

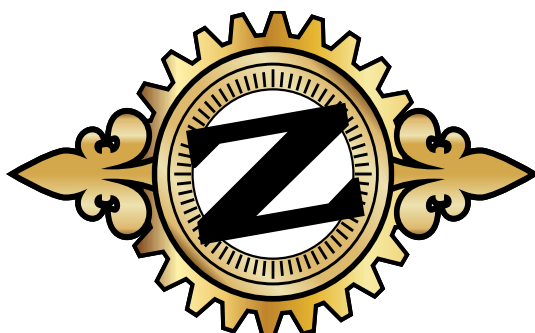


EN5ider Presents:

Schism

Part Three

A 5E-Compatible Adventure for 9th- to 10th-Level Characters



Appendix One: Complete Officer Roster

THESE ARE ALL OF THE CURRENT Ob officers, organized by their nation of operation. These officers, despite their various backgrounds and missions, are almost all men and women of great education and progressive ideology. Those who are not legitimately interested in improving the world are clever liars who put on the appearance of concern.

That said, everyone here has had to do some horrible things so the Obscurati can gain influence in a given area, and they're a bit inured to localized suffering, especially if it leads to a greater good.

Note that Kasvarina Varal and Roland Stanfield are not in attendance. The convocation also includes twenty-four members of the ghost council who tend to vote in a single bloc.

Obscurati Officers

Officers marked with an asterisk (*) play a prominent role in this adventure and have a full write-up. Those marked with a dagger mark (†) are potential aliases for the PCs. A few others have small roles to play and are marked with two double daggers (‡), but most are free for you to do with as you please.

Leadership.

1. * **Nicodemus the Gnostic.** Head of conspiracy. Resides in body of Andrei von Recklinghausen.
2. * **Han Jierre.** Tiefling sovereign of Danor. Representative of the Panarchist faction.
3. **Kasvarina Varal.** *Not in attendance.* High elf matriarch, founder of the conspiracy, with fingers in every pot. Currently under protection of Asrabey Varal and other high elves in Elfaivar, recovering memories stolen from her by Alexander Grappa.

FROM THE PEN OF
Ryan Nock

EVOCATIVE COVER ILLUSTRATION BY
ShenFei

STUNNING CARTOGRAPHIC DISPLAYS BY
James Hazelett
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Mike Myler

ABLY PRODUCED AND FACILITATED BY
Russ Morrissey

SPECIAL THANKS TO
to everyone who made *Final Fantasy VI*, since it has been pointed out to me that we sure seem to have a lot of similarities to that game (clearly we need a talking octopus); to the hundreds of gamers who backed the original release of ZEITGEIST on Kickstarter; and to the over one thousand generous patrons of EN World EN5IDER whose support has made this Fifth Edition update possible.

OPEN GAME CONTENT
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**Ber.**

4. **Grargh Nobble.** Jumpy orc barbarian. Spy among the unincorporated tribes.
5. ‡ **Praesidia de Vaca.** Half-dragon bard. Latest in a line of spokesmen of the Panoply, responsible for making Berans look outward to other nations and cultures, so they'll fall in line. Head of the Bards minor faction.
6. **Lam Aqua.** Orc artificer. Responsible for industry and construction of a planar lighthouse in Seobriga.
7. **Ignitio dola Serra.** Lizardfolk wizard. Spy in Reo Pedresco secret wizard order. Tasked with constructing a planar lighthouse.
8. **Sergio Flores.** Half-giant businessman. Building a planar lighthouse in Ursaliña.
9. **Trevio Addaz.** Minotaur cleric. Head of Bounty Cell, responsible for sneaking mages, priests, and the like to perform secret "miracles" to reduce conflict for resources among poor tribes.
10. **Nicholas Sermon.** Half-orc bard from Risur. Monster hunter, prepared to slay any dragons that might get roused by the Ob's plans. Also hunts for forgotten hoards.
11. ‡ **Barro Bangristo.** Minotaur professor. Head of Scroll Cell, responsible for spying on universities to seek potential recruits and use student rebellion as a tool for change. Brags about villainy in a brief vignette.

Crisillyir.

12. * **Zimand Dextrano.** Human priest. Part of Bishop Vigilio's retinue. Secretly replaced by Vitus Sigismund, who is discovered when trying to enter the palace.
13. ‡ **Bishop Ortisei Vigilio.** Human cleric. Liaison with business interests in Vendricce, and master of a network of spies. Appears in opening scene.
14. ‡ **Carlast Hevny.** Human priest. Head of archaeological activities in Crisillyir. Appears in opening scene.
15. † **Ken Don.** Human archivist. Research inquisitor of the Clergy. Ensures Ob agents don't get caught for looking into heretical information.
16. † **Oscan Ligurio.** Human rogue. Vile member of The Family. Sets up fake identities and businesses to launder money and cover for unusual international activities.
17. **Rakovnik Brasny.** Human cleric. Responsible for building a planar lighthouse in Sid Minos.
18. **Tittling Grainet.** Gnome cleric. Responsible for building a planar lighthouse in Alais Primos.
19. **Cardinal Testamenta Suchdol.** Human inquisitor. Hunts demons, tasked with finding out how to banish their taint to other planes. Earnest proselytizer. Representative of the minor Trekker faction because she wants to spread her faith to other worlds.

Danor.

20. † **Gran Guiscard.** Human bard. Head of Gorgeous Cell in Beaumont. Uses network of entertainers and artists to recruit tier 5 Ob agents.

21. ‡ **Bert Facie.** Human gunslinger. Head of Han Jierre's bodyguard attachment. Master of whispers in the whole nation of Danor. Appears in the opening scene.
22. ‡ **Dame Constance Baden.** Human knight. Head of Cerulean Cell in Cherage, the Obscurati's "blue sky" division devoted to researching outlandish ideas to see if they're possible. Representative of the Sky League minor faction, and one of Macbannin's murder victims.
23. ‡ **Glaz du Sang Magie.** Human ice mage (possibly back from the dead as a lich, depending on the events of *ZEITGEIST #4*.) Engineer behind the conspiracy's small submersible fleet. Representative of the Weapon-Mongers minor faction.
24. **Satine Tibeaux.** Tiefling cleric, head of Fisher Cell, responsible for investigating the true dead magic zone in the city of Methia, former capital of the Clergy.
25. **Gardienne du Cherage.** Tiefling scion of the Cherage line, head of College Cell which manipulates Danoran culture to be more friendly to Risur by means of subtly imposing economic and cultural penalties on those more hostile groups.
26. **Admiral Vidal Strausse.** Human fighter. Spy in the Danoran navy.
27. **General Shane Wallisonne.** Human fighter. Spy in Danoran army.

Drakr.

28. † **Kiov Hetman.** Dwarf wizard. Researching magical towers and monoliths throughout Drakr, coordinating adventurers to break in and deactivate their defenses.
29. * **Erschine Haffkruger.** Dwarf environmental biologist responsible for ensuring life can flourish under different planar alignments. After his initial tests with flora and fauna were encouraging, he abducted dozens to perform "human trials." Currently a duplicant controlled by Benedict Pemberton.
30. ‡ **Ramos Zoltan.** Dwarf businessman. Head of Prison Cell, owner of numerous prisons in Drakr, and responsible for building a planar lighthouse. Murdered by Reed Macbannin the first night.
31. ‡ **Dengar Kriegshaff.** Human wizard. Head of Blood Cell, designing giant weapons to slay the fey titans of Risur. Representative of the Aegis minor faction.
32. ‡ **Zartan Arkel.** Human druid. Giant hunter, tasked with cataloging and preparing to defeat threats in the Drakran wilderness. Old and patient, representative of the minor Long Now faction.
33. ‡ **Von Hastenschrieff Willimarkanova.** Dwarf philosopher. Main Ob agent in Drakran politics. Long-winded advocate of the Mortal Mind minor faction.

Elfaivar.

34. * **Cula Ravjahani.** Half-elf Vekeshi mystic, former aid to Kasvarina Varal coordinating elf- and fey-oriented cells. Representative of the Miller's Pyre faction.



- 35. **Ines Shilubi.** Human knight. Hunts fey monsters in Elfaivar, bounty-hunts high elf enclave warriors, but also spies on Clergy colonization efforts in the jungle.
- 36. **‡ Solace Petrov.** Human economist. Head of Barter Cell, devoted to re-establishing a functioning economy, under Ob control, in Elfaivar. Representative of the minor Economists faction.

Risur.

- 37. *** Roland Stanfield.** Not in attendance. Aasimar governor of the city of Flint, head of Colossus cell, and the Ob officer whose involvement with the conspiracy is most precariously concealed. Currently overseeing the secret construction of a planar lighthouse in Flint.
- 38. *** Leone Quital.** Human steelshaper. Former head of colossus construction.
- 39. *** Catherine Romana.** Human wizard. Heir of a previous Risuri monarch. Politician tasked with infiltrating allies of Duchess Ethelyn and sabotaging efforts to discover the Obscurati. Representative of the Colossus faction. Has a pet cat.
- 40. **† Livia Hatsfield.** Elf spy in royal palace. Studying Rites of Rulership so the king may be replaced. Plans to betray Ob, but hasn't told anyone in Risur what she's doing yet.
- 41. **Abiera Stackhouse.** Halfling representative of the Eschatologists of Flint United, a fringe end-times group. Keeps in contact with crazy conspiracy theorists to see if anyone has stumbled upon the actual plot. Secretly a servant of the Voice of Rot, hoping to find a way to turn the Ob's plot to the fey titan's advantage.
- 42. **Erdanen Torrance.** Half-elf politician. Member of Catherine Romana's retinue.
- 43. **Alloquicious.** Halfling artificer. Head of Iron Cell, responsible for recruiting geniuses in Risur. Murdered most of his underlings a year ago so the RHC wouldn't track him down, and is transitioning to trying to influence Risur's economic system.

Other.

- 44. **† Bruce McDruoid.** Human explorer. Donates arms and technology to primitive people at the edge of civilization, earning their trust and acclimating them to a new world order.

- 45. **† Xavier Sangria.** Human fighter. Malice Lands beast hunter. Heads band of adventurers who hunt monsters.
- 46. **Jade Hericano.** Sea elf explorer. Native of the Yerasol Archipelago, head of Bathy Cell, searching sunken ruins for clues to the Ancients.
- 47. **Hanse Randall.** Wealthy architect, head of Shingles Cell, responsible for greasing palms in the Malice Lands city-state of Orithea, to build a planar lighthouse.
- 48. **Oort Magnus.** Oread sorcerer. Cell leader in Nalaam, coordinating the search for the Ancient temple to Urim.
- 49. **Bob Stela.** Human ranger. Cell leader in a border state.
- 50. **Ed Pollack.** Human druid. Cell leader in a different border state.
- 51. **Tim Twiggerson.** Human rogue. Cell leader in yet another border state.
- 52. **Neil d'Ray.** Human factotum. Cell leader in a border state you've never heard of. Seriously, these guys do excellent work, are incredibly busy, and are really under-appreciated by the Obscurati leadership.

Ghost Council.

In addition to the three named officers below, the ghost council consists of 24 additional members that vote as one block. There are dozens more ghosts in the council, but many have lost their sense of individuality altogether, and can only act at the direction of those who still have a conscious mind.

- 53. *** Vicemi Terio.** Head of the ghost council, leader of Lantern Cell. Archmage.
- 54. *** Reed Macbannin.** Ghost and former head of operational secrecy in Flint. Representative of the Arboretum faction.
- 55. *** Amielle Latimer.** Ghost of a tiefling gunslinger, in the ghost council. Originally established friendly industrial connections between Danor and the city of Flint, after helping King Lorcan defeat the witch coven in the year 400 A.O.V. Representative of the Watchmaker faction.

Possible Additions.

If they made it out of *ZEITGEIST #4: Always on Time*, alive, Luc Jierre and Ottavia Sacredote are here. In the unlikely event the party did not kill Lya Jierre in *ZEITGEIST #6: Revelations from the Mouth of a Madman*, she attends as well, probably in the company of her uncle Han, who is also acting as her bodyguard.

Appendix Two: Obscurati Forces



THE PARTY MIGHT BATTLE THE OB officers and their allies in numerous situations.

Leone Quital, The Steelshaper

Medium humanoid (human), lawful evil

Armor Class 22 (magnetic shield, ring of protection)

Hit Points 130 (20d8+40) plus steel shield (20 hp)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	21 (+5)

Saving Throws Con +8, Cha +11

Skills Arcana +12, Deception +15, Insight +10, Intimidation +15, Perception +10

Senses passive Perception 20

Languages Common, Elvish, Primordial

Challenge 14 (11,500 XP)

Desperate Levitation. When reduced below 75 hit points, Leone's powers surge. He can use his action and bonus action to make a dispel check (as if he had cast *dispel magic* as a 6th level spell, gaining advantage on the check) against every hostile magic affecting him. He then flies 30 feet, gaining a +5 bonus to AC until his movement ends. If he does not have a steel shield, he acquires one. Leone telekinetically lifts six railroad cars within 200 feet of him (each 60 feet long by 15 feet wide), moves each one up to 100 feet, then holds them up to 20 feet off the ground. Creatures in the path of the train cars make a DC 18 Dexterity saving throw or they take 14 (4d6) bludgeoning damage and are knocked prone. At the start of Leone's next turn, the train cars fall. A creature under a falling railcar makes a DC 18 Dexterity saving throw to scramble for cover, taking 105 (30d6) bludgeoning damage on a failed save.

Magic Items. Leone gains a +1 bonus on all saving throws (included above) from his *ring of protection*, he wears a *steelsilk mantle*, and he carries a *potion of superior healing* (he can use an action to drink it, regaining 8d4+4 hit points). As a bonus action, Leone can reshape some part of the *steelsilk mantle* into any mundane steel object that can be held in one hand, such as a sword, a key, or a cage. This item detaches from the main cloak, but can be reattached on his turn (no action required). Only one item may be detached from the cloak at a time.

Magnetic Flight. As long as he is within 100 feet of at least 1 ton of metal, Leone has a fly speed of 30 feet and can hover.

Magnetic Willpower. Whenever Leone would make a Wisdom saving throw, he makes a Charisma saving throw instead.

Master of Magnetism. Attacks against Leone using metal weapons or ammunition take a –2 penalty to the attack roll, and Leone gains a +2 bonus on attack rolls made against targets in metal armor.

Steel Shield. Leone levitates a metal shield, either a single sheet or multiple pieces, which he moves to block incoming attacks. This shield protects him from any attack that targets AC or that allows a Strength, Dexterity, or Constitution saving throw, absorbing the damage. If the attacker is flanking or if Leone is stunned or paralyzed, the attack bypasses his shield. The shield has AC 13 and 20 hit points. If an attack's damage is completely blocked by the shield, any additional effects of the attack do not affect Leone. If the shield is destroyed by an attack, any remaining damage applies to Leone.

Telekinetic Trick. Leone can use a bonus action to innately cast telekinesis without the need for any components. He cannot use this spell to affect any creature or object that is not wearing or made out of metal.

ACTIONS

Multiattack. Leone attacks twice.

Shield Bash. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) magical piercing damage and the target makes a DC 18 Strength saving throw or falls prone. If Leone's shield has been destroyed, he can use an action to create a new one and make this attack.

Makeshift Artillery. *Ranged Weapon Attack:* +10 to hit, range 200/1,000 ft., one target. *Hit:* 26 (6d6+5) bludgeoning damage. Alternatively instead of flinging a huge hunk of metal, Leone can target a creature wearing a medium or heavy suit of metal armor. Instead of making an attack roll, the creature makes a DC 18 Wisdom saving throw to resist the effect, being flung on a failed save. A flung creature takes an amount of damage equal to half of what it deals to the object or creature it hits.

Shrapnel Vortex. Leone creates a vortex of shrapnel in a 20-foot radius within 200 feet of him. Any creature that starts its turn in the area or enters into it takes 28 (8d6) slashing damage. A successful DC 18 Dexterity saving throw halves this damage. The vortex remains until the end of Leone's next turn.

REACTIONS

Steelsilk Mantle (3/Long Rest). Leone can use his reaction to spin the cloak into the path of any attack targeting him. The cloak hardens like a shield, granting increasing his AC by +4 against that particular attack.



Advanced Bleak Golem

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 102 (12d10+36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	16 (+3)	3 (–4)	11 (+0)	1 (–5)

Damage Vulnerabilities radiant

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons not made from adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common but can't speak

Challenge 9 (5,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

ACTIONS

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 12 (2d6+5) magical bludgeoning damage plus 7 (2d6) necrotic damage from witchoil splashing out of the golem.

Obscurati Bookpin Guard

Medium humanoid (human), lawful neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	16 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Str +6, Con +6

Skills Deception +3, Insight +7, Intimidation +6, Perception +7, Persuasion +3

Senses passive Perception 17

Languages Common, Elvish

Challenge 6 (2,300 XP)

Brave. The bookpin guard has advantage on saving throws against fear.

Feat: Power Attack. When the bookpin guard makes their first melee weapon attack in a turn, they can choose to take a –5 penalty to their melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, the bookpin guard can use a bonus action to make one melee weapon attack after they use a melee weapon to reduce a creature to 0 hit points or score a critical hit with it. The bookpin guard can only use this feature on their turn.

ACTIONS

Multiattack. The bookpin guard makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 5 (1d8+3) slashing damage.

Pistol. *Ranged Weapon Attack:* +2 to hit, range 30/90 ft., one target.

Hit: 4 (1d10–1) piercing damage.

Obscurati Arcane Marksman

Medium humanoid (human), lawful neutral

Armor Class 16 (studded leather)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	15 (+2)	13 (+1)	8 (–1)

Saving Throws Dex +7, Int +5

Skills Arcana +5, Athletics +3, Perception +7

Senses passive Perception 17

Languages Common, Elvish, Primordial

Challenge 6 (2,300 XP)

Arcane Gun. The marksman's ranged weapon attacks using firearms score a critical hit on an attack roll of 19 or 20, and attacks they treat firearms as magical weapons.

Feat: Superb Aim. The marksman ignores half cover and three-quarters cover when making a ranged weapon attack, and they don't have disadvantage when attacking at long range. When the marksman makes their first ranged weapon attack in a turn, they can choose to take a –5 penalty to their ranged weapon attack rolls in exchange for a +10 bonus to ranged weapon damage.

Feat: War Magic. The marksman has advantage when they are concentrating on a spell and have to make a Constitution saving throw from taking damage, they can wield weapons or a shield in both hands and still make somatic components for spellcasting, and can use their reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from them.

Fighting Style: Point Blank Shooter. The marksman does not have disadvantage on attack rolls when they are within 5 feet of a hostile creature who can see them and who isn't incapacitated.

Magical Bullet. When the marksman hits a creature with a ranged weapon attack using a firearm, they can expend one spell slot to deal force damage to the target, in addition to the weapon's damage. The extra damage is 9 (2d8) for a 1st-level spell slot, plus 5 (1d8) for each spell level higher than 1st, to a maximum of 22 (5d8).

Spellcasting. The marksman is a 3rd-level spellcaster that uses Intelligence as their spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The marksman has the following spells prepared from the wizard's spell list:

1st level (3 slots): *burning hands, magic missile, shield*

2nd level (2 slots): *scorching ray*

ACTIONS

Rifle. *Ranged Weapon Attack:* +7 to hit, range 80/240 ft., one target.

Hit: 15 (2d10+4) piercing damage. Instead of dealing weapon damage, the marksman can cast a spell and treat the bullet as the target of the spell or its point of origin.



Shadowlisk

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 133 (14d10+56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (−1)	19 (+4)	2 (−4)	13 (+1)	12 (+1)

Saving Throws Con +8, Wis +5, Cha +5

Skills Perception +9, Stealth +7

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 11 (7,200 XP)

Amorphous. The shadowlisk can move through a space as narrow as 1-inch wide without squeezing.

Feat: Power Attack. When the shadowlisk makes its first melee weapon attack in a turn, it can choose to take a −5 penalty to its melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, the shadowlisk can use a bonus action to make one melee weapon attack after it uses a melee weapon to reduce a creature to 0 hit points or score a critical hit with it. The shadowlisk can only use this feature on its turn.

Revealing Gaze. Any creature within a shadowlisk's line of sight has its true form revealed, allowing all other creatures to see it as if under the effects of a true seeing spell. Illusion and transmutation effects are not dispelled or suppressed, merely seen through.

Shadow Blend. In any condition of illumination other than full daylight, a shadowlisk disappears into the shadows, making it heavily obscured (attack rolls against it have disadvantage, and it has advantage on attack rolls) and giving it advantage on Dexterity (Stealth) checks. Artificial illumination, even a light spell, does not negate this trait; a daylight spell, however, does. A shadowlisk cannot use its umbrifying gaze while using Shadow Blend. A shadowlisk can suspend or resume this trait on its turn (no action required).

ACTIONS

Multiattack. The shadowlisk attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 13 (2d6+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 10 (1d8+6) slashing damage.

Umbrifying Gaze. The shadowlisk targets one creature it can see within 30 feet of it. If the target can see the shadowlisk, the target must succeed on a DC 18 Constitution saving throw against this magic or take 35 (10d6) necrotic damage and then be stunned until the end of the shadowlisk's next turn, unless it is immune to necrotic damage. In addition, if the target is below half of its total hit points after taking damage from the umbrifying gaze, it must make a second DC 18 Constitution saving throw. On a failed save, its body is annihilated and its soul is burned into the ground or wall behind it, like a shadow. The creature can see, hear, and slightly twitch. If a creature coats its hands with the blood of a shadowlisk within 5 minutes, it can then reach into the surface and pull the creature out, restoring its normal body.

Vicemi Terio, Spectral Archmage

Medium undead, lawful evil

Armor Class 20 (spectral field)

Hit Points 135 (30d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (−2)	10 (+0)	10 (+0)	21 (+5)	12 (+1)	21 (+5)

Saving Throws Dex +5, Con +5, Wis +6

Skills Arcana +15, History +15, Insight +11, Perception +11, Stealth +5

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses lifesight 20 ft., passive Perception 21

Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Infernal, Primordial

Challenge 14 (11,500 XP)

Ethereal Sight. Vicemi can see 60 feet into the Ethereal Plane when he is on the Material Plane, and vice versa.

Frightful Moan. Vicemi lets loose a terrifying moan as a bonus action. Each creature within 60 feet of Vicemi that can hear him moan must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. At the end of each of its turns, a frightened creature can repeat its saving throw to end the effect.

Ghostly Entourage. Vicemi can use an action to call forth or dismiss the ghosts within. While called forth, the ghosts grant advantage on any Wisdom (Perception) checks Vicemi makes, but their moans and wailing likely alert anybody nearby to Vicemi's presence. Additionally, the spell save DC for spells he casts increases by 1. Finally, the ghosts invisibly serve him, and can act as a dozen extra sets of hands within 50 feet. They cannot attack and can only move things that weigh 25 pounds or less.

Incorporeal Movement. Vicemi can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Life Sight. Vicemi has blindsight 20 ft. but the trait only allows him to detect living creatures and undead creatures, and determine whether a creature is living or undead. Constructs and other creatures cannot be seen with this trait.

Spellcasting. Vicemi is a 13th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 19; +10 to hit with spell attacks). He has the following spells prepared from the wizard's spell list:

Cantrips: *fire bolt, light, mage hand, mending, ray of frost*

1st level (4 slots): *burning hands, detect magic, false life, grease, magic missile, shield*

2nd level (3 slots): *blindness/deafness, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, dispel magic, fireball, haste, protection from energy, slow, vampiric touch*

4th level (3 slots): *black tentacles, fire shield*

5th level (2 slots): *cloudkill, cone of cold, wall of force*

6th level (1 slot): *chain lightning, disintegrate, eyebite*

7th level (1 slot): *finger of death*



Turn Resistance. Vicemi has advantage on saving throws against any effect that turns undead.

ACTIONS

Draining Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* Roll 1d6 to determine a random ability score. The target's ability score is reduced by 1d4. The target dies if this reduces its Strength, Dexterity, or Constitution to 0. Otherwise, the reductions last until the target finishes a short or long rest. Vicemi regains 2d4 hit points when he successfully hits with this attack.

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 47 (12d6+5) necrotic damage.

Corrupting Gaze. Vicemi targets one creature he can see within 30 feet of him. If the target can see Vicemi, the target must succeed on a DC 18 Charisma saving throw against this magic or take 65 (10d12) psychic damage.

Death Wave. As an action, Vicemi evokes fell energy that roils outwards, dealing 45 (10d8) necrotic damage to all other creatures within 30 feet. A DC 18 Wisdom saving throw halves this damage.

Etherealness. Vicemi enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

Ghost Council Swarm

Huge swarm of Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 204 (24d12+48)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Con +7, Wis +7

Skills Arcana +14, Insight +12, Perception +12, Religion +14, Stealth +11

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 22

Languages Common, Dwarvish, Elvish, Infernal, Primordial

Challenge 15 (13,000 XP)

Ethereal Sight. The ghost council swarm can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost council swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Oppressive Moan (Recharge 6). The ghost council swarm lets loose a terrifying moan as a bonus action. Each creature within 60 feet of it that can hear it moan takes 35 (10d6) thunder damage and must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. At the end of each of its turns, a frightened creature can repeat its saving throw to end the effect. On a successful save, a creature takes half damage and is not frightened.

Spectral Wall (3/Long Rest). The ghost council swarm can use a bonus action to innately cast *wall of force* without the need for any components.

Splinter. The ghost council swarm's abilities change as it takes damage.

• **Threshold 1 (below 120 hit points).** A pair of senior ghost councilors appear in spaces adjacent to the ghost council. They are invisible until they attack. As its reaction, the ghost council swarm flies 50 feet. This movement does not provoke opportunity attacks (it likely uses this to flee, but shortly returns to combat).

In addition, the ghost council swarm can grab any creature it hits with its Withering Touch (escape DC 18). It can grapple up to 4 creatures at once. A grappled creature automatically takes damage from the ghost council swarm's Withering Touch touch at the start of the grappled creature's turn each round.

• **Threshold 2 (below 60 hit points).** A pair of senior ghost councilors appear in spaces adjacent to the ghost council. They are invisible until they attack. As its reaction, the ghost council swarm flies 50 feet. This movement does not provoke opportunity attacks (it likely uses this to flee, but shortly returns to combat).

In addition, the ghost council swarm can use telekinetic force to move creatures about. It makes a Charisma check contested by the creature's Strength check. If it wins the contest, it moves the creature up to 30 feet in any direction, including upward but not beyond 60 feet. Until the end of its next turn, the creature is restrained in the ghost council swarm's telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, the ghost council swarm can use a bonus action to attempt to maintain its telekinetic grip on the creature by repeating the contest.

Swarm of Ghosts. The ghost council swarm can occupy another creature's space and vice versa. The ghost council swarm can't regain hit points or gain temporary hit points. The swarm needs only fill 9 contiguous 5-foot squares, and can stretch across a battlefield. Enemies can move through the ghost council swarm, which counts as difficult terrain. The damaged ghosts disincorporate but will return in a few days unless Nicodemus the Gnostic is defeated.

Turn Resistance. The ghost council swarm has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The ghost council swarm attacks four times.

Withering Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) necrotic damage plus 7 (2d6) energy damage (either acid, cold, fire, or lightning, chosen when the ghost council swarm attacks). A creature can only be targeted by one of the ghost council swarm's Withering Touch attacks each round.

Etherealness. The ghost council swarm enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



Senior Ghost Councilor

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 104 (16d8+32)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	14 (+2)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Con +6, Wis +6

Skills Arcana +12, Deception +12, Insight +10, Intimidation +12, Perception +10, Persuasion +12, Stealth +9

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 20

Languages Common, Dwarvish, Elvish, Infernal, Primordial

Challenge 10 (5,900 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turn Resistance. The ghost has advantage on saving throws against any effect that turns undead.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 46 (12d6+4) necrotic damage.

Corrupting Touch. By passing part of its incorporeal body through a creature's body, the ghost deals 72 (14d8) damage. This damage is not necrotic or psychic—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 16 Constitution saving throw halves the damage inflicted.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 16 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Telekinetic (Recharge 5–6). The ghost can use telekinetic force to move creatures about. It makes a Charisma check contested by the creature's Strength check. If it wins the contest, it moves the creature up to 30 feet in any direction, including upward but not beyond 60 feet. Until the end of its next turn, the creature is restrained in the ghost's telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, the ghost can use a bonus action to attempt to maintain its telekinetic grip on the creature by repeating the contest.

Catherine Romana

Medium humanoid (human), lawful neutral

Armor Class 17 (mage armor, ring of protection)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	15 (+2)	18 (+4)	10 (+0)	18 (+4)

Saving Throws Dex +8, Con +7, Wis +5

Skills Arcana +12, Deception +12, History +12, Intimidation +12, Insight +4, Nature +12, Perception +4

Senses passive Perception 14

Languages Common, Dwarvish, Elvish, Primordial, Sylvan

Challenge 9 (5,000 XP)

Feat: War Magic. Catherine has advantage when she is concentrating on a spell and has to make a Constitution saving throw from taking damage, she can wield weapons or a shield in both hands and still make somatic components for spellcasting, and can use her reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from her.

Ring of Protection. Catherine gains a +1 bonus on all saving throws (included above).

Spellcasting. Catherine is a 10th level spellcaster that uses Charisma as her spellcasting ability (spell save DC 16; +8 to hit with spell attacks). She has the following spells prepared:

Cantrips: *druidcraft, eldritch bolt, fire bolt, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, detect magic, detect poison and disease, find familiar, mage armor, unseen servant*

2nd level (3 slots): *augury, enthrall, invisibility, suggestion*

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

4th level (3 slots): *confusion, dominate beast, phantasmal killer*

5th level (2 slots): *conjure elemental, hold monster*

Witch's Familiar. While she is within sight of her familiar (a cat named Kelland) and both are conscious, Catherine can simultaneously concentrate on two spells at once. When Kelland takes damage while concentrating on a spell, Catherine makes a Constitution saving throw to maintain the spell or it is lost.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Hexes. Catherine can use a bonus action to activate one of her hexes. This does not provoke opportunity attacks.

• **Agony.** Catherine chooses one creature within 60 feet, inciting vicious pains within it. The target makes a DC 16 Constitution saving throw or is poisoned for 1 minute. At the end of each of its turns, the creature can attempt a new saving throw to end the

effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

- **Charm.** Catherine chooses a beast or humanoid within 30 feet and beckons to it with soothing, pleasing words. The target makes a DC 16 Wisdom saving throw or is charmed for 1 minute. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.
- **Disguise.** Catherine can change her appearance for up to 10 hours between long rests (as if she had cast disguise self). These hours do not need to be consecutive, but they must be spent in 1-hour increments.
- **Evil Eye.** Catherine chooses one creature within 30 feet that she can see. For the next minute the target takes a –4 penalty to AC or has disadvantage on ability checks, attack rolls, or saving throws (Catherine’s choice). A creature that makes a DC 16 Wisdom saving throw reduces the duration of the effect to 1 round.
- **Feral Speech.** Catherine is able to speak with and understand the response of any beast (as the spell speak with animals) including vermin.
- **Slumber.** Catherine chooses a creature within 30 feet and sends into slumber. The target makes a DC 16 Wisdom saving throw or falls asleep for 1 minute (regardless of its hit points but otherwise as the sleep spell). The sleeping creature will not wake due to noise or light. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Cula Ravjahani

Medium humanoid (half-elf), neutral

Armor Class 19 (+3 chainmail)

Hit Points 82 (15d8+15)

Speed 30 ft.

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

Saving Throws Str +6, Int +7

Skills Arcana +11, Insight +8, Intimidation +8, Perception +8, Persuasion +8

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 18

Languages Common, Dwarvish, Elvish, Giant, Primordial

Challenge 9 (5,000 XP)

Casting Strike. When Cula hits a creature with a melee weapon attack, in addition to dealing damage she can also cast a spell that deals damage. If the spell includes a spell attack, it automatically hits.

Feat: War Magic. Cula has advantage when she is concentrating on a spell and has to make a Constitution saving throw from taking damage, she can wield weapons or a shield in both hands and still make somatic components for spellcasting, and can use her reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from her.

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

Spellcasting. Cula is an 8th level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 15; +7 to hit with spell attacks). She has the following spells prepared:

Cantrips: *acid splash, eldritch blast, mage hand, shocking grasp*

1st level (4 slots): *detect magic, feather fall, grease, shield*

2nd level (3 slots): *acid arrow, enhance ability, mirror image, ray of enfeeblement, scorching ray*

3rd level (3 slots): *dispel magic, displacement, lightning bolt, vampiric touch*

4th level (2 slots): *dimension door*

ACTIONS

Multiattack. Cula attacks twice, or she attacks once and casts a spell.

Vekeshi Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) magical slashing damage or 9 (1d10+4) magical slashing damage if wielded in two hands. If the target is a celestial, elemental, fey, or fiend it takes an extra 7 (2d6) damage. Vekeshi can use an action to reshape this weapon into any other melee weapon that does not have the heavy property.

Wand of Magic Missiles (7 charges). While holding her wand, Cula can expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, she casts the 1st-level version of the spell. She can increase the spell slot level by one for each additional charge she expends.

**Reed Macbannin**

Medium undead, lawful neutral

Armor Class 17 (natural armor)**Hit Points** 102 (12d8+48)**Speed** fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (−2)	16 (+3)	18 (+4)	18 (+4)	10 (+0)	18 (+4)

Saving Throws Wis +4**Skills** Arcana +12, Deception +12, Medicine +8, Perception +8, Persuasion +12, Religion +12, Stealth +11**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** cold, necrotic, poison**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained**Senses** darkvision 60 ft., passive Perception 18**Languages** Common, Draconic, Dwarvish, Elvish, Sylvan**Challenge** 12 (8,400 XP)**Ethereal Sight.** Reed can see 60 feet into the Ethereal Plane when he is on the Material Plane, and vice versa.**Frightful Moan.** Reed lets loose a terrifying moan as a bonus action. Each creature within 60 feet of Reed that can hear him moan must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. At the end of each of its turns, a frightened creature can repeat its saving throw to end the effect.**Incorporeal Movement.** Reed can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.**Spellcasting.** Reed is an 11th level spellcaster that uses Charisma as his spellcasting ability (spell save DC 16; +8 to hit with spell attacks). She has the following spells prepared:**Cantrips:** *druidcraft, eldritch bolt, ray of frost, sacred flame, thaumaturgy***1st level (4 slots):** *charm person, magic missile, shield of faith***2nd level (3 slots):** *blindness/deafness, hold person, ray of enfeeblement, suggestion***3rd level (3 slots):** *bestow curse, dispel magic***4th level (3 slots):** *black tentacles, conjure woodland beings, ice storm***5th level (2 slots):** *contagion, flame strike***6th level (1 slot):** *freezing sphere***Turn Resistance.** Reed has advantage on saving throws against any effect that turns undead.**ACTIONS****Corrupting Touch.** By passing part of his incorporeal body through a creature's body, Reed deals 72 (14d8) damage. This damage is not necrotic or psychic—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 16 Constitution saving throw halves the damage inflicted.**Draining Touch.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* Roll 1d6 to determine a random ability score. The target's ability score is reduced by 1d4. The target dies if this reduces its Strength, Dexterity, or Constitution to 0. Otherwise, the reductions last until the target finishes a short or long rest. Reed regains 2d4 hit points when he successfully hits with this attack.**Etherealness.** Reed enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.**Telekinetic (Recharge 5–6).** Reed can use telekinetic force to move creatures about. He makes a Charisma check contested by the creature's Strength check. If he wins the contest, he moves the creature up to 30 feet in any direction, including upward but not beyond 60 feet. Until the end of his next turn, the creature is restrained in Reed's telekinetic grip. A creature lifted upward is suspended in midair. On subsequent rounds, Reed can use a bonus action to attempt to maintain his telekinetic grip on the creature by repeating the contest.**Hexes.** Reed can use a bonus action to activate one of his hexes. This does not provoke opportunity attacks.

- **Cackle.** Any creature that is within 30 feet that is under the following effects caused by Reed extends the duration by 1 round: evil eye, fortune, misfortune.
- **Evil Eye.** Reed chooses one creature within 30 feet that he can see. For the next minute the target takes a −4 penalty to AC or has disadvantage on ability checks, attack rolls, or saving throws (Reed's choice). A creature that makes a DC 16 Wisdom saving throw reduces the duration of the effect to 1 round.
- **Fortune.** Reed chooses one creature within 30 feet and grants it good luck. Within the next 2 rounds, the target can choose one ability check, attack roll, or saving throw and reroll, keeping the higher result. Once a creature has benefited from this hex, it cannot benefit from it again for 24 hours.
- **Misfortune.** Reed chooses one creature within 30 feet and brings it bad luck. Within the next 2 rounds, when the target makes an ability check, attack roll, or saving throw Reed can force it to reroll, keeping the lower result. Once a creature has been targeted by this hex, it cannot be targeted by it again for 24 hours.
- **Retribution.** Reed chooses one creature within 60 feet, linking its suffering to others. The creature makes a DC 16 Wisdom saving throw or for the next minute whenever it deals damage with a melee weapon attack, it takes an amount of damage equal to half of what it deals.
- **Ward.** Reed touches a creature and places a protective ward over it. Until the warded creature is hit by an attack or fails a saving throw, its AC increases by 3 and it has advantage on saving throws. If the Reed uses this hex again, the previous ward immediately ends. Reed cannot target himself with this hex.

Appendix Three: Frost Giants of Knütpara

SINCE THE GIANTS IN THE GLACIAL rift might be encountered in multiple locations, we present their stats here for easy reference.

Knütpara Frost Giant Ranger

Large giant, chaotic evil

Armor Class 15 (patchwork armor)

Hit Points 159 (14d10+70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (–1)	21 (+5)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Con +9, Wis +6, Cha +5

Skills Athletics +10, Intimidation +9, Perception +10, Stealth +7, Survival +10

Damage Vulnerabilities fire

Damage Immunities cold

Senses passive Perception 20

Languages Common, Giant

Challenge 10 (5,900 XP)

Favored Enemy. The giant has advantage on Wisdom (Survival) checks to track dwarves and humans, as well as on Intelligence checks to recall information about them.

Feat: Power Attack. When the giant makes its first melee weapon attack in a turn, it can choose to take a –5 penalty to its melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, the giant can use a bonus action to make one melee weapon attack after it uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. The giant can only use this feature on its turn.

Natural Camouflage. While in a snowy environment, the giant has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The giant attacks three times with its spear or twice with its slam.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 28 (4d10+6) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 40/160 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage.

Knütpara Frost Giant Guard

Large giant, chaotic evil

Armor Class 15 (patchwork armor)

Hit Points 126 (12d10+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (–1)	21 (+5)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Con +9, Wis +6, Cha +4

Skills Athletics +11, Intimidation +8, Perception +10, Stealth +7

Damage Vulnerabilities fire

Damage Immunities cold

Senses passive Perception 20

Languages Common, Giant

Challenge 9 (5,000 XP)

Feat: Power Attack. When the giant makes its first melee weapon attack in a turn, it can choose to take a –5 penalty to its melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, the giant can use a bonus action to make one melee weapon attack after it uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. The giant can only use this feature on its turn.

Natural Camouflage. While in a snowy environment, the giant has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The giant makes two melee attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 29 (4d10+7) bludgeoning damage.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 26 (3d12+7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage.

**Knütpara Frost Giant Mage**

Large giant, chaotic evil

Armor Class 15 (patchwork armor)**Hit Points** 126 (12d10+60)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (−1)	21 (+5)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Con +9, Wis +6, Cha +8**Skills** Athletics +12, Intimidation +12, Perception +10, Stealth +7**Damage Vulnerabilities** fire**Damage Immunities** cold**Senses** passive Perception 20**Languages** Common, Giant**Challenge** 10 (5,900 XP)

Feat: Power Attack. When the giant makes its first melee weapon attack in a turn, it can choose to take a −5 penalty to its melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, the giant can use a bonus action to make one melee weapon attack after it uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. The giant can only use this feature on its turn.

Natural Camouflage. While in a snowy environment, the giant has advantage on Dexterity (Stealth) checks.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The giant can innately cast the following spells, requiring no material components:

At will: *ray of frost*

3/day: *ice storm*

Sculpt Ice and Snow. A frost giant mage can sculpt ice and snow into any shape that suits his purpose (as *stone shape*, except that it works with ice). This trait also works on snow, doubling the volume affected.

ACTIONS

Multiattack. The giant makes two melee attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.

Hit: 30 (4d10+8) bludgeoning damage.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.

Hit: 27 (3d12+8) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target.

Hit: 26 (4d8+8) bludgeoning damage.

Odul Chuvan, Frost Giant Khangitche

Large giant, chaotic evil

Armor Class 20 (frost giant's plate)**Hit Points** 212 (17d10+119)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	11 (+0)	24 (+7)	10 (+0)	16 (+3)	9 (−1)

Saving Throws Con +11, Wis +7, Cha +3**Skills** Athletics +13, Intimidation +7, Perception +11, Stealth +9**Damage Vulnerabilities** fire**Damage Immunities** cold**Senses** passive Perception 21**Languages** Common, Giant**Challenge** 12 (8,400 XP)

Feat: Power Attack. When Odul makes his first melee weapon attack in a turn, he can choose to take a −5 penalty to his melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, he can use a bonus action to make one melee weapon attack after he uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. Odul can only use this feature on his turn.

Frost Giant's Plate. As a bonus action, Odul can reduce the armor to a 5-pound ball of ice which never melts, or expand the ice back into the suit of armor. While wearing this armor, once per day he can double his size (from Large to Huge) for 10 minutes. While enlarged Odul has advantage on Strength checks and Strength saving throws, and his attacks deal 2 (1d4) extra damage.

Natural Camouflage. While in a snowy environment, Odul has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. Odul attacks three times with his greatsword or twice with his slam.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.

Hit: 31 (4d10+9) bludgeoning damage.

Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.

Hit: 31 (4d10+9) slashing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target.

Hit: 27 (4d8+9) bludgeoning damage.



Demonic Deathbear

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (10d10+50)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	21 (+5)	2 (-4)	12 (+1)	10 (+0)

Saving Throws Dex +5, Wis +5, Cha +4

Skills Perception +9, Survival +9

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

Senses darkvision 60 ft., bloodsense, passive Perception 19

Languages Understands Abyssal and Giant but cannot speak

Challenge 9 (5,000 XP)

Bleeding Attacks. When the demonic deathbear damages a creature with its bite or claw and the creature is not an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 3 (1d6) hit points at the start of each of its turns due to a bloody wound. Each time the demonic deathbear hits the wounded target with this attack, the damage dealt by the wound increases by 3 (1d6). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bloodsense. The demonic deathbear can automatically sense the presence of creatures within 30 feet that are below half of their total hit points or are suffering from a bleed effect. Its attacks against such creatures ignore obscurement.

Ice Walk. The demonic deathbear ignores difficult terrain while it is in ice and snow.

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

Mutilation Gaze. The demonic deathbear uses a bonus action to target one creature it can see within 30 feet of it. If the target can see the demonic deathbear, the target must succeed on a DC 17 Wisdom saving throw against this magic or on its turn it attacks itself, dealing damage equal to 1d8 + its Strength modifier.

Scent. The demonic deathbear has advantage on Wisdom (Perception) checks that rely on smell.

Undying. A demonic deathbear is extremely difficult to kill. When slain, it automatically returns to life after 1d4 rounds if it is on a patch of blood-soaked snow or ice (such as the space where it died). The deathbear returns to life at half its total hit points and regrows any severed limbs. The deathbear typically plays dead until enemies have left the battlefield, or are at least distracted with other foes. A DC 25 Wisdom (Perception) check detects the ruse. If it was dismembered, noticing the revival is much easier (DC 13). A deathbear can be killed permanently if its dead body is moved to pristine snow, or off of snow and ice entirely—thus deathbears' aversion to stony or rocky areas.

ACTIONS

Multiattack. The demonic deathbear attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 23 (4d8+5) piercing damage plus bleed and the target is grappled (escape DC 17).

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 19 (4d6+5) slashing damage plus bleed.



Obscurati Officer Cards



Hand these out at the start
of the adventure.

Livia Hatsfield

Spies on the king of Risur in Torfield Palace, researching fey titans and the rites of rulership.

Though nearly two hundred years old, Livia only moved out of Risur's rural forestlands twenty years ago, and she was only recruited to the Obscurati after Duchess Ethelyn's failed bid to seize control from her brother last year. Previously an aid to the duchess, Livia feeds the conspiracy state secrets on the nature of the Rites of Rulership, that they might weaken the power of the king and place someone else on the throne.

Livia is eager to know the conspiracy's ultimate plans, but worries she may have read too many romantic novels, because she recognizes she's far more excited by this "adventure" than is probably safe.

Bruce McDruoid

Explorer of remote locations, responsible for bringing technology to primitive peoples.

Bruce forsook his clan's traditions, stole one of their ships, and became a pirate. There are dozens of small island nations and coastal kingdoms with no geopolitical clout, but with enough population to cause trouble for the Obscurati if they are not properly pacified. Bruce is called friend in most of their ports.

Having explored farther than nearly anyone, Bruce is bored and not easily impressed. In the past year he has made the rounds, offering replicas of the Wayfarer's Lantern, supposedly as a way to calm the seas. Once they are accepted, Obscurati agents will use that foothold to encourage the construction of proper Wayfarer lighthouses.

Ken Don

Head research inquisitor of the Clergy's Jenevah Library in Alais Primos.

Ken helps Obscurati researchers delve into forbidden topics without being noticed. He has interacted in the past with Obscurati agents named Ottavia Sacredote and Caius Bergeron.

Quiet and macabre, Ken has a deep well of knowledge regarding the occult and is fluent in the infernal language of the Demonocracy. His preferred method to deal with unwanted disturbance is to recite religious poetry, though not in any language the listener will recognize.

Also, he thinks that the dead owe a debt to the living, and so using undead as labor is justifiable.

Kiov Hetman

Drakran specialist on tower magic, tasked with bringing down old dwarven defenses.

Drakr's towers—impenetrable monoliths of stone or polished steel that dot the landscape and notably line the border with the Malice Lands—keep the chaotic energy of the Great Malice from reaching Drakr, and Kiov is one of the few who knows how.

Hired by prison magnate Ramos Zoltan, Kiov finished his copious research and recently delivered his report to the eerie undead leader of Lantern Cell, Vicemi Terio. Now Kiov coordinates parties of adventurers whose mission is to negate the enchantments of these towers.

Kiov is a scientist, not an idealist, and he styles himself as enigmatic as the towers he studies.

Xavier Sangria

Malice Lands knight tasked with monster slaying.

Xavier's is the usual story of a kid whose parents were eaten by monsters, and who decided someone should really stop that kind of stuff from happening again.

Thirty years ago he signed on as a bodyguard for some Ob scholars researching the magic in the Malice Lands. It was his insight that helped them discover that Malice magic responds to emotions. They helped educate and train him. Now he has a band of several dozen adventurers trained in numerous unorthodox techniques for killing horrible creatures large and small.

He prefers operating in the wilderness, away from civilization, since he's not comfortable with lying.

Gran Guiscard

Head of Gorgeous Cell in Beaumont, with spy network of artists and entertainers.

A famous half-Risuri opera baritone from Danor, Gran initially used his international tours to deliver messages between different cells, including Mayor Reed Macbannin in Flint. Now he recruits other performers as couriers or spies. His greatest mistake, he believes, was trying to recruit Rock Rackus. Gran could not manage to explain the subtleties of the missions to the man, so he passed Rock off to Caius Bergeron to use as an adventurer and treasure hunter.

Gran always carries a pen and a book of songs so he can tear out pages, sign them, and hand them to fans.

Oscan Ligurio

A snitch in the Family, tasked with creating shell personalities and businesses for international smuggling and money laundering.

A lifetime of loyalty to The Family crime syndicate earned Oscan a crooked nose and a twitchy demeanor. Loyalty is important, and so is honesty, so Oscan's made sure he can fake those convincingly.

He once earned a lifetime pardon for his sins, courtesy of a bishop he was holding at knife-point, so he figures he may as well make his life on this world as fun as possible. After his fifth or sixth murder he stopped really sweating the day-to-day morality stuff, and looked for grander ways to transgress.



Gran Guiscard

Head of Gorgeous Cell in Beaumont, with spy network of artists and entertainers.



Ken Don

Head research inquisitor of the Clergy's Jenevah Library in Alais Primos.



Oscan Ligurio

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Livia Hatsfield

Spies on the king of Risur in Torfield Palace, researching fey titans and the rites of rulership..



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Malice Lands knight tasked with monster slaying.



Bruce McDruid

Explorer of remote locations, responsible for bringing technology to primitive peoples.





Letter from Grappa

To the constables who helped reassemble me the last time I died, greetings. I hope this finds you well, and that you remember me, Alexander Grappa, known colloquially as 'the mindmaker.' Now it seems a mind is all I am. I keep finding myself in unfortunate circumstances, but I haven't been put down for good quite yet.

If you'll indulge me a bit of storytelling, I believe my situation will be of interest to you. And again I apologize for certain necessary vagaries, as it appears a geas placed upon me is still functioning. Fortuitously, though, the wording of said compulsion only prohibits me from speaking of my own affairs with my former associates—I find I can still not bring myself to write the organization's name, though I am sure you know it by now.

When last we met, my mechanical body was torn to bits. While dying I managed to detach my consciousness and implant it into the body of my killer. He survived and escaped, and some time later I realized that while he was asleep, my mind came awake. I was able to, with careful effort and great caution, move his body and examine my surroundings, but my coordination is poor, and I dare not step outside his bedroom. I hear guards mumbling in Drakran outside the door of his windowless chamber, and I can't risk their suspicions being aroused.

I can, however, read his correspondence. I will slip this letter into a pile of his outgoing mail, hoping that he will not notice. Perhaps you can track the postmark to narrow in on his location.

He is coordinating the transportation of ten seemingly unrelated individuals, ensuring that their travel is difficult to track. There is some grand convocation coming soon, one he is invited to as well, and there is a window wherein a group of motivated investigators could, with perhaps some inside assistance, locate the man within whose body I am an interloper.

Here I admit to some selfish silence. I both know and could reveal the location of this convocation, but I choose not to because I need a hefty favor, and fear drives me to pursue hard bargaining over idealistic trust. Do me this favor, and I will guide you to the convocation so that you may strike a blow against those who have worked against your nation.

The favor I ask is that you find my host, take him alive, and keep him subdued until his exhaustion and sleep allow my mind to surface. Thereafter we must go into northern Drakr, to a glacier that centuries ago covered the city known as Knütpara. I have read that there we will find my best chance to get a body of my own. Once I am no longer a mind bereft of flesh, I will help you get into the convocation. Remember, I know the routes and identities of several of those who are attending.

Please do not attempt to contact me by sending or similar magic. I do not know if my host would receive it instead. But act soon. Leone's schedule shows him leaving on the 75th of Autumn, and the convocation begins on the 79th, on the night of the full moon.

Alexander Grappa

P.S., Bring mage cuffs, and make sure they're not made of metal.



Train Schedules

There are 6 main rail hubs in Drakr. Leone's train has been spotted in each, with varying frequency, over the past several months. There are dozens of other small towns throughout the country where his car could stop overnight, but analysis of rail worker accounts say he likes to stop in large cities, and he stops most often in Mirsk.

We think the train moves every day, and stops in a different city every night. Yesterday the train headed up north to Balingrad. Its next stop must be south, which could either be Mirsk or Pretba. So we sapped a bridge on the Balingrad-Pretba line, leaving only one route for the train.

The easiest assault option would be an ambush in Mirsk, where his train should be arriving tomorrow afternoon. Do not use the local teleportation beacon; reports say that during the past two months he has detained foreign arrivals, particularly those from Risur. He might be looking out for spies.

There is also the risk that he might have allies at the Mirsk station, and possibly others. If so, it might be advisable to board and strike while the train is in motion.

Should an ambush tomorrow be impossible, we will continue to watch the following locations.

Trekhom. Capital. Irregular visits.

Mirsk. Mountain industrial/mining city. Regular visits, at least once per week.

Pretba. Heavily militarized city on inland sea, across from Malice Lands. Irregular visits.

Koffimsov. Central farming city. Semi-regular visits.

Balingrad. Far north-western city, lots of whaling. Rare visits.

Lukala. Eastern forested city. Semi-regular visits.



Obscurati Covers

Each constable chooses one of the following “covers.” This page has the mechanics for handling the temporary bodies.

Going Undercover.

Begin by noting the difference between your Strength, Constitution, and Dexterity scores and those of the vessel you have been implanted into. For every two points of difference, you have either a -1 penalty or +1 bonus to ability checks, attack rolls, and damage rolls using that ability score.

Your Armor Class and saving throws are listed on your officer card (for those not listed, use your normal bonus). You’ll have to choose which if any magic items you wear or carry, which may adjust these at the risk of possibly arousing suspicions. It would not be unusual for Obscurati officers to wear magic items, but a librarian wearing a flaming cloak would stand out.

You can use all your old abilities that are granted by classes, and if you are in gestalt (see below) you can also use one or two traits possessed by your host. You cannot generally use racial traits.

Contest, Crisis, and Rejection.

Normally while inside the bodies of these Obscurati officers, you have full control. However, each day when you go to sleep, when you first drop below half hit points in an encounter, or when you attempt to enter gestalt (see below) there’s a chance the host’s mind will try to take back over. This is called a contest.

When a contest occurs, the GM asks you to make a Wisdom saving throw. The hosts’ save DCs are known only to the GM, listed on page 11 of Part Two of this adventure..

If the save fails, the host regains partial control, which is called a crisis. Each round you are in crisis you are stunned and may make a Wisdom saving throw at the end of your turn to get back in charge. In the meanwhile, the host can stammer and move its Speed each round, which might be enough to cause trouble.

If you fail 3 consecutive saving throws while in crisis, the host gets full control. This is called rejection. The host becomes aware of what happened and can act of its own free will. You can attempt a new saving throw once every 5 minutes, and a success puts you back in charge.

Gestalt.

Even while in control of your host’s body, you cannot normally access their memories. You can attempt, however, to enter gestalt (no action required). You force your host to make a Wisdom saving throw (DC 8 + half your level + your Wisdom or Charisma modifier + 4).

If the host succeeds, you trigger a crisis. If the host fails, you gain access to the host’s memories and can flawlessly mimic his personality for 5 minutes. You also can use the features listed under “Gestalt Traits.”

Mindmaker Aid.

Alexander Grappa can recognize the signs of a psychic crisis brewing, and his mind magic can let him subdue a vessel’s soul before it can gain control. As long as he’s nearby you generally don’t have to worry about the officer personalities rising to the surface. You

New Spell.

The mages of the Demonocracy used this vile rite to grant new life to dying minions, or to create the perfect infiltrator.

Mortal Possession

5th-level enchantment (sorcerer, warlock, wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a woven wreath and a smaller bracelet worth a total of 1,000 gp)

Duration: 9 days; see text

You take one creature and place its soul into the body of another creature. You can only target yourself with this spell if you have at least one assistant. The possessor takes control of the vessel’s body, and leaves its own body a mindless husk. If gentle repose or similar magic is not used, someone must feed the possessor’s original body or else it will starve and die.

The creature whose soul is being transferred must be willing. If the vessel is willing, the spell automatically succeeds.

If the vessel creature is unwilling, first you must restrain it for the duration of the casting time. Then the vessel creature makes a Wisdom saving throw to resist the spell. If the two creatures are more than one size category apart, the vessel has advantage on the save. If the spell fails, the vessel also gains a +5 bonus to saves against further attempts.

Even if the spell succeeds, the vessel’s soul can contest the possessor’s control from time to time by forcing the possessor to make Wisdom saving throw (DC 10 + vessel’s highest mental ability score bonus). These contests occur whenever the possessor goes to sleep, when they first drop below half HP in an encounter, and if they attempt to enter gestalt (see “Gestalt” below left).

The save DC is increased based on how much the vessel failed its initial save to resist possession. The closer it came to resisting, the more likely it will regain control. The chart below lists how much the save DC is affected.

Vessel Failed by:	Save DC Increase:
1 to 2	+10
3 to 5	+5
6 to 9	+2
10 to 12	+1
13 or more	+0

The focus for the spell is a woven wreath dipped in gold and adorned with gems, and a smaller bracelet made the same way. The possessor’s original body must wear the wreath, and the vessel body must wear the bracelet. If either is destroyed or removed, the spell ends 3 rounds later. Otherwise the spell lasts 9 days.

When the spell ends, the possessor’s soul returns to its body if it is on the same plane. If it cannot reach its body, it is drawn into Nem, the Plane of Ruin, from which it can never return.

Special: If the vessel body has no soul, the duration is permanent and the possessor can never return to its body. No focus is needed in this event.

can safely travel to the convocation, at least, but thereafter he cannot guarantee he’ll always be around. He encourages you to be cautious and only attempt gestalts when necessary.



Ken Don

Male Human. Str 8, Dex 10, Con 10.

Head research inquisitor of the Clergy's Jenevah Library in Alais Primos.

Background.

The Jenevah Library in the city of Alais Primos acts as the primary repository of scholarly and mystical knowledge for the Clergy. It also is a bit of a honey trap for would-be ne'er-do-wells. Librarians keep track of books being referenced, of the comings and goings of researchers, and of any unusual requests that might indicate a person is planning on animating the dead, binding a demon to possess someone, or use other forbidden magic.

The wiry and stern Ken Don oversees these bookish inquisitors, and has earned the respect of the Clergy hierarchs during his four-decade career. He was enticed to aid the Obscurati because he was tired of simply preventing abuse of mystical lore, and wanted to actually find ways to safely and responsibly apply the dangerous knowledge to some positive goal.

Obscurati Involvement.

Ken helps Obscurati-affiliated researchers delve into forbidden topics without being noticed. He comes to the convocation alone, but he has interacted in the past with Obscurati agents named Otavia Sacredote and Caius Bergeron.

Personality and Ideology.

Quiet and macabre, Ken has a deep well of knowledge regarding the occult and is fluent in the infernal language of the Demonocracy. His preferred method to deal with unwanted disturbance is to recite religious poetry, though not in any language the listener will recognize.

Ken believes that men are good by nature and want to help each other, but that the struggle for resources leads to people making selfish choices. Religion is not as important as prosperity. Even a well-educated man will steal when he is starving. He hopes the Obscurati is going to find a way to increase the wealth of the world and share it with the poor.

Also, he thinks that the dead owe a debt to the living, and so using undead as labor is justifiable. The only problem is that normal necromancy makes the souls of the dead suffer. He thinks, though, that it's possible to create a similar spell where the dead serve willingly.



Gestalt Traits.

When you are in gestalt with Ken Don, you can use the following powers.

Bibliogeist (1/Long Rest). You can use an action to conjure the ghost of a librarian and direct it to read one or more books, either retrieving specific information or summarizing the whole text for you. The ghost can finish a few hundred pages per minute, and can travel up to a mile from you to find the necessary books. Between 5 minutes and one hour later, the ghost returns and you learn what it discovered. The ghost has AC 10 and 1 hit point.

Forbid. As a bonus action, choose a 5-foot square within 25 feet. Until the end of your next turn, any hostile creature that enters that square or ends its turn there takes 3d6 force damage.



Gran Guiscard

Male Human. Str 12, Dex 12, Con 16.

Head of Gorgeous Cell in Beaumont, with spy network of artists and entertainers.

Background.

Gran's Danoran father took a dark-skinned Risuri woman as his wife shortly before the Third Yerasol War, and they settled in a small village in Danor. Gran was teased as an outsider throughout his childhood, but he developed a personality so bold and outlandish that no one could tell the insults actually hurt. Eventually the bullies stopped bothering him, though he never had many friends.

As a young man he moved to the Danoran city of Beaumont and studied as an opera singer. With his distinctive appearance and booming baritone voice, plus his willingness to perform rousing patriotic shows during the Fourth Yerasol War, he quickly rose to prominence. He's probably the most famous Obscurati officer who isn't a politician, and he runs into fans of his shows wherever he travels.

Obscurati Involvement.

One night after an opera, as Gran drank and partied with a tiefling nobleman, both of them complained about how some of the actors had flubbed lines and ruined the show. Gran's home had recently been broken into, and he had the thought, if actors can't follow their lines, how can we punish anyone for breaking the law. The nobleman offered Gran a chance to make sure the world had fewer flubbed lines.

After a few months of tests to ensure he could be trusted, Gran was first tasked with using his international tours as opportunities to deliver messages between members of different Obscurati cells, including Mayor Reed Macbannin in Flint. Eventually he began to recruit other performers with similar interests in making the world a better place, using them as couriers or spies. His greatest mistake, he believes, was trying to recruit Rock Rackus. Gran could not manage to explain the subtleties of the missions to the man, so he passed Rock off to Caius Bergeron to use as an adventurer and treasure hunter.

Personality and Ideology.

Self-indulgently melodramatic, Gran loves to name drop celebrities he has dined with, and he always carries a pen and a book of songs so he can tear out pages, sign them, and hand them to fans.

While on his travels for the conspiracy, Gran has heard many ideas of how the world could be improved. The one that appeals to him most is just to remove free will and make people do the right thing. He's seen improvisational theater, and he hates it. Scripted stories are much better.



Gestalt Traits.

When you are in gestalt with Gran Guiscard, you can use the following powers.

Seek the Limelight (1/Encounter). You can use a bonus action and action to make a big show of yourself to distract those that don't know better. All enemies who can see and hear you have disadvantage on Wisdom (Insight or Perception) checks and take a -2 penalty on attack rolls that are not targeting you.

The Show Must Go On (1/Encounter). You can use a bonus action to exhort an ally within 50 feet to finish the scene. That ally regains 3d6 hit points and can use its reaction to move up to half its Speed.

Livia Hatsfield

Female Elf, Str 10, Dex 18, Con 10.

Spies on the king of Risur in Torfield Palace, researching fey titans and the rites of rulership.

Background.

Though she's nearly two hundred years old, Livia only moved out of the rural forestlands of Risur twenty years ago. She acted as liaison to fey visitors in the manor of Duchess Ethelyn, sister of King Aodhan, then eight years ago transferred to Torfield Palace in the capital city Slate. She travels often throughout Risur for her work, but in order to attend the Obscurati convocation she had to ask for leave for her first ever international trip.

Obscurati Involvement.

Livia was only recently recruited, after Duchess Ethelyn's failed bid to seize control of Risur from her brother. An agent, who has since been killed fleeing capture by the RHC, asked her to research Risur's rites of rulership, claiming a desire to help weaken the power of the king and place someone else on the throne. She agreed, and eventually wormed her way through several contacts to actually speak with Lya Jierre. Through clever posturing and feigned preference for peace over patriotism, she was given more responsibilities.

Yes, Livia is a double agent of sorts, hoping to get as close to the heart of the Obscurati as possible. She's not sure whether Ob magic might catch her in lies, though, so she has not risked telling anyone in Risur what she's doing. She worries what the Ob might do with the information she gave them, both on the nature of the Rites of Rulership—how one becomes monarch of Risur and what powers it grants—and on the specific defenses of Torfield Palace. If she doesn't return within a month, she has arranged for a package to be delivered to Principal Minister Harkover Lee, revealing what she has done.

Personality and Ideology.

Livia worries she may have read too many romantic novels, because she recognizes she's far more excited by this "adventure" than is probably safe. She talks readily and is excellent at turning conversations to be about other people instead of herself. She assumes being quiet will look suspicious, but doesn't want to risk accidentally revealing her own intentions. Despite her loyalty to Risur, she admits she's curious just what the Ob are planning, and whether their talk of making the world better has any real basis.



Gestalt Traits.

When you are in gestalt with Livia Hatsfield, you can use the following powers.

Royal Might. You exploit Risur's rites of rulership for a moment to gain great power. You have worked for the King, almost an extension of his body, and the body of the King is reinforced by the will of his people. As an action, you regain 3d6 hit points. Until the end of your next turn, you have advantage on d20 rolls and your weapon attacks deal an extra +5 damage.

Elven Recovery (1/Encounter). Whether an attack or a lie, you are quick to recover from a mistake. When you make an attack roll or Charisma (Deception) check and don't like the result, you can use your reaction to reroll the attack or check. You must use the new result.



Kiov Hetman

Male Dwarf. Str 14, Dex 8, Con 18.

Drakran specialist on tower magic, tasked with bringing down old dwarven defenses.

Background.

Kiov apprenticed himself to a wizard who claimed to hold the secrets of Drakr's towers—impenetrable monoliths of stone or polished steel that dot the landscape and notably line the border with the Malice Lands. They kept the chaotic energy of the Great Malice from reaching Drakr, and Kiov is one of the few who knows how.

Obscurati Involvement.

Kiov worked as the arcane defense consultant for Ramos Zoltan, a dwarf businessman who owns all the prisons in northern Drakr. Ramos is responsible for implementing the Obscurati's lighthouse retrofit, and he directed Kiov to the Ob to help them determine how the old towers and monoliths throughout Drakr might meddle with the planar powers of the lighthouses.

Kiov did copious research, determined the nature of the tower magic and the means to access their previously locked interiors, and delivered his report to the eerie undead leader of Lantern Cell, Vicemi Terio. Now Kiov coordinates parties of adventurers whose mission is to negate the enchantments of these towers.

Personality and Ideology.

Kiov is a scientist, not an idealist. He's simply very talented and not particularly wedded to any particular philosophical or political movement. If anything, he'd like wealth to not be so dependent on physical goods, since he is quite clever, and he has educated his children and relatives to value knowledge, but hasn't quite made a profit studying ancient and enigmatic artifacts.



Gestalt Traits.

When you are in gestalt with Kiov Hetman, you can use the following powers.

Tower Defense (1/Long Rest). As an action, you can create an immobile translucent image of a structure in a 20-foot radius centered on your space. You and your allies in the image gain resistance against a type of energy chosen when you create the image. Creatures exiting the zone must spend 1 extra square of movement. Attacks cannot enter the zone from outside, and those inside effectively have total cover. Attacks from within can affect those outside normally. The image lasts for one round per level.

Hack Through the Wall (1/Encounter). You can use a bonus action to move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.

Oscan Ligurio

Male Human. Str 12, Dex 18, Con 10.

A snitch in the Family, tasked with creating shell personalities and businesses for international smuggling and money laundering.

Background.

A lifetime of loyalty to the Crisillyiri crime syndicate known as The Family earned Oscan a crooked nose and a twitchy demeanor. He once earned a lifetime pardon for his sins, courtesy of a bishop he was holding at knife-point, so he figures he may as well make his life on this world as fun as possible. After his fifth or sixth murder he stopped really sweating the day-to-day morality stuff, and looked for grander ways to transgress.

Obscurati Involvement.

Oscan offers a vital service for the Obscurati: he's motivated to do horrible things explicitly because they're horrible. When the Ob needs a person murdered and his estate managed by proxy for a few weeks, Oscan handles it. When they need five strangers kept alive in an oubliette for a year so others can impersonate them while divinations report that they're still alive, Oscan rises to the challenge. He uses quantity of money laundered per month to let him keep score with how much trouble he's causing.

Oscan hears the Ob are planning to upset the order of the world. He wants to end up on top, to have slaves and servants and people afraid of his name. Oh, and it sounds like most of the people in this crazy conspiracy are doing this stuff because they want to "make the world a better place." Thankfully Oscan's a damned good liar, playing the part of a down-trodden victim of a bad system, forced to crime but deep down devoted to making sure no one else has to do the horrible things he has to. He's pretty sure the Ob guys are buying it.

Personality and Ideology.

Loyalty is important, and so is honesty, so Oscan's made sure he can fake those convincingly. He doesn't want to be unbelievable, though, so he still has his foibles—binging on fey pepper and liquor almost seems to make these guys more sympathetic to him, as long as he pretends to be contrite.



Gestalt Traits.

When you are in gestalt with Oscan Ligurio, you can use the following powers.

The Sweet Sound of a Bloody Gurgle (1/Encounter). When you make a melee attack with a dagger, have advantage, and successfully hit, the attack deals an extra 3d8 damage and the target cannot speak until it receives magical healing or has finished a long rest. This does not affect creatures that don't require a functioning throat to speak.

False Identity (3/Day). You can innately cast *disguise self* (caster level is equal to your level).



Bruce McDruid

Male Human. Str 16, Dex 16, Con 16.

Explorer of remote locations, responsible for bringing technology to primitive peoples.

Background.

Bruce was raised on McDruid Island off the northeastern shore of Risur. The druids there are renowned for their ship-building skills and their excellent navigational talents. Bruce learned these skills, then forsook his clan's traditions, stole one of their ships, and became a pirate. He found many perilous islands inhabited only by primitives, which he used as ports of call for raids on the merchant fleets of all nations.

During the fourth Yerasol War he took no sides, and plundered whomever he happened upon. One day he captured a Danoran vessel, and one of his prisoners—rather than pleading for mercy—suggested he'd enjoy himself more if he was getting paid to explore distant lands.

Obscurati Involvement.

There are dozens of small island nations and coastal kingdoms with no geopolitical clout, but with enough population to cause trouble for the Obscurati's plans if they are not properly pacified. Bruce has spent the past 7 years making contacts among these peoples, trading arms and technology for whatever useless bits of culture they had to offer. In the past year he has made the rounds, offering replicas of the Wayfarer's Lantern, supposedly as a way to calm the seas. Once they are accepted, Obscurati agents will use that foothold to encourage the construction of proper Wayfarer lighthouses.

Personality.

Having explored farther than nearly anyone, Bruce is bored and not easily impressed. His greatest joy is seeing his ships in fine working order, though he does rather like fooling primitives into taking gifts that they'll regret. He has a pet monkey, but was asked not to bring it to the convocation.



Gestalt Traits.

When you are in gestalt with Bruce McDruid, you can use the following powers.

Intuit Map (1/Long Rest). You use an action to focus your senses on the area around you. You are aware of the terrain features within 500 feet, as well as the locations and basic physical features of every creature in that area that is not attempting to hide from you specifically. You just get a glimpse of the situation at the moment, and circumstances might change.

Refuge in Audacity (1/Long Rest). You can use your action and bonus action to take the Dash action. Until the end of your movement, attacks against you have disadvantage, and you have advantage on Dexterity saving throws and Dexterity (Acrobatics) checks. At any point during the movement, you can take an action.

Xavier Sangria

Male Human. Str 20, Dex 8, Con 14.

Malice Lands knight tasked with monster slaying.

Background.

Xavier's is the usual story of a kid whose parents were eaten by monsters, and who decided someone should really stop that kind of stuff from happening again.

Obscurati Involvement.

Xavier has been with the Obscurati for nearly thirty years. Initially he signed on as a bodyguard in the Malice Lands for some scholars researching the magic there, but he showed enough interest that they gave him the tools he needed to educate himself so he'd be more useful to their investigations. It was his insight that helped them discover that Malice magic responds to emotions.

He really hit his stride, though, as a monster hunter. Now he has a band of several dozen adventurers trained in numerous unorthodox techniques for killing horrible creatures large and small. He tries not to think about the fact that most of his men joined up after their families were killed by monsters.

Personality.

Confident and straight-talking, Xavier tries to come across as serious and respectable, but often falls back on goofy jokes to lighten tension and make himself seem less threatening. He has flashes of temper, though, especially when those he works with are in danger. He prefers operating in the wilderness, away from civilization, since he's not comfortable with lying. He's mostly in this conspiracy so he can make the world safer from the wilderness.



Gestalt Traits.

When you are in gestalt with Xavier Sangria, you can use the following powers.

Bad Luck Magnet. Whenever you roll a natural 1 on an attack roll, you take damage equal to one quarter of your total hit points. Whenever an enemy rolls a natural 1, 2, or 3 on an attack roll against you, that enemy takes damage equal to one quarter of your total hit points. This damage comes from magical feedback and is not subject to damage resistance.

Malicious Deflection (1/Encounter). When a creature hits you or an ally within 30 feet with a spell attack, you can cause the attack to instead affect a random creature within 30 feet of the original target. Use the original attack roll. Alternatively, you can alter the target of a single-target spell aimed at you or an ally within 30 feet.



The Arboretum

Order nature so it can spread and be controlled like industry.

THE PROPOSAL OF THE FACTION KNOWN AS the Arboretum is represented by the ghost of Reed Macbannin, a former mayor in the city of Flint, known for its traditional druidic magic and its modern industrialism.

The goal of the Arboretum is to increase the bounty of nature, to reduce the impact of natural disasters, and to have them both be under the control of the Obscurati. We see it as poor design that weather and the earth are so unpredictable, and that horticulture progresses so slowly, generation by generation.

Our proposal would replace the current planes of air, earth, water, and life with new ones. Key will be replacing the moon—the current plane of life, which has Dream and Mirror aspects—with one that has aspects of Craft and Artifice. The other elemental planes will have to include slight Lawful traits, which will make them more susceptible to magical control, as well as making it easier to predict them with divinations.

We feel the drawbacks of the plan are minor. The new plane of Life will yield somewhat weaker harvests if nature is not tended, so areas lacking civilization will tend to become deserts. Likewise, storms will actually be more intense unless they are controlled, but it would only require moderate effort to distribute trained mages throughout the land to deter this.

The most significant change would be the severance of two realms known as The Dreaming and The Bleak Gate, which are the fey and shadow mirrors of the real world. The replacement of our current moon would remove and possibly destroy these two realms. The pernicious deceptions of the fey would be eliminated, as would the predation of many types of shadowy and incorporeal monsters. Members of the ghost council could endure by binding themselves to objects, or perhaps willing people, but henceforth when something dies, its soul would pass on immediately.

When properly tended, nature in this paradigm is significantly more bountiful, which would reduce the competition for resources that drives warfare. Additionally, one of our officers, Erskine Haffkruger, has already created new lifeforms in the portal painting pocket dimension. We invite you to visit the Portal Gallery to see it.

Compared to other faction proposals, the Arboretum plan may be the most modest, but we think it is also the safest and simplest way to improve the world with minimal risk of negative consequences.



REED MACBANNIN
ARBORETUM REPRESENTATIVE

Colossus

Grant ourselves godlike powers to fix problems as they arise.

CATHERINE ROMANA, A DESCENDANT OF A former queen of Risur, represents this faction. She believes history teaches us that common people abuse power, but in the hands of the enlightened it is a powerful tool.

The Obscurati has come this far because we have used our power intelligently, and have acted decisively despite the fact that society as a whole would oppose us. The best course of the action in the future is to consolidate our power and become the de facto rulers of the world.

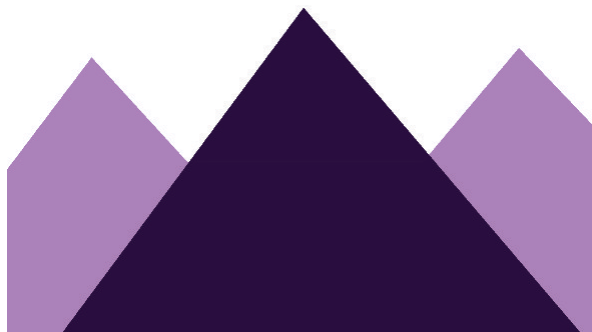
The challenge is in granting power to a limited set of people. We have discovered a set of elemental planes each with a secret truename. These planes would still provide the normal energy needed to keep the world together, but those who know the truenames would be able to tap a greater power. And the Obscurati would decide who is told these truenames.

This truename power would be tied to two new planes. First, a plane of Space would grant the ability to sense events and teleport to areas within one's domain. Second, a plane of Death with a "Cyclical" aspect would orbit our world as a new, dark moon. Each person who learns the truenames will choose a point on the month's cycle to be at the height of her power, and a half-month later she will only have the power of a normal mortal.

This will ensure a window of vulnerability so that if anyone abuses her power, she can be removed by consensus of the rest of the Obscurati.

The drawbacks to this plan are that the new elemental planes would result in stronger storms, and the seas would draw back slightly, and the world would grow colder. Perhaps the largest threat is that, since the current Plane of Death acts as a defense against extraplanar incursion, the world might be accessible by creatures from other planes. However, we believe that as the newly-empowered rulers of the world we could easily drive back such threats.

To experience a sample of the power Colossus would grant you, visit our sample demi-plane in the Portal Gallery.



CATHERINE ROMANA
COLOSSUS REPRESENTATIVE



Miller's Pyre

Increase empathy, reduce hypocrisy. Increase goodness and justice.

OUR PROPOSAL'S NAME REFERS TO THE philosopher monk William Miller who, five centuries ago, wrote treatises on potential types of societies, discussing their positive and negative traits. His works were generally critical of the religious establishment, and shortly after he tried to found a nation of his own following his ideals, the Clergy burned him as a heretic atop a pyre of his own books.

The Pyre was first proposed by one of our conspiracy's leaders, Kasvarina Varal, who knew Miller and spoke to me fondly of his teachings. Alas, she must be absent today. I am Cula Ravjahani, and Nicodemus can attest that I am Kasvarina's right hand. I ask you consider the wisdom that our conspiracy was founded on.

In the view of the Pyre, most suffering is due to misunderstandings between people with very different backgrounds. We seek to improve the world with invisible changes that will make people more aware of the thoughts and emotions of those around them. We would make people particularly keen at detecting hypocrisy.

The Pyre would replace the current plane of Space with one that has an "Empathy" aspect. This would give people mild psychic powers to detect emotions, but our tests show that the effect is not obvious. Test subjects brought into the sample demi-plane simply found themselves coming to agreement more easily, or at least were more amenable to discuss problems rather than view a stranger as an enemy. We can implement this new world order with no visible disruption to people's lives. There will be no chaotic upheaval as with some other proposals.

Additionally, with a bit of clever orbit-tracing, the Pyre will remove the current planes of Air and Fire and replace them with a binary world, the air plane possessing a Speech trait, the fire plane possessing an Expression trait. This will cause those who speak to have their true emotions more easily sensed, and likewise cause words themselves to carry more weight, making it easier for a strong argument to sway a person's opinion.

The last change is that the plane of Earth will be replaced with one that has the traits Logic, which the Pyre hopes will lead people to appeal to reason in their arguments. Otherwise we worry that the strengthened emotional connection might have negative consequences.



CULA RAVJAHANI
MILLER'S PYRE REPRESENTATIVE

Drawbacks include stronger storms, and weather that will respond to local moods. As with Colossus's plan, the world will again become vulnerable to extraplanar visitors, but the Pyre takes an optimistic view of what civilization will be capable of if it is attacked. Perhaps the visitors will be simply swayed by our arguments, and become allies.

Finally, the binary pairing opens up a slot for a potential extra plane. It would need to be fairly weak—perhaps a moon rather than a full planet—but it would be possible to add some extra trait. The Pyre is open to making agreements with other factions.

Panarchists

Grant individuals "super-powers," making governments unnecessary.

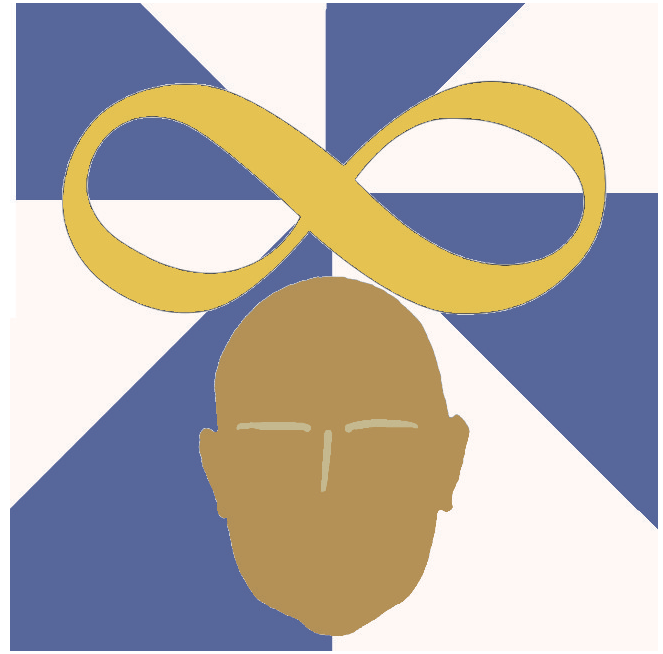
THE PANARCHISTS PROPOSE BY FAR THE most radical change of any starting faction in the Convocation. Our goal is to eliminate the ability of those in power to become corrupt, and our chosen method is to eliminate the need for people to be in positions of power in the first place.

The purpose of government has traditionally been to protect people as they travel, to protect property, and to enforce contracts. The Panarchists wish to shift these tasks to individuals.

We will use a plane of life with a Healing aspect, the same plane of space as the Colossus faction to grant teleportation powers and the ability to sense events, and a plane of death with a Possession aspect. Combined, these planes will make people more resilient and able to heal from injury, able to infuse a tiny sliver of their soul into objects in order to bond with it, to sense those objects as easily as their own bodies, and to teleport easily.

People would no longer be vulnerable to assault, since unless an attack killed them before they could respond they could teleport away and quickly heal from their wounds. A person who attuned with an item would be able to find it if it were stolen (and just teleport in to take it back), and no one else could attune to it without the current owner's permission. People who made agreements would be able to share a bit of each other's soul, which would make pledges binding. Anyone who shirked on a promise would forfeit a piece of his soul.

This would drastically alter the nature of society, reducing the importance of places and increasing the value of trust over physical might. We encourage you to see such a world for yourself in the Portal Gallery.



HAN JIERRE
PANARCHIST REPRESENTATIVE



Watchmakers

Eliminate free will and design a thousand-year destiny of prosperity for the world.

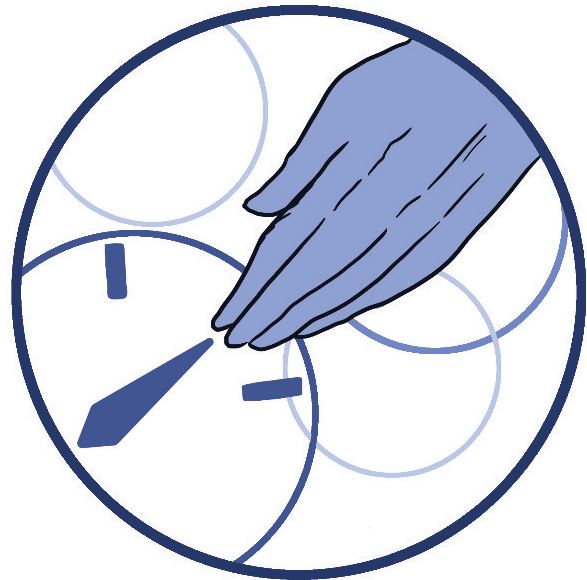
SO MUCH OF THE PROGRESS THESE past two hundred years has been because of the scientific method. It proposes a theory, holds an experiment, strives to eliminate variables, and comes to a conclusion. I am Amielle Latimer, and any of you who have fired a rifle gun did so in part because I helped find a viable design and a way to manufacture it on a large scale. And it was through many experiments.

With this proposal too I have experimented. For decades I have discussed possible ways the world could become better, witnessed actual tests in limited environments like towns or the ever-popular demi-planes. And the problem, every time, has been that most splendid of variables: people.

Our researchers have determined that it's just not possible to simply force people to behave a certain way via planar alignments, or elaborate interactions of magic. Free will is inherent to mortal intelligence. For a person to regularly choose moral actions, he must have been raised to value morality over selfish power. So I propose to eliminate free will entirely for one thousand years, during which we will enforce a precise course of events that will result, like clockwork, in a world where all people have been raised to behave morally. Then, after a millennium, the clock will wind down and leave all mortals with free will and a wholly moral society.

To accomplish this, I would replace three of the eight planes. Time shall have an aspect of Clockwork, and the plane's connection will be inscribed with the details of destined events. I have an extensive series of tomes with a suggested future history, and despite some misgivings about the scale of my plan, I assure you that my fellow ghosts who have read it can endorse that it is a quality plan.

The plane of life will need a Goodness aspect to drive people against their will to be good. Death will have Domination to bind people so they are slaves. I'm not mincing words here. We'll be enslaving the world for a millennium, ourselves included. I don't



AMIELLE LATIMER
WATCHMAKERS REPRESENTATIVE

suggest this course of action lightly, but I do not see a way to achieve true harmony while people are able to make the wrong choices.

The Watchmaker proposal is the riskiest of all the factions. True, we've created pocket dimensions and watched as those within acted as puppets, doing exactly what we scripted for them. But the specifics of my thousand year plan cannot be tested, just put into motion. But the design is flawless, and the risk is worth the reward.

Appendix Four: New Magic Items

Codex of the Little People

Wondrous item, rare (requires attunement)

Illuminations of children, pixies, and other small people adorn pages of information on critical but oft-overlooked minutiae on dozens of topics: art, food, games, music, fringe political theories, obscure science, and the like. Once attuned, these pages can reveal to you arcane formula of wizard spells.

While attuned to this tome, you can reference it to gain advantage on Intelligence (Arcana) checks. In addition, during the first round of combat, you are unnoticed by enemies and can make a Dexterity (Stealth) check to hide. This generally doesn't affect anyone who knows your name (or pseudonym), or anyone whom you've spoken to or had notable social interaction with.

Communication Rings

Ring, uncommon

Someone carrying one of these charms crafted from pieces of silver and rusted iron who knows the proper command word can send and receive magical messages that travel between the real world and the Bleak Gate (and vice versa) without any chance of failure. The rings don't themselves provide any way to communicate, just allowing such messages to travel between the parallel planes.

Fey Portal Pad

Wondrous item, very rare

Vines grow from the deck of your ship where you place this wooden pad. A 5-foot diameter disk, its face is traced in incomplete golden arcs and inlaid with green gemstones in the form of the *vesica piscis*: two-interlocking circles, representing mystical connection.

This item is a ship component. It fills one 5-foot square on a ship's main deck. A 5 minute ritual, which can be performed by anyone who knows the proper fey command words, primes this component for 1 minute. A creature standing on the primed portal pad may teleport to a spot which must be visible and within 1,000 feet, bringing along up to 7 adjacent creatures.

Arrival is delayed slightly so creatures cannot ready their actions to strike the moment they appear—a teleporting creature arrives after 1d4–1d4 rounds (minimum 1 round), rolling a new initiative when they reappear. Boarding an enemy vessel requires the ritual leader to make an Intelligence (Arcana) check (DC equal to 10 + the target ship's level). On a failure, the group can choose to still teleport, but they'll arrive in the water within 25 feet of the target.

Once per day, if the engineer, the navigator, and the ship's captain recite the ritual backwards, they can instead have the ship transition briefly to The Bleak Gate or The Dreaming. While transitioned, the portal pad's teleportation powers are suppressed. Each naval round (approximately 5 minutes), the engineer must make a DC 20 Intelligence (Arcana) check. On a failure, they may either have the vessel return to the real world, or have the vessel take 10 points of damage.

Frost Giant's Plate

Armor, very rare

With a thought, this fist-sized ball of jagged ice begins to spread across you, encasing your body in a frigid suit of plate armor. This suit of +2 *plate* seems to be constructed out of solid black ice. As a bonus action, you can reduce the armor to a 5-pound ball of ice which never melts, or expand the ice back into the suit of armor. While wearing this armor, you gain cold resistance, and once per day you can double your size (as the *enlarge/reduce* spell) for 10 minutes.

Ghostly Entourage

Wondrous item, rare (requires attunement)

As you move your arm, this platinum bangle, adorned with obsidian and ivory beads, unleashes an eerie hollow clatter like the chains of the dead. When you grow angry, the ghosts in those stones manifest and seethe with shared fury. While wearing this bracelet you can use an action to call forth or dismiss the ghosts within. The ghosts grant advantage on Wisdom (Perception) checks, but their moans and wailing likely alert anybody nearby to your presence. Additionally, the spell save DC for spells you cast increases by 1. Finally, the ghosts invisibly serve you, and can act as a dozen extra sets of hands within 50 feet. They cannot attack and can only move things that weigh 25 pounds or less.

Reason, Diplomatic Rifle

Weapon, very rare

Hand-crafted by gunsmith Kvarti Gorbatiy, this long firearm is ornate but not ostentatious, powerful but not gratuitous, and in all ways quite reasonable. This rifle has a +3 magical bonus to attack and damage, and while wielding it you have advantage on Charisma (Intimidation) checks. You can also project your voice loudly enough to be heard across a crowd at a distance of 500 feet. Once per day, you can fire a shot in a direction that won't hurt anyone, making a Charisma (Intimidation) check to demoralize all hostile creatures within 500 feet. If all such creatures are demoralized, combat pauses and you can talk, treat the injured, or attend to other pressing matters. If any creature (even an ally) re-initiates hostilities before a minute has passed, the bullet the wielder fired returns and strikes that creature as a critical hit. The bullet strikes after the triggering hostile action.

Steelsilk Mantle

Wondrous item, rare (requires attunement)

This ornate purple silk cloak is interwoven with enchanted steel threads. As a bonus action, you can reshape some part of the cloak into any mundane steel object that can be held in one hand, such as a sword, a key, or a cage. This item detaches from the main cloak, but can be reattached on your turn (no action required). Only one item may be detached from the cloak at a time. Three times between long rests, you can use your reaction to spin the cloak into the path of any attack targeting you. The cloak hardens like a shield, granting increasing your AC by +4 against that particular attack.



The Absurdist Web

Wondrous item, very rare

When you try to unfold this knot of spidersilk the size of a bedsheet, you occasionally unearth a long-dead sparrow or a cricket that waves thanks before hopping away. It's probably easier just to wad it up and stick it in your pocket. The interior of this ball of web is an extradimensional space roughly equivalent to a 10-foot cube. To place things into this space you must push it into the web, so it cannot hold liquids or gasses. You can only retrieve items you know are inside, making it excellent for smuggling. Retrieving items take at least 2 rounds (more for larger objects) and things like loose coins tend to get lost inside it. No matter how full, the web never weighs more than a half pound.

Those attempting to divine the contents of the web via magic must first succeed on a DC 28 Intelligence (Arcana) check which can only be attempted once between long rests.

Any creature placed into the extradimensional space is placed into stasis for up to a month, needing no food nor water, but still healing at a natural pace. Dead creatures in the web do not decay. If a living creature is not freed within a month, it is shunted from the web and appears beneath a large spider web 1d6 miles away in the real world.

The Humble Hook

Wondrous item, artifact

This is but a simple iron pendant, rusted in places, crafted from a fisherman's hook found in the body of Triegenes, the only man to ascend to godhood. When you don the necklace, laid bare before you are the humble origins of everyone you meet.

Starting Concordance:	5
Owner has proficiency with Deception, Insight, Intimidation, or Persuasion	+1 each
Owner is adherent of the Clergy	+2
Owner belongs to a divine class	+2
Owner gains a level	+1d10
Owner stops an ongoing combat with diplomacy	+1
Owner recruits a former enemy as an ally	+2
Owner harms the interests of another solely for personal benefit	-1
Owner or ally kills a sentient being without first trying dialogue	-2

Pleased (16 to 20)

You automatically know the names and general life details of everyone you meet. You have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, or Persuasion) checks. Only very rare and powerful magic (such as mind blank) can foil this detection. Additionally, you are immune to fear and gain advantage on saving throws against being charmed.

Satisfied (12 to 15)

You gain a +2 bonus to Wisdom (Insight) checks, Charisma (Deception, Intimidation, or Persuasion) checks, and saving throws against being charmed or frightened.

Normal (5 to 11)

You gain a +2 bonus to Wisdom (Insight) checks.

Unsatisfied (1 to 4)

No longer trusting your judgment, the hook resists your attempts to cause harm. The first time each encounter you would attack a creature that hasn't attacked you or an ally this combat, you must succeed on a DC 18 Wisdom saving throw or be stunned for 1d4 rounds.

Angered (0 or lower)

Well, it understands why you're doing what you're doing, but it isn't angry. It just refuses to help you anymore. The necklace finds an excuse to fall off your neck and be found by someone who might use it properly.

Vekeshi Blade

Weapon, very rare

Composed of fire that has been kindled for five centuries since the death of Srasama, this weapon is pledged to defeat the infernal tieflings. This longsword has a +2 magical bonus to attack and damage. While wielding this longsword, you have resistance to fire. On a successful hit against a celestial, elemental, fey, or fiend, this weapon deals an extra 2d6 damage. In addition, you can use an action to reshape this weapon into any other melee weapon that does not have the heavy property.

Malicious Deflection (Training)

The chaotic magic of the Malice Lands occurs when the lingering divine malice of a dead god manifests, often by chance. You've learned to call forth the same intense emotion at will, conjuring a sympathetic magical mishap to shield you from attack, though carrying such latent evil will is dangerous.

Requirement: Characters with the Martial Scientist theme who spend time training with Xavier Sangria (or a character in gestalt with him) can use this power. Alternatively, they can acquire it by researching his thesis, Intentional Emotions as Sympathetic Invocation of Malice Mishaps. As with all martial scientist powers, you can only have 1 ready at a time, chosen after 1 hour of study and preparation.

Trait: After resting for 5 minutes, you can choose to store a burst of malice, granting access to the following ability. Whenever you roll a natural 1 on an attack roll, if you have not expended this ability yet, the ability is expended and you take damage equal to one quarter of your total hit points.

Description: When a creature hits you or an ally within 30 feet with a spell attack, you can use your reaction to change the attack's target to a random creature within 30 feet of the original target. Alternatively, you can alter the target of a single-target spell aimed at you or an ally within 30 feet. The attack still uses the original attack roll. 