than the traditional Honeyhammer, so that her name will be remembered forever.

Elenie is also obsessed with secrecy. She sees enemies who try to steal her recipes everywhere, from known ones, such as councilor Krolmnite, to imagined threats stalking her every move. Honeyhammer Brewery is probably the most guarded place of the Crossroads, even more so than the Fortress of the Watch or Town Hall. Dwarven guards and magic wards protect its central vault, where the twelfth-century original manuscript of the traditional Honeyhammer recipe is said to be kept.

ADVENTURE SEED: MEAD HEIST

The characters are hired by the Brewers to sneak into Honeyhammer Brewery and steal their original recipe. First, the party has to get access to the Brewery, either by sneaking in, bribing a guard, or forging a writ of passage.

Once inside, they find out that the recipe is kept in a vault at the end of a dungeon protected by earth elementals and traps.

If they get to the final room, they find the recipe and have to make their way out. However, after brewing it, Krolmnite realizes that the recipe is fake: Elenie left it as a joke for anyone who managed to overcome all her defenses.

ELENIE HONEYHAMMER

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (plate)

Hit Points 97 (13d8 + 39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	12 (+1)	16 (+3)	15 (+2)

Saving Throws CON +5, WIS +5

Skills Intimidation +4, Insight +5, Investigation +3, Perception +5, Persuasion +4

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

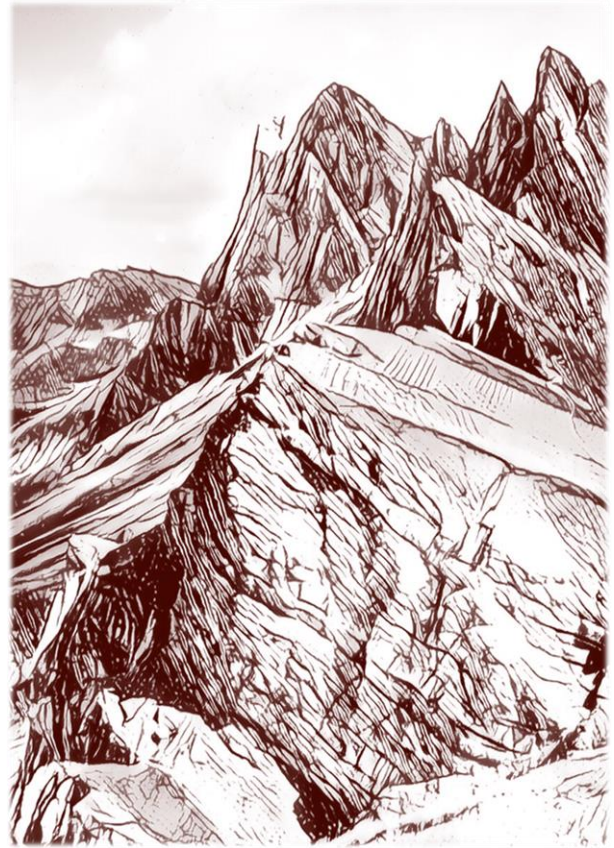
Dwarven Resilience. Elenie has advantage on saving throws against poison.

Actions

Multiattack. Elenie makes three melee attacks.

Warhammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. **Hit:** 5 (1d8 + 1) bludgeoning damage, or 6 (1d10 + 1) bludgeoning damage when used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. **Hit:** 5 (1d10) piercing damage.



DAY THREE, EVENING: THE DUSKMIRE



ONCE A LOVELY POND AT THE EDGE OF A hedge maze, the Duskmire slowly turned into a bog after the Wizard's disappearance. Marking the northern edge of the Crossroads, this region borders with the Labyrinth of the Enchanted Garden to the west and with the Wall to the east.

THE GRAVEYARD

RIGHT BEYOND THE NORTHERN BORDER OF the town lies the Graveyard, where all the deceased Crossroaders are laid to their final rest. The Graveyard is managed by twin **Carnis** and **Cuinie**, who were abandoned there as orphans and raised by old undertakers.

One of the most famous sights of the Graveyard is the **Tomb of the Blood Claw**, where the hero is depicted fighting beasts from other worlds to defend the Crossroads' borders. The **Weeping Angel** statue, instead, guards the grave of an unknown poet, marked only by the words "*Here lies One Whose Name was writ in Time.*"

CARNIS AND CUINIE

Carnis and Cuinie were abandoned next to the Weeping Angel at the age of three with a letter containing their

names and nothing else. Found by the undertakers, an old couple with no children, they were raised in the Graveyard and took their foster parents' job upon their retirement.

While the twins enjoy their current lives, they would kill to find out who their real parents are and why they could only speak a weird tongue when they were adopted. However, their job leaves them almost no time or money, and they keep delaying their search for another time.

GRAVEYARD TWIN

Medium humanoid (human), neutral

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Senses Passive Perception 11

Languages Common, Sylvan

Challenge 0 (10 XP)

Actions

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) piercing damage.



ADVENTURE SEED: FORGOTTEN NAMES

The party is hired by Vanya to look for the name of the Weeping Angel's poet in the haunted crypt nearby. The party finds the name, J.H. Khariel, along with undead horrors.

DARKSTONE CAVERNS

ONE LAST STORY FOR YOU ALL BEFORE WE leave the Graveyard: According to legend, beneath our feet, beneath all the graves, there lies a huge network of tunnels and caverns—part natural, part artificial—hidden from any light but the fluorescence of darkstone mushrooms. These stony halls are known as the Darkstone Caverns. Some say that they contain an entire town hidden from sight, others that they were, and still are, secret addendums to Skybridge Library with books of forbidden knowledge. Or maybe they don't even exist, who knows?

TIDAS THE EXILED

Born and raised in Oak Grove, Tidas has always been fascinated by the Evermists. As a teenager, he used to run away from his family home to explore the limits of the Moon Steps, getting closer and closer to the Old Keep each time. On one of his adventures, he was attacked by a beast from the Evermists, but rather than fighting it, Tidas somehow managed to tame it and forge a link between the two of them.

The bond between Tidas and the beast changed the boy, who grew meaner and meaner. He started by

treating his family and friends unfairly, and ended up working for the Knives and being exiled from the town. Thus, Tidas ran away with his companion to the Duskmire, tumbling into the Darkstone Caverns and hiding there to survive. He spends his days there, studying the Evermists in the hope of finding their secret.

TIDAS

Medium humanoid (human), neutral evil

Armor Class 12 (leather)

Hit Points 85 (9d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	20 (+5)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Con +9, Int +5

Skills Animal Handling +4, Arcana +5, Nature +5, Survival +7

Senses Passive Perception 13

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Bond. Tidas is magically linked to his companion. While his companion is within 100 feet of Tidas, he can communicate with it telepathically. Additionally, as an action, Tidas can see through his companion's eyes and hear what it hears until the start of his next turn. During this time, Tidas is deaf and blind with regard to his own senses.

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage when used with two hands.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. **Hit:** 5 (1d8 + 1) piercing damage.



TIDAS'S COMPANION

Medium monstrosity, neutral evil

Armor Class 11 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 40 ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	19 (+4)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Dex +4, Wis +5

Skills Athletics +6, Perception +9, Survival +5

Senses Passive Perception 11

Languages Understands Common but can't speak it

Relentless (Recharges after a Short or Long Rest). If the Companion takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The companion makes three melee attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 2d4 + 2 slashing damage.

THE MOON STEPS

FINALLY, A FAVORITE SPOT AMONG YOUNG couples, the Moon Steps! These stone steps climb all the way to the Old Keep—even if people are advised to stop at the top of the first hill—and offer a great sight of the city at twilight. That is, if you manage to fight your way through all the people at the **Moon Terrace**. And I've heard the place can be even busier at nighttime than it is now—just ask **Herbie** over there!

The portion of forest just up that cliff is the Labyrinth, and the steps ascend those seven hills—one for each moon—with a **Moon Gate** after each level. Each gate was originally constantly guarded, and the Moon Watch was supposed to be the elite of the City Watch. It's kept nowadays as an honorific title, since the Old Keep is no longer inhabited, and no guards are required.

HERBIE THE DREAMER

Orville Van Dight, known as Herbie for the bunches of herbs he attempts to gift his crushes, spends his time daydreaming of romance at the Moon Steps. He gazes longingly at the couples who pass through, wishing for the day to come when he will finally be a stay-at-home father for his planned future six daughters.

ORVILLE 'HERBIE' VAN DIGHT

Medium humanoid (half-elf), neutral good

Armor Class 13 (leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Skills Animal Handling +4, Nature +2, Survival +4

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Elvish

Challenge 2 (450 XP)

Spellcasting. Herbie is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:
Cantrips (at will): *druidcraft*, *guidance*, *produce flame*
1st level (4 slots): *animal friendship*, *cure wounds*, *speak with animals*, *thunderwave*
2nd level (3 slots): *darkvision*, *hold person*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage when used with two hands.



ADVENTURE SEED: SHINY MUSHROOMS

The Hunters hire the party to explore the caverns beneath the Duskmire in search of a rare kind of fluorescent mushroom that they need for their drug operation.

The characters have to explore the Duskmire in search of an entrance, and then fight their way through a huge complex of underground tunnels inhabited by monsters.

The mushrooms grow around an immense underground lake on the bottom of the Darkstone Caverns, which is the lair of an ancient forgotten beast.

THE OLD KEEP

THE OLD KEEP IS THE OLDEST CASTLE OF the Crossroads. From there, the kings of old ruled over this land until an ancient spirit known as the **Grime King** took power. Since its ascension, the Evermists crept closer and closer to the keep, eventually closing upon part of it entirely. The keep was abandoned and the spirit banished after a bloody rebellion, but the ghosts of the fallen still haunt the fortress.

After the Old Keep, the swamp slowly fades into the **Evermists** as we approach the northern edge of the Crossroads. Beasts made of shadow and nightmares are often seen here, and the City Watch often patrols this border, helped by the Dragonglade elves.

The incursions have increased lately. Some people say that the magic of the Wizard is weakening, and the Church of the Martyr insists that they are punishment for our sins, while others yet think it's just a periodical fluctuation. I don't take any position myself; I'll let the scholars figure out what's happening.

Unfortunately, though, this is the end of our Around the World in Eighty Hours Tour. On behalf of Ahren's Travel Company, I hope you had a wonderful vacation at the Crossroads, and I wish you safe travels back to your worlds!



ADVENTURE SEED: FRAGMENTS OF MEMORIES

The incursions from the Evermists are increasing, and Nuria Larindien asks the party for help in finding the source of the problem. Together, they venture into the Old Keep, haunted by ghosts and beasts, to close an unstable portal.

THE GRIME KING

While Llewelyn the Blood Claw defended the Wizard from physical attacks, Hral, his last creation, was tasked with its master's protection from magic. The Grime King, as people remember it nowadays, is surrounded by a zone of dead magic that completely nullifies everything but the mightiest artifacts.

Unhappy with how the world was ruled after the Wizard disappeared, Hral decided to take matters into its own hands, seizing control of the Old Keep and dethroning the king. However, the Evermists started to advance and slowly devoured the northern border of the world. Hral's urge to protect the world was stronger than the one to rule it, and he separated the Old Keep from the Crossroads, plunging it into the Evermists in a last attempt to stop their advance.

The Old Keep is now in limbo between the world and the mists, haunted by the ghosts of all its inhabitants, who perished as a result of Hral's last act. The Grime King itself is trapped there too, still fighting back the Evermists and unable to leave lest the Crossroads be devoured.

HRAL

Medium fey, lawful evil

Armor Class 21 (natural armor)

Hit Points 228 (24d10 + 120)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	24 (+7)	12 (+1)	15 (+2)	20 (+5)

Saving Throws DEX +12, CON +11, WIS +8, CHA +11

Skills Insight +8, Intimidate +11, Perception +8, Stealth +9

Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Poisoned, Sleep

Senses Darkvision 120 ft., Truesight 120 ft., Passive Perception 18

Languages Common, Sylvan

Challenge 20 (25,000 XP)

Gift of the Order (3/day). Hral can innately cast *wish* (spell save DC 19) requiring no component.

Legendary Resistance (3/day). If Hral fails a saving throw, it can choose to succeed instead.

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

Null Zone. A 10-foot-radius invisible sphere of antimagic surrounds Hral. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a

suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as magic missile and charm person, that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as fireball, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a wall of fire are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the sphere. For example, a longsword, +1 in the sphere functions as a nonmagical longsword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the

departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the rope trick spell, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Dispel Magic. Spells and magical effects such as dispel magic have no effect on the sphere. Likewise, the spheres created by different antimagic field spells don't nullify each other.

Actions

Multiattack. Hral makes two melee attacks with his *Spear*.

Spear. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Legendary Actions

Hral 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. Hral regains spent legendary actions at the start of his turn.

Attack. Hral makes a weapon attack.

Invulnerability (Costs 3 Actions). Hral is immune to all damage until its next turn.

Tiro ancora i vostri fili,
gioco con i burattini,
sono il vostro cantastorie,
serbo tutte le memorie.

Grazie a tutti, cari amici,
ci vedremo in altre storie,
ora il mondo va esplorato
per cercare nuove glorie.

I'm the one pulling your strings
my dear puppets, slaves and kings.
I'm the one who sings your story
in this endless allegory.

Thank you all, my dearest friends!
Though we'll meet again tomorrow.
Now, go out! Explore the Crossroads
in their glory, in their sorrow.