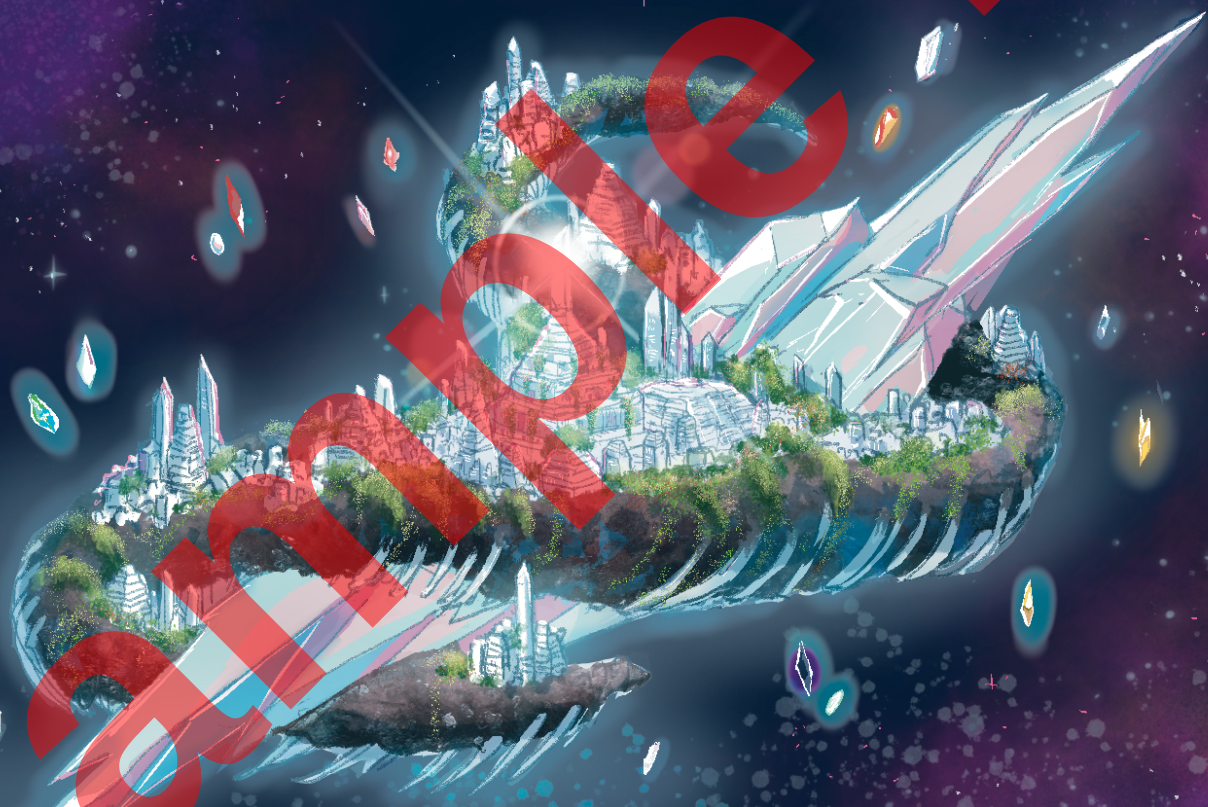


FROM THE DESIGNERS OF *JOURNEYS THROUGH THE RADIANT CITADEL*

# JOURNEYS BEYOND THE RADIANT CITADEL



Expanded lore and encounters in this companion  
supplement to *Journeys through the Radiant Citadel*



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# INTRODUCTION

When I first conceived of *Journeys through the Radiant Citadel* in 2020, I had no idea where that two-year voyage would take me. Through the challenges of the pandemic and the complexities of working with a remote team from around the world, we overcame many obstacles to build something special. That book is historic, the first of its kind; fifty people of color came together as writers and editors, artists, and consultants to do something that had never been done in DUNGEONS & DRAGONS before. I am deeply proud of what we created, the stories we told, and the doors we opened for both first-time and veteran players to explore this beloved game, as well as the black and brown creators who got their shot on that book. And that passion continues in *Journeys beyond the Radiant Citadel*. The original writers and designers have written supplemental material to complement their work on the main book, expanding the worlds they created.

In these pages, you will get expanded gazetteers of seven of the lands first introduced in *Journeys through the Radiant Citadel*. Dungeon Masters are gifted with additional lore, new encounters, intriguing adventure hooks, and a new magic item to enhance the Radiant Citadel hardcover. Sixteen pieces of new art, all created by people of color, ignite the imagination, and bring to life these new places. Each piece of art is commercially available for your own use; weave them into the existing tales we've told here or create entirely new realms and adventures that link to the Radiant Citadel. The choice is yours.

*Journeys through the Radiant Citadel* and this companion book, *Journeys beyond the Radiant Citadel*, are meant for everyone. Think of them as an opportunity to visit a new land where you are given a tour by a local who has invited you into their home. Treat these stories with respect—as you would any place where you are a guest—but feel comfortable taking off your shoes and embracing the magic woven in these worlds. If you're from one of the cultures that inspired these settings, we hope you find joy in coming to a place that is warm and familiar, but no less magical and ripe for new stories to be told. We want you to play here, adventure here, and create here! The Radiant Citadel is a home for all gamers.

*Ajit A. George*

Co-Lead, *Journeys through the Radiant Citadel*





## ATAGUA GAZETTEER

by Terry H. Romero

THESE LOCATIONS AND ENCOUNTERS ARE SET IN the town of El Caparazón and the surrounding wilderness. Use these to immerse the players in the culture of Atagua, the setting for the adventure “Orchids of the Invisible Mountain.” For more on this city and the Llanos, see “Atagua Gazetteer” in *Journeys through the Radiant Citadel*.

### ENCOUNTERS AND LOCATIONS IN EL CAPARAZÓN

Use the following encounters to bring El Caparazón to life in your campaign.

#### FRAMED BY A NOSE

Soon after entering town, a tiny object bounces off a randomly selected character’s head. Characters with a passive perception of 12 or higher spot a vulture roosting on a rooftop nibbling on a chunk of decaying flesh. The object is the gristly remains of a humanoid nose, pierced with an elaborate septum needle.

If the characters investigate the origin of needle (for example, by asking a random passerby) they learn it is particular to the Priests of Passion, a guild of cacao growers who operate a nearby chocolate tasting room. If entered, the heroes find guild treasurer, Carmen Arrowclaw, being questioned by four thugs—from rival guild Beatific Barons—and Tamiana Talez (lawful neutral human veteran), the fair but new constable. The Beatific Barons murdered the president

of Carmen’s guild and framed her to disgrace their competition.

Carmen is innocent and upon seeing the needle asks for the characters to help her prove it. Tamiana gives them 24 hours to provide evidence; encourage the players to gather evidence (such as infiltrating the rival guild’s offices) in favor of Carmen. Once proven innocent to Tamiana, Carmen and the Priests can become the character’s patrons. They offer the tasting room as a base of operations, a supply of chocolate-infused potions, and may introduce the characters to The Midnight Roosters, the local thieves’ guild.

#### THE SUNRISE SHRINE

The Sunrise Shrine is a two story, bright orange temple housing hundreds of statues of Atagua’s spirit pantheon. The most famous statue is a life-sized image of Saint Indazela, a four-horned tiefling cloaked in flowers.

When characters enter the shrine, a strident voice from Saint Indazela’s statue—delivered via a magic mouth spell—demands newcomers reveal “why my heart is honest.” The character with the highest passive Wisdom (Perception) notices a blue eye watching them from a tiny hole in the ceiling belonging to (lawful good) druid El Azul, a venerable gnome Green Doctor and judge of hearts.



Encourage characters to state their case. Any character who succeeds on a DC 16 Charisma (Deception or Persuasion) check is invited by El Azul to come upstairs up a tiny ladder hidden behind the statue. He tells invited characters they will die soon in a horrendous incident (he hasn't seen the future but believes his diagnosis) and gifts them a serpent-shaped amulet of black stone that acts as a *wand of enemy detection*.

## HUMMINGBIRD'S HAMMOCK

Hummingbird's Hammock is a flamingo-pink hacienda and inn bustling with locals and visitors to Atagua. Rooms are accessible from each side of its spacious inner courtyard. Most rooms cost 1 sp per night and offer only hammocks, however suites—costing 5 gp per night—boast luxuriant beds with private gardens. The proprietor of Hummingbird's is a (lawful evil) female **hobgoblin captain** who goes by the nickname "The Captain" and runs the inn with military precision.

Dining, performances, and gossip unfold daily in the courtyard under the shade of a massive banyan tree, also home to a flock of chatty, eavesdropping green parrots (uses the **eagle** stat block). Characters conversing in the courtyard (including in whispers)

risk a 5 percent chance the parrots overhear conversations and repeat it to nearby patrons (increasing by an additional 5 percent for each minute they speak). Conversely, characters who succeed on a DC 12 Wisdom (Perception) check discover fragmented rumors amongst the parrots' frenetic chatter.

## LOS PERDIDOS

Locals go to Los Perdidos—a sky blue farmhouse on the Camino Rojo—to find unusual items inside the daily markets of El Caparazón. Here twin (chaotic good) halfling **commoners**, Angel and Zelmita, stock a chaotic assortment of gear, supplies, toys, and second-hand armor or weapons.

This shop is best known for El Feyo, a multicolored vest of studded caiman leather armor so hideous local adventures dare one another to buy it. The price is currently 1000 gp and the twins want to offer it to the highest bidder, but two successful, successive DC 12 Charisma (Persuasion) checks motivate them to sell it for drastically less. The first character to don the armor discovers a hidden pocket with a map of a long-forgotten tomb of a priest of Chimagua under the Silver Tapir Monastery.

### RUST TICKS

The reeds and thickets of the Ataguan Llanos harbor hide a rare, ant-sized rust monster known as a rust tick. Use the existing **rust monster** stat block with the following changes:

- The rust tick is Tiny instead of Medium size.
- A creature carrying or wearing nonmagical metal items must succeed on a DC 16 Wisdom (Perception) check to locate the tick. On a failed check, the tick goes undetected and immediately uses its Antennae action to corrode one nonmagical metal item carried or worn by the creature, either selected by the DM or the first nonmagical metal item that the infected creature uses.
- Creatures in possession of a corroded item that look for ticks have advantage on Wisdom (Perception) checks to look for the ticks.

Explorers of the llanos can avoid rust ticks by traveling only on the Grassroads boardwalks. Creatures with a passive Wisdom (Perception) score of 16 or higher detect ticks before susceptible items can be corroded.





## FANI'S AREPA STAND

Excellent arepa eateries feed El Caparazón's denizens but this popular stand is operated by a unique (chaotic good) thri-kreen **commoner** dubbed by her patrons "Fani." Silent yet observant, Fani serves multitudes of sublime arepas daily with all four of her dexterous arms. Met at first with hesitation by locals when she started cooking years ago, Fani has become a talented chef with a devoted following.

When the characters approach the stand, three **bandits** led by two **bandit captains** posing as traveling food scholars accuse them of cutting the line. Fani's enthusiastic patrons despise line-cutters and side with the scoundrels, who forcibly demand 50 gp per character to apologize for the offense. If the encounter harms bystanders or Fani, the characters are ejected from town unless **The Sugar Man** (see *Journeys through the Radiant Citadel* for stat block) intervenes.

If they expose the bandits, Fani wordlessly thanks them and offers her necklace of colorful seeds which acts as a *helm of comprehending languages*. After years of operating her stand Fani understands dozens of languages and happily passes it along to a worthy soul.

## ENCOUNTERS AND LOCATIONS ON THE LLANOS

The ancient Grassroads are considered by many as the safest way to travel across the tropical grasslands of Atagua known as the Llanos; yet this network of boardwalks and bridges spanning for miles harbors dangers and mysteries.

## THE WAYWARD BIRDER

**Acolyte** and wildlife scholar, Pelumín Baras (neutral good human), climbed down from the Grassroads to retrieve his fallen *lens of identifying* (see appendix A). The lens balances on log 15 feet below the boardwalk and nearby Pelumín is up to his waist in water surrounded by eight **quippers**.

If Pelumín is safely returned to the boardwalk, he offers the lens to his rescuers if they agree to help him gather five images of the rare Jade-Crested Lesser Screecher. This quirky bird (use the **hawk** stat block) might be found on the boardwalk, or on the Llanos perched on the head of an **allosaurus** or zooming into an abandoned farmhouse rumored to be a den of were-jaguars (uses the **weretiger** stat block). Pelumín pays 30 gp per image and offers to provide a letter of recommendation to Melecio, head priest of the Green Doctors.

## TICK POACHERS

Six poachers (uses the **thug** stat block with the following change: AC 18) escort visiting tiefling prince Jarmando Dario Telgas (a neutral evil **noble** armed with a *rapier of nine-lives stealer*) across the Grassroads. Jarmando is eager to smuggle home twenty rust ticks (use the **rust monster** stat block with the changes noted in the "Rust Ticks" sidebar) to use against his military rivals.

Two ticks have already been collected and are stashed in a crystal vial in a front pocket of Jarmando's gilet. If the poachers notice the characters first, they retreat to the nearest lean-to shelter on the boardwalk and act aggressive if questioned.

## THE DARK ART OF EL CHAPÁN

Before the war, this semi-circle ruin of vermillion buildings distilled the finest rum in Atagua (see map in section "Noteworthy Sites" section of *Journeys through the Radiant Citadel*). Now El Chapán is a lively encampment, trading post, and home to artists and nomadic thri-kreen traders.

While browsing El Chapán's canopy-shaded markets, the character with the highest Intelligence (**Arcana**) modifier (or uses an ability such as Primeval Awareness) detects the faint presence of an aberration lingering from a nearby (chaotic neutral) human **commoner**, Zandres, purchasing art supplies. Speaking with (or following) Zandres leads the characters through crumbled stone alleys to a gloomy candlelit hall lined with violently abstract paintings.

Poor Zandres is the thrall of an inscrutable **brain in a jar** buried just under the floor of the hall. This vile being entered here through a psychic rift created by The Drought Elder; if attacked it conjures a **whistler** from the Far Realm in defense. Defeating the brain frees Zandres, who eagerly explains the inspiration behind the paintings to their rescuers. Characters who succeed on a DC 14 Wisdom (Perception) check gain the *charm of the abstracted eye*, which follows the rules for charms in the "Other Rewards" section of the *Dungeon Master's Guide*. This charm allows you to cast *see invisibility* as an action, with no components required. Once used three times, the charm vanishes from you.





## DAYAWLONGON GAZETTEER

by Pam Punzalan

**A**N ARCHIPELAGO SURROUNDED BY WHIRLPOOLS and connected by sky-piercing bridges, Dayawlongon has weathered five foreign invasions and countless wars within its borders. If old grudges between mortals don't end up tearing its newfound peace apart, the sins of Dayawlongon's bloody past might.

### HISTORY OF DAYAWLONGON

Prior to the first invasion of the islands, Dayawlongon was an archipelago with thirty ethnic groups, each of which had a head clan. Each of Dayawlongon's five islands had a handful of highly influential clans, with the largest concentration of clans situated on the island of Malabulak.

The clans regularly engaged in trade or declared war, some of which were the result of divine mandates from the clans' patron ninunos. Dayawlongon's bakunawa—dragons said to be the descendants of the god who created the archipelago—served as intermediaries, guardians, or protectors in times of war and peace.

The threat of hostile outsiders encouraged alliances between clans, especially when foreign powers began killing the bakunawa. The destruction of Dayawlongon's most sacred island—a place that locals now call

Lambakluha—and the genocide of its clans were pivotal in the islands' history as the clans who remained independent of colonial rule banded together and fought back.

Successfully dismantling the first imperial regime resulted in a string of invasions. The attempts to colonize Dayawlongon ceased two centuries ago, when revolutionary forces reclaimed the capital city of Garingoul.

### DAYAWLONGON TODAY

Dayawlongon's ruling council is the Kasapian sang Pangulo, which is made up of the datu (ruling monarchs) of the archipelago's surviving eighteen ethnic groups. The council exists to vote on issues that concern the archipelago.

The members within the Kasapian frequently argue. Some datu refuse to get along, citing ancient blood feuds as the source of tension. Other arguments reflect how experiences of colonization were not universal—some datu believe foreigners cannot be trusted, while others believe that international relations only bring good things.



These factors contribute to great economic inequality. Across the islands, there are sprawling cities grown fat on trade or warfare, but also crude towns harrowed by conflict or calamities. This is a situation that the Saintsgrave Company—a trade emporium that built its success upon the hunting of bakunawa, and the pillaging of sacred Dayawlongo sites—takes advantage of. By offering the prospect of security and future prosperity, Saintsgrave is continuously entrenching itself in the minds of the people.

## GARINGOUL

Ruled by Datu Charo Bahaghari, Garingoul earns its nickname “The Flowering Capital.” The fortress city is nestled between sprawling fields of flowers, and the white spires of its buildings hug massive flowering trees imbued with spiritual energy. As with most cities on Malabulak Island, remnants of colonial rule rest alongside pre-colonial structures, both of which compete for space with newer establishments.

Garingoul Harbor is the gateway through which most foreigners enter Dayawlongon. An ancient pact between the ruling clan and a bakunawa residing in nearby waters allows Datu Charo to control the whirlpools along the shoreline, dictating who goes in and who stays out. Furthermore, any adventurer wishing to join the soldiers at the Final Steps of Courage must petition themselves to the Kasapian.

## LAGUNA

Ruled by Datu Alab Maykapal, Laguna is the largest city in the Banwanglaon Region—a region which covers the three small islands between Malabulak and Lambakluha. Its influence as a port city rivals Garingoul: a fact that the Maykapal Clan often leverages during Kasapian meetings to sway the rest of the council into doing their bidding.

Laguna’s bitterness towards the cities of Malabulak has merit. When Lambakluha fell, the angry ghosts of the island ravaged Banwanglaon. For a time, Laguna’s inhabitants were sandwiched between foreign invaders and evil spirits. The ancient bakunawa Pangil ng Buwan also abandoned Laguna during a bloody siege, causing the death of Laguna’s datu. This may be why the Maykapal Clan cultivates friendly relations with the Saintsgrave Company. The emporium assisted them in times of need, when Dayawlongos who professed to be their comrades abandoned them.

## KOTANGLAWU

Ruled by Datu Mirikit Sandata, Kotanglawu is a city built upon ruins dating back to the first people of Dayawlongon. Dayawlongos believe that Ravyana, the island where Kotanglawu is located, was the ancient birthplace of all bakunawa. The city is home to the largest repository of cultural heritage on the archipelago, which is managed by a non-partisan organization called the Speakers of Kamatayang-Langit. The Speakers recover artifacts from dying or dead settlements and seek to collect all the oral tradition and history of the archipelago.

During Dayawlongon’s colonial periods, Kotanglawu always served as a refuge for revolutionary forces and was the de facto capital before Garingoul’s reclamation. Their adventurers regularly get into altercations with the Saintsgrave Company.



A BINUKOT SINGS  
TO HER LOVER



## BACKGROUND: BINUKOT

You are a “dancer in-between,” someone with an intimate connection with a ninuno through marriage, hero’s trial, blood, training, or inherent sensitivity to the spirits. Beyond being the living repository of a community’s heritage, you are mediators between your people and the ninuno you are bonded to. Much of your life is defined by the desires of your ninuno. In exchange, you’re capable of feats that bards can write a thousand song cycles about for generations to come.

**Skill Proficiencies:** Performance, Religion

**Tool Proficiencies:** One musical instrument of choice

**Languages:** One of your choice

**Equipment:** Calligrapher’s supplies, a costume, a pouch containing 10 gp.

## FEATURE: ECHOES OF A THOUSAND MEMORIES

Your ninuno has persisted across generations and bore witness to history unfolding in ways that no other mortals can. You always know the names, general nature, and small bits of trivia about the people, places, groups, deities, entities, traditions, and artifacts from your community.

## ENCOUNTERS IN DAYAWLONGON

The following encounters are designed to take place in Dayawlongon.

### GILDED IN GOLD & BLOOD

While in Garingoul, a sanctioned duel between Datu Aran Caoagdan and Kidlat Adlawan has gone awry, resulting in Datu Kidlat’s death. Aran has been arrested immediately for treachery, but their clan insists that Aran is being framed by the Adlawans. However, rumor has it that the two were star-crossed lovers who were forced to fight by conniving relatives on both sides. Regardless, war between these clans will cause an uproar on the whole island given the tangled web of alliances and rivalries in Malabulak.

Whatever the truth may be, the Kasapian wants to get to the bottom of this. Datu Charo Bahaghari will pay successful investigators 50 gp each and one powerful favor each if they can figure out what happened and help her save face as Datu of the Flowering Capital.

## SHADOWS GROW TALL BY FIRELIGHT

While in Laguna, several Saintsgrave Company buildings have been set on fire throughout the month, resulting in several deaths and uncountable losses for the emporium. The Company has posted a handsome reward for anyone who succeeds in catching the arsonists, but some binukots insist that the one responsible for the fires is a raging ninuno who wishes to be returned to their homeland. Saintsgrave is working overtime to cover up the existence of the ninuno, and all the evidence pertaining to how one of their past expedition teams stole the artifact that the ninuno was bound to.

### BANISHING THE NINUNO

If the characters choose to work with Saintsgrave and banish the ninuno, the trade emporium pays the characters 300 gp. However, a team of five assassins in the emporium’s employ will stalk the adventurers within the week. The Company wants to tie up all its loose ends. The only way to stop the assassins is to prevent them from carrying out their mission (through negotiation or other means), or by swearing allegiance to Saintsgrave.

All future encounters between the characters, spirits, and ninuno of Laguna will be negative from this point on. The only way to make reparations would be if the characters do heroic deeds for the spirits of the island.

### SAVING THE NINUNO

If the characters choose to help the ninuno, they will learn that their name is Bulan. Bulan can be convinced to stop their vengeful onslaught against Saintsgrave if the characters promise to help them return home. The characters will have to steal the artifact that served as their spirit house from the manor of a Saintsgrave officer and make their way to the settlement where Bulan comes from.

The settlement—a bereaved town that has suffered much in the absence of their ninuno—is overjoyed at Bulan’s return. The adventurers are given access to the riches of Bulan’s temple, a stash of artifacts, jewelry, rare manuscripts, and tomes, perfectly preserved rare textiles, and intricate golden death urns, worth 300 gp. The death urns are the most valuable items—each one reflects the person interred, from the size to the mosaics and details depicting interesting



life events and acts of community service, family members, and where they were from.

Furthermore, word of the characters' deeds will spread to the quiet resistance forces who are attempting to take more fights to Saintsgrave. However, the Maykapal Clan and Saintsgrave will brand the characters as criminals of the land.

## BENEATH THE WAVES

While in Kotanglawu, characters learn of an expedition team asking for assistance. The Speakers of Kamatayang-Langit recently uncovered the entrance to The Temple of Moondrenched Blades, a legendary library where the first bakunawa and first people of Dayawlongon amassed knowledge and untold riches.

However, several expeditions have already breached the temple and disappeared in its labyrinthine depths. The Speakers now want intrepid adventurers to forge a path for them and have promised that each character can take one thing from the temple's library.

## THE TEMPLE

The Temple of Moondrenched Blades lies within the center of a raging vortex, and its levels spiral deeper and deeper underwater. The edifices, hallways, and corridors of the Temple are mostly intact. Brilliantly colored mosaics depict scenes from Kotanglawu's history: tales of bakunawa, mortals, and ninuno. Notably, there are no monsters roaming the temple—the only hostile entities that the characters could encounter are treasure hunters from Saintsgrave who stole their way in. The Temple is a labyrinth of puzzles, where failing to solve any of its mysteries could have fatal consequences. However, clean water is readily available, most of the flora within its walls is safe to consume, and diligent hunters can find aquatic life to eat. Furthermore, characters may occasionally encounter neutral to friendly ghosts of the Temple's former caretakers.

Navigating the entirety of the Temple can take 1–2 weeks. The bottom floor of the Temple is a great library, where manuscripts, artifacts, and other wonders lie clean and perfectly preserved. Each character can take one thing from the library, as promised by the Speakers.





## GODSBREATH GAZETTEER

by Erin Roberts

**B**ROUGHT TO AN UNFAMILIAR LAND BY THEIR gods generations ago, Godsbreath folk built their community together. Today, they work the farmlands of the Ribbon, thrive on the islands of Nightwater Cove, and continue to build the port city of Promise. But while Godsbreath sings of a unified past in the living oral history known as the Awakening Song, cracks are beginning to form within this tight-knit community.

### THE RIBBON

The crimson farming land of the Ribbon has sustained Godsbreath since its earliest days, but the land is slowly growing barren for unknown reasons, leading the cooperative pacts that farm the Ribbon to attempt to increase their harvests with the help of toolhands and fixers.

Toolhands combine magic and traditional farming practices to create new agricultural tools, from farming implements enchanted to increase crop yield to icehouses, which preserve food using cold magic. Fixers practice magic that affects what they can touch or make by hand. A good fix is said to make food more nourishing, protect homes from monsters, and sustain equipment past its repair date.

Despite these efforts and innovations, the land of the Ribbon continues to grow more barren, forcing some to farm in the dangerous but fertile Rattle each planting season.

### THE NIGHTWATER ISLES

The residents of the colorful stilted homes of the Nightwater Isles value tradition. Each island has retained its own distinct culture and trade specialty while depending on the others for goods—made possible by the Skimmers who bring goods and passengers through the dangerous waters of Nightwater Cove in their flat-bottomed wooden skims.

As the number of Skimmers declines—due, in part, to the growing lure of visiting other lands via the Radiant Citadel—monster attacks are on the rise and the isles have had to hire outsiders for transport, a move bitterly opposed by the isolationists of Nightwater’s True Covenant movement.

### THE SKIMMERS’ LIST

Skimmers freely share jobs with each other, asking only for a tip for the information. Aunt Dellie (neutral good human **commoner**) charges 4 gp per tip from the Aunt Dellie’s List table, and can be convinced to waive the fee with a successful DC 18 Charisma (Persuasion) check. If characters have completed the encounter “Perilous Tides” or have found her missing goddaughter Kianna (see “Written in Blood” in *Journeys through the Radiant Citadel*), she will halve the fee to 2 gp or waive it completely with a successful DC 14 Charisma (Persuasion) check.



## AUNT DELLIE'S LIST

### d4 Job

- 1 Trader Indo wants to turn the long-abandoned island Bloodrun Bay into a tourist attraction, while Mother Mala of nearby Breakwater Island would like it made into an island of healers again. Both need it cleared of gators (**giant crocodiles**) and **haints** to proceed.
- 2 The banished leaders of the Skimchaser Pirates, Captain Siddle and Brother Run, need an escort to keep them safe from the **assassin** hired by their former deckhands as they travel to Promise to seek reconciliation at the Awakening Meet.
- 3 The True Covenant relocated several **will-o'-wisps** from Cradlelace Lake to an island overrun with **swarms of poisonous snakes** in hopes they'd spread and scare off outsiders. Nearby, Palmpatch is now being overrun with the will-o'-wisps and wants them driven away.
- 4 Miss Netsie is searching for a set of heirloom story baskets, the latest valuables to disappear from Still Island during a foggy night. Rumors are spreading that the thefts are the work of a **haint**, but in truth the fog has been magically created by **master thief** Two-Hands Jonie.

## THE GODSBREATH COVENANT

Most of Godsbreath worships one or more of the covenant of gods that brought their **forebears** to this region, showing their devotion through the colors they wear or use on their homes. No bias is shown towards worshipers of one god or another, though traders and Proclaimers often wear multicolored clothing to show their impartiality. The following sections provide details on each of the covenant deities.

### KULIBA

Kuliba (pronounced koo-LEE-buh), goddess of progress, flight, and fear, led the covenant to Godsbreath and is widely considered to be first-among-equals in the pantheon.

**Alignment:** Chaotic good

**Domains:** Twilight, tempest, peace

**Color/Symbol:** Blue jay in flight

### ANTARRE

Antarre (pronounced ahn-TAH-ray), deity of purpose and anger, looks kindly on bold actions, but punishes those who seek to inflict harm rather than create change.

**Alignment:** Lawful neutral

**Domains:** Tempest, war

**Color/Symbol:** Crimson sickle

### BRERIN

Brerin (pronounced BRAIR-in), deity of wit and pride, is rumored to have tricked the other gods into granting them immortality. Rumor holds that any mortal who can trick them in turn will be lifted to godhood.

**Alignment:** Chaotic neutral

**Domain:** Trickery

**Color/Symbol:** Silver paw print

### NANTZE

Nantze (pronounced NAHNT-see), deity of stories and lies, is believed to have written the first fifty verses of the Awakening Song, ten of which have somehow been forgotten (even by the Proclaimers).

**Alignment:** Neutral good

**Domain:** Knowledge, arcana

**Color/Symbol:** Yellow spider

### SHESU

Shesu (pronounced SHAY-soo), deity of perseverance and sorrow, rarely interferes in the affairs of mortals, but is believed to have reincarnated the occasional devout follower.

**Alignment:** True neutral

**Domains:** Life, grave

**Color/Symbol:** Green terrapin



## BACKGROUND: PROCLAIMER

You honor the Godsbreath covenant by collecting and telling stories that venerate them and the Godsbreath community. As part of your calling, you travel widely, sharing your tales with those you meet and gathering stories of their lives in turn.

**Skill Proficiencies:** Performance, plus one of your choice from History, Insight, and Religion

**Languages:** Two of your choice

**Equipment:** A musical instrument of your choice, a holy symbol of your gods, blanket, robes, 3 days of rations, a waterskin, and a belt pouch containing 15 gp.

## FAVORITE TALES

While you know a wide variety of stories, you always return to those whose themes honor your gods. Once per day, if you tell a story with your chosen theme to a willing audience, a number of those listening become more likely to agree with actions that align with that theme. This is a nonmagical effect and is at the DM's discretion. Choose a theme your stories often return to or roll on the Story Themes table.

### STORY THEMES

| d8 | Theme     | d8 | Theme     |
|----|-----------|----|-----------|
| 1  | Risk      | 5  | Community |
| 2  | Sacrifice | 6  | Courage   |
| 3  | Knowledge | 7  | Progress  |
| 4  | Cunning   | 8  | Empathy   |

## FEATURE: LISTENING EAR

You are as good a listener and collector of stories as you are a teller of tales. After spending one day in any location, you have basic knowledge of its key people, places, and gossip.

Anyone whose story you have collected in your travels will also offer you a place to hide, rest, or recuperate unless you pose a danger to them. They will not risk their lives for you, but may be persuaded to do a single significant favor for you.

## SUGGESTED CHARACTERISTICS

While Proclaimers spend much of their youth learning the history and background of both their religious and secular communities, as adults they travel often, honing their ability to tell the stories that honor their gods and being venerated as representatives from those gods by their listeners. Choose characteristics from the acolyte, folk hero, or entertainer backgrounds.

## ENCOUNTERS IN GODSBREATH

The following encounters are designed to take place in Godsbreath.

## PERILOUS TIDES

For each of the past three nights, an empty home on Breakwater Island has been pulled into the waters of Nightwater Cove by a "once-in-a-generation flood." Believing this to be no coincidence, Aunt Dellie asks the players for help staking out Breakwater from nearby uninhabited island High Point.

As the sky grows dark, water from the cove rushes onto Breakwater, batters a home's wooden stilts until it collapses, and then recedes, dragging the house back to Nightwater Cove. As the house begins to sink, laughter echoes from High Point's shore. Players can track it to a coven of sea hags scavenging goods. Jealous of the houses' beauty, the coven conjured a water elemental to destroy them. Players can also discover the coven by recognizing and tracking the water elemental or finding evidence of the coven's presence in the washed-up wreckage of a Breakwater home.





Upon defeating the coven, the characters receive a 50 gp thank you from Breakwater's residents, food and lodging for the evening, and whatever washes up from the destroyed home (use the Treasure Hoard tables in the *Dungeon Master's Guide*).

## NIGHT OF THE KINDRED MOON

Cousins Tamar (neutral good human **veteran**) and Peri (chaotic good human **alchemist**) of the Nicols farming pact each believe they can revitalize the pact's section of the Ribbon (and earn themselves an Awakening Song verse) during the Kindred Moon—a rare full moon that takes on the same red color as the soil of the Ribbon and hangs for 8 hours over Godsbreath.

Characters encounter the two discussing their plans and may decide who to assist. Roll a 1d4 to determine how many hours the roundtrip journey to each location will take. The other cousin will still go forward with their plan, even if the party doesn't choose to help them, and can also be assisted while the moon is still in the sky.

### CRADLELACE CLEANSING

Cousin Tamar believes that Cradlelace Lake is leeching the life from the Ribbon and must be cleansed. He has obtained a "cleansing rod" for the purpose from a charlatan posing as a passing merchant and now seeks an escort to the lake's edge. While the charlatan designed the rod to be a convincing fake,

its interaction with the Kindred Moon has given it a new effect—drawing creatures from the lake.

On the rod's activation, and each subsequent hour until it runs out of its 1d6 charges, roll on the Underdark Encounters table (see "Underdark Encounters" section of *Xanathar's Guide to Everything*) to have creatures emerge and attack. The rod can be destroyed when it runs out of charges or by throwing it into the lake.

If saved, Cousin Tamar will offer characters 25 gp in thanks, lessened by 1 gp for each hour that passed before their arrival.

### HARVESTER HAVOC

Toolhand Peri is developing a magically propelled crop harvester to save time and labor and wants help to test it during this time of potent magical energy. While the effect of the moon does strengthen the magic, the harvester breaks apart, shedding 1d6 self-propelled gears (**flying swords**) per hour. Once they are defeated, Toolhand Peri can reach and shut down the machine.

If saved, Toolhand Peri will make each character an item of their choice that could be created by an artificer of the character's level, reduced by one level per hour that passed before the characters' arrival, until reaching 1st-level.





## SAN CITLÁN GAZETTEER

by Mario Ortégón

EVERYONE WHO KNOWS OF SAN CITLÁN HAS heard about the Night of the Remembered, however, there is more to this urban center than that fateful night. From humble tenements, underground cantinas, and back-alley deals; to arcane foundries, palatial halls, and prestigious academies; every corner of the city teems with the potential for adventure.

### A CITY OF PROGRESS

In San Citlán, ancient traditions blend with modern innovations and industrial technology exists side by side with arcane magic.

### MAGIC AND INNOVATION

Though few outside the city know it, the ley line juncture that allows the spirits of the dead to manifest in San Citlán is also the source of myriad other magical phenomena. These eldritch crossroads are not yet fully understood, but the knowledge gained by studying them so far has led to great advances in the fields of magic and artifice.

### THE ARGENT CONGREGATION

The Congregation started as a conclave of scholars assembled to study ley line phenomena, but they have expanded greatly since then. While they don't officially hold seats in the Trecena, the Congregation has become ingrained in crucial aspects of the

government such as the city-state's industries and the military.

Bureaucratic to a fault, the Congregation's structure can be broadly divided into three branches: Edification, which controls the city's universities; Enquiry, which advances arcane research; and Praxis, which devises applicable uses for the findings. While meant to work together, each branch holds their own ambitions. It's not uncommon for one branch to spy or sabotage another if it furthers their goals.

### THE MAGI-INDUSTRIAL REVOLUTION

The crown jewels of Argent Congregation research are the Marfil Ironworks facilities, whose creation engendered an era of rapid industrialization throughout San Citlán. Thanks to this, citizens of San Citlán enjoy a host of urban commodities, the most notorious of which are:

**Lighting.** Streets are lit by alchemical lights—called bengalas or “sparklers”—which react to ambient spiritual energy and convert it to light. Though bengalas are primarily found in public and industrial spaces, their domestic use has become more widespread in recent years for those who can afford them.

**Water.** The Calaveras River naturally runs dry for most of the year, but a mixture of engineering and magic keeps water flowing through continuously. Indoor plumbing is relatively new in San Citlán, but it has



quickly become the norm in businesses, industrial spaces, and wealthier neighborhoods.

**Tramway.** A series of tramways follow the ley line patterns in the city and harness their magic to move streetcars along the tracks. These vehicles are a simple and inexpensive form of transport used by most citizens—however, luxury alternatives exist.

**Long-Distance Travel.** In addition to the Concord Jewel that allows travel between San Citlán and the Radiant Citadel, the city is connected to other major settlements by a magicked railroad known as La Senda, or “The Path.” Unlike city streetcars, La Senda’s trains are propelled by complex alchemical engines that allow them to function outside of the city and cover great distances.

## URBAN ENCOUNTERS

The encounters below can be used to enliven your adventures while exploring San Citlán. To use them, roll on the San Citlán Urban Encounters table to determine what characters find in the city, or choose an encounter based on the needs of your story.

### SAN CITLÁN URBAN ENCOUNTERS

| d6  | Encounter                   | Levels |
|-----|-----------------------------|--------|
| 1–2 | A Gown to Die For           | 3–4    |
| 3–4 | El Guardián vs. los Zombies | 5–6    |
| 5–6 | The Phantom Streetcar       | 7–8    |

### A GOWN TO DIE FOR

An irreplaceable Catrina gown slated to debut at a fast-approaching ball was stolen from the shop of its tailor, and the tailor seeks adventurers to find it before it’s too late. This encounter can occur while characters shop around the Pewter Yards, or the tailor can reach out to characters personally for help.

Joaquín Osto Valvuela, the tailor in question, is found at their shop in the Pewter Yards market district. The stolen dress is an elaborate Catrina gown made with silk and gold embroidery, shaped to look like cascading flowers. Joaquín is willing to pay 50 gp per character if they find the dress and return it, and, if the dress is intact, Joaquín will increase the reward by 25 gp.

Characters can follow the culprit’s trail by succeeding on a DC 14 Intelligence (Investigation) check to find clues around Joaquín’s shop, or by succeeding on a DC 13 Charisma (Persuasion) check when questioning potential witnesses at the Pewter Yards.

The thief is a tabaxi named Blasina (chaotic neutral **scout**). She currently hides at an inn near the Mariposas district, waiting for her turn to be initiated into the Onyx Scar—a crime syndicate that operates in the region. Blasina intends to present the gown as tribute to the local leader of the Scar, Sinforiana (neutral evil **harpy**), in hopes that she may be favored in her initiation.

Characters may try to sway Blasina against joining the Scar through roleplay and a successful DC 18 Charisma (Persuasion or Intimidation) check. If they fail or are violent, Blasina attacks, calling the Onyx Scar handler, a **bugbear chief**, who runs the inn for help. For each round of combat that transpires, there’s a 25 percent chance that the dress is damaged.

If the gown is returned, Joaquín asks the characters to work as bodyguards during the ball, fearing retribution. If Sinforiana hears of the characters’ exploits, the Scar leader might be inclined to seek revenge or approach characters with a job of her own.

### LA CATRINA

La Catrina, San Citlán’s patron spirit, is believed to be responsible for the magic of the Night of the Remembered. Her name means “the well-dressed lady,” and while the specifics of her appearance depend on who you ask, she is most commonly described as a skeletal woman wearing an extravagant flowered dress and a wide-brimmed hat.

**Clerics of La Catrina.** While La Catrina doesn’t have a formal church, she may grant followers that amuse her a measure of divine power. Players wishing to create clerics of La Catrina should choose the Death, Grave, or Trickery domain.



## EL GUARDIÁN VS. LOS ZOMBIES

Evil undead luchadores have appeared in clandestine wrestling rings lately. Multiple wrestlers have been killed by them, prompting El Guardián—a mysterious silver-masked luchador—to investigate their origin. Now El Guardián has disappeared, and his protégé, the Jade Owlbear, is out looking for him.

Characters spot the Jade Owlbear, a dwarven luchadora (chaotic good; uses the **veteran** stat block with the changes noted in the “Los Luchadores” sidebar), fighting four massive zombie luchadores (**ogre zombies**). If characters help her, the Jade Owlbear reveals she’s looking for her mentor, who she managed to track down to the current location before being attacked.

If the characters choose to help the Jade Owlbear continue her search, a successful DC 13 Intelligence (Investigation) check reveals a nearby sewer grate is ajar, and the sound of frantic scuffling can be heard beyond. Following the passage leads to a small gutter-turned-laboratory lair.

The lair has tripwires near the entrance that can be spotted with a successful DC 15 Wisdom (Perception) check, avoided with a successful DC 16 Dexterity (Acrobatics) check, and disarmed with a successful DC 18 Dexterity check using thieves’ tools. Tripping a wire releases alchemical charges that work like a *fireball* spell, centered on whatever triggered it.

In the chamber, El Guardián (lawful good human; uses the **gladiator** stat block with the changes noted in the “Los Luchadores” sidebar) is strapped to a table, unconscious. A successful DC 14 Wisdom (Medicine) check reveals puncture wounds around the ribs, indicating he might have been experimented on.

El Guardián wakes up if he takes damage or a creature uses an action to wake him. Upon doing so, he reveals he was also surprised by zombie luchadores, but was ultimately overpowered and poisoned by an unseen assailant. He remembers hearing a voice singing strange songs while unconscious and doesn’t know what the puncture marks are for.

The Jade Owlbear and El Guardián thank characters and declare their intent to continue investigating. Characters are welcome to join them, or they may be called by the duo later with new leads. More zombie luchadores may start cropping up around the city, this time showing techniques similar to El Guardián’s own.

### LOS LUCHADORES

Luchadores use a humanoid stat block—such as the **gladiator** or **veteran** stat blocks—with the following changes:

- AC remains the same, however, luchadores are not considered to be wearing armor.
- Unarmed strikes use the same attack bonus, damage dice, and additional effects as melee weapon attacks from the chosen stat block, however the type of damage changes to bludgeoning.
- They cannot make ranged attacks.



## THE PHANTOM STREETCAR

Many tramway routes in the city pass through tunnels carved across Citlali's Rest. Some citizens have started to avoid such routes due to the legend of the "Phantom Streetcar" which says that shortly after the tramway was inaugurated, a streetcar full of citizens vanished in the tunnels, never to be found. The missing victims then began to cause accidents in revenge. The story was deemed a fantasy and faded into obscurity—until now. A disgraced artificer named Sotero has started to use the tunnels as testing grounds for his latest monstrous construct, and the legend provides the perfect cover.

This encounter starts when characters board one of the tramway routes that use the tunnels. As this happens, local characters might remember the legend, while foreigners might hear about it from the fearful streetcar operator.

While moving through the tunnel, a baleful light appears in the distance and moves toward the characters. The light isn't another streetcar, but an abomination made of twisted metal and powered by lightning—the nightmare vehicle (use the **behir** stat block with the changes noted in the "Nightmare Vehicle" sidebar). It attempts to derail the characters' streetcar, then fights until destroyed.

Characters who examine the destroyed nightmare vehicle's parts and succeed on a DC 17 Intelligence (Arcana) check can map the parts to commonly used components of industrial machinery. The parts fetch a good price in the markets (300 gp total). Reporting these findings to the Argent Congregation will help characters get in the organization's good graces.

Investigating the construct's parts further or continuing to collaborate with the Argent Congregation leads the characters to learn more about Sotero and his motivations, and ultimately prevent him from releasing more mechanical horrors in the city.

### NIGHTMARE VEHICLE

Created by Sotero, the tunnels carved across Citlali's Rest are now the testing grounds for his nightmare vehicle. The nightmare vehicle uses the **behir** stat block, with the following changes:

- It is a Construct.
- It is immune to poison damage, and the charmed, exhaustion, frightened, paralyzed, and poisoned conditions.
- It doesn't speak any language.
- Its Swallow action deals fire damage instead of acid.





## SENSA EMPIRE GAZETTEER

by Dominique Dickey

**T**HE SENSE EMPIRE IS POWERED BY GOLD—which is mined within each of its three city-states—and wracked by competition as the city-states vie for greater influence. The empire stands on the precipice of a dangerous power transition—and ancient monsters, magic, and plagues threaten to rise again.

### HISTORY OF THE SENSE EMPIRE

The Sense Empire was founded when Kassa, the first emperor, defeated the aurumvoraxes plaguing the region, driving the monsters to extinction. Kassa established Niba, Anisa, and Tarikh in vital locations, and tasked members of his entourage with ruling the city-states autonomously under the emperor's oversight from the Azure Dome.

Emperor Kassa continued to travel away from the empire on adventures and, on one such adventure, was cursed so his descendants would die before inheriting his power. Kassa laughed the curse off—until a freak accident ended his entire line of succession. He named the prince of Tarikh as his heir, establishing a tradition: the emperor's heir should be chosen from the ruling families of the city-states on the basis of merit.

A century ago, during a rocky power transition exacerbated by the Bloody Plague, the Faceless Prophet smoothed over the empire's rifts with her message of peace and unity. Her acolytes established themselves in Tarikh at the Seven Stairs; from this hub, they continue to provide social services that the city-states overlook in their quest for greater influence.



## THE SENSE EMPIRE TODAY

Two months after Empress Inaya named her only son, Shayan, as her intended heir, her husband, Salaba, and son both perished in their sleep after a state dinner. As investigators found no trace of foul play, the consensus is the empress awakened Kassa's Curse by attempting to preserve power within her own bloodline.

Whether Salaba and Shayan died due to an undetected poison or the legendary curse, Inaya must now choose her heir from the ruling families of Anisa, Niba, and Tarikh. This choice is historically made on the basis of merit; however, that hasn't stopped each city-state from using unsavory means to worm their way into greater power.

DIARA, KING  
OF ANISA



### DIARA, KING OF ANISA

*"They say that everyone grovels to someone. It is my duty as a king and father to grovel to Empress Inaya."*

After a decade of study at Anisa Academy, Diara (lawful neutral human noble) spent several years traveling the empire's trade routes. He was called home upon his father's premature death and crowned as king in the prime of his youth. Diara was expected to prove himself in the eyes of the empress and the other monarchs; he resents the constant competition between the city-states, though he knows the city-states themselves encourage the rivalry.

Over his years in power Diara has accepted the expectations of his role—though he still travels whenever he gets the chance, sometimes fabricating reasons why he is needed abroad. He now hopes to elevate Anisa's name and his family's position.

Diara and his husband adopted several children from Anisa's foster system and named his eldest son, Simbon, his heir. In his passion for ensuring that Simbon is named Empress Inaya's heir, Diara has overlooked some of Simbon's more unsavory qualities, and has been inattentive to his younger children.

**Personality Trait.** "I've traveled from horizon to horizon and find myself forced to idle here."

**Ideal.** "I am obligated to serve my family and my people."

**Bond.** "My children's success means everything to me."

**Flaw.** "I put my own expectations for my children above their individual personalities and needs."

### ANISA

Anisa's King Diara never wanted to rule, but he has made elevating his city and his family his highest mission—a mission he undertakes with a single-mindedness that causes him to overlook other concerns. Diara demands high output from the Goldwarren, outstanding performance from his champions in Niban sporting competitions, and leadership and inquisitiveness from his gaggle of children.

Prince Simbon, Diara's eldest child, would much rather study and travel than bear the responsibility of Senses's largest city—just like his father. Simbon's sister, Zahra, is often overlooked due to her age; what she lacks in years, she makes up for in ambition and logistical coordination. Zahra knows she would make a better heir than Simbon—to the city or to the empire—and she is determined to make her father see that fact.



## NIBA

Niba is ruled by Queen Sainasha with her son, Prince Kirina, at her right hand. Due to the limitations of its climate, the Sensa Empire relies heavily on imports—carried by camel, caravan or ship and displayed in Niba's massive open-air markets. Niba is also known for yearly sporting tournaments, which have turned into yet another avenue for the competition between the city-states. Nibans who work the raceways know Kirina encourages cheating—this is somewhat of an open secret—but they would deny it to anyone who isn't from their city.

In addition to sporting events and lush bazaars, Niba is also known for its more moderate coastal climate, as well as its salt flats.

## TARIKH

Ruled by the young King Sundasha, Tarikh is known for hosting the Seven Stairs, the headquarters of the Acolytes of the Faceless Prophet. Located a half day's ride from the holy site, Tarikh is also the last stop on the ritual pilgrimage to the Tomb of the Faceless, bringing substantial tourism revenue to the city.

Though all three city-states contain gold mines and skilled metalworkers, Tarikh is the only city authorized to mint gold into coin. Driven by the desire to outshine Niba's more technically skilled goldsmiths, Sundasha continuously pressures his miners and metalworkers to work double shifts. This has led the local chapter of the Aurum Guild to strike, bringing the city to a halt and jeopardizing the entire empire's economy.

## ADVENTURES IN THE SENA EMPIRE

Consider incorporating the plots on the Sensa Empire Adventures table when planning adventures in the Sensa Empire.

### SENSA EMPIRE ADVENTURES

#### d6 Adventure

- 1 Prince Kirina of Niba hires the party to protect him from **efreet** on his pilgrimage to the Tomb of the Faceless.
- 2 Piles of gold have begun to disappear from Anisa's Goldwarren between shifts. The only witness states that were-hyenas (use the **werewolf** stat block) are behind the theft.
- 3 Dissatisfied with the results of the investigation into her family's death, Empress Inaya hires the party to carry out an independent inquiry.

#### d6 Adventure

- 4 The Azure Dome has been besieged by **ogres**, and Empress Inaya needs the party's help escaping.
- 5 Kedjou, the High Priest of the Unnamed Gods, uses poison to replicate the effects of the Bloody Plague, to strike fear in the hearts of nonbelievers.
- 6 Zahra approaches the characters with a proposition: she will give them unlimited gold and positions in her court, in exchange for help sabotaging Simbon so she can take his place.

## ENCOUNTERS IN THE SENA EMPIRE

The following encounters are designed to take place in the Sensa Empire.

### A LITTLE PRINCE

The streets of Anisa are packed with people of all ages, from elders to toddlers, but one child looks especially out of place. They are raised on their toes, alternately wringing their hands together and flapping them at their sides as the crowd passes around them.

The child approaches you. "Can you please help me?" they ask. "I seem to have gotten into a bit of trouble."

King Diara's youngest child, Nadi, was left unsupervised for the day and decided to sneak out of the palace in search of adventure. Now they're overwhelmed, hungry, and tired, and they need help finding their way home. Even worse: they still haven't found an adventure! Nadi will settle for tales of the characters' exploits, instead of seeking out danger of their own.

Upon Nadi's safe return to the palace, a harried King Diara offers the characters 50 gp each and swears not to let Nadi out of his sight until they are thirty.

### ARENAS AND RACEWAYS

While in Niba, the characters learn of a tournament offering a 300 gp prize to the winners of each game. Characters can participate in the following games:

**Camel Race.** Characters race against 2d4 **veterans**. Each **camel** carries one person and has a base movement speed of 50 feet. Each round on their turn, the characters must roll a d20 and add their Dexterity modifier to determine their success in the race. Characters who are proficient in Wisdom (Animal Handling) make this roll with advantage.



If the total is 5 or less, the rider falls from the camel and is disqualified. Otherwise, the camel travels 50 feet down the track on a total of 5 to 10, 60 feet on a total of 11 to 19, and 75 feet if the total is greater than 20.

The raceway has a length of 500 feet, and the first rider to reach the finish line wins. If two or more camels cross the finish line in the same round, the player character defaults as the winner, narrowly claiming victory. If multiple characters cross the finish line in the same round, determine the winner by having them each roll a d20. The highest roll determines the winner.

**Capture the Flag.** Characters compete against a team of 2d4 **gladiators** on a series of contested Strength (Athletics) checks. Competitors are eliminated from the competition upon losing two consecutive Athletics checks. The first team to be entirely eliminated from the competition loses their flag, leaving the other team to claim the prize.

### THE SPOILS OF VICTORY

If the characters win either of the games, they are invited to dine with Queen Sainasha (neutral half-elf **noble**) and Prince Kirina (lawful evil human **veteran**). Impressed by the characters' feats of athleticism and bravery, the royal family may ask them for a favor: assistance in locating and retrieving the sword Emperor Kassa used to defeat the aurum **voraxes**, which is rumored to offer its bearer resistance from all nonmagical attacks.

### THE PERILS OF DEFEAT

If the characters humiliate themselves in either game, Queen Saneisha's champion Uzo (neutral evil human **gladiator**) and her companions take it upon themselves to tarnish the characters' reputations. Until the characters set the record straight, they have disadvantage on all Charisma checks while in Niba. The characters can also confront Uzo and have her rescind her false claim about them by making a DC 12 Charisma (Intimidation) check. On a success, the characters restore their reputations.

### REWIND A RIOT

While in Tarikh, a riot breaks out at an Aurum Guild protest. King Sundasha (neutral dwarf **veteran**) refuses to negotiate with the union until the instigators are found and punished for destruction of property; however, Sundasha has made unreasonable demands to forestall negotiations in the past, and goodwill on both sides of the conflict is wearing thin.

The characters are approached either by the king or by the Aurum Guild ombudsman, Ismad (chaotic good dwarf **commoner**), for assistance. A successful DC 17 Charisma (Persuasion) check convinces Sundasha that punishing the rioters isn't the best course of action, though good roleplay may grant advantage, or even make the roll unnecessary.

### THE SOURCE OF THE VIOLENCE

If the characters chose to investigate the cause of the riot, they find the damage was committed by a handful of perpetrators who have no memory of their actions due to a *dominate person* spell cast by Amina (chaotic good human **archmage**), the king's mistress.





## TAYYIB EMPIRE GAZETTEER

by Basheer Ghouse

**T**HE TAYYIB EMPIRE IS A NATION PULLING ITSELF from the precipice of ruin. Brutal civil war wracked the nation for nearly a decade, but the grueling reconstruction process promises a peaceful future filled with marvels. Until that promised day, however, the Empire needs one last generation of heroes to safeguard a hard-won peace.

### THE TAYYIB EMPIRE TODAY

Though the scars of war are visible throughout Suristhanam, the Tayyib Empire is cosmopolitan, industrial, and urbane. Where rebuilding is in full swing, the streets are illuminated with magic and enchanted trinkets can be purchased on the open market. Where it isn't, the work for that infrastructure has begun, but the wealth hasn't yet followed. In rural areas, the backcountry, and the most devastated parts of the country, there is still great deprivation as people try to piece their lives back together or wait for that promised golden age to arrive.

### THE WALKING DEAD

In the Tayyib Empire, the undead are mobile, murderous reminders of the war's toll. The old capitol at Sherpatta was destroyed in a necromantic ritual, unleashing thousands of undead upon the land. Unquiet corpses and restless shades are a constant presence, living evidence of atrocities buried by the simple length and brutality of the war.

While destroying the undead is a practical move everywhere, in the Tayyib Empire it has a second role: bringing peace and closure to the bereaved. Organizations, like the Sherpatta Gravetenders, hunt down the undead, then use magic and investigative work to learn who they were and how they died. The information is delivered to families and used to bring justice to the worst villains who survived the war.

Adventurers are often brought in to assist with this task. The Gravetenders are a volunteer movement, while the army moves slowly and on its own schedule. Often enough, local heroes are the only ones capable of destroying a concentration of the undead and learning their tales.

### QARAGARH: CITY OF SPLENDOR

Qaragarh was once a simple fortress-town, notable primarily for being Empress Firuzeh's first command when she was a princess. The population grew during the war when the empress accepted every refugee who arrived at the gates and the city grew to match. Its splendor came from military necessity and rebuilding effort; the wealth of liberated regions was distributed from the army's coffers by massive public works projects, employing as many as possible to create its glittering pools, grand plazas, and the ever-spectacular Hall of Doors.



Today, Qaragarh is a sign of what the Tayyib Empire could be: peaceful, wealthy, and healed. These very traits mean that adventurers find that the city is a stopping point instead of a destination, for there are often jobs to accept while in Qaragarh but they generally involve leaving the grand city to poorer parts of the country.

## THE HALL OF DOORS

The Hall of Doors is a massive structure—a domed palace in a pre-Iwahhid style, appearing from without to be carved from a single slab of rock. Within, Iwahhid influences are apparent in the tessellated geometric patterns that decorate its expansive halls.

Niches in the Hall's walls host an array of teleport circles, each keyed to a different city or fort in the Empire, and the largest of them all keyed to the Radiant Citadel. Complex arcane wards allow even novice casters to assist in powering the teleportation circles—any arcane spellcaster can spend spell slots to fuel one of the hall's circles. Once five spell slots have been donated from any number of casters, an overseer can activate the teleportation circle. Many novice spellcasters earn a small stipend by working at the Hall of

Doors, and it is a common way for wizarding students to pay for their expenses.

Travelers' rates vary. Churapoor's rich and nobility are required to sponsor several poor travelers each month, allowing the less wealthy access to mass transit for free but in limited numbers. More comfortable citizens and common mercenaries are to pay 1 gp each to use the teleportation circles. Successful adventurers and rich citizens are expected to pay 75 gp per use and can be charged up to 500 gp if they aren't letting poorer travelers join them in the circle.

## THE VERMILLION SERPENT

The Vermillion Serpent is a large caravanserai close to the Hall of Doors in Qaragarh. During the darkest months of the war, it was an impromptu military camp, housing Empress Firuzeh and her followers at their most desperate. Now it caters to mercenaries, adventurers, and off-duty soldiers.

The caravanserai's first floor hosts a variety of shops selling adventuring gear, supplies, weapons, and armor found in chapter 5 of the *Player's Handbook*, but not mounts or vehicles. Armor costing over 100 gp requires an armorer to take measurements and forge the equipment from scratch, which can take up to a week.

The second and third floors host rooms for rent. The roof is nominally off-limits, but often serves as both an impromptu medical post and a scenic vista for visitors to gaze upon the city.

Folks looking to employ mercenaries and adventurers often visit the Serpent due to its reputation, providing a steady trickle of job opportunities for its guests. Nadhir Sahib, the proprietor, regularly offers new adventurers a single night at the Serpent on the house. Normally lodging is 7 sp per night and includes breakfast and dinner.

## ENCOUNTERS IN THE TAYYIB EMPIRE

The following encounters are designed to take place in the Tayyib Empire.

### BURIAL SERVICE

A harried young scholar clutches a skullcap to his head as he runs up to you. "You're adventurers, yes? You do mercenary work? Please, I have a situation and I'm running out of options," he says.





Zaki (lawful good human **priest**) is a scholar with the Imperial Ulemma, looking to resettle the devastated people of Alipeta village. However, in the final stages of preparing to send them back home a scout found a problem: Alipeta is filled with undead.

The military won't clear Alipeta for months, and the Gravetenders are overworked, so Zaki has turned to the characters to clear the village for its previous inhabitants. If goodwill isn't enough, Zaki is willing to offer 50 gp to each character, plus 1 gold piece for every undead skull returned to the Gravetenders, and a favor from the Ulemma for the service.

Alipeta is three days' travel from Bijabad. Zaki is also willing to pay for the characters' teleportation circle to Bijabad via the Hall of Doors. When the characters arrive in Alipeta, they find a ruined village, the buildings charred, haunted by soot-marked skeletons and angry spirits. The village is haunted by twelve **skeletons**, two **warhorse skeletons**, two **specters**, and a **bone naga**, plus three nonhostile **ghosts**. Fortunately, the undead are spread throughout the village, letting the characters engage them separately.

Ten of the skeletons wander the village in a cruel mimicry of their old lives. Characters who succeed on a DC 14 Wisdom (Perception) or Dexterity (Stealth) check can isolate them in groups of five. Otherwise, the entire batch attacks at once. The specters always stay near the warhorse skeletons, their **steeds** in life. The bone naga is always escorted by the **remaining** two skeletons, for they were good friends before the village was destroyed. The ghosts **relive** the attack on the village that claimed their **lives**, conjuring images of riders galloping through **with their blades swinging** and an orange-robed mage flinging fireballs into houses. When all the **other undead** are **destroyed**, the ghosts find peace and **dissipate**.

While the **Undead** are gone, that doesn't mean the adventures are done. Curious characters might investigate the evil mage and their subordinates who **attacked the town**, or help the townsfolk clear wild animals and **rebuild the village** as they settle in. Helping Zaki marks the characters as friends to the Ulemma. A scholar could send them invitations to the university, **where they can** be given leads to further adventures or work for the organization as thanks.

## ON THE SLY

The letter arrives in the dead of night, unsigned, but with two platinum pieces as an apparent down payment.

"I have a matter I need handled discreetly and am willing to pay handsomely for your aid. If you're interested, **head to** the Hall of Doors tomorrow at noon."

Meera Devi (lawful neutral elf **noble**) has **approached** the characters to **clean up** an acquaintance's **scheme** without tying herself to the incident. **If the characters** make the rendezvous, Meera introduces herself and explains her problem:

A political ally and **acquaintance** named Nasr Shah has decided to **secure** his fortune by cheating the crown on his taxes. **While** Meera has permissive views on tax evasion, he **did this** by summoning fiends and having them kill the tax collector and several witnesses, **then** claiming that the tax collector went missing with the money he owed. Meera wants this handled, quietly, and is willing to pay each character 25 pp to **make that** happen. Nasr Shah's estate is a **week's travel** from Churapoor. Meera will cover the character's teleport circle fee to Churapoor.

Nasr Shah is a lawful evil human **mage**, escorted by a **spined devil** and four **smoke mephits**. Nasr Shah tends to stay in his rural mansion, which is unguarded and tended to by noncombatant **homunculi** servants. His fiendish assassin is a **bone devil** that lives beneath the house and will hunt down the characters if they kill or arrest Nasr Shah. The bone devil is generally accompanied by an **imp** who serves as an invisible messenger and scout.

Success in this encounter leads to more work from Meera, who could use a team of mercenaries with functional ethical compasses for tricky situations. Alternatively, Nasr Shah's crimes and fate could become public knowledge, making the characters minor celebrities, and bringing them to the attention of the authorities. Once Nasr Shah's crimes are revealed, the characters may receive work from local governors, or even an audience with the Empress for their good deed.





## TLETEPEC GAZETTEER

by Alastor Guzman

**T**LETEPEC IS A PLACE OF DIVINITY, WHERE ancient gods became volcanoes and now keep watchful vigil over the land. Its inhabitants—called Tlaltepecs—worship these volcanic gods, dedicating offerings to them in exchange for blessings, knowledge, and powerful items—and without the gifts from their gods, survival would prove very difficult in this treacherous land.

Recently the number of eruptions and creature attacks have increased. Fear is spreading through the cities as the threat of the Ashrise seems closer than ever. To calm the situation, three factions are trying to find a way to procure safety for their people; however, their inner struggles and opposing methodologies are an obstacle to their collaboration.

### THE LEGEND OF THE ASHRISE

After the gods ascended and became the twin volcanoes, a legend began circulating that when the gods ascended to divinity, their power mixed with that of massive creatures sleeping beneath the ground and in the lakes. The legend claims that when these creatures start waking up, the power of the twin gods will fade and an event called the Ashrise will occur.

The Ashrise marks the end of the Tlaltepec era and signals the new land for the creatures that slumber. The Ashrise will begin with small disasters and creatures awakening, and end with a chain eruption destroying Tlaltepec. As time passes, the omens of the coming of the Ashrise have grown in intensity. These omens range from small earthquakes to the appearance of creatures never seen before in the region. If the party would encounter an omen of the Ashrise, roll on the Omens of the Ashrise table or select one of the omens listed.

#### OMENS OF THE ASHRISE

##### d4 Omen Description

- 1 A local lake becomes acidic, killing all the fish within. The people are now looking for options to eat.
- 2 A series of earthquakes strike a town, only destroying the altars to the twin gods.
- 3 Anejalpa, a city buried in lava long ago, has resurfaced. Its now-undead inhabitants want to access Xoxotla.
- 4 The obsidian walls around Itzimico have cracked for no apparent reason. At night, no torches stay alight.



## THE FACTION GAME

As the danger of the Ashrise comes closer, each of the different factions of Tletepec explores options to stop it and save the people.

### SHAPERS OF OBSIDIAN

The Shapers of Obsidian are scholars, artisans, and inventors. They believe that the boons from the gods should be replicated and used to defend the people. Shapers of Obsidian create magic items that anyone in the region can use and are the masterminds behind Itzimico's obsidian wall.

Internally they are separated into two groups: the Seekers—who research the dangers of the region—and the Constructors—who design the magic items against the dangers. These divisions work in unison to protect the region and are always eager to try new inventions or observe a new boon.

The Shapers of Obsidian's plan for the Ashrise is to replicate the conditions on the obsidian wall in Itzimico around every major city. They believe they can protect everyone using their magic and inventions.

### TRAIL KEEPERS

The Trail Keepers are the explorers and charters of Tletepec. Their purpose is to find and preserve any safe routes around Tletepec. The Trail Keepers work closely with merchants and newcomers, offering their services to scout the land.

The Trail Keepers's job in charting maps also leads them to be the first responders to a variety of disasters. They work to help the people and are the first on the scene after any volcanic eruption, flood, or giant monster attack. As they are spread thin, the Trail Keepers enlist adventurers to help deal with the disasters or creatures, providing adventurers a steady stream of income and good faith with the population.

The Trail Keepers' plan for the Ashrise is to create an artifact they have named the *Eagle Eye* that would allow them to immediately move to the destroyed zones and save everyone, then evacuate the land as their ancestors did before coming to Tletepec.

### WATCHERS OF THE ASHES

The Watchers of the Ashes oversee keeping the religious festivities and signaling imminent volcanic eruptions from the observatories. They are also tasked with helping people tailor their offerings to the request they have of the gods.

In preparation for the Ashrise, the Watchers of the Ashes are working on a massive offering. They plan to ask for a boon able to stop the Ashrise and are looking for clues on what would be a proper offering for their request.

## OFFERINGS AND BOONS

The offerings are a part of the Tletepec culture. For many outsiders, the offerings look like a simple religious ritual. These offerings have been integral to Tletepec culture since the beginning because, for the Tletepecs, the gods are present in their life. Whenever someone makes an offering, they get something tangible in exchange. This can be knowledge, a magic item, or—in rare cases—a divine boon that helps them with the problem at hand.

The gods take offerings from anyone as long as the offer is appropriate and personal. There is a misconception that the boon someone gets is proportional to the wealth of the offering, however in reality the boon depends on how personal the offering was and the problem presented. Some famous offerings include:

- A wizard wanted to increase her knowledge of the Outer Planes to find her lost family. She offered the emerald earrings that her mother left her—the only memory she had of them. The gods took the offering and granted the wizard knowledge of a plane key that would allow her to traverse the planes to find her family.
- A guild master was seeking a new technique to implement in his guild. He came to Tletepec offering the best garment he could tailor. The gods accepted the offering, revealing the secret to weaving magic and stories into the clothes.
- A simple rancher whose cattle was suffering from a plague came to the gods. She offered the drawing of her daughter's favorite cow. The gods took the offering and granted the rancher the ability to heal her cattle with her hands.

## BOONS

The following are boons you can give your players when they make an offering or impress the twin gods.

### SMOKE SHIELD

Your past deeds protecting the innocent have impressed the gods, and they decided to give you the ability to survive even under the harshest conditions. The gods can protect you from harm. As a bonus action, you can gain resistance to slashing, bludgeoning, and piercing damage for 1 minute. You can't do so again until you finish a long rest.



You have saved someone from getting lost or made an offering asking for directions to a place dear to you. You never get lost and always know the direction of the place you want to go. You can cast *find the path* (no material components required) with this boon without expending a spell slot, once you do so you can't do it again until you finish a long rest.

## TLETEPEC ADVENTURES

## d6 Adventure

- 1 A **behir** is attacking a village and the Trail Keepers need help evacuating the town.
- 2 A group of **fire giants** are asking for a toll from travelers to Xoxotla. The Trail Keepers hire the party to help people avoid the fire giants.
- 3 A group of refugees hires the party to protect them in their pilgrimage to the twin volcanoes.
- 4 The Watchers of the Ashes ask the party to investigate a cave where a **fire elemental** has awakened.
- 5 The party is hired by a family to recover a gemstone stolen by an **adult black dragon**.
- 6 The Obsidian Shapers hire the party to investigate a series of robberies in the harbor.

## ENCOUNTERS IN TLETEPEC

The following encounters are designed to take place in Tlaxtepec.

# SOMETHING AWAKENED

A volcano erupted near Coyo Lake, waking up a **kraken** that was lying dormant in its depths. The eruption didn't destroy any settlements, so no factions were called into action, however recently the people of Tecamico have missed several celebrations.

The Trail Keepers worry that something might be blocking the passage from Tecamico to the city and will hire the party to investigate whether the people of Tecamico have had any problems during their festivals and to help them if needed. As the settlement is intact, the Trail Keepers have no direct reason to be involved.

When the party arrives, they find that the people of Tecamenco are calm but claim the lake was hungry and that an old god in the lake demands offerings. Once the Trail Keepers are informed of the kraken's presence, they offer the characters 10,000 gp should they defeat the kraken, as well as letting the party keep any treasure they find.

## THE KRAKEN'S PLAN

The kraken has slumbered for several generations in the lake. Surprised to see a settlement nearby, the kraken chose to proclaim himself a god and wants to awaken other creatures lying dormant in the sea. The kraken wants the offerings to boost their magic and overpower any of the factions and the giants who dwell nearby that would stop them.

Once the kraken is defeated, the following treasure can be found in its lair: 30,000 gp worth of gemstones, gold and ancient relics, one *vorpal sword*, one *nine lives stealer*, and one *tentacle rod*.



## COUNTERFEIT BY THE SHORE

The streets of Itzmico are silent—another accident has occurred. A talisman designed to protect its wearer from the toxic ashes of a volcano has malfunctioned, immolating the user in the middle of the market.

A Shaper of Obsidian approaches you.

“You seem trustworthy. We need your help.”

The Shaper of Obsidian is called Yul (neutral good tiefling **enchanter wizard**; see *Monsters of the Multiverse*). She explains that someone has been selling counterfeit talismans and magic items that malfunction when used. The Shapers of Obsidian have tried to track the culprit down but whoever is making the counterfeit objects is avoiding the Shapers at all costs. Yul wants to hire the party to act as interested buyers of a talisman and track down the operation.

## THE FAKER

The person behind the objects is a wizard called Huel (neutral evil human **mage**) that wants to humiliate the Shapers of Obsidian for rejecting his inventions. Huel doesn't care about any defects on his products and is running a very profitable operation as most of his clients die in the wild and those that survive **blame** the Shapers of Obsidian for getting the defective products. Yuel is protected in his hideout but can be flushed out if he thinks the Shapers of Obsidian are **under** attack from the people he has **sold** his items to.



## APPENDIX A: NEW MAGIC ITEM

This appendix describes the *lens of identifying*, a new magic item that appears in the “Atagua Gazetteer” chapter of this supplement.

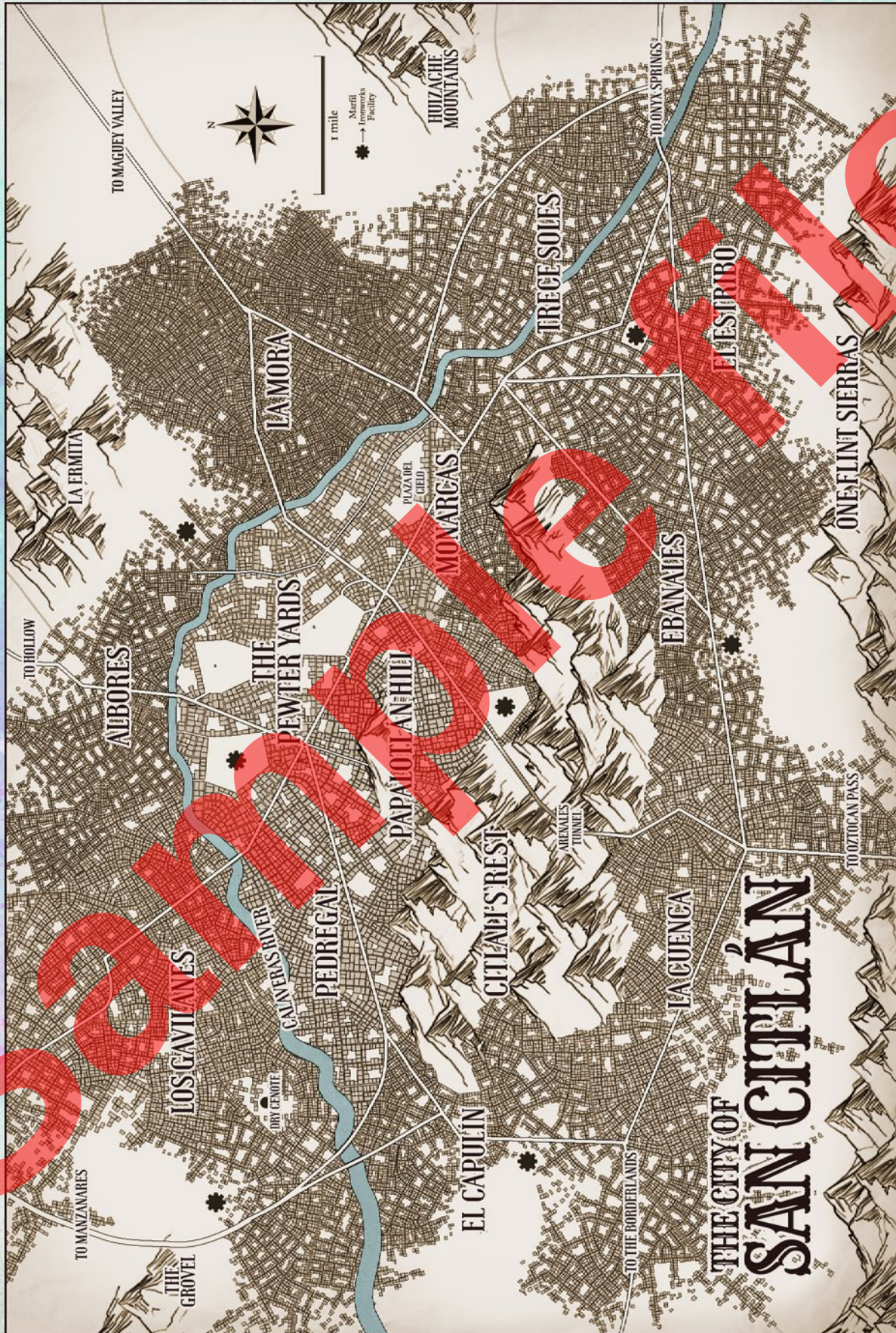
### LENS OF IDENTIFYING

*Wondrous item, rare*

A four-inch diameter disc of lavender glass enables its user to cast the *identify* spell, increasing the range to 20 feet. As an action, the user holds the disc to their eye and inspects one object within range to cast the *identify* spell. The lens retains an image and information of its last five objects indefinitely, or until the oldest image is replaced by the most recent image if used more than five times. The lens holds five charges per day, and all expended uses recharge daily at dawn.



## APPENDIX B: MAP OF SAN CITLÁN



A larger version of this map is included as a separate file.