



AKAYANA ART

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LEGACY OF ALABASTER

D&D 5E CAMPAIGN
PLAYERS GUIDE

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Welcome to Legacy of Alabaster (LoA),
a level 2–20 Dungeons & Dragons 5th Edition campaign created
by Dragonworks. This guide introduces you to the world
of Adranon and helps you create a character destined to shine
in a tale of epic proportions.

**This is a full-scale campaign built for players who want
something bigger.** You'll compete in the greatest adventuring
contest in the realm, uncover divine secrets, and make choices
that ripple across worlds. It's long-term, high-stakes, and packed
with story. If you're ready to carve out your legacy, and most
importantly, have fun - this campaign is for you!

**Step boldly into the lands of Adranon,
a legendary adventure awaits!**



*Things in the evening are never the same
as they were in the morning.
Within you ignites a flame,
suddenly without warning.*

*When the bell tolls
and it is midnight,
would you be content to sleep?
Sated by old memories,
fulfilled by a whisper?*

*Or will you act and risk it all,
to shed what holds you fast?
Strike out and decide your fate;
no price is held too vast.*

TABLE OF CONTENTS

INTRODUCTION	05
THE TALE OF ALABASTER	08
WELCOME TO THE WORLD OF ADRANON	10
CREATING YOUR CHARACTER	16
LORE COMPENDIUM	26
ADRANON IN DEPTH	26
TIMELINE OF AGES	31
LIFE IN CARANDOR	34
THE HALLS OF ALABASTER	38
THE LEGENDARY PARTIES CUP	40
GOLGATHA AND ITS DISTRICTS	45
GODS OF THE PANTHEON	60
INSPIRATION CARDS	70
THEME FEATS	71
UNIQUE SPELLS	102

WHAT YOU'LL NEED TO PLAY



Computer

For your best experience, we recommend you play from a computer.



Roll20 Account

If you don't already have an account, signing up is quick, easy and FREE.



Discord

We use Discord for voice chat with your fellow team members during sessions.



Microphone

LoA is played over voice; a webcam is optional.



Enthusiasm

Bring your passion for the game as whether you're a first-time player or a seasoned veteran, you're welcome at the table.

HOW TO JOIN THE CAMPAIGN

FIRST STEP: [Join our Discord server by clicking here!](#)

SECOND STEP: Say hi in our Discord server and say you wish to join the campaign! If you're not sure which team, let us know and we will help you to find the perfect one for your schedule.

If you're unable to send messages in the Discord, click the banner above the chat box and accept the server rules to gain permission to talk. Still having trouble? Send a private message to our Community Assistant DimenSean (Discord handle: dimensean).

FEELING LOST? WORRY NOT!

Our server is full of friendly, supportive people, and our talented DMs are always ready to help with anything you need.



INTRODUCTION

GREETINGS, HERO!

Join the Legendary Parties Cup, Adranon's deadliest adventuring competition. Triumph to claim the champion's laurels, amass untold riches, and fulfill your deepest desires. Yet, the tournament is only the beginning of a sweeping saga where you will shape the destiny of cities, peoples, nations, and reality itself.

You'll begin humbly at level 2 in the remote village of Tranmere, each of you having received a letter from Viscount Silas Vanderbilt, head of one of the country's four Great Noble Houses of Carandor. He offers to sponsor your team's entry into the Cup... provided you prove yourselves worthy.

Your reasons to join the Cup are yours alone, whether you seek prestige, power, purpose, or perhaps something else. You will stream your adventures to eager crowds, face powerful foes, acquire legendary artifacts, and brave dangers beyond mortal comprehension. Your journey will span the land of Carandor, lead you into its capital city Golphatha, guide you deep into the enigmatic Halls of Alabaster, and ultimately carry you into other planes of existence and even the core of this world.

Competing in the Cup and surviving the Halls is only the first half of your journey. The secrets hidden within the Halls threaten all of Adranon, but also bring you opportunities to shape the very fabric of the multiverse. The campaign goes all the way to level 20.

This campaign is rich with moral choices and gray areas, but it leans toward good-aligned stories. We recommend playing neutral or good characters with clear reasons to adventure together. You don't have to make a character who's everyone's best friend, nor a character who is entirely good. It's okay to play someone essentially self-interested but they should still be generally likable and able to cooperate within a group.

Since Legacy of Alabaster is built around the story and consequences of your choices, you'll get the most out of it by making a character who fits the world such as...

- **A scion of a disgraced noble house**, determined to restore your family's honor through victory in the Cup.
- **A child of adventuring parents**, searching for your missing family in the depths of the Halls.
- **A wizard eager to uncover lost arcane secrets** of the greatest mage, Alabaster.
- **A former urchin striving for social change** at Carandor by attaining fame and fortune.

Creating a character tailored specifically for this campaign makes every twist of the story hit harder and your experience richer, as the world's story becomes yours. Work together with your DM to craft something great!



YOU WILL FIND IN THIS CAMPAIGN

Adventuring as a Sport – Compete in the Legendary Parties Cup, where glory and death go hand-in-hand.

High Magic, High Stakes – Wield artifacts of unimaginable powers and face enemies who do the same.

Urban Intrigue – Navigate a decadent, crumbling republic riddled with corruption.

Dungeon Delving – Brave ancient ruins and arcane vaults filled with traps, puzzles, and power.

War of the Divine and Arcane – Choose sides in a looming conflict between ancient faith and new magic.

Fame and its Fallout – Rise to stardom and learn the price of becoming a living legend.

Ancient Conspiracies – Dig up secrets of the gods buried for a reason.

Planes Beyond – Cross into the Shadow Plane, Purgatory, and even stranger realms.

Backstory in the Spotlight – Meet the people from your backstory who appear as important characters in world-shaking events.

Decisions That Define the World – Shape nations, end gods, or change the fundamental laws of reality itself. Your choices have weight!

WHAT IS THIS GUIDE FOR?



Inside this guide, you'll find everything you need to create a character you'll love to play:

THE WORLD AT YOUR FINGERTIPS

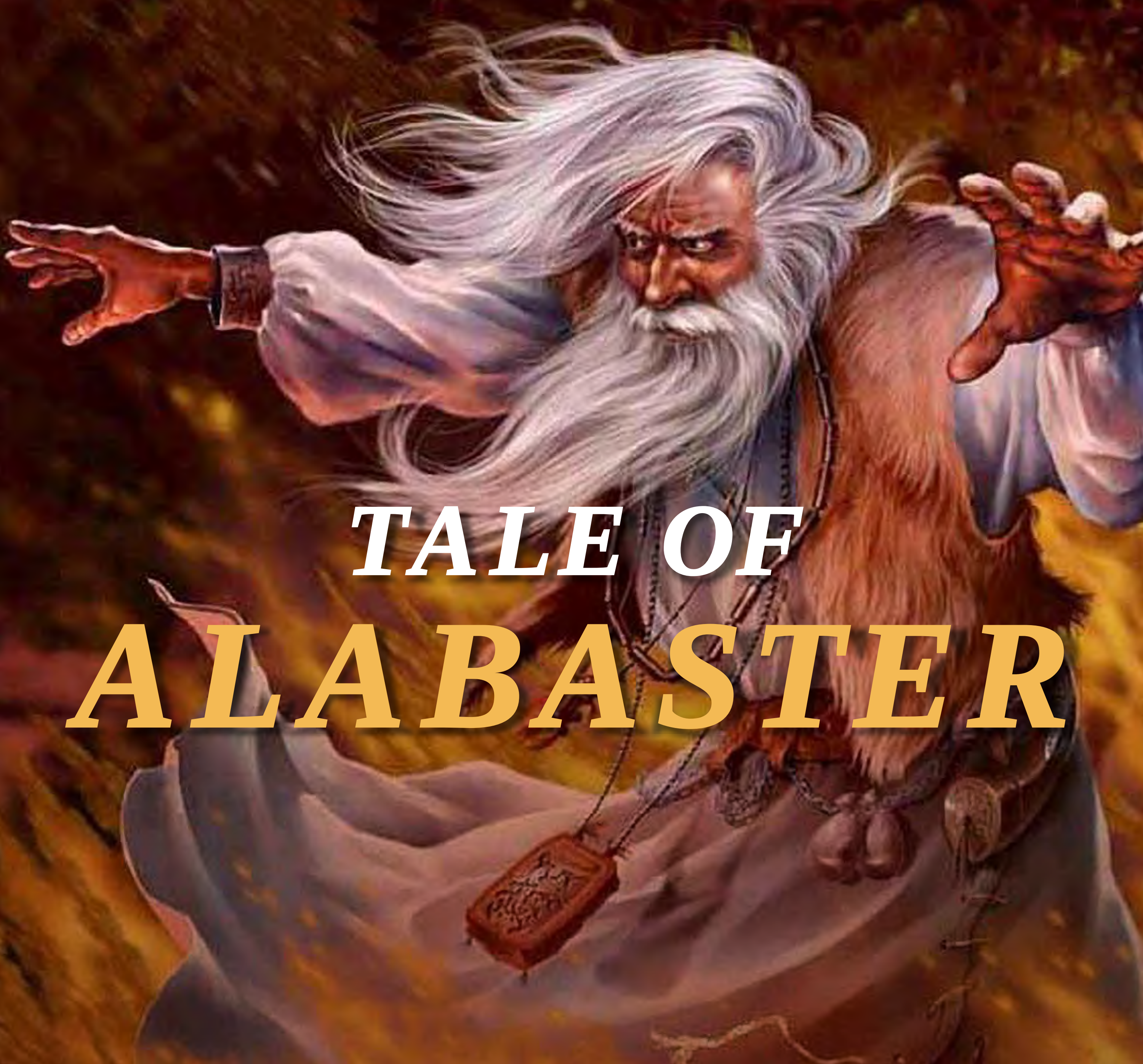
An overview of the world, its history, key tensions, and the kinds of people who inhabit it. It has everything you need to understand the backdrop your character comes from. This guide is also a reference you can return to any time during the campaign.

MAKING AN UNFORGETTABLE CHARACTER

We recommend reading at least the first 25 pages, which provide a straightforward guide to creating a character that fits seamlessly into Legacy of Alabaster, along with tips on what to focus when joining the campaign.

CUSTOMIZATION THAT MATTERS

Dive into the setting's distinct Pantheon, with each deity offering unique [divine favored weapons](#), and choose free [Theme Feats](#), powerful and flavorful story-driven abilities that scale as your character grows. Their power is tied to your worldview and who you decide to align with. You may also choose to oppose the gods, and gain special powers of equal measure from it. You can also cast [campaign-specific spells](#), created by the greatest mage in history, Alabaster.



TALE OF *ALABASTER*

**"THE PERFECT MAGE IS KIND,
BRILLIANT, AND UTTERLY MAD."**

— ANTONIN ALABASTER

Let me tell you the tale of the mysterious father of Arcane, who rose from being an Onyx Island urchin to become the greatest mage of all: **Antonin Alabaster**. Said to be a man of sharp wit, towering intellect, and, surprisingly enough for a mage, striking, athletic build. His legend began with the destruction of the ancient ice lich of Scau Simau, and the slaying of the ninety-nine-headed hydra of Kurth. In time, his mastery became absolute as he broke the **Dragonlords'** hold on the world.

No one truly knows how he acquired such fearsome power, yet all were forced to reckon with it as he walked the realms with brazen impunity. Some whisper, though I advise you never to repeat it, that he once stormed Mount Celestia itself to free a titan, a sworn enemy of the gods. For this, the **Church of the Pantheon branded him a heretic**.

Despite many detractors, he had dedicated followers, each an unparalleled master of their craft. Those, dear reader, you know as... the Nine.

Yes-yes, the accursed Nine, the ones that brought so many woes to our lands. Though they weren't evil then, or perhaps they simply hid their wickedness well.



With no enemies left to challenge him, Alabaster settled down with his wife and followers, erecting with a single spell a shining thousand-foot-tall white tower on a hill in **Carandor**. From there, he maintained peace across Adranon, sending the Nine to deal with any problems mortals encountered. They advanced in power, power that would be later wielded against the very mortals they once protected.

During this period, Alabaster systematized arcane knowledge, dividing all magic into nine schools; the system still used today. Around his tower grew a village of servants, petitioners, and prospective students. This village blossomed into what we now call **Golgatha**, our serene, twelve-times blessed capital.

But nothing lasts forever. As time went on, Alabaster was seen less and less, while Carandor started suffering mysterious earthquakes. His followers slowly vanished too until, one day, no one answered the knock on the tower's door. Concerned Golgathans searched the tower, only to find it abandoned. Only a spiral staircase remained, descending deep into the unknown.

It led to a vast and perilous underworld, utterly unlike anything seen before. It was filled with strange monsters, intricate traps, and arcanotech treasures: **The Halls of Alabaster**.

Since then, no one has seen the old wizard in centuries. Some say his laugh still echoes in the Halls, if you listen closely enough. Others claim his soul was split into **Silver Flames**, arcane artifacts that made the Nine godlike (not that I advise to worship them). A few claim he's just a myth. I call these people fools. Yet most agree that his legacy defines our lives till this day.

What do you think happened to the grandest of mages?

**From “Prelude to the Magewars”
by Professor Savar Sarlukk of Spellhold**





WELCOME TO THE WORLD OF ADRANON

The world of Adranon, forged millennia ago by the gods, still bears the scars of countless conflicts: divine wars, the rise and fall of psionic empires, the tyrannical reign of the Dragonlords, and the shattered legacy of arcane supremacy of the Nine. The echoes of these ancient struggles shape this world.

CARANDOR, ROTTEN AND SERENE

In the **Serene Republic of Carandor**, a new age is dawning. A renaissance stirs as long-lost knowledge resurfaces, new types of art flourish, and old traditions begin to crack. While Carandor is a republic on paper, it is tightly controlled by the four **Great Houses**: the valorous **Vanderbilts**, dogmatic **d'Este**, cunning **Borgia**, and the ever-wealthy **Medici**. The Doge rules in name only. Power truly rests with these noble dynasties while lesser rungs of society are left in the dust. Yet even the Houses must balance their influence with that of the land-holding **Church of the Pantheon** and the silent blades of the criminal syndicate of the **Dark Crescent**. Many talk in hushed tones about wanting to see a Carandor where all can have dignity and opportunity.

GOLGATHA, THE CITY OF THOUSAND BELLS

At the heart of it all lies **Golgatha**, the capital. It is a sprawling, vibrant port city veined with water canals filled with gondolas. Each morning, the air rings with the chimes of a thousand churches. Commerce roars through the harbor, as goods from every corner of the world arrive in a chaos of clattering crates.

Elven **Censorate** clerks work tirelessly through the night, reviewing petitions, forging titles, or updating Golgatha's incomprehensible zoning laws. Journalists, performers, and **Cup Hopefuls** chase clout through the latest obsession: **Streaming Orbs**, arcanotech devices that enable free, instant communication. Arcane magic, though still regarded with suspicion, is gradually returning to daily life through these innovations.

Whether you're a tabaxi postman or a gnomish noblewoman, a young acolyte of the moon goddess Ziella, or a wizened mage from Spellhold, you live under the tension of uncertainty. Whispers speak of a looming monstrous invasion from the depths of the Halls of Alabaster led by a dracohydra.



THE HALLS OF ALABASTER

Beneath the very heart of Golgatha at the Park District, where Alabaster's tower once stood, lies the entrance to the Halls of Alabaster. This immense, mysterious labyrinth was dug by Alabaster himself beneath his tower before his disappearance. None know their true purpose, but some say the Halls descend all the way to the world's core.

Far from a simple dungeon, the Halls are a sprawling, multi-layered underworld of ever-shifting passages. They are filled with all manner of strange folk and their exotic ways of life. Explorers speak of yawning caverns the size of cities, bioluminescent mushroom forests that feed on memory and souls, abandoned arcanoforges still churning weapons, and vaults that hold secrets of immortality itself. Rumors swirl of entire civilizations hidden within: settlements, markets, even cities built by Arcanoborn.

The **Arcanoborn**, species birthed by the Nine, range from intelligent folk like kobolds, minotaurs and goblins, to arcane beasts such as chimeras, mimics, manticores, and even stranger beings such as sentient songs and living potions. Though originally created by the Nine, not all Arcanoborn are loyal to them.

NINE GREAT MAGES

Despite shaping the modern history of Adranon, surprisingly little is known about the **Nine**. Each of the Nine mastered a school of magic: Abjuration, Conjuraton, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, and Universalism. Their real names have been deliberately erased by the Church of the Pantheon, which considers them dangerous heretics. Most people now refer to them only by their school: the High Evoker, the High Diviner, and so on.



THE ARCANES CONQUEST OF CARANDOR

Not long after the Halls were unearthed, **the Nine returned**, rumored to have been twisted by what they found deep below. They emerged with terrifying purpose, leading legions of mages, elementals and new species such as orcs. They say that during the **First Magewar** temple crypts burst forth with undead, and armies of defenders were turned to stone, their statues still standing till this day. The ruling Tystar line of kings was ousted, and the Age of Arcanum had begun.

THE AGE OF ARCANUM

For a hundred years, the **Council of Nine** ruled with enlightened precision. Arcane doctrine became the new gospel with reason valued over faith, and spellcraft over prayer. Magic was no longer a privilege of the elite but a tool for the masses. Arcanotech devices became commonplace. Education reformed minds but it also fueled unchecked ambition. No transgression was taboo, no experiment too dangerous.

At the same time, worship of the gods was outlawed, and divine shrines were torn down brick by brick. It was an age of terrifying freedom and ruthless progress. Many of today's wizards trace their lineage to that brilliant, brutal era.

THE SECOND MAGEWAR

But the Nine's reign didn't go unchallenged.

Leomund Tystar, last heir of the old kings, rallied support across Adranon under the banner of the **Reclaimers** to restore divine order under his rule. The war that followed engulfed Carandor, the Second Magewar, spread across continents, and even touched other planes. Both sides committed unspeakable atrocities. Millions died. Entire legacies were erased.

Yet in the end, the Reclaimers triumphed.

The Nine were toppled, but not destroyed. Driven back into the bowels of the earth from which they came, leaving their followers, tomes of forbidden knowledge, and dangerous treasures behind.



WOE TO THE VANQUISHED

King Leomund never lived to see the peace he fought for, perishing under mysterious circumstances while chasing the Nine into the Halls. His body was never recovered. As he had no legitimate children, the rule of Carandor passed not to a monarch, but to the four Great Houses; an order which lasts to this day. Since then, Leomund Tystar has been remembered as the Last King. His sacrifice is honored every year, on a state holiday known as the **Day of the Four Roses**, and hopeful murmurs whisper that one day a true heir of Tystar will return to bring forth a new era of prosperity for all.

After sixteen years of war, some among the victors of the Second Magewar took advantage of the situation. Duke Emeric, of House d'Este, enshrined Arcanoborn slavery into Carandor's legal code, declaring: *"The Pantheon made all its creations equal, each bearing a divine spark. But the Arcanoborn, born of arcane magic alone, are soulless abominations who are lesser than beasts."*

Many found this decree cruel and excessive. Yet, those who spoke out against it soon suffered untimely, tragic accidents. This was long ago with the wounds of war fresh in memory. Today, voices grow louder and louder demanding a complete abolition of this abhorrent institution.

Leveraging public discontent and much of his wealth, **Viscount Silas Vanderbilt** secured passage of a compromise **Freedom Edict** in the Serene Assembly. It left the existing Arcanoborn in bondage, but banned new enslavement in Carandor and declared that all children born to enslaved parents are free.

RETURN OF THE NINE?

Few truly remember the names of the Nine, their identities long erased from record by the Church so that people would not seek to worship them. Yet in tavern corners and dark alleys, a rumor lingers like a dying ember among destitute Arcanoborn: that the **Nine will soon return to Carandor**. And when they do, their faithful will rise as the new elite.



THIS IS WHERE YOU COME IN

The Halls remain unconquered to this day. They're still full of aggressive monsters, and every year, more spill into the Golgatha streets from below. Traditional armies can't handle the shifting, narrow tunnels. Once-proud outposts on the Halls' first level, known as the **Chimeric Borderlands**, have fallen into decay, starved of funding. These days, only the rich can sleep securely knowing that their private armies protect them against arcane beasts.

But where legions fail, adventurers rise.

According to rumor, the idea came to the **Doge** in a dream; whispered by a mesmerizing red-haired woman promising to turn the threat of the Halls into a spectacular opportunity. And so the **Legendary Parties Cup** was born: a deadly competition where hundreds of adventuring teams descend into the Halls for the chance to win the ultimate prize; have their wish granted by the Serene Assembly. The victors are those who slay the most threatening monsters, bring the most loot, and win the favor of the crowd.

Now in its **131st year**, the Cup is bigger than ever. With the rise of **Streaming Orbs**, citizens across the realms can cheer, jeer, and donate to their favorite teams in real time.

This is where you come in.

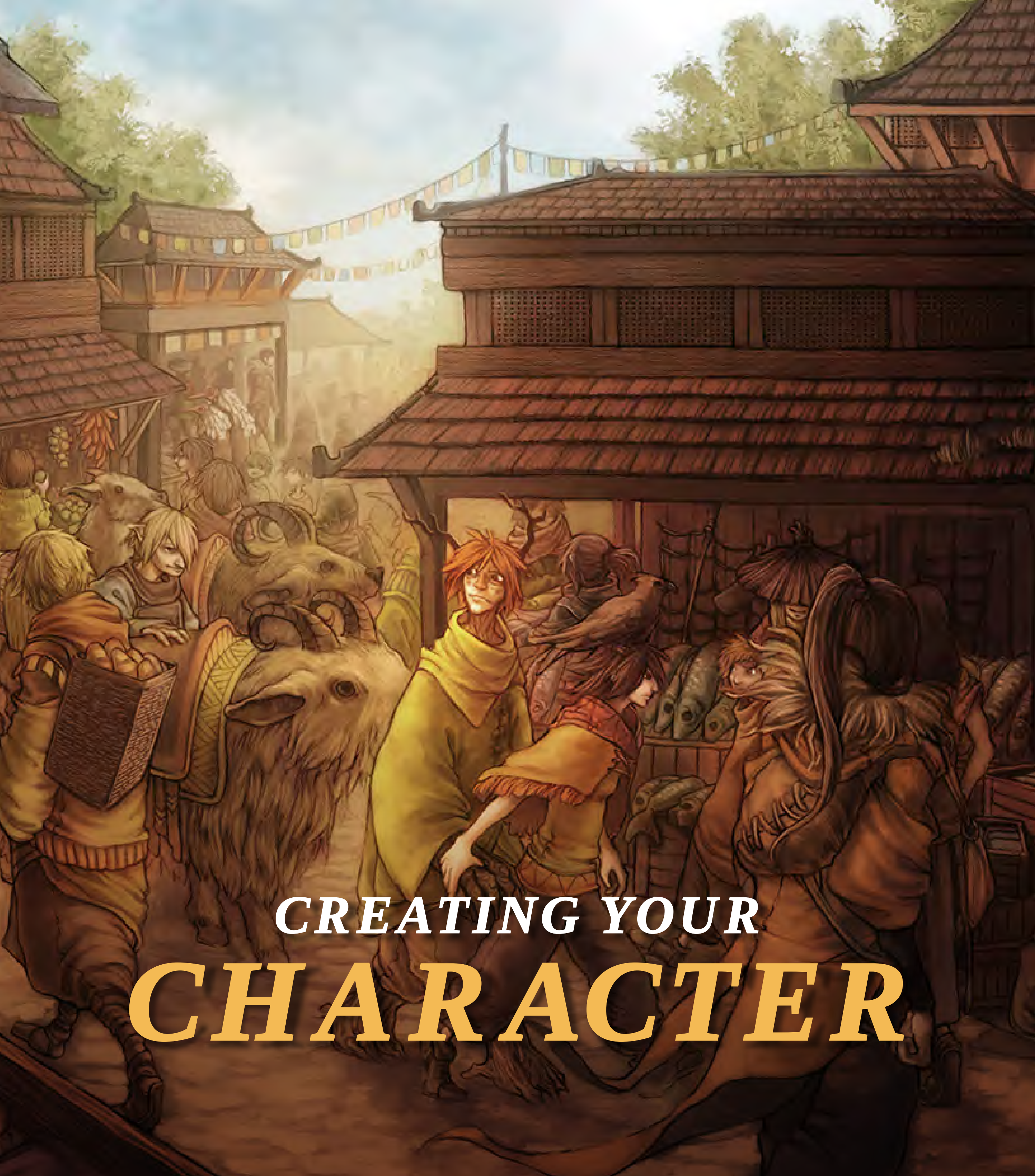


THE WORLD BEYOND *CARANDOR*

Adranon is a fractured, turbulent, and diverse world with no nation dominating its affairs. Beyond Carandor and the Cup lie distant lands, each confronting its own struggles:

- **In the frostbitten north of Scau-Symau**, the people wage a desperate war against a relentless Thri-kreen hive collective. Though some say that Thri-kreen are themselves under the thrall of mysterious entities.
- **To the west, the 346 elven princelings of the lush forests of Ehn Thalass** eye the long-empty throne of the High Queen, vacant for countless centuries. It looks like a drow is the likeliest candidate, which has caused quite a stir as they are a powerful sorcerer.
- **Rival mercantile clans of Triton traders from the Kelplands** traverse across oceans inside living leviathans, their bellies brimming with exotic goods.
- **In the barren continent of Rustanica**, its life extinguished by a cataclysmic necromantic conflict in ages past, undead mouths moan of a prophecy that the one who killed them will return and deliver them salvation.
- **In the sun-scorched sands of Alhambra**, birthplace of the first mortals, a secret war brews between the Fey Court of Sand and the exiled Ifrit dynasties, each promising enticing bargains to those who serve them.
- **Deep in the Marshlands of Kurth**, Grung and Lizardfolk experience the birthing pain of a new shared nation that doesn't even have a name yet; rising in defiance of the hags who once ruled over them.
- **In Jassiron's emerald jungles**, dragon worshippers hoard magical artifacts and hire the realm's greatest comedians, all in preparation for a grand ritual by decree of the Council of Fools to reclaim the Golden City.
- **Across the tribal plains of Eocer**, a strange renaissance unfolds as hundreds of orcs awaken to arcane power overnight. War ignites between newly formed factions, and rumors swirl that House Borgia fuels the conflict; arming every side for profit.
- **Paranoia grips the Onyx Islands** as this defoliated heart of Pantheon worship is shaken by sightings of gemstone-encrusted ships that abduct citizens; only to return them altered in aberrant ways.
- **A strange heresy has taken root among the ancestor-worshipping dwarves of Mount Stoneaxe**. They now reject the notion that they were crafted by the gods, instead calling themselves the Star Folk. They labor day and night on some secret project.

The world is changing. And soon, it may change because of you.



CREATING YOUR CHARACTER

The best way to enjoy Legacy of Alabaster is to create a character with goals that tie into the larger story and the world, giving the DM tools to enrich the game not just for you but for the whole party.

Think about motivations that involve other people: a sibling lost in the Halls, a mentor entangled with the Dark Crescent, a rival adventurer competing in the Legendary Parties Cup. Build connections to existing factions, such as loyalty to House Medici, a grudge against the d'Este, or your family's pact with the Nine. Even a simple desire, to uncover arcane secrets, restore a disgraced family name, or expose a conspiracy, makes your character come alive.

DnD is all about interacting with the world. The more your character connects to it, the more it will connect to you, and the more enjoyment you'll get out of the game.

To make the most of the campaign, we strongly recommend creating your character in collaboration with your DM. While the concept is entirely your own, your DM can weave it into the world, connect it to upcoming plotlines, and help you make a character that you will truly enjoy for years to come.



YOUR JOURNEY STARTS HERE

You sit beneath the dim glow of lantern light in the rowdy **Full Keg Inn**, tucked in the remote town of **Tranmere**. Around you, adventurers from across the realm drink, laugh, boast, or quietly size each other up. Some swap tales of heroism; others wait in silence, measuring the room.

But every soul here shares one thing: a sealed letter bearing the insignia of **Viscount Silas Vanderbilt**, head of one of Carandor's four Great Noble Houses. It's an invitation to a preliminary trial for the **Legendary Parties Cup**.

His offer is simple and enticing. Form a team, travel to the capital, **Golgatha**, and **during travels prove you're worthy by performing heroic deeds**. If you succeed, he'll provide you with something priceless: his personal sponsorship necessary to join the Cup.

Tens of thousands dream of participating in the Cup each year, but only a few hundred are chosen. Without the backing of a great noble (or someone else with equivalent fame and power) you are just another hopeful. With it? You're a contender. And perhaps even a **future champion**.



Your Talents have reached my ear, and I must say, I'm quite impressed. Thus, I extend to you a formal opportunity to participate in the Legendary Parties Cup, a competition where riches and glory await the distinguished. Arrive at the Full Keg Tavern in Tranmere on the first of Winter. There, you'll meet others who have received this message. Assemble a party, and journey together to Golgatha and perform plenty of brave deeds on the way there for I will sponsor only the most heroic team!

Plenty of time remains before the Cup commences in the Spring of 1350 AN. Prepare diligently, train rigorously, and embody heroism, for you have a chance to become the greatest adventuring team in history!

Yours Truly,

Viscount Silas Vanderbilt



WHY JOIN THE *LEGENDARY* *PARTIES CUP?*

Your character needs to have a strong reason for participating in the Cup. So consider why you might want to adventure there. Though the risk is great, the rewards are as well: The Legendary Parties Cup offers winners wealth, fame and the Doge's favor (such as justice, becoming a noble, or passing a law), but those aren't the only reasons to join. For most, it's the only way to venture into the Halls of Alabaster, a deadly place; but one that may hold lost knowledge, buried relics, or even answers to your character's deepest questions.

Even if you're not interested in winning, it is foolhardy to venture there alone, and you'll need a team of trusty comrades.

So what drives your character? Maybe you are...

FROM A LOST LINEAGE

When you were a child, your parents told you in secret that your family hails from a long lost lineage of kings. You know yourself to be the true heir of Leomund Tystar. Walk the path he once walked to find his final resting place, and to prove your rightful claim.

PROFESSIONAL STREAMER

Streaming is not just for show: it is a way of life! You've built a following with your content, and the Cup may just be what you needed to propel your fame to new heights, and maybe finally overtake your biggest rival.

SCION OF A GREAT HOUSE

As a young member of one of Carandor's Four Great Houses, winning the Cup would prove you deserve your title and could put you in line to lead the house one day.

ON A RESCUE MISSION

Your lover, a family member, a mentor, or even your arch-nemesis has vanished into the Halls. It's up to you to gather clues where they went, follow their trail, and bring them back.

SPELLHOLD REJECT

Either due to politics or a failed experiment (that you swear wasn't your fault), you were kicked out of the only official Arcane Academy in Carandor: Spellhold. But now, it's time to reclaim your good name.

FROM RAGS TO RESPECT

People call you dirt, they spit at your presence. It's all because of your rival who never misses an opportunity to bring you down. Maybe you are being held back by your social status, or the Arcanoborn blood in your veins. You may come from nothing, but you know you can beat him. It's time to show everyone!

CURE SEEKER

You've exhausted every lead for curing a strange condition, magical affliction, or terrible curse that afflicts you or your loved one. A retired Cup adventurer swears he once saw it cured in the Halls of Alabaster. Your answers lie there.

SENT BY A HIGHER FORCE

Maybe you're a cleric in service of the gods. Maybe you struck a pact with an otherworldly entity. But whatever is the nature of your bond, they're now sending you to venture into the Halls for a mission, and promise you great rewards in exchange.

SECOND CHANCE

You've committed a grave crime, or perhaps you've been framed. It matters not as you've been offered a pardon in exchange for performing a mission in the Halls. You will fulfill this mission, or die trying.

FLAME SEEKER

Arcane magic flows in your veins, or perhaps you studied ceaselessly to master it. You've read an ancient text claiming that each of the Nine had an artifact that elevated their power to godlike. Silver Flames, one for each school of magic. As the Nine vanished in the Halls, this is the best place to seek the long lost flames.

ECHO OF THE MAGEWARS

For most people, the Magewars are ancient history. For you, it's your past since you participated in the Magewars, whether on the side of the Reclaimers or the Nine.

Through time magic, you've been transported to the present day and now you're seeking answers as well as old friends and even older foes from the time of the conflict.

These are just starting points for you to spark inspiration. Feel free to expand on any concept you can imagine, something that truly motivates you not just to join the Cup, but to adventure, explore and save the world of Adranon. And remember, your DM is here to help you shape a backstory that is both exciting and blends seamlessly into the world.

BACKSTORY LENGTH

The ideal backstory length is however long you want to make it. Anything from a few sentences to 30 pages is okay, and neither is superior to the other. Your character ultimately comes alive not through their backstory but the things you do and say in session. To help your character shine during sessions, your backstory should contain at least one friend, one enemy, and a strong motivation to adventure in the Cup.



PEOPLE OF ADRANON

GODSPARKED &

ARCANOBORN

When creating your character, one of your first and most impactful choices is their ancestry. This isn't just cosmetic as your lineage shapes how the world of Adranon perceives and treats you. Most ancestries fall into two groups: Godsparked and Arcanoborn, a divide with deep cultural, political, and historical roots.

Godsparked are believed to descend from the gods or their servants and carry a divine Spark. This group includes humans, elves, halflings, gnomes and dwarves, who form the majority in Carandor.

Arcanoborn were created by the Nine through arcane means, many originating in the Halls of Alabaster. This group includes orcs, goblins, kobolds, minotaurs, hobgoblins, warforged, bugbears, and tabaxi.

After the fall of the Nine at the end of the Second Magewar, fear and resentment turned many Godsparked against the Arcanoborn. In Carandor, the Tyranite Church declared Arcanoborn soulless, justifying centuries of systemic oppression and legal enslavement of orcs within the country.

Today, tensions remain, but change is stirring. Prejudice lingers and the scars of injustice run deep, yet there is hope for a more equal future as intermarriage between Godsparked and Arcanoborn becomes more frequent and performers like **Amaryn** and the **Goblin Flying Circus** draw audiences from both communities. Some hope that one of the next Cup Champions would be arcanoborn.

Your choice of ancestry won't make the game easier or harder, but it will influence your character's personal journey and how others react to them, both on the surface and down in the Halls.

A POLITICAL OR NATURAL DIVIDE?

Though treated as distinct, the difference between Arcanoborn and Godsparked is highly debated, and few agree on what truly separates the two. Is it divine origin, arcane influence, or just politics?



ADRANON SPECIES LIST

In the following list, you'll also see how common it is for the average Carandorian to encounter each species, marked as **(C)** for Common, **(U)** for Uncommon, and **(R)** for Rare. In the Halls, Arcanoborn species are dominant while Godsparked are uncommon.

GODSPARKED		ARCANOBORN		OTHER RACES	
Aasimar ¹	(U)	Aarakocra	(R)	Fairy	(R)
Centaur	(R)	Bugbear	(U)	Gith (Yanki & Zerai)	(R)
Dragonborn	(U)	Changeling	(U)	Giff	(R)
Dwarf	(C)	Goblin	(C)	Grung	(R)
Elf	(C)	Hobgoblin	(U)	Handozee	(R)
Firbolg	(U)	Kalashtar	(R)	Harengon	(R)
Gnome	(C)	Kenku	(R)	Lizardfolk	(U)
Goliath	(U)	Kobold	(C)	Loxodon	(R)
Half-elf	(C)	Minotaur	(U)	Owlin	(R)
Halfling	(C)	Orc	(C)	Satyr	(R)
Human	(C)	Plasmoid	(R)	Thri-Kreen	(R)
Leonin	(R)	Shifter	(R)	Vedalken	(R)
Locathah	(R)	Simic Hybrid	(R)	Half-orc ²	(C)
Triton	(U)	Tabaxi	(R)	Genasi ³	(U)
		Tortle	(R)	Tiefling ³	(U)
		Warforged/ Auto-Gnome	(U)	Dhampir/ Hexblood/Reborn ³	(R)
		Yuan-ti	(R)		

1. Regardless of the original parentage • 2. Disputed whether Arcanoborn or Godsparked
3. Dependent on the original parentage

MIXED BLOOD, SUCH AS HALF-ORCS

While technically considered Godsparked by clerical consensus, allegedly inheriting the divine Spark from one parent, mixed-blood individuals (like half-orcs) may still be treated as Arcanoborn by society if they resemble their Arcanoborn heritage. Prejudice often sees only what it wants to.

DIFFERENT TYPES OF ELVES AND DWARVES

Somdall, the God of Nature, planted seeds in every environment, from lush forests and open plains to the deep underground. From each seed, a different kind of **Elf** sprouted: Wood Elves, High Elves, Drow, Sea Elves, season-shifting Eladrin, and the mysterious Shadar-Kai, cursed by an archfey to walk the Shadowfell. All elven lineages are equally respected in Carandorian society, living openly on the surface. **Dwarves** are said to have been split to their various kinds by the Nualdir.

OTHER RACES

Some ancestries fall outside this divide, and are detailed further in the Adranon Species List. For example **Faeries** and **Harengon** come from the Feywild. **Thri-Kreen** emerged mysteriously from one of the fallen Sky Citadels of the Nualdir. **Lizardfolk** and **Grung** have uncertain parentage, said to have spawned from the marshes themselves. Other ancestries depend on the original parentage, such as a kobold genasi would still be considered Arcanoborn in Carandorian eyes.

SUGGESTED LANGUAGES

The following languages are especially useful during your journey:

- **Carandorian (replaces Common)**, **Elvish**, and **Orcish** are the most frequently encountered and highly recommended.
- **Draconic** is used in arcane texts and spells, and is widely used by Arcanoborn as a common tongue due to being the language of the Nine.
- **Celestial** is the primary language of religious texts and clergy.
- **Dwarvish**, **Goblin**, **Infernal**, and **Primordial** appear less often but can still be useful in specific regions or encounters.

NO UNIVERSAL TONGUE?

DnD normally has a language called **Common**, which is known by default by every character. In contrast, there's no true "universal" language in Adranon due to geographic barriers. Carandorian is the common tongue of Carandor, but other regions (like the continents of Alhambra and Scau Symau) have their own.



CLASSES

IN THE SETTING

Ancient conflict between Arcane and Divine has shaped the world.

Yet all paths remain open to you. Due to its history, magic is everywhere in Adranon. It is part of the land, the skies, and every living being. While most can feel its presence, only a few, like your character, can truly wield it if they choose to.

Many ask: Should the magic come from gods or mortal will? And thus, who should decide the fate of mortalkind?

Divine magic is granted through faith in gods or higher powers.

Casters like clerics and paladins are part of the established order, respected by the churches and noble houses that rule Carandor. Choosing this path usually means your character accepts the divine hierarchy and works to align the world with their divine patron's ideals.

Arcane magic, by contrast, is earned through study, inherited bloodlines, or binding pacts. The people who wield it often wish to fundamentally change the world in some way. For some it's an expression of rebellion, independence, and mortal self-determination. For others it's merely a tool.

Historically, arcanists have challenged divine authority and thus are viewed with suspicion in Carandor. Below, in the Halls of Alabaster, arcane practice is celebrated while divine worship is shunned.

Other paths (like nature magic of druids or psionics) exist outside this binary. While widely accepted, nature magic is often dismissed as primitive by urban elites, and psionics are feared for their association with mind-control.

Bards are often seen as arcane-adjacent, drawing their magic through personal study in a less formal way than Wizards. However, because they entertain the public and, more importantly, the nobility, they are often granted a pass.

Knights and warriors of all kinds are found throughout the world. They are generally closer to the people and less ideologically divided than magic users. People won't react strongly to you unless you declare your loyalty to either side. Some would say this is the best of both worlds, for you may still wield magic through your weapons.

MAGIC AND THE MASSES

Most people in Adranon only know a few cantrips at best. Magic is real and respected or feared, but its inner workings remain mysterious to the masses. Legendary heroes, true masters of magic or might, are exceptionally rare. Level 20 characters are the stuff of history and myth. Will your name be among them?



INCORPORATING YOUR CLASS INTO YOUR BACKSTORY

Every class has a place at Adranon. Your character’s class is more than just a set of abilities, it’s a window into how they and the world interact.

Whether you're...

- A Paladin or a Monk serving one of the many orders or churches in Golgatha’s Thousand Bells District.
- An Artificer working with ancient arcanotech repurposed from the Magewars.
- A Warlock bound to a patron like the Padishah of the Elemental Plane of Conflux, an Unseelie fey from the Shadowfell, or even one of the Nine.
- A Rogue on the run from the Dark Crescent, the largest criminal syndicate in Carandor, after a heist went wrong.
- A Sorcerer with powerful ancestors who may still walk Carandor, their blood calling them to join ancient conflicts.
- Or a magic-weary Barbarian who wants nothing to do with the conflict between the Arcane and the Divine, working for a good meal and shiny coin.

...your class, occupation, or passion can help define the story your character has lived so far.

A FEAT FOR EVERY WORLDVIEW

At character creation, you’ll choose a Theme Feat which is a free scaling ability tied to your worldview. This choice isn’t just game mechanics as it helps define your place in a world where faith and power are constantly at odds. [Click here to go to the list of Theme feats.](#)



CHARACTER CREATION CHECKLIST

The most important part of character creation is making someone you’re excited to play as. For this, work with your DM — they’re your guide and your window into the world. It takes two to tango, and to create truly enjoyable characters.

- ☐ Name and Backstory
- ☐ Race/Species
- ☐ Class and Subclass
- ☐ D&D 5e Background and Starting Items
- ☐ Connections to existing PCs, NPCs or Factions (ask your team and your DM)
- ☐ Known Languages
- ☐ God or Patron (if any), adding favored weapons if you’re a fervent believer ([see page 60 for more information](#))
- ☐ A free Theme Feat that aligns with your character’s worldviews ([see page 71 for more information](#))

As you’re shaping your character, try to ask yourself these questions:

- How did they come to their profession?
 - What is their social status and place within Carandorian society?
 - What do they wish to get from joining the Legendary Parties Cup?
- How do they feel about the Divine and the Gods?
 - How do they feel about the Arcane and the Nine?
 - How do they feel about Arcanoborn and Godsparked?

Having strong opinions is a good thing! A character with clear beliefs adds depth and makes the story more engaging, especially when those views clash with others. Just make sure they can still cooperate with party members who see the world differently. D&D is a collaborative game.

JOINING AN ONGOING CAMPAIGN?

If you're joining a team already in progress, whether before or even after the Cup, don’t worry! Ask your DM where the party currently is in their journey. They’ll help you adjust your backstory, find a reason to join the group, and potentially provide extra resources (like gold, items, or even abilities) for your character to come in on equal footing with the rest of the team.



ADRANON IN DEPTH

Adranon is a vast world of diverse cultures, where ancient traditions clash and mingle with divine miracles and arcanotech marvels. But most of your journey takes place in Carandor; so if your character hails from another continent, don't expect to return home or resolve distant conflicts anytime soon. Instead, write into your backstory that your key figures and conflicts are here in Carandor, following you or you following them, and you'll be guaranteed to have your adventures.

Most people are peasants; knights keep the peace; nobles live in decadent estates; and wizards operate under strict watch from the Church, which fears arcane casters disrupting the existing order once again.

While most of the population remains illiterate, a shift is underway. The fear of knowledge is fading, and pamphlets, books, and newspapers now circulate independently — helped by the widespread adoption of **Streaming Orbs** and **Chainers**, invented by the Spellhold mage **Lauriel, the Lady of Crystals**. For the first time in centuries, people openly debate theology and philosophy. Some celebrate this progress. Others long for the old days, when life felt simpler, and no one asked too many questions.

COMMON KNOWLEDGE

All information in this Compendium is presented from the perspective of what an average, educated Carandorian would know. Because of it, the lore presented may be colored by bias and not tell the whole story. The secrets of the world are yours to discover.



RELIGION IN ADRANON

The dominant faith across Adranon is the Pantheon.

From Mount Celestia, twelve deities rule together from the heavenly Senate of the Gods. Good, neutral, and evil gods alike sit at the same table, endlessly debating divine affairs and mortal destiny.

Each of the three greater gods, **Ziella**, **Somdall**, and **Tyranus**, leads a group of three lesser gods, forming the **Light Bearers of Ziella**, the **Branches of Somdall**, and the **Wardens of Tyranus**.

In the time of creation, the voices of hundreds of gods could be heard in the once lively senate chambers. But nowadays only twelve remain, for the gods waged a brutal conflict known as the **Dawn War**, a catastrophic clash of divine siblings that shattered reality and decimated their ranks. To prevent further extinction, the surviving gods established the **Mandate of Heaven**: a strict mutually agreed law forbidding direct divine interference in mortal affairs.

According to the Mandate, gods may offer guidance through chosen agents, but they may never manifest physically on the material plane, nor impose their will directly. Otherwise, if one deity directly intervenes especially against a follower of another religion, the other will be tempted to do so as well, which may draw them into personal conflict.

Though the Pantheon presents itself as the singular divine authority, in truth there are many gods beyond its influence. These unaffiliated deities, often local, weaker, and deliberately undefined within Legacy of Alabaster, are worshipped regionally. The one notable exception is **Zohr**, a deity of mortal origins, whose power is comparable to deities of the Pantheon.

Gideon, the father of all gods, has long since perished, yet most major temples keep a small shrine honoring his deeds and the sacrifice that ended the Dawn War to safeguard creation.

The Pantheon's shared holy symbol is an upward triangle intertwined with a ring. The triangle fades **white to black** (left to right), marking **good, neutral, evil** under a shared rule from **Mount Celestia**. The ring is a rainbow, showing **all gods belonging to one Pantheon**.



THE DIVINE TODAY

The gods themselves don't often make themselves known to the average Carandorian, but their influence is felt through the Church of the Pantheon. The Church is involved in everything from prisons to orphanages, from vineyards to bathhouses, from courts to colosseums, and its reach extends into nearly every corner of public life. Some may be against the gods, but publicly disbelieving in them is extremely rare.

While a typical Carandorian may choose a patron god they revere most, such as Toradin, that doesn't mean they ignore the others. In practice, they often offer prayers to Lorala in matters of love, to Bicarus when preparing for exams, or to Undine before sailing out to sea.

The Church of the Pantheon teaches that after death, every soul journeys to **Purgatory**, where it must ascend the **River of Souls**, facing many trials on the way to Mount Celestia. Every god has their own afterlife there, such as the Fields of the Endless Slaughter of Remor or the Mithral Heaven of Efrasil. The **Final Court** before the gates of Celestia assigns to which of them souls go to, based on their individual deeds in life and during the journey of the soul.

DISTRUST OF ARCANES

After two devastating Magewars and a century under the anti-divine rule of the Nine, a lot of people remain deeply wary of arcane magic. While not outright illegal, it is heavily monitored and distrusted by the general public.

There is only one sanctioned place to study the arcane: Spellhold, a tightly regulated academy under the watchful eye of the Order of the Eternal Vigil of Bicarus. The scholars there rarely gain access to materials that would allow them to learn anything too advanced, or too dangerous. Thus many study from other sources such as forbidden books, illegal practitioners, otherworldly beings, or even within the Halls of Alabaster.

FEARED, YET ACCEPTED

Necromancy is not inherently evil or illegal in Carandor as some temples and sects use it extensively, but it is feared by many due to its relationship with death. Crimes such as grave robbing or soul binding are still against law.



NUALDIR, THE ANCIENT EVIL

Millennia ago, a terrifying race of tentacled emotion-eaters, the Nualdir, ruled the world through psychic domination.

Their empire, known as Naldirath, was the most technologically advanced civilization in Adranon's history, surpassing even the Nine during the Age of Arcanum.

Alien in both body and mind, the Nualdir wielded incomprehensible devices capable of both wonders and unspeakable horrors. For a thousand years, they reigned unchallenged until a simple farmer named **Dietmar Zohr** sparked a rebellion that shattered their dominion and in the process ascended to godhood.

Zohr's place among the gods has always been uneasy. He defied the **Mandate of Heaven**, refusing to abide by the law of non-interference. For this, the **Pantheon** cast him out and his worship is discouraged.

The very calendar marks his triumph, today is **1349 AN** (After Naldirath) from the fall of Naldirath. With the empire's collapse, their floating **Sky Citadels** crashed into the ground, releasing vast clouds of ash that blocked the sunlight. The devastation plunged the world into chaos; a period now known as the **Age of Ashes**.

Remnants of Naldirath are still visible high above the world. A few Sky Citadels still remain, their gleaming panels reflecting the last lights of dusk each night. Rumors say that Nualdir still stalk their hallways, plotting their return.

MIND CONTROL IS HIGHLY ILLEGAL

Due to the association with horrors of the Nualdir, mind-affecting magic such as Charm Person is illegal in Carandor and generally reviled by Pantheon worshippers. Characters using such spells may attract suspicion or hostility if discovered.



RISE AND FALL OF THE DRAGONLORDS

The gods, bound by the Mandate of Heaven, could not act directly to assist mortals. Instead, they gave form to their will, birthing the dragons to help them reach the Sky Citadels. Each god shaped a breed in their image: silver by Ziella, blue by Bicaruss, black by Rahu, and so on.

They fought bravely, aiding Zohr to triumph over Naldirath. In the aftermath, the surviving Dragonlords took it upon themselves to safeguard what remained. Or so they claimed.

At first, some helped. They cleared the ash-choked lands, protected survivors, and enforced fragile truces following godly will. Others, however, saw opportunity in chaos, rebelling against their divine creators. They carved out territories, crowned themselves kings, and turned against each other in endless feuds with their wars scorching the land and shattering mountains. During this Age of Ashes, the Dragonlords began to rule.

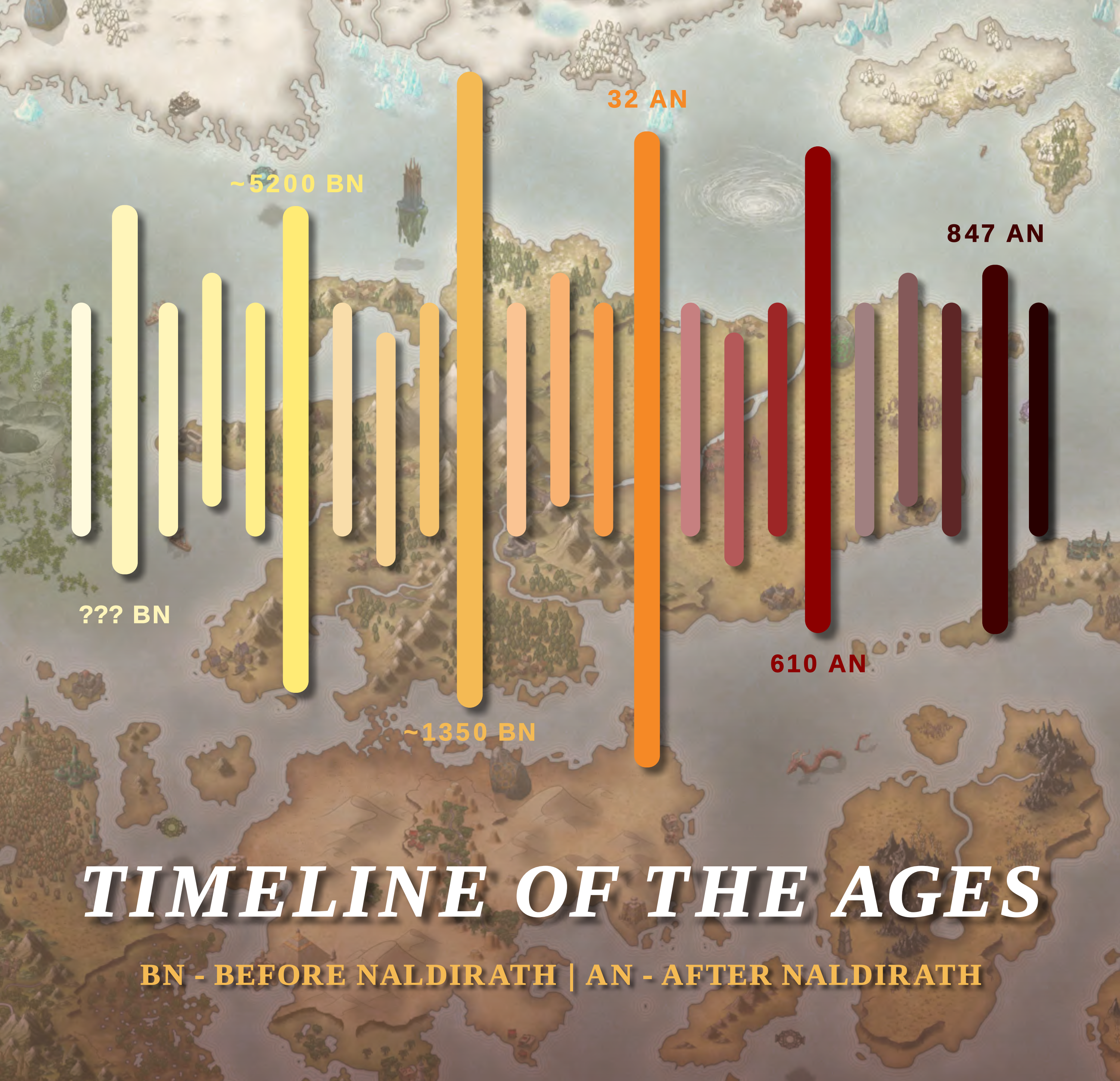
Four Greatest Dragonlords carved their names in infamy:

- The inquisitive and wrathful **Nezapharth the Changeweaver**, mother of alchemy and sovereign of Ehn Thalass.
- The possessive **Valzak of the Final Times**, the soul-hungry silver tyrant of Alhambra, obsessed with the preservation of mortal stories and artifacts.
- The faithful to Denebra, the mad reveler **Aktisaram of Gleeful Mirth**, golden jokester of Jassiron whose mind was shattered by grief.
- All-consuming **Razarmoth the Incinerator**, self-proclaimed red god-king of dragons, who reduced friend and foe alike to ash.

In the end, it was **Antonin Alabaster** who brought an end to the Dragonlords' dominion, ushering the world into an era where mortals could decide their own fates. Through cunning and magic, he defeated, sealed, or pacified each of the great wyrms.

THE ORIGIN OF ARCANES MAGIC

Some say that the Dragons were the first practitioners of Arcane magic, and point to Draconic being the language of magic as evidence. In truth, the origin of arcane magic is lost to time.



TIME BEFORE TIME

- **??? BN** – The world is unformed. Creator God Gideon is said to be the first being. What came before remains unknown.

THE DAWN ERA

- **~5200 BN:** Holy Scriptures say that Gideon witnessed the emptiness surrounding him with sorrow, and from his tears, the gods step forth into the world and begin shaping reality.
- **~4100 BN:** The material world of Adranon is formed.
- **~3300 BN:** A war among the gods, the Dawn War, shatters the heavens. Most gods perish. To prevent further divine bloodshed, the survivors form the Pantheon. Gideon dies during the war to preserve creation.
- **~3100 BN:** Mortal races dubbed Godsparkeds begin to emerge. The first settlements appear where Alhambra stands today.
- **~2950 BN:** Somdall plants the seeds from which elves sprout.
- **~2800 BN:** The gods agree to the Mandate of Heaven, forbidding direct divine interference in the mortal affair to prevent in-fighting.
- **~2200 BN:** Queen Nebet Silti the Beast-Baker, a halfling, establishes the first mortal kingdom in Alhambra.
- **~2200–1350 BN:** The Godsparkeds spread across the world, taming wilderness and clashing with other divine creations.

THE ERA OF NALDIRATH

- **~1350 BN:** First mentions of the emotion-eating enchanter Nualdir appear in the chronicles. Records speak of the subjugation of the Dwarves using mind-control magic.
- **~1015 BN:** In one burst of psychic energy, the Empire of Naldirath is founded. The Nualdir enslave mortals, manipulating their emotions and minds, becoming dominant power over Adranon.
- **~268 BN:** The gods create dragons to aid mortals in the fight against the Nualdir.
- **~29 BN:** A farmer named Zohr discovers that pain severs Nualdir psychic control. He begins a world-wide rebellion aided by dragons.
- **0 AN:** Zohr defeats the leader of Naldirath, the Master Kraken, shattering its psychic web and collapsing Naldirath. Zohr ascends as a god.
- The fall of the floating Nualdir citadels triggers a global cataclysm, coating the world in ashes, beginning the Age of Ashes.

THE AGE OF ASHES AND THE RULE OF THE DRAGONLORDS

- **32 AN:** The surviving dragons become Dragonlords, elevating into mighty, quasi-divine rulers. With no more Nualdir to fight, they claim dominion over mortals.
- **175 AN:** Dragon kingdoms form under the rule of various Dragonlords. These tyrants wage ruinous wars against each other, driven by their rivalries.
- **489 AN:** Alabaster is born in the Onyx Isles, an orphan of no note.
- **523-567 AN:** Alabaster journeys through Adranon, mastering magic, challenging the Dragonlords and eventually toppling their rule.

THE MAGEWARS AND THE AGE OF ARCANUM

- **610 AN:** Alabaster gathers the Nine, the most powerful mages of the age, and raises a great white tower on a hill in Carandor. The city of Golgatha forms around it.
- **674 AN:** Alabaster and The Nine vanish. The tower is found abandoned, and below it, the Halls of Alabaster are discovered.
- **721 AN:** The Nine return from the Halls wielding the power to create life, leading armies of Arcanoborn creatures. They start the First Magewar, overthrow Carandor's Tystar monarchy, and found a regime of arcane dominion: the Age of Arcanum.
- **832 AN:** Leomund Tystar returns, uniting Pantheon-loyal nations into the Reclaimer Alliance.
- **846 AN:** The Second Magewar ends in victory for the Reclaimers. The Nine retreat into the Halls of Alabaster. Leomund pursues them but is never seen again.
- **847 AN:** Heads of noble families Medici, d'Este, Vanderbilt, and Borgia form the Great Houses and claim rulership over Carandor.



THE ERA OF THE GREAT HOUSES

- **847 AN:** The Serene Aristocratic Republic of Carandor is founded. The Doge becomes a symbolic ruler; true power lies with the Great Houses.
- **879 AN:** The Church of Tyranus declares all orcs enslaveable, as they were not created by the gods but by the Nine.
- **955 AN:** The Censorate is formed by elven bureaucrats to regulate trade and enforce mercantilist policies.
- **1078 AN:** Enslaved Arcanoborn rebel in the War of Broken Chains, aided by the priesthood of Zohr. The rebellion was brutally crushed, with survivors fleeing to the wilds of Eocer.
- **1218 AN:** The Legendary Parties Cup is established to manage threats emerging from the Halls of Alabaster while entertaining the masses.
- **1308 AN:** Dogaressa Alessandra del'Acqua was slain by a suspected Dark Crescent assassin. The following decade, dubbed as the "Polite War," was marked by civil unrest and a cold war among the Great Noble Houses, who could not agree on a new Doge.
- **1318 AN:** The current Doge, gnome Marco "Slow Turtle" Cornaro was elected by nobles as a compromise candidate.
- **1320 AN:** Heir to the d'Este family, Typhon won the Legendary Parties Cup, being the only survivor of that year's competition. The same year he was crowned the Duke of his House.
- **1335 AN:** Viscount Silas Vanderbilt pushes for an end to slavery using all his influence to enact the Freedom Edict, a compromise that bans new slavery, but existing orcish slaves remain bound.
- **1344 AN:** Lauriel, the Lady of Crystals, leading Divination scholar at Spellhold invents Chainers and Streaming Orbs. This invention dramatically boosts the Cup's popularity.
- **Early Winter of 1349 AN (Present Day):** The 131st Cup looms near, promising to be bigger than ever. Rumors spread among Arcanoborn that Nine are returning.



LIFE IN **CARANDOR**

The Aristocratic Republic of Carandor serves as the main stage of the campaign. Rugged and beautiful, its land sprawls with jagged mountains, dark forests, glittering lakes, and deep green valleys lined with terraced farms. Humans till the lowlands; dwarves mine the stone-guts of the hills; and the elven enclaves lurk in the tangled woods, locked in quiet war with lumber barons and their saw-crews.

At least on paper, Carandor thrives. Medici's merchant fleets stretch across the known world, docking in every port worth mentioning. Its roads are paved and relatively safe. Its towers gleam. But wealth trickles down unevenly: rarely to common people.

Noble families run the show, wrapped in velvet, silk, and bad taste. The latest fashion fad is all about wearing as many hats as you can without them toppling over. In contrast, commoners are locked out of entire industries unless a noble grants them license. And nobles rarely do without a solid bribe.

Still, Carandor's common folk endure. A typical day starts at dawn with temple bells. Devout citizens attend service (except those who follow Rahu, god of darkness whose houses of worship are hidden in seedy establishments). After prayers comes work, and after work, ale. Taverns are packed with locals watching Chainer streams, also called **Linker Streams**, the most famous of which is Amaryn Daily, whose gossip, fashion tips, and adventuring tidbits are appreciated all over Carandor. Through the day, they speak with their hands; conversation without hand gestures is nearly unthinkable.

One day a year, the masks go on and everyone is equal. The **Moonveil**, a grand masquerade stretching from dusk until dawn, temporarily masks Carandor's inequality. Nobles dance with beggars. Arcanoborn stroll through gilded manors. Clerics fraternize with outlaw mages. And when the sun rises, the masks come off... and everything goes back to how it was.

EATING LIKE A CARANDORIAN

Carandor is known for its exquisite halfling **fermented prune wine**, favored by many over **mushroom ale** commonly enjoyed by dwarves. Before drinking, it's customary to flick a few drops to the floor for Toradin. Their daily food is dough in every form: **Halfling Nebets** (rice dumplings stuffed with six meats), **Leviathan Gift** (fiery and gut-wrenching pasta with squid ink from Kelplands), and the controversial **Niner**: a flatbread with sauce and cheese popular among Arcanoborn, customarily sliced into nine pieces.



THE DARK CRESCENT: *LORDS OF THE UNDERWORLD*

While the Great Houses rule Golgatha from their gilded halls, the **Dark Crescent** controls the city's underworld with cold efficiency. For fifty years, this feared syndicate has dominated crime (smuggling, extortion, forbidden magic) but it's their assassins that make them truly infamous.

No one is untouchable. Even Cup Champions have met their end at the Crescent's blade.

Their symbol, a black waning moon, both signals their allegiance to Rahu, who mythologically stole the dark side of the moon from the moon goddess Ziella.

At the head of this empire of shadows sits the **Masked One**, a mysterious figure who seized power over the underworld in one night of terror. It's said that, at the time, the crime lords of Golgatha were, for all their cruelty, equals among themselves. But one night, as they gathered in secret, the Masked One appeared and demanded their submission. When they refused to kneel, the Masked One unleashed a powerful enchantment that compelled them to dig their fingernails into their own skin and peel off their faces.

Those who survived the ordeal bent the knee in fear, and from that night on the Dark Crescent was born.

Since then, the Masked One has ruled unseen, their identity a mystery whispered in hushed tones. Some say they are a revenant, others a sorcerer cursed beyond death, but all agree: defying them means certain doom.

FINGER TAX

The Crescent's grip on Golgatha's underworld is close to absolute. Every thief, smuggler, and hustler in the city pays their dues, **a mandatory 10% cut on all criminal earnings**. It's called the "**finger tax**" since those who refuse to pay their dues lose a digit as a warning... or vanish altogether if they run out of fingers.

REMNANTS OF A DARKER TIME

After the Second Magewar, the Church of Tyranus declared that Arcanoborn lacked souls making them no better than beasts, justifying their slavery.

Today, Tyranites still preach this dogma but many question this belief. The old wounds of the Magewars are slowly healing. Old ideas are being challenged, and just fifteen years ago, a popular movement of abolitionists swept through the country.

Rallying the people, **Viscount Silas Vanderbilt** led the Serene Assembly, to enact a compromise law: **The Freedom Edict**. Existing slaves would remain, but no new ones could be taken. Children born into bondage would be free. In theory, slavery would vanish over time.

This roused the ire of many slave-owning forces who retaliated against House Vanderbilt, causing great damage to it. Some say the Vanderbilts are a shadow of what they used to be, barely able to afford to maintain their manor.

At the time, nobles hailed the new law as a great leap; many still do. Yet countless people remain enslaved, and those freed often fare little better. In Golgatha, many end up in the Olfactory District, working grueling manual jobs for a few copper pieces a day.

CENSORATE CONTROL OVER CRAFTING

Carandor's economy operates under a strict mercantilist system: all production is regulated through state-sanctioned monopolies. In theory, the **Office of the Doge** is tasked with issuing licenses to control trade and maintain quality. In reality, it's common knowledge that the Doge's office is deeply infiltrated by **House Borgia**, who use it to secure their influence and eliminate competition.

Licenses are often held by local nobles and powerful guilds who grant sublicenses in exchange for steep fees or political favors, under the pretense of "*protecting the commonfolk*." If someone wants to legally craft or sell anything, especially arcanotech, they'll likely have to join a guild.

Household exemptions allow families to produce basic necessities, and cooking food, gathering raw materials, or repairing goods remains legal. But anything beyond that, especially for sale, is tightly restricted.

Punishment for unauthorized trade falls under the authority of the **Censorate**. Its agents don't need to present real evidence, and legal recourse is almost nonexistent. Fines, imprisonment, and exile to the Halls of Alabaster are common penalties with the latter seen by many as a slow death sentence. The Censorate only recruits individuals over 70 years old, effectively limiting its membership to long-lived races like elves and dwarves.

Most citizens won't report an unlicensed blacksmith or potion-maker. That doesn't mean they'll defend them either. In Carandor, it's safer to keep your head down and your mouth shut.

SYMBOLS OF CARANDOR



CARANDOR

Four shields encircled by twelve stars. The shields represent the four Great Houses; the stars represent the twelve gods of the Pantheon.



GOLGATHA

A stack of multicolored hands. Beneath them sit a ship and a set of scales.



House VANDERBILT

A white weasel carrying a red banner. The Vanderbilts are known for moral resolve and martial prowess.



House MEDICI

A golden hare. The Medici are widely considered Carandor's wealthiest house and are known for their many heirs.



House d'ESTE

An amber hand grasping a black chain. Members are said to bear amber eyes, claimed to be a gift from Tyranus.



House BORGIA

A black spider on a purple field with its legs spread wide across the banner. The Borgias openly carry drow blood.



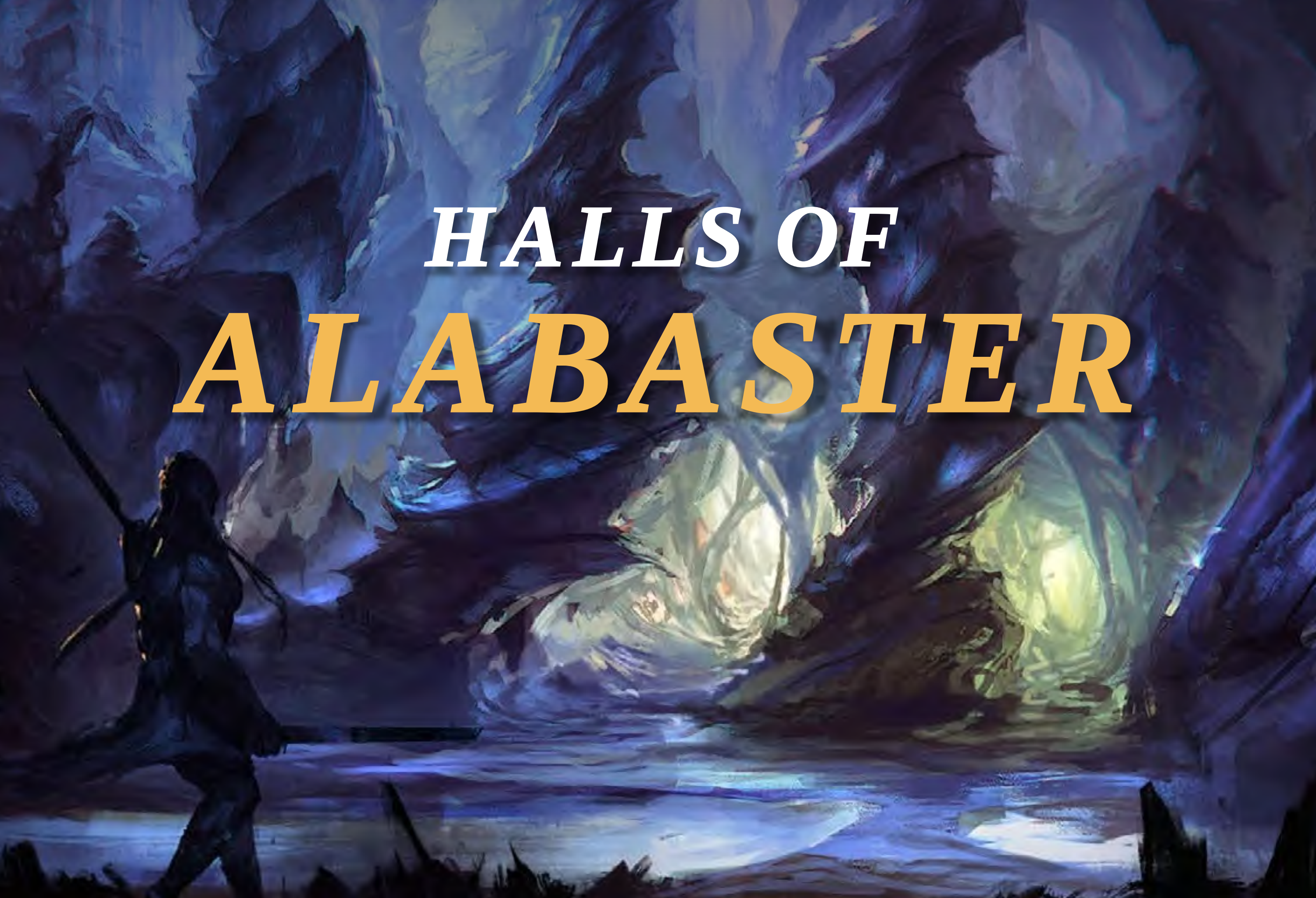
House Tystar

A black shield with a silver sword and golden crown, representing strength and rightful rule. The house is now defunct following King Leomund Tystar's death in the Second Magewar.



DOGE Cornaro

A flying turtle wearing a doge's cap. Doge Cornaro is often jokingly called the "slow turtle" because of his notorious indecisiveness.



HALLS OF ALABASTER

Buried beneath Golgatha, behind massive gates in the Park District, lie the Halls of Alabaster; the fabled subterranean realm created by the mage Alabaster himself. Once clad in its namesake gleaming white stone, the upper levels have long since been stripped by nobles to build their manors, leaving only worn scars where alabaster once shone.

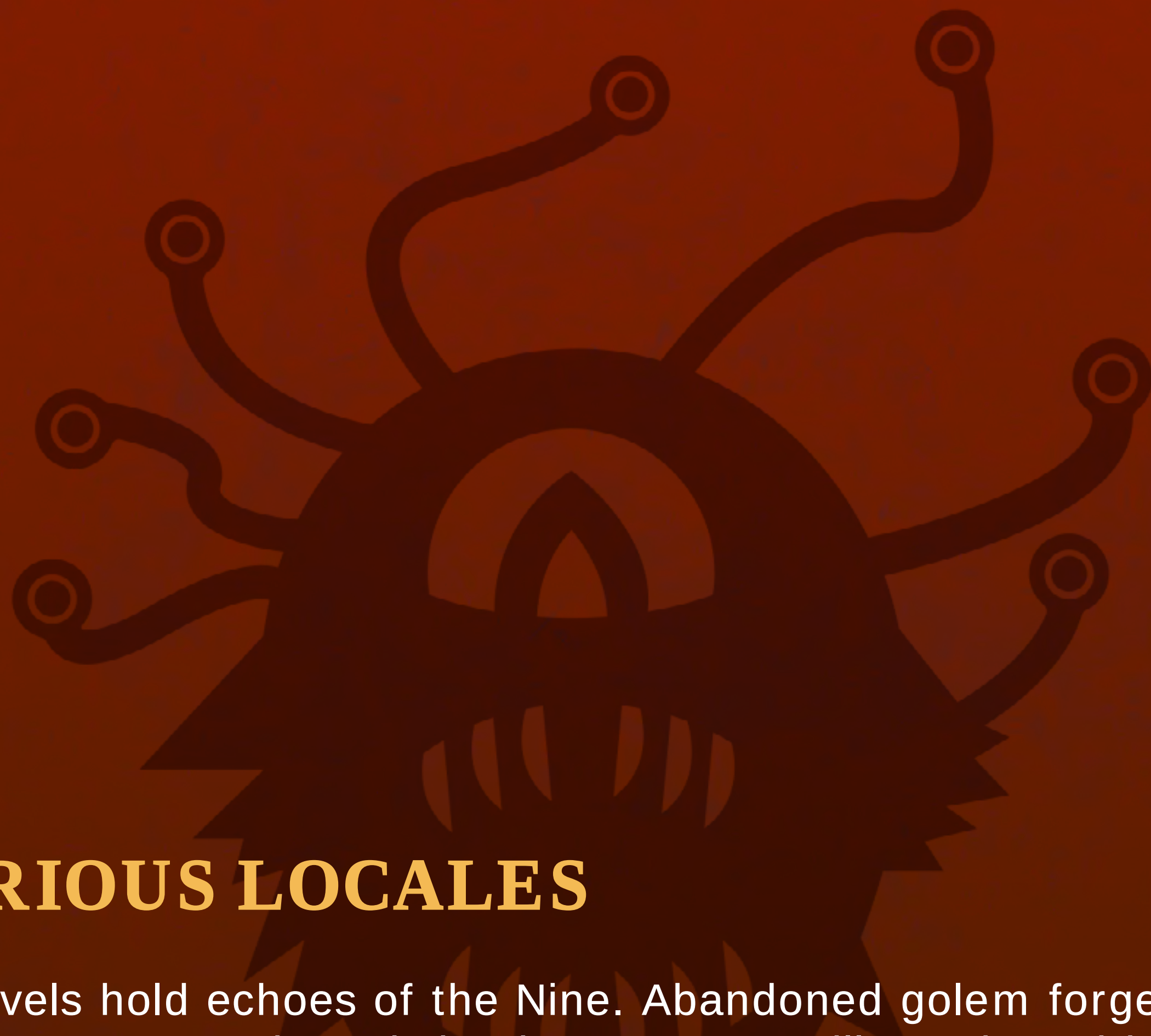
Vast enough to rival nations, the Halls are one of the last places on Adranon untouched by divine rule. Gods hold no sway here though clerical magic still works. Wards of staggering power shroud the entire region, **shielding it from scrying and cutting off long-range teleportation beyond 300 feet length.** Blinking too far without teleportation circles may result in ending up in a wall. Long-distance telepathic communication is unreliable at best without arcanotech devices like Streaming Orbs.

Locking the gates hasn't stopped the chimeric monsters from surfacing. No one knows how, but the Halls always find a way out with hidden tunnels snaking up into Golgatha itself from which monsters pour out. Some claim that Halls themselves are alive as the layout constantly changes.

FILLED WITH LIFE

The Halls teem not just with monsters, but also with intelligent Arcanoborn; Entire communities and even settlements. Kobold warrens line the entry level **Chimeric Borderlands,** their tunnels connecting crude villages filled with scrap-built machinery and scavenged tools. On the second level sprawls a vast goblin metropolis built layer upon layer in what was once an arcane aqueduct. The third level hosts the **City of Exiles,** a crumbling refuge for those banished from Carandor for heresy, outlawed magic, or inconvenient ideals. As no one has seen the Nine in a long time, and the inhabitants of the Halls answer to no authority other than strength.

Some unscrupulous adventurers don't care if these inhabitants are aggressive and dangerous monsters, or farmers, refugees, or just in the wrong place at the wrong time, seeing them as a source of loot.



CURIOUS LOCALES

The levels hold echoes of the Nine. Abandoned golem forges, broken arcane engines, irrigation systems still running without anyone maintaining them. Lurid tales about the Halls are common, and it's hard to separate fact from fiction. Professor **Denrus Terrashield**, head of Transmutation at Spellhold, even once claimed he discovered the birthplace of all Arcanoborn life somewhere on the second level. Since he brought back no evidence, most scholars dismiss him as deluded.

There are traces of more recent attempts to tame the Halls. **The Cyclopean Citadel**, a massive fortress built by the Carandorian military just after the Magewars to guard the entrance to the second level, now stands abandoned, a sign of Carandorian decline.

The Halls are filled with strange flora. Clusters of glowing fungi pulse in the dark, some rumored to drain souls. In a mile-wide jagged chasm in the first level, crystals jut from the walls like broken glass. Travelers claim to hear discordant dwarven hymns rising from below, but no one's been brave (or foolish) enough to climb down.

Not all corners of the Halls are hostile. One adventurer claimed they were rescued by a lake nymph who nursed them back to health and whispered of a sword resting beneath the waters. This adventurer was last heard about wanting to return to claim the blade.

HOW DEEP DOES THE RABBIT HOLE GO?

The Church of the Pantheon has sponsored expeditions into the Halls since the war, but none have gone more than a few levels deep. Cleared areas don't stay that way for long. Each year, monsters and hazards return as if nothing had changed.

Some adventurers never make it past their first dive. Others return after a single expedition and never go back. Few are drawn in again and again until they disappear for good. Many retire with gold and scars. Even past Cup Champions, the best of the best emboldened by their victory, have vanished inside.

The Halls remain one of the great unanswered questions in Carandor. And they're not going away.



THE LEGENDARY PARTIES CUP

Carandor's biggest sport isn't fought in arenas as it's streamed live from the deadliest dungeon in the world. The Legendary Parties Cup is the annual centerpiece of live-adventuring, where hundreds of parties descend into the Halls of Alabaster while the world watches through magical broadcasts called Channelings. These scrying streams tune into active Streaming Orbs that transmit live video and audio. Anyone with a Chainer can watch from anywhere, and most do.

BLOOD AND GOLD

Live-adventuring is brutal, bloody, and wildly popular. Heroes risk their lives for glory, fortune, and the promise of fame. The crowds love a stylish kill, and those who deliver earn status like a celebrity-mercenary. While adventurers claim to defend Carandor from the monsters below, no one denies the spectacle is a big part of the draw. The Halls of Alabaster remain the sport's most iconic and dangerous stage. Official forces won't go near it.



STYLE OVER STEEL

In the Cup, brute strength won't win you the crowd. Showmanship does. How you slay is just as important as who you slay. Fans tip streamers with donations: some for great moves, others for flashy finishes or sheer charisma. The most surefire way to get donations is telling a good story for the audience. These donations mean money, but also points that count toward winning the Cup itself. To win, Cup participants must not just survive but to look good while doing it.

PRETTY BOY PARTIES

More nobles than ever are joining the action, throwing money at premium gear, private healers, and viewer campaigns. They're easy to recognize: polished armor, perfect smiles, and always a camera angle ready. Many veterans resent them, calling them "pay-to-slay", but the crowd doesn't care. Pretty sells.

POSSESSION IS NINE TENTHS OF OWNERSHIP

The Cup has rules, but no-one's around to enforce them. Killing another party is forbidden... unless it's in self-defense. And in the chaos of the Halls, that's easy to claim. Some chase victory while others just want to eliminate the competition. The only true protection is your stream. With thousands watching, even murderers hesitate. When gold and glory are on the line, it's easy to get tempted.

RULES OF THE LEGENDARY PARTIES CUP

1. Slay monsters, find treasures, and capture hearts of the crowd. Whoever performs the best on these combined criteria will win the Cup!
2. All action takes place within the first two levels of the Halls of Alabaster.
3. Only what's streamed counts. If the crowd didn't see it, it didn't happen.
4. You may defend yourself, but initiating attacks on other parties are grounds for disqualification.
5. No stealing from other parties.



NOTABLE LEGENDARY PARTIES CUP YEARS

1st Cup — “The First”

The very first Cup began with only three teams participating (one entering by accident during an unrelated delve).

Victory went to the **Greatswords**, led by **Baron Dhast**.

58th Cup — “The Shortest”

No champions were crowned. Within two hours of the start, a swarm of manticores devoured every team as they descended.

Gregde Krasnik, the only bettor to predict it, briefly became the richest dwarf in Carandor. The following year, he was arrested for hiring an army of assassins to try to stage a repeat.

102nd Cup — “The Lonely”

That year saw the worst infighting in Cup history, sparked by a (false) claim that the **Doge** had pledged a prize of one million gold to the victor. Teams turned on their rivals and even on each other. The only survivor, and thus champion, was **Typhon d’Este**, a cleric-monk and future head of House d’Este, rumored to have slain his own teammates in self-defense.

110th Cup — “The Most Legendary”

Widely regarded as the greatest Cup in its long history, the **Scions of Carandor** set a record by defeating the cult of the **Dragonlord Razarmoth**, which was attempting to resurrect its ancient master. They destroyed the Dragonlord’s corpse and seized its hoard, an iconic moment that made the competition a worldwide phenomenon.

A few years later, the Scions mounted another expedition into the Halls to seek the greatest treasure in its deepest depths, never to return.

121st Cup — “The Disaster”

This Cup was marred by multiple mishaps, injuries and tragedies, including the destruction of the deep-gnome led **Luminary Academy**, the only adventurer-friendly settlement in the Halls, which triggered a massive earthquake in Golgatha. The sole witness, **Denrus Terrashield** of the winning team **Muscle and Magic** (who lost half of their members), claimed it was a minor potion-mixing accident and denied any wrongdoing.

CHAINERS & STREAMING ORBS

Chainers (also known as **Linkers**) and **Streaming Orbs** are floating crystal spheres that transmit sound and image, being essentially magical video feeds. Both are crafted at Spellhold under guidance of their inventor, **Lady Lauriel of Crystals**.

Though arcane magic is tightly regulated, these devices have spread rapidly due to their sheer usefulness (such as instant communication for commerce) and entertainment value. Their popularity continues to grow, despite ongoing protests from some of the more reactionary members of the Church of the Pantheon, who consider them morally corrupting and spiritually dangerous.

Streaming isn't limited to live-adventuring. A thriving cottage industry has emerged around it, with streamers covering everything from fashion and cooking to daily gossip and political commentary. Everyone knows Amaryn, the rainbow-haired elf whose charming streams **Famaryn Daily** range from makeup tips to dating advice (despite her being single).

On the other end of the spectrum is **Brent**, self-proclaimed "journalist of the common people," whose stream **The Golgatha Sentinel** is notorious for its sensational headlines, half-checked facts, and loud opinions. Some even blur the line of adventuring and food, like the infamous chef-barbarian **Sam the Abominable Pie Eater**, who turns monster hunts into cooking shows often preparing his latest kill live on stream.



CHAINER ORB

Wondrous Item | Common

PRICE 100 GP	WEIGHT 1 LB
AURA FAINT DIVINATION	
The Chainer Orb is a six-inch crystal orb, elegantly designed with two sleek handles on one side. By command, it can float, orbiting the wielder. It enables audio and video calls to other Chainer holders within a 1-mile radius, provided you know the recipient's unique Chainer number. However, the reliability of connecting a call depends on the proximity and arrangement of other Chainers as well as physical obstacles. These orbs can also connect to Streaming Orbs for viewing broadcasts, but this requires knowing the Streamer's channel name and being within the coverage area, typically around major cities. Each orb is marked with the stylized letter "L," the symbol of its creator, etched on the back, signifying its authenticity and origin.	



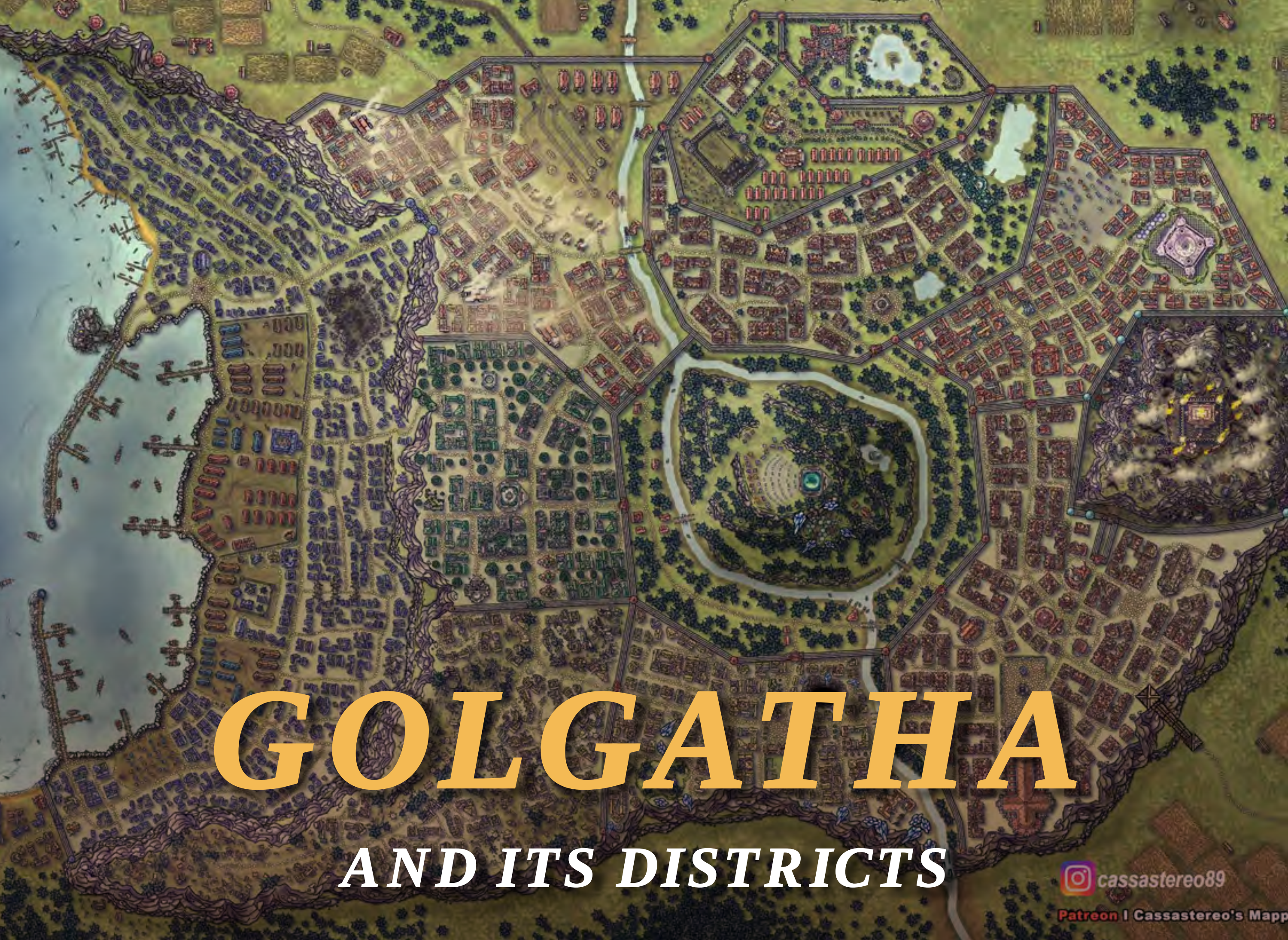
STREAMING ORB

Wondrous Item | Very Rare

PRICE	WEIGHT
10,000 GP	3 LB
AURA	
STRONG DIVINATION	
This foot-wide light blue crystal orb floats slightly above any surface it's laid upon, and never scratches. Streaming Orbs are objects of great repute and status, for they can be used to interact with thousands of people both near and far. A command word activates the Streaming Orb, which rises into the air and starts following you around, freeing your hands and continuously filming you. A second command word makes it float back to your possession. Its features include: • Unlimited Streaming Range: People from all over the world can tune in to your streams. You can watch other Streaming orbs with it. It cannot stream in complete darkness. • 1 Mile Chaining Range: You can call specific Chainer Orbs numbers, as long as they are within 1 mile and you know the number. The signal can hop off of other Chainers, allowing it to reach 1 mile further with each link. Transmits both visual and audio. • Can Record both Video and Audio: Cannot stream recorded footage, but it can play it back locally from the orb. • Interact with your Audience: Stream viewers can react to your stream with messages and symbols. • Escrow Service: Comes with a linked bank account at the Dwarven Beastbreaker bank. Viewers who want to donate to you can do so, and their money will go to your account. You can claim it later. • Works only for You: Streaming Orbs created by order and attuned to a person or a group by its creator, Lauriel of Spellhold. Therefore, even if it is stolen, it cannot be used by the perpetrator. There is no market for orbs as only Lauriel knows the secret of orb attunement. You can't sell them.	

CHAIN NUMBER

Each orb has a unique chain number. To contact someone, you speak their number aloud. If they accept, your video feed appears on their orb. The one receiving your call doesn't see your name, but they do see your number. Prank calls are a quick way to get yourself recognized and remembered.



On the western shores of **Carandor** lies the city of **Golgatha**. Its alabaster towers and enchanted lights paint a picture of wealth and progress, but the streets tell a different story. Beneath the shine lies rot: crumbling alleys, territorial gangs, and a city watch that's stretched too thin to matter. Law is enforced unevenly, and in many places, such as the crime-ridden Olfactory District, not at all.

Golgtha's official population sits at around 100,000, but that only includes citizens. Countless others, foreigners, freed or enslaved orcs and other Arcanoborn, live without full rights.

Still, the city is filled with art. Statues line walkways, murals layer over each other, and street performances happen daily. Each district has its own style, from dwarven ironwork to elven grown tree-houses, and even the graffiti tries to say something. Beauty is everywhere, even if it's worn and chipped.

Violence is common. Nobles and merchants hire private guards, while poorer districts rely on community watch or paying off protection rackets. Most crimes are settled with bribes or exile to the monster-filled Halls of Alabaster. If you have the money or influence, you can walk free. Not only nobles have their own justice system: in recognition of their role in the Second Magewar, both dwarves and elves were granted semi-autonomous districts where they operate under their own laws to this day.

The most iconic landmarks of the city are:

- **The Fortress of Fury**, an abandoned floating castle from where the Nine used to rule. Wreathed in eternal fire, it hovers above the Forbidden District.
- **Alabaster's Well**, a massive black surface in the Artisan District that swallows anything thrown within. It's widely used as a dumping ground for the city's trash. No one knows where it leads because living things get violently repulsed, thrown one mile into the air.
- **Crystal Point**, a public viewing Channeling site in the Park District that contains a massive hundred-foot enchanted orb that broadcasts news and adventuring streams to the crowds below.



THE TEMPLE DISTRICT

No tour of Golgatha is complete without a visit to the Temple District, also known as **Thousand Bells**. It is the spiritual heart of Carandor and home to the Church of the Pantheon. The district is filled with churches and cathedrals, and in the so-called High Temples, the high priests of each god are said to commune directly with their deities.

Gaining an audience with one of these figures requires not only membership in the church but also support from powerful patrons or a reputation of significant renown. Invitations are rare and often carry the unspoken expectation of a generous donation.

COUNTLESS CHURCHES

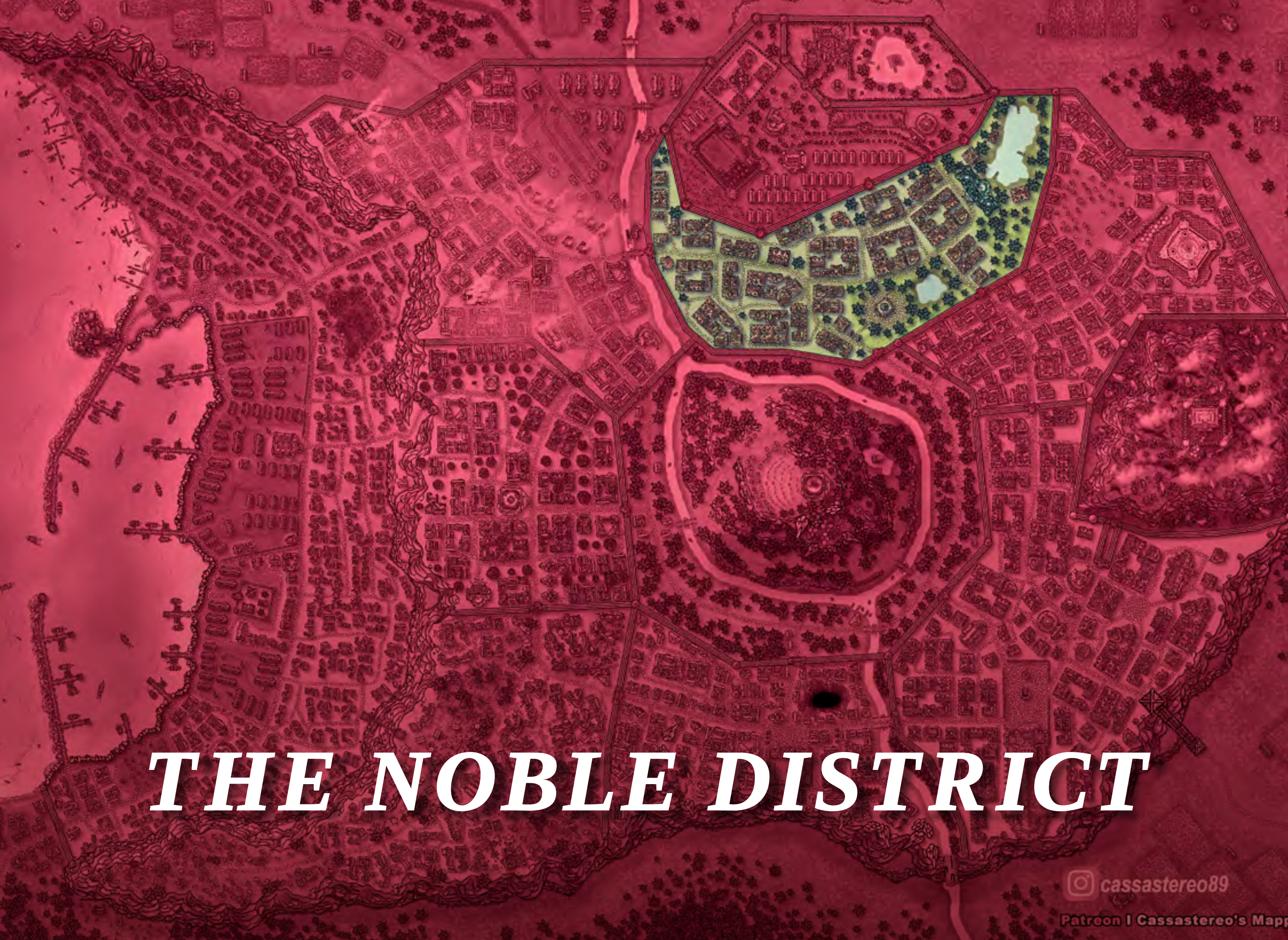
Many priests and priestesses both work and live here, either in the temples they tend to or modest residences. **The Order of Most Radiant Justice** maintains a large monastery in the district filled with battle-monks serving Efrasil, God of Justice. To join them, you must defeat someone who has committed a grave sin in an honorable combat.

In the **Chamber of Prophecy**, the Blind Oracle only speaks to those he chooses, offering cryptic glimpses of the future. Some are turned away with instructions to return at a specific time, while others carry home the knowledge of an unexpected destiny. Many of Golgatha's greatest legends began with a visit to the Oracle.

The crown jewel of the district is the **Cathedral of Blessed Moonlight** built in honor of Ziella. It looks resplendent: polished pink marble, silver-tipped spires, and stained glass that catches the moonlight. Whispers say the cathedral's archives go deeper than most know, holding relics and forbidden knowledge the Church doesn't want to admit exist.

Finally, the **Kyrie**, or **All-Faiths-Tower**, is a place of congregation for clerics from outside the Pantheon. The attending clerics offer their divine spellcasting services to anyone who can pay, though their magic is typically modest in strength.

Having a place at the Kyrie is seen as a status symbol for those outside the Pantheon, whether it is in one of the communal rooms or a private chamber. Many smaller sects and new faiths that are established here dream of one day being able to afford an entire floor of the Kyrie.



Adjacent to the Doge’s seat of power lies the most opulent quarter: Gold-plated pillars line the Noble District’s walkways, and carefully manicured gardens and serene lakes lend it a sense of curated grandeur. Many of the villas here are built from alabaster stone salvaged from the Halls.

The manors of the four **Great Houses of Carandor (Vanderbilt, Médici, Borgia, and d’Este)** are found here, surrounded by the estates of many lesser noble families. Noble houses rise and fall like the tides, and enterprising upstarts waste no time seizing opportunity. One such example is the mercenary company Wartower Wardens, who have claimed residence in the ruins of a disgraced noble estate.

Who qualifies as a true noble is often a matter of debate. By tradition, only the Doge can grant noble titles, yet some of the district’s wealthiest citizens demand noble treatment without holding any official rank. Anyone daring to challenge these claims must carefully weigh their own coin purse before bringing the matter to court, or risk tarnishing their own reputation instead.

EMERGENCY RULERS

The district is also home to the Serene Assembly, a proto-parliament where Carandor’s nobility convenes to elect a new Doge as well as to pass legislation. In times of crisis, should the throne fall vacant, the College assumes leadership. Historically, this has proven disastrous, most notably 40 years ago. After the ruling Doge died, the college refused to agree on a single candidate. It took them ten years to elect a successor. The resulting unrest led to widespread violence and caused many pointless deaths and significant economic loss.



THE MERCHANT DISTRICT

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A prosperous district catering to wealthy traders and the upper middle class, the Merchant District is Golgatha's true hub of commerce and international exchange, surpassing even the Port District in economic influence. It's said that anything in the world can be bought here, though rare magical goods are tightly regulated and only available through "**No Enchantment**," the Spellhold-student magic item shop.

Still, nearly every type of mundane item can be found among the bustling stalls, as merchants trade goods from every nation across Adranon.

OPPORTUNITIES & DANGERS

Due to the harsh crafting restrictions imposed by Carandor's mercantilist laws, many local artisans and tinkerers are forced to abandon their trades and become merchants instead. Traders here often dream of rising into the Noble or Doge's District, but few ever succeed. Most spend their lives at the **Coin Purse**, the city's main market square, haggling over goods and negotiating trade routes.

Though never confirmed by officials, the most persistent rumor in the district is that somewhere within its winding streets lies a hidden entrance to the illegal underground **Unseelie Market**, a place where darker goods are sold by rogues and scoundrels.

Some claim the Unseelie Market is actually in the Port District. Others believe both districts are connected by a web of secret tunnels. If such a place truly exists, access is tightly guarded, and real information is going to be costly.



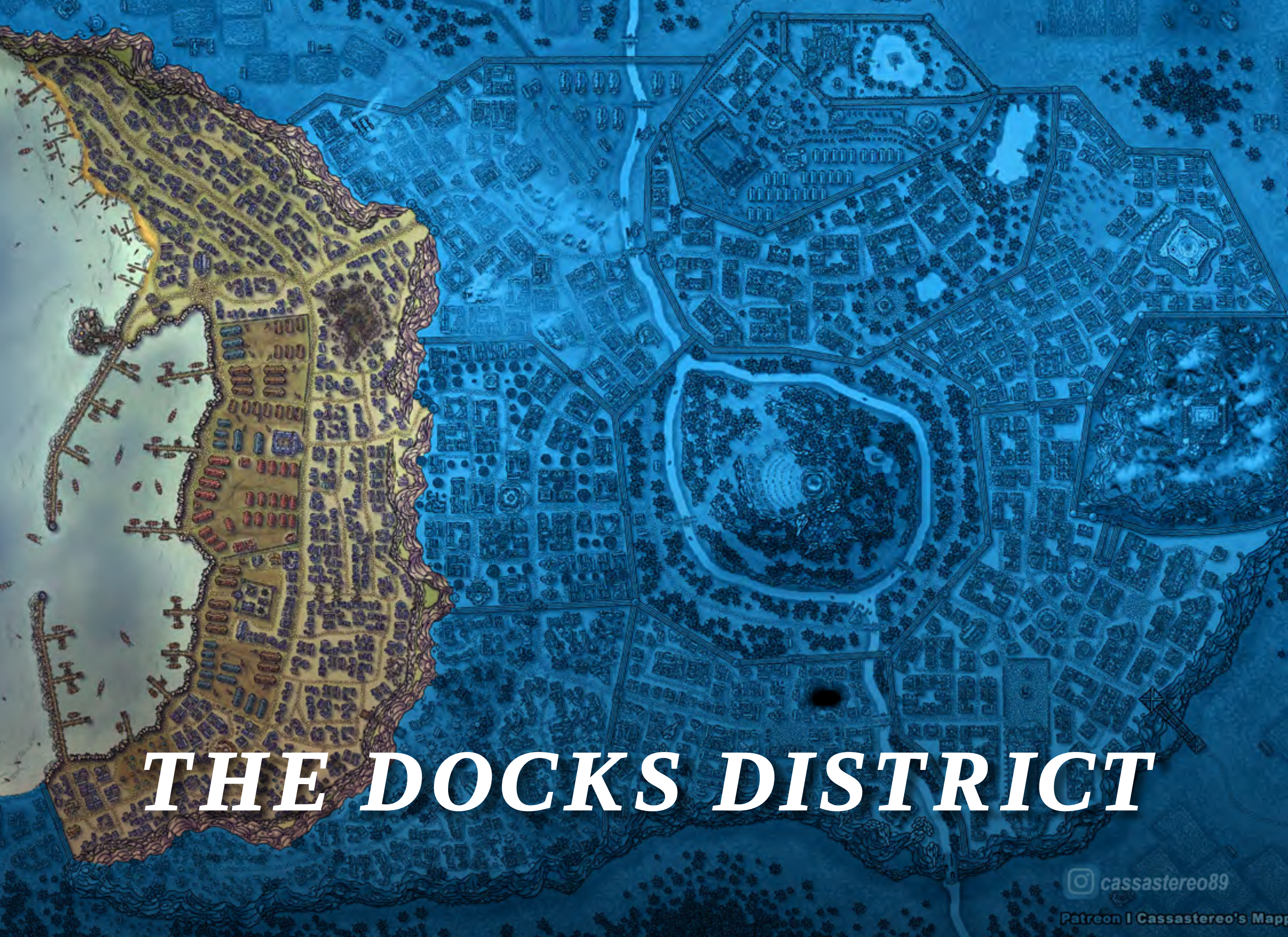
SPELLHOLD

Spellhold is the only legal academy for arcane magic in Carandor. It was founded after the Second Magewar, when a defector from the Nine, rumored to be the High Universalist, saved King Leomund Tystar's life. As a reward, the King allowed an arcane institution to operate under strict oversight. Spellhold is kept under close watch by the **Order of Eternal Vigil**, with **Arch-cleric Zachariah Silversheen** acting as both its headmaster and spiritual authority. The academy teaches only practical and controlled forms of magic, with a focus on safety, utility, and loyalty to the Church.

Students at Spellhold come from many walks of life, but few are nobles. In noble circles, being an arcane spellcaster is often seen as politically risky or even shameful. That doesn't mean there are no arcanists among the nobility. The current head of **House Borgia**, **Marquise Lucretia**, is rumored to be one, but most keep such talents private and avoid public association with arcane magic.

Instead, applicants come from common families, Arcanoborn backgrounds, or even foreigners. Gaining entry is difficult, with several rounds of testing and heavy screening. Those accepted are expected to follow strict rules and are monitored even after graduation. There, they are expected to help Carandorians, which often means working for Great Houses for modest pay. Others strike independent research or even try to develop arcanotech devices under guidance of **Lady Lauriel**, Head of the Department of Divination.

One of the most famous figures at Spellhold is **Professor Denrus Terrashield**. A transmutation expert and former champion of the Legendary Parties Cup, he's known for his eccentric behavior and hands-on lessons. Lately, students say he's gathering a group for a project he believes could solve "*magic's greatest limitation once and for all*". He's being secretive about what exactly he means.



Most visitors to Golgatha arrive by sea, making the Docks District their first glimpse of the city. Towering guard posts watch over a bustling harbor filled with ships from across the world, trading in grain, goods, and gossip. Sometimes, living fish ships of the **Leviathan Trade Company** dock at the bay selling their rare and potent items.

Just one glance past further, past the cargo cranes and warehouses in the hands of wealthier hands, lies a poorer neighborhood. Whether it's thieves during the daylight or the Dark Crescent at night, criminals are ever present at the docks.

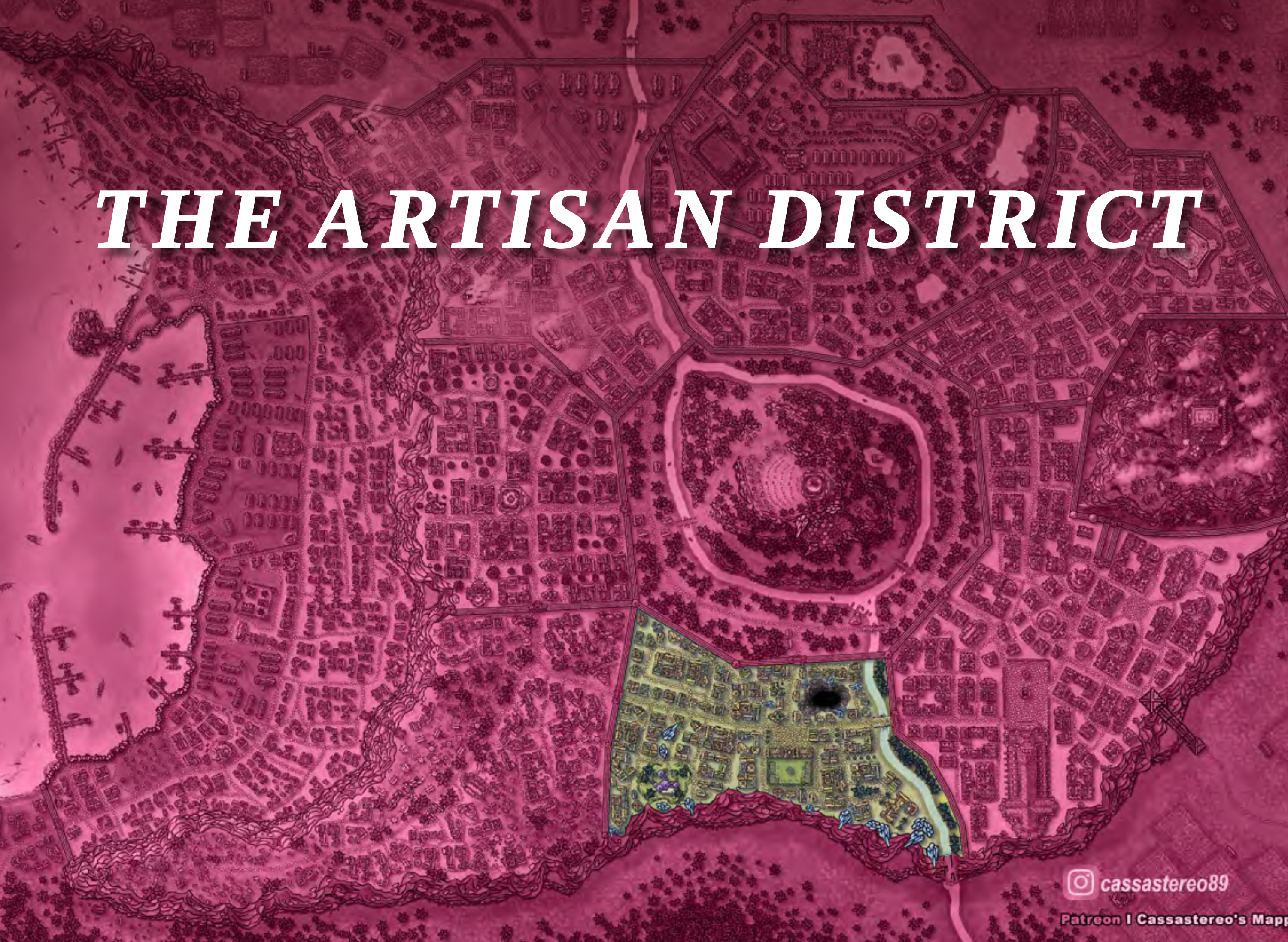
Understandably, wealth doesn't stay here long. Nobles and merchants quickly move their cargo to safer districts while gambling dens, breweries, and brothels draw out any coin that may still be left in a sailor's purse.

THE WEIGHT OF TIME

This district wasn't always by the water. Centuries ago, during the Age of Arcanum, it sat high above sea level. That changed during the Second Magewar, when a member of the Nine conjured an impossibly heavy, immovable crystal called the **Untouchable**. It rests to this day in the middle of the Docks District. Over the decades and then centuries, the weight of the stone slowly dragged the entire district downward, pulling it closer to the world's core.

Today, some five hundred years later, the district rests exactly at sea level. If it sinks any further, it will flood, destroying the homes of thousands. No one has found a solution, but the rich and powerful don't seem eager to look for one. None of them expect the district to survive, so no one invests in repairs or new construction.

Because the crystal's effect is so gradual, it no longer feels like a crisis. It has become something of a local spectacle in an otherwise crumbling, desperate place. Adventurers and sailors alike have tried to lift it. Too many have walked away injured, or haven't walked away at all. Experts say the aura around the crystal has grown more hazardous in proportion to how far it has dragged the district toward the sea.



THE ARTISAN DISTRICT

The Artisan District is Golgatha's industrial heart, where goods are made, profits are squeezed, and guilds rule with an iron ledger.

Thousands of artisans work here under Carandor's mercantilist system, where producing anything without a license is illegal. The average artisan without wealth or connections is forced to pay a cut of their profits to the license holder, often more than the standard fee of 10% that is "legally suggested".

This system has also caused a legal labyrinth of irrelevant institutions: Nobody truly needs a Candle Maker's guild, the Bricklayer's Circle, or the Consortium for Hand-Stitched Boots. All of it is just a thinly-veiled attempt at maintaining control, and the Censorate may send one of their Guildwhips to your doorstep for crafting something in the wrong district within the same town.

RELIC OF THE PAST

Modern stonework blends with ancient, colossal arcane crystals that protrude from the ground. These relics from the time of the Nine remain a mystery, but they are left undisturbed, as they do not interfere with crafting.

The Artisan District is also home to the mysterious **Alabaster's Well**: a lake-sized portal of impenetrable darkness, passable only by non-living matter. Where it leads, no one knows. Nothing thrown in has ever returned, which is why the people of Golgatha now use it as a convenient dumping ground for their garbage.

Many have tried to uncover its destination, but constructs and chainers that fall in lose all connection and are never heard from again. Not only that, the portal violently repels all living beings who attempt to enter, launching them a solid mile into the sky.

If you're feeling adventurous enough to jump in, prepare for a very vertical trip. Good luck.



THE PARK DISTRICT

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The Park District is one of Golgatha's most scenic and tranquil spaces, open to the public and always full of people or families enjoying the city's prosperity far from the reminders of their daily work.

A forked river lazily flows through the district from the north, reflecting the sunlight on all manner of beautiful bridges and stonework. At its eastern bend, a small stone bench honors the park's original founder, **King Leomund Tystar**, with a bust in his likeness.

It also contains the only sanctioned entrance into the Halls of Alabaster, being the starting venue for the Legendary Parties Cup before the adventurers descend into darkness.

BEAUTY AMIDST CITY LIFE

Nature thrives here amidst the bustle of city life. This district is unique: not defined by commerce, industry, or nobility, but by its role as a city park. It's busy with foot traffic, from courting couples to tired laborers on their lunch break.

Few people live here, as housing is scarce and limited to a handful of inherited homes. Commoners covet them for their rarity, while nobles dismiss them as "cramped" and "rustic." Most nobles avoid the area entirely, preferring their countryside estates over the little half-forest tucked inside the city. As a result, responsibility for the park falls to the Doge. While that tradition continues on paper, upkeep has clearly slipped in recent years.

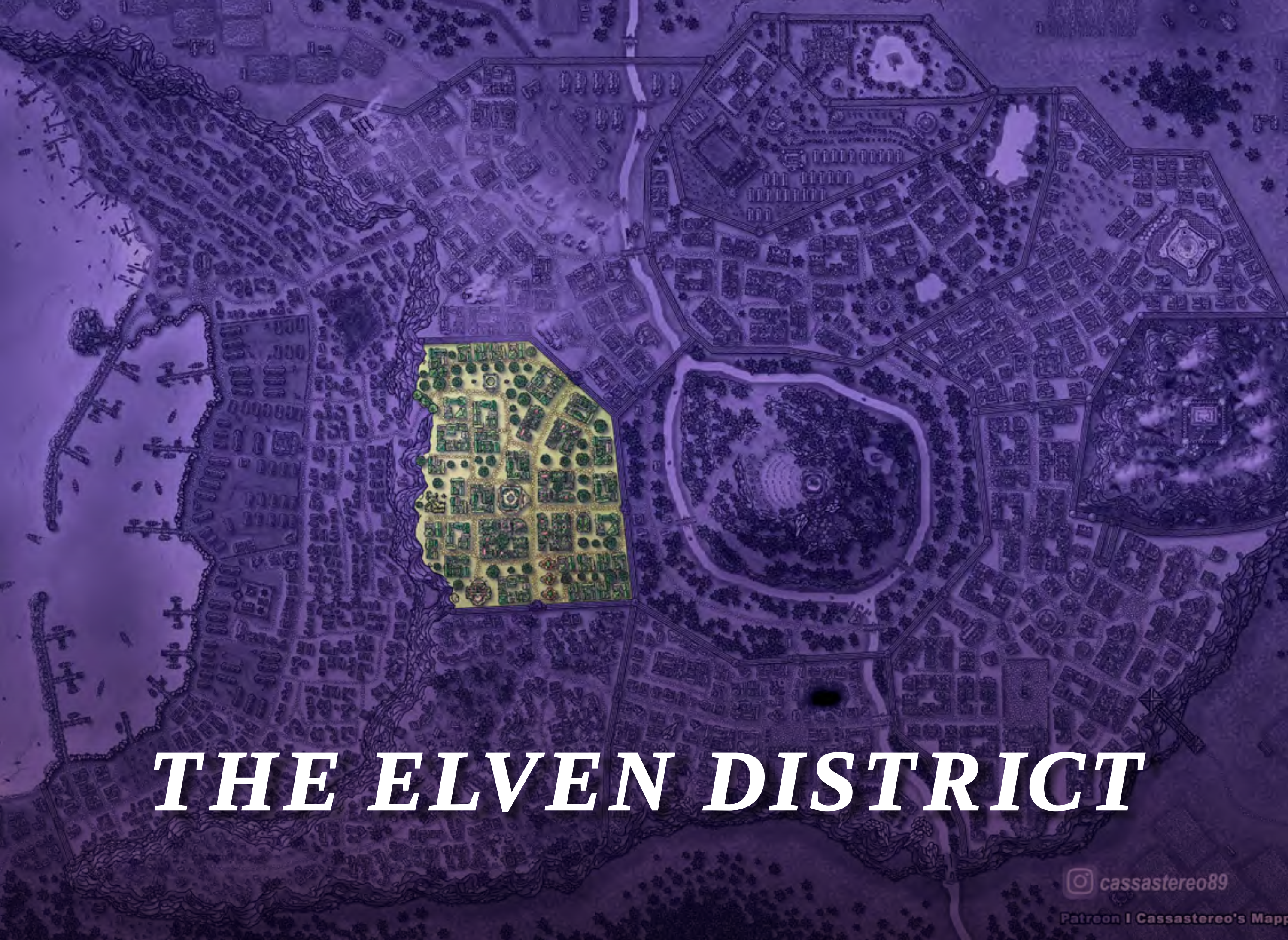


CRYSTAL POINT

At the center rises a modest hill, ringed by stone steps that spiral up toward the summit. At the top sits **Crystal Point**, a public Channeling site built around a massive enchanted crystal ball installed by Spellhold.

Crystal Point regularly features recorded films, though most of Spellhold's scholars are better researchers than actors. More often, the site is used to stream the most popular adventurers who are broadcasting live; or whoever's been spotlighted thanks to a generous donation to Spellhold's research and development fund.

The concept of a movie hasn't quite caught on in Golgatha yet. People prefer to watch what's happening right now. Still, public Channelings at Crystal Point usually fill most of their seats. It's an affordable way to spend an evening, especially for families, and the view of the city below is hard to beat.



THE ELVEN DISTRICT

The Elven District is a refined and affluent neighborhood self-administered by the **Sylvan Emissary Council**, rivaling the Noble and Doge districts in both beauty and status. Golgatha's elves may be more urban than wild, but nature is still deeply woven into their lives; much of the district is built into elegant, multi-layered treehouses grown rather than constructed.

Some of the trees in the Elven District are treants, sentient, mobile, and always ready to share overheard gossip. Many juicy rumors have started from a discussion under a tree when the conspirators thought that no-one was listening.

Despite frustration over the near-total elven control of the **Censorate**, the district defies the stereotype of stiff, haughty aristocrats. It's full of small cafés, cute little gardens, and mossy gazebos where elves gather to sip tea or wine and exchange gossip. With their four-hour trance in place of sleep, elves live on a different rhythm than the rest of the city. The Elven District is always active, especially at night, with theatres, musical venues, and exclusive clubs such as **Temple of the Night** open until dawn.

Most elves rise around midday and enter trance just as the morning light touches the treetops. Most elves rise around midday and enter trance just as the morning light touches the treetops.

THE GREY CARDINALS

Elves take pride in their role as Carandor's administrators and officials. Their long lifespans and well-known patience make them ideal for bureaucratic work; and they rarely let anyone forget it.

The clerical backbone of the entire city runs through this district. If there's a desk job somewhere in Golgatha, chances are an elf has been warming that chair since before you were born. Most shorter-lived folk find such work unbearable after a while. The elves call it civilized.

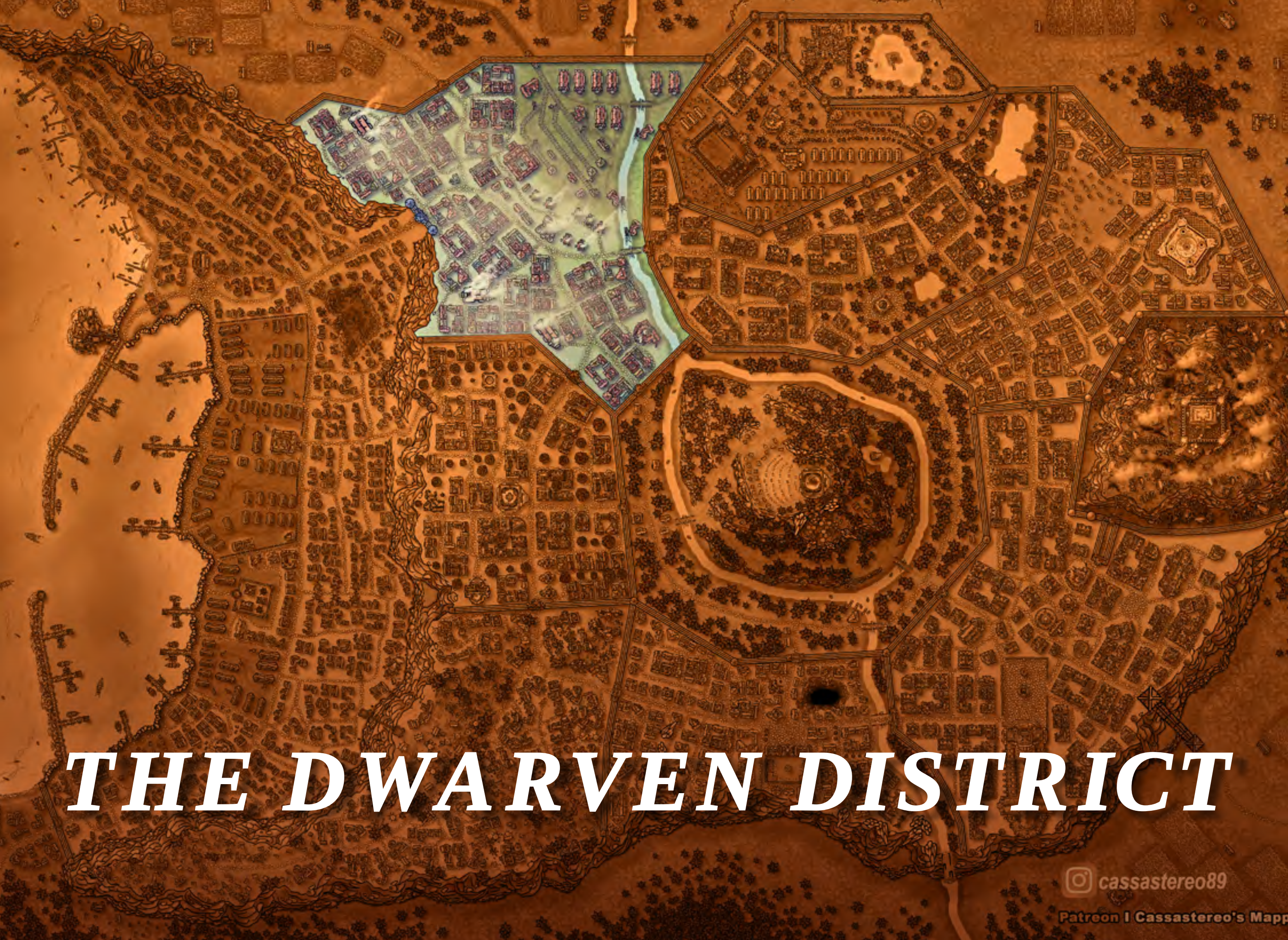


LETHAL ELEGANCE

If you want to make it in Golgatha, don't mistake the district's elegance for softness. Despite its beauty and stoic inhabitants, it remains home to the notorious Censorate. Clad in distinctive blue-striped cloaks, its agents are impossible to miss.

This not-so-secret police force enforces the Doge's mercantilist law with tireless patience and precision. First-time offenders might be fined, but repeat offenders often vanish. Every infraction is recorded (whether real or fabricated by someone with wealth and influence) and the elves guard their records fiercely.

Like the Censorate, the district also houses the city archives. The Elvish librarians maintain impeccable order and have used the same system of classification and indexing for centuries, making even ancient documents easy to find. Records of all noble genealogies are preserved here, protected against forgery and fraud.



No part of Golgatha is as thick with smoke and chimneys as the Dwarven District run by representatives of seven dwarven clans, the **Forgebound Fellowship**. Forges and smelteries operate day and night, housed in sturdy, functional buildings that reflect dwarven craftsmanship. Those not sweating beneath the heat of a forge or smelting vat are often found operating the district's many watermills.

The streets are lined with carved stone reliefs, colorful clan banners, and proud heraldry. Most structures here are either workshops, taverns, or both, and in nearly all of them, a good ale is easy to find. This is dwarven territory, through and through.

BANKS, RAILS AND CRANES

The Dwarven District is home to the **Beastbreaker Bank**, run by Clan Mournheart and trusted with most of Golgatha's coin thanks to its reputation as an unbreakable bastion of security. It's also from here that the city's only minecart rail station departs, connecting to the dwarven city of Nerneruhm via a nauseating rollercoaster. On the district's edge, enormous dwarven cranes haul goods from the docks directly into the upper levels of Golgatha.

The dwarves here prefer the grit, smoke, and hum of their work-heavy corner of the world. It keeps idle and nosy faces away and ensures that anyone who enters does so with a purpose (usually to spend their gold). The elves next door may scoff about the "hairy halflings and their chimney-lungs," but the dwarves revel in the banter, raising their mugs of ale higher and laughing all the louder.



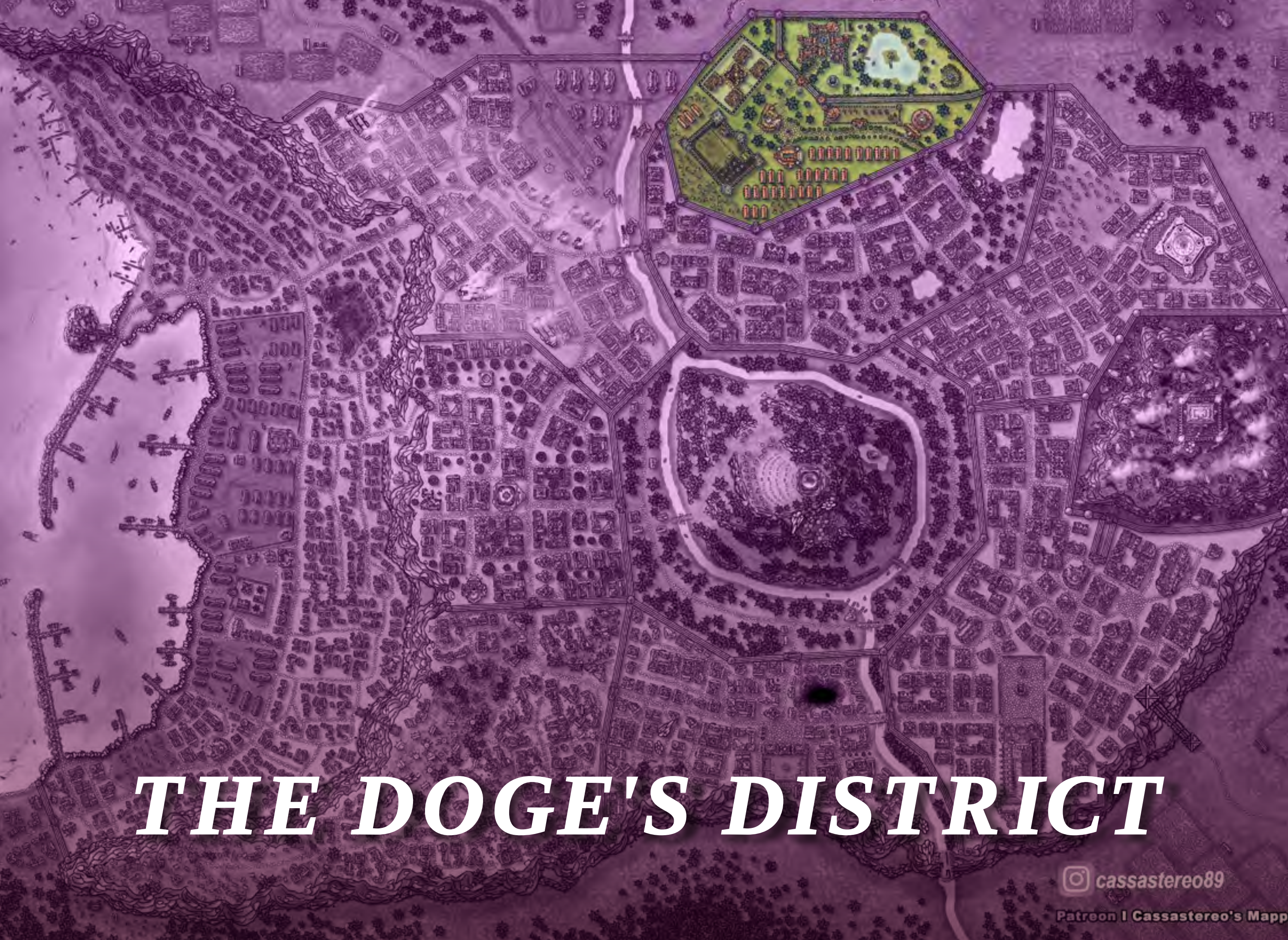
THE OLFACTORY DISTRICT

The Olfactory District is home to Golgatha's most unpleasant trades and harshest injustices. Nearly all hard labor, refuse management, and hazardous industrial work are forced onto the city's remaining enslaved Arcanoborn populations, or onto those too poor and disenfranchised to leave the district even after being freed from this form of work slavery.

While widely regarded as the most inhospitable part of the city, even the darkest cloud has a silver lining. A masked protector stalks the night here. Three feet tall, they go under the moniker of Gram. They attack slavers on sight, freeing those in chains and humiliating slavers in humorous ways. Tyranites have put out a bounty on them, yet people seem to always rip up the wanted posters.

CRIME AND CRUELTY

Crumbling, rickety houses, rampant crime, and unchecked exploitation: Life in the Olfactory district is as cheap as it is exploitative. Though slavery is technically in decline, the district continues to swell. Freed Arcanoborn, left with no wealth, no support, and nowhere to go, often stay and raise families in hopes of building some form of community. Many are eventually pushed into a life of crime, and the district has gained a reputation for harboring the most ruthless gangs on the continent. Others join cults worshiping the Nine, promising to reverse the social hierarchy when the ancient wizards return.



THE DOGE'S DISTRICT

The Doge's District is the closest thing Carandor has to a royal quarter. It houses the **Doge** Marco Cornaro and his family, along with an army of servants who cater to his every whim, as well as the Doge's Office that nominally runs the state and his personal guard: the **Obsidian Brigade**, conscripted of orphans raised within the system.

The palace grounds include formal gardens, a sculpture park, and even a personal lake, none of which are open to the public. Access is strictly by invitation.

The annual Legendary Parties Cup Gala is the only event where commonfolk might get to see the palace, as the Doge traditionally hosts the victorious team for a grand ball after the Cup where he grants their wishes as a reward.

CITADEL OF SORROWS

Visitors approaching the Doge's lavish palace must first pass the Citadel of Sorrows, Golgatha's only prison.

Most petty crimes in the city are punished with fines and serious ones with exile to the Halls of Alabaster, but the Citadel is reserved for the worst offenders, arcane threats, and creatures too dangerous to release or banish.

Beneath its surface lies a sprawling, ever-expanding maze of containment chambers that is rumored to be nigh-inescapable... except that one time. Late at night, in taverns across Golgatha, people tell the tale of a heretical mage called the **Flaskmaster** who escaped in a barrel of wine.

The Prison is maintained by the Cursed Battalion of the Obsidian Brigade. The patron-saint of this prison is the grandest angel of Tyranus, **Razael the Blind, Jailor of Gods**.



THE FORBIDDEN DISTRICT

The Forbidden District is by far the most dangerous part of Golgatha. This scorched, haunted ruin once served as the seat of the Nine's power during the Age of Arcanum. After the devastation of the Second Magewar, what was once a luxurious and fortified quarter now stands in smoldering ruin, wedged between the Merchant and Temple Districts. At its center rises the city's most infamous landmark: the Fortress of Fury.

Long ago, the fortress stood on the ground. But in the final days of the Second Magewar, a catastrophic spell duel between two of the Nine caused it to burst into flame and rise to float in the air where it still stands. The exact details of this confrontation have been lost to time.

All who live in Golgatha see the Fortress daily, floating above shattered ruins, wreathed in unending magical fire that erupts from its towers like giant torches, visible day and night. No one has ever reclaimed it. No one has even come close. Rumors speak of monstrous entities lurking within, some claim to have seen crimson-scaled figures patrolling the battlements, but no confirmed sighting has ever emerged. The blaze alone is enough to destroy anything that tries to get close.

EVER-PRESENT THREAT

The ruined district beneath the Fortress is choked with twisted purple plant life that thrives in heat, held back only by the **Warding Wall**, a divine barrier upheld by constant prayers from nearby temples. At night, suddenly out of nowhere, clear ringing female laughter can be heard from beyond. Veterans warn against listening too closely. Some who have pressed their ear to the stone have become obsessed, attempting to climb the wall to find the source, only to vanish without a trace.



GODS OF THE PANTHEON

FAVORED WEAPONS

Each god has a set of **Favored Weapons**, including unique, powerful versions that bear their name (e.g., Ziella's Double Blade). These weapons are infused with divine power and granted only to the worthy.

Clerics and Paladins of a god gain proficiency with all of their patron's favored weapons by default. Other classes must first prove their devotion (at the DM's discretion) before they can wield these sacred arms.

Any base weapon (e.g., a longsword for Efrasil's Longsword) becomes a god's unique favored weapon when wielded by a devoted follower, transforming to reflect divine will. In the hands of a believer, a whip may become a Zohrite Chain, crackling with the power of Zohr. In the hands of a non-believer, these weapons revert to their mundane base form.

At character creation, you may begin with one of your god's weapons if it fits your backstory, subject to DM approval.

DEIFIC VISAGES

The humanoid depictions below reflect how the gods are commonly portrayed in Carandor. In other regions, their appearances vary widely: in Jassiron, for example, the Pantheon is depicted as dragonborn to match the appearance of worshippers, while among dwarves, Lorala is known for her magnificent copper sideburns. Worship also varies by region, with some gods receiving more devotion than others depending on local customs and pressing issues.

THE LIGHT BEARERS OF ZIELLA



ZIELLA GODDESS OF LIGHT

Titles:

The First Dawn, Moonlight Lady, War Crescent

Symbol:

Pure white crescent moon

Areas of Concern:

Celestial Bodies, Memory, Guidance, Governorship, Mercy, War

Antithetical Ideas:

Complacency, Darkness, Tyranny, Ignorance, Despair, Corruption

FAVORED WEAPONS

Morningstar, Scimitar, Ziella's Double Blade (Functions as a double-bladed scimitar, except it deals 2d4 damage instead of 1d4 for the bonus action attack. While wielding this weapon, you gain +1 to initiative.)

EDICTS

- Remember who you are, and don't stray from your own path.
- Stand for what is right even if the world is against you.
- Be brave and take the lead in your endeavors.

ANATHEMA

- Deny the chance for redemption to those who seek it with true intent.
- Deprive others of freedoms, including freedom of choice.
- Turn a blind eye to the suffering of others.



EFRASIL GOD OF JUSTICE

Titles:

Adamant, Him of Equal Scales, Justice Himself

Symbol:

Silver scales at balance

Areas of Concern:

Law, Honor, Justice, Retribution, Protection, Leadership, Integrity

Antithetical Ideas:

Chaos, Trickery, Lies, Selfishness

FAVORED WEAPONS

Scimitar, Greatsword, Efrasil's Longsword (Functions as a longsword, but it deals 1d10 damage one-handed and 1d12 two-handed. Once per long rest, if an ally within your reach takes damage, you may use your reaction to make an attack against the attacker.)

EDICTS

- Pursue truth in all matters and expose lies.
- Act as a shield for the oppressed and defenseless.
- Deliver retribution to those who exploit or harm others unjustly.

ANATHEMA

- Use deception or trickery to achieve personal gain.
- Commit or tolerate acts of oppression or selfishness.
- Evade justice instead of facing it.

THE LIGHT BEARERS OF ZIELLA



LORALA GODDESS OF BEAUTY

Titles:

Redeeming Grace, Lover of Life, Eternal Maiden

Symbol:

Wrapped present

Areas of Concern:

Celestial Bodies, Memory, Guidance, Governorship, Mercy, War

Antithetical Ideas:

Complacency, Darkness, Tyranny, Ignorance, Despair, Corruption

FAVORED WEAPONS

Glaive, Whip, Lorala's Starknife

(Functions as a dagger, except you may use your Charisma modifier for attack and damage rolls. The weapon returns to your hand after each throw.)

EDICTS

- Create or preserve beauty in the world, be it through art, relationships, or redemption.
- Enjoy every moment; celebrate life through revelry and passion.
- Make yourself look good, both in appearance and in actions.

ANATHEMA

- Not caring about your mental and physical state.
- Destroying art or tarnishing the beauty of others.
- Being emotionally distant, isolating yourself from others and life's pleasures.



DENEBRA GOD OF KINSHIP

Titles:

Sparkling Amber, Sunflower, Forever Young

Symbol:

Blooming rose

Areas of Concern:

Family, Farming, Shelter, Tradition, Cooperation, Empathy

Antithetical Ideas:

Darkness, Trickery, Tyranny, Selfishness, Division

FAVORED WEAPONS

Scimitar, Javelin, Denebra's

Guardian Axe (Functions as a greataxe, but if you flank the same target as an ally, you deal an additional 2 damage per attack.)

EDICTS

- Cooperate with others for the benefit of all.
- Protect and nurture the vulnerable, especially children and the elderly.
- Work hard, and don't take shortcuts.

ANATHEMA

- Abandoning your home and kin in a time of need.
- Choosing yourself over your community.
- Living as a wastrel who cares not about the future or the needs of others.

THE BRANCHES OF SOMDALL



SOMDALL DEITY OF NATURE

Titles:

The Eternal Branch, Deep Root, Everleaf, He & She

Symbol:

A simple oak leaf

Areas of Concern:

Growth, Decay, Flora, Fauna, Seasons, Balance

Antithetical Ideas: Madness, Void, Pollution, Stagnation, Deforestation

FAVORED WEAPONS

Pike, Longbow, Somdall's Quarterstaff (Functions as a quarterstaff, except it deals an additional 1d8 bludgeoning damage to non-living creatures, aberrations, and objects.)

EDICTS

- Protect and maintain the cycle of nature. Oppose forces that corrupt or harm it.
- Act as a mediator in conflicts, encouraging peaceful compromise if possible.
- Adapt to circumstances and learn from your own mistakes.

ANATHEMA

- Exploit nature for personal or industrial gain without balance.
- Overindulging, taking more than you need to reach your goal.
- Deny necessary change, stagnating when growth or adaptation is required.



NEPTHYS GODDESS OF ENDS

Titles:

She of Cold Grasp, Keeper of the Deceased, Mother of Sorrow

Symbol:

An open door with a glowing outline

Areas of Concern:

Death, Passage, Destiny, Reflection, Transformation, Completion

Antithetical Ideas:

Trickery, Madness, Secrets, Immortality, Denial, Attachment

FAVORED WEAPONS

Sickle, Greatsword, Nepthys' Long Scythe (Functions as a glaive, but it deals 3d4 damage instead of the standard dice. If you reduce a creature to 0 HP, you gain temporary HP equal to your proficiency bonus.)

EDICTS

- Cherish your life, for you have only one. Prepare with dignity for the day it ends.
- See your duties through to completion, honoring promises made to yourself and others.
- Judge undeath and its creators swiftly, ensuring the dead remain undisturbed.

ANATHEMA

- Create undeath or desecrate places of rest.
- Fear the inevitable, rather than preparing for it with dignity.
- Let wounds of the past fester—whether emotional, spiritual, or physical.

THE BRANCHES OF SOMDALL



TORADIN GOD OF CRAFTS

Titles:

The Lone Craftsman, Worker of Wonders, Grandmaster of the Forge

Symbol:

Crowned mountain

Areas of Concern:

Craftsmanship, Wealth, Mastery, Self-Reliance, Ingenuity, Perseverance

Antithetical Ideas: Laziness, Luck, Chaos, Dependence, Destruction Without Purpose

FAVORED WEAPONS

Maul, Warhammer, Toradin's Heavy Wrist Launcher

(Functions as a hand crossbow, but it deals 1d8 damage, and reloading is a free action. All shots are fired in a burst, and each subsequent attack against the same target gains +1 to hit.)

EDICTS

- Pursue mastery in your craft, honing your skills each day to surpass yourself.
- Forge your own path, relying on your hands, mind, and determination to shape your future.
- Fix what is broken when possible, ensuring nothing of value is wasted.

ANATHEMA

- Disparage honest labor or undermine the mastery of others.
- Rely on luck or shortcuts instead of refining your skill through effort and experience.
- Remain idle while others work.



BICARUS GOD OF KNOWLEDGE

Titles:

The Old Fox, The Knowing One, Keeper of the Record

Symbol:

An open book

Areas of Concern:

Learning, Lore, Discovery, Cunning, Secrets, Bureaucracy

Antithetical Ideas:

Barbarism, Impatience, Wilful Ignorance, Misuse of Magic, Misinformation

FAVORED WEAPONS

Shortsword, Heavy Crossbow, Bicar's Sword Cane (Functions as a rapier hidden inside a cane. A Sleight of Hand check opposed by Perception is required to disguise it as an ordinary cane. You may use your Intelligence modifier for attack and damage rolls.)

EDICTS

- Pursue knowledge in all its forms, even where others fear to look.
- Challenge assumptions, asking questions that others don't dare to voice.
- Prize intellect and strategy over brute force or blind obedience.

ANATHEMA

- Exploit knowledge solely for selfish gain or reckless destruction.
- Let fear or bias dictate your understanding of the world.
- Act without forethought, rushing into action without considering consequences.

THE WARDENS OF TYRANUS



TYRANUS GOD OF CONTROL

Titles:

Eternal Warden, Black Chain,
Keeper of the Elect

Symbol:

Iron Fleur-de-Lis

Areas of Concern:

Tyranny, Authority,
Nobility, Strength, Order,
Family, Protection

Antithetical Ideas: Chaos,
Liberation, Equality, Rebellion,
Mercy

FAVORED WEAPONS

Whip, Battleaxe, Tyranite Flail

(Functions as a flail, but you roll one additional weapon damage die on a critical hit. When attacking a prone, grappled, restrained or incapacitated target, you deal an additional 1d6 damage.)

EDICTS

- Establish and maintain order with unwavering discipline.
- Ensure the chain of command is never broken as everyone must know their place.
- Reward loyalty and obedience while punishing treachery and insubordination.

ANATHEMA

- Fail to protect what is rightfully yours through inaction or hesitation.
- Abandon your duty, allowing lawlessness to prevail.
- Permit emotion or sentiment to compromise duty and judgment.



RAHU GOD OF DARKNESS

Titles:

The Night Mask, Father of
Midnight, The Unseen One

Symbol:

Pure black disk

Areas of Concern:

Secrecy, Crime,
Disruption, Subterfuge,
Fortune, Illusion

Antithetical Ideas:

Selflessness, Light,
Transparency,
Vulnerability, Law

FAVORED WEAPONS

Dagger, Shortsword, Rahu's

Shortbow (Functions as a shortbow, but a number of times per day equal to your proficiency bonus, you may Hide as a bonus action. You deal an additional 1d6 damage when attacking from hiding.)

EDICTS

- Use deception, illusion, and subtlety to achieve your goals.
- Prioritize your own survival and success as no one else will do it for you.
- It is not a crime unless you're caught.

ANATHEMA

- Let opportunities slip away instead of advancing your goals or strengthening your position.
- Fighting fairly and honestly against your enemies.
- Place blind trust in others without questioning their motives.

THE WARDENS OF TYRANUS



UNDINE GODDESS OF FEAR

Titles:

Scourer of Sanity,
The Ocean Watcher,
Lady of the Depth

Symbol:

A pair of glowing eyes
in the dark

Areas of Concern:

Dread, Seafaring,
Madness, Nature's Fury,
Trade, Travel, Survival

Antithetical Ideas:

Weakness,
Serenity, Certainty,
Foolhardiness, Comfort

FAVORED WEAPONS

Maul, Shortsword, Undine's

Trident (Functions as a trident, except it deals 1d8 damage one-handed and 1d10 two-handed. The throw range is 30/90, and it returns to your hand after each throw. While wielding this weapon, you gain +2 to Intimidation.)

EDICTS

- Confront fear head-on and travel to the depths of darkness.
- Walk your path without hesitation, even if the world calls you mad.
- Force others to face their fears, for only through terror can they truly understand themselves.

ANATHEMA

- Allow fear to paralyze you instead of using it to sharpen your instincts.
- Soften the truth with kindness when harsh reality must be faced.
- Remain stagnant and rooted in place instead of exploring and embracing the unknown.



REMOR GOD OF WAR

Titles:

Iron Thunder, Lord of War,
Master of Conquest

Symbol:

Two crossed swords

Areas of Concern:

Battle, Strength,
Wrath, Discipline, Conquest,
Heroism

Antithetical Ideas:

Trickery, Peace,
Mercy, Compromise,
Cowardice, Indecision

FAVORED WEAPONS

Any martial weapon (every weapon gains +1 damage when wielded in Remor's name, you have advantage on checks against being disarmed)

EDICTS

- Act without hesitation as decisiveness is the key to victory.
- Die on your feet before living in submission.
- Honor the strong, whether they be allies or enemies.

ANATHEMA

- Avoid conflict or refuse to fight when provoked.
- Underestimate your enemies and give them an unworthy fight.
- Value theory over practice, or inaction over action.

INDEPENDENT GODS



ZOHR GOD OF PAIN

Titles:

The Dark Enlightenment, The Ascended, Sweet Agony

Symbol:

Two hands in a circle breaking a spiked chain

Areas of Concern:

Freedom, Retribution, Self-Sacrifice, Struggle, Ambition

Antithetical Ideas: Cowardice,

Indecision, Slavery, Complacency, Authority

FAVORED WEAPONS

Flail, Maul, Zohrite Chain

(Functions as a whip, but it deals 1d6 damage, has a 19–20 critical hit range, and imposes disadvantage on grappling checks against you.)

EDICTS

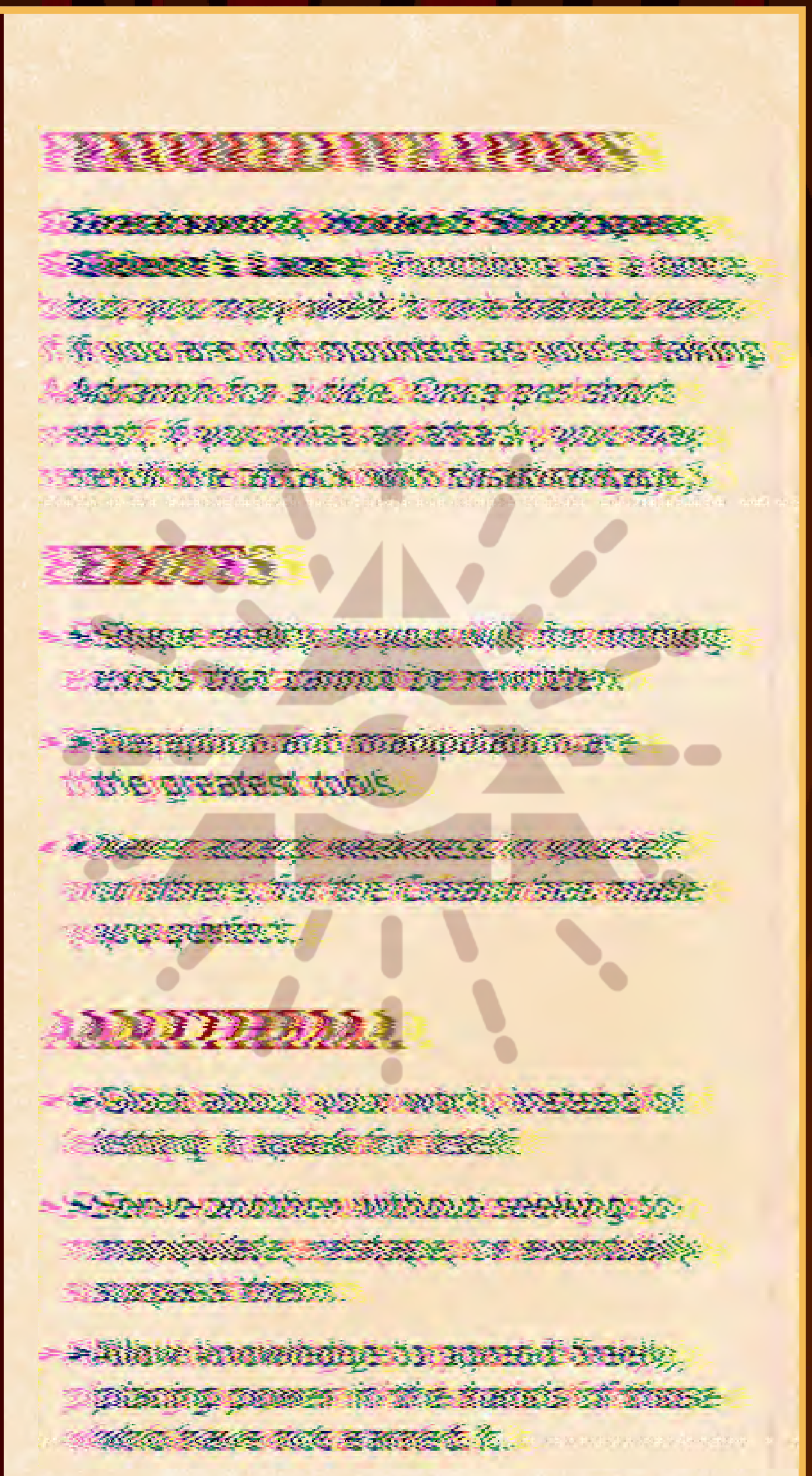
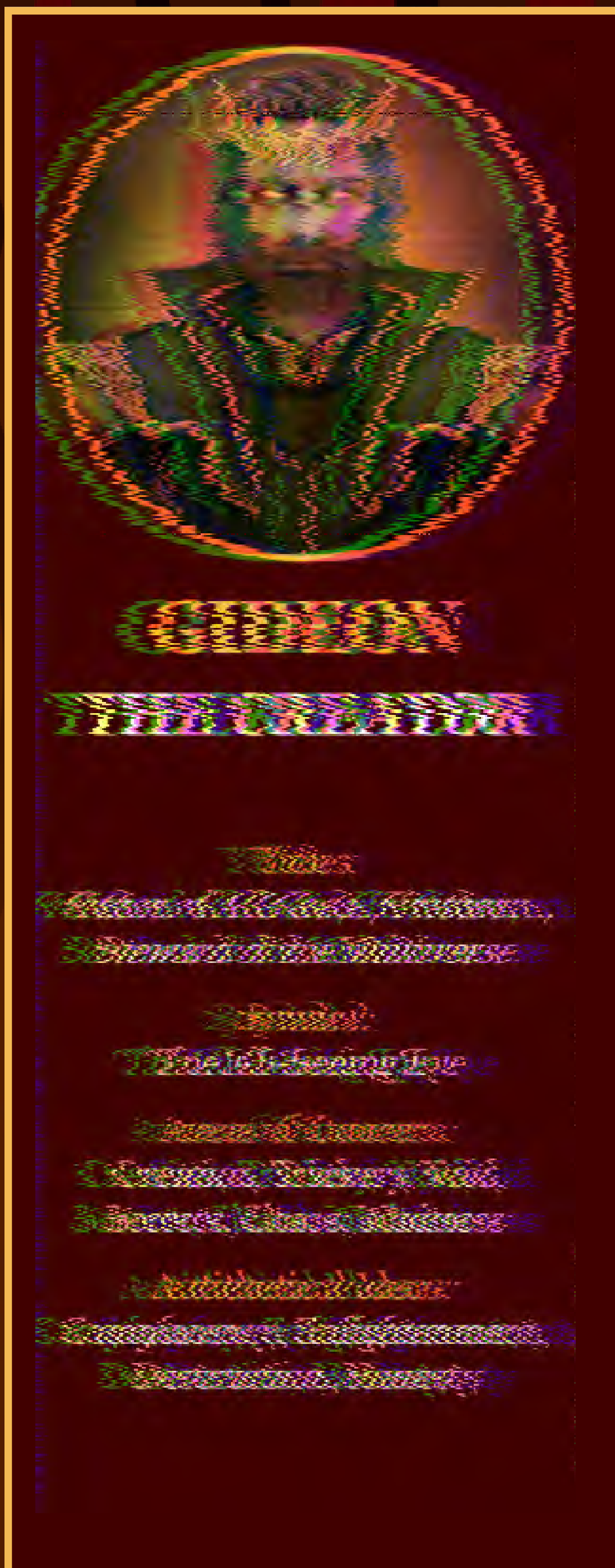
- Break your chains, both physical and mental, to become free. Your true self is forged through trials and suffering.
- Stand unwavering for your beliefs, even if it means fighting and dying for them.
- Pain is a teacher. Teach a lesson to those who unjustly inflict pain unto others.

ANATHEMA

- Live in luxury and indulgence, forsaking hardship and growth.
- Stray from the right path, even if it is painful.
- Reject the scars of your past, pretending suffering never happened.

GIDEON THE CREATOR

Gideon was the creator of the world and the chief deity of the Pantheon. According to The Warding of Creation, the holy book of the Pantheon, he wove his very essence into creation to stop the Dawn War dying in the process. Most knowledge of him has been lost to time save for cryptic scraps of text that only a select few can still decipher.





CHOOSING YOUR DEITY

The Pantheon offers a full range of divine choices for character creation. Each god has a defined place in narrative, and for this reason, we strongly recommend choosing a deity from the setting. If you feel strongly about adding a custom god, you must work with your DM to justify their presence within the setting.

NOTE OF CAUTION!

Tyranus is one of the core gods of the Pantheon, but his worship is not recommended for newer players. As the patron of tyranny and slavery, his church often serves as an antagonistic force in the campaign. Choosing Tyranus may lead to opposition from both the party and good-aligned NPCs.



INSPIRATION CARDS

Inspiration is plentiful as per Dragonworks house rules, players gain 1 point of inspiration at the end of every session that they attend.

Inspiration Points can be used to re-roll any d20-based roll.

By spending one point, a player may roll a second time after seeing the result of their first roll, potentially turning a failure into a success.

They can also be saved to purchase one random card from **one of four Inspiration Decks**: Copper, Silver, Gold, and Platinum, costing 1, 2, 3, and 5 points per card, respectively. The DM will deal the player the top card from a shuffled deck, which can then be played at any time or held onto for as long as desired. The Cards effect range from simple ones that increase AC for the duration of encounter to more powerful ones that can copy enemy abilities or give you additional actions per turn.

DMs may also hold Inspiration Points, which they can use to draw cards and play them during combat to raise the stakes and challenge the party.





THEME *FEATS*

Theme Feats are a way to tie your character directly into the **Legacy of Alabaster Grand Campaign**. They provide **extra customization** at character creation and are granted **for free** to every player character in the campaign.

You may only ever possess one Theme Feat unless the DM allows otherwise under extraordinary narrative circumstances. Switching feats is only possible through **in-game development**, such as a major transformation, philosophical shift, or character-defining event.

Theme Feats are **not designed as optimization tools** or substitutes for Ability Score Improvements. Their purpose is to expand your character's identity and reinforce your narrative connection to the world and themes of Legacy of Alabaster.

If your campaign is already underway, reach out to your DM to select your Theme Feat.

FEAT CATEGORIES BY ALLEGIANCE

Flameseeker Feats: For characters who serve the Nine, follow arcane traditions or have a strong affinity with arcane magic.

Herald of the Pantheon Feats: For characters who worship one of the Gods, even if they are not clerics or paladins.

Mortal Philosophies Feats: For characters who reject both the Nine and the Pantheon, instead following one of three Mortal Philosophies rooted in independence, reason, and mortal resilience.



HOW TO IMPROVE THE FEAT

Each Theme Feat grants:

- An **immediate benefit** at character creation
- A **Campaign Progression benefit**, unlocked later in the story.

To gain your Campaign Progression benefit, you must complete a **narrative milestone** appropriate to your character goals:

- Flameseekers must perform a great act of research or magical discovery
- Heralds must complete an act of faith, devotion, or service to their deity or its ideals
- Mortals must make a decisive stand or sacrifice in defense of their beliefs

This milestone should be **personal, significant and story-defining**. It cannot be completed until the middle of the campaign at approximately level 9 at earliest. Ask your DM what form this act might take for your character.

HOW TO READ THE THEME FEATS

Saving Throw DC: If a feat references a saving throw DC based on an ability score, use the standard formula: 8 + your proficiency bonus + the specified stat.

For any of the spells given by the feats the spell DC is your 8 + proficiency + your highest mental stat or is equal to your Spellcasting DC, whichever is higher.

Proficiency: Most Theme Feats grant you proficiency and expertise in specific skills. If you already possess all granted proficiencies from any of your classes, you may instead select any other skill from your class skill list.

- **Prof. mod/day** means you can use the ability a number of times per day equal to your proficiency bonus.
- **Half Prof. mod/day** means you can use the ability a number of times per day equal to half your proficiency bonus (rounded down).
- **1/day** means you can use the ability once per long rest.



REQUIREMENTS

To take this Theme Feat, you must possess the Spellcasting or Pact Magic feature. Additionally, at the DM’s discretion, a character without such features may qualify if their backstory shows a strong affinity for arcane magic; such as being raised in a wizard enclave, apprenticing under a spellcaster, or surviving a planar anomaly.

To progress this feat (unlocking its advanced features), you must demonstrate an extraordinary accomplishment in arcane mastery in the chosen school of magic during the campaign. This milestone should be personal, significant and story-defining. The opportunity to achieve it would likely come by the middle of the campaign at approximately level 9 at earliest. Ask your DM what form this act might take for your character. This may include:

- Creating a new spell
- Discovering an ancient arcane secret
- Claiming and mastering the power of the Silver Flame
- Studying under a legendary mage
- Or another moment of narrative or magical significance, as determined by the DM

When selecting this feat, choose one school of magic to specialize in.



PATH OF *ABJURATION*

BASE FEATURES

Arcane Insight. You gain proficiency in either the Arcana or Athletics skill.

Defensive Spellcasting. Choose either the Shield spell or the Absorb Elements spell. You learn the chosen spell and always have it prepared. Once per long rest, you can cast it without expending a spell slot. It doesn't count against your number of spells known or prepared. You can also cast it using spell slots you have of the appropriate level.

Bastion of Abjuration (1/day). As an action you can create a solid transparent protective wall (horizontal or vertical) at a point you choose within 60 ft. range. It has an AC of 10+spellcasting modifier and hit points equal to $10 \times$ your level. It occupies a number of contiguous 1 inch thick 10-foot-by-10-foot panels, number of which equals to your proficiency modifier. The wall lasts for 1 minute or until destroyed.

CAMPAIGN PROGRESSION:

WARDMASTER

Arcane Mastery. You gain expertise in one of either Arcana or Athletics, provided you are already proficient in the chosen skill.

Forceful Protection. You learn the Circle of Power spell. It is always prepared and doesn't count against your number of spells known or prepared. Once per long rest, you can cast it without expending a spell slot. You can also cast it using spell slots you have of the appropriate level.

Reflexive Aegis (Prof mod/day). When an ally within 60 feet is hit by an attack, targeted by Magic Missile, or takes elemental damage (acid, cold, fire, lightning, or thunder), you can use your reaction to cast Shield or Absorb Elements on them, provided you know the spell and can see them.



PATH OF CONJURATION

BASE FEATURES

Arcane Insight. You gain proficiency in either the Arcana or Nature skills.

Bound Companion. You learn the *Find Familiar* spell. It is always prepared and does not count against the number of spells you know or prepare. You can also cast it using any spell slots of the appropriate level. This familiar has hit points equal to one-quarter of your maximum hit points, and the DC for its abilities is your spell save DC.

When you summon a familiar, you may also choose from an expanded list of forms: Almiraj, Crawling Claw, Faerie Dragon (Red), Flying Sword, Gazer, Gray Ooze, Homunculus, Imp, Mephit (any kind), Myconid Sprout, Pseudodragon, Quasit, Sprite, Tressym.

Pocket Dimension. You gain a personal extradimensional storage space which can be used to hold items. It has a capacity of 1 cubic foot and 50 pounds per character level. Retrieving or stowing an item is a bonus action through a shimmering yellow rift that appears within your arms reach.

CAMPAIGN PROGRESSION

PLANAR SOVEREIGN

Arcane Mastery. You gain expertise in one of either Arcana or Nature, provided you are already proficient in the chosen skill.

Enhanced Conjunction (Prof. mod/day). When you cast a conjunction spell with a casting time of 1 minute or longer, you may instead cast it as an action.

Greater Summoning. Choose one of the following spells: *Summon Celestial*, *Summon Draconic Spirit*, *Summon Aberration*, *Summon Construct*, *Summon Beast*, or *Summon Elemental* at the fifth level. This spell is always prepared and doesn't count against your number of spells known or prepared. Once per long rest, you may cast it without expending a spell slot. You can also cast it using spell slots you have of the appropriate level.



PATH OF *DIVINATION*

BASE FEATURES

Arcane Insight. You gain proficiency in either the Arcana or Insight skills.

Mind's Eye. You learn the Detect Thoughts spell. It is always prepared for you and doesn't count against your number of spells known or prepared. Once per long rest, you can cast it without expending a spell slot. When cast this way, it requires no components, and the target is unaware of your probing. You can also cast it using spell slots you have of the appropriate level without extra benefits.

Truth Seeker's Sight (Prof. mod/day). As an action, you can detect the affiliation and location of nearby creatures within 60 ft. of you:

- ◇ Those aligned with the Pantheon are revealed with a blue aura.
- ◇ Those aligned with the Nine are revealed with a yellow aura.
- ◇ Individuals shielded by effects such as Non-Detection are indistinguishable from those unaffiliated with either, appearing with a gray aura.

CAMPAIGN PROGRESSION:

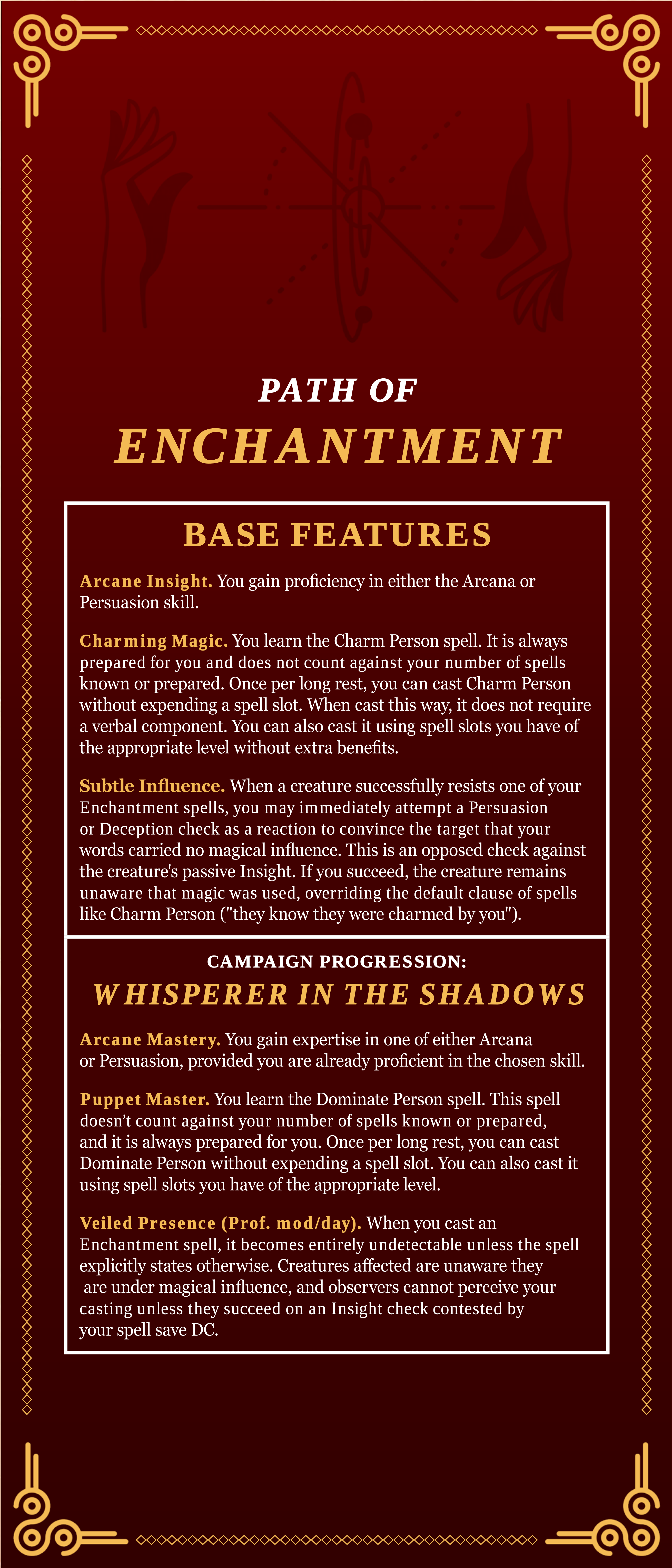
EYES OF THE UNSEEN

Arcane Mastery. You gain expertise in one of either Arcana or Insight, provided you are already proficient in the chosen skill.

Unfettered Clairvoyance. You may cast Clairvoyance at will without expending a spell slot or requiring components.

Divined Cast (prof mod/day). When you create an arcane sensor, such as through Scrying or Clairvoyance, you can cast a divination spell through that sensor as if you were physically present at its location without requiring any components. The spell must target a creature, object, or area visible through the sensor.

Unravel the Truth (1/day): As the action you may look into the past of a creature or object you can see within 60 feet of you. Ask a question about the creature or object's past, the DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or prophetic vision. Creatures or objects protected from divination magic are immune to this ability.



PATH OF *ENCHANTMENT*

BASE FEATURES

Arcane Insight. You gain proficiency in either the Arcana or Persuasion skill.

Charming Magic. You learn the Charm Person spell. It is always prepared for you and does not count against your number of spells known or prepared. Once per long rest, you can cast Charm Person without expending a spell slot. When cast this way, it does not require a verbal component. You can also cast it using spell slots you have of the appropriate level without extra benefits.

Subtle Influence. When a creature successfully resists one of your Enchantment spells, you may immediately attempt a Persuasion or Deception check as a reaction to convince the target that your words carried no magical influence. This is an opposed check against the creature's passive Insight. If you succeed, the creature remains unaware that magic was used, overriding the default clause of spells like Charm Person ("they know they were charmed by you").

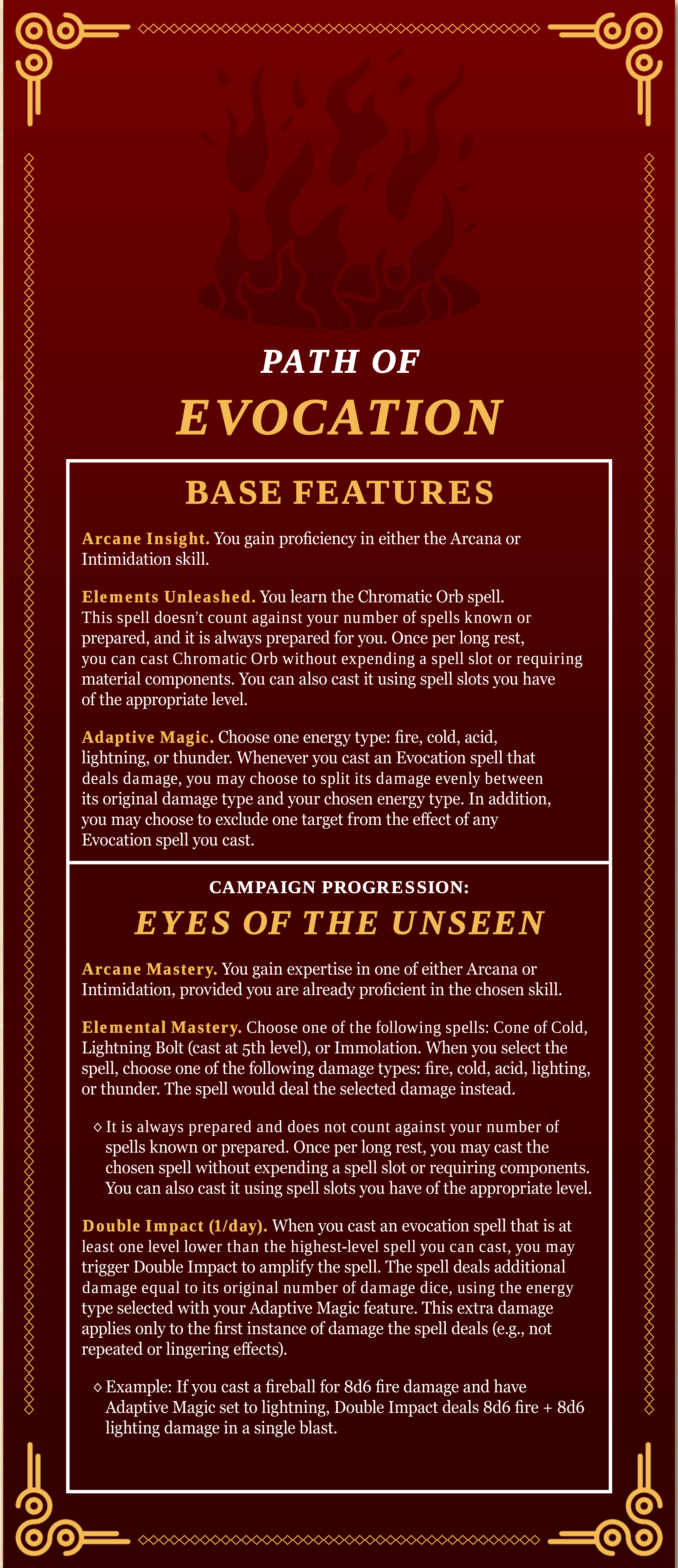
CAMPAIGN PROGRESSION:

WHISPERER IN THE SHADOWS

Arcane Mastery. You gain expertise in one of either Arcana or Persuasion, provided you are already proficient in the chosen skill.

Puppet Master. You learn the Dominate Person spell. This spell doesn't count against your number of spells known or prepared, and it is always prepared for you. Once per long rest, you can cast Dominate Person without expending a spell slot. You can also cast it using spell slots you have of the appropriate level.

Veiled Presence (Prof. mod/day). When you cast an Enchantment spell, it becomes entirely undetectable unless the spell explicitly states otherwise. Creatures affected are unaware they are under magical influence, and observers cannot perceive your casting unless they succeed on an Insight check contested by your spell save DC.



PATH OF EVOCATION

BASE FEATURES

Arcane Insight. You gain proficiency in either the Arcana or Intimidation skill.

Elements Unleashed. You learn the Chromatic Orb spell. This spell doesn't count against your number of spells known or prepared, and it is always prepared for you. Once per long rest, you can cast Chromatic Orb without expending a spell slot or requiring material components. You can also cast it using spell slots you have of the appropriate level.

Adaptive Magic. Choose one energy type: fire, cold, acid, lightning, or thunder. Whenever you cast an Evocation spell that deals damage, you may choose to split its damage evenly between its original damage type and your chosen energy type. In addition, you may choose to exclude one target from the effect of any Evocation spell you cast.

CAMPAIGN PROGRESSION:

EYES OF THE UNSEEN

Arcane Mastery. You gain expertise in one of either Arcana or Intimidation, provided you are already proficient in the chosen skill.

Elemental Mastery. Choose one of the following spells: Cone of Cold, Lightning Bolt (cast at 5th level), or Immolation. When you select the spell, choose one of the following damage types: fire, cold, acid, lightning, or thunder. The spell would deal the selected damage instead.

- ◇ It is always prepared and does not count against your number of spells known or prepared. Once per long rest, you may cast the chosen spell without expending a spell slot or requiring components. You can also cast it using spell slots you have of the appropriate level.

Double Impact (1/day). When you cast an evocation spell that is at least one level lower than the highest-level spell you can cast, you may trigger Double Impact to amplify the spell. The spell deals additional damage equal to its original number of damage dice, using the energy type selected with your Adaptive Magic feature. This extra damage applies only to the first instance of damage the spell deals (e.g., not repeated or lingering effects).

- ◇ Example: If you cast a fireball for 8d6 fire damage and have Adaptive Magic set to lightning, Double Impact deals 8d6 fire + 8d6 lightning damage in a single blast.



PATH OF ILLUSION

BASE FEATURES

Arcane Insight. You gain proficiency in the Arcana or Deception skill.

Masked Presence. You learn the Disguise Self spell. This spell doesn't count against your number of spells known or prepared. Once per long rest, you can cast Disguise Self without expending a spell slot. You can also cast it using spell slots you have of the appropriate level.

Evasive Vanishing (Prof. mod/day). When a creature misses you with an attack, you may fade into invisibility until the beginning of your next turn.

CAMPAIGN PROGRESSION:

MASTER OF THE UNREAL

Arcane Mastery. You gain expertise in one of either Arcana or Deception, provided you are already proficient in the chosen skill.

Never See it Coming. You learn the Greater Invisibility spell. It is always prepared and does not count against your number of spells known or prepared. Once per long rest, you may cast it without expending a spell slot. You can also cast it using spell slots you have of the appropriate level.

Architect of False Realities. Your illusions deceive even creatures with supernatural senses. Creatures with blindsight, tremorsense, truesight or similar senses cannot automatically perceive through your illusions that require ability checks to disbelieve. Creatures with such senses must interact with them normally to determine if they are real.

Illusory Ruse (1/day). When an attack or a spell that targets only you hits you, you may use your reaction to teleport up to 30 feet to an unoccupied space you can see. Your form in your previous position flickers and fades, revealing it was merely an illusion. The triggering attack or spell automatically misses.



PATH OF *NECROMANCY*

BASE FEATURES

Arcane Insight. You gain proficiency in either the Arcana or Medicine skill.

Lifeblood Manipulation. You learn the Wither and Bloom spell. It is always prepared and does not count against your number of spells known or prepared. Once per long rest, you may cast it without expending a spell slot. You can also cast it using spell slots you have of the appropriate level.

Ghostly Servant. You create a minor undead spirit bound to your service.

- ◇ Capabilities. It can carry up to 20 pounds, open doors, fold clothing, and perform basic tasks. It may take the Help action.
- ◇ Statistics. Speed 30 ft., 5 hit points, AC 10, can't make attacks or deal damage. It is undead and counts as a familiar for effects that interact with spirits. If it is required to make a save, it uses your save modifier.
- ◇ Resummoning. If destroyed, it reforms at your side after 10 minutes or can be summoned immediately by expending a 1st-level spell slot. You can have only a single servant at a time.

CAMPAIGN PROGRESSION: *DEFIER OF DEATH*

Arcane Mastery. You gain expertise in one of either Arcana or Medicine, provided you are already proficient in the chosen skill.

Lifebreaker (1/day). When you cast a necromancy spell that deals damage, you may choose to deal maximum damage instead of rolling, or you can regain hit points equal to half the necrotic damage dealt by the spell to one creature.

Faithful Reaper. Your mastery of the afterlife grants you a spectral Reaper Servant. It uses the stat block of a reaper spirit and functions as if summoned by the fourth level Spirit of Death spell, but does not require concentration or material components. If the Reaper Servant dies, it revives at the next dawn or you can resummon (at the fourth level) it by expending a 4th-level or higher spell slot. You can have only a single servant at a time.



PATH OF *TRANSMUTATION*

BASE FEATURES

Arcane Insight. You gain proficiency in either the Arcana or Perception skill.

Transmutative Spellcasting. You learn either the Longstrider or Jump spell. It is always prepared and does not count against your number of spells known or prepared. Once per long rest, you may cast the chosen spell without expending a spell slot. You can also cast it using spell slots you have of the appropriate level.

Rapid Adaptation (Half Prof. mod/day). As a bonus action, you can apply one of the following modifications to your body until your next long rest. If you choose a new modification, the previous one immediately ends:

- ◇ Increase your AC by +1
- ◇ Gain a climb or swim speed (and ability to breath underwater) equal to your movement
- ◇ Gain resistance to one damage type of your choice from Acid, Cold, Fire, Lightning, Poison, or Thunder.

CAMPAIGN PROGRESSION:

LIVING PHILOSOPHER STONE

Arcane Mastery. You gain expertise in one of either Arcana or Perception, provided you are already proficient in the chosen skill.

Master Transmuter. You learn the *Telekinesis* or *Polymorph* spell. This spell doesn't count against your number of spells known or prepared, and it is always prepared for you. Once per day, you can cast the chosen spell without expending a spell slot. You can also cast it using spell slots you have of the appropriate level.

Battle-Ready Form (1/day). Your mastery of form primed your body to respond instinctively at the first sign of danger. When you roll initiative, you may immediately cast one Transmutation spell you know targeting only yourself and has a casting time of 1 action or bonus action as a free action.

UNIVERSAL PATH

BASE FEATURES

Arcane Insight. You gain proficiency in either the Arcana or History skill.

Extra Studies. You learn one cantrip of your choice from the wizard spell list.

Boundless Knowledge.

- ◊ If you prepare spells (e.g., wizard, cleric), the total number of spells you can prepare increases by one for each odd class level (1st, 3rd, 5th, etc.).
- ◊ If you spontaneously cast spells (e.g., sorcerer, bard), your total number of known spells increases by one at levels 1, 5, 9, 13, and 17.

CAMPAIGN PROGRESSION:

SAGE OF EIGHT SCHOOLS

Arcane Mastery. You gain expertise in one of either Arcana or Perception, provided you are already proficient in the chosen skill.

Thaumaturgic Twist: You gain two Metamagic options of your choice from the sorcerer class. You also gain a number of sorcery points equal to half your proficiency bonus (rounded down). You can use these points to fuel Metamagic, as described in the sorcerer's Font of Magic feature. You regain all expended sorcery points when you finish a long rest.

Breaking the Limit. You gain one of the following bonus spell slot options, based on the chosen spellcasting progression. This choice is made when you gain this feat and cannot be changed later:

- ◊ Full casters (e.g., wizard, cleric) gain one additional spell slot that is one level lower than the highest spell level they can currently cast.
- ◊ Warlocks gain one additional pact magic slot of their current maximum level.
- ◊ Half-casters and third-casters (e.g., paladin, eldritch knight) gain one additional spell slot equal to their highest available spell level.

The so-called Ninth School of Magic refers to the study of all schools of magic as a unified whole. The coveted Wish spell, though technically categorized as Conjunction, was only made possible through Alabaster's holistic approach to arcane theory.



HERALD OF THE PANTHEON

REQUIREMENTS

Your character must have one of the gods as your patron deity. You do not need to receive spells from a deity to select this feat, but must revere them just as divine casters do. This doesn't preclude you from acknowledging and revering other gods. Your choice just shows what god aligns with your faith and beliefs the most. You gain the listed benefits depending on the god you worship.

To progress this feat, you must complete a meaningful act of faith, devotion, or divine service aligned with your chosen deity's ideals during the campaign. This milestone should be personal, significant and story-defining. The opportunity to achieve it would likely come by the middle of the campaign at approximately level 9 at earliest. Ask your DM what form this act might take for your character. This may include:

- Defeating a significant known enemy of your deity.
- Reclaiming a lost holy artifact (including Deific Gifts) of your deity.
- Rising in the hierarchy inside your church or order.
- Fulfilling a major personal milestone aligned with your god's tenets
 - ◊(e.g. for Lorala, Goddess of Love, it could be finding the love of your life or helping lovers to reunite; for Remor, God of War, it could be defeating your sworn rival in a combat)
- Defeating a significant known enemy of your deity.
 - ◊(e.g. for Efrasil, God of Justice, revealing the truth even it's highly detrimental to you; for Toradin, God of Crafts, ignoring an easy shortcut to your goal and instead forging your own path even it's harder)
- Or another moment of narrative or divine significance, as determined by the DM, that reflects your deity's ideals.

ZIELLA'S

LIGHTBRINGER

BASE FEATURES

Echo of Understanding. You gain proficiency in either Insight or History.

Recollection (1/day). You may spend 1 minute attuning to an object or location to uncover its lingering essence. Roll a History or Insight check (your choice) against DC 15.

- ◇ A vivid scene from its past
- ◇ The name of a former owner
- ◇ A moment of emotional clarity
- ◇ The final thoughts of one who last touched it

Anchor of Self (Prof. mod/day). When making a d20 skill check, you may roll an Insight check against a static DC of 10. If you succeed, roll a d4 and add it to your check. For every 5 points by which your Insight check exceeds the DC, increase the die size (d4 ➔ d6 ➔ d8 ➔ d10 ➔ d12 ➔ d20), up to a maximum of d20.

CAMPAIGN PROGRESSION:

LIGHTBRINGER'S REVELATION

Mind of the Witness. You gain expertise in one of either Insight or History, provided you are already proficient in the chosen skill.

Self-Portent (Half Prof. mod/day). After a long rest, you reminisce about your past successes and mistakes. Then you roll the number of dice equal to half your proficiency bonus (rounded down). When you are making a d20 roll, you may choose to use the result of this die instead of rolling a d20. Each roll can be used only once. When you finish a long rest, you lose any unused rolls.

Touch of the Past: As an action, you may touch a creature and share a memory of your choosing. The target experiences the memory instantaneously. The memory you share lasts no longer than 1 hour and may be positive, negative, or neutral.

- ◇ Positive Memory (1/day): The target gains a +1d4 bonus to all saving throws and ability checks for 1 hour as the memory inspires hope or courage.
- ◇ Negative Memory (1/day): The target must succeed on a Wisdom saving throw or be stunned until the end of your next turn, overwhelmed by grief, terror, or despair.
- ◇ Neutral Memory (1/day): It has no mechanical benefit, but the receiver instinctively knows that you believe that this memory is genuine and unaltered.



KNIGHT OF EFRASIL

BASE FEATURES

Tactical Discipline. You gain proficiency in either Insight or Athletics (your choice).

Armor Training. If you do not already have armor proficiency, you gain proficiency in light armor. If you are already proficient with light armor, you gain medium armor proficiency. If you are already proficient with medium armor, you gain heavy armor proficiency. If you're proficient in heavy armor, you can gain the full benefits of long rests while wearing any type of armor.

Divine Defence.

- ◇ While wearing medium or heavy armor, you gain a +1 bonus to AC.
- ◇ While wearing light or no armor, your movement speed increases by 10 feet.

CAMPAIGN PROGRESSION:

JUSTICE'S CHAMPION

Disciplined Mastery. You gain expertise in one of either Insight or Athletics, provided you are already proficient in the chosen skill.

Fighting Style. You gain either the Interception or Protection fighting style. If you already possess both, you may instead choose any fighting style available to paladins.

Radiant Clarity (Prof. mod/day). As a bonus action, you may attempt to end one of the following conditions on a creature within 30 feet: Charmed, Frightened, or Incapacitated. Roll an Insight or Athletics check (your choice) against the effect's DC. On a success, the condition ends.



LURE OF LORALA

BASE FEATURES

Gift of My Presence. You gain proficiency in one Charisma-based skill of your choice: Persuasion, Deception, Intimidation, or Performance.

Stagecraft Sovereign (Half Prof. mod/day). As an action you may choose one creature that can hear or see you. For the next hour, you gain advantage on all Charisma-based checks against that creature.

Eyes All On Me (Prof mod/day). Your natural presence demands attention. When you speak, perform, dance, or otherwise command a space, you can use this ability to captivate those around you. As a bonus action, choose any number of creatures within 30 feet who can see or hear you and are not hostile toward you.

- ◇ Each target must succeed on a Wisdom saving throw or become fixated on you for 1 hour or until you stop your performance or perform hostile actions. While fixated, a creature has disadvantage on Perception checks made to perceive any creature other than you.

CAMPAIGN PROGRESSION:

LORALA'S ALLURE

Masterful Charm. You gain expertise in one Charisma-based skill, provided you are already proficient in the chosen skill.

Unshakable Confidence (Half Prof mod/day). You may replace a Charisma-based skill check you make with a result of 15 instead of rolling.

Charmor. Your sheer presence avoids blows as surely as armor. You may use your Charisma modifier in place of Dexterity when calculating your AC.



DENEBRA'S

EMBRACE

BASE FEATURES

Pillar of Community. You gain proficiency in either Persuasion or Medicine.

Lending a Hand (Prof. mod/day). As a bonus action, you may send a shimmering spectral emerald hand to an ally within 120 feet. The hand gives them an encouraging gesture, high-five, fist bump, or gentle pat, and grants the benefits of the Help action on their next ability check or attack roll.

Comrade-in-Arms: While a friendly creature is adjacent to you, you and creatures of your choice adjacent to you gain a bonus to attack rolls equal to half your proficiency bonus (rounded down).

CAMPAIGN PROGRESSION:

ETERNAL BOND

Beacon of Community. You gain expertise in one of either Persuasion or Medicine, provided you are already proficient in the chosen skill.

Undying Friendship (1/day). As a bonus action, you may form a sacred bond with one willing ally within 120 feet. For 1 minute, whenever either of you is forced to make a skill check or saving throw, the other also makes the save or uses a skill. If either of you succeeds, both are treated as succeeding. This bond ends early if either of you die.

Unparalleled Bond. When you have an ally within 10 feet of you, you and allies within range gain a +1 bonus to all saving throws.



FRUITS OF SOMDALL

BASE FEATURES

Natural Understanding. You gain proficiency in either Nature or Animal Handling.

Bountiful Nourishment. You learn the Goodberry spell. This spell does not count against the number of spells you know or have prepared. Once per day, you can cast Goodberry without expending a spell slot. When cast in this way:

- ◇ Each berry restores hit points equal to your proficiency bonus.
- ◇ A creature may consume multiple berries at once as a bonus action.
- ◇ You can also cast it using spell slots you have of the appropriate level without extra benefits.

Beast Tongue. You can permanently communicate with all animals, as per the Speak with Animals spell. If you already can do it, you gain advantage on Charisma skill checks against beasts.

CAMPAIGN PROGRESSION:

MASTER OF THE WILD

Wisdom of the Wilds. You gain expertise in one of either Nature or Animal Handling, provided you are already proficient in the chosen skill.

Primordial Language: You can communicate with beasts, dragons, elementals, fey, monstrosities, and plants as if you share a common language, regardless of their native tongue. Additionally, when making a Charisma-based skill check against them, you gain a bonus to the check equal to your Wisdom modifier to the roll.

Natural Transformation (1/day). You may cast Polymorph on yourself without expending a spell slot. When cast this way, taking damage does not require you to make concentration checks to maintain the spell.



NEPTHYS' RESILIENCE

BASE FEATURES

Sacred Knowledge. You gain proficiency in either Medicine or Survival.

Prolonged Suffering. Nepthys postpones your inevitable demise:

- ◊ You have advantage on death saving throws.
- ◊ When you roll a 19-20 on a death saving throw you regain hit points equal to your level and may stand up without expending movement.

Voice of the Departed (1/day). You can cast Speak with Dead. When you do, you may ask a number of questions equal to your proficiency bonus. In addition, you may choose one of these questions to be compelled by Nepthys authority. The spirit must attempt a Wisdom saving throw, rolled secretly by the DM.

- ◊ On a failure, the spirit must answer the question truthfully.
- ◊ On a success, the spirit may respond up to its discretion including lying.

CAMPAIGN PROGRESSION:

THE ENDBRINGER

Master of the Final Rites. You gain expertise in one of either Medicine or Survival, provided you are already proficient in the chosen skill.

Death's Blessing (Prof. mod/day). When you reduce a creature to 0 hit points, you may invoke Nepthys's name to gain resistance to all damage types until the end of your next turn.

Your Time Has Come (Prof. mod/day). When you deal damage to a creature, you may use your reaction to mark them with death's seal. Until the start of your next turn, that creature cannot regain hit points by any means.



TORADIN'S FORGECRAFT

BASE FEATURES

Strength of the Forge. You gain proficiency in either Investigation or Athletics. In addition, you gain proficiency with two sets of artisan's tools of your choice.

Divine Juryrig (1/day): As a bonus action, you can temporarily transform an item into a superior version of itself, reflecting Toradin's divine craftsmanship. Choose one item you are touching. Until the end of long rest, apply one of the following enhancements:

- ◇ Weapons: Give it +1 bonus to attack rolls and damage rolls. Gain one of the following properties the weapon does not already have: Finesse, Reach, Thrown (20/60).
- ◇ Armor: Increase its base AC by 1 and grant the wearer resistance to one damage type
- ◇ Spell Focus: Increase the wearer's spell save DC and spell attack by +1.

Sharing Excellence (Prof mod/day). When an ally within 60 feet makes an ability check using a skill in which you are proficient, you may use your reaction to let them reroll this check.

CAMPAIGN PROGRESSION:

FORGE'S MASTERY

Expert Forgework. You gain expertise in one of either Investigation or Athletics, provided you are already proficient in the chosen skill. In addition, you gain expertise with two sets of artisan's tools if you're already proficient in them.

Infused Expertise. You learn one infusion from the artificer class, excluding the Replicate Magic Item infusion. You can treat your level as artificer level. You can change the infusion known at level up.

Awaken Armament (Prof. mod/day). As a bonus action, you may touch a weapon or shield, awakening its latent spirit. The item animates and begins to hover around you, following your movements within 30 feet. It remains active for 1 minute or until you use this ability again. When you awaken the weapon and as a bonus action on subsequent turns you can command it to do one of the following:

- ◇ Strike: The weapon makes a ranged or melee attack against a target within its normal range (melee weapons can fly up to 30 feet to strike). Use your spellcasting ability modifier or highest mental stat for the attack and damage rolls. The weapon deals its normal damage.
- ◇ Guard: If it is a shield, it interposes itself to grant your or your ally within 30 feet the shield's AC until the start of your next turn. The target can benefit only from one shield AC.
- ◇ The animated item cannot be wielded manually while this effect is active. Once the duration ends, it harmlessly drops to the ground or into your space if possible.



BICARUS' ***TEACHINGS***

BASE FEATURES

Scholarly Pursuit. You gain proficiency in one Intelligence-based skill of your choice.

Nullify Resistance (Prof. mod/day). When you deal damage to a creature that is resistant or immune to the damage type, you can use a free action to ignore its resistance or reduce its immunity to resistance for that instance of damage only.

Analytical Acumen (Half Prof. mod/day). As a bonus action, you may make an Arcana, History, Nature, or Religion check against a creature (DM discretion based on creature's type) you can see (DC = creature's CR + 5). On a success, you learn one piece of information from the list below. For every 5 points by which you exceed the DC, you may learn one additional piece of information:

- ◇ The creature's Armor Class
- ◇ Its strongest saving throw
- ◇ Its weakest saving throw
- ◇ One ability score of your choice
- ◇ Any skill proficiencies it possesses
- ◇ The creature's type

CAMPAIGN PROGRESSION:

KEEPER OF FORBIDDEN KNOWLEDGE

Sagely Knowledge. You gain expertise in one Intelligence-based skill of your choice, provided you are already proficient in the chosen skill.

Prepared Mind. At the end of each long rest you contemplate on challenges that lie ahead. Choose 1 skill and 1 save among Intelligence, Wisdom and Charisma. You treat any roll below 10 on them as a 10 until your next rest.

Theorem of Demise (1/day). Your understanding is so precise, it becomes a weapon. Once per day, when you deal damage to a creature that is not resistant or immune to the damage type, you may declare the target vulnerable to that damage for this instance. If the creature is already vulnerable, it instead takes triple damage from that instance



PRESENCE OF TYRANUS

BASE FEATURES

Commanding Authority. You gain proficiency in either Intimidation or Persuasion.

Extended Command. You learn the Command spell. It is always prepared and does not count against your number of spells known or prepared. Once per long rest, you may cast it without expending a spell slot. When cast this way the effect lasts a number of rounds equal to your proficiency bonus, and the target may repeat the saving throw at the end of each of its turns to end the effect early. You can also cast it using spell slots you have of the appropriate level without extra benefits.

Tactical Bark (Prof. mod/day). As a bonus action, you can shout a quick command to a willing ally within 60 feet who can hear you. That ally can immediately choose to do one of the following as their reaction:

- ◇ Move up to their speed without provoking an attack of opportunity
- ◇ Make one weapon attack
- ◇ Cast a cantrip
- ◇ Interact with an object

CAMPAIGN PROGRESSION:

TYRANUS'S DOMINANCE

Unshaken Authority. You gain expertise in one of either Intimidation or Persuasion, provided you are already proficient in the chosen skill.

Voice of Command (1/day): When you cast the Command spell, you may choose to amplify it with divine authority. Instead of targeting a single creature, the spell affects all hostile creatures within a 60-foot radius centered on you. Each affected creature must be able to hear you and must make a Wisdom saving throw as normal. You issue the same one-word command to all targets.

Prohibitive Decree (Prof. mod/day). As a bonus action, you utter an edict that prohibits a specific type of action from a creature of your choice within 120 feet of you. Until the start of your next turn a creature that violates the chosen command takes 6d6 psychic damage.
List of actions:

- | | |
|------------------------------|--|
| ◇ Do Not Move | ◇ Do Not Heal (If the creature restores hit points to itself or another) |
| ◇ Do Not Use Weapons | |
| ◇ Do Not Use Items | ◇ Do Not Speak |
| ◇ Do Not Cast Leveled Spells | |



REMOR'S INITIATIVE

BASE FEATURES

Master of Arms. You gain proficiency with all weapons including arcanotech, siege, and improvised weapons.

Quick Reflexes. You add your proficiency bonus to your Initiative checks. If, after rolling initiative, your score is lower than that of all enemies, you may reroll your initiative once, but must take the new result, even if it is worse.

- Walking Arsenal.** Remor's mastery of war expands your capabilities:
- ◇ **Thrown Strike.** When you make an attack, you can throw your currently wielded weapon as if it had the Thrown property (range 30/60 feet). After the attack, you may immediately draw another weapon as part of the same action.
 - ◇ **Weapon Switch (Prof. mod/day).** As a bonus action, you may sheathe your current weapon, draw a different one, and immediately make a single attack with the new weapon.

CAMPAIGN PROGRESSION:

FIRST STRIKE MASTERY

Lightning Reflexes. You gain expertise in Initiative, allowing you to double your proficiency bonus when making Initiative checks. If you go first in the initiative order, you can instead choose your place in the initiative order.

- Decisive Strike.** On the first round of combat:
- ◇ When you take the Attack action on your turn, you can make one additional weapon attack as part of that action. This bonus applies only once during the first round, regardless of how many attacks you can normally make.
 - ◇ You have advantage on attack rolls against creatures that have not yet taken their turn in the initiative order.

Severing Blow (Half Prof. mod/day). When you hit a creature with a weapon attack, you can choose to channel brutal precision and attempt to inflict a permanent injury. The attack deals extra damage equal to twice your proficiency bonus, and the target must make a Constitution saving throw (DC based on STR or DEX). On a failed save, roll 1d20 and consult the table below to determine the body part affected.

Roll	Body Part	Effect
1-3	Left Leg	Movement speed is halved. Disadvantage on Strength and Dexterity saving throws and cannot Dash.
4-6	Right Leg	As above. If both legs are injured, the target falls Prone after any movement.
7-9	Left Arm	Drops anything in that hand, and can't use it for any manipulations.
10-12	Right Arm	As above. If two hands are injured, it cannot cast spells using somatic components.
13-15	Ribs	Disadvantage on Constitution saving throws. Target has trouble speaking (verbal spellcasting requires a DC 10 Constitution check).
16-18	Gut	The creature takes extra 2d6 piercing damage (cannot be reduced) each time it takes damage from weapon attack.
19-20	Head	If the creature can't survive without its head, it is instantly slain. Otherwise, it takes extra 6d6 damage.



UNDINE'S DELIGHT

BASE FEATURES

Fearsome Presence. You gain proficiency in either Insight or Intimidation.

Predatory Advantage. You gain immunity to the Frightened condition. You have advantage on attack rolls against frightened targets.

Terrifying Influence (Prof. mod/day). As a bonus action, you can attempt to strike fear into a creature within 120 ft that can see or hear you. The target must succeed on a Wisdom saving throw. On a failed save, the creature is frightened of you. At the end of each of its turns, the creature may repeat the saving throw, ending the effect on a success.

CAMPAIGN PROGRESSION:

TERROR INCARNATE

Sum of All Fears. You gain expertise in one of either Insight or Intimidation, provided you are already proficient in the chosen skill.

Overwhelming Terror.

- ◇ You can perceive creatures that are frightened of you within 120 feet as if you had blindsight.
- ◇ Creatures that are immune to the frightened condition are not immune to your fear effects, but instead are treated as having advantage on saving throws against becoming frightened by you.

Paralysing Fear (1/day). When a creature fails a saving throw to become frightened of you, you may choose to intensify its fear into paralysis. That creature becomes paralyzed until the end of its next turn. If the creature is immune to paralysis, the use of this ability is not consumed.



SHADOW OF RAHU

BASE FEATURES

Nocturnal Awareness. You gain proficiency in either Sleight of Hand or Stealth. In addition, you gain proficiency with a set of artisan's tools of your choice.

Shadow Double (Half Prof. mod/day). As an action, you summon a shadowy replica of yourself within 30 feet. It mimics your appearance (though the gear it wears is just an illusion), has your movement speed, and possesses your proficiencies. You control what the double does, though it can only take non-damaging actions (e.g., Help, speak, interact with objects). You can see and hear through it.

- ◇ It has 10 AC, 1 hit point, has +0 to saves, and lasts for 10 minutes or until destroyed. A creature may make an Insight or Investigation check against your Deception to recognize the double as unnatural.

Dirty Tricks Done Dirt Cheap (Prof. mod/day). When you hit a creature with a weapon attack, you can perform a cunning combat maneuver, forcing the target to make a Dexterity saving throw (DC based on DEX). You must describe the maneuver's appearance or tactic. On a failed save, choose one of the following effects:

- ◇ **Blind.** The target is blinded until the end of its next turn.
- ◇ **Knock Down.** The target is knocked prone.
- ◇ **Ear Strike.** The target is deafened for 1 minute.
- ◇ **Sickened.** The target is poisoned until the end of its next turn. This effect ignores immunity to the poisoned condition.

CAMPAIGN PROGRESSION:

TERROR INCARNATE

Hand in the Dark. You gain expertise in one of either Sleight of Hand or Stealth as well as in a set of artisan's tools if you're already proficient in them.

Gazing into Abyss. If you do not already have it, you gain darkvision with a range of 120 feet. In addition, you can see through magical darkness as if it was ordinary darkness.

One-in-a-Million Shot. Once per combat, before making an attack, you can declare it to be a One-in-a-Million Shot. When you do, you add your proficiency bonus to the attack roll. If this attack hits and the result exceeds the target's AC by 10 or more, it is treated as a critical hit, even if it would not normally qualify.



ZOHR'S

SPIRIT OF ASCENSION

BASE FEATURES

Physical Mastery. You gain proficiency in either Athletics or Acrobatics.

Merciful Subjugation. You can knock out creatures using spells and ranged attacks, in addition to melee attacks. Knocked-out creatures are rendered unconscious rather than killed. When you knock out a creature, you gain temporary hit points equal to twice your proficiency bonus.

Freedom Demands Sacrifice (Prof. mod/day). You inflict pain onto yourself to invoke Zohr's aspect of liberation. As a reaction, when you or an ally within 30 feet fails a saving throw or ability check to resist being charmed, frightened, grappled, or restrained, you may choose to take damage equal to half your level (rounded up). If you do, the affected creature immediately rerolls the failed save or check.

CAMPAIGN PROGRESSION:

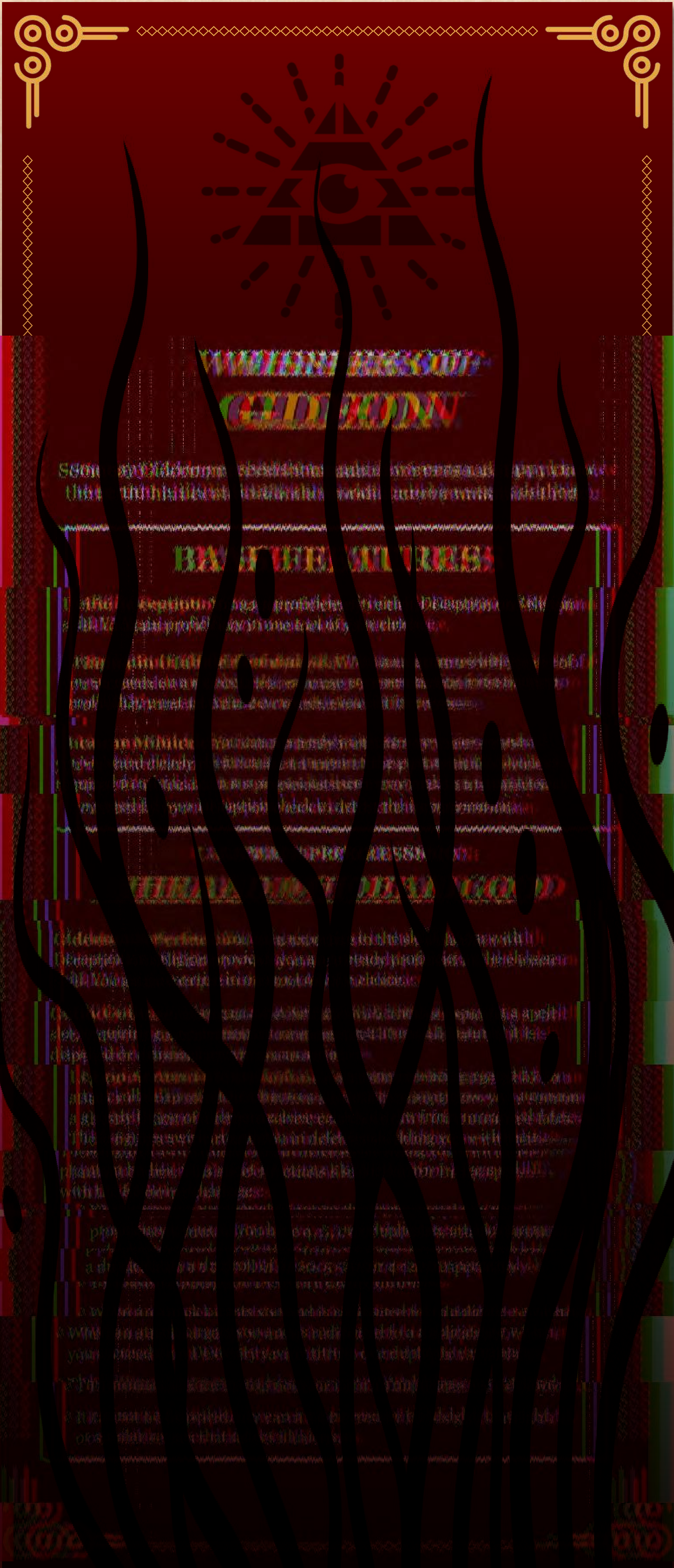
ZOHR'S ENDURANCE

Unbroken Form. You gain expertise in one of either Athletics or Acrobatics, provided you are already proficient in the chosen skill.

Unchained Will. You have advantage on saving throws against Enchantment spells and to end or avoid the Charmed or Frightened conditions. If you succeed on the save, the attacker takes psychic damage equal to 5x prof. mod. This damage cannot be reduced.

Rebellion Against Order (1/day). True freedom is found in defying established norms. At the end of another creature's turn in combat, you may break the established flow of battle and take your turn immediately. This special turn is limited to a single action, which can be one of the following: Attack (one weapon attack only), Dash, Disengage, Hide, Cast a Second Level Spell or lower, Use an object.

- ◇ Alternatively, you may grant this rebellious surge to an ally within 60 feet instead of yourself. That creature uses the action immediately under the same restrictions.





MORTAL PHILOSOPHIES

REQUIREMENTS

Your character must hold allegiance to neither the Pantheon nor the Nine.

Mortal Philosophies are feats that reflect your personal beliefs about what it means to exist, and act as an independent force in a world dominated by gods, demons, archmages and other higher powers.

You do not need to hate divine or arcane power, but your convictions must center on personal strength, adaptability, and self-reliance. It doesn't preclude you from being a spellcaster or using magic items.

You may be someone who simply seeks to survive and thrive amid higher power machinations (Might of Man), who treats both arcane and divine magic as a tool to serve their needs (Unbound Channeler), or who stands in active rebellion against all higher powers that would dominate mortalkind (Mortal Banner).

To progress this feat, you must complete a significant act that reflects your chosen philosophy during the campaign. This milestone should be personal, significant and story-defining. The opportunity to achieve it would likely come by the middle of the campaign at approximately level 9 at earliest. Ask your DM what form this act might take for your character. This may include:

- **Might of Man:**

- ◊ Surviving overwhelming magical threats (be them arcane or divine) through pure grit, skill, and determination.
- ◊ Finding an exceptionally clever mundane solution to a problem that others would solve with magic.
- ◊ Refusing a powerful offer, bribe or bargain from a higher power, and enduring the consequences.

- **Unbound Channeler:**

- ◊ Wielding both divine and arcane powers as tools to serve your goals.
- ◊ Reconciling opposing magical forces to create a greater benefit for mortals.
- ◊ Undermining magical authority, especially those who hoard or restrict magic that could uplift others. Teach others magic.

- **Mortal Banner:**

- ◊ Defeating a powerful servant of a god, mage, extraplanar being or other oppressive force that oppresses mortals.
- ◊ Liberating a group of mortals from the control or influence of a divine, arcane, or extraplanar power.
- ◊ Standing as a shield for others, protecting them from supernatural forces through mortal strength, conviction, or sacrifice.

- **Or another moment of narrative significance and that embodies your character's core philosophy, as determined by the DM.**



MIGHT OF MAN

*You survive through will, muscle, and instinct.
Magic is just another hazard to endure.*

BASE FEATURES

Versatile Skill. You gain proficiency in one skill of your choice.

Rejecting Higher Powers (Prof. mod/day). When you are targeted by a divine or arcane magical effect, before making the saving throw, you can use your reaction to gain advantage on it.

Mortal Resilience (1/day). When you are reduced to 0 hit points by a magical effect, you instead drop to 1 hit point.

CAMPAIGN PROGRESSION:

MORTAL RESILIENCE

Expert Skill. You gain expertise in the skill chosen with Versatile Skill.

Heightened Resistance. You have advantage on saving throws against all magical effects. In addition, you may now use Rejecting Higher Powers on an ally within 30 feet of you.

Reflective Defiance (1/day): When you succeed on a saving throw against a magical effect that targets only you by 5 or more, you may reflect the effect back at its caster. The caster becomes the new target of their own spell or magical ability, using their original spell save DC or attack bonus as applicable. This reflection bypasses immunities to damage or conditions.



UNBOUND CHANNELER

*You do not revere divine or arcane magic,
you respect and repurpose them. To you, spells are
tools, prayers are protocols, and both are meant to be
adapted, shaped, and siphoned to serve mortal will.*

BASE FEATURES

Student of Two Worlds. You gain proficiency in either Arcana or Religion.

Disciple of Caduceus (Prof. mod/day). When a creature within 30 feet restores hit points using a magic effect, you can use your reaction to regain hit points equal to half the amount healed.

Share Save (1/day). When you succeed on a saving throw against a magical effect that targets both you and an ally, you can allow this ally to immediately reroll their saving throw against the same effect.

CAMPAIGN PROGRESSION:

HARMONY OF THE WEAVE

Master of Two Worlds. You gain expertise in the skill chosen with Arcana or Religion provided you are already proficient in the chosen skill.

Universal Attunement. You can attune to one magic item that normally requires a specific class, race, alignment or condition even if you don't meet that requirement.

Copycat (Prof. mod/day). If you have Spellcasting or the Pact Magic feature, when a creature within 60 feet of you casts a spell, you may use your reaction to momentarily study it and commit it to memory. You learn that spell and may treat it as known and prepared until the end of your next long rest. It uses your spellcasting ability, and you must have an available spell slot of the appropriate level to cast it.

- ◇ Alternatively, if you do not have the Spellcasting or Pact Magic feature, and the spell's level is equal to or less than half your character level (rounded down, 8th level maximum), you may store it instead. You can cast the stored spell once, using the appropriate casting time, before the end of your next long rest. It does not require material components, but it uses the original caster's spell DC and attack bonus.



MORTAL BANNER

Gods, demons, and archmages have plagued mortals for too long. You stand unbowed against the tyranny of higher powers and will lift up the common folk around you against those who can destroy lives with a wave of their hand.

BASE FEATURES

Know Your Enemy. You gain proficiency in either Insight or Perception.

Breaker of Higher Powers. When you deal damage to a creature concentrating on a spell or magical effect, it makes its concentration check with disadvantage.

Fight the Power (Prof. mod/day). When you or an ally within 120 feet takes damage from a magical effect, you can proclaim a vow of retaliation against the source. For the next minute, or until you hit the creature with an attack, your weapon attacks against them are made with advantage. This can only be active against one target at a time.

CAMPAIGN PROGRESSION:

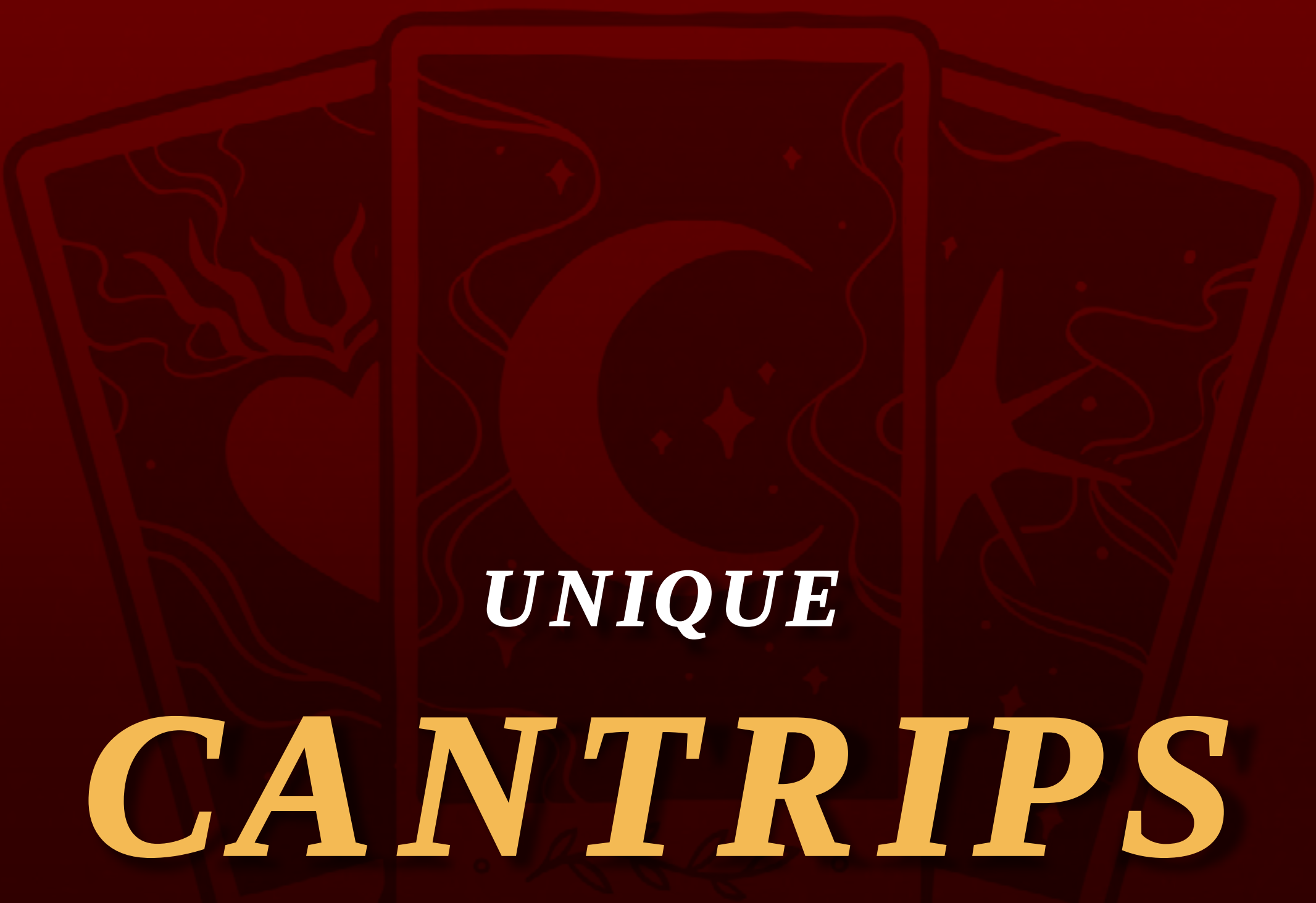
VENGEANCE INCARNATE

Eye for Danger. You gain expertise in either Insight or Perception provided you are already proficient in the chosen skill.

Spellbreaker (Half Prof. mod/day). When a creature within 30 feet of you casts a leveled spell, you may use your reaction to challenge the act of magic itself. The caster must choose to either:

- ◇ Lose the spell, causing it to fizzle with no effect, or
- ◇ Suffer force damage equal to your proficiency bonus × the spell's level as the spell is violently disrupted mid-incantation.

Banner of Defiance (1/day): As a free action, you raise the banner of rebellion and vow to bring down a force that threatens mortal freedom. Choose one of the following: arcane spellcasters, divine spellcasters, dragons, fiends, aberrations, celestials, or undead. Until your next long rest, you and all allies within 30 feet of you deal extra damage equal to your proficiency bonus with attacks and cantrips against creatures of the chosen type.



UNIQUE **CANTRIPS AND SPELLS**

The great mage **Alabaster** created many spells in his time. Two of the most well-known, **Inkweaver's Transcription** and **Alabaster Fist**, are known to be wielded with those with a special connection to arcane. If you feel this describes your character, you may select these cantrips.

You may encounter and study the remaining spells on the list during your journey, with your DM's approval.

These spells can be taken by any Artificer, Bard, Sorcerer, Warlock or Wizard. Other classes can learn them with DM's permission.

INKWEAVER'S TRANSCRIPTION

Cantrip | Divination

CASTING TIME 1 MINUTE	RANGE 30 FT	DURATION INSTANTANEOUS
COMPONENTS V, S, M (a drop of ink and a piece of parchment)		
You conjure faint, rain-like drops of magical ink to fall upon a page you hold, forming an exact copy of up to 300 words (or equivalent symbols, such as hieroglyphs) from a written source within range, such as a specific page of a book, graffiti, or a sealed letter. The text does not need to be visible (e.g., a page inside a closed book), but you must be aware of its existence. The source cannot be protected by magic or other divination-blocking effects. You cannot copy through more than 1 foot of stone, 1 inch of metal, or 3 feet of wood. This cantrip copies non-magical effects only, no magical writing can be reproduced.		

ALABASTER FIST

Cantrip | Transmutation

CASTING TIME 1 ACTION	RANGE SELF	DURATION INSTANTANEOUS
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COMPONENTS
S, M (a piece of pure white marble)

Clutching a shard of gleaming white marble, you transmute your fist into heavy stone and drive it forward with punishing force. As part of casting this spell, you make a melee spell attack against one creature within 5 feet of you.

On a hit, the target takes 2d4 force damage and must succeed on a Strength saving throw or be pushed up to 5 feet away from you.

Cantrip Upgrade: Starting at 5th level, the cantrip deals 4d4 and the push distance increases to 10 feet. The damage and push distance further improve at higher levels:

At 11th level: 6 d4, 15-foot push
At 17th level: 8 d4, 20-foot push

ANTONIN'S ADJACENT REDIRECTION

2nd-level | Abjuration

CASTING TIME 1 REACTION*	RANGE 60 FEET	DURATION INSTANTANEOUS
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COMPONENTS
V, S, M (a broken compass)

You twist the ley lines of space, shifting the origin point of an area effect just before it manifests. When a creature casts a spell (Fireball, Wall of Force) or uses a magical ability that creates an area of effect (such as a cone, sphere, cube, cylinder, or line), you can move its origin or targeted point up to 5 feet in any direction.

This repositioning can change which creatures or objects are affected, yet the new origin must still be valid for the effect: cones must still originate from the caster, walls must be placed on a solid surface, etc.

If an effect creates multiple areas (such as Meteor Swarm), you may reposition only one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the displacement distance increases by 5 feet for every two slot levels above 2nd (10 feet at 4th level, 15 feet at 6th, 20 feet at 8th, etc.).

*Taken when a creature within 60 feet casts a spell or uses magic ability that creates an area of effect

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103

ALABASTER'S SHIELDBREAKER LANCE

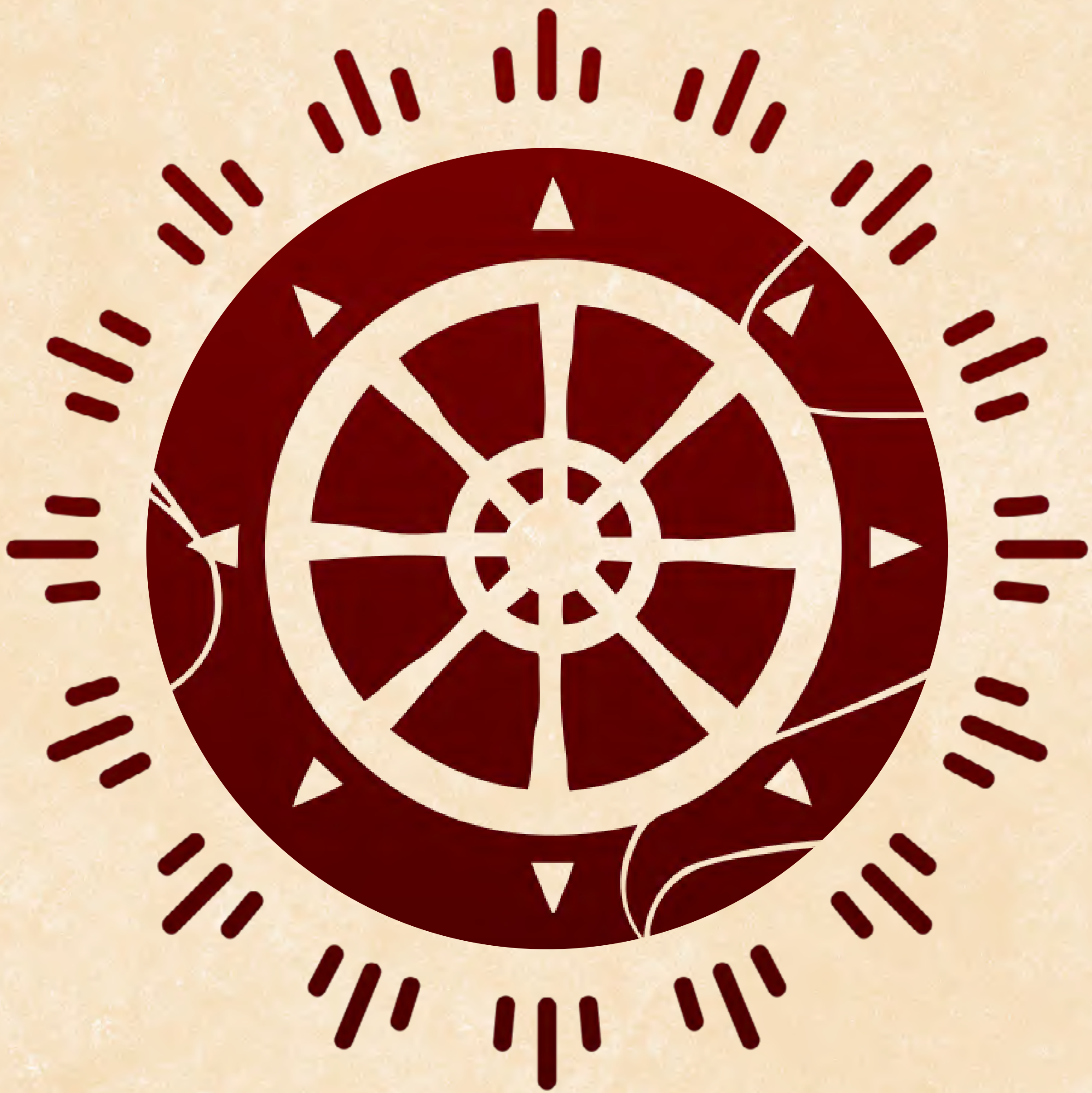
3rd-level | Evocation

CASTING TIME 1 ACTION	RANGE 180 FEET	DURATION INSTANTANEOUS
COMPONENTS V, S, M (a chalk stub)		
You conjure a streaking lance of multicolored arcane energy that unerringly strikes a creature you can see within 180 feet range. The lance automatically hits it and deals 9d4 force damage. If the target is under the effect of the shield spell, the lance detonates upon impact. The shield is immediately dispelled, and all creatures within 10 feet other than the target must succeed on a Constitution saving throw or take half the force damage. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you conjure one additional Lance for every three slot levels above 3rd (i.e., two lances at 6th level, three lances at 9th level). You can target the same creature or different ones. All lances resolve simultaneously.		

ALABASTER'S DELAYED SIGIL

5th-level | Abjuration

CASTING TIME 1 ACTION	RANGE SELF	DURATION INSTANTANEOUS
COMPONENTS V, S, M (200 gp worth of emerald dust that the spell consumes)		
When you cast this spell, choose a 1st-level spell you know or have prepared with a casting time of 1 action, 1 bonus action, or reaction. You seal the chosen spell into a spinning, luminous glyph that hovers within 5 feet of you and follows you as you move. You still spend material components if the sealed spell requires it. You may only have one glyph active at a time. As an action, you can transfer the glyph to another willing creature within reach, making it follow them instead. If you do, the spell will originate from or target that creature, but you remain the caster. As a reaction, you can interrupt any action, movement, speech, attacks, or another spell, to instantly cast the sealed spell without expending an additional spell slot. Once the spell is cast, the glyph vanishes. At Higher Levels. When cast using a spell slot of 6th level or higher, you may seal a spell of one level higher for each slot level above 5th (e.g., a 2nd-level spell at 6th level, 3rd-level at 7th, etc.).		



ALABASTER’S WALL

7th-level | Conjunction

CASTING TIME 1 ACTION	RANGE 100 FEET	DURATION [C] 10 MINUTES
COMPONENTS V, S, M (a polished shard of white marble worth 200 gp)		
You conjure a towering wall of gleaming alabaster that manifests in the air above a point you can see within range. The wall immediately crashes down, forming a solid barrier upon landing. The wall is made of up to ten contiguous sections, each 5 feet thick, 10 feet wide and up to 50 feet tall, and must be placed so that all sections connect along one edge. The height is decided when the spell is cast. Each section has AC 20, 150 hit points and vulnerable to bludgeoning and thunder damage. When the wall falls, each creature in the space directly beneath a section must make a Dexterity saving throw. On a failed save, the creature takes 9d8 bludgeoning damage, is knocked prone, and becomes restrained, pinned beneath the wall. On a successful save, the creature takes half damage and moves to the nearest unoccupied space of their choice adjacent to the wall. A restrained creature may attempt to free itself by making a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, it escapes to the nearest unoccupied space.		

[C] = Concentration