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OBVLON



A SWORD & SORCERY SETTING FOR SHADOWDARK RPG

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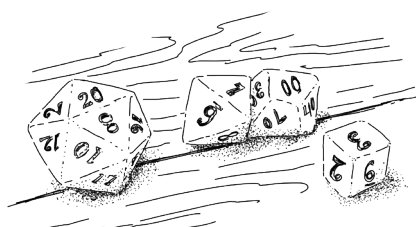
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WHAT'S OBVLON?

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Obvlon is a tribute to a lost age—a setting of flickering torches, looming ruins, masked gods, and hungry daemons. It is the Heartland of a once-mighty empire, now splintered into guilds, cults, and crumbling provinces. It's familiar, but names have changed. The myth remains.

The towers are tall, but hollow. Roads run, but are rarely safe. Deep halls echo with iron and spellcraft. Everything's breaking, and everyone wants a piece of what's left.

You've played it before. Maybe not like this. Obvlon is for adventurers. Dungeons dot the land like scars. Magic costs. Daemons barter. Factions scheme. Gold waits in tombs. Death waits everywhere.

Use it as a full setting or mine it for pieces. Built for Shadowdark: fast play, grim tone, classic style.





DEAN SINGER

RACES

0 2 1 4 7

ALBION

Fair-skinned folk of human and elf ancestry, Albions are renowned for their magical aptitude and resilience.

You know the Common and a common language.

Spellward. You have ADV to resist spells.

CATKIN

Furred nomads with slit-pupiled eyes and restless grins. They excel at theft, climbing, and vanishing when blades come out.

You know the Common and Catkin languages.

Night Eye. You don't have DISADV in complete darkness.

DARK ELF

Ash-skinned, red-eyed, and soot-stained, born of fire and strife. They speak to ghosts and walk places others fear.

You know the Common and a common language.

Ancestor's Wrath. 1/day wreath yourself in flames for 1d4 rounds: enemies that attack you in melee take 1d6 fire damage.



ORC-KIN

Tusks, tattoos, and muscles like stone, born of old wars and never quite trusted. Fierce, proud, and ever ready to prove their worth.

You know the Common and Orcish languages.

Berserk Rage. 1/day when you are reduced to 0 HP, go to 1 HP instead.



REDLANDER

Sun-browened warriors from the burning south, clad in glass-steel and mystery. They trade in relics, prophecy, and the dead.

You know the Common and a common language.

Adrenaline Rush. 1/day you gain ADV on checks for 1d4 rounds.

WOOD ELF

Bark-painted and moss-crowned, quick with arrows and silence. They revere beasts, trees, and the deep dark green.

You know the Common and a common language.

Beast Tongue. You can communicate simple ideas with natural animals.



STAR SIGNS

Everyone is born under a sign. At the GM's discretion, players may choose a star sign at character creation.

THE DOOR

Once per day, when you'd trigger a trap, you notice it moments before.

THE KNAVE

Once per day, reroll a failed DEX check.

THE SNAKE

Once per day, target touched creature DC 12 CON or paralyzed for 1d4 rounds.

THE QUEEN

Gain +1 MAX HP per level.

MAN AT ARMS

Once per day, re-roll a failed STR check.

THE ELEMENTAL

Spells targetting you are +2 DC to cast.

THE RITE

Once per day, reroll a failed WIS check.

THE KING

Once per day, reduce incoming damage by 5.

THE SORCEROR

Once per day, reroll a failed INT check.

THE GRIN

Once per day, reroll a failed CHA check.

THE STEED

Once per day, move double near on your turn.

THE SHADOW

Once per day, turn invisible for 3 rounds.



MAGIC

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Magic is a force, a bargain, a sickness, a secret. It is dangerous, addictive, and never free. Magic is well-known amongst the people, though not all have the talent.

In addition to the spells in core, wizards and priests can learn soul bind spells.

LESSER SOUL BIND

Tier 1, Wizard or Priest

Duration: Focus

Range: Touch

You mark a creature within range of LV 3 or less. If the creature dies while the spell is active, its soul is drawn into a nearby soul stone. The soul remains trapped until released or consumed.

SOUL BIND

Tier 2, Wizard or Priest

Duration: Focus

Range: Near

As lesser soul bind, but can bind the souls of beings (LV 6 or less).

GREATER SOUL BIND

Tier 3, Wizard

Duration: Focus

Range: Near

As lesser soul bind, but can bind the souls of beings (LV 6 or less).



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SOUL STONE, GREATER

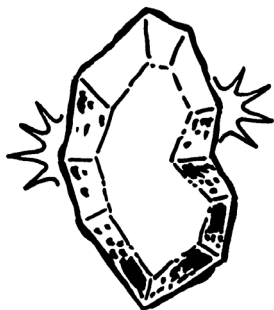
*A clear crystal formation
able to hold the soul of a
creature LV 8 or less.*

Benefit: Component of enchanting.

SOUL VESSEL

Any object—amulet, blade, or book—that you'd like to enchant.

The vessel temporarily gains strange properties when filled with a soul. This power has limited uses, however, and is fleeting.



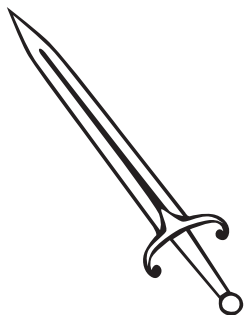
More valuable vessels are easier to enchant than cheap or low quality ones.

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To enchant, make an extreme (DC 18) Intelligence check. If the soul vessel is worth less than 20gp, you have DISADV. If the soul vessel is worth more than 200gp, you have ADV

On a success, the item gains a random property based on its type.

On a failure, the soul stone is wasted. The soul vessel may be fine, or become cursed (GMs choice).



SLASH WEAPON ENCHANTMENTS

D8	EFFECT
1	On hit: Deals +1d4 fire damage.
2	On hit: target paralyzed for 1 rnd.
3	On command: Sheds light as a torch (30 minutes)
4	On crit: reduce targets armor by 4.
5	On kill: heals wielder 1d4 HP.
6	On command: +1 to hit and damage on one attack.
7	On command: creates illusory double (Mirror Image effect).
8	On hit: Target blinded 1 rnd.

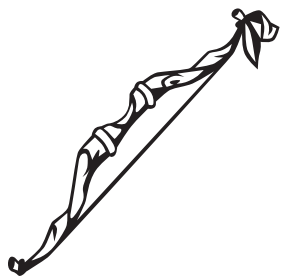
BLUNT WEAPON ENCHANTMENTS

D8	EFFECT
1	On hit: Deals +1d4 lightning damage.
2	On hit: knock target back near.
3	On crit: stun target 1 round.
4	On hit: target falls asleep 1 round.
5	On hit: wielder gains +1 AC for 1 round
6	On command: emits a deafening boom.
7	On hit: target confused 1 round.
8	On crit: target petrifies for 1 round.



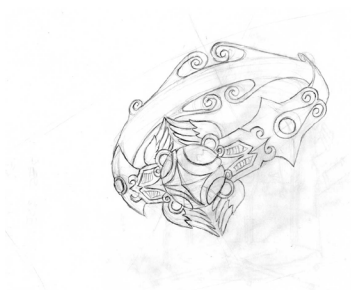
PIERCING WEAPON
ENCHANTMENTS

D8	EFFECT
1	On hit: Deals +1d4 poison damage on hit.
2	On hit: target slowed 1 round.
3	On crit: inflict bleeding (1d4/round).
4	On hit: target charmed 1 round.
5	On hit: disables resistances for 1 round.
6	On command: fires a magic missile.
7	On hit: target silenced 1 round.
8	On crit: teleport wielder a short distance.



ARMOR
ENCHANTMENTS

D8	EFFECT
1	On command: +2 AC against one attack.
2	On command: resistance to fire, cold, or lightning.
3	On command: Become invisible for 1d4 rounds.
4	On command: Stoneskin (AC 17, 1d4 rounds).
5	On command: immunity to sleep and charm.
6	On command: Feather fall.
7	On command: Regenerate 1 HP/round for 1d4 rounds.
8	On command: reflect failed spell that targeted you at caster.



RING/AMULET ENCHANTMENTS

D8	EFFECT
1	On command: Detect magic for 1 round.
2	On command: Speak with animals for 1d4 rounds.
3	On command: Spells are +2 DC to cast against you.
4	On command: Scry for 1 round.
5	On command: Teleport self near.
6	On command: Cast command.
7	On command: Immunity to poison 1 round.
8	On command: heal 2d6 HP.

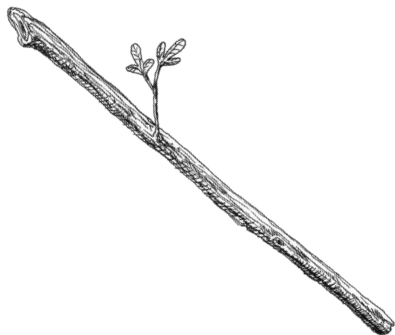
CLOTHES/ROBES ENCHANTMENTS

D8	EFFECT
1	On command: ADV on stealth checks for 1d4 rounds.
2	On command: resist drain effect.
3	On command: fly for 1d4 rounds.
4	On command: +1 to spellcasting checks.
5	On command: Cast Mirror image, lasts 1d4 rounds.
6	On command: cast shield (+2 AC).
7	On command: Protection from evil for 1d4 rounds.
8	On command: Regain 1 failed spell.



WAND/STAFF
ENCHANTMENTS

D8	EFFECT
1	On command: Casts magic missile.
2	On command: Casts fireball.
3	On command: Casts web.
4	On command: Casts hold person.
5	On command: Absorb 1d4 HP on hit.
6	On command: Casts levitate.
7	On command: Casts shield.
8	Casts soul trap.



TOOL
ENCHANTMENTS

EFFECT
Smith's hammer: Repairs any item with a few strikes.
Lantern: Reveals hidden doors or creatures.
Trowel: Plants or buries anything instantly.
Quill: Writes flawless forgeries or perfectly copies any handwriting.
Rope: Ties or unties itself, extends to any length, and cannot be cut except by magic.
Compass: Always points to what the user most desires.
Piton: Anchors itself in any surface, supports any weight, and returns to the user's hand on command.

USES

The amount of times an enchanted item can be used depends on the soul stone used to make it.

SOUL STONE	# USES
Lesser Soul stone	1
Greater Soul stone	1d3+1
Black Soul stone	1d6+2

When an enchanted item runs out of uses, it becomes nonmagical.



FORBIDDEN MAGICS

Certain magics are outlawed in the Heartlands, their practice punishable by exile, imprisonment, or death.

The Mage Guild and Imperial Authority enforce these bans, hunting rogue casters and confiscating forbidden tomes. Illegal magics include:

- Flight
- Polymorphing
- Necromancy
- Scrying on private domiciles
- Daemon summoning
- Soul trapping citizens
- Mind control

Enforcement is strict in cities, but lax in villages and nonexistent in the wilds.

Offenders face fines, branding, imprisonment, exile, or execution. Even research into these arts draws suspicion.

SMITHING

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During your downtime, you can smith. Decide what you want to make, and what materials you'll use. Then make an extreme DC 18 WIS check. If you succeed, you craft the item. If you fail, you can try again as your next downtime activity, this time lowering the difficulty of the check by one step.

MATERIALS

Scrap. Scrap is free. Armor made of scrap breaks when you're hit. Weapons made of scrap break the first time you miss.

Basic Materials. No special properties. Basic materials for an item cost 1/4 its base price.

When creating with special materials, most weapons and shields take 1 bar, greatswords and chainmail take 2, and platemail take 3 bars. Costs listed are per bar.

Sunstone. 50gp. Weapons glow when undead are near. Armor makes you immune to charm effects.

Obsidian. 100gp. Spells targeting the wearer are +2 DC to cast. Weapons count as magic.

Glass. 100gp. Armor occupy -2 slots. Weapons of glass crit on 19-20.

Daemonsteel. 200gp. Weapons deal additional dice on crits. Armor requires crits against you to be re-rolled.

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Your character may wish to create a potion. In order to create a potion, you must work in an alchemy lab. Decide how many ingredients you want to combine into your potion. Each ingredient must be different. Then, make an extreme DC 18 Intelligence check. If you succeed, you create a potion. If you fail, your brew needs time to simmer. You can try again as your next downtime activity, this time lowering the difficulty of the Intelligence check by one step.

Ingredients have a bonus and/or a stat penalty associated. These modifiers describe the potions effects. The effect depends on the bonuses:

- The highest combined bonus determines the primary effect.
- If two stats tie for highest effect, both apply.
- The highest combined negative adds a drawback.
- If two stats tie for the lowest stat, one is chosen randomly.

Potions occupy 1 slot each.

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Creatures can make a DC 12 WIS check to find alchemy ingredients. This can be done while travelling, or in a dungeon.

When you find an ingredient, roll to determine what kind.

D8	RANDOM INGREDIENT
1	Strength ingredient
2	Dexterity ingredient
3	Constitution ingredient
4	Intelligence ingredient
5	Wisdom ingredient
6	Charisma ingredient
7	Special ingredient
8	Find two ingredients, re-roll

Alchemists rarely sell ingredients - they are more valuable as potions. If they do, they cost 5gp.

An alchemist may have d3 potions for sale at a time. Make three random combinations to determine their stock. Each are worth 25gp.

INGREDIENT	EFFECT
Oerthroot	+1 your choice
Death's Head Mushroom	-1 your choice



STRENGTH

INGREDIENT	EFFECT
Marrow Stalk	+1 STR
Minotaur Horn	+1 STR / -1 CHA
Graht-Oak Resin	+1 STR / -1 WIS
Dwerf Cog	+1 STR / -1 INT
Rockjoint Fungus	+1 STR / -1 CON
Ogre's Toenail	+1 STR / -1 DEX

INTELLIGENCE

INGREDIENT	EFFECT
Bib Jelly	+1 INT
Wraith Tatters	+1 INT / -1 CHA
Lich's Phylactery	+1 INT / -1 WIS
Void Condensate	+1 INT / -1 CON
Lying Tongue	+1 INT / -1 DEX
Fool's Bane	+1 INT / -1 STR

DEXTERITY

INGREDIENT	EFFECT
Rat Tail	+1 DEX
Harpy's Talon	+1 DEX / -1 CHA
Felldew	+1 DEX / -1 WIS
Magesilver	+1 DEX / -1 INT
Brittlebone	+1 DEX / -1 CON
Nettle Stalk	+1 DEX / -1 STR

WISDOM

INGREDIENT	EFFECT
Old Man's Beard	+1 WIS
Sunelf Tear	+1 WIS / -1 CHA
Honeycomb	+1 WIS / -1 INT
Sorrow's Seed	+1 WIS / -1 CON
Blind Watcher's Tendril	+1 WIS / -1 DEX
Witherstalk	+1 WIS / -1 STR

CONSTITUTION

INGREDIENT	EFFECT
Stoneflesh Seed	+1 CON
Troll Fat	+1 CON / -1 CHA
Hist Sap	+1 CON / -1 WIS
Ricesalt	+1 CON / -1 INT
Wormheart	+1 CON / -1 DEX
Ebony Scale	+1 CON / -1 STR

CHARISMA

INGREDIENT	EFFECT
Purple Berries	+1 CHA
Sload Soap	+1 CHA / -1 WIS
Daemon's Kiss	+1 CHA / -1 INT
Hag's Comb	+1 CHA / -1 CON
Vile Lash	+1 CHA / -1 DEX
Vampire Dust	+1 CHA / -1 STR

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- **Highest bonus:** Primary effect.
Tie for highest, both apply.
- **Highest penalty:** Drawback.
Tie for lowest: chosen one randomly.

DEXTERITY

+/-	EFFECT
-4	DISADV on STR checks and atks 1 hour.
-3	Cannot lift heavy objects 1 hour.
-2	Can only move or attack on turn, not both 1 hour.
-1	Drop held objects on failed check or attack 1 hour.
0	No effects.
1	+2 STR for 1 hour.
2	Carry +3 more items for 1 hour.
3	Attacks deal additional dice of damage 1 hour.
4	ADV to attacks and STR checks 1 hour.

+/-	EFFECT
-4	Paralyzed for 1 hour.
-3	Can only move or attack on turn, not both 1 hour.
-2	Drop held objects on failed check or attack 1 hour.
-1	DISADV on checks relying on balance 1 hour.
0	No effects.
1	No fall damage under 20 ft 1 hour.
2	Reaction to force attacker to re-roll attack 1 hour.
3	Move double near 1 hour.
4	+4 DEX, all attacks against you have DISADV for 1 hour.

CONSTITUTION

+/-	EFFECT
-4	Max HP halved for 1 hour.
-3	Immobilized with vomiting and weakness 1 hour.
-2	DISADV on CON checks 1 hour.
-1	Takes full turn to move 1 hour.
0	No effects.
1	Heal 1d6 HP.
2	Heal 2d6 HP.
3	Heal 2d6 and restore lost stats.
4	Next time you'd go to 0 HP, go to 1 HP instead. Lasts 1 hour or until used.

WISDOM

+/-	EFFECT
-4	Hallucinations, attack closest target 1 hour.
-3	Distrust everyone 1 hour.
-2	Frightened of nearest creature 1 hour.
-1	DISADV to notice thing 1 hour.
0	No effects.
1	ADV to read people 1 hour.
2	ADV to notice things 1 hour.
3	+2 WIS, re-roll one failed check per turn 1 hour.
4	+4 WIS, see ghostlight around living creatures 1 hour.

INTELLIGENCE

+/-	EFFECT
-4	INT drops 1 for 1 hour.
-3	Cannot speak or write 1 hour.
-2	Forget anything you're not looking at for 1 hour.
-1	DISADV on INT checks 1 hour.
0	No effects.
1	Restore lost spell, ADV on INT check 1 hour.
2	Restore lost spell, temporary eidetic memory for 1 hour.
3	Decode any language or speech for 1 hour.
4	Ask the GM one question (answers truthfully).

CHARISMA

+/-	EFFECT
-4	All reaction rolls hostile 1 hour.
-3	Can't speak coherently 1 hour.
-2	Talks constantly 1 hour.
-1	DISADV on persuasion 1 hour.
0	No effects.
1	+2 CHA 1 hour.
2	+4 CHA 1 hour.
3	Issue indelible commands 1d4 rounds
4	ADV to reaction rolls 1 hour.

GODS & DAEMONS

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The gods of Obvlon are not distant. They hunger for prayer and their daemon counterparts pour their madness into the world. Worship is power.

THE DIVINES

The old gods of the Empire. Each has a sacred color, weapon, number, and day. Temples may be abandoned, but their names are carved into every coin and oath.



AURION, LORD OF DAWN (SUN, REBIRTH, LAW)

Aurion is the radiant god of the rising sun, law, and new beginnings. He is depicted as a golden figure crowned in light, holding a scepter. His followers believe he brings order from chaos and hope at the darkest hour, guiding rulers and the just. Patron of kings, judges, and new beginnings. Shrines are sunlit alcoves of white stone, with golden rays painted on the floor. A scepter-shaped brazier burns at dawn, and offerings are left in the light.

Priests ask for help
destroying evil or
mediating disputes.

**MARAE, LADY OF MERCY
(LOVE, HEALING, HEARTH)**

Priests ask for aid
escorting refugees, curing
a mysterious illness, or
reuniting lost families.

ZENTHYR, THE HARVEST LORD (WORK, COMMERCE, PLENTY)

Priests ask for help protecting local farmers or help breaking a curse on the land.



STENDROS, THE SHIELD
(COMPASSION, PROTECTION,
JUSTICE)

Stendros is the stalwart god of protection, justice, and compassion. Clad in silver armor and bearing a great shield, he stands as the defender of the weak and the enforcer of righteous law, inspiring guards and those who fight for others.

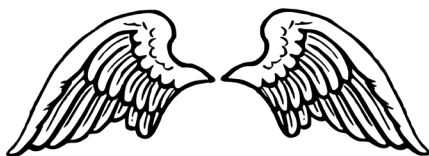
Shrines are sturdy, silver-plated alcoves in



guardhouses or crossroads, with a great shield mounted above the altar. Offerings of coins or broken weapons are common.

Priests ask to help defend villages, justice for the oppressed, or investigation of corrupt officials.

KYNARA, THE WAYFARER
(WINDS, TRAVEL, CHANGE)



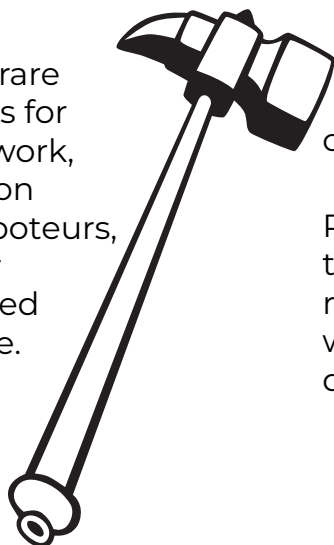
Kynara is the restless goddess of winds, travel, and change. She is depicted as a white-robed archer, her hair streaming like the breeze. Sailors, exiles, and wanderers seek her favor for safe journeys and new opportunities. Shrines are simple white arches along roads or at city gates, with windchimes and a bow carved into the stone. Travelers leave tokens or knots of string.

Priests seek escorts for a sacred pilgrimage, or rescue for lost travelers.

ARKYN, THE FORGER (ENDURANCE, CREATION, WAR)

Arkyn is the god of endurance, creation, and war. He is a bronze-skinned smith, forging worlds, weapons, and destinies with his mighty hammer. Builders, smiths, and those who persevere honor him for his patience and strength. Shrines are bronze anvils in workshops or near forges, surrounded by tools and half-finished crafts. Offerings of metal scraps or crafted trinkets are left.

Priests request rare materials for a great work, protection from saboteurs, or repair of a sacred structure.



TALION, THE ASCENDANT (HEROISM, TIME, AMBITION)

Talion is the bold god of heroism, time, and ambition.



Clad in red and wielding a sword, he inspires courage, the pursuit of greatness, and the shaping of destiny. Soldiers, rebels, and those who seek to rise above their station call upon his name. Shrines are red-draped pedestals in barracks or atop hills, with a sword thrust into the stone. Soldiers leave medals, broken arrows, or bloodied cloth.

Priests call for champions to close daemon gates, retrieve a legendary weapon, or lead a heroic quest.

THE DAEMON PRINCES

Each a fragment of cosmic sin. They rule realms beneath waking thought. Worshiped in blood and fire.

NOCTYRA, LADY OF SHADOWS (NIGHT, SECRETS, FATE)

Noctyra is the Daemon Princess of night, secrets, and fate. Cloaked in violet darkness, she moves unseen, hiding truths in shadow. Wants secrets kept, destinies twisted, and the world shrouded in mystery.

A follower of Noctyra may be tasked with stealing a secret from a powerful figure. She may urge her chosen to sabotage a prophecy or to twist fate's thread. Most coveted of all, Noctyra may send her faithful to retrieve a lost or stolen relic, a task reminiscent of other legendary quests.



MALGATH, PRINCE OF RUIN (DESTRUCTION, REVOLUTION, FIRE)



Malgath is the Daemon Prince of destruction, revolution, and fire. He appears as a figure wreathed in crimson flames, toppling towers and igniting change through chaos and ruin. Wants to see all order broken, empires fall, and the world remade in fire.

Shrines are scorched ruins or blackened altars, often hidden. A burning tower is carved above, and offerings are made in fire or ash.

Those who seek
Malgath's favor may find
themselves compelled to
acts of wild destruction.
He might whisper to a
suppliant to set fire to

a symbol of authority, to stoke the embers of rebellion in a peaceful town. Most dangerously, Malgath may demand the destruction of a powerful artifact or the assassination of a prominent figure, echoing the legendary quests of old where only ruin could satisfy his hunger. To serve Malgath is to become an agent of upheaval, leaving ruin in one's wake.

SHIGORA, THE MAD JESTER (MADNESS, PARADOX, MIRTH)

Shigora is the Daemon Prince of madness, paradox, and mirth. He appears as a grinning figure in motley, crowned with writhing serpents and clutching a crooked scepter. His laughter echoes through the cracks of reality, and his words are riddles that unravel sanity. Shigora delights in upending order, turning sense to nonsense, and inspiring both genius and lunacy. To worship Shigora is to embrace contradiction, to find wisdom in folly, and to dance on the edge of reason.

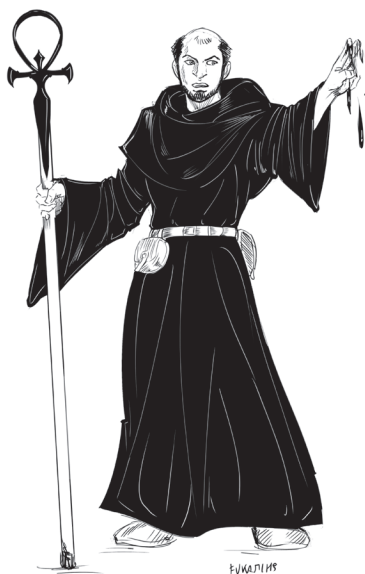
Those who call upon Shigora may find themselves compelled to speak only in riddles for a day. He may demand that a group be convinced to embrace a patently absurd idea, or



that a supplicant attempt to solve a task that is, by its very nature, impossible. Most infamously, Shigora may command a follower to bring madness to an entire community, as in the tales where a whole village was driven to delightful lunacy by his will. To serve Shigora is to walk the razor's edge between brilliance and madness, never quite certain which side one will fall.

VEYRON, THE SCHEMER (AMBITION, BETRAYAL, STRIFE)

Veyron is the Daemon Prince of ambition, betrayal, and strife. Masked and enigmatic, she exalts those who rise above others through cunning, conflict, and the overthrow of the unworthy. Veyron delights in the contest of wills, the shattering of old orders, and the forging of greatness through adversity. She whispers to mortals to test their strength, to betray those who grow complacent, and to seize power through bold action and ruthless cunning.



A supplicant of Veyron may be commanded to challenge a leader and claim their place, to orchestrate a betrayal that topples a rival, or to incite rebellion among the oppressed. Her trials often demand open conflict, the proving of one's worth in battle or intrigue, and the willingness to cast aside loyalty for the sake of ambition. To serve Veyron is to embrace struggle, to seek greatness through adversity, and to become both the architect of betrayal and the champion who rises from the ashes of the old.

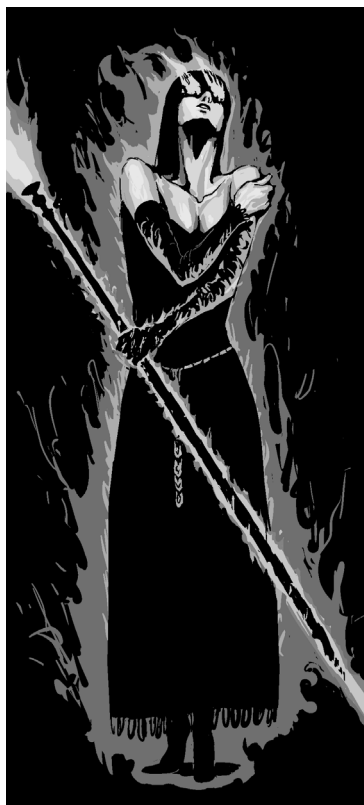
MOLGAR, THE BEAST (HUNGER, STRENGTH, SAVAGERY)

Molgar is the Daemon Prince of hunger, strength, and savagery. He is a monstrous, ochre-skinned brute, embodying primal rage and the law of the wild. Wants mortals to abandon civility, give in to their hungers, and prove strength through violence.

Those who seek Molgar's blessing may be driven to challenge a foe in single combat, to hunt and devour a rare beast, or to prove their might through acts of raw savagery. Sometimes, Molgar's will is simple: abandon all pretense of civility for a day, and let the beast within rule. Most honored of all, Molgar may call for a great hunt—a pursuit of a legendary creature whose defeat will prove the hunter's worth, echoing the wildest tales of his mythology. His followers are the strongest, the wildest, and t



AZURAEI, THE DREAMER (DREAMS, PROPHECY, CHANGE)



Azurael is the Daemon Princess of dreams, prophecy, and change. She is an ethereal figure of azure light, guiding mortals through visions, omens, and the shifting tides of fate. Wants mortals to question reality, follow visions, and embrace the uncertainty of dreams.

A dreamer in Azurael's service may be asked to interpret a strange vision for another, to change their plans on the strength of a fleeting omen, or to deliver a prophecy that is as cryptic as it is vital. Sometimes, she asks her followers to help another question the very nature of reality, to blur

the line between waking and dream. Most sacred of her tasks is the breaking of a curse or the restoration of a lost soul to their true form, a quest that echoes the ancient stories of her star-blessed miracles. Her servants are wanderers in the realm of the unreal, never quite certain what is true.

CLAVION, THE TRICKSTER (LUCK, BARGAINS, CHAOS)

Clavion is the Daemon Prince of luck, bargains, and chaos. Silver-tongued and quick-witted, he delights in games of chance, pacts, and the unpredictable turns of fate. Wants mortals to gamble with fate, make reckless deals, and embrace chaos.

A follower of Clavion may be drawn to wager something dear on a game of chance, to trick another into a foolish bargain, or to set in motion a chain of unpredictable events. Sometimes, he asks his servants to rig a game for chaos, ensuring that luck, not skill, decides the outcome. Most coveted of his requests is the recovery of a powerful, cursed artifact or the brokering of a bargain that will change the fate of many, echoing the infamous tales of lost blades and dangerous wishes. His followers are gamblers, tricksters, and agents of delightful disorder.



HERMAX, THE SEEKER (KNOWLEDGE, FORBIDDEN LORE, OBSESSION)



Hermax is the Daemon Prince of knowledge, forbidden lore, and obsession. He is a yellow-eyed scholar, hoarding secrets and driving mortals to madness in their pursuit of hidden truths. Wants mortals to seek forbidden knowledge,

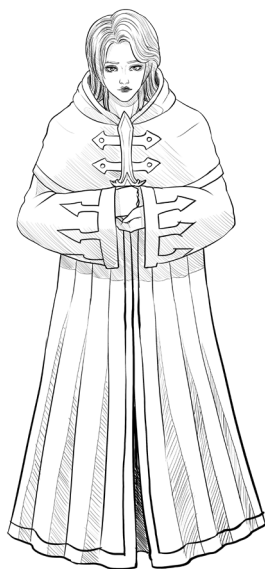
become obsessed, and lose themselves to secrets.

Those who heed Hermax's call may be compelled to steal a forbidden tome, to lose themselves in obsessive research, or to share dangerous knowledge with those unprepared for its weight. Sometimes, he demands that a truth be uncovered that will drive others to obsession, or that a secret be revealed that should have remained hidden. Most perilous of all, Hermax may require the gathering of souls or the completion of a ritual to unlock a tome of ultimate knowledge, a quest that has driven many to the brink of madness in ages past. His followers are the seekers, the obsessed, and the lost.

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Secretive necromancers who traffic in forbidden magics. Their goal is to unlock immortality and command the dead.

When pressured, they retreat into shadow, unleash undead minions, or offer forbidden bargains.



BONEBINDER SARETH

A gaunt, ageless lich woman draped in bone-white robes, her eyes shimmer with ghostlight. Rumored to have crossed Dibel's threshold more than once.

A gaunt, soft-spoken necromancer with a necklace of fingerbones. Sareth handles the Cabal's day-to-day dealings, tests new initiates, and is known for his subtle threats and chilling patience.

DAWNFIRE SECT

Fanatics who worship Malgath, Prince of Ruin, and the coming of a new, destructive dawn. Their goal is apocalypse and rebirth through fire.

When pressured, they ignite riots, set fires, or attempt to open gates to Malgath's realm.

SOLENNÉ, THE DAWNSEER

A striking figure in crimson and gold, her eyes burn with prophetic fire. She speaks metaphor, claiming visions of a new world born in flame. Her followers believe she alone knows the true path to salvation through destruction, and her sermons can turn doubt into fanaticism. Said to be the half-daemon daughter of Malgath.

FLAME-ADEPT CASSIAN

A fervent young zealot with burn scars tracing his jaw and hands. Cassian is the sect's recruiter and enforcer, tasked with testing new converts and rooting out spies. He is quick to violence but secretly craves Solenne's approval above all else. PCs are likely to encounter Cassian first, whether as a gatekeeper to the sect's inner circle or as an adversary sent to test their resolve.



DAEMON CULTS

Scattered, secretive, and mad. Each cult worships a Daemon—Malgath, Noctyra, Shigora, Veyron, Molgar, Azurael, Namirae, Clavion, or Hermax—seeking power or forbidden knowledge.

When pressured, they perform desperate rituals, summon daemons, or sacrifice their own to appease their masters.

Each cult has its own master, who embody their daemon lord.



FIGHTERS' GUILD

Warriors bound by shared scars, seeking glory, coin, and respect through battle. They honor Arkyn, the Forger, and Stendros, the Shield.

When pressured, they rally, challenge rivals, or drown troubles in drink and bravado.

GUILDMASTER BRONA IRONHAND

A burly woman with a prosthetic iron hand and a booming laugh. She settles disputes with her fists and never backs down from a challenge.

SERGEANT HALVAR

A grizzled veteran with a crooked nose and a fondness for tall tales. Halvar trains new fighters and is the first to greet would-be members with a challenge or a drink.



CHANCELLOR SEVERIAN DRAYK

A silver-haired statesman with a hawk's gaze and a voice that brooks no dissent. He keeps a dagger hidden in his desk and a list of enemies in his heart.

PREFECT LUCILLA VARRO

A sharp-eyed bureaucrat in immaculate armor, Lucilla enforces the Chancellor's will in the streets. She is ambitious, loyal, and quick to root out dissent among the ranks or populace.

IMPERIAL AUTHORITY

Generals, tax collectors, and nobles striving to hold the Heartland together with ink and steel, or to seize power amid chaos. Their banners bear their house heraldry and the empires sigil.

When pressured, they impose martial law, levy taxes, or turn to ruthless crackdowns.

JESTER-KING QUIBBLE

A capering madman in patchwork finery, crowned with a nest of live rats. He speaks in riddles and commands loyalty through laughter and terror.

LADY LILT

A flamboyant trickster in motley, always accompanied by a chorus of giggling followers. Lilt spreads the Court's chaos, lures in new fools, and delights in upstaging rivals.



MAD GOD'S COURT

A shifting carnival of lunatics, prophets, and monsters, all in Shigora's thrall. Their goal is to spread chaos and undermine reality.

When pressured, they escalate madness, turn on each other, or vanish in a swirl of nonsense.



MAGE GUILD

Arrogant, insular, and powerful, the Guild hoards spells and enforces magical law. Their goal is to preserve magical supremacy and secrecy.

When threatened, they close ranks, withdraw from society, or expel troublemakers.

MAGISTER LIRAE OF THE SAPPHIRE EYE

A tall, severe elf with sapphire tattoos swirling around one eye. She speaks in riddles and is said to know every spell ever written.

ADEPT CORIN

A young prodigy with ink-stained hands and a nervous stammer. Corin manages the Guild's archives and is often sent to negotiate or spy on rivals, eager to prove their worth to Lirael.

THE BLACK HAND

Killers bound by silence, ink, and ritual. Their contracts are sacred, their blades blessed for murder in Noctyra's name. Their goal is to fulfill contracts and maintain their code.

When pressured, they disappear, murder in the black night, or turn on their own to preserve secrecy.

THE INKFATHER

A man with a disfigured face to remove all features, his skin blacked out in ink. He speaks only through whispers.

SISTER MOURN

A silent assassin with a veil of black silk and a blade for every occasion. She delivers the Black Hand's warnings and tests the loyalty of new recruits.

THE CROWS

Failed bodyguards, now agents seeking to avenge their emperor. Their goal is to restore lost honor and exact vengeance.

When pressured, they strike from the shadows, form uneasy alliances, or abandon assets to regroup.

CAPTAIN GARRICK BLACKFEATHER

A scarred veteran in battered black armor, haunted by guilt. He never removes his crow-feather cloak, even in sleep.

SHADE TALIN

A brooding, one-eyed agent who handles the Crows' covert operations. Talin is the first to approach outsiders and is infamous for his dry wit and ruthless efficiency.

THIEVES' GUILD

An invisible empire of fences, forgers, and cutpurses. Their goal is to control the flow of secrets and wealth in the heartlands.

When pressured, they vanish into the underworld, steal, or turn informant to save themselves.

MISTRESS SABLE

A masked woman with a velvet voice and a dozen aliases. No one has seen her true face; some say she has none.

QUICKLING JOSS

A nimble, silver-tongued thief with a penchant for practical jokes. Joss recruits new members and arranges heists, always with an escape plan in mind.



HIGH HIEROPHANT CALDUS

An elderly priest with a golden mask and a voice like thunder. He claims to receive visions from the gods, but some whisper he is blind to mortal suffering.

PRIOR ELRIC

A stern, ascetic monk with a staff of white ash. Elric oversees the training of acolytes and investigates rumors of heresy, always seeking to protect the faith.

CHURCH OF DIVINES

The state-run church of clerics, monks, and templars serving the Divines: Aurion, Marael, Zenthyr, Stendros, Kynara, Julian, Dibel, Arkyn, and Talion. Their goal is to uphold faith and moral order.

When pressured, they call inquisitions, denounce heresy, or seek divine intervention.



HEXCRAWL

7 6 5 4 3 2 1

The wilds of the Heartland are as varied as they are perilous. From sun-drenched coasts to mist-shrouded forests, every expanse holds secrets—ancient ruins, lurking beasts, and the echoes of empires. The land is a tapestry of contrasts: crumbling towers hidden in tangled woods, and golden fields scarred by the passage of armies long vanished.

USING THE HEX KEY

Each area lists fixed locations and various inns, shrines, and dungeons.

Deploy the inns along roads at points you find interesting, and dungeons in the wilds to fill your players lives with adventure.

ENCOUNTERS

Check for random encounters, 2:6 chance. Each region has its own random encounter table to select the monster type. Roll the subtable(s) to determine the population and behaviour.

D12	BEHAVIOUR
1	Fighting
2	Resting
3	Injured
4	Eating
5	Socializing
6	Patrolling
7	Nesting
8	Hiding
9	Roaming
10	Alert
11	Playing
12	Ritual

RANDOM ENCOUNTERS

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BEASTS

D12	CREATURE
1	1d3 Bear
2	1d4 Boar
3	2d6 Deer
4	2d6 Imp
5	1d3 Mountain Lion
6	2d6 Muck Crab
7	2d6 Massacre Fish
8	1d3 Rat, Giant
9	1d4 Rat, Swarm
10	2d6 Wolf
11	1d4 Spider, Giant
12	1d3 Spider, Swarm

FEY

D8	CREATURE
1	1d4 Dryad
2	2d6 Pixies
3	1d4 Spriggan
4	2d6 Will-o-the-Wisp

DAEMONS

D6	FORCES
1-2	Scouts: 1d4 of 1 daemon type
3-4	Skirmish: 1d6 of 3 daemon type.
5-6	Raid: 2d6 of 3 daemon type.

D12	CREATURE
1	Daemon, Beaked
2	Daemon, Croc
3	Deepwater Hybrid
4	Daemon, Knight
5	Daemon, Flame
6	Daemon, Frost
7	Daemon, Lesser
8	Daemon, Ogre
9	Daemon, Spider
10	Daemon, Storm
11	Daemon, Sorcerer
12	Guardian Statue

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GIANTS

D6	CREATURE
1	1d3 Minotaur
2	1 Minotaur, Champion and 1d3 Minotaur
3-4	1d3 Ogre
5-6	1d3 Troll



GOBLINOIDS

D6	FORCES
1-2	Lurkers: 2d6 of one type.
3-4	Gang: 2d6 of three types.
5-6	Raid: 2d6 of all types.

D6	CREATURE
1	Goblin
2	Goblin, Chief (max 1)
3	Goblin, Rat Catcher
4	Goblin, Shaman
5	Goblin, Slinger
6	Goblin, Rager

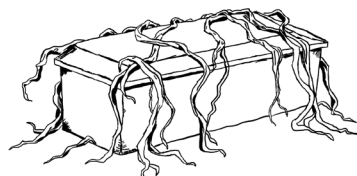
RANDOM ENCOUNTERS

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HUMANOIDS

D12	CREATURE
1-3	1d4 Travellers
4-5	2d6 Bandit
6-7	1d4 Bandit, Cutthroat and 2d6 Bandit
8	1d3 Cultist, Conjuror and 2d6 Cultist, Initiates
9-10	2d6 Cultist, Initiate
11	1d4 Cultist, Confessor and 2d6 Cultist, Initiates
12	1d2 Necromancers and a random undead



UNDEAD

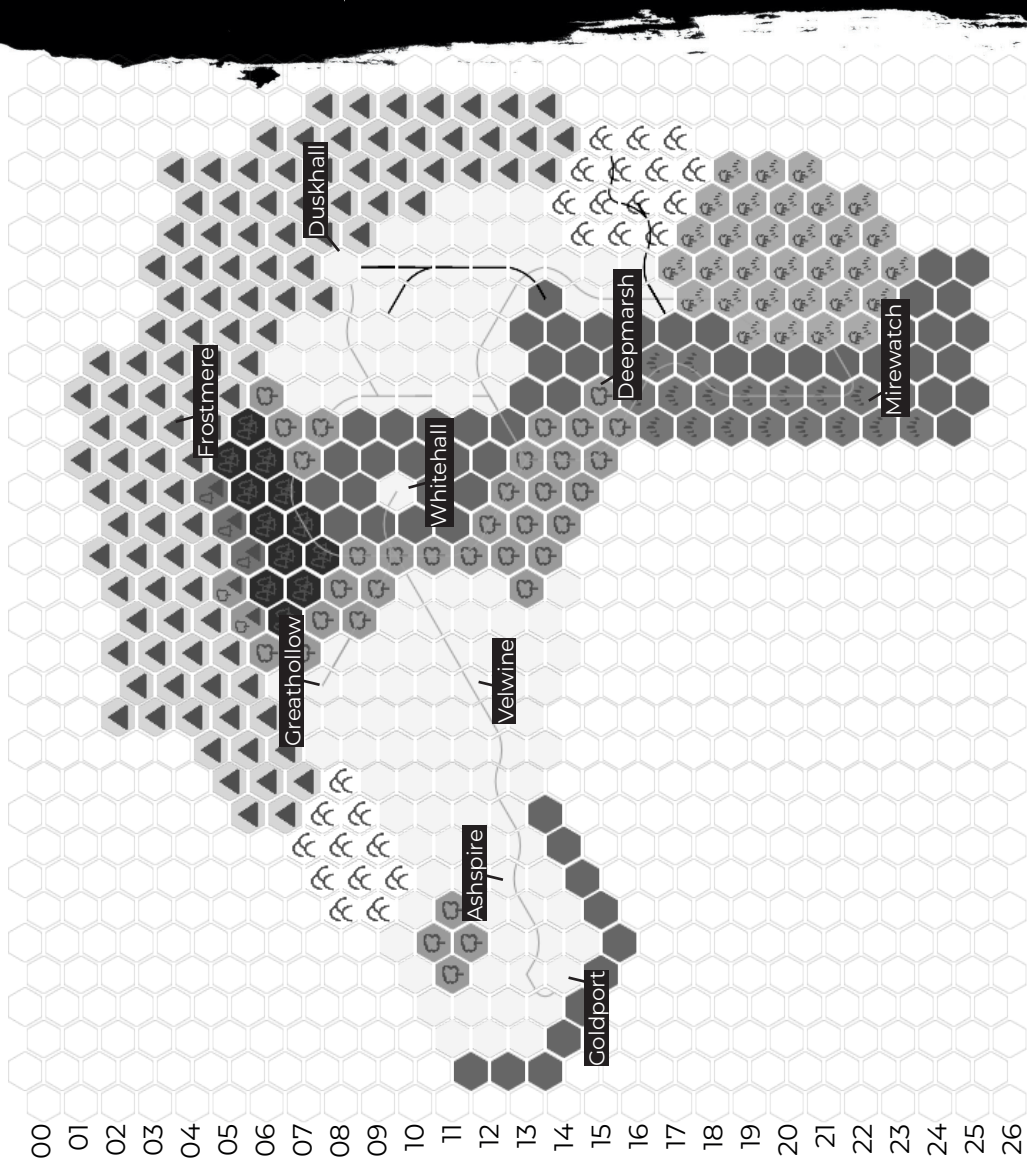
D12	CREATURE
1-2	2d6 Ghost
3	1 Lich and random other undead
4	2d6 Skeleton
5	1d4 Skeleton, Defender and another undead
6	1d3 Skeleton, Champion and another undead
7	1d2 Vampire and 1d4 vampire spawn
8	1d4 Vampire Spawn
9	1d4 Wraith
10	1d3 Wraith, Dread
11	2d6 Zombie
12	1d4 Zombie, Dread

HEXMAP

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THE GILT COAST

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Sweeping along the western edge, the Gilt Coast is a sunlit shore of golden sands and rugged bluffs. Merchant ships and pirates alike prowl its waters, while old fortresses stand watch over hidden coves. The inland hills hide vineyards and the tombs of forgotten nobles. Since the Daemon crisis began, the Gilt Coast is haunted by strange lights at sea and fishermen whisper of monstrous shapes beneath the waves.

D6	CREATURE
1-2	Beast
3	Humanoid
4	Goblinoid
5	Undead
6	Fey



GOLDPORT (0414)

Population: ~50,000 (30% Catkin, 25% Imperial, 20% Redlander, 25% other)

A Marble lighthouse stands sentinel over sun-bleached docks where 50 ships bob in the crystal waters. A city of 50,000 souls dwells within walls of golden Colovian stone, where salt spray mingles with incense from the towering Chapel of Maraël. The chapel's bells toll twice a day to signal the tide's turn. During the Storm Moon (once every 60 days), the harbor glows with strange blue light, and sailors report seeing merfolk trading pearls worth 50 gp for land delicacies.

Ruled by Lady Selene Virella (Albion), the Merchant Prince, who maintains a network of 14 spies throughout the city. Her personal guard consists of 10 cutthroats.

Faction presence:

- Fighters' Brotherhood (25 members)
- Mage Guild (5 members)
- *Thieves' Guild (10 members operating from hidden coastal caves)

Local Rumor: The notorious pirate captain Korvus Stonefist (leading a crew of 40 corsairs) has kidnapped Eryndor, the Merchant Prince's heir. He demands 10,000gp in ransom and safe passage to the Southern Isles. The corrupt Harbor Master Darius secretly supplies the pirates with information, taking a 20% cut of their spoils. Lady Virella offers 100 gp for her child's safe return.



ASHSPIRE (0714)

Population: ~50 (Mixed: 40% Orc-Kin, 35% Redlander, 25% others)

A once-proud city reduced to haunted ruins, its blackened walls still standing 100 feet high against the volcanic sky. Where the great chapel once stood, a 40-foot obsidian daemon gate pulses with daemon-fire. The ruins house 500 desperate souls - survivors, cultists, and those with nowhere else to go.

Led by Captain Tiber Relian (Redlander), commanding 12 surviving guards. They defend the ruins' last safe quarter, where 30 refugees huddle in reinforced cellars and restored buildings.

Faction presence:

- Daemon Cults (24 cultists of Malgath divided into 3 rival sects)
- Surviving City Guard (12 members)

Local Rumor: Malgath's cultists (led by High Priestess Corvara and 20 daemon-touched acolytes) perform nightly rituals at the gate. Meanwhile, 20 refugees are trapped in the old temple crypts, where ancient wards still hold against the daemon-fire. Captain Relian seeks anyone who can rescue the refugees.

INNS

Wanderer's Rest: A band of 12 goblins raids local farms nightly. The farmers pool their meagre funds and pay 1sp per goblin ear, and 5gp for the head of the leader. The goblins possess a magical farming tool that grows plants overnight that they use to grow their redoubt.

Green Dragon Inn: Five adventurers vanished in the Howling Caves a week ago. Their loved ones offers 10 gp for proof of their fate. The caves host 6 spiders and their treasure hoard (worth 50gp).



DUNGEON: SOOTFANG WARRENS

A maze of blackened tunnels beneath a ruined watchtower, with soot-streaked stones and crude goblin totems at the entrance. 18 Sootfang goblins led by Chief Gribnash the Pyre-Eater.

Gribnash seeks to master fire magic stolen from a captured apprentice mage, hoping to terrorize nearby villages and rival goblin clans.

DUNGEON: OSSUARY OF SILENT KINGS

A sunken mausoleum of cracked marble. Black candles flicker at the entrance. 10 **skeletal guardians** and Necromancer-Lord Veyran the Pale (**lich**). Seeks to awaken the ancient kings entombed below, hoping to command their spectral legions and seize control of the region.

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A black and white photograph of a dramatic, rocky landscape. In the foreground, there are dark, layered rock formations and a small stream. The middle ground shows a wide, flat area, possibly a dry lake bed or a field. The background features towering, jagged rock formations and a bright, hazy sky.

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GREATHOLLOW (1308)

Population: ~40,000 (60% Imperial, 35% Albion, 5% other)

The ancient Hollow Oak, 300 feet tall and wide as a castle, dominates the central square, its enchanted branches sheltering 50 noble houses built into its living wood. Below, the city spreads in concentric rings of pristine stone walls and verdant gardens, where 500 knights in gleaming armor uphold traditions older than the Empire itself. During the spring equinox, the Hollow Oak blooms with golden flowers.

Ruled by Countess Elira Valcoran (Imperial), whose court includes 12 noble houses, each maintaining 10 knights and their retainers. Her personal guard consists of 20 Oak Sentinels.

Faction presence:

- Fighters' Guild (30 members, headquarters of the Imperial chapter)
- Mage Guild (7 members)
- Divines (6 priests)

Local Rumor: The Blackwood Company (a mercenary group of 60 warriors) has been sabotaging Fighters' Guild contracts and framing them for the theft of the Weeping Madonna, a painting worth 200gp. The Countess's advisor, Master Thane, disappeared while investigating - though some claim to see his ghost in the Oak's highest branches at midnight. The Countess offers 50gp for proof of who stole the painting, 100gp for the painting's return.



INNS

Black Boar Inn:

Location: Colvian Uplands, atop a wind-battered hill north of Greathollow

and madness spreads
through the land.

Rumor: A local noble has gone mad after spending a night at the shrine, and now speaks only in riddles that may reveal a hidden treasure.

SHRINE OF NAMIRAE (1606)

Location: Colvian Uplands, in a sunken glen east of Greathollow

A pit of black mud and twisted roots, with a half-buried altar of green stone. Outcasts and the desperate leave offerings of spoiled food and broken trinkets. On the Night of Rot, the dead are said to rise and dance.

Rumor: A cursed villager seeks help to lift Namirae's blight, but the cure may require befriending the outcast spirits.

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VELWINE (1312)

Population: ~45,000 (40% High Elf, 35% Albion, 25% Imperial)

Elegant spires and flying buttresses of white marble rise above terraced vineyards, where 30 master vintners cultivate grapes touched by magic. The streets are immaculate, swept clean each dawn by enchanted brooms, while 50 gargoyles perch on the rooftops - half of them are merely stone, the others are the Count's spies.

Every harvest moon, the oldest vines produce blood-red grapes. Wine made from these grapes grants temporary vampiric powers (1:6 chance, lasts until dawn).

Ruled by Count Veyran Saldor (High Elf), secretly the leader of a 30-strong vampire coven. His court consists of 20 noble

families, half of whom are willing thralls, the others unknowing pawns.

- Mage Guild (4 members)
- Fighters' Guild (25 members)
- Daemon Cults (14 cultists hidden among the nobility)

Local Rumor: Twenty citizens have vanished in the past month, all from the western quarter near the old cathedral. The Fighters' Guild suspects vampires and offers 20gp per vampire slain, while the Mage Guild quietly pays 50 gp for intact vampire specimens. Count Saldor publicly offers 100gp for information about the disappearances, but is a ploy to find witnesses and silence them. The truth is darker still - the missing citizens are being transformed into a new breed of servile vampires in the dungeons below the keep.

INNS

Iron Horse Inn: A merchant caravan carrying 50gp in silks vanished three days ago. The merchant guild offers 50gp for recovery. 2d6 Bandits are responsible.

SHRINE OF MALGATH (0914)

Location: West Weald, on a rocky islet in Lake west of Velwine

A scorched altar of black stone rises from the lake, surrounded by charred earth and toppled statues. Once a year, on the Day of Ruin, the waters boil and a vision of Malgath appears, demanding a great act of destruction. Locals avoid the place, but cultists gather in secret, seeking the Prince's favor.

Rumor: A powerful artifact is hidden beneath the altar, only those who burn something precious find it.

SHRINE OF CLAVION (1813)

Location: West Weald, deep in the forest east of Velwine

A mossy shrine of grinning stone faces, each with a different expression, stands in a clearing where the wind always changes direction. Offerings of dice, coins, and broken contracts litter the ground. On the Night of Bargains, a silver-tongued spirit appears to offer pacts—at a price. Rumor: A cursed gambler seeks someone to win back his soul from Clavion in a game of chance.

DUNGEON: CRIMSON CELLARS

A locked iron grate in the oldest vineyard leads to winding, wine-stained catacombs. 10 feral spawn and a **vampire** vintner Valtieri the Red, Count Saldor's exiled rival.

Treasure: 3 random potion

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A black and white illustration of a large, gnarled tree trunk in the foreground, with a dense forest and a bright, hazy sky in the background. The tree trunk is thick and textured, with many small branches and leaves visible. The background shows a dense forest of trees, with a bright, hazy sky above them. The overall style is painterly and atmospheric.

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DEEPMARSH (2215)

Population: ~30,000 (40% Lizardkin, 30% Wood Elves, 30% mixed)

Twisted stilts of ironwood pierce the murky waters, supporting a maze of 300 dwellings connected by swaying rope bridges. A thousand lanterns reflect in the dark water.

The waters rise and fall with the moon's phases. During the dark moon (every 28 days), ancient ruins become accessible beneath the city.

Ruled by Count Darius Vellian (Imperial), who spends most days in his sugar-induced haze, attended by 10 personal guard. The true power lies with the Shadow Council, a group of 5 gang leaders who control different districts.

Faction presence:

- Mage Guild (3 members)
- Thieves' Guild (60 active members controlling the canals)
- The Black Hand (4 elite assassins in a hidden sanctuary)

Local Rumor: A new sugar cartel led by the Shadow Queen (commanding 50 enforcers) has seized the city's underworld. Meanwhile, a missing Mage Guild alchemist, Master Cyril, was last seen experimenting with a modified sugar formula that allegedly raises the dead. Every night, 1d6 waterlogged corpses rise from the canals. The Shadow Council offers 50gp for Cyril's capture, while the Mage Guild quietly promises 100gp and a rare spellbook for his safe return.

INNS

Golden Stag Inn: The innkeeper's grandfather's sword (worth 25gp) was stolen by 3 professional thieves. They're hiding in nearby ruins with other treasures worth 25gp. The sword is actually a disguised daedric artifact.

SHRINE OF NOCTYRA (2120)

Location: Niben Vale, hidden in the swamps south of Deepmarsh

A crescent-shaped pool reflects no stars, even on the clearest night. The shrine is marked by a single obsidian statue, veiled and faceless. Shadows gather thickly here, and secrets whispered at the altar are never heard again.

Rumor: A thief's guildmaster seeks a lost relic, and only Noctyra knows the location.

DUNGEON: MUDSNOUT HIDEAWAY

Reed-choked burrows
dug into a muddy
riverbank, with rickety
wooden bridges and
goblin banners fluttering
above.

15 Mudsnot goblins led by Boss Lurt the Leech, plus 3 giant leech pets.

Lurt hoards stolen goods and kidnaps travelers, hoping to ransom them for weapons and shiny trinkets from passing riverboats.

Treasure: 3 gold finds, 1 magic item

DUNGEON: BELANOR'S FALL

A shattered marble tower
leans over a misty river,
its upper floors collapsed
into the water below.

Occupied by 2d6 bandits who raid local travellers.

HEARTLANDS

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The cosmopolitan center of the realm, Heartlands are a region of rolling plains, shimmering lakes, and the great city at its core. Roads from all corners converge here, and the land is dotted with monuments, ancient battlegrounds, and the estates of the powerful. Since the Emperor's assassination and the tearing of the veil, the Heartlands are plagued by flickering Daemon gates. Strange storms, warped beasts, and cultists stalk the countryside. Imperial patrols are stretched thin.

D6	CREATURE
1-2	Humanoid
3	Beast
4	Undead
5-6	Daemon



WHITEHALL (1910)

Population: ~200,000
(40% Imperial, 15% Albion,
10% High Elf, remaining
mixed)

The gleaming White Tower pierces the sky at the heart of the empire, its crystalline spires catching the sun like frozen flame. Whitehall sprawls across its island fortress, ancient walls dividing eight distinct districts. The Market District bustles with merchants from across the empire, while the Temple District's golden domes ring with prayer bells every third hour. The Arena's blood-soaked sands host three daily bouts (noon, dusk, and midnight), offering purses of 50gp to victors. Four gladiators currently hold champion status.

Ruled by Chancellor Virelius Maro (Imperial), the last steward of the

Imperial line, whose word is law in Whitehall's marbled halls. His personal guard of 40 elite Dragonscale Knights patrol the palace district.

Faction presence:

- Imperial Council (100 members, holds court in the White Tower)
- Mage Guild (HQ: The University, 50 mages)
- Thieves' Guild (hideout in the Dock District, 400 active members)
- Divines (HQ: main temple, 60 high priests)
- Fighters' Guild (chapter house with 80 quartered members)

Local Rumor: Since the Emperor's assassination by the Dawnfire Sect, daemon gates have torn open across the realm. The Imperial Authority offers 100gp for each gate closed and 5gp per daemon slain (trophies or keystone required as proof).

INNS

Red Griffin Inn: A nobleman's daughter went hiking in the nearby hills three days ago. The noble offers 25 gp for her safe return, plus his enchanted compass (worth 50 gp). Tracks suggest gnoll involvement (pack of 6).

DUNGEON: THE SHATTERED GATEHOUSE

A ruined watchtower on Whitehall's outskirts, scorched by daemon-fire.

2d6 **cultists initiates** and 3 random daemons occupy it.

The cultists attempt to stabilize a flickering daemon portal. The daemons grow impatient and torture one of the cultists for amusement.

Treasure: random magic item

DUNGEON: CRYPT OF THE BLACK STAR

A basalt crypt carved into a cliff-side, its entrance marked by a star-shaped sigil the path is lined with petrified corpses, forever reaching toward the door.

6 shadow **wraiths** and Arch-**Necromancer** Morvath.

Morvath channels souls into a black soul stone, seeking to unlock forbidden magics and ascend to lichdom.

DUNGEON: VARALAS

White arches rise from a forest glade, half-swallowed by moss. 6 luminous **ghosts** and a golden-masked warden, Elenion the Watchful occupy.

Elenion guards a hidden Vodiekin stone said to grant visions of the past.

BLACKMERE REACHES

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A southern expanse of dark swamps and tangled roots. The Blackmere is a place of decay, where twisted trees rise from stagnant waters. Witches and outcasts dwell in its depths, drawing power from the land's ancient rot. Since the Daemon crisis, the Blackmere is shrouded in perpetual twilight. Daemon gates flicker in the deepest bogs and the dead rise from the mud. Travelers may wander for days, stalked by unseen horrors.

D6	CREATURE
1	Beast
2	Fey
3	Humanoid
4	Undead
5	Daemon
6	Giant

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MIREWATCH (2222)

Region: Blackmere
Reaches

Population: ~25,000 (40% Lizardkin, 35% Catkin, 25% Imperial)

Towering mangrove trees support 200 hanging bridges and elevated walkways, creating a city that flows like water through the jungle canopy. Below, in the perpetual twilight of the understory, 20 masked priests tend to shrines of both Zenthyr and Veyron, their ceremonies echoing through the mist-filled streets.

Ruled by Count Lucian Merro (Imperial), who maintains a precarious balance with 15 tribal chiefs and 10 merchant princes. His guard of 30 Scaled Sentinels patrols the canopy paths.

Faction presence:

- Fighters' Guild (20 members)
- Mage Guild (7 members)
- Thieves' Guild (25 smugglers)

Local Rumor: Jungle raiders (30 strong, led by the mysterious Serpent Queen) have kidnapped young Kiri, child of merchant prince Silvus. They demand the release of their shaman from the count's dungeons. Meanwhile, tensions rise as Imperial settlers blame the Lizardkin for harboring raiders, while the tribes accuse settlers of desecrating sacred pools.

The merchant prince offers 200gp for his child's safe return. The Serpent Queen's true identity may shock both sides - she bears an Imperial seal thought lost 20 years ago.

INNS

Raven's Nest Inn: A cursed chest in nearby ruins holds 100sp and a noble's signet ring (10gp). The ghost of its owner appears on full moons inside the inn, offering to lift the curse for a favor. The real treasure is the ghost's spellbook.

DUNGEON: THE JADE SERPENT'S LAIR

A vine-draped ziggurat rises from the swamp, its steps guarded by carved serpent heads and flickering lanterns. The Serpent Queen (cultist confessor), 10 loyal bandits, and a captive shaman. Kiri, their captive, died weeks back from disease. The Queen plots to unite the lizardkin tribes by enacting a ritual with the shaman's power, spreading disease that only infects imperials.

Treasure: 1 magic item

DUNGEON: SSILTH-MOSS

Reed huts and woven platforms rise above a steaming fen, connected by slippery log bridges. The air is thick the croak of frogs. 60 lizardkin, led by Elder Hissra (wise herbalist, seeks rare moss for a healing ritual).

A sacred spawning pool is tainted by dark magic—Hissra offer rare potions for help purifying it.

DUNGEON: VARN-TEL

Mud-brick dwellings cluster around a sunken stone ziggurat, half-swallowed by jungle vines. Carved idols watch over the village. 45 lizardkin, led by Chieftain Ssarvak (fierce warrior, distrusts outsiders).

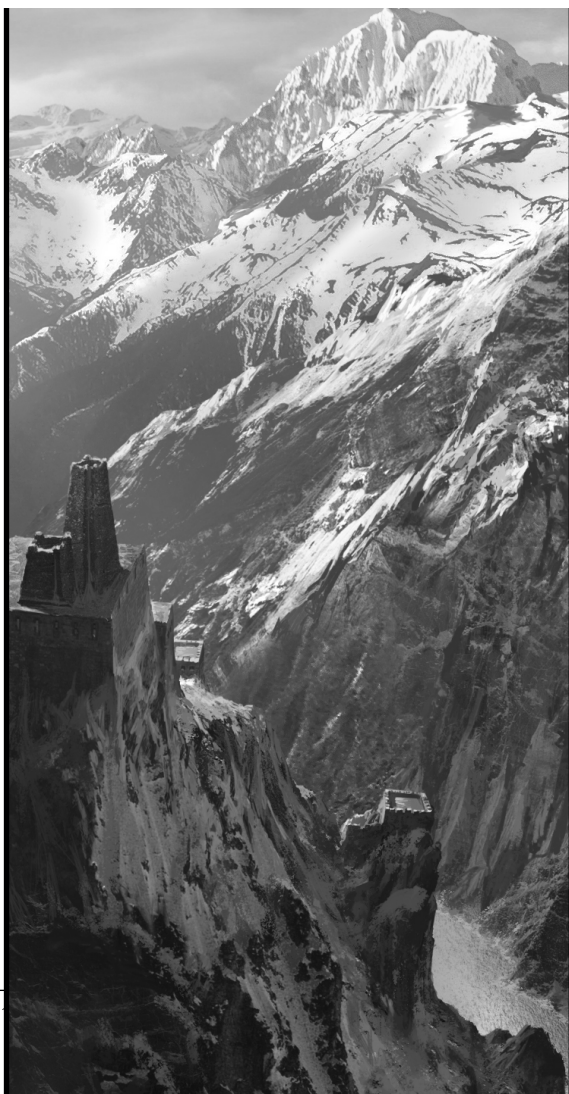
Hunters have vanished
near ancient ruins;
Ssarvak seeks brave souls
to investigate, promising a
jade idol as reward.

JERELIC PEAKS

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Towering mountains capped with snow, the Peaks are sacred to the mountain folk, who tell tales of lost temples. Treacherous passes wind between jagged cliffs and those who brave the heights may find relics of a forgotten age buried in the ice. Since the Daemon crisis, the peaks are wracked by unnatural blizzards. Daemon gates open in the highest passes and the dead walk the snows.

D6	CREATURE
1	Beast
2	Giant
3	Humanoid
4	Undead
5	Daemon
6	Goblinoid



FROSTMERE (2104)

Ancient stone walls, twenty feet thick, rise from the snowy crags like the spine of a sleeping giant. Eight massive hearth-fires burn eternally in copper braziers along the walls, their enchanted flames never dimming despite the howling mountain winds. The city's 500 timber halls, their roofs heavy with snow, house 20,000 hardy souls.

Ruled by Jarl Astrid Hrothvar (Northman), who leads by example and maintains a personal guard of 30 Frost Rangers. Her court includes 5 tribal chieftains and 3 shamans who interpret omens in the eternal flames.

Faction presence:

- Fighters' Guild (20 members, expert zombie killers)
- Mage Guild (2 members studying the mountain and their crypts)
- Divines (14 priests maintaining the eternal flames)

Local Rumor: The ancient crypts beneath the city have begun disgorging their dead - 2d6 zombies emerge each night when temperatures drop below freezing. Meanwhile, a masked bandit leader called the Winter Wolf (commanding 30 raiders) threatens the mountain passes, using unnatural blizzards to ambush caravans. The Jarl offers 100gp for the Winter Wolf's capture and 5gp per draugr destroyed. Some whisper the two threats are connected, as the raids began when the first tomb opened.

INNS

Moonstone Inn: A wizard's experiment with moon crystals has created 4 crystalline wolves that hound the surrounding hills. The moon enhances their powers.

SHRINE OF VEYRON (3010)

Location: Jerellic Peaks, on a windswept ridge east of Duskhall

A jagged altar of black glass stands atop the ridge, surrounded by the weapons of fallen challengers. Lightning often strikes the shrine during storms. On the Day of Ambition, duels are fought for Veyron's favor.

Rumor: A champion seeks a second to help win a deadly contest, with the promise of a powerful boon.

SHRINE OF MOLGAR

Location: Jerellic Peaks, in a cave northwest of Frostmere

A crude altar of bones and iron sits in a cave thick with the scent of blood and smoke. The walls are painted with scenes of great hunts and brutal battles. On the Night of the Beast, wild howls echo for miles.

Rumor: An exiled warrior seeks help to slay a monstrous beast that haunts the shrine, hoping to earn Molgar's blessing.

DUNGEON: THAWALNE

Sunken courtyards and toppled columns lie beneath a field of wildflowers. A single intact doorway leads into darkness. An ancient sunelf library guarded by undead and ghosts.

SHRINE OF AZURAE (2906)

Location: Jerellic Peaks, on a snowy peak northeast of Duskhall

A delicate arch of blue crystal glows with an inner light, even in the darkest night. Pilgrims climb the treacherous path to seek visions and prophecies. On the Dawn of Stars, the sky fills with strange lights.

Rumor: A dream-haunted seer offers to share a vision of the future, but demands a rare star-gem in return.

SHRINE OF HERMAX (2604)

Location: Jerellic Peaks, in a hidden grotto north of Frostmere

A pool of black water reflects swirling symbols, and a stone lectern holds a chained tome. The air is thick with whispers. On the Night of Secrets, forbidden knowledge is revealed to those who dare.

Rumor: A scholar seeks a lost page from Hermax's tome, said to drive readers mad with insight.

DUNGEON: BONEPIT CAVES

A yawning cave mouth rimmed with animal skulls and bone wind-chimes, hidden in a ravine thick with brambles.

22 Bonepit **goblins** and their **shaman**, Skritch the Bone-Singer. Skritch animates skeletons from the cave's mass grave, aiming to raise an undead army to raid merchant caravans.

DAEMON GATE

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Daemon Gates are ancient, otherworldly portals scattered across the land, each serving as a conduit to connect the mortal world to the fiery realms of Malgath.

The dawnfire sect assassinated the last emperor, ending a compact that kept the realms of the daemon separated from the mortal realm. Now, the dawnfire sect works to open more gates across the heartlands and cleanse the land with Malgath's fires.

Passing through the gate, mortals will find gate altars—perilous dungeons, each with its own unique hazards and guardians.

KEYSTONES

At the heart of every Daemon Gate lies a Keystone. Suspended in a field of crackling energy atop the central spire, it anchors the gate to the mortal world.

CLOSING GATES

Destroying or removing the Keystone collapses the gate, banishing its Daemon influence and sealing the portal, and expels any mortals (you) from the realms of the daemon.

The stone radiates corrupting magic, but bestow wondrous effects on its bearer.

GATE GENERATOR

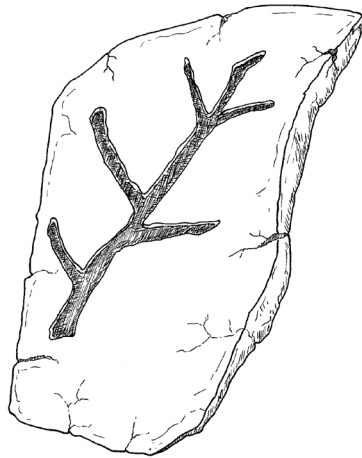
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Roll a 1d20 to determine the interior layout of a Daemon Gate. Each layout includes key features, hazards, and a brief description to inspire your Shadowdark adventure.

D20	DESCRIPTION	KEYSTONE EFFECT
1	Gate of Searing Wastes. Rivers of lava, Daemon towers, fire traps, narrow bridges, roaming Daemon patrols.	Grants fire resistance, but bearer is haunted by burning visions.
2	Gate of Crimson Hunger. Flesh pits, blood fountains, sacrificial altars, swarming minor Daemons.	Heals 1 HP an hour, but never back down.
3	Gate of Mired Death. Toxic bogs, sinking mud, poisonous gas vents, lurking beasts.	Immunity to poison, but skin takes on a sickly hue.
4	Gate of Blazing Labyrinth. Twisting corridors, shifting walls, fire jets, puzzles to open the path.	Bearer can see through illusions, but DISADV to navigate.

D20	DESCRIPTION	KEYSTONE EFFECT
5	Gate of Rending Agony. Blade traps, spiked floors, echoing screams, Dread Knight torturers.	Wielded weapons deal +1d4, but bearer receives +1d4 from hits.
6	Gate of Savage Bloom. Carnivorous plants, Daemon flora, hidden pits, ambush predators.	Speak with plants, but grow thorny vines from skin (can't wear armor)
7	Gate of Spiral Torment. Central spire, spiral stairs, magical locks, snipers above.	Bearer can levitate for 1d4 rounds, but only recovers 1/2 HP on rest.
8	Gate of Choking Fumes. Choking smoke, low visibility, fire elementals, collapsing floors.	Immune to smoke and gas, but cannot speak.
9	Gate of Iron Despair. Prison cells, tortured souls, patrolling jailers, keys hidden in gruesome places.	Can open any mundane lock, but feels overwhelming sorrow.
10	Gate of Bone Harvest. Bone fields, scythe traps, undead Daemon, necromantic forces.	Command a single undead, but age rapidly while doing so.
11	Gate of Twisted Salvation. Illusory walls, shifting passages, false exits, mind-bending geometry.	Bearer can re roll a check once per day, but is confused for 1d4 rounds.

D20	DESCRIPTION	KEYSTONE EFFECT
18	Gate of the Cliffs. Perched atop a cliff, treacherous drops, flying Daemon, and strong winds.	Feather fall at will, but develop a fear of enclosed spaces.
19	Gate of the Drowned. Ruins flooded with lava.	Breathe underwater, but lose all sense of touch.
20	Gate of the Labyrinth. Multiple entry points, labyrinthine interior, and magical barriers.	Always know the way out of a maze, but forget the way home.





RANDOM MAGIC ITEMS

D100		MAGIC ITEM	
1-2	Aegis of the Verdant Oak	23-24	Frostbite
3-4	Artisan's Guise	25-26	Glacier's Fang
5-6	Bladechain Necklace	27-28	Heart of the Pit
7-8	Briarblade	29-30	Hushborn Ring
9-10	Chaos Rod, The	31-32	Infinite Codex
11-12	Diadem of the Ascendant	33-34	Jak's Leapstride Boots
13-14	Dragon's Defiance Stone	35-36	Mace of the Hollow Pact
15-16	Everstar, The	37-38	Moonhowl Band
17-18	Fist of the Iron Tyrant	39-40	Necrotic Scepter
19-20	Flayer's Edge	41-42	Oathrender
21-22	Foxshadow Ring	43-44	Reaper's Kiss

D100	MAGIC ITEM	D100	MAGIC ITEM
45-46	Ring of the Hollow Feast	71-72	Spellbreaker Ring
47-48	Ring of the Unbroken	73-74	Stalker's Eye Ring
49-50	Rose of the Damned	75-76	Staff of the Mischief
51-52	Rubyflare Staff	77-78	Sunflare Band
53-54	Runehammer of the Titan	79-80	Sunforged Brand
55-56	Seafin Helm	81-82	Venomfang
57-58	Serpent's Gaze Ring	83-84	Vodiekin Stones
59-60	Shrouded Veil	85-86	Warlan Stone, Great
61-62	Skeleton Key	87-88	Warlan Stones
63-64	Soul Stone, Black	89-90	Whisperstrike Bow
65-66	Soul Stone, Greater	91-92	Wraithsting
67-68	Soul Stone, Lesser	93-97	Random d3 potions (one type)
69-70	Soulreaver	98-100	Roll twice, ignore results of 98-100

MAGIC ITEMS

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AEGIS OF THE VERDANT OAK

A gleaming shield emblazoned with a tree and acorn.

Bonus. +2 shield.

Benefit.

Reflects 1d6 damage to attackers when you are hit.



BLADECHAIN NECKLACE

A chain of tiny silver swords.

Benefit. Grants +1 to attack and damage rolls with melee weapons.

BRIARBLADE

A silver longsword with thorny engravings.

Bonus. +1 longsword.

ARTISAN'S GUISE

A blue apron embroidered with silver thread.

Benefit. Grants +2 to DEX and INT while worn.

Benefit. On a hit, grants +1 to hit for 1 round (stacks up to +4, all stacks drop off if you don't hit an attack on a round).



THE CHAOS ROD

A twisted staff topped with a grinning, three-faced head. Created by Shigora.

Bonus. +1 staff.

Benefit. Once per day, you may cast a random spell (roll d6: 1. polymorph, 2. fireball, 3. sleep, 4. confusion, 5. invisibility, 6. animate object) on a target within near range. The effect is always unpredictable.

Curse. Each time you use the staff, roll a d20. On a 1, you are affected by the spell instead.

DIADEM OF THE ASCENDANT

A golden circlet set with a rainbow gem.

Benefit. All attributes are increased by +2 while worn.

DRAGON'S DEFIANCE STONE

*A jagged stone pendant
with a dragon's eye.*

Benefit. Once per day, you may re-roll a failed check against poison or disease.



THE EVERSTAR

A flawless, reusable soul stone that glows with inner starlight. Created by Azurael.

Benefit. You may use Everstar to capture the soul of a slain creature. Once per day, you may use the stored soul to regain a lost spell or heal 2d6 HP. The star can only hold one soul at a time.

FIST OF THE IRON TYRANT

A heavy iron ring with a clenched fist motif.

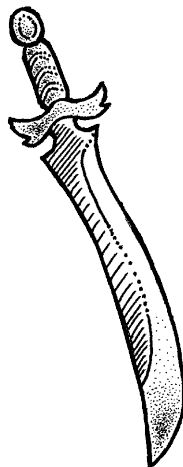
Benefit. Unarmed attacks have +1 to hit and deal 1d6.

FLAYER'S EDGE

A jagged shortsword with a dull green sheen.

Bonus. +1 shortsword.

Benefit. On a hit, target must pass a DC 12 WIS check or suffer DISADV to CON and WIS checks for 1 hour.



FOXSHADOW RING

A tarnished ring with a fox insignia.

Benefit. Grants +2 to DEX and reflects 1d4 damage to attackers.



FROSTBITE

*A glassy, blue sword
rimed with frost.*

Bonus. +1 shortsword.

Benefit. Deals an extra 1d6 cold damage and may paralyze the target for 1 round (DC 12 CON check to resist).

GLACIER'S FANG

*An axe with a blade of
blue ice.*

Bonus. +1 battleaxe.

Benefit. Deals an extra 1d6 cold damage and slows the target's movement by half for 1d4 rounds (DC 12 CON check to resist).



HEART OF THE PIT

*A blood-red amulet
shaped like a heart.*

Benefit. While worn, you gain +2 to STR and Agility.

HUSHBORN RING

*A black iron ring etched
with runes of silence.*

Benefit. Once per day, you may cast silence (DC 15) or become immune to silence effects for 10 rounds.

INFINITE CODEX

*A Daemon tome bound
in black leather and
inscribed with runes.
Created by Hermax.*

Benefit. When you read the book, choose one: your STR, CON, or WIS becomes 18 (+4) permanently. The book vanishes after use.

JAK'S LEAPSTRIDE BOOTS

Soft, leather boots with silver buckles.

Benefit. You can jump a near dista Flayer's nce as your movement. Once per day, you may leap over any obstacle or trap without making a check.

MACE OF THE HOLLOW PACT

A spiked, black iron mace radiating dark energy.

Bonus. +2 mace.

Benefit. On a hit, the mace drains 1d4 STR and 1 spell from the target (restored after a rest) and heals you for the same amount.

Curse. Each rest, you must pass a DC 12 WIS check or be haunted by nightmares, gaining no benefit from your rest.

MOONHOWL BAND

A silver ring engraved with a wolf's head.

Benefit. Once per day, you may transform into a werewolf for 10 rounds.

Curse. Each night, roll a d20. On a 1, you involuntarily transform into a werewolf until dawn.

NECROTIC SCEPTER

A gnarled staff topped with a skull and writhing worms.

Bonus. +1 staff.

Benefit. You may revive a dead body as a zombie under your control for 5 rounds. Afterward, the body crumbles to dust.

OATHRENDER

A two-handed, black katana.

Bonus. +2 bastard sword.

Benefit. Absorbs 1d6 HP from struck creatures and heals you for the same amount.

Curse. The blade grows stronger the more you betray allies. Each time you betray a companion, the blade's bonus increases by +1 (max +4). You have DISADV to resist mind control.

REAPER'S KISS

A wicked, black dagger with a serrated edge.
Created by Malgath.

Bonus. +2 dagger.

Benefit. On a hit, the target must pass a DC 15 CON check or be instantly slain. Can trigger 1/day.

RING OF THE HOLLOW FEAST

A tarnished silver ring set with a green gem.
Created by Namirae.

Benefit. When you eat the heart of a corpse, you regain 2d6 HP.

Curse. You are compelled to eat the flesh of the dead when you encounter a corpse.



RING OF THE UNBROKEN

A flawless platinum ring.

Benefit. Grants +1 to all checks.

ROSE OF THE DAMNED

A black staff crowned with a blood-red rose. Created by Clavion.

Benefit. Once per day, you may summon a random Daemon to fight for you for 5 rounds. The Daemon may turn on you if you fail a DC 15 CHA check.

RUBYFLARE STAFF

A redwood staff topped with a ruby.

Bonus. +1 staff.

Benefit. Fires a ranged attack firebolt (1d8 damage, near range).



RUNEHAMMER OF THE TITAN

A massive, rune-etched warhammer that hums with power.

Bonus. +2 warhammer.

Benefit. On a hit, the hammer drains 1d4 CON from the target. Once per day, you may leap a near distance as your movement.

SEAFIN HELM

A bronze helm with a fin crest and glass lenses.

Benefit. Grants water breathing, and outlines living beings in sight with witch light.

SERPENT'S GAZE RING

A silver ring set with a green viper's eye gem.

Benefit. Grants resistance to poison and immunity to paralysis effects.

SHROUDED VEIL

A shadowy cowl that obscures the wearer's face. Created by Noctyra.

Benefit. Grants advantage on all stealth checks.

Curse. While wearing the cowl, you are magically erased from all records and no one remembers your face.

SKELETON KEY

*An ornate, unbreakable
lockpick shaped like a
skeleton's finger. Created
by Noctyra.*

Benefit. You auto succeed on checks to pick locks or escape bonds. Once per day, you may use the key to open any magically sealed door or chest.

Curse. The key compels you to open locked doors and containers.

SOUL STONE, BLACK

A jagged black crystal formation able to hold the soul of any being LV 8 or less.

Benefit. Component of enchanting.

SOUL STONE, GREATER

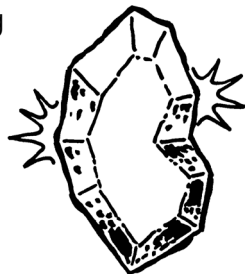
*A clear crystal formation
able to hold the soul of a
creature LV 8 or less.*

Benefit. Component of enchanting.

SOUL STONE, LESSER

*A small indigo crystal
able to hold the soul of a
creature LV3 or less.*

Benefit. Component of enchanting



SOULREAPER

A powerful, black-bladed sword that traps the souls of those it slays.

Bonus. +2 greatsword.

Benefit. When you slay a creature with Umbra, you may trap its soul.



Curse. The sword whispers to you, urging you to seek out worthy souls. If you go a week without slaying a creature, you have disadvantage on all attack rolls until you do.

SPELLBREAKER RING

A plain, unadorned silver ring.

Benefit. Spells are +2 DC to cast against you. Once per day, reflect a failed spell at the caster.

STALKER'S EYE RING

A slender ring with a cat's eye gem.

Benefit.

Grants advantage on stealth checks. Once per day, your speed increases to double near.



STAFF OF THE MISCHIEF

A gnarled staff crawling with tiny daemon carvings.

Benefit. Summons 4 lesser daemons that follow you. The staff cannot be dropped or discarded by any means.

Curse. The daemons are mischievous, rarely listen, and cause trouble.

SUNFLARE BAND

A golden ring with a sunburst motif.

Benefit. Grants resistance to fire. Once per day, you may cast a firebolt (1d8 fire damage, near range).

SUNFORGED BRAND

A golden katana wreathed in flames. Created by Veyron.

Bonus.
+2
bastard
sword.

Benefit.
Deals
an extra
1d8 fire
damage
on a hit.

Once per day, you may wreath yourself in fire, dealing 1d6 fire damage to all creatures in close range for 3 rounds.



VENOMFANG

A curved shortsword with a green, scaled hilt.

Bonus. +1 shortsword.

Benefit. On a hit, the target takes 1d6 poison damage at the start of their next turn.

VODIEKIN STONES

Jet-black crystal with star-like pinpoints of light.

Benefit. Charged stones are worth 25gp. A creature can drain a stone to restore a lost spell or regain 2d6HP, rendering the stone worth 1gp.



WARLAN STONE, GREAT

A rare, 4 foot spire of delicate jet-black crystal that twinkles with interior lights.

Benefit.

Charged stones are worth 300gp. A creature can drain a stone to restore all lost spells and lost HP to all creatures near, rendering the stone worth 50gp.



WHISPERSTRIKE BOW

A sleek, black bow strung with spider silk.

Bonus. +1 shortbow.

Benefit. On a hit, target silenced for 1d4 rounds.

WRAITHSTING

A blackened longbow with silver inlays.

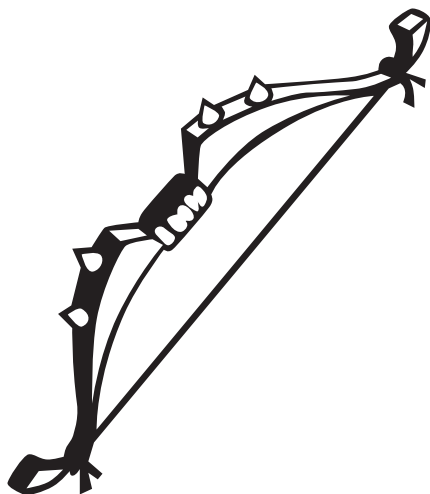
Bonus. +1 longbow.

Benefit. Deals an extra 1d6 damage to undead and magical creatures.

WARLAN STONE

A huge jet-black crystal inlaid with moonstone base.

Benefit. Charged stones are worth 150gp. A creature can drain a stone to restore all lost spells or lost HP, rendering the stone worth 25gp.





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Age: immune to morale, +1d4 damage (3 rounds).
Resistance: Spells targeting are +2 DC to cast.
Nimble escape: Automatically moves at end of turn
Pack Tactics: Gains +1 (cumulative) when fighting with allies.
Paralysis: CON or para 1d4 rounds.
Poison: CON or [1d4 CON damage / drop to 0 HP].
Regenerate: Regains 2d6 HP on its turn unless its wounds are cauterized with fire or acid.
Undead: If reduced to 0 HP by a non-magical source, DC 15 CON to go to 1 HP instead. Immune to morale.
Sentinel: Attacks those that move out of close
Shock: Targets struck can be stunned for 1 round.
Slow: Moves or acts at reduced speed
Smash/Siege: Deals double damage to objects or structures
Spellcasting: Can cast spells.
Supreme: Immune to morale checks. Only damaged by magical sources.
Undead: Immune to morale checks.
Tough hide: +2 AC Scales: +4 AC
Petrify. DC 15 CON or petrified.

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HEALING SPELLS

- **Bolt DC 12.** One target in far takes 2d8 damage.
- **Deathtouch DC 12.** 2d4 damage to one creature within close.
- **Fireball DC 14.** 4d6 damage to all within a near-sized cube within far.
- **Hellfire DC 13.** All within near-sized cube extending from oni take 3d6 damage.
- **Lightning Bolt DC 13.** Targets in 5 x 30' line (3d8)
- **Power Word Death DC 15.** One target of LV 9 or less within near DC 15 CON or go to 0 HP.

- **Cure Disease DC 11.** Remove all diseases from one target within near.
- **Healing Touch DC 11.** Heal one creature within close for 1d4 HP.

CONTROL SPELLS

- **Beguile DC 11.** Focus. One target in near of LV 2 or less is stupefied for the duration.
- **Blind DC 12.** One target within near DC 15 CHA or blinded for 1d4 days.
- **Paralyze DC 15.** One target within near must succeed on a CON check or be paralyzed for 1d4 rounds.
- **Terrify DC 14.** Creatures who see you DISADV on attacks 1d4 rounds.
- **Web DC 15.** A near-sized cube of webs within far immobilizes all inside it for 5 rounds. DC 15 STR on turn to break free.
- **Disrupt Spells DC 14.** Focus. All enemies within near of wizard have DISADV on spellcasting checks for the duration.

SUMMONING SPELLS

- **Gate DC 15.** Open a portal at a point within near to another location on any plane. Lasts 1d6 rounds or until dismissed.
- **Summon Bandits DC 13.** Summon 1d4 LV 1 creatures. They leave in 1d4 rounds.
- **Summon Bear DC 14.** Summon a bear that appears within near. It stays for 5 rounds.

BUFFS SPELLS

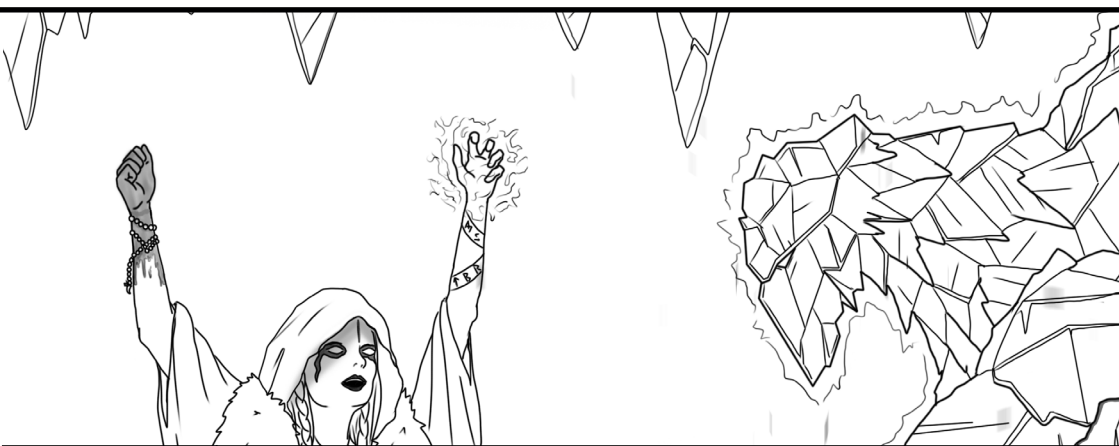
- **Chameleon DC 13.** Caster becomes partially invisible for 1d4 rounds.
- **Fade DC 13.** Self. Become invisible for 1d4 rounds.
- **Fortify Attribute DC 12.** Caster or ally within near gains ADV to a chosen stat for 1d4 rounds.
- **Mist DC 13.** Self. Turn into mist that can fly double near. Lasts 2d4 rounds.
- **Resist Magic DC 13.** Spells targetting are +2 DC for 1d6 rounds.
- **Shield DC 12.** Caster gains +2 AC for 1d6 rounds.

DEBUFF SPELLS

- **Absorb Magic DC 13.** Near, one target. Target loses the ability to cast one random spell until completing a rest, and caster regains a lost spell of the same tier or less.
- **Cancel DC 12.** End one spell within far.
- **Drain Attribute DC 13.** One target within near loses 1d4 to a chosen stat.
- **Drain Life DC14.** Near range. DC 12 CHA to deal 2d4 damage to a creature; regain that many HP.

MOVEMENT

- **Detect Life DC 11.** Caster senses all living creatures within far for 1d6 rounds.
- **Step DC 15.** Teleport up to 100 miles.



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Imp LV1

AC 13, HP 4, ATK 1 firebolt (near) +1 (1d4), **DC 12, MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

MOUNTAIN LION LV5

BOAR LV3

Pounce. In place of attacks, move up to double near in a straight line and make 1 attack. If hit, x2 or x3 damage.

MUCK CRAB LV1

AC 15, **HP** 4, **ATK** 1 pincer
+1 (1d4), **DC** 12, **MV** near,
AVG: +0 **BEST**: +1,
WEAK: -1

MASSACRE FISH LV1

AC 13, **HP** 4, **ATK** 1 bite +1 (1d4), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Aquatic. Only breath underwater.

Frenzy. Deals additional dice to targets below 1/2 HP.

RAT, GIANT LV1

AC 11, **HP** 4, **ATK** 1 bite +1 (1d4+disease), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Disease. DC 12 CON or receive random disease.

RAT, SWARM LV5

AC 13, **HP** 25, **ATK** 4 bite +0 (1 +disease), **DC** 15, **MV** near, **AVG:** +3, **BEST:** +4, **WEAK:** -2

Disease. DC 9 CON or receive random disease.

WOLF LV3

AC 13, **HP** 8, **ATK** 1 bite +2 (1d8), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Pack Tactics. Gains +1 (cumulative) when fighting with allies.

SPIDER, GIANT LV3

AC 14, **HP** 15, **ATK** 1 bite +3 (1d10+poison), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Poison. DC 12 CON or paralyzed 1d4 rounds.

Web. Entangle target near. DC 12 STR to escape.

SPIDER, SWARM LV1

AC 13, **HP** 4, **ATK** 3 bites +0 (1+poison), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Poison. DC 12 CON or paralyzed 1d4 rounds.

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GUARDIAN STATUE LV12

AC 16, HP 58, ATK 3 slam +8 (2d8) or 1 ground slam, **DC 15, MV** near, **AVG:** +4 **BEST:** +6 **WEAK:** +3

Ground Slam. Targets near DC 15 DEX or 2d8 and stunned for 1 round.

BEAKED DAEMON LV3

AC 14, HP 15, ATK 1
headbutt +3 (1d10), **DC 12,**
MV near, **AVG: +2, BEST:**
+3, WEAK: -1

Charge. In place of attacks, move up to double near in a straight line and make 1 attack. If hit, x2 or x3 damage.

Knockdown. Attacks knock targets away near.

CROC DAEMON LV3

AC 16, HP 15, ATK 1 claw
+3 (1d10) or 1 acid spray
+3 (2d6), **DC 12, MV** near,
AVG: +2, BEST: +3,
WEAK: -1

DEEPWATER HYBRID LV1

AC 13, **HP** 4, **ATK** 1 claw +1
(1d4), **DC** 12, **MV** near,
AVG: +0 **BEST**: +1,
WEAK: -1

Amphibious. Can breathe underwater.



DAEMON, KNIGHT LV3

AC 14, **HP** 15, **ATK** 1
daemon weapon +3 (1d10),
DC 12, **MV** near, **AVG:** +2,
BEST: +3, **WEAK:** -1

Summon Weapon.

Conjures daemon weapons at will, deals extra dice on crits.

DAEMON, FLAME LV3

AC 14, **HP** 15, **ATK** 1
fireblast +3 (near) (1d10),
DC 12, **MV** near, **AVG:** +2,
BEST: +3, **WEAK:** -1

Aura. Creatures near take 1d6.

Explode. On death, explodes dealing 3d6 near.



DAEMON, FROST LV3

AC 14, **HP** 15, **ATK** 1
frostblast (near) +3
(1d10+freeze), **DC** 12, **MV**
near, **AVG:** +2, **BEST:** +3,
WEAK: -1

Aura. Creatures near take 1d6.

Freeze. Targets struck are immobilized. DC 12 STR to break free.

DAEMON, LESSER LV1

AC 13, **HP** 4, **ATK** 1 fire bolt
(near) +1 (1d4), **DC** 12, **MV**
near, **AVG:** +0 **BEST:** +1,
WEAK: -1

Nimble Escape.
Automatically moves at end of turn.



DAEMON, OGRE LV5

AC 13, **HP** 25, **ATK** 2 slam +4 (1d8), **DC** 15, **MV** near, **AVG:** +3, **BEST:** +4, **WEAK:** -2

Regenerate. Regains 2d6 HP on its turn unless its wounds are cauterized with fire or acid.

DAEMON, SPIDER LV3

AC 14, **HP** 15, **ATK** 1 bite +3 (1d10), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Web. A nearsized cube of webs within far immobilizes all inside it for 5 rounds. DC 15 STR on turn to break free.

Poison. DC 12 CON or paralyzed 1d4 rounds.

Summon Spiders. Summons 1d4 spider swarms that last for 5 rounds.

DAEMON, STORM LV3

AC 14, **HP** 15, **ATK** 1 shockblast +3 (1d10+shock), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Aura. Deals 1d6 damage to near

Shock. Targets struck are stunned for 1 round.

DAEMON, SORCERER LV3

AC 14, **HP** 15, **ATK** 1 claw +3 (1d6) or 1 spell, **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Spellcasting. Knows 3 random spells.



FEY

DRYAD LV3

AC 14, **HP** 15, **ATK** 1 lash (near) +3 (1d10), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Tree Stride. Can move thru trees.

Charm. Near, one creature, CHA or friendship for 1d8 days.

PIXIE LV1

AC 13, **HP** 4, **ATK** 1 needle bow +1 (1d4), **DC** 12, **MV** near (fly), **AVG:** +0 **BEST:** +1, **WEAK:** -1

Illusion (CHA Spell). DC 11. Create a convincing visual and/ or auditory illusion within near. Lasts until dismissed.

SPRIGGAN LV3

AC 14, **HP** 15, **ATK** 1 nettle barrage (near) +3 (1d10), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Summon Wolf. Summons 1d4 wolves for 5 rounds.

WILL-O-THE-WISP LV1

AC 13, **HP** 4, **ATK** 1 zap +1 (1d4+drain), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Invisible. Oscillates between being invisible and revealed each round.

Drain. 1d4 CON damage. Death if reduced to 0.

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GOBLINS

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GOBLIN LV1

AC 13, **HP** 4, **ATK** 1 club +1 (1d4), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Pack Tactics. Gains +1 (cumulative) when fighting with allies.

GOBLIN, SHAMAN LV1

AC 13, **HP** 4, **ATK** 1 staff +1 (1d4), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Spellcasting. Knows 1 random spell.

GOBLIN, CHIEF LV3

AC 14, **HP** 15, **ATK** 1 spear +3 (1d6) and order, **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Orders. One ally near acts.

GOBLIN, SLINGER LV1

AC 13, **HP** 4, **ATK** 1 sling +1 (near) (1d4), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

GOBLIN, RAGER LV1

GOBLIN, RAT CATCHER LV1

AC 13, **HP** 4, **ATK** 1 club +1 (1d4), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Command Rats. Summon 1d4 giant rats.

AC 13, **HP** 4, **ATK** 1 spear +1 (1d6), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Rage. Immune to morale, +1d4 damage (3 rounds).

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CULTIST, CONFESSOR LV3

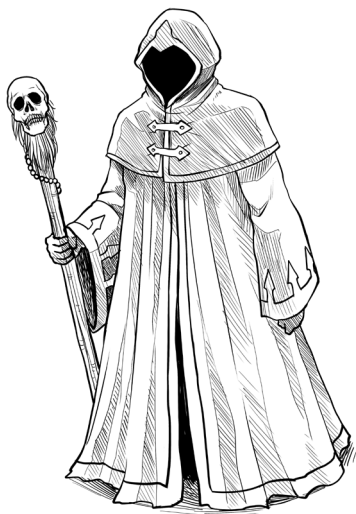
AC 14, **HP** 15, **ATK** 1 mace +3 (1d8) or 1 spellcasting, **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Spellcasting. Knows 2 random spells.

NECROMANCER LV5

AC 13, **HP** 25, **ATK** 2 mace +4 (1d8), **DC** 15, **MV** near, **AVG:** +3, **BEST:** +4, **WEAK:** -2

Animate Dead. Summon 1d4 skeletons for 5 rounds.



WEREWOLF LV3

AC 14, **HP** 15, **ATK** 1 claw +3 (1d10), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Impervious. Only damaged by silver or magic sources.

Lycanthropy. If 12 or more damage from the same werewolf, contract lycanthropy.

WEREWOLF, ALPHA LV5

AC 13, **HP** 25, **ATK** 2 claw +4 (1d8), **DC** 15, **MV** near, **AVG:** +3, **BEST:** +4, **WEAK:** -2

Impervious. Only damaged by silver or magic sources.

Lycanthropy. If 12 or more damage from the same werewolf, contract lycanthropy.

UNDEAD



GHOST LV1

AC 13, **HP** 4, **ATK** 1 touch +1 (1d4), **DC** 12, **MV** near,
AVG: +0 **BEST:** +1, **WEAK:** -1

Incorporeal. In place of attacks, become corporeal or incorporeal.

Frighten. DC 15 CHA or DISADV on attacks 1d4 rounds.

LICH LV12

AC 16, **HP** 58, **ATK** 2 rod +8 (2d8) or 3 spellcast,
DC 15, **MV** near, **AVG:** +4 **BEST:** +6 **WEAK:** +3

Supreme Undead. Immune to morale checks. Only damaged by magical sources.

Phylactery. Can't be killed while spirit vessel (an object) is intact.

Paralysis. DC 15 CON or paralyzed 1d4 rounds.

Flight (INT Spell). Self. DC 13. Fly double near for 5 rounds.

Null (INT Spell). Self. DC 14. Hostile spells targeting lich are DC 18 to cast. Lasts 1d4 rounds.

Shadow Leap (INT Spell). Self. DC 14. Teleport up to 100 miles.

Sigil of Doom (INT Spell). DC 15. One target LV 9 or less near DC 15 CON or go to 0 HP.

Wither (INT Spell). DC 14. 4d8 damage to enemies within a near-sized cube centered on lich.

SKELETON LV1

AC 13, **HP** 4, **ATK** 1 bow/
shortsword +1 (1d6), **DC** 12,
MV near, **AVG:** +0 **BEST:** +1,
WEAK: -1

Undead. Immune to morale checks.

VAMPIRE LV12

AC 16, **HP** 58, **ATK** 3 bite +7 (1d8 + blood drain) or 1 charm, **DC** 15, **MV** near, **AVG**: +4 **BEST**: +6 **WEAK**: +3

Supreme Undead. Immune to morale checks. Only damaged by magical sources.

SKELETON, DEFENDER LV3

AC 16, HP 15, ATK 1
 longsword +3 (1d8), **DC 12,**
MV near,
AVG: +2, BEST: +3, WEAK:
 -]

Defend. Redirects attacks to nearby allies to itself

SKELETON, CHAMPION LV5

AC 13, HP 25, ATK 2
greatsword +4 (2d6) or
longbow +4 (1d8, **DC 15**,
MV near, **AVG:** +3, **BEST:**
+4, **WEAK:** -2

Undead. Immune to morale checks.

Blood Drain. Vampire heals 2d6 HP and target permanently loses 1d4 CON. At 0 CON, target dies and rises as vampire or vampire spawn (vampire chooses).

Charm. One humanoid target who can see vampire within near, DC 15 CHA or under vampire's control for 1d4 days.

Shapechange. In place of attacks, turn into a bat, wolf, or back into regular form.

Vampire. Must sleep in a coffin daily or loses 2d6 HP each day that can't be healed until resting in coffin. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake while at 0 HP.

VAMPIRE SPAWN LV3

AC 14, **HP** 15, **ATK** 1 bite +3 (1d10), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Blood Drain. Vampire heals 2d6 HP and target permanently loses 1d4 CON. At 0 CON, target dies and rises as a vampire spawn.

Vampire. Must sleep in a coffin daily or loses 2d6 HP each day that can't be healed until resting in coffin. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake while at 0 HP.

WRAITH LV3

AC 14, **HP** 15, **ATK** 1 touch +3 (1d10 + life drain), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Incorporeal. In place of attacks, become corporeal or incorporeal.

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

WRAITH, DREAD LV5

AC 14, **HP** 25, **ATK** 2 touch +4 (1d10 + life drain), **DC** 15, **MV** near, **AVG:** +3, **BEST:** +4, **WEAK:** -2

Abilities as Wraith.

ZOMBIE LV1

AC 8, **HP** 4, **ATK** 1 slam +1 (1d4), **DC** 12, **MV** near, **AVG:** +0 **BEST:** +1, **WEAK:** -1

Undead. Immune to morale checks.

Relentless. If zombie reduced to 0 HP by a non-magical source, DC 15 CON to go to 1 HP instead.

ZOMBIE, DREAD LV3

AC 14, **HP** 15, **ATK** 1 slam +3 (1d10+diseased), **DC** 12, **MV** near, **AVG:** +2, **BEST:** +3, **WEAK:** -1

Diseased. Creatures struck DC 12 CON check or contract random disease.

Undead. Immune to morale checks.

Relentless. If zombie reduced to 0 HP by a non-magical source, DC 15 CON to go to 1 HP instead.



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With the coming of the daemons, disease and suffering spreads easier than before.

CURING DISEASE

Each dawn, make a CON check. On a success, the disease is cured. Magic or potions might also cure it.

DEMON'S LOCK

- **Source:** Daemon wounds, cursed weapons
- **Effect:** -2 to DEX and movement halved.
- **Recover:** DC 15 CON at dawn; cured on success.

GUTGRIP

- **Source:** Spoiled food, muckcrabs
- **Effect:** Disadvantage on all attack rolls and checks for 1d4 days.
- **Recover:** DC 12 CON at dawn; cured on success or after 1d4 days.

FEN FEVER

- **Source:** Insects, swamp water
- **Effect:** -2 to CON checks and max HP reduced by 2 each dawn.
- **Recover:** DC 12 CON at dawn; cured on success.

MINDFIRE

- **Source:** Brain eaters, cursed relics
- **Effect:** -2 to INT and WIS checks.
- **Recover:** DC 15 CON at dawn; cured on success.

RED WASTING

- **Source:** Plague rats, necromancer cults
- **Effect:** Lose 1d4 CON each dawn. At 0 CON, you die and rise as a dread zombie.
- **Recover:** DC 15 CON at dawn; cured on success.

TOMB ROT

- **Source:** Undead, cursed tombs
- **Effect:** Lose 1d4 max HP each dawn. Healing spells are DC +2 to cast on you
- **Recover:** DC 15 CON at dawn; cured on success.

THE DEEP SHAKES

- **Source:** Rat bites, filthy dungeons
- **Effect:** -2 to DEX checks and attack rolls.
- **Special:** Cannot be cured by rest alone.

VERDANT BLIGHT

- **Source:** Fungus, old wood
- **Effect:** -2 to all checks, and cannot regain HP from rest.
- **Recover:** DC 15 CON at dawn; cured on success.

STEELJOINT

- **Source:** Wolves, wild beasts
- **Effect:** -2 to STR and DEX checks.
- **Recover:** DC 12 CON at dawn; cured on success.

VOID BLIGHT

- **Source:** Daemon magic, cursed places
- **Effect:** -2 to all stats.
- **Recover:** DC 15 CON at dawn; cured on success.