LONIEL

THE FLOATING CITY OF ANGELS



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LONIEL

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ON THE COVER

In this scene illustrated by Mehmet Özen, we see a part of the Floating City of Angels under beautiful daylight. The ever-vigilant Statue of the Seven, which can be noticed on the right side, looks over the radiant city with a righteous duty.

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CHAPTER I
THE CITY

Welcome to Loniel

Below, you'll find the Song of Loniel; a tune that is most popular all over the city, especially during festivities.

Lad strapping or lady fair,
None can resist Loniel's glare.
O, whatever your heart may bear,
Be certain, with us, you'll find care.

Its gates open to many realms.
Passing through their bright colors,
all your senses overwhelms,
and your heart, a joy, utters.

'T wasn't always as t is anon.
Once; no place for acolytes.
But evil ways would be undone,
with Dumaniel's sacrifice.

Lad strapping or lady fair,
None can resist Loniel's glare.
O, whatever your heart may bear,
Be certain, with us, you'll find care.

A different city altogether;
don't mind now, what 'twas called.
But lo! Under angel feather,
all their malice was dissolved.

W'the army of lights' great descent
Tyranny and evil at once perished.
The era of light thus began,
with ascent of th' Seven; most cherished.

Lad strapping or lady fair,
None can resist Loniel's glare.
O, whatever your heart may bear,
Be certain, with us, you'll find care.

Welcome to Loniel, the floating city of angels! A teeming metropolis, home to all kinds of creatures and their cultures. Loniel is a great place for those who want to see all manner of goodness in one city, to serve good, and to become unforgettable heroes. Even though it is suitable for all types of play, it is more desirable for good-aligned creatures since playing an evil-aligned character in Loniel is extremely difficult.

Using this book

Chapter 1 of the book describes the history of Loniel and its creation, and explains how magic works within the city.

Chapter 2 of the book summarizes the culture of this metropolitan city and presents the major organizations found in Loniel.

Chapter 3 of the book describes the city region by region, in detail, including major locations of interest.

Chapter 4 of the book introduces the major NPCs and monsters, as well as new magic items unique to this setting.

Adventuring themes

Loniel is the city of angels. It is safe, happy, and wealthy. The crime rates are lower than almost any other place. It is easy to assume that it may be hard for GMs to create a powerful conflict in Loniel, yet not everything is as it seems. Since it is a vast metropolis, the residents of Loniel face various problems, and the city gives adventurers ample opportunity to go on daring escapades.

The following list provides some adventuring themes one can encounter in the city:

Detective Cases. Even though Loniel is a glorious city, shining with goodness, the city is not perfect. In some cases, crimes are committed by residents that have changed, in some others, evil forces creep into the city to commit these crimes.

Adventurers can be introduced to cases via detective agencies around the city, guards looking for criminals, or a community that is anxious about recent crimes. The crimes might be about a secret evil cult/organization, murder, robbery, or arson.

The Valley. With thousands of unexplored lands lying under the city, the Valley, also known as the Valley of Death (p.43) provides a free, open space for GMs. Adventurers may be assigned to explore some areas, or find runaways or secret evil forces.

Disaster. Throughout the history of Loniel, evil forces

have always tried to wreak havoc on the city via powerful and sinister natural disasters. Characters may face extreme weather conditions and disasters.

The evil and extreme conditions may be determined by the GM to be as simple or dangerous as the following:

Dark skies. The light slowly abandons the city because of a powerful curse from an unknown source for 1d20 days. Any good-aligned creature that encounters this phenomenon takes 1d6 necrotic damage, and if they encounter it for more than five days, they must succeed on a DC 15 Wisdom saving throw or cannot take a long rest for 1d6 days. You can repeat your saving throw at the end of each day.

Whispers from Hell. A chilling breeze washes over the city for 1d4 Loniel weeks. In this time period, the residents hear unsettling voices, murmurs, and whispers of evil things. Any good-aligned creature that hears these voices must succeed on a DC 13 Wisdom saving throw or take 1d6 psychic damage and find it hard to take a rest.

Evil Spies. As an extremely challenging adventure option, the players may choose to play evil-aligned characters who disguise themselves as good.

Finding/Locating Things. Residents of Loniel are used to burglaries because the city and its riches have always attracted criminals. Therefore, there is always a resident looking for an item within the city.

War. Even though Loniel is a mighty city with impressive defense systems, evil forces always have their eyes on the city. A campaign about a war between good and evil might be fun to play.

Other than the general themes above, you can find slightly more detailed plot hooks to integrate into your adventures that take place in the floating city of angels.

d10	Plot hooks
1	A serial killer roams the streets of Loniel. The killer is military personnel who went insane after a mission in the Valley (p. 43).
2	A magical experiment in the Transcendent (p. 19) has gone awry, the party must go and assess the damage.
3	An artifact normally located in the Tower of Nataniel (p. 17) is missing. The party should locate and retrieve it, if possible.
4	The characters are spies from a distant land. They are assigned to learn about Loniel's security and find ways to conquer it.
5	A group of people, whose identity is unknown, started asking too many questions about Loniel's security systems. Suspecting possible spy activity, the Assembly of Permanence (p. 47) commissioned the party to investigate the situation.
6	The giant statue of the Seven Angels in Starview Park (p.12) was defiled, the party must investigate and find the culprits.
7	Giblins (p. 73) have started to act feral. The characters must investigate why and solve the problem.
8	Elections were held, and the ruler of the city has changed. However, the ex-ruler claims that the election was rigged.
9	An evil sourcebook that is kept hidden in the Golden Pages (p. 15) is missing some pages. The missing pages were about conjuring arch demons. The party should find those responsible for this treachery.
10	A representative of a district in Loniel is under the influence of an almighty evil entity who has cast mind-altering spells targeting this person. The people of the district are disturbed by the change of attitude in their representative and they wonder why it has happened.

History of Loniel

It is estimated that the vast demiplane is more than 500 thousand years old, yet most of these ages-past are unknown to the historians of Loniel. The history of this demiplane is split into two: The Ages of Darkness and the Years of Light.

The following information was collected from the works and lectures of Loniel historians. These historians gathered the following information by examining the relics of the past through mundane and magical methods, by using divination spells to learn from celestial beings, by trying to reach and speak to the spirits of the long-dead, and sometimes by speaking with the land itself.

The Ages of Darkness

Many historians and archivists work on the Ages of Darkness, study ancient writings, and examine the lands of the demiplane. They write valuable materials and give lectures about their findings, yet what happened in those times are not clear.

What is widely accepted as fact is that this demiplane was created in the Ages of Darkness by unknown powers. The "unknown" powers are still a mystery despite tens of hypotheses ranging from a colossal explosion to powerful magic or a disaster.

The residents of the demiplane are also unknown, yet many historians agree that the demiplane was inhabited by extraplanar entities.

The Era of the Gates

The known history of Loniel starts with the exploration of the Gates, which at the time were occupied by the forces of evil. It is believed that the Gates, and the easy access they afforded to other planes, are the main reason that drew evil forces to occupy this plane. The evil forces grew more and more powerful and populous in the emerging city, Kalazel.

As Kalazel expanded, many surged here to use the Gate, indulge in the malicious amusements offered in this place, or simply make Kalazel their home. It is no great surprise that the discovery of gates with such power captured the attention of various forces. One faction that attacked the Gates, wanting to use it for their own ends, was the angels.

After some years of conflict, the evil forces started to unite under a powerful lich, Han. Under the tyranny of Han, the evil forces and the city got stronger, with a robust economy, sturdy walls, dark watchtowers, and a powerful army consisting of all sorts of creatures, magicians, and even some war machines.

The iron rule of Han saw Kalazel bear the brunt of hundreds of attacks and the tyrant used the Gates to wage war against many kingdoms. Eventually, the resources of Kalazel grew and the city became more and more threatening.

The Blasphemy

The beginning of the end for Han's tyranny came in the form of a great battle wherein Kalazel was attacked by hundreds of soldiers under the command of an angel, Dumaniel. The conflict grew as both sides recruited more and more soldiers to their armies. In the end, Dumaniel was vanquished, all of their soldiers slaughtered and Dumaniel themselves were taken captive.

This great victory was celebrated in Kalazel with vicious glee. The foul residents ate, drank, and danced for days while Dumaniel was tortured in the streets. The painful fate that befell the angel was nothing short of tragic. They were beaten and chained, their angelic body marked with dark symbols. Dumaniel was forced to eat vile substances, and their wings were ripped off so they could no longer fly. Their tongue was cut off so they could no longer cast spells. At the end of the celebrations, after the evil denizens of Kalazel had had their fill of torture, Dumaniel was put to death.

The Years of Light

The Years of Light started right after the War of Light. Historians work on this subject and study journals, poems, stories, and mostly historical records written and preserved diligently over the centuries.

The War of Light

When news spread of the massacre of Dumaniel, seven angels, Minah, Nataniel, Anakibal, Zagorka, Polaris, Nigeniel, and Velis, were assigned to end the tyranny of Han and to build a new city on top of the ruins of Kalazel. They gathered a huge army, called the Army of Light. All manner of creatures and kingdoms answered the angels' call, sending soldiers and support to aid their cause.

Under the rule of the seven angels, the Army of Light surrounded the city of Kalazel from all sides and attacked with full force. The Army of Light was so mighty that when they appeared over the city, lesser undead and fiends were instantly incinerated by their angelic presence alone. The last thing the remaining denizens of Kalazel would see before being blinded and cut in half was a shining army, armed with holy flames.

Despite their extraordinary strength, it would take the forces of good three days to defeat the soldiers of Han stationed outside Kalazel and breach the city walls. Battles most fierce took place between the Army of Light and the Undead Army led by Han. Though Han and his servants were formidable foes, Polaris was able to destroy Han's crystal phylactery. What remained of Han was turned to ash with holy fire, and in two more days, the angels raised the hellish city of Kalazel to the ground. The forces of good triumphed against evil approximately two thousand years ago.

The Era of Light

This era of Loniel's history started with the resounding victory of the Army of Light in the War of Light. Stories of this brilliant triumph of good over evil are still told in the city today. However, the conflict between good and evil would not stop there, and this era would come to be defined by great wars between the two factions.

After the war, the Army of Light raised Kalazel to the ground and started building a new city, Loniel, from the ash and dust of what was before. The archangels gathered eight colossal floating rocks to form a sigil, creating a habitable environment and protecting the city. After that, residents from all over the realms started to settle in, finding salvation under the wings of the angels.

Even though evil forces attacked the city hundreds of times in the first few centuries of its existence, life blossomed all over Loniel. The presence and protection of the Seven, which is what the seven angels, the victors of the war were now



called, made it easy for the city to overcome the onslaught of malicious forces.

As Loniel grew in strength, it also grew in numbers with more and more people starting to come to the city for various reasons. Some came to live under the rule of angels and learn new magic, others to trade, heal or be healed.

The Rule of Three

Five hundred years after the establishment of Loniel, four of the Seven, Minah, Polaris, Nigeniel, and Velis, left the city. It is believed that these four angels were assigned new missions and therefore began the Rule of Three, and with it, the golden age of Loniel. The city literally overflowed with light and goodness for three hundred years. Almost no crimes were committed, residents were safe, the fields were teeming with the bounty of the earth.

In the first few decades, the three remaining angels, Nataniel, Anakibal, and Zagorka, took an active role in ruling and protecting the city. They established a great system of governance and slowly left the ruling of Loniel to its residents. At the heart of the system was the Assembly of Permanence (p.47), established for the continuity of peace, love, freedom, and light in Loniel.

The first ruler, chosen by the residents of Loniel, was Achour the First who was a wise and calm leader. Despite his composed nature, Achour also knew to be brave and strong when the time came. Achour was the main authority in Loniel and he is also credited with setting up the socio-economic system of the city. In 305 years, 39 different rulers reigned in the city and the Three only interfered if needed.

At the end of this era, Loniel reached its full potential. The community thrived and it seemed like the residents were good at ruling themselves. Therefore, the Three decided to leave the city. When they explained the situation, the residents decided to hold a big farewell feast and at the end of the feast, the Three left the city. This event would later be named the Great Departure.

The Era of Three Morningstars

After the Great Departure, the Gates started to change. Now and then, some unholy voices, murmurs, and howls were heard coming from the Gates. However, on the 50th anniversary of the departure, some foul creatures, which hadn't been seen for hundreds of years, spawned inside the city. They attacked the residents. Even though no one was hurt in the incident, rulers and residents alike grew anxious. The next night, the people of Loniel looked up at the night sky to see Three Morningstars in the north. There was neither sign nor evidence that it was so, but folks nonetheless believed these stars to be the continuous presence of the Three.

Even though the presence of the stars calmed the residents, there were still some attacks. Evil forces gathered in the Valley of Death (p.43) and attacked the city. The attacks were always impractical and illogical, and the city's defenses destroyed them easy as one-two-three.

However, the attacks increased slowly but surely over the years. Up to twenty attacks took place every single year in Loniel. Therefore, residents were getting used to hearing news and stories of attacks. Even though the attacks didn't pose any real danger, the importance of the military increased drastically in this era. The new perspective had changed Loniel, the number of soldiers, cults, and organizations increased.

The Age of Fade

This is the current age of Loniel and it started with the Fade, the tragic result of the Three Morningstars fading for no apparent reason. As the stars slowly faded away over the past 250 years, the rulers of Loniel started acting more cautiously since many believe that as the Morningstars fade, so does the blessing of the angels. Yet, most of the residents remain hopeful and they still have faith in their rulers and deities. They feel safe under the protection of Loniel though many have accepted the fact that the city has lost some of its former glory.

The Fade created an unstable environment for the rulers of Loniel, causing the emergence of a stronger opposition, influential cults and organizations, and a more powerful military. Therefore the rulers of Loniel can no longer remain at the head of the city for a long time.

> As mentioned in the works of some historians, the Age of Fade is not included in the Years of Light and is given different titles such as the Era of Demise and the Age of the Fall.

Lanvar the Blessed (p. 94) is the 36th ruler of the era, the only ruler to be elected twice and has reigned for 7 years in the Age of Fade. He has assembled a dedicated and loyal team around him that tries to stabilize the environment and protect the city. A rise in the threat of natural disasters as well as in the dangerous weather one can encounter has also been observed in the Age of Fade, the environment destabilizing along with politics. The instances of strange, eerie sightings in the Valley from the mainland have increased, along with the occurrences of crime in the city. The Valley itself is said to be much more unstable than it was at the start of its existence. Security measures and safety principles have thus been altered and fortified accordingly.

However, not all is bad in the Age of Fade. This age has also witnessed developments in the culture of the floating city of angels. Additions to the social structure of the land, such as the Golden Pages Book Club (p. 55), or the society of Greenswords (p. 56) has enriched the already diverse and opulent society of this glorious city.

Loniel, the Floating City of Angels

"Loniel, the great city floating in the sky, awash with light. All these places, people... It is a dream come true. It's like a... like a mortal heaven. I am glad to be here."

- A newcomer

Loniel, a city established by archangels, floats over a demiplane that was once a haven for all sorts of evil. The demiplane hosted tens of gates in those days and they were under the control of the forces of evil. They even built a city, Kalazel. Yet, after the War of Light, when the demiplane was taken by the forces of good, archangels put an end to Kalazel. They also sealed and destroyed almost all of these gates. Then, they built a city over the demiplane and named it; Loniel.

Today, over two thousand years after the War of Light, the population of Loniel has reached over three million. People from all over the realms have come here and started a beautiful, harmonious culture.

The Shape of Loniel

The Seven, the archangels who built the city, established it on eight colossal floating rocks. The placement of the rocks created a protective sigil, which is one of the defense systems of the city (Military and Defense - p.69), and almost completely isolated the city from the dangers of the demiplane.

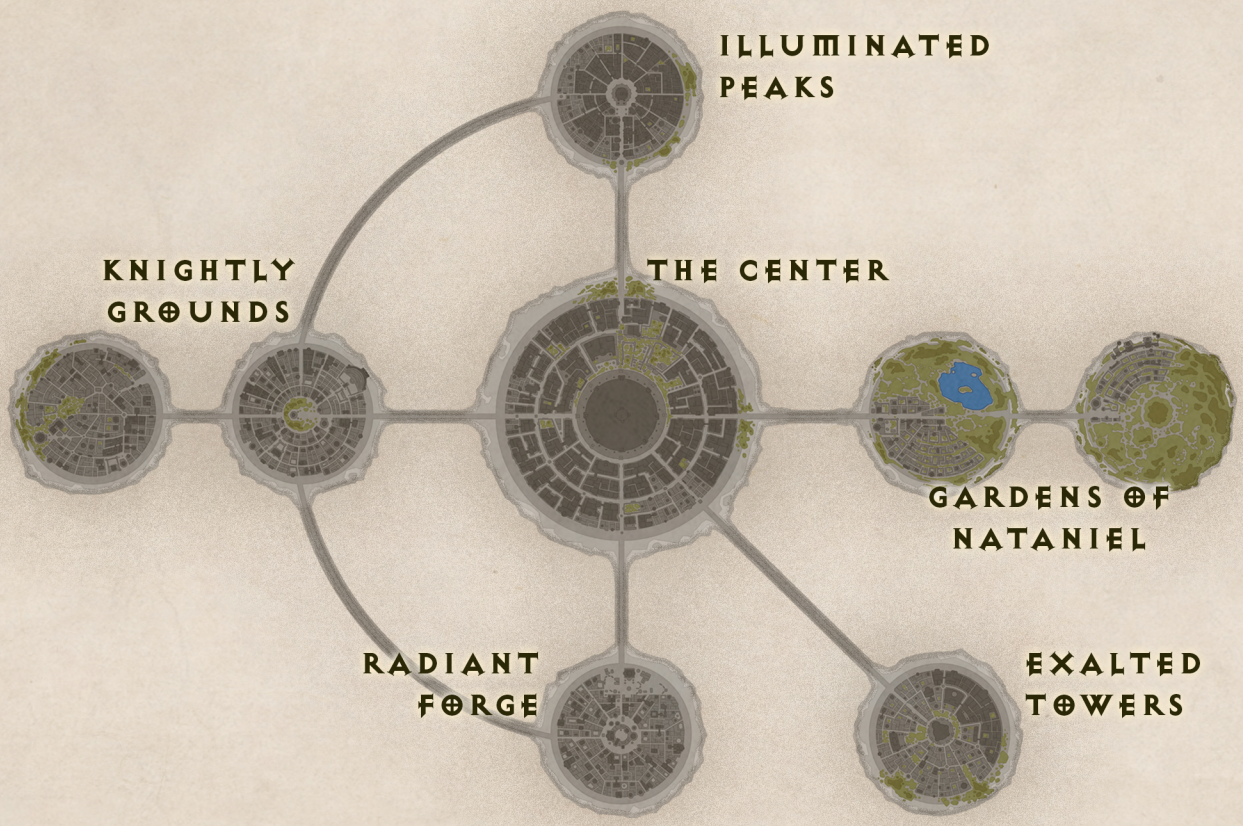
The archangels established six different quarters and though they all have their own specializations, they work together in great harmony. These quarters are:

- Exalted Towers
- Illuminated Peeks
- Knightly Grounds
- Radiant Forge
- The Center
- Gardens of Nataniel

All of these quarters are bound to the Center by large, sturdy bridges. Residents and visitors are free to visit any quarter they wish. However, it is easy for visitors to get lost within this gigantic city and its beautiful streets.

Residents

More than three million creatures live in Loniel, most of them are good-aligned creatures who prefer to live in a safe and peaceful environment.



BUILDINGS

Loniel is a very well-planned city with thousands of buildings, wide streets, and large parks. Most buildings in the city are made of marble and stone because of their durable nature. However, there are some wooden structures here and there, especially in the Gardens of Nataniel (p.23).

Due to the limited land mass, the buildings in Loniel are a lot taller than people in other cities may be accustomed to. Buildings tower high and go deep into the surface to create enough space for the denizens of Loniel.

The city takes good care of the buildings, all of them are clean, safe, and look good.

ENCOUNTERS AND WEATHER

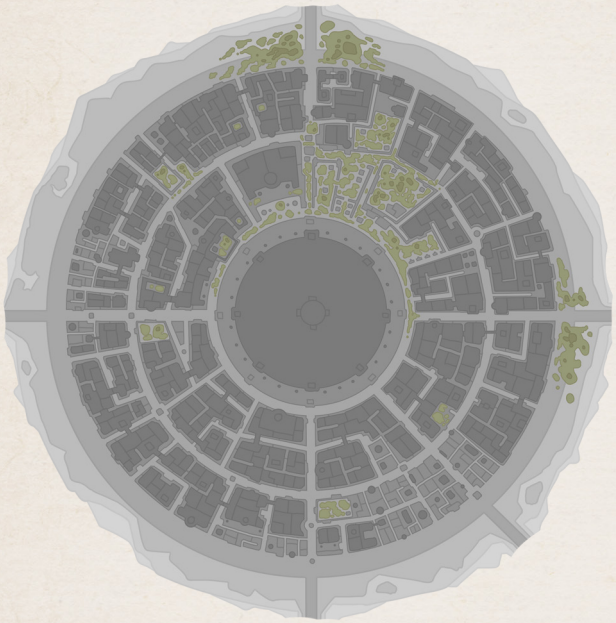
Even though the city has extremely low crime rates and few chances of natural disasters, these threats still exist. In fact, the chances of such occurrences have been on the rise since the Age of Fade (p. 9).

Besides evil and disastrous encounters, there are some magical weather events that take place due to the realm and its history.

Some of these encounters are listed below:

d10	Encounter
1	***The Leak.*** One or multiple evil creatures spawn from the gates in the Center (p.12). Even though the guards can take care of the situation, they won't say no to an extra pair of hands.
2	***Off-Guard.*** The invisible magic barrier covering the city becomes visible with some fractures and dark marks. No matter how much it has been investigated for years, no one knows the reason.
3	***Fear of Depth.*** Even though Loniel floats very high above the defiled aura of the Valley, somehow some people still sense that aura and feel sick and tired.
4	***The Gates.*** A random door or a window opens to a portal which is most likely a remnant of the Era of the Gates. The portal remains only for 1 minute and creatures are able to get in and out of Loniel.
5	***Golden Rain.*** A gentle rain washes the whole city with raindrops of a soft golden color. The weather event continues for 1d12 hours. If you are good-aligned, you have advantage on Charisma checks and saving throws for the duration of the golden rain. If you are evil-aligned, you suffer 1d8 radiant damage at the start of each turn you spend outdoors. If you take more than 21 radiant damage, the golden droplets start ossifying around you and your speed is halved. If you suffer another 21 points of radiant damage, the raindrops completely harden around you and you become petrified for the duration of this weather condition.
6	***Blessing of the Three.*** The three stars, representing the Three (p.9), shine brighter for 1d20 minutes. If you are good-aligned you feel blessed and you regain 10d4+20 hit points the first time you see the shining stars. If you are evil-aligned and see the stars, you become frightened for the duration.
7	***Symphony of War.*** Even after hundreds of years, the echoes of the War of Light (p.7) can still be heard. From time to time, residents hear war cries, screams, and all the other sounds of war. If you are good-aligned, you are filled with a feeling of courage, bolstering you to fight back against the forces of evil and therefore you gain advantage on all attack rolls against any evil-aligned creature for 1 minute.
8	***Joy of life.*** All the senses get more acute within random small areas of the city for 1d4 hours. The reason is unknown. All creatures start hearing, smelling, seeing, touching, and feeling more vividly. Therefore, any creature within the area has advantage on Wisdom (Perception) checks for the duration.
9	***Army of the Dead.*** From their balconies and the tops of high buildings, residents see an army of dead in the Valley (p.43). However, there is no such army outside. The reason for this phenomenon is unknown and it always causes a great panic within the city.
10	***Whispers of Angels.*** A cool breeze carries the whispers of angels, warning the city just before an attack.

The Center



The Center is the floating rock in the middle of all the others that make up Loniel. It is the bureaucratic hub of Loniel, and hosts many administrative buildings and headquarters. A lot of the tall towers of these buildings can be seen from other parts of the city. The Center is also home to the teleportation gates, which are the entrances and exits of Loniel.

As it is the location of the Gates, the Center is the most crowded part of the city with newcomers, merchants, and travelers passing through every day. Other than that, thousands of residents who live in other parts of the city come to the Center to work, pray, and shop.

It is the most vibrant part of the city in terms of social and administrative activity. For this reason, it hosts tens of organizations and hundreds of small groups. Donna the Wise (p.82) is the representative of this complex community.

Remarkable Places

Atop a colossal rock, the Center connects all other parts of the city. It is a marvelous place to visit with beautiful marble buildings, ancient structures, huge arches, big open areas, and hundreds of small shops.

Those who visit the Center can never forget the feeling of being in the presence of all the holy locations and buildings. The following is only a brief list of remarkable places located in the Center:

Court of Heavenly Justice

Located straight across from the Assembly of Permanence, the Court of Heavenly Justice is a four-story building made of gleaming, gray-veined marble. The building looks almost like a cathedral with its narthex at the entrance and its tall, wide windows. The courthouse is decorated with many carvings and statues such as angels holding scales, doves, stars, and water, which are generally associated with good and justice. At the top of the entrance door, on a golden plate, the tenets of Loniel (p.50) are written in embossed letters.

The ground floor consists of a massive hall. It functions as a gathering place for the residents of Loniel where they can discuss and learn the details of upcoming trials.

There are huge indoor amphitheaters that serve as courtrooms on the second and third floors, each able to host 50 to 100 people at once. The people of Loniel can sit and watch the trials as they take place. The person on trial and their representatives stand in the middle of the stage of the amphitheater.

The courtroom is protected with *antimagic field* spells to prevent the people on trial from trying to deceive the court. The judge, witnesses, reporters, and guards of the city stand in a few designated places, where they are not affected by these *antimagic field* spells which are cast by the clerics of justice who are also members of the court.

The fourth floor is reserved for officials of the Court and they are welcome to stay there. One can find judges, reporters, or the servants of the Court on this floor.

The Court of Heavenly Justice was built by the founding angels in the Era of Light (p.7), and the angels served as judges when they resided in the city. The denizens of Loniel believed that the Court would deliver justice, even when the angels were absent from the city. The spirit of the Seven remains strong in the court, as it still functions at its best and keeps providing the justice the city needs.

Granash (orc, veteran, lawful good)

Granash is the head servant of the Court. He is an old, bald orc with a white beard that reaches just below his neck. The numerous scars on his face mark him as one who has seen many battles. However, he is not very proud of those scars as he did not get them fighting in the name of good. Nevertheless, he paid his penance after years of remorse. Granash turned his back on violence and devoted himself to justice. Now, he keeps the Court of Heavenly Justice clean and in order. He is a grumpy old man, but deep down, he is a loving person.

Starview Park

Located in the north of the Center, Starview Park is a big, green park with dozens of trees, flowers, and all sorts of little creatures ranging from fairies to cats and birds. Starview Park used to be called the Park on the Square but its name was changed after the Great Departure (p. 9), since this was the location from which the Three left Loniel.



The most important part of this park is the ancient, giant statue of the Seven, Minah, Nataniel, Anakibal, Zagorka, Polaris, Nigeniel, and Velis. The statue was built to commemorate the origins of Loniel: the seven angels and their contributions to the city. It is made of marble with golden veins, towers 295 feet high, and can be seen from many parts of Loniel.

The statue was sculpted in the Era of Light (p.7) by a sculptor named Farya (p.53) who had the chance to observe, watch, and sketch the angels for ten years. Besides Farya, who designed and sculpted the statue, hundreds of people including dozens of apprentices helping him and a group of clerics repeatedly blessing the materials and the location contributed to the statue. After ten years of hard work, the statue was revealed and all the residents and angels appreciated the magnificent work of art.

Today, the statue is a magical structure called the Statue of the Seven. It shines gloriously all day and emits a soft, magical, 200-foot-radius aura that makes those within feel light, nurturing, and safe. People say that they feel blessed and closer to their deities while in the presence of the statue. When a good-aligned creature casts a spell within the aura, the spell save DC of the spell increases by 2. Also, when an evil-aligned creature enters the aura for the first time or starts its turn within, it takes 4 (1d8) radiant damage.

Blossom Shelter

Just a few minutes-walk from Starview Park, the Blossom Shelter is a big, five-story building with a small garden and tons of windows. It is a place for those who don't have enough income to live a modest life in the city. However, one must still apply to stay at the Blossom Shelter, so that those in charge can ensure the safety of the residents by making sure no one with ill will is accepted through the gates.

Those who are accepted can sleep in their individual rooms, eat free meals, and have access to all the sanitary equipment they need. The Blossom Shelter belongs to an organization with the same name (p.52), and was founded by this organization for all those who need it with the help of the Assembly of Permanence, volunteers, and donations.

This particular shelter is also used as the headquarters of the organization and

is the biggest one in all of Loniel. It can accommodate up to two hundred people. The building looks crowded, with hordes of people hurriedly coming and going through the big, wooden, two-winged door. Others in the Shelter spend time looking out of their windows and making the most of the garden.

Every month, this shelter organizes a small event in front of the building. Many people attend these events to eat, drink, dance, and have fun. Nevertheless, the aim is to gather employers and unemployed people together so that people staying in the shelter can find jobs.

Assembly of Permanence

One of the most grandiose buildings in Loniel, the Assembly of Permanence can be seen from almost anywhere in the city.

It is a gigantic building with thousand-foot tall towers, great arches, and stained glass windows. A small fountain and a pond decorate the front of the building. The structure was designed by three archangels in the Rule of Three (p.9).

The core of the building is rectangular, with circular towers jutting out of its sides and two, huge balconies extending 200 feet out on the northern and southern facades. The balconies are shaped like pointed arches and can be seen from almost anywhere in Loniel. They represent the assembly's duty to watch over the needs of all citizens of Loniel. Some meetings are held on these balconies and this is also where the representatives take breaks.

The Tower of Permanence, one of the towers of the building, is where all the rulers of Loniel are educated. The rulers of Loniel also live at the top of the tower. Nowadays, this level is occupied by Lanvar the Blessed (p.94) and his assistants.

The curriculum taught in the tower is based on the methods of rulership employed by the archangels. The teachings aim to suppress any and all selfish intentions, as well as all desires that infringe on the laws of good, and the training takes 3 to 12 years to finish.

Today, any current or former representatives of any quarter have permission to offer this program. Those who enroll in the program start living in the towers and they are called "nominees". Many are not able to complete the rigorous program and some that do decide that they don't want to be a representative after all.

Residents of Loniel have permission to enter the Assembly and its great green garden. The borders of this garden mirror the placement of the rocks that make up the city. The cobblestones leading to the great golden door are made of white marble with golden veins. Two elite guards, the Sentinels, wearing golden armor wait on either side of the door. Residents are free to enter the building and watch most of the meetings. Yet, the sigil surrounding the building makes it almost impossible for any evil-aligned creature to enter the area.

No one can enter the assembly with any sort of weapon and the building has a very powerful antimagic field.

The Gates

The Gates, also called the Lightway and the Gateways, are the teleportation gates of Loniel. These gates are the one and the only way to enter and exit the city. Located next to Starview Park, the location is one of the most important places in Loniel. Hundreds use the Gates every day. Since Loniel is also a trading center, droves of merchants come through the Gates with packages and caravans. These merchants must have permission from the Assembly before they bring their items into the city, so they must present special documents to the guards every time they use the Gates.

During the time of Kalazel (p.7), the evil city before Loniel, there were dozens of gates in this realm, yet most of them were destroyed because nobody knew what kind of realms and places they were linked to. Today, there are three gates in the shadow of the Statue of the Seven. The three remaining gates were all magically sealed to prevent the entrance of any evil-aligned creatures. Other than this magical protection, there are numerous Knights of the Seven (p.75) stationed around the Gates in golden armor, standing guard to protect the city from any possible intruder.

Wynataras Enalorimol (p.104), also a Knight of the Seven, leads the elite soldiers around the Gates. He is well-liked and respected by the soldiers under his command since he is always kind and respectful.

Sirens of the Seven

Close to the Gates, the Sirens of the Seven is a tall bell tower, equipped with sirens and ready to alert the residents and the guards to any danger. It is a relatively new structure in the Center since it was built right after the Great Departure (p.9). The residents believe that the Seven will help the city in case of an attack if they hear their call for help.

Even though the bell has never been rung, three Siren Guards watch over the city day and night. The Siren Guards are picked out of the Knights of the Seven who volunteer for the task. They are responsible for ringing the bell under three circumstances: if they are ordered to do so by their leaders, if a powerful intruder comes through the Gates, or if a natural disaster of epic proportions occurs.

It is forbidden for people to enter the tower. The metal door is always chained from the inside and there are no windows. The guards are also not allowed to go outside unless another guard comes and takes their place.

Loniel Trust

Located close to the bridge leading to the Gardens of Nataniel, the Loniel Trust is a large, three-story building with robust, marble columns. The name " Loniel Trust" is emblazoned above the doors in bronze letters. The building looks crowded even from the outside, dozens of people carrying papers and files under their arms, go into and out of the building in hurry.

The Loniel Trust is a bank and it is a trustworthy place that is used not only by residents of Loniel but also people from other realms. Financially supported and secured by the Assembly, the bank holds millions of gold pieces and highly precious items. Other than safekeeping gold and objects, the bank receives taxes and donations, and also gives out loans.

Every day, the bank evaluates hundreds of new applications from people who want to take out a loan of a certain amount of gold. Three factors are considered in evaluating these applications: intention, reliability, and need. If all the requirements are fulfilled, the bank interviews the applicants and discusses the details. To protect the fortune of both the bank and the city, the bank approves very few applicants. The borrowers must repay the gold within a certain time period (which is discussed during the interview) otherwise, they are required to perform community service and certain other jobs.

Several Knights of the Seven (p.75) patrol the vicinity of the bank in their shiny golden armor with menacing looks on

their faces. Other than these Knights, four guards with bronze armor that has the symbol of the Loniel Trust on the chest, stand guard outside the entrance gate. They confiscate any weapons or magical items before they let people in.

Just inside the entrance gate, a big, spacious hall welcomes the visitors. There are almost a hundred desks here and people can be seen talking, working, and walking. Working for the Loniel Trust is a tough job therefore, the workers are selected carefully based on their skills and field of expertise. The buzz of chattering voices echoes from the high ceiling of this hall.

Most of the gold and materials kept at the Trust are stored in individual safes in a well-protected and sealed pocket realm. Others are secured in the basements of the building. No one knows how many levels of the Trust there are underground.

Golden Pages

An odd-shaped three-story building, with a cylindrical main structure made of stone and treated wood, the Golden Pass is used as both a library, a restaurant, and a place to rest. The main structure has interlaced corridors that are spread out in the surrounding area, curving through the gaps between buildings, creating a labyrinth-like interior. This massive intricate building houses an organization called the Golden Pages Book Club (p.55).

Inside the main building lies the greeting hall. There is a round counter in the middle of the hall where employees greet guests, and the upper floors of the hall are hollow in the middle as there are ring-shaped platforms on every floor connected by spiral staircases. There are two doors on the ground floor and no windows or openings, there are also no tables or chairs. One of the doors is the entrance and the other one goes to the kitchen.

On the upper floors, there are many doors yet still no windows. The whole building, including the corridors, is illuminated by more than a thousand crystals protruding from walls. The crystals light up the structure by reflecting sunlight throughout the building in the daytime and with soothing magical light at night.

There are dining tables and chairs on each upper floor but not in the corridors. The corridors are filled with bookcases holding all genres of books and scrolls, both magical and nonmagical. Magical texts that could potentially cause harm are stored in restricted areas of the corridors and only authorized guests have access to them.

Each corridor is decorated differently; some have carpets, some have chairs and coffee tables, some have paintings, some have busts and vases. All the corridors have in common are the presence of books and scrolls. Every book and scroll is enchanted so that spilled foods and drinks can't damage them and guests are welcome to enjoy their meals, snacks, or drinks while perusing the selection of literary works.

Although the place is perfect to cut yourself off from the outside world, you must be careful not to dwell too much as you may lose interest in mundane matters of the real world while wandering the corridors.

Thousand Stars Inn

From the outside, the Thousand Stars Inn blends in perfectly with the rest of the Center. It looks like a modest, three-story tavern made of white cobblestones with many stained-glass windows, all of which portray starry night skies. The Inn's name is carved into both the thick, wooden door of the Inn and the little wooden plate that hangs above the door. In the nighttime, the sound of revelers enjoying themselves is audible even from outside the building.

The interior of the Inn certainly does not share the same aesthetics as the facade of the building. As you enter, a large and spacious area, carefully filled with oak tables and a bar welcomes you with the refreshing smell of wildflowers. Looking up, guests are awed by the magnificent night sky full of stars and northern lights that fills the space where the ceiling should be. There are no light sources on the ground floor as this epic display lights up the area. This is also where the name "Thousand Stars Inn" comes from.

At the end of a long day, people love to come here, relax and enjoy the view while they sip their drinks. The main clientele of the Inn is the people who work in the Center. However, it would be fair to say that the Thousand Stars Inn is one of the most famous inns in Loniel.

The second and third floors have rooms of various sizes, of which the ceilings also look like a night sky. Generally, visitors to Loniel choose to stay in these rooms to enjoy the view and fall asleep into sweet dreams.

Lady Matilda (tiefling, noble, neutral good)

The owner of the Inn is a middle-aged tiefling named Lady Matilda, who has wavy, dark hair and lavender-colored skin. She likes to keep her background a secret and enjoys the various rumors that circulate about her past. Some say she was a warlock of an angel, while some others say that she has a darker past, which she escaped through great sacrifices. Lady Matilda sometimes works as a bartender, waitress, or singer in her Inn. When she's not working, Lady Matilda likes to sit and chat with her customers.

the Specials & the Games

Apart from the usual dishes and drinks of Loniel, the Thousand Stars Inn offers its customers one special drink and a drinking game to play.

The Red One (1sp/shot). It is a red-colored drink with the same initial mouth-feel as regular vodka but with underlying notes of sweet berries. The name of the drink comes from when it was first introduced to

the customers. People liked it so much; they started to say, "I want more of that red one," hence the name.

The Helping Hand. It is a pub game invented by Lady Matilda herself. Before the game, the bartender prepares many glasses of the players' alcohol of choice and places them on the bar. Then, each contestant takes one glass and sits at a table within 15 feet of the bar. On the bartender's command, contestants cast the *mage hand* cantrip to retrieve a drink and try to finish the glass as fast as they can. After that, they use their spectral, magical hand to retrieve another glass and drink it. When there are no glasses left on the bar, whoever drank the most glasses wins. If there are an equal number of glasses drunk, whoever finished the last glass first is the winner.

Each contestant must make a DC 10 Constitution check while drinking the first glass. The DC increases by 1 each round after the first. The contestant receives -2 points on a failure, which means it takes them longer to drink that round. On a result of 20 or more, the contestant receives +1 point, which means it took them a shorter time to consume the alcohol. In the end, the contestant with the most points wins. If the contestants have equal points, they must make a Dexterity check. A higher result dictates that the person was quicker than others while retrieving glasses from the bar with the *mage hand* cantrip. Hence, the one with the higher result wins. Contestants with -10 points blackout and lose the game.

Explorers' Guild

The grand building close to the bridge to the Lower Gardens (Gardens of Nataniel) (p. 23), is owned by the Explorers' Guild (p.54). This Guild is renowned for its intrepid adventurers and inspiring exploits. The four-story, beige building is striking with decorative corner windows, small balconies with elegant railings, and delicate sculptures of gadgets such as compasses, sextants and maps. The cheerful crowd often seen in the small garden of the building completes the boisterous atmosphere of the building. The crowd is made up of the members of the Guild who have either an Explorer Card or a Valley Clearance Card.

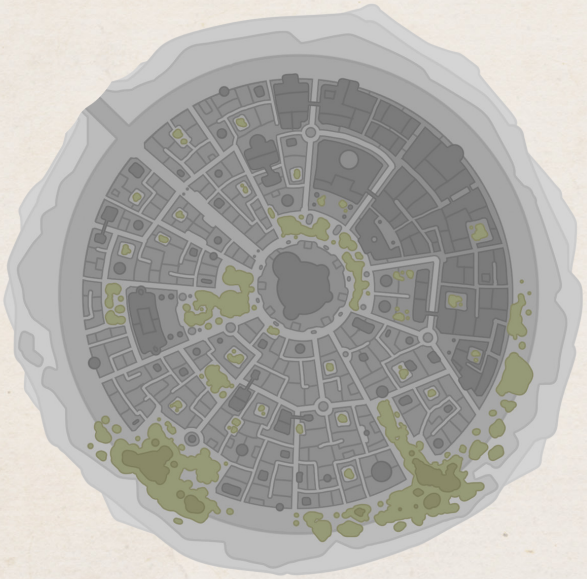
The interior of the building is a nice and welcoming place to be with all the warm colors, burning fireplaces, big comfy sofas, and oversized candles. People gather around in small groups telling stories about other realms, showing off various objects, eating, drinking, and planning their next journey.

Aurora Square

Close to the entrance to Radiant Forge, Aurora Square is a big meeting place. People come here to practice magic and martial arts, and set up meetings and events such as weddings, exhibitions, celebrations, and parties.

Some organizations and temples hold meetings and events here yet, one of the most important events held here is the Annual Exhibition. Thousands of works of art are displayed here for a week (ten days in Loniel), and tons of artists and visitors come to enjoy the event.

Exalted Towers



Exalted Towers is a haven for spellcasters and the district brims with arcane energy emanating from the Tower of Nataniel, dozens of magic item shops, workshops, libraries, and thousands of spellcasters who love to share their knowledge with others.

The quarter was established on a colossal floating rock as a center for spellcasters, a place in which they could teach and learn freely. The archangel Nataniel, a spellcaster themselves, took a keen interest in this quarter and helped to design the space. They were especially involved in establishing the Tower of Nataniel.

They wanted to see a holistic practice of magic, where different schools of magic worked together, contributing to and developing one another. With this intention in mind, the angel invited hundreds of wizards to Loniel. Many answered Nataniel's call and brought with them their teachings and their students. They protected the city and created a rich environment for all sorts of spellcasters. For centuries, spellcasters of various cultures have lived here in great harmony.

Nowadays, the representative of Exalted Towers is Sir Bolsilad (p.100), who is a powerful sorcerer and a close friend of Styrdia Flowermoon (p.102), the archmage of the Tower of Nataniel.

Remarkable Places

Exalted Towers is not only one of the main parts of the city, but may be the most entertaining district as well. Here you can find magical shows, events, fireworks, illusions, contests, and workshops. The Tower of Nataniel, surrounded by dozens of well-designed buildings, stands tall in the middle of the quarter.

Those who visit Exalted Towers can find all sorts of magical equipment and components, along with a multitude of taverns, markets, and parks. The following is only a brief list of the remarkable places located here:

Tower of Nataniel

The Tower of Nataniel, reaching 600 feet into the sky, is one of the tallest buildings in Loniel. It looks elegant with its milky white marble and walls decorated with golden inlays in the shape of runes. Rumor has it the golden runes were inscribed by one of the seven angels, Nataniel, in order to protect the building from all threats. The Tower was built by order of Nataniel, in hopes of educating people in the ways of the arcane. Today, the Tower of Nataniel still functions as a wizarding school. Renowned arcanists teach here, and when necessary, they are also responsible for protecting the city with magic.

Many of those who come to Loniel wanting to be a part of this school are able to do so since the school rarely rejects applicants. At first, they are taught the basics of spellcasting and potion-making. If a student shows talent and promise, they are accepted as novice spellcasters and receive more advanced education. Those who cannot develop the ability to cast spells, either leave the school or take more of a scholarly approach to wizardry, learning the theory and history of the arcane.

Once a person is accepted as a novice, they can become an apprentice if they show growth as a spellcaster. To become an apprentice, a student must find a master spellcaster who is willing to accept them as an apprentice. The master spellcasters are responsible for their apprentices and the apprentices must comply with their master's instructions.

After an apprentice gains experience and becomes more adept, they are offered a place inside the Tower to continue their studies. If the apprentice accepts the offer, they become expert spellcasters. Once they become experts, they continue to study with their former master, not as master and apprentice, but rather as partners.

When an expert becomes potent enough, they can apply to the Tower of Nataniel to become a master spellcaster. Master spellcasters teach the novice and apprentice spellcasters. They are welcome to pursue academic research and stay in the Tower as long as they continue working. Master spellcasters are the highest-ranking spellcasters in the school and most of them specialize in a specific school of magic.

Novice spellcasters are able to cast 1st level spells, apprentices are able to cast 3rd level spells, experts are able to cast 5th level spells, and masters are able to cast 7th level spells. Training of novice and apprentice spellcasters lasts one year and three months for each stage, and the training lasts from the beginning of Nilen and to the end of Tenelen (p.47). If a novice or apprentice cannot gain enough experience to move on to the next rank, but is found worthy to continue their studies, they repeat the same level of training the next year. Usually, people cannot become an expert without at least 5 years of training.

On the last day of Tenelen, the school announces who has been accepted to the school and who has been promoted to a higher rank. This day is celebrated as the Day of Nataniel (p.48).

There is a grand caster for each school of magic, and they are chosen by the master spellcasters who are members of the Tower by way of a vote. The archmasters and the archmages of the Tower make up the Council of the Tower. They are the executive branch of the Tower and are responsible for making important decisions involving the Tower. The Tower of Nataniel is funded by the government of Loniel.

Library of Nataniel

Next to the Tower of Nataniel is a library residing in a 200-foot tall tower. The Library of Nataniel looks very much like the Tower of Nataniel, they share the very same milky white marble stones and golden inlays. This is because the library was once part of the Tower of Nataniel, until the archmages of the Tower wanted to resign from the governance of the library to focus on their own speciality. Since then, the government of Loniel has taken care of the library.

The library of Nataniel hosts a vast and wide-ranging collection of books. It is nearly impossible for one not to find what they are looking for. The library is divided into nine sections according to the topics of the books. The sections are divided into floors, each floor containing one section of the library.

The seven main sections are called Divinity & Theology, where one can find books about divine beings, deities and their commandments; Arcane Arts, where one can find scrolls and knowledge related to spellcasting; Nature, where one can find detailed information about the flora, fauna, and ecology of different realms; Cosmology, where one can find out about the mysteries of the creation of the realms; Literature, where one can find fictional books; History, where one can find books related to history or biographies and other non-fiction books; and Science, where one can find books related to the mechanics of the universe and natural sciences.

The eighth section of the library is named "Other", and this is where one can find books that aren't related to the sections mentioned above. The ninth section of the library is the Forbidden Section, which contains books from evil sources or books that can be regarded as evil. In the Nature Section of the library, one can learn about a fiend's anatomy, whereas information about summoning an archfiend can be found in the Forbidden Section. Only those who are permitted by the government of Loniel or the arch librarian of the library can



enter this section.

The library serves hundreds, perhaps thousands of bibliophiles every year. However, Loniel is a floating city that hosts many visitors from across the realms. In order to protect the books from being lost in other realms, the library does not allow people to take books off the premises. If one wants to make use of a book from the library, they must sit in the designated spaces located in the middle of each floor. If one wants to read a book from the Forbidden Section, they can do it only under the supervision of the arch librarian.

Aldrich (elf, high priest (p. 74), lawful neutral)

Aldrich is the arch librarian of the Library of Nataniel. He is an old elven cleric of knowledge who wears simple clothing. Aldrich was a regular at the library before becoming the librarian. When the archmages resigned from the governance of the library, the government of Loniel asked Aldrich if he wanted to be the librarian. Aldrich accepted the offer with enthusiasm, saying that this was a great honor and that the library was very much like a temple for a cleric of knowledge. Aldrich has great respect for written works of every kind, and his attitude regarding knowledge is appreciated throughout Loniel. Aldrich has a team of librarians consisting of students from the Tower of Nataniel. Together they do an impeccable job of managing the library. Aldrich lives in a little bedroom on the eighth floor of the library.

Arcane Boulevard

A large boulevard extends from the entrance of the Exalted Towers district to the doors of the Tower of Nataniel. The road is made of the whitest of cobblestones and always looks clean and well-kept. Magical lights float around the thoroughfare, illusory phoenixes and dragons of all metallic colors fly over Arcane Boulevard, distinguishing it from the other streets of Loniel. This magical street also smells like fresh flowers all year round.

It is evident from its appearance that the boulevard is home to many magic item shops where one can find every kind of item and component, provided that they are not evil or that they cannot be used for evil purposes.

Aside from its wonderful shops, Arcane Boulevard hosts a festival each year on the last day of Tenelen, the Day of Nataniel. Students who have graduated from or obtained a higher rank in the school are asked to walk from the Tower of Nataniel to the end of Arcane Boulevard. As they make their way down the street, they perform little magic tricks to entertain the onlookers. While novice students perform simple tricks such as casting fireworks in the sky, master spellcasters perform more elaborate feats that fill the boulevard with magic. The festival is especially popular among children.

Asa's Magic Wonders. Asa is a handsome, middle-aged human who runs a family business in Arcane Boulevard. He runs his grandfather's shop called Asa's Magic Wonders with his tiefling husband Danzel and their adopted gnome daughter Cherry. They are a loving family who always tries to make their customers happy. This shop is popular amongst students from the Tower of Nataniel because Asa offers a special student discount. Cherry is also an apprentice of illusion in the Tower of Nataniel. It is possible to find spell scrolls, wands, staffs, and wondrous magic items in the shop.

The Glowing Herb. The most renowned potion-maker in Loniel is an old half-elf called Basil who has a huge, white beard. Basil's real name is Draxter; however, his alias comes from his love for basil. He sells every kind of herb that is not poisonous or that cannot be used to craft harmful mixtures. He is also a skilled potion-maker. Basil's healing potions are extremely popular as they grant a creature 1d6 more hit points than usual.

Pristan's One-Stop-Shop. Pristan Moonsky is a young elf woman with dark hair and pale skin. She runs a huge magic item shop in a three-story building. It is possible to find literally every kind of non-evil item in Pristan's One-Stop-Shop, ranging from enchanted weapons to little wondrous items of every rarity. If a patron cannot find what they are looking for in her shop, Pristan will find it for them within days. However, the only downside to Pristan's One-Stop Shop is that the prices are non-negotiable.

The Transcendent

Sometimes, the Tower of Nataniel cannot fund the development of new magic and rituals, either because it is dangerous to do so, or because it is too expensive to gather all the ingredients needed for the experiments. However, there is a place where one can develop such forms of experimental arcane magic. The Transcendent is the name of a wide, one-story marble building with eight symbols, representing the eight schools of magic, carved into its walls.

The Transcendent is a place for spellcasters who share a vision to create new, unorthodox spells. That being said, it is strictly forbidden to experiment on spells that could be regarded as evil, such as spells that require a living heart as a spell component, or spells that turn an unwilling creature into an undead. Rather, spellcasters work on avant-garde spells such as transforming into a ray of light or helping someone become part unicorn, part humanoid.

The Transcendent does not fund any of these experiments however, it provides a safe space for them to take place. Spellcasters who want to work here must pay a small entrance fee and rent a room to stay in and use for academic purposes.

The name "The Transcendent" comes from the practice or the endeavor of trying to create new, never before seen spells and rituals. However, there are certain rumors claiming that some people hire rooms in the Transcendent to surreptitiously perform evil spells and rituals. Xazir, a middle-aged halfling evocation mage who is the owner of the Transcendent, strongly denies those rumors and says that they sadden him deeply. Those who work at the Transcendent check on their customers, to keep an eye on what they are doing, and to identify any ill-intentioned people trying to use their facilities. They keep records of who has rented rooms, what they are trying to do and what components they are using.

There are a few spells that were created within the Transcendent and that became common throughout Loniel.

Sparkle

5th-level transmutation

Casting Time: 1 reaction

Range: Self

Components: V, M (a shiny prismatic shard worth 100 gp, which the spell consumes)

Duration: 1 round

When you are targeted by an attack or an area effect that deals damage, you can use your reaction to become a shiny lightbeam of prismatic colors and stay as such for a brief moment. You have immunity to all damage and conditions for the duration.

Zoomorph

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, M (a piece of bone)

Duration: 1d100 hours

This spell transforms you into a new form. You cannot know for certain which form it will be. The GM determines which creature's form you will assume. However, the creature must either be unaligned or good-aligned, and the creature's type must be beast or monstrosity. Also, the creature's CR must be equal to or lower than your level.

The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until you drop to 0 hit points or die. You cannot revert back to your form at will.

Your game statistics, including mental ability scores, are replaced by the statistics of the new form. You retain your alignment and personality.

You assume the hit points of your new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech.

Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

Some people cast this spell in the Gardens of Nataniel to experience being a non-humanoid creature.

Gilding

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, M (a piece of gold)

Duration: Instantaneous

You touch an item that is carried or worn by a creature and it turns to gold as long as the creature carries or wears the item. However, the item weighs the same as it did before. If the item is not carried or worn, it reverts to its normal form and the spell ends.

Summon Hats

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You wave your hand in the air and chant the magic words, then summon a hat which appears in an unoccupied space that you can see within range. Its shape, color, material and size is determined by you; however, none of its dimensions can exceed 20 inches.

Sound Effect

1st-level transmutation

Casting Time: 1 action

Range: Self (15 feet)

Components: V, S

Duration: Up to 1 minute

You determine a specific event that could take place in the near future and a sound that you have heard before. The sound you choose will echo around you and people within 15 feet of you will be able to hear it when the determined event finally takes place. For example, you may say "When I enter my room, I want to hear birds singing" or "when I say (a specific phrase), I want the sound of drums to follow". The sound effect lasts up to 1 minute.

If the specific event does not occur within 24 hours, the spell ends. You cannot imitate other people's voices with this spell.

Fertilizer

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

You touch a piece of soil, and wash it with a wave of warm energy that emanates from your hands. Newly planted crops within 100 feet of the point you touch mature within a day.

Clarence's Colorful Circus

One of the most entertaining places to visit in Loniel is Clarence's Colorful Circus, a.k.a. "The Triple C", which is an amazing, magic-infused circus. At the entrance you are welcomed by a huge sign featuring a prismatic planet placed inside a wooden carriage. It is a colorful place basked in magical light. Colors of purple and blue dominate the place although every prismatic color can be seen here.

Children run around freely and with an expression of unmitigated joy on their faces. Adults also come here to take a break from their day-to-day business and have a little fun. There are carts everywhere, selling popsicles and cold beverages.

The amusement park is owned by a jolly halfling named Lirina. Although she is an old lady, she can always be seen running around her park and having fun. The circus was owned by her mother, Clarence, who left the management to her daughter.

There are various huge tents inside the Triple C, with each tent hosting a different show. People from different realms come here to display their own versions of entertainment. In the various tents, you can see fire dancers, jugglers, mimes, and many more. Under no circumstances does Lirina allow unwilling animals to be used in performances. There are also games and events unique to Clarence's Colorful Circus such as:

Horror from Within (1 gp). Horror from Within is a horror ride that lasts 5 minutes and takes place inside a dark cave. During the ride, creatures sit in magical carts that hover through the cave. They see horrific illusions, specifically tailored to scare them. The illusions only remain as long as one remains willing. If a creature decides they no longer want to see the illusions, they end for that creature and the ride becomes a boring 5-minute train ride.

Gravity Denied (5 gp). Creatures stand in the middle of a designated square. When the command word is spoken by the official crew member of Clarence's Colorful Circus, the gravity in the area starts to change randomly. The creatures in the area start to fly up and down. The ride lasts for 10 seconds and it definitely doesn't harm the creatures in any way.

Shooting Stars (5 sp). An illusion of 10 pentagrams starts to form in the air. The contestant must cast a cantrip or make a ranged weapon attack to hit all of them. The illusions have AC 15. On a hit, the pentagram disappears. If a creature manages to hit all of them, they earn 10 gp.

Heavenly Cuisine

A three-story building made of white cobblestones with delicate dwarven masonry rises just off Arcane Boulevard. The building has lots of wide-open windows on each story, allowing the city to enjoy the delectable and appetizing smells of the meals cooked inside. This delectable eatery is Heavenly Cuisine.

Heavenly Cuisine is slightly pricey and it is nearly impossible to dine there without a reservation made five days in advance. Inside, a vast hall welcomes customers with high-quality wooden tables engraved with colorful gems.

Those who enter never cease to be amazed by the excellent odor of spices. What makes Heavenly Cuisine a unique restaurant is that they cook each meal using magic or magical items.

Generally, people who have an above average income in Loniel are regulars of this place. However, one can see people from all varieties of economic backgrounds here on any given day.

the Specials & the Games

Chef Balion uses only his own recipes and does not serve the common meals and drinks of Loniel. Below, you can find three of his most famous dishes. An important part of Heavenly Cuisine's cooking process is that all of their kitchenware is consecrated with spells. Also, although there are meals that contain meat, these are created with spells, not by harming other creatures.

Chef Balion's Veggie Soup (5 gp/bowl). Special, fresh vegetables gathered from the Gardens of Nataniel meet spells that emanate radiant energy in special chambers within the restaurant. The process dries and dehydrates the vegetables. Later, the vegetables are rehydrated with holy water and cooked. Those who enjoy Chef Balion's Veggie Soup say that it gives them an indescribable sense of peace.

Mushroom Puree (1 gp/dish). Garlic and mushroom meet olive oil in a frying pan. When they are fairly cooked, they are left to boil in a deep pot. The mushrooms are then blended with four magically created cheeses. Chef Balion likes to serve his mushroom puree with a garnish of fresh thyme.

Stew of Everything (10 gp/bowl). Stew of everything is a red-colored stew that includes various ingredients such as potato, onion, carrot, cauliflower, mushrooms, and much more. Optionally, it can also contain various types of magically created meat. What makes it special is that Chef Balion enchants this meal specifically for his customers so that everyone can have a unique culinary experience that suits their tastes. One cannot order the stew of everything and not be pleased by it.

Broken Wand

Since the Tower of Nataniel is the heart of the district, Exalted Towers hosts many students. These students need a place to meet after their classes or in their free time. The place they go is the Broken Wand. The one-story tavern with simple wooden walls looks humble and cozy at first glance. However, upon further inspection, one can see that the wood is well-preserved and sturdy. It is nearly impossible to see inside its tinted windows. This is not because students here are up to no good, but because they want to form an isolated community of students here. One must be a student of the Tower of Nataniel to enter the tavern. There are always bouncers, capable students from the Tower of Nataniel, standing near the entrance of the Broken Wand, making sure those trying to enter are students. If they are not, the bouncers simply and kindly ask them to leave.

The interior of the Broken Wand is quite different from other taverns in Loniel. It is rather cramped and the tables are quite close to each other. One can reach the next table in one or two steps. Unlike most of the taverns in Loniel, it is always dim in the Broken Wand because of the tinted windows and the special lighting designed to make it that way. There are paintings all over the wooden windows, all made by the students of the Tower, some of which contain self-portraits that can speak and move within their frames.

The Broken Wand offers no special dishes, but what makes their menu unique is that their prices are much lower than that of other taverns; almost half in fact.

Joe the Expert (tiefling, mage, chaotic good)

Jonah Cheerborn is the owner and bartender of the Broken Wand. He is the son of a wealthy family living in Loniel. Therefore, he can maintain a comfortable lifestyle without making much profit from the Broken Wand, which is a good thing considering its low prices. Joe is 30 years old and he is fairly good-looking with pitch-black, short curly hair, pointed ears adorned with earrings, and a mid-length goatee. Before he resigned from the Tower of Nataniel, he was an expert there for 10 years. He thought he was in a rut with his research and would be much happier if he owned a tavern serving only the students.

The Messenger of the Future

Loniel is the perfect place for exalted folk. Seers and fortune tellers are two such kinds of people with extraordinary knowledge of divination. The floating city of angels is also known for its renowned fortune-tellers, and the most famous one among them is Zelos, a mysterious and grim-looking man with ever-lonely dark brown eyes, short black hair, and well-kempt beard.

People who wish to see a glimpse of their future usually come to the little shop owned by Zelos. The shop has no name or any outward indicator that it is a place for the practice of fortune-telling. However, one can immediately sense that this is a place for the art of divination. The smell of incense wafting out onto the street, the material components, books and scrolls on display in the shop window; all make the nature of the establishment clear. The shop is known as the Messenger of the Future, which is also an alias of Zelos.

The Practice of Fortune-Telling

Zelos has another alias, "The Whisperer". This moniker comes from his signature method of fortune-telling. During the sessions, Zelos asks that his patrons remain as quiet as possible. He says they must do so because otherwise they might "drown out the whispers".

Patrons must state whether they want to learn about their immediate (500 gp), near (300 gp), or distant future (250 gp). Then, Zelos lights his incense and candles in a circle, placing various gems in the middle. He then asks the patron to sit, close their eyes and clear their mind. He asks them to blow on the gems when they feel ready. Zelos then gently throws the gems on a large white piece of fabric featuring a rune of divination. Zelos looks at the positions of the gems and tells his patrons their future.

The divination rune he uses is unique, and was created by Zelos himself. Rumor has it that the piece of fabric was part of the angel Nataniel's cloak (p. 67), and was gifted to Zelos by the archangel themselves. Both the rune and the fabric help Zelos see the future, and without them, he may not be as precise in his foresight.

If the divination is related to the distant future, Zelos's answer tends to be rather cryptic. Predicting the distant future is more complex as there are too many variables determining fate. In contrast, his predictions about the immediate future tend to be more explicit.

A patron may want to know whether or not a specific event is going to happen. For example, an adventurer may come to Zelos and ask if they will encounter any hardships on their way to a specific place. The cost of such predictions is 1000 gp.

Zelos always offers a truthful reply, if he has one. The reply might be a short phrase, a cryptic rhyme, or an omen. If he has a prediction that is not clear, he makes sure that his patrons know that. Though not often, he may have no idea or predictions about a patron's future. In these rare circumstances, Zelos only takes a small amount of gold to cover the cost of his material components, usually 1-10 gp.

Zelos (human, nautral good, lich)

"The Whisperer" is a mysterious person that does not like to have meaningless chit chat with people, and this habit of Zelos brought him a reputation of being a tough and grim man. He wears modest robes of light colors, which creates a contrast with his short black hair and longish beard. Zelos is the most capable fortune teller in the whole floating city. He knows and can cast each and every divination spell and ritual.

Rumors say that Zelos has been in Loniel for more than a lifetime for a human, so he must have been something other than a mere mortal. Zelos keeps his lich identity a secret, although being a lich does not bother him. It is only a reminder of his long-forgotten dark past, which he left behind gladly.

Gardens of Nataniel

The Gardens of Nataniel, also called the Gardens (made up of the Lower Gardens and the Upper Gardens combined), is an enchanting green haven in the south-west of Loniel teeming with tall, old trees, green landscapes, and all sorts of creatures. Rooftops covered with junglesque gardens, fine treehouses, ponds, and beautiful vines of ivy create an awe-inspiring atmosphere.

The quarter was established by archangel Nataniel on two colossal floating rocks. Nataniel enjoyed nature more than any other archangel in Loniel. They brought a multitude of saplings and seeds to the Gardens and invited many humanoids to live here. From the very beginning, various ancestries and cultures met here including elves, fey, halflings, merfolk, and even elementals and dragons. Throughout the centuries, they have lived together in harmony and created a wonderful society. Dusceva is the current representative of the Gardens of Nataniel, yet there are many more representatives present in the Assembly of Permanence from the organizations and groups residing in the Gardens.

The luscious, magical Gardens are beautiful to behold and they also serve a higher purpose by providing healing to residents, rescuing endangered species, brewing potions, and teaching useful methods to farmers and healers. All this work takes place in the many organizations, such as Green Haven (p.56), Blossom Shelter (p.52), the Seed (p.59), and Greenswords (p.56) that find their home in the Gardens of Nataniel.

Remarkable Places

The two colossal rocks that make up the Gardens are connected by a strong, stone bridge. The rock closer to the Center is called the Lower Gardens and the other is called the Upper Gardens. There are countless areas to explore in both locales, including hundreds of buildings, gardens, and streets. One can encounter many different healers, potion makers, botanists, and find dozens of unique creatures in these places. The following is only a brief list of the remarkable places located here:

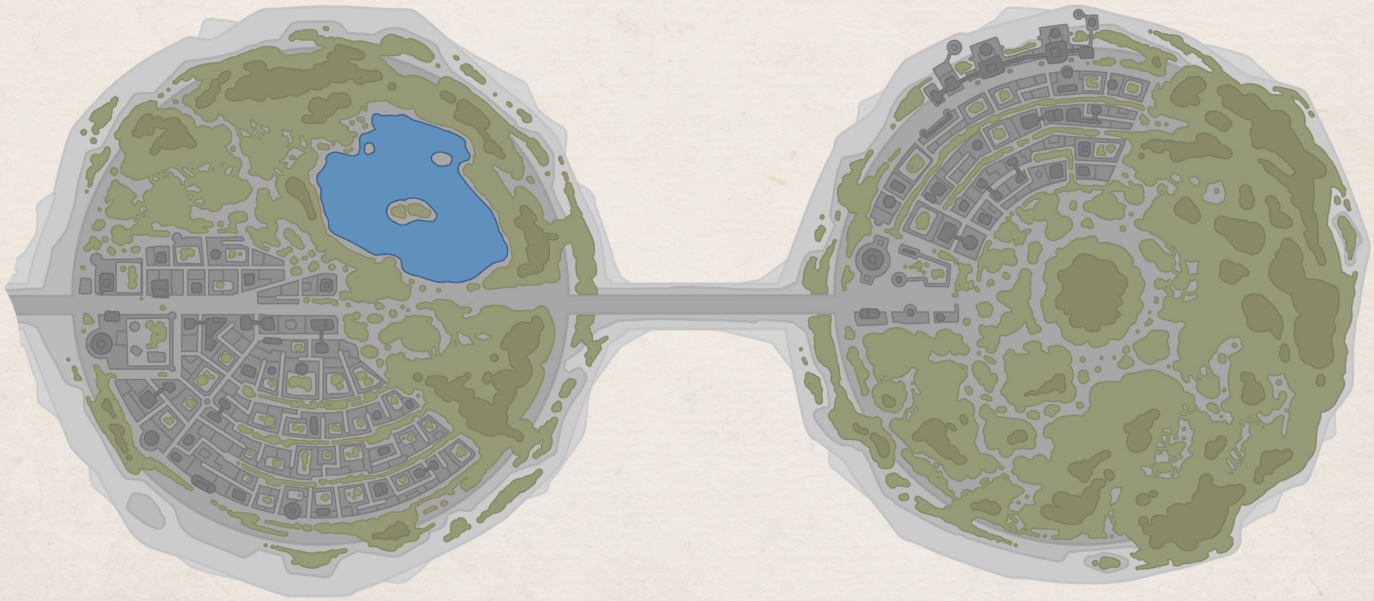
Green Haven Rescue Center

Located at the foot of the bridge in the Upper Gardens, Green Haven Rescue Center is a large domed structure with stained-glass windows. The building's magnificent garden was enchanted to generate habitats for different creatures, ranging from icy ponds to warm jungles. This building is also the headquarters of the organization called Green Haven, (p.56) which aims to rescue endangered species from all around the realms.

On any given day, the Rescue Center is a hub of activity, with people entering and leaving both the garden and the building. A large part of the crowd consists of those who volunteer at the organization. Most of them are here to take care of the creatures, clean them, and prepare their food.

The Rescue Center is open to the public and anyone can enter. There are many guards who work here and their main duty is to protect the visitors and the endangered species. Upon entering, one can see an array of exotic creatures and their habitats. Yet, the magical barriers around the creatures prevent visitors from entering the enclosures and interacting with them.

The fifth floor is the headquarters of Green Haven, so access to this part of the building is restricted. Only those who possess a special badge (shaped like a golden leaf) can enter the area. The fifth floor is used for important meetings and all the operational decisions of the organization are made here.



All high-ranking members of the organization have badges and most visit the Rescue Center each and every day to check on the creatures and the workings of Green Haven.

Those who do not want to volunteer can earn some money by working menial jobs such as cleaning some of the simple habitats, preparing easy meals, and grooming some of the creatures. Other than that, the organization, therefore the Rescue Center, often needs adventurers to go and retrieve some creatures from distant realms. Since these adventures are dangerous, Green Haven pays adventurers a small fortune to embark on missions to rescue creatures.

Exotic Dreams Restaurant

Right next door to Green Haven Rescue Center is a four-story building, and at the top of the building is the Exotic Dreams Restaurant. Even though the building is more than a hundred years old, the restaurant was opened almost a decade ago by Luxia. Luxia wears the most colorful clothes and jewelry, he is the fun, adventurous cook and owner of the restaurant. His childish personality is reflected in his appearance. He has soft, amber eyes, long wavy hair, and a nice smile. Luxia has a true passion for cooking and purchased the place to make his dream of owning a restaurant that offers a tasty, exotic menu a reality.

Luxia always says Green Haven (p.56) is the inspiration for his passion for exotic dishes. The most iconic dish is the Decade-old Jello, a greenish blue moldy jello made of twelve different kinds of fruit, honey, and hazelnut extract. After it's been prepared, the jello is fermented in a warm cellar, for a period of time ranging from 8 months to a decade. The fermentation process changes the color and starts to mold the surface, adding tremendous flavor to the mixture. In fact, the moldier the jello, the more expensive it gets. He collects the most exotic plants and tries to incorporate them in his dishes. He gets most of the plants from adventurers since, according to Luxia, they have the most wondrous collections.

After climbing four exhausting flights of stairs, customers reach the top floor and are welcomed by a grand view of the Gardens of Nataniel. Customers may either enjoy their meals while looking out at the view of the Upper Gardens on the great balcony or take their meals in the lush, exotic greenhouse.

The soft, velvet chairs are the height of comfort and some tables are engraved with tiny leaves and branches. The air in the restaurant is fresh and aromatic, and the dining hall is decorated with potted plants and vases full of fragrant flowers.

Minal (half-elf, commoner, lawful good)

Minal is the waiter of the restaurant, she welcomes the customers and serves them their meals. Also, she sometimes helps Luxia and the other cooks in the kitchen if necessary. She looks calm and quiet, and seems to enjoy the green, joyful environment of the restaurant.

Minal wittingly or unwittingly overhears many people while serving them, so she knows a lot about the people, events, and places found in Loniel; more specifically in the Gardens of Nataniel.

the Specials & the Games

Apart from dishes common in Loniel, Exotic Dreams Restaurant offers one special.

Mulberry Dream (2sp/slice). It is a sweet and savory dish made of mulberry leaves stuffed with mulberries, rice, onion, herbs, vegetable stock, and some cashew milk.

Cliff Castle

At the very edge of the collosal floating rock, in the north of the Upper Gardens is Cliff Castle. Built in the Era of Three Morningstars (p. 9), the Castle was constructed as a venue for big events and exhibitions. Today, it hosts several events each week, ranging from art exhibitions to community gatherings and conferences. Most of the events held at the Castle are open to all residents, yet some special events may be invitation only. For instance, some organizations prefer to throw special parties or conferences just for their members.

Anyone can rent the castle, although it is too expensive for many residents to afford. The cost of renting the venue is 75 gp/per hour. The reception at the entrance of the castle makes all the arrangements and the gold earned from the Castle is directly transferred to the Loniel Trust (p.14).

On days when there are no events being held, residents can still come to Cliff Castle to take in the view of the Valley (p.43), or just to spend some time walking the grounds.

Viggo the Cook (human, veteran, lawful good)

Viggo is in charge of the gigantic kitchen of 50 employees. He is a middle-aged man with a wooden left arm which, according to him, was lost in a great war in a distant realm. He doesn't talk about the war and the realm, and it is obvious that he loves his restaurant wholeheartedly. He has the funniest personality, and likes to cook meals for big crowded groups even though it is an exhausting job. Also, he likes new challenges, different recipes, and new ingredients.

Blue (dwarf, commoner, lawful good)

Blue is a young dwarf with electric blue eyes, which he is named after, who works in the reception of Cliff Castle. He is gentle to anyone who comes to the reception yet according to many he is a bit mad. He sleeps in Cliff Castle, has been



working here for more than 25 years, refuses to work other jobs, and claims he has similarities with the castle.

The Tree

A gigantic tree towers high up into the sky in the middle of the Upper Gardens. It is the oldest living creature in Loniel; therefore, it is also called the Ancient One or the Old One. The tree is a unique mixture of maple and willow, its dark green leaves drape majestically. For hundreds of years, people have worked in vain to propagate the tree. The Old One was planted by Nataniel themself in the early days of Loniel. Nataniel was known to visit it from time to time, and residents have also taken good care of the tree. After a few hundred years, a small group of people organized under the name of the Seed (p.59) and started to protect and take care of the tree.

Today only the members of the Seed can water the tree and three members stand guard around the tree at all times. They even collect most of the fallen leaves. It is said that a part of Nataniel lives inside the ancient tree and if one of its leaves falls on someone, it brings them one year of good luck.

The Treehouse

The Treehouse, also known as the Home of the Representative, is in the Upper Gardens. Built up in the branches of an old pine tree, it is big enough to accommodate 20 people. The representatives of the Gardens of Nataniel stay here during their tenure, along with their family and assistants.

It is a simple but elegant structure with thin columns, detailed woodwork, and stained-glass windows. This home is open to anyone who wants to talk to the representative. The current representative, Dusceva, is not an exception to this rule, he likes to listen to people's ideas as much as he has time to do so.

Potion Street

In the northern part of the Upper Gardens, there is a big, crowded street full of many shops, vendors, and all sorts of folks. Drying herbs and flowers hang from almost all the windows, doors, chests, counters, and benches all over the street. Vendors shout out that they have the most effective potions, the cheapest components and special herbs, and cauldrons reek of all sorts of smells.

The street took its current form in the Era of Three Morningstars, after the success of a small shop: The Pearly Brew. More and more potion makers moved their shops here and travelers got to know the street. Today, the street hosts more than fifty shops and just as many street vendors. One can find many different potions ranging from common healing potions to very rare ones such as potions that give skin a green aura (Potions - p. 62).

Toys"n"Potions

Located in Potion Street, this shop is one of the shops that specialize in making fun, playful potions. These shops mostly provide affordable magical toys for kids. There are many varieties of these toys, including bubble breath potion, hair dye potion, and high & low voice potion. The most famous toys amongst them are the lava foot potion and sticky slime.

Toy making is a respected job in Loniel and toymakers can easily find jobs and customers in the city. The owner of Toys"n"Potions is one of the most famous toymakers in Loniel, Embris Joyran. Embris is a 50-year old halfling who loves wearing vibrant clothes and large accessories. He spends most of his time at work, crafting new toys. In his free time, he enjoys playing with children, swimming, and attending meetings with his friends and community.

Lava Foot Potion (common). If a creature drinks this potion, its feet glow red for an hour. During this time, each step that creature takes leaves a glowing brown trace. Kids all around the city use this potion to play tag.

Sticky Slime (common). A sticky green gel with a 2-inch radius that sticks to any surface. This potion is very popular amongst kids. It dissolves in water and once it adheres to a surface, it can be retrieved to be thrown to another.

Botanical Jewelry

Located in the Upper Gardens, Botanical Jewelry is one of the most famous jewelers in Loniel. There are one-of-a-kind jewels of all prices in Botanical Jewelry, making the jewelers very crowded all the time. It is on the ground level of a wide, three-story building.

The shop was established about two hundred years ago by a wealthy elf, Zelinda, who loves experimenting with jewelry. She developed a technique to crystalize plants and also create tiny habitats for plants within pieces of jewelry. Zelinda has a tall and slim figure, her medium-length gray hair shines as bright as the jewels in her displays. Floral patterns, branches, and simple jewelry are her go-to pieces of clothing. Nowadays, she teaches her techniques to her young apprentices who also work in the shop.

Once customers open the great metal door, the jeweler's feels like a tropical jungle with tall trees in the pots, ivy covering the walls, and great flowers blooming here and there. Voices of apprentices come from the workshop, and the sales floor is full of customers looking for items and trying to haggle. It is a calming place despite all the din and the crowd; customers look happy to be there.

The Blue Lake

The Blue Lake is one of the most interesting parts of the Lower Gardens since it hosts an underwater quarter. The lake was created by Nataniel themselves to create a natural habitat for all sorts of aquatic creatures. Since this aquatic quarter was founded, Merfolk have resided under the lake, so their community is one of the oldest ones in Loniel.

As most cannot hold their breath for hours or cannot breathe underwater, the shops and some street vendors around the lake sell special items such as Wand of Deep Ocean (p.65). Once in the water, visitors are greeted by two delicate buildings, beautiful statues of underwater creatures, and a vibrant social scene.

There are two buildings with large domes in the middle of the lake. One is the Common House and the other one is the Library of the Seas. The Common House is where the representative of the community lives and people gather around this location for special occasions. Merfolk sometimes hold meetings here and invite hundreds of people from all around Loniel. The Library of the Seas has a massive collection in which a researcher can find almost anything about the sea and sea creatures. However, one must have permission from the representative to use the library.

Mothers' Touch

Located in the Lower Gardens, Mothers' Touch is a big hospital complex made up of three buildings and some various outbuildings. The area bustles with many patients, healers, teachers, potion makers, and students. The crowd of people includes not only residents of Loniel but also foreigners from other realms.

Mothers' Touch was established in the first years of the Rule of Three when all the healers and hospitals were gathered under one big umbrella, Mothers' Touch. The four founders of the organization aimed to identify all diseases, teach medicine, provide supplies, and prevent plagues. Since then, the organization has helped countless people from dozens of realms.

The three buildings within the expansive garden of the complex buzz with activity. Teachers go from one building to another accompanied by big groups of students. Suppliers carry sacks of food and components to the various buildings. Despite all the action, everything looks clean and smells fresh. Anyone who has an illness, from the simplest headache to serious magical damage, receives top-notch care and attention. All treatments are free, however, almost all residents donate a couple of coins when they visit since poverty is not a serious issue for Loniel. Those who don't have the coins to spare offer to volunteer for the organization even though they are generally rejected.

The head of the organization and the Dean of Medicine is Gozd the Gracious. She is a middle-aged half-elf who was born in Mothers' Touch fifty-three years ago. Aside from the regular daily duties of Mothers' Touch, she is very interested in exotic diseases and their cures. She likes studying this subject, collecting books, and welcoming patients from distant realms.

Nement (half-orc, acolyte, lawful good)

A very young half-orc whose only dream is to be a healer just like the ones in Mothers' Touch. For now, he runs errands in the complex in exchange for payment. He carries equipment and supplies from one building to another, and brews tea for the patients and healers. Most patients know him and his compassionate character.



He saves most of his money to spend on books and equipment so he always wears hand-me-down clothes. Yet, he is happy and hopeful about his life.

The Crown

At the top of the tallest building of the Lower Gardens, the Crown is one of the most expensive restaurants in Loniel. It was established about sixty years ago by a young human, Sanda. His success became evident with the increasing number of customers and the popularity of the restaurant. He chose to upscale his regular restaurant with hand-made decorations, exotic plants, expensive kitchenware, and a fancy menu. After that, the restaurant became the stomping ground of wealthy residents or visitors.

Today, Dann is the owner of the Crown. She took over from her grandfather Sanda. Dann chooses to follow her grandfather's path and doesn't make any major changes. She loves working in the restaurant and spends most of her time here. She wears exquisite trousers and long vests. She always looks put-together and serious with her medium-length black hair tied tight in a low ponytail.

Customers go to the top of the ninth floor either by using regular stairs or a magical elevator, which is activated when the attendant uses the command word "to the top". Inside the restaurant is a wide, comfortable, fully lit and lavishly decorated dining area with several tables. The grand crystal chandeliers shine with the light of scented candles and magical sources. Delicate, subtle music can be heard anywhere in the restaurant and a waiter welcomes every customer and shows them their table.

The Specials & The Games

Since the restaurant caters to wealthy customers, there isn't anything on the menu that is cheaper than 8 sp, and the prices go up to 10 gp for some special dishes and drinks. The menu sometimes features seasonal specials, yet the following dishes have been offered to patrons for tens of years.

Blue Fever (2gp/glass). After drinking 2 glasses of this alcoholic beverage, a creature's eye color starts to change according to the emotions the creature is currently feeling. The eyes of the drinker take darker colors for negative feelings, lighter colors for positive feelings, blueish colors for calm feelings, and reddish colors for excitement or passion. This effect lasts until the creature finishes a short or long rest.

Mushroom Broth Swirly Onion Soup (8gp/serving). Made from mushroom broth, sliced onions, a secret blend of various herbs, and magically created white meat, the soup moves in a

whirling pattern inside its bowl because of a finishing magical touch. If a creature consumes at least one bowl of this soup, it has advantage on Constitution saving throws against diseases for a week.

Brown Street

Brown Street is located in the Lower Gardens, near the bridge to the Upper Gardens. It is a famous street full of clothing shops of all kinds. One can find any kind of clothing, ranging from the warmest clothes to those suitable for the hottest deserts or even the deepest lakes.

Upon entering the street, one can see many signs on the buildings, some of which are the Golden Scissors, the Blue Kingdom, Nane's Boutique, and Hats & Shawls. Each shop has at least one unique piece of clothing with a special effect. Other than all the unique options, one can add some effects to the garments for a certain price such as Artiste's Silk Garments (p.67) and *Cloak of Elvenkind*. These effects are generally added by sewing certain sigils and runes into the clothes or pouring some potions on them. Also, since these are magical effects, most users cannot stack the effects of four or more magical garments.

> Both in Brown Street and the other textile-making facilities in Loniel, the manufacturers try hard not to harm any living creature in the production process.
>
> One way they avoid harm is, they use a different method of extracting silk that does not harm the silkworms. The cocoons of silkworms are taken after they leave the cocoons and the cocoons are repaired with magical regenerating liquids.
>
> All furs used in the garments are either imitations or they are harvested from creatures who were found dead in the wild. Finding the corpses of animals in other realms is a job in Loniel.

Illuminated Peaks



Illuminated Peaks is the religious center of Loniel. This part of the city is home to thousands of temples and shrines. It is physically connected to Knightly Grounds and the Center by gigantic stone bridges.

There are temples and shrines of many different deities of many different worlds in Illuminated Peaks. The residents follow these different faiths, and live together in great harmony, abiding by the rules of the city and the dogmas of their gods. Since there is potential for conflict between so many different faiths, respect takes its place as one of the most essential virtues in this part of the city. While walking on the streets of Illuminated Peaks, one can easily notice that they are brimming with different religious rituals, ceremonies and festivals taking place simultaneously. Without respect and the rule of law, there would be absolute chaos.

Established by the Seven (p.7) on a colossal floating rock in the north, Illuminated Peaks is the biggest religious center in the city and is known to most of the visitors and residents. The archangels wanted to create a holy place in which the good followers of any deity could live together. Thus, the quarter started hosting the temples and shrines of deities and has done so for hundreds of years. People from many realms came to these peaks and built the shrines and temples of the gods they worshiped. Today, thousands of pilgrims visit the quarter each and every day. The most vibrant part of the quarter is the famous Temple Street, which is brighter than the other parts of the city thanks to its holy, powerful aura.

In addition to the temples and shrines of good deities, some of the neutral ones are also represented here. The dogmas of a deity can be interpreted differently by different worshippers, which is the main reason why one deity can have worshippers of different alignments. These worshippers are allowed to build shrines and temples in this district, as long as they stay on the path of good. For example, the temple of a neutral-aligned war god that is full of worshippers who defend righteous and honorable warfare can be found in Illuminated Peaks.

Illuminated Peaks is so holy and consecrated that when an evil-aligned creature enters the quarter, they feel extremely uncomfortable and take 3 radiant damage at the end of each of their turns they end within Illuminated Peaks. However, those who truly seek redemption and have pure intentions to leave the path of evil are welcomed by the quarter. They do not come to any harm, and are embraced by those living within the quarter.

Law and order within Illuminated Peaks is kept by both the

Knights of the Seven (p.75), fewer in number, and the Temple Guards (p.78). They can be seen in every street, big or small, helping people navigate the quarter and escorting priests and priestesses. They are elite soldiers, highly trained in different religions and martial combat, which enables them to understand the needs of different faiths as well as be able to intercept any potential danger before it is too late.

Illuminated Peaks is represented by Garav Oldhammer (p.90), who has devoted his life to goodness and has lived in Loniel for more than fifty years.

Remarkable Places

Unsurprisingly, the most remarkable places in Illuminated Peaks are the temples. The quarter houses many temples belonging to religions from different worlds. Illuminated Peaks is also home to the headquarters of the Temple Guards, one of the most comfortable inns ever known to man, a garden of celestial plants, and a graveyard.

Temple Street

Temple Street is the main street of Illuminated Peaks. Since temples are among the places that people visit most often, especially in a city built by angels, this street is one of the first streets to be constructed in the city. At first, there were only shrines decorating a little street. As time passed and the population increased, more and more people wanted to build at least a shrine in the city to honor their gods. In time, shrines turned into temples and some small temples turned into huge cathedrals. Today, Temple Street is a massive thoroughfare, teeming with many colored temples that represent a vast array of the forces of good, originating in countless different worlds. Temples and shrines dedicated to the gods of good, knowledge, law, patience, war, retribution, redemption, temperance, self-sacrifice, hope, valor, honor, glory, light, sun, stars, healing, charity, justice, strength, protection, zeal and many other concepts can be found here.

Although the street has changed a lot throughout the ages, the philosophy behind it has remained the same: offering help and spiritual guidance. The temples offer free accommodation and food to their worshippers and to those in need. Almost all of them offer free healing services, regardless of faith. Many powerful clerics can be found in these temples, some of whom can even cast high level spells such as the *resurrection* spell. However, they may charge for the cost of the material components. Also, the temples located here are home to countless religious relics and treasures.

All are welcome to visit this sacred place and Temple Street is crowded even on the most peaceful day. People come here to pray as well as to seek guidance or healing, and sometimes for a peaceful stroll. Tranquil thoughts, fresh smells, peaceful prayers, and a strong feeling of faith and safety fills the street. All who pray in the street, thanks to the place's aura and the guidance of religious people within, gain the benefits of the *bless* spell for 1 hour.

Walking through the street, one can easily encounter many different and unique religious events. To show some of these events, you can pick from the following table or roll a d8 to determine which events occur.

Roll	Event
1	Two knights following different gods of war are having a duel to honor their deities. It is a great sight to behold and the duel ends when one combattant falls unconscious. The winning knight heals their opponent, and the one who loses the duel tosses candy at the children watching in the crowd.
2	The worshippers of a temple of nature wash their temple under a light mist of rainfall, dancing around the building and blessing it.
3	A group of people leaves a temple together. They hold their hands high, turn their faces to the sun and pray loudly.
4	A group of temple members wearing green and brown robes hand out food and drink to passers-by. The food and drinks are specific to the festival of fertility that they are celebrating.
5	A performer creates scenes of colorful illusions in the air, telling legendary stories of great heroes. People watch the illusions with fascination.
6	A choir sings a prayer to their god of protection, in 10 different languages.
7	A child hits a small blue bird by mistake while dancing to a song played in a nearby temple of joy. While the child holds the bird in their hands on the verge of tears, a druid approaches and they heal the bird together.
8	The high priests and high priestesses of two temples are sitting in a circle. They are talking about the philosophy underlying their gods, religion, angels, and the good.

Although different temples give out different food and drinks, blessed cookies and nectar water are the most common. Even though different temples can prepare these items in different ways, they are more or less as follows.

Blessed Cookie. This is the sweetest cookie one could ever eat. They are made in the temple kitchens on important days. When you eat one, you cannot have disadvantage on ability checks and attack rolls for 1 hour.

Nectar Milk. This is a very refreshing and light drink. It is generally offered with blessed cookies. It tastes like milk mixed with several different fruits. When you drink one glass of nectar milk, you gain advantage on Intelligence, Wisdom, and Charisma saving throws for 1 hour.

As suggested so far, the main idea behind Temple Street is to be a place that can house different, sometimes clashing, religions. Although the dogmas of the worshippers may



be at odds sometimes, patience and understanding are not only highly encouraged but required throughout the street. Respecting others, a quality of which evil is largely bereft, is one of the main pillars of Illuminated Peaks as well as the whole city. So, different rituals, methods of worship, and religions are both encouraged and observed with curiosity by the folk here.

Apart from the events, there are some signature faces of Temple Street: Hevin the Thunderbolt, Ranulph the Pilgrim, and Vigvil the Vigilant.

Hevin the Thunderbolt (bronze dragonborn, gladiator, chaotic good)

Hevin is a former miner and mapmaker. She used to be a greedy treasure hunter before she came to Loniel in search of a unique map that led to celestial treasure. However, when she saw what life here was like, she realized that she had spent her whole life chasing gold, of which she had already more than enough. She decided to retire and live in Loniel, spending most of her time praying to the dragon god she worships. Yet, she still has a penchant for thrill and adventure. She is a member of the Explorer's Guild (p.54), and helps them map the uncharted parts of the valley under Loniel. She loves using a battleaxe and is generally sought by young adventurers for her grand collection of treasure maps.

Ranulph the Pilgrim (human, high priest (p.74), neutral good)

Ranulph is a very old pilgrim. He slowly ambles up and down Temple Street all day. He wears a simple brown robe and carries a simple gnarled quarterstaff. While meandering up and down the streets, Ranulph pets animals, tries to play with children but can't keep up with them, talks to other pilgrims, heals the wounded, and helps people if they are in need. He is a follower of a god of fate, and he is a well-known figure in the city thanks to his wisdom and unique, god-given ability to see the future. However, he never uses this ability on demand. He sometimes talks to random people on the street, and fate knows why, offers them a chance to learn what their future holds. If they accept, Ranulph holds their hands and tells their fortune by reading their palms, generally giving cryptic messages. If he is asked why he does that, he answers, "I am told to".

Vigvil the Vigilant (succubus, temple guard captain (p.78), lawful good)

Vigvil is a redeemed fiend paladin. Before she was captured by a cleric of justice and brought to Loniel, she committed unspeakable sins and doomed many souls to infernal damnation. Upon her arrival in the city she was so affected by how well people treated her, even showing her respect, that she abandoned her old ways and became the acolyte of the cleric that had captured her. In time, she excelled in swordplay, was trained as a temple guard, and became a paladin of righteousness. She aims to destroy her old demonic masters and trains everyday to reach that goal. She loves

dueling with adventurers to test her own mettle.

Although Temple Street is a place of understanding, acceptance, and respect, the place itself does not show any tolerance against the wicked. Those who wish to harm the good and the innocent are not welcome, while those who seek redemption wholeheartedly are more than welcome. When an evil-aligned creature tries to enter Temple Street, in addition to the effects of Illuminated Peaks on evil-aligned creatures, the creature must make a DC 21 Charisma saving throw. On a failed save, it cannot enter the street. On a successful one, it is still disturbed by the street's aura and it loses any resistances and immunities it has.

The Temple

This place is a gigantic building at the end of Temple Street. Being 270 feet in length, 180 feet in width, and 180 feet in depth, it is undoubtedly the biggest building in Illuminated Peaks. A marble temple made by the hands of grandmaster crafters, it looks like a house worthy of the gods.

The main property of the Temple is that it is the union of all other temples and shrines in Illuminated Peaks. At the very least, a symbol of all the religions can be observed on the walls, the chandeliers, and the ceilings; be them wings, swords, scales, halos, clouds, flowers, shields, and other things of that nature.

Like other temples, this temple has a high priest, and being one is a great honor. When the high priest of this temple retires (generally by means of dying of old age), the priests and high priests of other temples and shrines in Illuminated Peaks gather and choose a new one. The chosen priest learns about all the religions represented here, their new duties, and the rituals they must conduct. While choosing the new high priest of the Temple, the gathered crowd casts divination spells, meditates for hours, asks questions to their deities, and the congregation talk to each other to choose the right person. The chosen one can be a young acolyte or the eldest of the gathered priests; whatever visions they see, whatever decision they make, they respect it, for they all know that gods work in mysterious ways.

The current high priestess of the Temple is Cassander Verilier; a young elf who had just completed her acolyte training when she was chosen as the new high priestess. Every other high priest says that she has a unique light and is destined to an epic fate, although they do not know what this fate may be. It has been 30 years since she was chosen as the high priestess of the Temple, however, she has not aged thanks to her elven lineage, retaining her youth while gaining wisdom and experience.

Cassander Verilier (elf, high priest (p.74), neutral good)

Cassander was the daughter and heir of a noble elven house when her family was betrayed by her own kind. She was 25 when devil worshipers summoned devils into the family estate, which caused many deaths and the imprisonment of several family members; Cassander among them. On the way to eternal slavery and damnation, she and the others were rescued by a group of adventurers, who led Cassander to Loniel. When she arrived in the city, she was embraced by the temples in Illuminated Peaks and she devoted herself to them. Visiting many of them everyday, helping their day-to-day needs, and learning about their religions, Cassander built herself a life of peace and serenity. Although she still carries the marks of the atrocities she experienced, such as the scars on her neck and wrists, she tries not to dwell on the past and is determined to prevent any such thing from happening again, not only to herself but also to others.

Now, Cassander walks Loniel's streets, blesses the city and the people within, helping anyone and anything that needs help. Once every three months, she tours the whole city. Accompanied by huge crowds, she prays to the gods and thanks the angels who built Loniel.

The interior of the temple has many different rooms for priests, areas for praying, and chambers for seclusion. Some people visit the Temple and enter the seclusion chambers to think about their lives. In these cold chambers, they stay away from the temptations of daily and mortal life, sleep, food, and luxury. Some of them even meditate in these chambers in the nude.

Healthy people who have pure intentions on absolution are accepted into these seclusion chambers. The serene aura of the place means that praying or meditating in the seclusion chambers of the Temple for at least 1 hour endows a creature's mind with a state of clarity and its heart is filled with faith. It is delivered cryptic visions about 1d4 questions it ruminated on during the seclusion, and it has advantage on Wisdom saving throws for 1 week.

Also, in the basement of the Temple, members of the Prayers from the Departure (p.58) pray continuously for Loniel and the Seven. Temple Guards ensure their safety and protection, and make sure they aren't disturbed.

The Fortress of Faith

The Fortress of Faith is a temple-like building with a garden that serves as the training grounds and barracks for the Temple Guards (p.78). Although the garden resembles a place dedicated to a god of war, the stone building looks like the house of a god of scholars. This dichotomy represents the philosophy behind the Temple Guards. They are trained in both martial tactics and religious ways so that they can understand the problems caused by the different dogmas of different gods and protect people from danger if needed. There are many Temple Guard banners, featuring a crown, scepter and mace, decorating the walls and perimeter of the fortress.

The duties of Temple Guards include guarding temples, keeping order during crowded rituals, ensuring the safety of the members of the Prayers from the Departure, escorting priests of all the temples in Illuminated Peaks, and sometimes acting as bodyguard to groups of envoys visiting other planes.

A day in the life of a temple guard is mostly a simple one. They spread out over Illuminated Peaks and pray to their individual gods early in the morning. Then they start martial

training before making breakfast together. In the time left after their guard duties, they read books about religions & religious rituals, and have philosophical conversations about theology with their masters. Also, Temple Guards consider evil spellcasters to be the most dangerous targets and are trained in a unique technique to counteract them. All members of the Temple Guards gain the following features after 2-months training.

Cleanse. As an action, the Temple Guard chooses up to 3 creatures within 60 feet of it. The chosen creatures are affected by the *dispel magic* spell.

Purging Dark Magic. As an action, the Temple Guard chooses a creature within 30 feet of itself. The target must succeed on a DC 11 spellcasting ability score saving throw or lose a spell slot of the lowest spell level possible.

The Temple Guards are led by Master Agrogar (half-orc, temple guard captain (p.78), lawful good). He always wears a *belt of frost giant strength*, a *ring of protection*, a *cloak of protection*, a *dwarven plate*, and a silver maul. He is a loyal servant of Loniel and the forces of good, and is ready to lay down his life to serve both.

Candle of Faith

This is a shop in which one can find all kinds of ritual components, religious objects such as prayer beads and prayer rugs, holy texts, and many more unique trinkets. The air in the shop is heavy with the amazing scents of both nonmagical and magical candles of all colors, shapes and sizes. Here are a few examples to these candles:

Candle of Augury (250 gp). After meditating for 1 minute while looking directly at the candle's fire, you gain the effect of the *augury* spell. The light of this candle lasts for 5 minutes.

Candle of Focus (100 gp). The candle burns for 8 hours, shedding bright light in a 5-foot radius and dim light for an additional 5 feet. Your reading speed is doubled while within the bright light of the candle.

The place is run by an elderly couple, Mr. & Mrs. Flemert. The couple enjoy a quiet life together, making candles, ordering materials and growing any plants they need to craft their candles.

Walking Callers

Walking Callers are people who visit different planes and call people to the religious path. This small group of people consists of members from different faiths. They build schools, donate seeds, help those in need, and show people how even minor good deeds can change lives. Although they do not take people to Loniel, they ensure the roots of goodness are strong anywhere they tread.

The organization has no single leader, but there are elders, experienced members, who guide others. Members donate to the organization, and these donations generally go towards covering the cost of resources to help others and pay for the spell component costs of planar travel.

The Garden of Holy Flowers

This heavenly garden that gives birth to holy flowers is run by three sisters, the Sisters of Color. They live in a cottage in the middle of the garden, near the greenhouse.

The three sisters are fey that represent the seasons. There used to be four sisters, but many years ago, Summer died at the hands of a necromancer. So, the Sisters have a keen hatred of necromancers. The Sisters of Color were drawn to the peaceful energy of Loniel and the rich culture of Illuminated Peaks. They settled here years ago to grow many colored flowers.

Just as the city once attracted them, their unique crops attract sacred alchemists, healers, chefs, and many more. The sisters sell the flowers in the nearest marketplace where they also find new seeds to add to their impressive catalog.

It is also rumored that they are trying to propagate the Tree in the Gardens of Nataniel. They and their residence were investigated twice before, but nothing could be found.

The Dancing Unicorn

The Dancing Unicorn is an inn owned by a former priestess of joy, Danela. Danela Starborn (elf, high priest (p.74), chaotic good) is an old elf, who used to be a priestess in a temple of joy in Illuminated Peaks. After years of service, she decided to leave the temple to make room for new acolytes and opened an inn to honor her deity in another way.

Since Danela mastered the religion of festivals, pleasure, joy, fun and art for hundreds of years, she invested her knowledge into the Dancing Unicorn, which resulted in the creation of one of the most comfortable and joyful inns in the multiverse.

The Dancing Unicorn offers all its patrons the same service for the same coin. Everyone pays 50 silver pieces at the entrance, and receives the best beds, spotless tables and chairs, extremely tasty food and drinks, good songs, and conversations of the highest quality. Whether they drink a single cup of wine or party all night, it's all the same in the eyes of the establishment. Moreover, Danela tries to help pilgrims navigate within the city, and find jobs and quests for more adventurous travelers (Job Opportunities - p. 60).

The special menu of the Dancing Unicorn includes a fruit cake (of which every slice is a different color), vegetable mash, boiled corn, cider, and a rare dwarven wine (which has a sweet taste and an earthy smell). Also, Danela has a secret recipe for the inn's famous Golden Wine. She uses heavenly flowers she buys from the Garden of Holy Flowers to make this wine.

If Danela is asked about why the price is so low, she says that she has a lot of savings and can think of nothing better in all the worlds than to bring joy to others.

The Spirit Quartz

When you die in Loniel, you depart to the afterlife as you would anywhere else. However, if you are not an evil-aligned creature, you can choose to bind a portion of your spirit to Loniel, specifically to the Spirit Quartz.

The Spirit Quartz is in the middle of the graveyard of Loniel. It is a Huge angelic device; a towering quartz obelisk that is thought to have been brought here by the Seven. The graveyard itself is a beautiful garden that people visit for peaceful meditations. The soil of the graveyard bears fruit of small pieces of quartz that seem to burst out from the soil.

If a creature chooses to bind a portion of its soul to the Quartz, it can visit Loniel anytime it wants. However, the city is only for the living, so it cannot leave the graveyard. Through the Quartz, souls of the dead can hear the calls of their loved ones and answer them. When walking in the graveyard, one can see many people that walk alongside a spirit, or talk to one, asking for guidance.

Thanks to the many visitors to the graveyard and residents who died in Loniel over many years, there are a plethora of spirits connected to the Spirit Quartz, whose deeds are the stuff of legends. Although it has never been seen, it is rumored that the spirits of these legendary warriors will form an army to protect the city when they are needed. Also, these legendary warriors can be sought by the visitors for many reasons such as; learning an ancient sword technique, learning about the vulnerabilities of a unique dragon, finding out about the mysterious past of a temple.

Another form of after-death service offered in Loniel is becoming a Quartz Knight (p.76). Quartz Knights are souls who are willing to do battle for Loniel, even after death. They are given stone bodies, which are powered with a quartz crystal infused with magic.

The Spirit Quartz and the graveyard are tended to by Coffin. Coffin (human, quartz knight high priest (p.74), lawful good,) is a cleric of a god of death. He battled evil necromancers and the undead all of his life, and when he found Loniel he finally found peace. After years of service in Loniel, in the cold clutches of death, he realized that he wanted to stay and ensure the future of the city. So, he communed with his god through divination and received his wish to stay on and protect the city was granted. He prepared a body for himself, becoming the first Quartz Knight. He always carries his coffin on his back to remind himself that death is real and ever present. He also carries a warhammer on his belt.

Coffin cleans the graveyard, conducts the funeral rituals, and creates bodies for new Quartz Knights for those who wish to serve Loniel beyond death. He is also rumored to have the power to summon the spirit army.

Knightly Grounds



Knightly Grounds is the military center of Loniel with barracks, training guards, and some establishments that offer the very best of culture in Loniel. Located in the west, the quarter was established by the archangel Anakibal on two colossal floating rocks. The one closer to the Center is called Midrock and the other is called Woodside. Midrock is connected to the Center, Illuminated Peaks, and Radiant Forge.

Every day hundreds of people who want to fight against evil or protect their homelands apply for training in Knightly Grounds. Those who pass the Test of Knights (see below) commence their training.

All the guards and soldiers of Loniel are trained here, in Knightly Grounds. The soldiers are trained for almost all eventualities and learn how to fight against just about anything, ranging from giant deep sea creatures to fiends and even plants.

Knightly Grounds is represented by an expert combatant named Elran Torveister (p.88) who is the elected High Commander and has acted as the head of Loniel's military for over 15 years.

Remarkable Places

To sleep, eat, drink, train, fight, rest, and socialize; there is a place for everything that a warrior might need on these floating rocks. These flying islands have become a haven for many honorable soldiers over the centuries. Its inns are crowded with all sorts of people, its training grounds are filled with athletes, and its arena hosts the city's most fierce warriors.

The Barracks

In Midrock, many stone buildings, strengthened by steel beams placed inside the walls, surround the sand pit. Here you can see training dummies, training weapons and armors, first aid potions and various tools for martial training.

There is much training a soldier must undertake such as ranged weapon training, melee weapon training, armor training, wielding magical weapons, utilizing the battlefield, correct posture, advanced athleticism, creature types and weaknesses. These training programs are led by Instructor General Olivia Branchbel (p.98) with the help of three commanders and many officers.

There is a large kitchen and canteen inside the barracks, as well as bedrooms and bath houses. A soldier could live their whole life in the barracks without ever needing anything from the outside.

The Test of Knights

Once every three months, a test is organized by Olivia Branchbel. One must apply for the test by filling out an official form in the barracks. There are six parts of the test, as described below:

Basic Physical Test. A participant must be able to wield a weapon and don armor by themselves. Proficiency with this equipment is not mandatory.

In the first part of the test, the participants run a long course across the city while wielding a training shortsword or training shortbow (participant's choice), and wearing medium armor (participant's choice). A participant must make three DC 15 Constitution saving throws (made with disadvantage if the participant is not proficient with the weapon or the armor) and succeed on at least two of them to pass the first test.

Sportsmanship. A participant must be willing to compete against other participants and challenge their scores. The drive to get stronger through friendly competition is extremely important in becoming a knight.

Each participant runs an obstacle course without carrying, wielding, or wearing any equipment. Each participant makes a Strength (Athletics) check with advantage. All results are listed from best to worst and the top half of the participants pass the second part of the test.

Interview. A group of trained knights interview each remaining participant, one by one, in a special room where it is not possible to lie or magically assume a different form. A participant must be good-aligned to pass this test.

Teamwork. The remaining participants form groups of six. Each group is accompanied by a knight and they travel to predetermined camping locations through magical portals. The goal for each team is to survive in the wild for six days without the help of the knight accompanying them. If a creature is in immediate danger of fatal injuries, its team is teleported back to the city and the whole team fails the test.

Test of Endurance. A knight of Loniel must be willing to go past their limits to serve and protect its people. Although most participants who have made it this far consider it to be simple, it is easier said than done.

The remaining participants are submerged into a magical liquid and kept there for an hour, or until they give up. The liquid is breathable just like air, but with every breath, the creature's lungs are filled with fluid, simulating drowning.

Test of Patience. Kindness and patience are important virtues that must be present in all knights and the knights of this city are no exception.

A small, harmless and annoying creature, called a giblin (p.73), is assigned to each remaining participant. If a participant is able to calm the giblin, which usually takes hours of endless effort, and puts it to sleep, the participant passes the final test.

The War of Light Memorial

At the start of the Era of Light, an anonymous sculptor crafted a 20-foot tall marble memorial to immortalize the triumph of the Army of Light. This memorial can be found in the middle of Midrock.

The memorial has over a hundred warrior figures carved on it, with all the figures being different from each other. There are myths about this memorial, claiming it to be the gravestone of an angel who fought valiantly in the war and died, whose name is forgotten and buried in the unreachable past. Another myth is that the faces on the memorial are the faces of the people that died during the battle and who accepted to watch over the city for eternity. They are believed to wander the streets of Loniel and report to the angels who once built this great city.

The Ever-Changing War Theater

In Midrock, there is an enormous amphitheater built on the ruins of an old gladiator arena. The structure is made of large travertine blocks, magically connected to each other and covered with decorative onyx and dark marble plates.

At the center of the amphitheater, there is a large pit filled with a special liquid that can hold dense magical energies. The total amount of magic the arena harbors is equal to twenty 9th level spell slots. Three wizards, two clerics, two druids, a bard, a sorcerer, and a warlock are responsible for shaping this liquid, transforming it into landscapes and battlefields such as a plain desert, the middle of an ocean, a fjord, a mountain top, or a stone village. This method of creating half illusory, half real terrain enables many performances that would otherwise be impossible.

Performers, fighters, and duelists are enhanced with a magical ward that protects them from death and serious injury. It is quite a show to watch the performers fight each other on a different stage every week.

Mostly, knights and gladiators sanctioned by Instructor General Olivia Branchbel fight in this arena. However, anyone can participate if they pay for the components of the mandatory spells that are cast on them for their safety. The components cost 2750 gold pieces.

City Under Siege. The most famous and most useful stage mimics the portal room of Loniel. In this scenario, contestants fight against waves of illusory fiends coming through the portal. After they eliminate all foes, the remaining gladiators are rewarded with magical items and they fight each other for the final combat.

This stage is important to boost the morale of the crowd and ensure that the city is well protected and fortified against such possible attacks.

Skywar. For this scenario, all contestants are enhanced with magical wings that enable them to fly. The battlefield is an emptiness filled with clouds. An illusion creates a depthless field which extends out as far as the eye can see.

Combat takes place in the air but is limited to the boundaries of the arena. A contestant is disqualified if they fall to the ground, which looks like a hole stretching into darkness, or fly too high.

Naval Mayhem. The battlefield transforms into a scene in the middle of an ocean filled with dozens of naval vessels. These vessels change every time the scenario is performed, and can be anything varying from longships to flagships.

The contestants form teams of three and each team starts the fight on different vessels. Their goal is to sink enemy ships or to eliminate enemy teams.

Crystal Hills. A free for all takes place on rocky hills filled with colorful crystals protruding from the ground. The crystals emanate random magical auras that change throughout the battle. These auras affect the battlefield and randomly change the rules of reality.

This stage is favored by many people when there are casters among the contestants.

Shrunken Household. This stage is a household so enormous that the contestants seem no larger than rats. They can form teams or fight on their own in this scenario.

This stage is famous among children and, strangely, animals.

Arctic Flag Capture. Teams fight and try to survive in an arctic setting, a desert of ice and snow. One member on each team carries a flag and the goal is to capture all the flags and eliminate all the opponents. When a member of a team is eliminated in battle, they will respawn near the flag after ten minutes, if the flag is still in the possession of the team.

When the time is up, the team with the most flags wins. If there are teams with the same number of flags, they fight one another in a final tie breaking battle.

Overgrowth Survival. In this scenario, the contestants do not fight with each other but they try to survive in an environment filled with beasts and monstrosities. The stage is a jungle filled with swamps, caves, rivers, and hills. The fight continues until there is only a single contestant remaining and it gets harder and harder each hour.



The Academia Military and Magic

The Academia Military and Magic in Midrock is dedicated to raising the next generation of the citizens of Loniel. Although its curriculum mostly consists of offensive and defensive aspects of the utilization of skills and talents, the underlying aim of this academy is to educate children in a way that will help them become stable and happy adults. Teachers in this academy approach each of their students with great care, and work hard to teach them how to hone their talents and overcome challenges.

If a child is eager to learn and improve themselves, the academy's special recruiter will find that child, no matter where the child is, and offer them a chance to become a student. Even a thousand layers of overlapping infinite realms could not hide a child willing to walk the path of enlightenment from the recruiter.

The Academia meets all the basic needs of its students and even offers some luxuries. Its administration considers the physical and mental health of their students to be the highest priority. The academy building is in Midrock, near the barracks.

Graduation. A student graduates from the Academia once they are evaluated and found capable of charting their own way through life. Graduates of this Academia are renowned in the city. Most merchants and shop owners want to hire them but mostly, these graduates go on adventures or establish their own businesses. Also, some graduates prefer to undergo the Test of Knights to continue their education in a field in which they can be useful to the city.

The Museum of War and Peace

Located in Midrock, the Museum of War and Peace is made up of two interlocking spiral corridors. The long corridors are decorated with a red brick interior and thick, patterned carpets. There are glass displays on each side of the corridor. Visitors walk through the entrance of the Museum and go down the right-hand corridor. The corridor leading to the center features exhibits and artifacts related to warfare. At the end of the corridor, visitors reach the testing area in the middle of the museum. They then walk down the other corridor, and eventually circle back to the entrance. The corridor that leads away from the testing area features artifacts and exhibits related to peace.

There are a vast variety of items exhibited in this museum, ranging from cursed items to blessed items, from peace treaties to war declarations, from armor of heroes to recreations of villain lairs. These items are collected from many different realms of existence.

This place is guarded heavily by the Sentinels of the Seven (p.77) and the Knights of the Seven (p.75), and is also watched over by divination magic at all times. Any kind of magical travel is impossible within the walls of this spiral corridor.

In the testing area, a visitor can try out some weapons under the watchful eye of an instructor. The most famous weapons that can be found in the testing area are *Arctic Bow*, *Candle Armor*, *Co-existing Sword*, and *Hornbreaker Gauntlets*.

The pieces belonging to the phylactery of the defeated evil tyrant Han (p.7) are displayed in this museum. There are those that claim the maleficient power of the lich still resides in the broken shards of his phylactery. There are even rumors that one may yet use the dregs of power that remain to usurp Han's

powers or even bring him back.

The entrance fee is 1gp. Scholars and students can enter the museum free of charge.

The Cathedral of War and Strategy

In Midrock, there is a cathedral housing many shrines belonging to deities related to the honorable aspects of war. The Cathedral of War and Strategy stands almighty with its towering adamantine walls and doors large enough for an elephant to pass through. It is designed in such a way that it offers many strategic advantages to soldiers familiar with the cathedral.

Inside, there are clerics blessing weapons for a price and paladins giving advice to those willing to fight against monsters. There are not many services this Cathedral offers, as those services are offered in the Temple that resides in Illuminated Peaks (p.28).

This cathedral also harbors countless maps of forts, castles, cities, dungeons, and battlefields from different realms and different planes. These maps are of extreme importance as they are used by great strategists to plan for possible assault, defense, and supply missions. The maps are always guarded and also protected by magic.

Greenhill Auditorium

There is a small building in Woodside with no windows and only one door. Inside the building, there is a lightly decorated hall. In the center of the hall, there is a large stone arch covered in vines. When a person passes through the arched gateway, through the vines, they might find themselves in front of a stone auditorium located on a green hill that is surrounded by an infinite forest. This auditorium is the place where experienced knights meet in secret. Even though the questions of how the gateway works and which people it lets through remains unanswered, worthy knights seem to find their way in every time.

Ale Tale Inn

A wooden hall, stone kitchen, and a large garden where customers gather around campfires. These are what make up the Ale Tale Inn, the largest tavern within Knightly Grounds, in Woodside. Its kitchen offers affordable, simple, yet satisfying and nutritious meals in large portions. The wooden hall offers accommodation on the second and third floor, and a safe place to feast on the first floor. Finally, its garden filled with campfires creates a warm environment that attracts customers.

People that work and train within the Grounds visit this inn frequently, mostly for the large portions of food, the cold and fresh drinks, and sometimes for the games. Most soldiers in training prefer to refrain from physical activity, as their training pushes them to their limits, and instead choose to play drinking games, and rarely, role-playing games.

The most famous dish served at the inn is called veteran soup. It is made with vegetable broth, various mushrooms, small pieces of dough, onion, and a secret blend of spices.

There is a wall covered in trophies which the customers gifted to the tavern, such as pieces of a broken magical sword, the amulet of a fallen comrade, or the crown of a slain lich (which, of course, has been consecrated and freed from its curse).

The most eccentric feature of the inn is the Hallowed Companions (Corpus Angelus, p.117) that settled in it, waiting for a new champion to follow. They are mostly the companions of deceased adventurers or adventurers that turned evil. So, it is a common occurance seeing a celestial, fey, or beast relaxing and enjoying a meal in the tavern.

Osmond (human, veteran, lawful neutral)

This tavern belongs to Osmond, a veteran who bought it from the daughter of his deceased commander. He doesn't like extremes and his every move is subtle; even his smile or frown.

He is an average-sized human with mostly average features for his age, but his sturdy deportment makes him distinguishable. He also has a scar across his neck, reaching from one side to the other. The scar is a healed wound from an assassination attempt in which Osmond broke the assassin's skull with his bare hands.

Loniel Intelligence Bureau

Near the Ale Tale Inn, there is a small wooden cabin. Its design is so inconspicuous that no one ever wonders what's inside. Special agents, tasked with gathering information about threats to the city, use this cabin as their headquarters.

These agents are selected from the most promising trainees and successful adventurers. They are trained further on subjects related to espionage and start their work as agents. Their duties vary from investigating traces of foreign magic to gathering information from a criminal.

There are two types of agents; some of them actively investigate events and seek information in the field, while others work on this gathered information and analyze it, mostly deciphering and categorizing it, for future use.

Field Agent. These agents are the investigators, mediators, and enforcers of the bureau. They perform undercover operations, gather information, and interrogate suspects. Their main duty is to track down criminals, confirm criminal activities, and report them to analysts.

After analysts work on the reports, the field agents and analysts work together to organize an assault plan, minimizing the risk of fatality, and then, field agents carry out those plans.

Analyst. These agents are the analysts, magicians, and cryptologists of the bureau. They decipher mundane and magical texts, searching for clues of criminal and cultist activities. Their main duty is to make sense of the data the field agents gather and facilitate those agents' efforts.

Analysts almost never work in the field, they instead stay in a safe place with their equipment and documents. In some rare cases, an analyst may accompany a field agent on a mission.

The Temple of Intrigue

There is a structure in Woodside, tall and wide, surrounded by a deep river shaped like a ring. Some parts are made of stone, some wood, some adamantine, some marble, and some dirt. There are columns, small shops, statues, gardens, and a variety of random things surrounding the building that are also integrated into the outer wall. It is hard to determine what this building is due to its unusual appearance. There are no bridges or boats on the river and the outer wall has no doors or gates. This is the Temple of Intrigue where monks from many realms train together in harmony and only they know the entrances to this Temple.

To apply to join the Temple, one must simply cross the river and stand outside the walls. There are no visible, invisible, or magical entrances to the temple, yet, the applicant must not lose hope. If a creature seeks entrance, it will try to find a way in through one of the numerous eccentricities, looking six hours each day for a month. They may go through a tea shop carved into the wall, the cavity of an old tree in the garden adjacent to the temple, or climb a set of stones protruding from the wall. Upon entering the temple, a path surrounded by flowers welcomes the first-time visitor. Grandmaster Ushi (p.92) awaits the visitor at the end of the path.

Puzzle. After greeting the visitor, Grandmaster Ushi leaves the visitor with a puzzle. The puzzle changes every time and could be anything from a regular paper puzzle to a clockwork mystery. If the visitor solves the puzzle, they are accepted to the community and can always find an entrance into the temple. If the visitor fails to solve the puzzle and leaves the temple, they can't find the entrance they used before.

Riddle. Sometimes, instead of a puzzle, the Grandmaster asks the visitor a riddle. If they answer correctly, the visitor is initiated into the community. After three wrong answers, the visitor must leave the temple and they can't find the entrance they used before.

Sparring. In rare cases, the Grandmaster chooses to spar with the visitor. It is almost impossible for a first-time visitor to best the Grandmaster. Fortunately for them, Ushi does not choose who to accept into the community according to martial prowess, yet, no one actually knows how he makes this choice.

The interior of the temple is so complex that it is not possible to describe it. There are areas cold and hot, smells fetid and pleasant, paths flat and sloped, rooms dark and illuminated, walls made out of metal and bricks, and monks good and evil. The community residing in the temple accepts evil monks. They think it's their duty to rehabilitate the evil monks and show them the greatness of the path of angels and heavens.

This temple is among the few extremely rare places where a monk can learn the martial art of the golden rings, way of angels.

Radiant Forge



Built on a colossal floating rock, Radiant Forge is the center of artisanship in Loniel. Every single day for centuries, hundreds of different materials have been processed here to make a large array of objects, ranging from weaponry and jewelry to basic everyday items.

The streets are full of shops, markets, and even forges. People carry heavy boxes and packages to and fro. The smell of burning hot metal and coal permeates the air. Walking through Radiant Forge, one can see shopkeepers welcoming customers, and apprentices practicing their skills. There are also plenty of houses, inns, taverns, and parks for its residents. Radiant Forge is connected to Knightly Grounds (p.33) by a strong, metal bridge.

Similar to other districts in Loniel, Radiant Forge is a crowded, multicultural and welcoming place. Here, one can find all sorts of people and learn a lot from their artisanship.

Eezen Goldberry (p.86), a middle-aged artisan who owns a big business in the district, has been the representative of Radiant Forge for two years.

Remarkable Places

Radiant Forge is the center of crafting and is home to the workshops of many great artisans. From the marble and gold forge from which the quarter got its name, to the well-protected castle, this area of the city is a slice of heaven for artisans, and a good place to trade for adventurers. This part

of the city is also where you can find entertainment unlike anything you have ever seen before at a place called Dancing Lights.

Radiant Forge

The Radiant Forge is the most important building in this part of the city. It shines gloriously in the middle of the district. It is a huge structure that serves as a gargantuan workshop for all kinds of crafters. But most importantly, there is a forge in the middle of the building that can only be worked by a legendary artisan titled the Radiant Master. The Forge has a large chimney that looks like a marble tower from the outside.

The Radiant Forge is built mostly from marble and stone, but some parts of it are made of gold. It is located in the middle of a large open area called "Forge Square". The structure has only one entrance that faces the district's main entrance. It is a golden, 20-foot-tall door that is mostly kept open. On the door, there are engravings of mortals and angels forging weapons and defeating evil together. People like to admire these embellishments and many a bard have come up with their own rendition of the story told by these images. The depiction of the story continues inside, where the ceiling is covered in murals portraying the same battle.

Inside, the Radiant Forge looks like a temple with stained glass windows, holy altars, and big chandeliers that light up the place. There are rooms on either side of the entrance. These rooms are the workshops and shops of the crafters who work here. There are a total of six rooms (three on each side) and every one of them sells magic items that range from the simplest ones to legendary items and artifacts. People can also find a wealth of products from other realms.

After the shops there comes a great staircase that leads upstairs, with two rather small staircases that lead downstairs on either side. The lower level of the Forge is used for storage. There are all kinds of materials here that can be used by the people who work here.

The upper level is the main room of the building and houses the Radiant Forge. It is a magnificent, holy, and glorious sight to behold. The ceiling here is nearly 20-feet tall and features a painting of a battle between good and evil. In the middle of the painting (and the ceiling), there is a huge chimney. The chimney has enormous golden angel statues on it and the eyes of the statues gaze upon the room as though protecting the Forge. Under the chimney, there is a blacksmith's workshop with a fire that never goes out. Here, the best crafter of the realms works tirelessly. The Radiant Master and her apprentices work to craft all manner of relics and to explore new ones that the mortals and angels need in their battle against the unwavering hordes of evil. People come here to shop, look upon the beauty of the Radiant Forge, talk to the crafters including the Radiant Master. However, unlike any other vendor, the shops in the Radiant Forge don't sell items to everyone. This place is a market for those who have dedicated their lives to vanquish the darkness of evil. The Radiant Master herself never works for coin and refuses most commissions.

Tri-Gem Jewelry

Of course, not only weapons and armors are crafted in the district. With the combined knowledge of mortals and divines, there are places that craft the most beautiful jewelry and trinkets.

Tri-Gem Jewelry is one of those shops and was opened by three friends. These friends started their business very small. They crafted rings and sold them on a small counter in the streets. After a while, their creations started to get attention and were loved by many. Saving up, they rented a store in the city and continued their business as professional jewelry makers. They named the shop Tri-Gem Jewelry in honor of their friendship and designed a logo that they carve into their creations.

The jeweler is located on a street parallel to the Radiant Forge. While other buildings on this street are made of wood and stone, the jeweler's entrance is decorated with different gemstones and a large wooden sign with its name on it. Sometimes, people come to this street just to see the well-decorated, shiny shop that looks out-of-place.

Tri-Gem Jewelry is not a big place. Two long glass showcases form a corridor starting at the door. In the showcases, there are various kinds of rings, necklaces and earrings made out of numerous kinds of precious gemstones. From silver to platinum, quartz to ruby every material can be seen in the sparkling array of jewels. Behind the showcases, there are sellers that help the customers with their shopping. The sellers are trained by the owners, and they know nearly all the details of the items they are selling.

At the end of the corridor, there is a square-shaped area that has showcases on each of its walls except for the side across from the entrance. This room is like an art gallery. The floor is made out of marble, decorated with a symbol of the jeweler made of gemstones. It is dimly lit by a chandelier in the middle of the room but the showcases shine with their own light. When asked about the light, the sellers all answer in a similar way, "It is not the case that is important, it is the jewelry."

Across from the room, there is a gateway that opens up to a workshop nearly the same size as the rest of the jeweler. The owners, the three friends, Polrim Goldfield, Tambur the Crafter, and Tella Mou Ko work here during the day. The customers can interact with them freely and they gladly help people who show an interest in their handiwork.

Polrim Goldfield (gnome, noble, chaotic good)

Polrim is the main craftsperson of Tri-Gem Jewelry. He came to the city to craft rings and necklaces fit for the gods. In his search for Loniel, he came across Tambur and Tella, and the three became inseparable. He takes care of the jewels, and crafts and carves details into the jewelry.

He has black hair that is always messy and a long, twirled mustache.

Tambur the Crafter (half-orc, berserker, lawful good)

Tambur is a blacksmith who spent many years crafting weapons. His dream was to make people happy with his work.

When Polrim came to his shop and told him about Loniel, Tambur packed his stuff and started his journey to become the best smith he could be.

Tambur has long, dark brown hair that he ties in a ponytail. His body looks muscular and scarred.

Tella Mou Ko (human, mage, lawful good)

Tella is a wizard who learnt how to enchant objects and manipulate their nature. She is extremely adventurous. Tella met Polrim and Tambur while running away from an ooze in an abandoned castle. Together they escaped and retrieved a rare gemstone. After she agreed to join the group, Tella became the magical touch in the jewelry they craft now.

Tella has short ginger hair. She is a curious person and she has a big smile on her face, most of the time.

Artisan's Tower

Artisan's Tower is a large stone structure built at the entrance of the district. It is situated on the walls that surround the Radiant Forge district to protect everyone.

The main entrance of the Tower is also the entrance of the district. The door is a huge stone arch, carved into a stone wall and reinforced with metal bars. The gate of the tower (and the district) is open most of the time. Upon entering the Tower, there is a corridor lit by candle sconces, and two staircases going up on each side. Following the corridor leads one out into Radiant Forge. The staircases however, are the entrance to the Tower. They are guarded by several Knights of the Seven (p.75) to keep out evil forces and spies.

The staircases lead up to a large room that is made of various stones. It is decorated with wooden furniture like bookcases, chairs, and tables. Also, there are openings on walls that act as lookout windows. This is a common room where people, mostly guards, come to rest and hang out. A pleasant breeze wafts in from the windows, making the room smell fresh and it is lit by a big chandelier made out of different kinds of (cruelty-free) horns. There are two doors on each side of the room that lead up to the top of the walls that surround the district, and two staircases that lead up to the second floor. The second floor is an armory. Here, there are weapons and armors for those willing to defend their city in case of need. However, the city is very well defended by Knights of the Seven, the fortresses, and the various magical means (Military and Defense - p. 69). For this reason, this floor is usually kept locked, and the items are used for sparring or forging.

There is another significance of Artisan's Tower. There are hatches in the walls that surround the district that lead to underground shelters. There are some entrances to these shelters here and there in the city, yet the biggest ones are below the Tower. These hatches, caves, and the rooms beneath the Tower serve as shelters and are built to protect and hide civilians in an emergency. All these empty spaces beneath the district are so deep and large that they can shelter up to ten thousand people. These shelters are protected by various spells, and they have enough supplies and rations to keep two hundred people alive for one week. These shelters are never used, but they are maintained well and restocked every month since they are the last resort in case of a catastrophe.

Forge Market

Forge Market rests between Forge Square and Artisan's Tower. This large marketplace extends over multiple streets.

All across the market, cobblestone paths are built between the wooden buildings of different architectures. Most of the buildings here are workshops and stores. There are merchants and crafters everywhere in the market. Any kind of item (except for legendary items) can be found or crafted here.

Also, for a modest fee of 20 gp, you can find people who teach various skills, such as how to sharpen a blade or maintain plate armor. These lessons are open to anyone. Once you complete these lessons, you gain proficiency with smith's tools. Advanced lessons are also offered for those who wish to further hone their skills. These lessons provide some additional features to those who are trained by the crafters and each of them takes one day to complete. To be able to learn these skills, you must be proficient in smith's tools and pay 50 gp. At the end of a lesson, you must succeed on a DC 10 Intelligence check. On a fail, you must retake the lesson. You can learn one of the following features from a lesson:

Enhanced Blade Sharpening. You know how to properly sharpen a weapon. With one hour of work that can be completed as part of a short rest, you can roll a DC 15 Dexterity check. On a success, you sharpen a weapon and the next hit with the weapon deals additional damage equal to the weapon's damage die.

Armor Fortification. You know how to fortify the weak spot of armors. With one hour of work that can be completed as part of a short rest, you can roll a DC 15 Dexterity check. On a success, you fortify an armor. The fortified armor grants a +1 bonus AC until it takes a hit.

Dancing Lights

In Radiant Forge, no matter how many valuable items are crafted and sold, some things are left unwanted and unattended. The remains of the crafting materials are usually nothing more than small misshapen pieces of iron or cracked blue quartz. Still, someone that lives in the district came up with an unusual idea to make use of these materials.

Afmei Winterwit is a young and lively tiefling. She is the daughter of an artisan who has lived in the city for a long time. Her family came to the City of Angels long ago, searching for a place where they could practice their craft in service of what is good. For generations, they forged iron and steel weapons in the very same forge where Afmei once worked.

Her family may have wanted to live a life dedicated to metalworking, but Afmei wanted something else. She wanted to dance. So, she danced in her room at night and at the forge when she didn't have anything else to do, even her parents cheered and sang with her. One day, while she was dancing alone in the forge, she saw an armor decorated with gemstones of different colors and at that moment, she came up with an idea.



After some years, Afmei bought a small place in Radiant Forge and opened up a restaurant. Her parents didn't understand why she was choosing to become a chef when she knew how to make a proper weapon. However, when Afmei opened Dancing Lights, people from all around Loniel came to see this beautiful and fun place.

From the outside, Dancing Lights looks like a normal restaurant. It seems to be nothing more than a simple stone building with a simple wooden door. But the interior is a completely different story. Decorated with all sorts of discarded or unused materials like iron pieces, tiny gemstones, or any reflective surface, the restaurant shines and glimmers in the candlelight.

There are only two rooms on the first floor. One is the kitchen on the far side of the room from the main door, and the main room that is decorated with shiny things. The main room is divided into two "circles", the outer circle has tables and the inner circle is for dancing. The inner circle is illuminated by magical candles that float around above the inner circle and bathe the people dancing in different colors of shining light. The music here is lively and never fails to get the people moving.

The second floor is full of tables and only acts as a restaurant. The music here is generally more calming or subtle than it is on the first floor and it is lit by the same magical candles that float around below, but without the shining gemstones and riot of colors.

Dancing Lights has become one of the main attractions of Radiant Forge ever since it opened. People from all around Loniel come here to dine and dance the night away.

the Specials & the Games

Apart from the regular meals and drinks of Loniel, Dancing Lights offers one special drink to its customers.

The Starry Night (1sp/shot). It is a blue and silver-colored drink that is a combination of rum, blueberries, lemon, and a special ingredient. The special ingredient is the thing that gives the drink its unique silvery glow but whenever asked about what it is, people who work here answer "Stardust!". Customers who want to dance usually come here to drink one or two Starry Nights and jump onto the dancefloor.

Hammer Ale Inn

The Hammer Ale Inn was one of the first establishments to open in Radiant Forge. Its purpose was to create a place for crafters to let off some steam after a hard day's work. In time, it has become much more than that.

In its early days, the artisans of Radiant Forge came to the Hammer Ale Inn to have a drink and chat in a cozy place. At that time, the owner of the inn was called Hammer. Hammer wasn't his real name but people who came here always called him so and at some point, the name stuck. He was a bulky human with a long mustache and a big belly.

One day while Hammer was chatting with the customers, one of them said she was the best artisan in the district and no one could forge better than her. This kind of talk was commonplace at the inn, but this time things escalated. People gathered around the folks who were arguing about who was the better artisan, and everybody started to pick sides.

Hammer wanted to intervene, but he thought they would settle down once they realized this was nothing more than drunken banter. The crowd only became rowdier and soon, swords were drawn and tensions rose. Everybody was claiming that the items they crafted were the best. The mustachioed innkeeper stepped in and suggested a solution that would become the foundations of the Hammer Ale Inn of today. He said, "Since everybody here is a master artisan, bring forth your masterpieces and prove to Radiant Forge that you are what you claim to be."

the Specials & the Games

Apart from the common meals and drinks of Loniel, the Hammer Ale Inn offers its patrons a special drink called Hammer Ale.

Hammer Ale (2sp/glass). When Hammer senior served his first Hammer Ale to his customer, the drink knocked them out after just a few sips. Since then, it has been known as a strong alcoholic beverage that only the best artisans can handle. In reality, Hammer hadn't even wanted to create a special. He just mixed a couple of spirits with beer to mess with his friends. Despite Hammer's original intentions, it became a popular drink at the time of his daughter.

Many backed down from this challenge, but the day after, some people brought weapons and armors they had crafted to prove themselves. The debate this time was more "civilized" than it had been the previous night. All of them inspected each other's works and finally, a magical bow made out of steel won the contest. Hammer and the artisan who forged

the bow made a deal and the innkeeper displayed the bow on a wall in his inn. He wrote "A Masterpiece by Tamiel Oakrhet" on the plaque under the bow. As Hammer had thought, this concluded that debate and created a tradition of people coming to the inn to challenge others and to have their crafts be placed on the wall.

The Hammer Ale Inn is a three-story building located near the entrance of the district. The owner, daughter of Hammer, who is still also called Hammer, runs her father's inn. The first floor is full of tables for people to drink and relax. The bar is located right next to the entrance, across from the bar there is a fireplace and a small stage for the occasional event.

The main attractions of the inn are on the walls. There are artifacts locked behind glass cases all around the room. The plaques under the items feature the stories of the items and the artisans who crafted them. With everything that is on display, the place looks like an armory where people also drink. On the second and third floors, there are rooms for rent. Each floor has six identical rooms. They are in good condition since Hammer's daughter doesn't want to dishonor her father's name and the names of every master artisan who has entrusted her with their crafts.

Since the inn holds so many powerful items, it must be kept secure and under control. The Hammer Ale Inn is always protected by several Knights of the Seven (p.75) and the people of Radiant Forge. Many of the folk believe that the items displayed in the inn are their honor and legacy. Hence, the inn is adored and respected by the people of Loniel.

Joline the "Hammer" (human, berserker, lawful good)

Joline, or Hammer as everyone calls her, is a bulky, muscular human, just like her father. She has long, blonde hair that is tied in a ponytail most of the time. She is the owner and innkeeper of the Hammer Ale Inn. The inn is a respected establishment and she is well aware of the reputation she must uphold.

The Valley

Under the great city of Loniel, a vast valley of desolation and darkness stretches out for hundreds of miles, teeming with all sorts of dangers. It is known as the Valley or the Valley of Death among the city folks, and this name is not an exaggeration since the air here is thin and polluted, the rain is pure acid, and the soil is poisonous.

For thousands of years, it has been a damned place with toxic air, extreme weather conditions, a malicious history, and foul creatures. However, it doesn't pose a threat to Loniel since the city is surrounded by a powerful magical barrier and the creatures of the Valley are not that powerful. Only a limited number of people who have Valley Clearance (p.54), can visit the area to explore the land or annihilate the evils within and study their ways.

According to the guide published by the Explorers' Guild (p.54), the Valley has not been explored completely due to the chaotic and extreme conditions in the area. Yet, the guild provides a map of the unknown areas and lists of encounters. The list of possible encounters are given under each area, below.

The Endless Sea

As far as we know, the Endless Sea, or the Endless Depths, is the biggest geographical feature of the Valley. It extends thousands of miles to the east and south. Even though adventurers have tried to explore the sea by air or by ship, they have failed hundreds of times and many have lost their lives in the endless abyss of the briny depths.

Adventurers wishing to explore the sea must be warned that this is a feat considered near-impossible due to not only the poisonous air, extreme cold, vicious waves, strong winds, and tides but also the gargantuan creatures of the depths and their maddening whispers. Some brave and strong adventurers have gone on missions to the Endless Depths and returned half mad.

d4	Encounter
1	A ship in the distance sinks right before your eyes, taken under by giant tentacles. Rumor has it, a **kraken** is wandering around the endless depths.
2	You see a humanoid figure worshiping 1d4 **aboleths** on a small rocky isle.
3	You see 1d4+4 **water elementals** fighting 1d8 **merfolk** in the sea.
4	A **black dragon** flies from the sea and bites a group of flying explorers to death in mid air.

The Dunes of Madness

In the northeast of the city, the Dunes of Madness wait for their next victims in all their malicious majesty. The Dunes extend to the north for hundreds of miles and what lies beyond is unknown. Those who have been here say that it is impossible to tell directions by any means, magical or otherwise. The sand covers the ground, the sky, the horizon, and it feels like it even fills the mind.

When samples brought back by adventurers who dared visit the Dunes were examined, it was discovered that the sand, the Sands of Madness (p. 68), had the potential to change a spell's damage type to psychic.



d4	Encounter
1	A terrible sandstorm has begun. You've lost your way in the dunes. You have a -5 penalty to, and have disadvantage on, Wisdom (Survival) checks for 1 hour.
2	2d6 + 4 **dust mephits** rise out of the sands and surround you.
3	You have located the lifeless, wrinkled body of a resident of Loniel. There are bones surrounding the body, forming a circle around it. When you enter the circle, you hear words in Deep Speech that hold no meaning for you even if you know the language. The only way to get rid of this body is to burn and bury the body, breaking each bone as you go.
4	A valley wraith (p. 79) that has lost its mind locates you and attacks you in a state of frenzy.

The Plains of Gandalar

The Plains of Gandalar are located in the west of the Valley and were named after the founder of the Explorers' Guild (p.54), who explored the plains inch by inch. Covered in hundreds of big and small marshes, the Plains of Gandalar is a giant desolate plain that provides a haven for all sorts of malignant beings.

Although many fiends live here, they are not powerful or numerous enough to harm the city in any way. Nevertheless, a team of explorers and guards regularly go and clear the bigger nests.

d4	Encounter
1	You have located a group of explorers on their way to kill fiends. They have located the nests of 1d6 **bearded devils** and 1d4 **barbed devils**.
2	An **erinyes** flies over the plains and ascends towards Loniel. It hasn't seen you.
3	You see a **marilith** fighting with 7 desertlings (p. 71) in the distance.
4	You have located the skeleton of a **balor** that is mostly intact. The Explorer's Guild (p. 54) might be interested in it, and reward you handsomely.

Rust River

A big, red river has flowed in the north of the Plains of Gandalar for thousands of years. The chilling landscape of a river red as blood, with the strong smell of oxidation strikes fear into the hearts of all who lay eyes on it. The water is warm and the banks of the river are covered in sharp, mostly rusty iron shards and spikes of various sizes.

The water is non-potable and even poisonous for any living creature. As soon as someone takes a sip from it, the blood running in their veins starts to rust rapidly, making their movements and mind slow.

d4	Encounter
1	There are 4d4 + 4 **rust monsters** in the river. If you touch the river or get close to it, they feel threatened and become hostile.
2	A desertling (p. 71) pushes you into the river. If you enter the river, roll a d100. On a result of 1-10, your metal weapons rust. You have a -1 penalty to attack and damage rolls made with them. A blacksmith can fix your weapons for 2d10 gp each.
3	An **iron golem** is restrained in the river. It is rusty, so it has a -4 penalty to attack and damage rolls as well as a -2 penalty to AC. It is not hostile to the party unless the party is hostile to it.
4	A humanoid creature who has lost its mind at the dunes tries to mine the rusty iron that has formed on the coasts of the Rust River, saying it will forge an extraordinary sword.

The Shadow Mountains and the Darkest Lands

The Shadow Mountains tower over the northern region of the Plains of Gandalar, forming a tight semi-circle. The area in this semi-circle is called the Darkest Lands, a place of literal darkness, lurking in the shadows of the unholy mountains above. These lands only get dim light a few hours in a day, and the rest of the time they are in complete darkness.

Many explorers have tried to map out the area, but most have returned empty-handed or got lost in the darkness. The extreme cold weather causes all metals to stick to the skin and water sources to freeze. The humidity does not allow for the lighting of a fire and the darkness is maddening. Moreover, the creatures living here are evil and wild. One never knows what one might find wandering around the vast emptiness.

d4	Encounter
1	A fiendish drain (p. 72) locates you and starts shouting in Abyssal as it attacks you.
2	You located a cave that is home to an **ice devil** and 1d8 **ice mephits**.
3	Suddenly, a 120 foot-radius sphere centered on you gets darkened as if affected by the *darkness* spell. This effect lasts for 1d10 minutes.
4	Total darkness falls, and you must succeed on a DC 20 Wisdom (Survival) check in order to find your way. On failure, you are afflicted with **short-term madness**.

CHAPTER II
LIFE IN LONIEL



Life in Loniel

Loniel is a cluster of giant, floating rocks that hosts more than 300 thousand residents in total. All sorts of creatures (of good or neutral alignment) live in the city and together they create a perfect harmony of cultures.

A diverse collection of languages, deities, lifestyles, arts, and cuisines blend together in the heart of Loniel to create this society.

The Assembly of Permanence

The Assembly of Permanence is the great assembly of Loniel, constituted in the Rule of Three by the three archangels, Nataniel, Anakibal, and Zagorka. The assembly, which consists of 90 representatives elected from each quarter, makes all major decisions. The ruler of Loniel is chosen by popular vote every seven years.

The Assembly was constituted for the continuity of peace, love, freedom, and light in Loniel. They make rules and are responsible for overseeing the goings on in the city. They have the authority to issue a warning to the ruler and they may change the ruler (even though they have never used this power), open/close organizations, and make/change rules.

The representatives can often be found in Tower of Permanence (p.14) as many of them help in the education of nominees. The representatives convene in the Assembly every Pam (the first day of Loniel week, see below for details).

Time and Calendar

Loniel is a distant demiplane with different stars which makes its calendar and time unique. The big yellow sun that illuminates the sky in the daytime is called Lonios or simply the Sun. The bright daylight is blocked by a desolate stone planet at night; however, the night sky is lit by three morningstars (p. 9).

All the calculations are from the time of the Rule of Three and were made by famous astronomers. The calendar was also established in the same era. According to these observations, each day is 24 hours long and divided into day and night. Ten days make up a week, six weeks a month, and six months a year. So, one year in Loniel consists of 410 days grouped into 41 ten-day weeks or six months.

The ten days of the week, in order, are Pan, San, Nalan, Dam, Cam, Ona, Ban, Nulon, Sande, and Onda.

Month	Day
Nilen	67
Malen	68
Tenelen	70
Lamteden	69
Obut	67
Brusselen	69

The demiplane has a cold core, which is one of the reasons the surface is almost uninhabitable and very cold in some areas. However, Loniel is warm all year long thanks to its floating position over the lands, the protective sigil, and sturdy walls that stop the harsh winds. Yet, the warm weather within the city is interrupted by extraordinary weather conditions (see below) caused by its powerful magical aura.

Condition	Definition
Golden Wave	A Golden Wave is like a rainbow with only shades of gold. It remains intact for 1d4 hours. During this time, the creatures in Loniel feel a warm, bright feeling inside.
Holy Rain	It rains holy water for 1d4 hours but bottling or capturing it makes it regular water.
Cloud Drops	Small pieces of clouds break off without changing their shape and state, but become magically dense, and these pieces rain down on the city like snow on a warm day. It rains cloud drops for 1d8 hours, and it covers the city in white, cotton-like cloud pieces for 1d20 days, before slowly disappearing.
Mist of Memory	A gray mist covers the whole city for 1d20 hours. People report mysterious lights and horrible hallucinations within the mist. According to most, these hallucinations are from the War of Light. Within the mist, good-aligned creatures have advantage on attack rolls against evil-aligned creatures.
Rays of Might	Golden beams of lights shine on and cover most parts of the city. Creatures under direct sunlight feel wholesome and protected. The beams remain intact for 1d4 hours. Any good-aligned creature has advantage on Wisdom checks and saving throws for the duration. Any evil-aligned creature takes 1d8 radiant damage for every minute they spend in the light.

Silver Rain	Silver-colored, cool liquid rains from the sky. People believe the rain clears any evil intentions and thoughts. Any evil-aligned creature that gets wet in the rain must make a DC 16 Wisdom saving throw. On failure, it cannot finish a long rest for three days. On a success, it is immune to the effects of Silver Rain for the next 24 hours.

Festivals and Remembrance Days

Festivals and remembrance days are an important part of daily life, and different folks of Loniel celebrate and commemorate different events. This means one can often come across small groups celebrating here and there in the city.

Besides these small gatherings, some festivals and memorials are important for the whole city, including the following:

Remembrance of Dumaniel. The 51st of Obut was the day Dumaniel, an archangel, was captured and tortured by the forces of evil. It is a day of sorrow and mourning, when folks gather around the great statue of Dumaniel, light countless candles, and remember Dumaniel's devotion and sacrifice. It is inappropriate to enjoy this day with cheerful music, games, and drinks.

Many have different ways to commemorate Dumaniel, some fast for the day, some donate food and money to organizations and individuals who need it.

The Day of the Great Departure. The 3rd of Brusselen is the day that the Three, three archangels of Loniel, left the city. People gather in the streets, parks, and around statues of the Three, lighting candles; many pray for them to return.

The Day of Sky. Loniel's longest day, the 17th of Tenelen, is celebrated in the whole city with games, meals, and arts. The celebrations start as early as sunrise and continue until midnight when countless candles, gas lamps and torches light the night sky.

The Day of Light. The first week of Malen is one of the most glorious times of Loniel. Everything bathes in light for a week. All corners of the city are illuminated with either magical or regular light, residents light candles, lamps, and torches in the dark corners of their homes and workplaces. At night, residents gather around big dinner tables and entertain themselves and each other.

The Day of Nataniel. It is the day the Tower of Nataniel announces those who have been accepted to the school and those who have been promoted to a higher rank. Celebrated in Exalted Towers with thousands of attendants, shows, and exhibitions, all of them held by either students or teachers, the Day of Nataniel attracts both visitors and residents.

Cuisine

Loniel is known for its wonderful and rich cuisine, which can be described as a fusion of multiple cuisines that vary throughout the city. Since it is forbidden to murder any creature or trade any animal products, any type of meat is off the menu unless it was created with magic such as *create food and water*.

Since Loniel has limited space, agriculture is not practiced in the city. People garden in small pots and gardens to have fun and pass the time. Other than these extremely limited home gardens, all food is transported from other realms. One can find nearly all fruits and vegetables, since Loniel imports produce from tens of different realms.

Even though fresh fruits and vegetables are highly available and make up a great portion of the meals; dried foods, pickles, and preserves are also common.

Vegetable stews and soups, dumplings, wraps, pasta, and buns are common everyday meals for residents. Moreover, folks love to celebrate by cooking and eating special meals. Here is a list of those celebratory meals in Loniel:

Golden Pudding (3 gp/ bowl). It is a demanding dessert that takes hours to cook. To make this dish, hazelnut milk, syrup, and saffron are cooked slowly for hours until caramelized. Then, a generous amount of currants and pine nuts are added to the mixture and garnished with dried saffron flowers.

Stuffed Dried Cherries (3 gp/ plate). A big plate of dried cherries filled with rice and pine nuts, then steamed with thyme and clove water.

Lotus Soup (1 gp/bowl). The cooking method is very simple and very unique. A mixed vegetable broth is poured into different cups and a special lotus sprout is placed in the middle. As the lotus grows, the broth gains a rich, earthy, and flowery flavor. The soup is ready when the flower blooms.

Languages

Since it is a large, old, metropolitan city, the denizens of Loniel speak many languages. One can hear many different languages and accents in the streets.

Loniar is the common tongue spoken in Loniel. It is a simple mixture of Common and Celestial, which can be learnt in a month if a visitor knows either of the two languages that make up Loniar. Also, Loniar can be understood but not properly spoken or written by such a visitor. The private and public libraries in the city are full of documents written in Common. Although, one can find books written in most languages within the borders of Loniel, having been accumulated from many locations. The documents are written either in Elvish, Dwarvish, or Celestial alphabets.

Art and Entertainment

Art and entertainment are an indispensable part of Loniel, and artisanship is held in high regard. Most residents are interested in art, and everyone enjoys attending live performances. These performances are held in taverns, streets, and performance halls and are often amplified with some magical effects, such as illusions and sounds.

Artists are an important part of the community, they have art schools, guilds, shops, and inns. There are also many collectors who collect valuable art pieces from all over the realms. Many citizens have artistic hobbies such as painting, sculpting, and dancing.

Achourian Socio-Economics and Law

During the first decades of the Rule of Three (p. 9) Loniel was ruled by three angels, namely Nataniel, Anakibal, and Zagorka. Under their supervision, an assembly was formed. The angels wanted to keep mortals engaged in the ruling of the city, as they wanted them to be able to govern themselves with the insight they had given to mortal citizens of Loniel. The Assembly of Permanence successfully followed the path of the angels, and they have continued doing so since then.

The first mortal ruler of Loniel, Achour, was chosen by the residents of Loniel. Being a wise leader who had seen the rule of angels, Achour wanted to make sure that the same merciful and just governance would continue until the last days of Loniel. Therefore, he systematized his understanding of economics and law, guided by the three angels who stayed in Loniel. The Assembly of Permanence still accepts the Achourian Socio-Economics and Law constituted at that time. If need be, the Assembly constitutes new institutions and rules, but they do so in the spirit of Achourian Socio-Economics and Law.

Achourian Socio-Economics

Free Services. Loniel is a city that was ruled by the divine burning justice and graceful mercy of the angels. The primary goal of the city's public policy is to make sure that every subject of the city is safe, healthy, and prosperous. Loniel has various public and private organizations that provide free healthcare and accommodation to its denizens. A resident of Loniel has free access to education, and to courses that help them learn various professions. Even visitors can benefit from these rights if they are willing to pay a small, symbolic fee. Loniel provides funds to said organizations in exchange for their public services. Of course, there are private organizations that can provide more advanced services in exchange for money.

Taxation Policy. Loniel provides free services for its residents thanks to donations from residents and travelers, especially by pilgrims who see Loniel as a sacred site of pilgrimage. Besides those donations, the Assembly of Permanence collects taxes from residents. The amount of taxes collected increases according to the monthly income of a resident. Loniel does not collect taxes from people who earn less than an amount which would allow one to sustain a *modest* lifestyle.

The Assembly of Permanence uses the coin gathered thanks to their taxation policy for the betterment of the community, by spending it on the public sphere. The Assembly also distributes a monthly wage to each resident who cannot sustain a *modest* lifestyle by themselves, as there are a huge number of people who work as volunteers. Some people reject this monthly wage; however, these people can stay in the Blossom Shelter (p. 13). There, they don't need to pay for their basic needs such as shelter and food, which helps them sustain a *modest* lifestyle. In short, residents of Loniel don't live a *wretched, squalid,* or *poor* life, unless they consciously reject every benefit they are provided.

Private Property. Loniel is a city of which the boundaries cannot be expanded as it is built on floating masses of rock. Thus, it is only natural that there is limited space for both private and public use. The physical construction of private property is under the strict control of the Assembly of Permanence. Residents of Loniel must have the permission of the Assembly if they want to construct houses and other forms of property. The Assembly reviews each application with total transparency, then they decide whether they should accept it or not. The primary criteria for approval is public interest. The Assembly also strictly forbids the construction of any kind of building that would disrupt the city planning policy.

Most of the housing in Loniel is owned by the city itself. If one wants to access the right to accommodation in those houses, they can buy a document from the government which gives them up to 50 years time in said house. After this period, the officials of Loniel can extend the time by another 50 years if they see that the house has been well-kept.

Trade. As Loniel's land mass cannot be expanded, the agriculture, forestry and livestock industries are not very productive or developed. Most of the goods and raw materials needed to provide goods and services are procured through trade. Outsider merchants come to Loniel to sell their goods for fair prices and merchants who live in Loniel supply

materials and goods for the residents through the use of teleportation. Trading is essential for the economy of the floating city of angels.

Pricing Committees. Loniel has committees for every kind of profession. They are responsible for setting the price limits and standards of goods and services provided in Loniel. Every shop in Loniel is audited by the officials of such committees annually to check if the quality is up to date with the standards. If a shop does not keep up with the standards, produces low-quality goods, or provides services that endanger the residents of Loniel, the owner of the establishment is punished, and the establishment is suspended for 1 year. If the establishment continues to fail to keep up with the standards of the pricing committees, it is permanently shut down.

Also, the committees make sure that an establishment is not making unjust profits from the goods and services it provides. The committees enforce a limit on profit per sale for each item that is sold within the boundaries of Loniel. The limit mostly varies depending on the quality of the goods and the scarcity of the materials used to craft them. Goods and services that are vital for sustaining basic needs are strictly regulated so that everyone can afford them. For example, supplies such as bread and water are very cheap in Loniel, some organizations even offer them for free, whereas fine dining is still expensive.

Loniel Trust. The Loniel Trust (p. 14) is the only bank in this floating city. The establishment is governed by the Assembly of Permanence itself. One can ask the Loniel Trust for a loan if they need it. Such a person needs to file a document, stating the reason for their need for coin. The officials in the bank review the applications and decide whether they will loan the requested amount.

There are many criteria for receiving a loan. If the coin is needed for opening an establishment for the benefit of the residents of Loniel, the applicant will most likely receive the loan. Officials mostly accept the request if they observe that the applicant is able to pay the coin back within a time period that depends on the amount of coin. If a person who received credit does not pay the coin back within the necessary timeframe, the Loniel Trust sues them.

If an applicant really needs coin but is unable to pay it back, the Loniel Trust helps the person by directing them to organizations that can provide donations or scholarships. Loniel has a zero interest rate policy; the bank makes neither a profit nor a loss from lending coin.

People can also lock their valued possessions in the vaults in exchange for an annual fee of 100 gp per vault. Each resident can use up to 5 vaults in the Loniel Trust. The amount of gold gathered by this service is distributed as wages so that the Loniel Trust can stay open and sustainable.

LAW

Seven angels established Loniel and the mortal rulers of Loniel kept the spirit of the angelic rule. Therefore, the floating city of angels is the most righteous, just, and peaceful city a mortal can live in. Loniel was cleansed of fiends and all sources of evil during the Era of Light (p. 7), and angels commanded seven tenets, resembling a constitution which every being in Loniel must comply with and obey.

TENETS OF THE CITY

Thou shalt not kill.
Thou shalt not steal.
Thou shalt not practice arcane arts of evil.
Thou shalt not violate the peace in thy land.
Thou shalt make non-redeemed fiends thy enemy and angels thy ally.
Thou shalt not falsely accuse thy neighbor.
Thou art equals in the eyes of the divine.

The angels have gone away, and Achour, the first mortal ruler who systematized the economics and law of the city, has died. However, residents of Loniel still obey the rules of the city. These are not the only laws the citizens of the city must comply with; every citizen is informed annually about the laws and obligations they need to heed. Although the laws of the city almost never change, there may be some regulations and new rules established, which the citizens must know.

As Loniel was cleansed from evil, there are no unforgivable crimes committed in this society. Mostly trivial offenses such as petty thievery bother the people of this heavenly city. There has not been a major crime committed for over a hundred years. However, when it happens, most residents visit the court where the crime is discussed. At least, this is what happened the last time such a crime was committed.

The majority of law officials consist of clerics and paladins of justice and righteousness; however, all residents of Loniel who wish to become a judge are encouraged to do so. They are given an affordable course at the end of which a person can start working in the legal sphere. The instructors of said courses are the former lawmakers and judges of the city. After five years of education, they are ready to become law officials of Loniel. They become just as capable as the paladin and cleric judges of the city, who can communicate with divine beings and benefit from spells such as *augury, zone of truth,* and other magical effects.

CRIME AND PUNISHMENT

Loniel discourages punishments through violence, even major crimes are punished through rehabilitation and counseling.

Minor Offenses. Crimes such as petty thievery or public nuisance are examples of minor crimes. Such crimes are punished mostly by community service such as cleaning the streets, providing food, drink, or medicine to those in need, attending temple services, etc. If someone who committed a minor crime commits a minor crime again, they are marked by a magical mark called a Judgment Mark. The mark is placed on a body part that can be easily seen (like the head or a hand). If the criminal doesn't commit another crime in the upcoming year, the mark erases itself. Although carrying a Judgment Mark is a disgrace, having it fade is a great merit. The mark can be followed by divination spells by those who created it.

Mediocre Offenses. Crimes such as causing deliberate injury and damaging property of great importance are examples of mediocre crimes. Such crimes are first marked by a Judgment Mark as described above. If the criminal commits another crime in a year, it is punished by making the criminal attend large-scale community service or compulsory military service. Those people are mostly sent to the Valley (p. 43) to protect the city against potential threats.

Major Offenses. Killing someone, casting spells considered evil, forming alliances with fiends, and stealing artifacts belonging to the city are examples of major crimes. Such crimes are punished by subjecting the criminal to the *wisdom of 10000 years* ritual. If a creature is subjected to this process yet commits another major offense, the creature is subjected to capital punishment, although this has never happened before.

Capital Punishment. Those who attacked angels, and evil creatures who opposed the angelic rule of the city were punished by capital punishment during the Era of Light (p. 7). Since Achour was given the leadership of the city, none were subjected to capital punishment as there was noone committing such crimes. Some people in the city even forgot that capital punishment is a practice that was implemented in the past.

WISDOM OF 10000 YEARS

Casting Time: 1 minute

Components: A single perfectly cut diamond worth 100,000 gp, which the ritual consumes

Requirements: Only Loniel's high level law officials can cast this ritual, as only they know the necessary words.

Duration: Permanent

The master of the ritual touches a creature with one hand, places the diamond on the target's lap, and says the words of wisdom, carried by sacred monks throughout ages. Saying all the words takes 1 minute. When all of them are said, the target's spirit enters the diamond momentarily, causing it no harm. In the gem, time flows more slowly: The spirit talks with a celestial figure for 10,000 years, however, only a moment passes in real life. The target makes a Wisdom saving throw contested by the figure's Charisma (Persuasion) check, to which the figure has a +20 bonus. If the target fails, the figure convinces it to walk the path of goodness, converting the target's alignment to good. When converted in such a way, the target is not under a magical or mundane effect. It wholeheartedly believes that being good is the right thing to do. For example, if this spell is cast on a villain and it fails the saving throw, the villain becomes a hero. If the target succeeds, nothing happens.

After the target makes the saving throw, its spirit leaves the diamond (which disappears) and returns to its body.

The celestial figure within the diamond is determined by the GM. It can be the spirit of a legendary paragon, a powerful angel, a spirit of love, a long-forgotten paladin or another exemplar of good that the GM sees fit.

ELECTIONS IN LONIEL

Loniel is divided into quarters; each citizen of Loniel is a resident of one of the quarters, depending on the place they live. People elect their quarters' spokesperson by popular vote, and this person acts as mayor of the quarter. Representatives of the people, members of the Assembly of Permanence, are also elected during the same election process. The elections are held once every seven years.

Everyone who wishes to can apply to become the representative of a quarter. However, becoming the ruler of Loniel is much more challenging. One must be a former quarter representative and complete a challenging training program which generally takes 3-12 years to finish. In this training, nominees learn about economics, law, politics, and the history of Loniel. This training is provided by the officials of the Assembly of Permanence itself. Those who complete this training can be candidates for the rulership of Loniel. Rulers of Loniel are also elected during the same election process. A person can only be elected as the ruler three times. The Assembly of Permanence can question the ruler's authority. If need be, the Assembly can conduct a plebiscite, asking people whether the ruler shall keep the position or not. A plebiscite can be conducted only if three-quarters of the Assembly votes to have one.

ELECTION PROCESS

One week before the elections, all candidates for rulership choose a color to represent themselves. One day before the election, the government delivers sealed magical papers to its citizens and infuses the fountains around Loniel with magic. Citizens need to write down the name of the people they wish

to elect. Then, they throw these magic papers into the magic-infused lakes all around Loniel.

As such a paper contacts water, it melts, leaving no trace and teleports to the Court of Heavenly Justice (p. 12) undamaged. When the election ends, all bodies of water within the city change their color to the one that represents the elected ruler. This switch of colors lasts for a day.

When the election process is done and the waters change their colors, the court also declares who the quarters' mayors and representatives will be for the next seven years. A candidate can apply for a recount or an investigation. In such cases, the Court of Heavenly Justice investigates the case.

Cults and Organizations

Blossom Shelter



The Blossom Shelter is a charity organization supported by the Assembly of Permanence (p.47), volunteers, and dozens of contributors. With this much financial support, five buildings around the city, and hundreds of workers, the Blossom Shelter is an influential organization in Loniel. Moreover, it is one of the most deep-rooted organizations in Loniel since it has been around for more than 350 years.

It has been and continues to be the home of thousands of people in Loniel. Each year, hundreds of people find jobs and eat proper meals, and elderly folks and others in need are taken care of; all thanks to the Blossom Shelter.

Since the organization is so influential, folks in Loniel know the organization and its symbol, a cupped hand resting at the bottom of a circle, very well. Folks like and respect both the organization and its members.

Goals and Activities

The main goal of the Blossom Shelter is to help those who can't afford to live a modest life in Loniel. Regardless of the cause of their poverty, the organization embraces these people and provides them with food, shelter, clothes and job opportunities (p.60).

One of the shelters is made only for kids found in other realms in unsafe conditions. The Shelter provides for all their needs and gives them a proper education. They also offer free time activities and social clubs. The volunteers and workers who serve in this shelter for children are selected and trained with the utmost care.

Recently, with its new council, the organization has decided to expand its operations in other realms, and offer professional workshops.

Initiation and Membership

Even though the Blossom Shelter is a charity, it has a strict hierarchy consisting of four levels: volunteers, workers, overseers, and the council.

It takes seconds to be a part of this organization, since each of the five buildings in Loniel need volunteers and love to see new faces. Volunteering is the first step to joining the organization. There is no qualification needed to become a member other than being a volunteer. The organization believes wholeheartedly that anyone who wants to help can help. Volunteers mostly seek out those in need, run errands, write basic reports, find job opportunities, deliver supplies, and carry out some other simple tasks.

Being a worker, an overseer, or a member of the council is harder and has different sets of requirements. While workers are responsible for most of the physical jobs, overseers must keep a close watch on workers and those who stay in the shelters. To become a worker, overseer or a member of the council, one must work in the Shelter as a volunteer for at least one year.

Leaders

The council, consisting of 15 people, is the head of the organization. They make decisions, manage the resources and finances, and finally, choose overseers.

Council members are chosen with the votes of the overseers. Each council member serves five years and can serve for three terms.

Today, the most well-known persona on the council is Maira, who has been in the council for twelve years and is also the mastermind behind the organization's operations in other realms.

Rumors

It is said that some overseers and even council members steal from the organization. This rumor has been investigated by both the Court of Heavenly Justice (p.12) and the organization itself, yet no one has found any proof of such corruption.

Council of Arts



The Council of Arts is an old organization that has been a haven for all artists since the Era of Three Morning Stars (p.9). Established by Farya, a middle-aged elf who was the lead sculptor of the giant statue of the Seven in Starview Park (p. 12), the organization attracts thousands of new members each year. Even though it was an organization for sculptors at first, it quickly evolved to include all art forms from dancing, painting and singing to illusions and body painting.

Farya was the one who wanted to see all these art forms under one roof. He strongly believed that all art forms could benefit from one another and develop new techniques, or simply gain new perspectives through collaboration. His ideas have been and will continue to be the pillars of the organization. The organization pays great attention to new art forms and materials.

Goals and Activities

The Council of Arts is a rich and influential organization that has dozens of missions and operations both in Loniel and in other realms. Mainly, the aim is to create a safe environment for artists where everyone can learn and study without judgment. The organization also studies different techniques and materials, protects important artworks, restores them if needed, teaches art to anyone who wants to learn, and provides supplies for those who need them.

The majority of the Council's funds come from the sales of artwork. However, donations also bring in a considerable amount. The organization also hosts artsy events and parties with participation fees, in which the community can get to know one another and have fun. The most important event is the Annual Exhibition which goes on for a week (ten days, (p.47)). Thousands of visitors attend this gathering held in Aurora Square (p.16) to see and purchase thousands of artworks created that year.

Initiation and Membership

The organization does not have any requirements or entrance fees, they accept anyone who wants to learn any form of art.

Once you become a member of the Council of Arts, you get a small metal pin, which depicts a hand and a floating leaf inside a circle. The members can freely enter the buildings with this emblem, attend events for free and make use of other opportunities offered by the Council. Members still have to pay for all the courses, but they do get a discount.

Members are expected (but not obliged) to make or learn art. They can also find jobs and commissions in the city.

Leaders

After Farya died almost two hundred years ago, nobody could agree on who should take his place. There were one too many art forms and styles, and for this reason, the Council of Arts decided to have six Masters for each type of art rather than a single leader. These masters are for literature, the visual arts, the plastic arts, the decorative arts, the performing arts, and architecture.

Chosen from the members every fifteen to thirty years, the masters must make great art and be knowledgeable in their fields. Even though a small minority of members find the period far too long, almost all members agree that being a master takes time and patience.

Rumors

Rumor has it that some members of the organization started performing "evil art" with blood, bones and skin. For this reason, both the organization and its members have been investigated and examined closely for the past several months, yet the authorities could not find any clues and had no leads.

The Deliverers



Since Loniel is a cosmopolitan city with connections to other realms and settlements, a strong communication system is vital for the city to function efficiently. Residents have always looked for ways to get in touch with their loved ones in and outside the city. Other than that, many of the residents run businesses in other realms so the need for a secure network has been in the city from the very beginning, and that's why the Deliverers date back to the Era of Light (p.7). As trade becomes a more important and crucial part of the city, the need for such an organization grows. To fulfill these needs, the Assembly of Permanence (p.47) supports and protects the organization.

The Deliverers is a deep-rooted and well-established organization with hundreds of workers and operations in other realms. The organization does more than just carry letters and packages, it also keeps them safe and secret (if asked).

Goals and Activities

The ultimate goal of the Deliverers is to carry mail and

packages to and from Loniel. They are very well aware that their service is valuable, and they help the city function by doing their duty.

The organization has several small branches in all quarters of Loniel, although they have some plans in the works to establish some iron boxes on some streets of the city so that people can send their mail without visiting the branches.

Initiation and Membership

Even though deliverers generally use the safest routes, being a deliverer is considered a dangerous occupation in Loniel. However, deliverers rarely visit excessively dangerous places, or take risky roads. Moreover, not all deliverers find themselves in treacherous situations. Only more experienced deliverers and those who want to take the risks undertake the more dangerous assignments. However, the risks posed by the job mean that potential members are subject to close scrutiny. They are put through various tests to make sure they are capable of doing the job before they start their 1 month trial period (see below).

Deliverers who want to go outside the city must serve the organization for at least 1 month, must have certain sets of skills, and finally, must prove that they can both protect themselves and their packages.

All deliverers are given a small brooch that features the figure of a person holding a golden box.

Leaders

The organization has a senior committee of ten people, all of whom are experienced deliverers. They decide the fees and the restricted areas (such as dangerous zones or evil-aligned settlements/realms), and inspect the overall quality of service.

Rumors

Recently, it has been said that the organization is also collecting intelligence for the Assembly of Permanence on other realms, about possible enemies; intruders, attackers, and other such individuals.

No one in the organization or the Assembly has confirmed or denied the rumors.

Explorers' Guild

The Explorers' Guild is a well-known organization established in the earlier years of the city. It was founded to explore the Valley (p.43), a task that was carried out by the city guards at first. However Gandalar, who was an adventurer at heart, established the Explorers' Guild both to ease the workload of the guards and to bring information and travelers together. He strongly believed that this union would create a great synergy and open new paths for many and he was right. For hundreds of years, travelers have brought valuable sources and information to the city which eventually contributed to the development of the city.



Goals and Activities

At first, the organization was only supposed to explore and clear the dangerous zones in the Valley but it has changed with the new needs and demands of the city. Now, the organization also provides valuable and credible information to the rulers, soldiers, researchers, and anyone else who needs it. The members write detailed reports about their visits and all the information is open to the public. On top of that, explorers may return with valuable materials and components.

The Guild may also be tasked by wealthy people to procure some special items (stones, seeds, spices, etc.) and information from different realms. Yet, the fee for these services is exorbitant.

Other than these tasks, the organization has also been responsible for exploring and clearing the Valley for centuries. They try to map out the region and request help from the guards when needed.

Initiation and Membership

Being a member of Explorer's Guild is not easy, as the tasks may be dangerous and deadly. First and foremost, applicants must be old enough to understand the risks of membership. They are well-informed and trained during the application process. Members evaluate the applicants, their motives, and their capabilities.

All new members are considered "hawks" and must go on tasks with a senior member. After a few successful jobs, members receive either a Valley Clearance Pass or an Explorer's Pass. These passes, which are used to access the Gates (p.14) without any other permission, are given to the hawks considering the needs of both the members and the organization.

From time to time, the organization needs an extra pair of hands and in this case, they make an announcement in the city via handouts and criers. The organization hires those who are capable of surviving tough situations and who have the following skills and abilities:

- Proficient in Perception and Survival,
- Proving oneself in fighting or magic in the exploration tasks with senior members.

Leaders

Gandalar was the founder of the Explorers' Guild and was the leader until he died of old age. After that, the organization

started choosing a new leader every five years. Even though all members are involved in the decision-making process, the leader is responsible for the financial status of the Guild, choosing the new members, and deciding the exploration locations and tasks given to the members. Also, they are not allowed to leave the city for more than a week at a time.

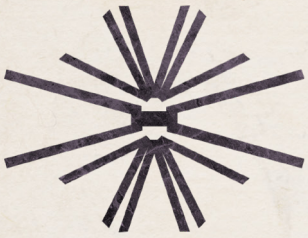
When a member becomes the leader, they are given a small brooch that used to belong to Gandalar. The brooch depicts a map and is made of gold and bronze. It is the only thing that marks one as the leader of the Explorer's Guild. The leader of the Guild proudly displays this memento on their lapel.

Belin, a young traveler who has visited more than 15 realms and thousands of settlements, has been the leader of the organization for three years. She takes her job seriously and she is prim and proper about every decision. Yet, she also has the warmest and most cheerful personality around her loved ones. She has many connections and important friends in Loniel and all over the realms, many of whom are always ready to help her.

Rumors

Even if there is no proof, people say that some members of the organization started sympathizing with some evil cults and happenings. Perhaps even worse, people talk about some missing members who actually settled in some evil cities.

Golden Pages Book Club



The Golden Pages Book Club started as a small, simple bookshop in the Center (p.12). The shop was established by Merif, a young antiquarian, at the beginning of the Age of Fade (p.9). In time, it has transformed into a big shop and an influential organization. Merif started collecting old, rare books and documents in her shop, the Golden Pages. As her collection got larger, a small community gathered around her, under the name "Golden Pages Book Club". Within a few years, the community started organizing small writing and reading events, workshops, and weekly discussions. People started coming here to read books and have delicious meals, nestled in the smell of old book pages and tea.

Goals and Activities

Even if Golden Pages is mainly a book club, it has four main activities other than reading and discussing the books. First of all, the Club aims to grow its collection of books and documents. Collecting, preserving, and protecting rare pieces is important, and the members see this task as a way of protecting historical documents. Spreading crucial and valuable information is the Club's other goal. They get in touch with the Explorers' Guild (p.54) and other adventurers to learn about other realms, and they send manuals and books to places where people need to learn about agriculture, mining, good deities, medicine, and any other such fields.

The Club is not only interested in old, dusty books, they also encourage writers to write new ones. They organize workshops, create challenges, and even give scholarships to writers who need them. Thus, hundreds of writers start writing and tens of new books are published in Loniel every year.

Finally, the most dangerous operation of the Club is hiring adventurers to locate some rare pieces in distant realms. They offer exceptional prizes and give the adventurers information about the places to which they are tasked with going.

Initiation and Membership

Anyone can become a member of the Golden Pages Book Club as long as they make their monthly payment of 3 gp. These payments are mainly used for the bookshop, the restaurant, and the scholarships provided to new writers.

Being a member of the Club is a prestigious thing in Loniel; many important people are members of the Golden Pages Book Club. They visit the Club, join events, and rest here after a long day of work.

Small identification cards and pins are given to members. The pin is made of iron and decorated with tiny gold engravings.

Leaders

In general, the Club has neither a strong hierarchy nor a strict set of rules to follow. The only restricted section is the location where evil sources are kept. A member must have a good reason, approved by senior members of the Club, to enter this section and look at a manuscript. Members are only given a limited amount of time to do research in the restricted section.

A small board of five people are in charge of the administration of the Club. The board and its head are chosen by the Club members every three years.

Jandal the Mooneye has been the head of the board for two years. He is a middle-aged man with coal-black hair and a mustache. He likes reading and writing poems, his work and leadership are appreciated by the members.

Rumors

The Club has a wide array of books and documents including evil ones. It is said that one of the evil books is missing a page, as if someone has taken it with the intent of copying and distributing it. The Club has made no comment about this rumor.

Green Haven



War, pollution, wildfires, lack of food, or simply the course of nature; there are many reasons that could cause a species to dwindle in number, eventually endangering its existence. The members of Green Haven study ecosystems and the habitats within them to search for clues that could hint at the presence of an endangered beast. There are many experts amongst them that have mastered various subjects ranging from the effects of arcane radiation on plant communities, to nutrition analysis of quadruped beast manure according to its color.

This organization's main facility is the Green Haven Rescue Center (p. 23), where important meetings are held and rescued animals are cared for. The facility is located in the Upper Gardens of Loniel.

Goals and Activities

Their main goal is to find endangered species and bring them to the Rescue Center for protection, breeding, and preservation. Each member has their own reasons for adopting this goal, but most of them would agree that it is all about giving life a second chance.

There are four kinds of people in this organization: explorers, researchers, caretakers and bureaucrats.

Explorers, as the name suggests, explore. They travel across realms with the help of spellcasters or with their own methods, and search for new living species. They are mostly accompanied by researchers. While an explorer searches for new species and new habitats, a researcher looks for clues that could lead them to an endangered species. If they encounter an endangered beast, they use magic to mark it for retrieval.

While explorers and researchers wander across unknown fields, bureaucrats organize fundraising dinners, facilitate the operations of the organization to establish excellent communication between divisions, and find adventurers to retrieve the marked endangered beasts. The rewards for successful retrievals of marked beasts are great, and this job attracts many adventurers.

Finally, caretakers work at the Green Haven Rescue Center. They tend to the specific needs of many unique beasts, and they also make sure visitors can't harm the beasts and vice versa.

Initiation and Membership

Anyone can become a member of this organization by simply paying a visit to the Green Haven Rescue Center. However, there is a strict hierarchy and cooperation between members which makes it harder to rise in the ranks of this organization. The members wear badges shaped like leaves that show their position in the organization, copper leaf being the lowest position and the golden leaf being the highest. Members receive a new leaf according to the number of years they have served in the organization.

Leaders

The organization has four leaders, each representing the four major branches of the organization; a female dragonborn with silver scales named Fedinia, a female human named Polna, a male gnome named Grentel, a male tiefling named Hanrak. They frequently hold meetings on the 5th floor of the Green Haven Rescue Center, and discuss the activities of the organization. Any member with a golden leaf badge can attend these meetings.

Rumors

Some members of the organization are unhappy about the strict hierarchy and they speculate about the higher ups, believing that some are corrupt and abuse their roles.

Amongst eco-activists, there are some who whisper vile conspiracies related to this organization, which include rumors about caretakers that sell exotic creatures to restaurants or to some wealthy customers as pets.

Greenswords



Established in the Gardens of Nataniel (p. 23), Greenswords is a recently established, small and closed society. However, it is also one of the most promising organizations in the city of Loniel. Greenswords' fame increases day-by-day as they work tirelessly for the betterment of the community.

Greenswords was formed thanks to funding from the wealthy residents of the Gardens of Nataniel who wished for an organization that would improve the wellbeing of the society. All organizations of the floating city of angels contribute to the welfare of Loniel. What makes Greenswords unique is its various military and botanical operations.

Goals and Activities

Greenswords' main goal is to create, explore, and invent new and unique ways to use plants. To achieve this goal, the organization established three main lines of operations: growing rare plants, documenting their findings and forging

unique items.

Members of the first group are called “botanists”. They are responsible for understanding the magical or nonmagical properties of plants, growing and protecting rare plants, taking care of endangered plant species, increasing the efficiency of plants with plant-breeding techniques, and creating new plant species with cross-breeding and magic.

Members of the second group are called “scribes”. They were initially responsible only for recording the findings of the botanists. However, they are also responsible for using the new plant species cross-bred by the botanists to brew potions that no one has ever heard of before. Some members of the organization strongly oppose the idea of scribes being responsible for potion-making. They believe that there should be a fourth branch dedicated to this task.

Members of the third group are called “forgers”. They are responsible for creating magic items that are fused with plants and duridic magic. Half of the magic items created by Greenswords are crafted for militaristic purposes. They are donated to the city guards of the Gardens of Nataniel, which makes them different from the rest of the guards of Loniel. The function of the other half of the magic items created by Greenswords varies greatly.

Greenswords also organizes events and parties where they create or explore a new plant species. These parties are usually members-only.

Initiation and Membership

Being a member of the Greenswords is not easy and one must fulfill many requirements to become a Greensword.

Members must be residents of the Gardens of Nataniel. This has been required by the benefactors of the organization since the beginning. Therefore, they still operate abiding by the same policy. Some members of the organization find this requirement senseless, useless and restrictive.

Botanists must be spellcasters, preferably druids, as they try to understand the magical properties of plants.

Scribes must prove their knowledge of plants and now, they must also show that they are proficient in brewing potions (even though some still oppose scribes being involved in potion making) to become a member of the organization.

Forgers must also be spellcasters who are able to forge magic items.

Greenswords expects all of its members to have prior knowledge about nature. They must be proficient in the Nature skill and have a +5 bonus on Intelligence (Nature) checks.

Leaders

Greenswords is led by an elven lady called Beryl Egbert, an archdruid and a courageous warrior who adventured for about 250 years. She finally came to Loniel and put down roots in the Gardens of Nataniel 20 years ago. The benefactors of Greenswords are the close friends of Beryl and she persuades her friends to donate their money to an organization that would fuse botanics, magic and crafting all together.

Rumors

Grenswords is a recently established organization, they don’t have a policy to elect new leaders and decide who will be the head of the factions of the organization. Beryl alone decides on such matters with the counsel of her close relatives. Some members are quite displeased about this and want to change it.

Mystic Songs of Blade and Faith

Many people pass through Loniel every day. Though most of them choose to stay in this amazing city, some, especially the more adventurous, choose to travel and experience new things. Members of Mystic Songs of Blade and Faith take interest in the stories of these adventurers.



Mystic Songs of Blade and Faith is actually a group of storytellers who hear the stories of many adventurers visiting Loniel, and who make records of the ones they are interested in.

So, what makes a story interesting to them? First of all, the story must be true. The members of the organization listen to the stories of adventurers, and write them down if they believe that they are accurate. The listeners generally use the *zone of truth* spell and Wisdom (Insight) checks to verify the veracity of the story. Secondly, the story is more valuable if it contains tips and hints on fighting evil. The stories that are written down are saved in the organization’s library so that they can be consulted at a later date. They do not classify the stories according to their value, since they think that all stories are unique and have the utmost importance.

While some people give their stories freely, since having a story approved by Mystic Songs of Blade and Faith is a sign of prestige, some want to sell them. The organization pays 50 gold pieces for each story about evil.

Goals and Activities

Sometimes bards say, “I think I heard a song or two about this monster,” and inform their companions of the weaknesses and powers of a creature. Mystic Songs of Blade and Faith is a place where bards can find such stories, and the organization aims to be the ultimate source for such information.

Initiation and Membership

There are no rules to becoming a member. Everyone who has a truthful story to tell can join the organization, and everyone who has told at least 15 stories can become a listener.

Leaders

The organization was founded and is still led by Nepreri Andel (p.96). She is actually an extremely old elf, a lich, and a grand master storyteller. While fighting against a great evil, she was cursed to lichdom, and she came to Loniel to seek a cure. However, even the faithful in Loniel failed to remove the curse that made her a lich. Nepreri has been seeking a cure to her unique situation ever since. Moreover, although she was successful in banishing the great evil, she is almost certain that it will be back, so she has also been trying to gather information about how to kill it.

Throughout her years in Loniel, Nepreri decided that it was her fate to become a lich and come here. So, she uses her immortal life in the name of good, and by founding Mystic Songs of Blade and Faith, she educates adventurers in a way, and tries to prevent disasters such as the one she has experienced.

Rumors

It is rumored that Nepreri heard about the ancient evil that cursed her, in one of her divinations. She fears this evil may find Loniel.

Another rumor is that Nepreri has started to consume more and more quartz lately to feed her curse.

Prayers from the Departure



The Great Departure (p.9) was a tragic event for Loniel. The last three archangels left the city and never came back. It was disorienting, like a great part of the city went missing. Residents felt guilty and sorry.

The Prayers from the Departure or the Prayers was established at that time by 13 clerics. It is an old and small organization that tried to relieve tension in the city by announcing that they would continue their unending prayers for Loniel, and for the return of the Seven (p.7). With the help of time and their prayers, the residents slowly regained their confidence and faith.

Today, after more than five hundred years, the organization still keeps its promise. The new 13 clerics continue the never-ending prayer in the basement of the Temple (p.31).

Goals and Activities

The one and only aim of the organization is to continue praying for Loniel, and for the Seven. To do so, nine clerics pray on their knees in the basement of the Temple until they are exhausted. During the prayers, they are not allowed to speak, sleep, eat, or do anything other than pray.

While the nine members are praying, the other four members rest and regularly check on those praying. If they see that someone needs some rest, they touch the praying cleric's left shoulder, sit down on their left side and start praying. As soon as their replacement starts praying, the tired cleric is allowed to go and rest.

Today the organization has about 20 members that select new members, educate their clerics, and run errands around the Temple.

The Prayers refuse any material possession including gold and jewelry, and they do not have their own homes. The members accept only basic food and clothing when needed.

Initiation and Membership

Being a member of the Prayers is neither easy nor desirable since the members basically devote their entire existence to prayer. Also, the organization only accepts new members when an existing member is too old or sick to carry on their duties.

Members must be followers of a good deity, be residents of the city, and have a good grasp on religion and history.

Leaders

From the very beginning, the Prayers hasn't had any leaders. All the members are equal and all the decisions are made democratically.

Rumors

Since the Prayers is a small organization and has a very closed system, there is not much to say about them. Yet, from time to time, some rumors spread throughout the city about a member falling asleep while praying.

The Seed

The caretakers of an ancient tree that set its roots inside the Upper Gardens (p.23) of Loniel during its early years, members of the Seed work hard to nurture it and keep it healthy. The members of this organization are all volunteers who have committed themselves to tending to the needs of the tree.

The tree, also known as the Ancient One, is a mixture of maple and willow. Because of its complicated and magical nature, it needs special care. Therefore, the members of this organization are chosen very carefully, as they are responsible for the well-being of the Ancient One.

Goals and Activities

There are three aspects to their activities; nurturing, protecting, and tapping.

Nurturers are specialists in plant life and they tend to the tree everyday. Their symbol is a red willow tree leaf. First thing in the morning, they collect water from the Blue Lake and manure from the Green Haven Rescue Center. Then, they water the tree, and store the manure so that it can be turned into compost and used as mulch later. Finally, they check the leaves and branches of the tree to see if it has any health problems or pests.

Protectors are specialist combatants who are trained on how to act around the tree and what to watch out for. Their symbol is a piece of tree bark. There are always three protectors guarding the tree, making sure that it won't be hurt by any means. They are the ones rewarded with the syrup the druids make and they are the only ones who are allowed to drink it in the whole multiverse. The syrup grants them resilience and fortitude.

Tappers, more commonly known as druids, are responsible for two things: tapping the tree for its sap without causing it pain or harming it, and collecting fallen leaves. Their symbol is an amber-colored droplet. Tappers are also referred to as "druids" because one must be a druid to become a tapper. The tapping process is very similar to tapping a sugar maple, except several complex magical procedures are applied. Then, the sap is refined and turned into syrup. Collecting the leaves, on the other hand, is a plain and simple process in which druids simply pick up the leaves. These leaves are then arranged in such a way that small differences in their colors and shapes correspond to words and sentences in druidic. With this method, druids create a leaf library whose contents are only accessible to druids. The library contains information about many topics such as the Ancient One, druidic magic, ancient methods and commandments of various druid circles. Also, there are rumors that these leaves of the ancient one can be used as material components in legendary druidic rituals; however, no one has ever seen such a ritual in Loniel.

Their goal is simple: They want to continue their activities as long as they can.

Initiation and Membership

The organization has three different initiation requirements. To be initiated as a nurturer, a person needs to pass a verbal test on botany, needs to be able to cast spells that heal plants, and must be willing to spend their mornings tending to the tree. Protectors choose new protectors as they see fit, and only they have control over who is chosen and how they are chosen. Tappers, on the other hand, must be druids and non-druids are strictly forbidden from becoming tappers. A person must be recommended to the tappers by a plant, animal, or fey and only then are they assessed by tappers to see if they are a good fit.

Leaders

This organization has no leaders. The Ancient One's needs have been the same for thousands of years and they are not going to change anytime soon. Thus, the organization has a strict set of rules and there is little need for a leader.

When it comes to making decisions, all members come together. They are informed about the situation, and they put the decision to a vote. After a decision has been made, it is added to the list of rules.

Rumors

There are unsettling rumors going around the city about the Ancient One, which makes people concerned about the health of the tree. There is word that the Ancient One is dying and the Seed is trying to cover it up.

Also, a group of innkeepers believe that some guardians of the tree are stockpiling the tree's syrup instead of drinking it, and that they are selling it on the black market.



Job Opportunities

Loniel is a huge metropolis home to all sorts of cultures, tons of shops and organizations, and therefore job opportunities. Residents can easily find jobs that are suitable for them, which generally offer fair compensation. Other than the residents, many people come to this city to work or find people they can hire. In fact, Loniel is one of the safest places to do both of these.

Here are some examples of job opportunities, and the income they may offer:

Goal	Employer	Encounters/ Requirements	Income
Helping Valley Explorers clear and map out the Valley	Explorers' Guild	Desertling (p.71), Valley Wraith (p.79), and Fiendish Drain (p.72).	3 gp per hour
Helping members travel to distant realms for various purposes	Explorers' Guild	Candidates must have an Explorer's Pass from the guild.	1 gp/100 gp per trip (depending on danger and effort)
Caring for exotic animals	Green Haven	Candidates must be proficient in the Animal Handling skill.	2 gp per hour
Treating basic illnesses	Mothers' Touch	Candidates must be proficient in the Medicine skill.	5 sp per hour
Volunteer Test Subject for some potions and magical items (all the tests are ethical)	Various shops on Potion Street	Candidates must be in good health (they must be at max hp).	2 gp per test
Cooking, baking, and brewing	Various restaurants, inns, shops and charities around the city	Candidates must prove they can cook.	1 sp 5 sp per hour (depending on the expertise level)
Volunteer work in Temple Street	Any of the temples in the street	Candidates must be proficient in the Religion skill.	1 sp/ 5 sp per hour
Find a rare book/document	Golden Pages Book Club	Candidates' Intelligence and Charisma scores must be equal to or higher than 12.	1 sp/ 1000 gp per document (depending on the value of the document)
Delivering mail, packages and carrying some chests within the city	The Deliverers, various small shops, and individuals	Candidates' Strength score must be equal to or higher than 12.	3 sp per hour
Handing out fliers	Any organization	-	1 sp per hour

Magic in Loniel

Loniel is a unique place. It has housed priceless planar portals since its creation. It has been invaded by many different evil forces over the years and housed many planar creatures such as fiends. It was discovered and cleansed by angels. When we take all of these into consideration, Loniel already has a unique connection to magic, and of course this causes some changes in certain spells. Also, since history is full of examples of places where evil and corruption spread years after they were considered abolished, angelic forces took some serious precautions against evil, especially in ways of magic.

Below, you can find such changes that you might want to apply while running a campaign in Loniel. Also, you may want to alter other spells by taking this list as an example.

Arcanist's Magic Aura. This spell automatically fails when an evil-aligned creature casts it. Also, if a creature or an object affected by this spell enters Loniel, and if the spell is cast by an evil-aligned creature, the effects of the spell are automatically dispelled.

Animal Friendship. Animals in Loniel are more peaceful than normal. When a good-aligned creature casts this spell, the animal has disadvantage on the saving throw.

Antipathy/Sympathy. Celestials have advantage on saving throws against this spell while in Loniel.

Astral Projection. Only those who are authorized by the government of Loniel can cast this spell within city borders. The authorities do not want to attract the forces of evil as a result of people casting this spell and traveling to the Astral Plane.

Banishment. This spell automatically fails when cast against good-aligned celestials in Loniel. Also, evil-aligned creatures have disadvantage on saving throws against this spell.

Clairvoyance. This spell does not work in areas that are closed to the public.

Conjure Animals. You can only conjure an animal that is already in Loniel with this spell. Also, when the spell ends, the conjured creature does not disappear as it normally would, but you lose your control of it.

Conjure Elemental. Only authorized conjurers can summon elementals from elemental planes with this spell. Those who lack this authorization can conjure an elemental that is already in Loniel, and when the spell ends, the conjured creature does not disappear but you lose your control of it.

Conjure Fey. You can only conjure a fey that is already in Loniel with this spell. Also, when the spell ends, the conjured creature does not disappear but you lose your control of it.

Conjure Minor Elementals. Only authorized conjurers can summon elementals from elemental planes with this spell. Those who lack this authorization can conjure an elemental that is already in Loniel, and when the spell ends, the conjured creature does not disappear but you lose your control of it.

Conjure Woodland Beings. You can only conjure a woodland being that is already in Loniel with this spell. Also, when the spell ends, the conjured creature does not disappear but you lose your control of it.

Contact Other Planes. If a spellcaster wants to contact an evil entity using this spell, it must be authorized. Otherwise the spell fails.

Control Weather. The weather is already magically controlled by the authorities. When another spellcaster casts this spell, it fails to take effect.

Create Undead. Only those who are authorized by the government of Loniel can cast this spell. When those who lack this authorization cast the spell, the created undead is burned to ashes with holy fire.

Demiplane. Because of the planar boundaries and restrictions of Loniel, this spell does not work.

Divination. If a spellcaster casts this spell to contact an evil entity, it must roll a d100. If the result is between 1 and 50, the spell fails.

Etherealness. There are magical protections around the Ethereal Plane of Loniel, which prevents traveling beyond them.

Gate. Only those who are authorized by the government of Loniel can cast this spell. Otherwise, the spell fails.

Hallow. When a spellcaster casts this spell to fill an area with unholy energies, the spell fails.

Hallucinatory Terrain. Only those who are authorized by the government of Loniel can cast this spell.

Locate Animals or Plants. The government of Loniel can protect an animal or plant against the effects of this spell. In this case, the spell fails.

Locate Creature. The government of Loniel can protect a creature against the effects of this spell. In this case, the spell fails.

Locate Object. The government of Loniel can protect an object against the effects of this spell. In this case, the spell fails.

Magnificent Mansion. If an evil-aligned spellcaster casts this spell, it must roll a d100. If the result is between 1 and 50, the spell fails.

Maze. If an evil-aligned spellcaster casts this spell, it must roll a d100. If the result is between 1 and 50, the spell fails.

Mirage Arcane. Only those who are authorized by the government of Loniel can use this spell.

Nondetection. The government of Loniel can choose to affect a creature with this spell. Also, if an evil-aligned spellcaster casts this spell, it must roll a d100. If the result is between 1 and 50, the spell fails.

Planar Ally. If a spellcaster casts this spell to get aid from an evil entity, it must roll a d100. If the result is between 1 and 50, the spell fails.

Planar Binding. Only those who are authorized by the

government of Loniel can use this spell. Otherwise, the spell fails.

Planeshift. Only those who are authorized by the government of Loniel can use this spell.

Private Sanctum. The spell cannot prevent the government of Loniel from observing the sanctum.

Teleportation Circle. Only those who are authorized by the government of Loniel can use this spell. Otherwise, the spell fails.

Scrying. A creature can be protected against the effects of this spell by the government of Loniel.

Magic Items in Loniel

Armor

Armor of Clouds

Armor (light), uncommon (requires attunement)

The Armor of Clouds is a popular magic item among adventurers and magicians of the floating city of Loniel. It looks like a white, well-made robe but on closer inspection, the color of the robe changes very slowly like the sky on a bright day.

As long as you are wearing this armor you can cast the *feather fall* spell without requiring components twice per day.

Once attuned, the Armor of Clouds slowly evaporates from your body and forms a small cloud hovering over your shoulder. You can summon the armor on yourself or dismiss it, requiring no action.

Shield of Loniel

Armor (shield), very rare (requires attunement)

Crafted only for the heroes of Loniel, a representative presents this shield, only to those who have proven themselves as protectors of the city of angels, in a special ceremony.

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. Also, as an action, you can hit a surface with the shield and cast one of the following spells; *wall of fire, wall of force, wall of ice, wall of stone and wall of thorns.*

You can use this feature twice per day.

Potions

Potion of Evergreen Ivy

Potion, rare

This potion's glass container looks like a transparent rose bud and it holds a thick green liquid with thousands of small,



Armor of Clouds



Shield of Loniel

Potion of Evergreen Ivy



seedy, pink particles. When you drink it, a green aura envelops your skin. You gain advantage on your Dexterity (Stealth) checks in woodlands. Also, while you stay still and take no actions, you gain +5 bonus to your Dexterity (Stealth) checks in woodlands.

Potion of the Green Host

Potion, legendary

Contained in a decorated small clay pot, this potion is a thick and sweet liquid, almost like honey or syrup, with a blend of white and green. When you drink it, your body starts to transform; your skin hardens, your eyes lose their color, vines and leaves sprout throughout your hair, and enormous flower petals cover your body as if you are wearing a colorful dress. For 24 hours, you gain the following benefits:

- You lose your sight and gain the ability to perceive your surroundings without relying on it. You have blindsight up to 60 feet and you are blind beyond that radius. You retain your magical senses, such as truesight.
- Your skin hardens, slowly resembling a tree bark. While you are not wearing armor, your AC is equal to 10 + your Dexterity modifier + your Constitution modifier.
- Your creature type changes to plant.
- For the duration, you are under the effect of *speak with plants* spell.
- You are immune to being blinded, deafened, paralyzed, and stunned.
- You don't need to eat and you don't need to breathe while under direct sunlight.

Potion of the Green Host



Potion of Sweet Dreams

Potion, rare

An almost perfectly spherical glass vial contains a liquid that changes between being visible and invisible, and also shifts in color, resembling a fleeting dream. When you drink it, the need to sleep gently overcomes you. You fall asleep after a minute unless you take any damage. Also, any harmful spell or magical effect that requires you to be asleep to take effect automatically fails. The effects of this potion persist until you wake up.

Staves

The Floating Staff of Angels

Staff, artifact (requires attunement by a creature of good alignment)

The Floating Staff of Angels is an item crafted by the first Radiant Master to aid the Seven in their challenging mission to build and rule the city. Its alignment is lawful good. Legend has it, the angels never used the staff, but kept it by their side at all times since it was a symbol of the will of the people that would populate Loniel. The staff, watching as the angels performed miracles, learned from them for hundreds of years.

After the Great Departure, according to rumors, this staff of legends became sentient and assumed humanoid form to look for a hero that could wield it well against evil.

Once the staff allows you to attune to it, you can carry it in staff form. While in staff form, the Floating Staff of Angels is a beautifully crafted metal staff with golden spikes on top of it. When you are not holding the staff, it floats right behind you,

Potion of Sweet Dreams



where you can easily reach it. You can talk to the Floating Staff of Angels telepathically and command it to appear in your hand assuming it's within 30 feet of you (requires no action). It has an ever-changing angelic voice. Also, this staff can be wielded as a magic quarterstaff that grants a +3 bonus to your attack and damage rolls made with it. While holding it, you gain a +3 bonus to AC.

The staff has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC (or DC 17, whichever is higher): *remove curse* (1 charge), *control water* (2 charges), *fabricate* (2 charges), *animate object* (3 charges), *telekinesis* (3 charges), *move earth* (5 charges).

The staff regains 1d4 expended charges daily at dawn while in staff form.

Additionally, as an action, you can expend 3 of its charges and transform the staff into an angelic warrior for 1 hour or back into its true form. It appears in an unoccupied space you can see within 30 feet of you. While in the angelic warrior form, the staff looks like an angelic version of you. For instance, it has your physical features with the addition of eyes that glow with a bright golden light. It follows and obeys your commands as long as they do not go against its alignment. In both forms, if you use the staff in an evil act, the staff can break the attunement and leave your command. If it drops to 0 hit points, the Floating Staff of Angels automatically reverts to staff form and appears floating behind you. You can use this staff to cast spells by expending charges while it is in staff form.

It has the following statistics:

THE FLOATING STAFF OF ANGELS

Medium humanoid (varies), lawful good

Armor Class 22

Hit Points 80

Speed 30 ft., fly 40 ft.

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

Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 20

Languages Celestial and Common, telepathy 30 ft. (Only with the creature who is attuned to the staff)

Magic Resistance. The Floating Staff of Angels has advantage on saving throws against spells and other magical effects.

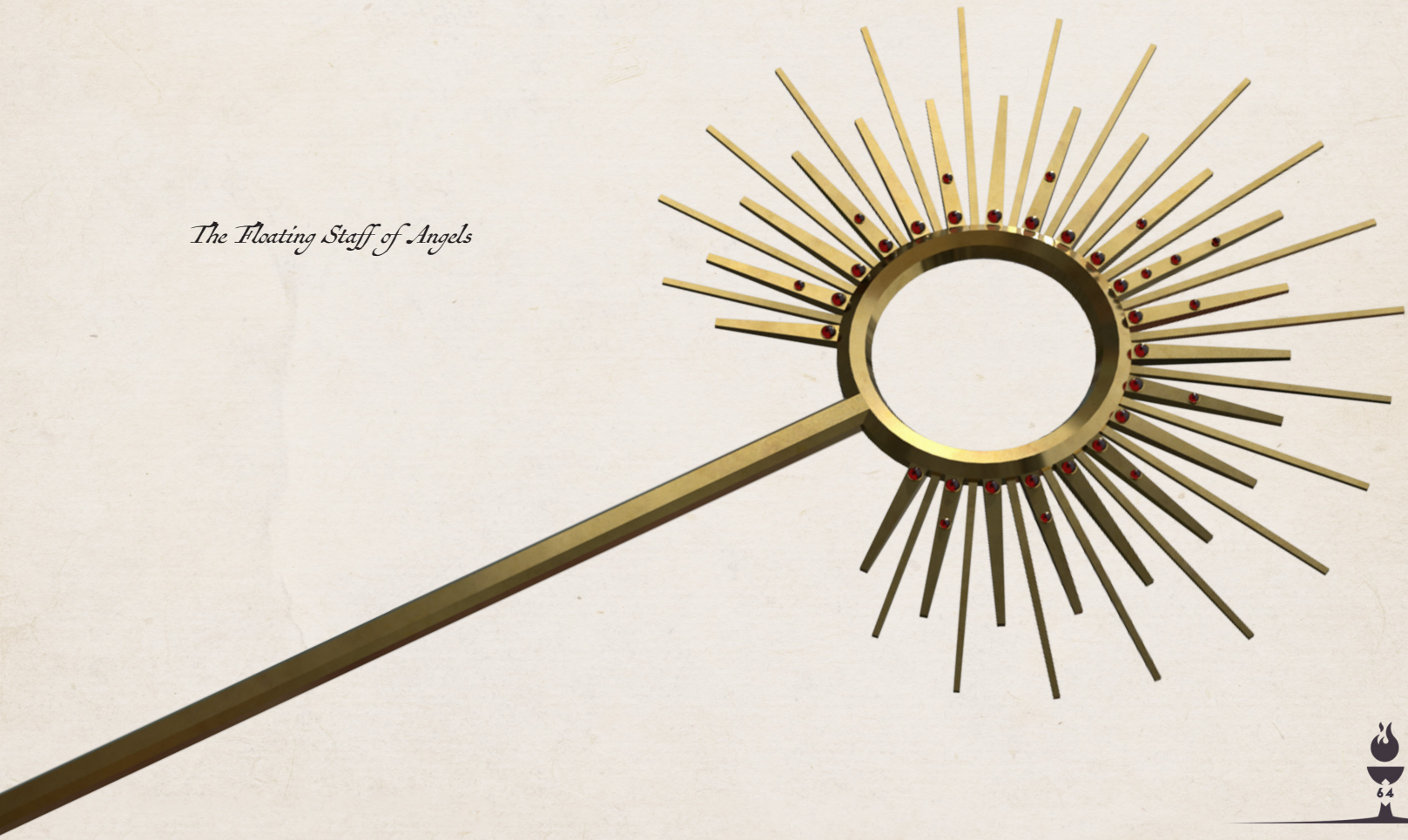
ACTIONS

Multiattack. The Floating Staff of Angels make four attacks.

Angelic Javelin. *Ranged Weapon Attack:* +9 to hit, reach 30/90 ft., one target. *Hit:* 12 (1d6 + 3) piercing damage plus 6 radiant damage.

Angelic Greatsword. *MeleeWeapon Attack:* +9 to hit, reach 30/90 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 6 radiant damage.

The Floating Staff of Angels



Since the Floating Staff of Angels was created by good creatures to serve angels, your attunement to it ends if you commit any evil act, and it disappears. Unless you prove yourself a warrior that defends the city of Loniel and the pillars of good, you can't attune to the staff.

Wands

Wand of Deep Ocean

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges and it regains 1d6 + 1 expended charges daily at dawn.

While holding this wand, you can use an action to expend some of its charges to cast one of the following spells: *freedom of movement* (4 charges) or *water breathing* (2 charges).

Wand of the Three

Wand, rare (requires attunement by a spellcaster)

The Wand of the Three is a marble wand with golden engravings and a marble pentagram at the tip. This wand has 3 charges and it regains one expended charge daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

The pentagram at the tip of the wand sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Each time a charge is expended, the radius of the light decreases by 5 feet. The radius increases by 5 feet every time a charge is regained.

You can choose to turn the wand's lights off or on at will (no action required).

Fireball. When you expend the wand's 1st charge, you cast the 5th level version of the *fireball* spell (save DC 15) from it.

Cone of Cold. When you expend the wand's 2nd charge, you cast the *cone of cold* spell (save DC 15) from it.

Disintegrate. When you expend the wand's 3rd charge, you cast the *disintegrate* spell (save DC 15) from it.

Weapons

Arctic Bow

Weapon (longbow), very rare

This bow has 11 charges and it regains 1d10 + 1 expended charges daily at dawn.

While you are making an attack with this longbow, you can expend a charge to freeze the arrow you are holding before releasing it. If the attack hits, the target creature must succeed on a DC 14 Strength saving throw or magical ice envelops its body and the target becomes restrained.



Wand of Deep Ocean



Wand of the Three



Arctic Bow

Candle Armor

Weapon (trident), legendary (requires attunement)

This weapon resembles a giant bronze candlestick that has three magical candles on top of it that are always burning, even when completely soaked in water. When a creature holds the weapon, tens of candles appear on the creature's armor or body if it is not wearing armor; these candles are always alight, just like the ones on the trident, and they instantly melt away and disappear when the creature stops holding the trident.

While you are holding this trident, you can cast the *fireball* spell without requiring any components. This trident deals 3d4 fire damage on a hit, instead of its normal damage.

Attunement. You can cast the *incendiary cloud* spell but it is always centered on you and moves with you. You are not affected by the spell if you are the one that cast it. Once you use this feature to cast the spell, you can do so again after the next dawn.

Co-existing Sword

Weapon (shortsword), very rare

Your attacks made with this magic weapon deal 4d6 piercing damage on a hit.

Hornbreaker Gauntlets

Weapon (knuckleduster), rare

This knuckleduster is a simple melee weapon with finesse and light properties. Your attacks made with this weapon are considered unarmed strikes.

You deal bludgeoning damage equal to 1d4 + your Strength or Dexterity modifier (your choice) on a hit with an unarmed strike made with this weapon. When you hit a fiend with this weapon, the fiend takes an extra 3d4 radiant damage.

Wondrous Items

Amethyst Spyglass

Wondrous item, uncommon

Made from the well-cut amethyst obtained from Tri-Gem Jewelry (p. 39), the Amethyst Spyglass is one of the inventions of Eezen Goldberry (p. 86). This spyglass is only used in the floating city of Loniel to watch the Valley (p. 43) for dangerous creatures.

Objects and creatures viewed through the Amethyst Spyglass are magnified to twice their size. Creatures are highlighted with a white light making them easier to discern, thus you have advantage on Wisdom (Perception) checks to detect creatures via the spyglass. Also, the spyglass has 3 charges. You can expend a charge as an action to activate the Amethyst lens. The color of the highlight changes according to the type of the creature you are looking at. Red highlighted creatures are fiends, blue highlighted creatures are fey, purple highlighted creatures are aberrations, black highlighted creatures are undead, yellow highlighted creatures are celestials and, green highlighted creatures are beasts. The amethyst lens stays on for 1 hour or until it is closed as an action.

The Amethyst Spyglass regains 1 expended charge daily



Candle Armor

Hornbreaker Gauntlets





Amethyst Spyglass

at dawn. If you expend the spyglass' last charge, you need to replace the amethyst lens with a new amethyst piece worth at least 250 gp.

Artiste's Silk Garments

Wondrous item, uncommon

Made of magically created eco-friendly silk, this piece of clothing is a very long silk strip that must be wrapped around a person's body to create a skin-tight garment. While wearing this clothing and no armor, a creature has a +1 bonus to its Charisma (Performance) and Charisma (Persuasion) checks.

Brooches of Luck

Wondrous item, uncommon

Brooches of Luck are crafted by Greenswords (p. 56) to help adventurers on their reckless journeys. There are different types of such items according to their shape and effect.

Candle of Bountiful Feast

Wondrous item, uncommon

The Candle of Bountiful Feast sheds bright light in a 10-foot radius and dim light for an additional 10 feet, for 4 hours. After the duration, the candle is consumed. If you eat half a pound of food within the illuminated area, you don't need to eat or drink for 1d4 days as the food will keep you full.

Candle of Sweet Relief

Wondrous item, uncommon

The Candle of Sweet Relief sheds bright light in a 10-foot radius and dim light for an additional 10 feet, for 4 hours. After the duration, the candle is consumed. If you rest within the illuminated area, you gain the benefits of a long rest with half the amount of rest you normally require.

Cloak of Nataniel

Wondrous item, artifact

Softer than silk and whiter than milk, this holy piece of fabric is actually a small portion of archangel Nataniel's cloak. The Cloak of Nataniel is currently in possession of the fortune teller Zelos (p. 22), and rumor has it the archangel Nataniel themselves gifted this fabric to Zelos. The cloak is white and there are several divination runes engraved on it.

You can use the Cloak of Nataniel as the material component of divination spells and rituals; the process does not consume the cloak by any means. If you do so, you can cast divination spells with the help of the archangel themselves. If a divination spell requires you to make a roll, it is automatically a success. If a divination spell requires your target to make a saving throw, your target automatically fails the saving throw. If a divination spell enables you to receive an omen, you receive the clearest one possible.



Sands of Madness

Wondrous item, very rare (requires attunement)

There is a wicked land called the Dunes of Madness (p. 43) beneath the sacred, Floating City of Angels. From time to time, military forces visit the dunes to ensure the safety of the citizens of Loniel. They bring sands from the dunes as spellcasters can craft material components called the Sands of Madness from this special kind of sand.

When used as an additional material component of a damage dealing spell, it deals additional psychic damage equal to half of the damage normally dealt. Using the sands of madness as an additional material component requires a bonus action (or an action if the spell is cast with a bonus action).



Cloak of Nataniel

Sands of Madness

Sunbox

Wondrous item, uncommon

The Sunbox is a small, handheld, rectangular case that has a hatch on one of its sides. When opened, bright sunlight shines from the hatch. In Loniel, Sunboxes are used as lanterns from time to time by adventurers and guards since they radiate sunlight.

As a bonus action, you can open or close the Sunbox. When you do so, a 15-foot cone of bright light radiates from the sunbox. This light is sunlight. The light remains for a maximum of 2 hours, or until the hatch is closed. When used for 2 hours total, the Sunbox no longer radiates light and it must be charged to be used again. You can charge a sunbox by opening its hatch and letting it sit under direct sunlight for 4 hours.



Sunbox

Military and Defense

Not only is Loniel a cultural and social center, but it is also a strong militaristic city that rose from the ashes of war. The city has always been on guard, waiting for attacks and intruders. In the early days, the number of soldiers and means of defense was lower, since residents mainly relied on the archangels living in Loniel, and evil forces rarely dared to attack a city where three archangels lived.

This changed after the Great Departure (p.9). The number of attacks from both outside the city and from the gates increased. People grew uncomfortable, and the number of soldiers increased drastically in the span of a few decades.

Over the years, rulers and residents have become more and more cautious about the military and defense of Loniel. People started looking for new ways to protect themselves while the number of soldiers, constructions, and spells increased dramatically.

Loniel has many lines of defense, the first one being its advantageous position in the air. Since the city floats on air hundreds of feet above the Valley of Death (p.43), it is almost impossible for a land army to reach the city without very powerful and unique spells or complex structures. Among the other defenses of the city are the Sigil, created by the archangels who established the city, and the powerful military forces of the city. Other than these three very powerful protective forces, the residents of Loniel, as well as the adventurers who visit the city, are ready to protect the city against any intruders.

The Sigil

The shape of Loniel is unique and it creates a sigil that forms a powerful barrier around the city. This angelic sigil, made up of the city itself, protects the city against external threats as well as improving the living standards of the residents inside the city. The sigil has the following effects on the city:

- Successful weapon and spell attacks against evil-aligned creatures deal an extra 1d6 radiant damage inside the barrier.
- Creatures have advantage on weapon and spell attack rolls against evil-aligned creatures inside the barrier.
- Creatures have advantage against being charmed or frightened since the holy aura of Loniel comforts them.
- Evil aberrations, elementals, fey, fiends, or undead must succeed on a DC 13 Wisdom saving throw in order to penetrate the barrier and enter the city. If they enter the city by penetrating the barrier, their hit point maximum is halved until they leave the city.
- The protective barrier provides warm weather for the residents of Loniel. Without it, the city would be almost as cold as a distant realm called Svilland.

Soldiers

The city has always had a strong army since a great war was fought before the founding of Loniel. Throughout its history, Loniel has always been under threat of attack (though the severity of this threat changed over the years). Today, Loniel's formidable military protects the city and also aids the forces of good in other realms.

The soldiers live in their barracks, train very hard, and are paid by the city. The city has three main types of soldier,

- Sentinels of Seven (p.77)
- Knights of Seven (p.75)
- Mercenaries

Also, the soldiers are supported by relief forces from other realms. Other than these relief forces, a total of 10 thousand soldiers protect the city.

Even though there is not an actual threat, the number of soldiers increased drastically after the Great Departure (p.9) when the last three archangels of the city left the city.

You see what carnage awaits,
Through the colors, through the gates?
O brave knight, you must protect,
Your sisters, brothers and your mates!

'Tis you who shall brave the storm!
Who'll keep us safe from the swarm!
Who'll keep us protected, keep us warm!
And all righteous acts, for us, perform!

The good must fight 'nd we shall prevail,
Though sometimes it seems to no avail.
We mustn't lose hope, for what awaits,
Is an eternal hope, an embrace.

You see what carnage awaits,
Through the colors, through the gates?
O brave knight, you must protect
Your sisters, brothers and your mates!

CHAPTER III
RESIDENTS OF LONIEL

Desertling

Having been a part of the endless plains of the Valley (p. 43) for thousands of years, desertlings are cruel creatures. Generally, they live alone in caves and pits, eat dirt, and kill any living creature they encounter for joy. The extreme conditions of the Valley make these creatures extremely resistant to many conditions. Revealing their bloodthirst, their body is rigged with large claws, monstrous teeth, and long legs to make chasing their victims easier.

Since they are dangerous creatures, Loniel authorities and the Explorers' Guild (p.54) never leave them alone. They send hunters, explorers, and adventurers to hunt them on a regular basis.



DESERTLING

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	6 (-2)	7 (-2)	13 (+1)

Skills Perception +1, Stealth +7

Damage Immunities cold, fire, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., tremorsense 30 ft.

Languages -

Challenge 8 (3,900 XP)

Innate Spellcasting. The desertling's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The desertling can innately cast the following spells, requiring no material components:

At will: *acid splash, fire bolt*

1/day each: *animate dead, burning hands, faerie fire*

ACTIONS

Multiattack. The desertling can make three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 6 (1d12) necrotic damage and 6 (1d12) fire damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 5 (1d10) necrotic damage.

Hellish Scream (Recharge 5-6). The desertling screams and radiates a terrible aura within a 30-foot radius. Each creature within the aura must make a DC 12 Wisdom saving throw. On a failed save, a creature takes 10 (3d6) necrotic plus 10 (3d6) psychic damage and is frightened until the end of its next turn. On a successful save, the damage is halved and the creature is not frightened.

Fiendish Drain

Creeping in the endless and horrid darkness of the Valley (p. 43), fiendish drains are the end product of the wars of hundreds of years. The magical lands and the extreme weather sweep up the waste of the fiends and the undead of the wars, bringing them together to create these creatures. They are combinations of various bones, tails, horns, and rotten flesh that look and smell awful.

Fiendish drains tend to hide from their enemies and observe them, then they attack when their enemies least expect it. They also get some innate magical powers from the waste of the undead and the fiends that created them.



Fiendish Drain

Large undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	20 (+5)	16 (+3)	12 (+1)	14 (+2)

Saving Throws Dexterity +10, Constitution +10, Charisma +7

Skills Deception +12, Perception +6, Stealth +15

Damage Resistances necrotic, psychic

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal or Infernal

Challenge 15 (13,000 XP)

Anything But Good. Living in the pits of this dark and evil area, the fiendish drain can sense the presence of any good-aligned creature within 60 feet of it automatically. However, it cannot learn the creature's type, direction, or its exact place. It also has advantage on the Dexterity (Stealth) checks it makes to hide from good-aligned creatures, and on the first attack roll they make against a good-aligned creature in combat.

Innate Spellcasting. The fiendish drain's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spells). It can innately cast the following spells, requiring no material components:

At will: *fog cloud, inflict wounds*

1/day each: *harm, move earth*

Legendary Resistance (3/day). If the fiendish drain fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The fiendish drain can make three attacks with its thorn of death.

Thorn of Death. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 13 (3d8) necrotic damage. The fiendish drain can pierce enemies with its sharpened long bones.

Bone Spray (Recharge 5-6). The fiendish drain throws bones and flesh in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 10 (3d6) piercing damage plus 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

Giblin

Small and clumsy creatures, acting like beasts but scheming to play their pranks like clever humanoids, giblins live on the streets of Loniel and sometimes within the houses of the most patient people. They operate on a fine line between being annoying and cute. Whenever a giblin sees someone holding an apple, which is its favorite snack, it approaches them and stares at them with their big eyes and naive faces, holding out its hands, almost begging for the apple.

Also, giblins have some innate magical powers, such as their capability to transform into Tiny objects and conjure harmless water droplets to throw.



GIBLIN

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 3 (1d4 + 1)

Speed 40 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	5 (-3)	12 (+1)	6 (-2)

Skills Insight +3, Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 0 (10 XP)

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

Hide and Seek. The giblin can use its action to polymorph into a Tiny inanimate object, or back into its true form. It can't see, move, attack and its speed becomes 0 while transformed. Any equipment it's wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Splash. *Ranged Spell Attack:* +0 to hit, range 10/30 ft., one target. *Hit:* If the target has vulnerability to cold damage, it takes 1 cold damage. Otherwise, it takes no damage. Regardless of the damage, the droplet is large enough to soak a Medium creature's clothes.

High Priest



High priests are highly experienced members of a clergy. They are expected to have a detailed knowledge about their religion; its history, methods of worship, and religious rites. Having a deep connection to their deities, they are powerful spellcasters and know a lot about divine spells.

A high priest's goal can be spreading the words of their deity, finding religious relics, battling the enemies of their deity, or simply wandering around to help others so that others can serve their faith in such ways. Some of them being former adventurers, they may be eager to help young priests, clerics, and paladins in their divine quests.

Since Loniel is a beacon of good, all high priests living in this city are good-hearted.

HIGH PRIEST

Medium humanoid (any race), any good

Armor Class 17

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Constitution +7, Wisdom +9

Skills Insight +9, Perception +9, Religion +9

Senses passive Perception 19

Languages Common, Celestial plus any two languages

Challenge 12 (8,400 XP)

My Faith is My Shield. The high priest's wisdom protects it from danger. It adds its Wisdom modifier to AC.

Temple Connection. While in the temple of its own deity, the high priest can cast spells whose casting time is longer than 1 action as an action. Also, the high priest gains proficiency with a weapon gifted by the temple, and can use it with its Wisdom modifier, instead of Strength or Dexterity. This weapon is a *temple staff* in this case.

Spellcasting. The high priest is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spell prepared:

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

1st level (4 slots): *bane, bless, cure wounds, detect magic, guiding bolt, sanctuary, shield of faith*

2nd level (3 slots): *hold person, prayer of healing, spiritual weapon*

3rd level (3 slots): *dispel magic, mass healing word, revivify, spirit guardians*

4th level (3 slots): *banishment, divination, guardian of faith*

5th level (3 slots): *commune, flame strike, greater restoration, planar binding*

6th level (1 slot): *harm, heal, planar ally*

7th level (1 slot): *fire storm, regenerate*

8th level (1 slot): *holy aura*

9th level (1 slot): *true resurrection*

ACTIONS

Temple Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) radiant damage. This is a +2 quarterstaff. As a bonus action, the high priest can say its command word and activate the staff, causing a blade of pure light to appear at the tip of the staff or make it disappear. While activated, the staff emits bright light in a 10-foot radius and dim light for an additional 10 feet. The high priest can use the staff with its Wisdom modifier.

Knight of Seven

The knights of seven, the trained soldier force of Loniel, is responsible for the security of Loniel. They patrol the streets of Loniel day and night, protecting its residents. Being a knight of seven is an important and well-respected job among residents and therefore the applications are evaluated carefully by a group of sentinels (p. 77).

Duty Comes First. The life of a knight of seven is their duty. They are ready to sacrifice anything for the sake of their duties and for the greater good.



KNIGHT OF SEVEN

Medium humanoid (any), any good

Armor Class 14 (chain shirt)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Saving Throws. Strength +4, Dexterity +3, Charisma +2
Skills. Athletics +4, Perception +3
Damage Resistances radiant
Senses passive Perception 13
Languages Common plus any one language
Challenge 2 (450 XP)

Soldier of Angels. The knight of seven has advantage on attack rolls it makes against fiends.

ACTIONS

Multiattack. The knight of seven makes three attacks with its shortbow, or two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage when used with two hands.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage.

Quartz Knight Template

Quartz knights are people who want to serve Loniel even after death. Thanks to a special quartz, a spirit quartz that can hold a spirit inside it without causing the spirit harm or pain, the spirits of the willing deceased can be placed in stone bodies, creating a new type of construct that remembers its past and has free will.



Quartz Knight Template

The quartz knight template can be added to all creatures. A creature with this template keeps its statistics except as follows.

Type. The creature becomes a construct and undead.

Ability Scores. When a creature becomes a quartz knight, its Strength and Constitution scores increase by 2, up to a maximum of 22.

New Feature: Quartz Shield. As an action, a quartz knight can form a hovering, magical shield. The shield revolves around the knight for 1 minute. The shield has AC 15, 60 hit points, immunity to poison and psychic damage, and being poisoned. While the shield is active, the quartz knight is immune to spells of 4th level or lower.

New Feature: Quartz Weapon. As a bonus action, a quartz knight can form a quartz weapon of its choice in its hand. The weapon remains until it is dismissed or it leaves the knight's hand. The quartz weapon is a magic weapon. The quartz knight's allies regain 1 hit point when they end their turns within 15 feet of the weapon.

Challenge. The creature's challenge rating increases by 2.

Senses. The quartz knight gains darkvision out to a range of 60 feet. If it already has darkvision, the range of the darkvision increases to 120 feet.

Language. The languages the quartz knight knew in life.

Resistances. The quartz knight has resistance to necrotic and poison damage. It also has advantage on saving throws against being poisoned.

Sentinel of Seven

A sentinel of seven, or sentinel for short, trains long years at the Knightly Grounds (p. 33). They form the elite soldier force of Loniel. They are responsible for training the knights of seven (p. 75) and fulfilling harder or more important duties. The number of sentinels increased after the Great Departure (p. 9), as residents felt less safe in Loniel, they needed more elite soldiers to protect their beloved city.

One must be a knight of seven for at least three years and to be nominated as a sentinel. Their applications are evaluated by sentinels and after that, the prospective sentinels start years of tough training, which includes extreme mental and physical challenges and demands sheer faith and willpower.

Duty Comes First. The life of a sentinel is their duty. They are ready to sacrifice anything for the sake of their duties and for the greater good.



Sentinel of Seven

Medium humanoid (any), any good

Armor Class 18 (plate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Strength +7, Dexterity +6, Charisma +3
Skills Athletics +7, Investigation +3, Perception +4
Damage Resistances necrotic
Damage Immunities radiant
Senses passive Perception 14
Languages Celestial, Common
Challenge 6 (2,300 XP)

Unstoppable. The sentinel of seven has advantage on saving throws against being exhausted.

Soldier of Angels. The sentinel of seven has advantage on attack rolls it makes against fiends.

Actions

Multiattack. The sentinel makes two melee weapon attacks, one with its spear of seven and one with its sword of seven.

Spear of Seven. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 15 (2d10 + 4) piercing damage if used with two hands to make a melee attack.

Sword of Seven. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 2 (1d4) radiant damage.

Temple Guard

Temple guards are, along with the guards of the city, the main protectors of Illuminated Peaks (p. 28). They complete both their martial and religious training in the Fortress of Faith. During their training, they are educated in all of the faiths worshiped in Loniel, and are made to worship all of them, so that they can respect all of them. Thanks to their training, temple guards can use a portion of the power of all the deities worshiped in the city.

Temple guard captains have more experience than the other temple guards. They are experts in leadership and combat effectiveness. When a temple guard becomes a temple guard captain, its challenge rating increases to 8, its hit points becomes 110 (13d8 + 52) and it gains the following benefits;

Avatar of Faith. The temple guard captain magically grows in size, along with anything it is wearing or carrying, and becomes Large for 1 minute. While in this form, the captain's weapon attacks deal an extra 1d6 radiant damage on a hit.

Call of the Temple. As an action, the temple guard captain calls for aid. Up to 5 temple guards of the captains' choice within 100 feet of the captain can make a weapon attack as a reaction.



TEMPLE GUARD

Medium humanoid (any race), any good

Armor Class 16 (breastplate, shield)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

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

Saving Throws Constitution +7, Wisdom +7

Skills Athletics +6, Insight +7, Perception +7, Religion +6

Senses passive Perception 17

Languages Common plus any one language

Challenge 6 (2,300 XP)

Will of the Faithful. The temple guard has advantage on saving throws against spells, illusions, and being charmed and frightened.

ACTIONS

Multiattack. The temple guard makes three weapon attacks.

Longsword of the Temple. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if wielded with two hands. Also, the target must succeed on a DC 15 Charisma saving throw or it cannot cast spells of 5th level or higher until the end of its next turn.

Cleanse. The temple guard chooses up to 3 creatures within 60 feet of it. The chosen creatures are affected by the *dispel magic* spell.

Guard of All Faiths (2/day). The temple guard can use the Channel Divinity option of any domain.

Purging the Dark Magic. The temple guard chooses a creature within 30 feet of itself. The target must succeed on a DC 11 spellcasting ability score saving throw or loses a spell slot of the lowest spell level possible.

Valley Wraith

Living in the warmest and most desolate areas, valley wraiths are evil creatures of the Valley (p. 43). They are manifestations of an unending vengeance for anything good. The carrion creatures live together in small groups and have a burning desire for destruction and violence. Valley wraiths have a glowing red color reflecting that desire, glowing like a flame. Also, they have some innate magical powers.



VALLEY WRAITH

Medium undead, neutral evil

Armor Class 12
Hit Points 38 (7d8 + 7)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	5 (-3)	12 (+1)	14 (+2)

Skills Insight +3, Perception +3, Stealth +4
Damage Immunities fire, necrotic
Condition Immunities exhaustion, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 2 (450 XP)

Burning Body. The valley wraith sheds bright light in a 10-foot radius and dim light for an additional 10 feet. This light is red.

Innate Spellcasting (1/day). The valley wraith can cast *blindness/deafness* (spell save DC 12), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Multiattack. The valley wraith can make two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) slashing damage plus 2 (1d4) fire damage.

Burst of Vengeance. The valley wraith creates a 15-foot cone of fire out of its body. Each creature within the area must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 5 (1d10) fire damage plus 4 (1d8) necrotic damage, and is frightened until the end of its next turn. On a successful save, the damage is halved and the creature is not frightened.



Beryl Egbert

A middle-aged elven lady stands tranquil in the midst of her personal heaven in the Gardens of Nataniel (p. 23), tending to rare plants of every color amid a multitude of beautiful scents. Her elegant dress, and accessories of wood and multicolored gems reflect Beryl's colorful personality. But if you could stare deep into her soul, you would see that she carries the sadness of fleeting life, her spirit full of loss and her eyes full of grief.

Beryl's Story

Beryl was the child of a nomadic elven family who made the woods their home. They would travel forest to forest each season to live their lives to the fullest. Beryl, therefore, was raised amongst the trees; nature was a friend that entertained her and a mother that provided for her. She was raised as a druid, as both of her parents were members of a druid circle called the Circle of Unicorns.

Beryl was a natural; she learned, understood, and respected the ways of the Circle of Unicorns; to heal and protect living things. By the age of 75, she was accepted as a member of the Circle, 25 years before adulthood. She was a promising spellcaster who had always had a craving for the arcane arts.

Soon after Beryl became an adult, the woods in which she and her circle were was attacked by another druid circle. These druids called themselves the Harbingers of Pestilence. While some need to create life, others must destroy it, they believed. Beryl and her friends fought back. However, pestilence prevailed, and life faded that day. Beryl's father survived, and they fled the woods together.

She bought her father a hut in a small lake village, made sure he was healthy and well, stayed with him for a couple of years, and then went adventuring. She needed something to keep her from thinking about that cursed day. She went to big cities, tried to help the commoners, fought low-life bandits, got drunk, pursued dragons, killed liches, was imprisoned by devils, met angels, and most importantly, rediscovered her druidic powers. She was nearly 250 years old when she heard of Loniel, the most peaceful place to be. She returned to her father, and the two moved to Loniel together.

They wanted to live in the Gardens of Nataniel because it felt like home. Loniel was perfect, too perfect, to be honest. Beryl still needed action in her life. Therefore, she persuaded her friend and formed an organization called Greenswords (p. 56) with their financial help. Beryl would devote her life to botanics, healing plants and protecting them. At the same time, Greenswords would craft magical druidic items for the benefit of the people and the protection of the city.

Still, Beryl lives with her father in the Gardens of Nataniel peacefully but never forgets the loss she had to endure.

Beryl's Goals

Beryl's goal is simple, to lead Greenswords as efficiently as possible and to provide her father with a comfortable life.

Roleplaying Beryl

Beryl loves to talk to people, she always talks smoothly and never curses. She loves to talk about botanics and her organization. She really cares about her father and Greenswords, and is never ashamed to say it.

She likes to be around people, especially during combat. Beryl generally calls for help or conjures allies around her.

BERYL EGBERT

Medium humanoid (elf), neutral good

Armor Class 19 (armor of the infrangible bark)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	18 (+4)	20 (+5)	19 (+4)

Saving Throws Strength +8, Constitution +10, Intelligence +10, Wisdom +11

Skills Animal Handling +11, Medicine +10, Nature +10, Survival +11

Damage Resistances cold, poison, psychic

Damage Immunities bludgeoning, piercing, slashing

Condition Immunities poisoned

Senses passive Perception 15

Languages Common, Druidic, Elvish, Sylvan

Challenge 20 (25,000 XP)

Archdruid. Beryl can ignore the verbal and somatic components of her druid spells, as well as any material components that lack a cost and aren't consumed by a spell. She gains this benefit in both her normal shape and her beast shape from Wild Shape.

Armor of the Infrangible Bark. Beryl wears an armor that grants her immunity to bludgeoning, piercing, slashing damage.

Beast Spells. Beryl can cast many of her druid spells in any shape she assumes using Wild Shape. She can perform the somatic and verbal components of a druid spell while in a beast shape, but she is not able to provide material components.

Healing Seed. Beryl gains the superior ability to place a seed of magic within the shimmering wards she provides. When a creature with her shimmering ward on them takes damage, every creature with a shimmering ward on them within 30 feet of the warded creature regains 1d4 hit points.

Horned Form. When Beryl uses her Wild Shape action, a unicorn horn protrudes from her forehead, her feet become hooves, her skin and hair color change to white, and she starts to glimmer. While she is transformed, the following rules apply:

- Her speed increases by 10 feet.
- She can cast the *cure wounds* spell as if she uses a spell slot of one level higher than the spell slot she expends.
- She has a shimmering ward on her. She has a +2 bonus to AC.
- She can use her bonus action to place a shimmering ward on a creature within 60 feet of her. The creature gains a +2 bonus to AC for 1 minute. She can place shimmering wards on multiple creatures.

Ring of Pineshield. Beryl wears a ring made of pinewood. She has resistance to cold, poison, and psychic damage while wearing it.

Unicorn's Favor. Beryl has advantage on saving throws against spells and other magical effects.

Spellcasting. Beryl is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Beryl has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame*

1st level (4 slots): *aid, cure wounds, entangle, longstrider, prayer of healing*

2nd level (3 slots): *animal messenger, barkskin, gust of wind*

3rd level (3 slots): *call lightning, conjure animals, plant growth, speak with plants*

4th level (3 slots): *conjure woodland beings, stone shape, stoneskin*

5th level (3 slots): *commune with nature, mass cure wounds, tree stride*

6th level (2 slots): *conjure fey, transport via plants*

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

8th level (1 slot): *animal shapes*

9th level (1 slot): *shapechange*

ACTIONS

Multiattack. Beryl makes three melee weapon attacks; two with the Sword of Aconitum and one with the Whip of Ivies.

Sword of Aconitum. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 14 (4d6) acid damage.

Whip of Ivies. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage plus 10 (4d4) piercing damage. The target must succeed on a DC 19 Dexterity saving throw or become grappled by the whip. The creature can repeat its saving throw at the start of each of its turns, ending the effect on itself on a success. While grappling a creature with this weapon, Beryl cannot use it again. The creature takes 18 (4d8) piercing damage at the end of each of its turns it stays grappled by the whip.

True Healing (1/day). Beryl is capable of fully recovering the health of a living creature within 60 feet of her. The target regains all lost hit points and all effects that reduce the target's hit point maximum end.

Wild Shape. Beryl can use her action to magically assume the shape of a beast that she has seen before. She can stay in a beast shape for 10 hours. She then reverts to her normal form unless she expends another use of this feature. She can revert to her normal form earlier by using a bonus action on her turn. She automatically reverts if she falls unconscious, drops to 0 hit points, or dies. Beryl can use her Wild Shape an unlimited number of times.

LEGENDARY ACTIONS

Beryl can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Beryl regains spent legendary actions at the start of her turn.

Cantrip. Beryl casts a cantrip.

Attack (Costs 2 Actions). Beryl makes an attack with the Sword of Aconitum or Whip of Ivies.

Cast a Spell (Costs 3 Actions). Beryl casts a spell, provided that she has enough spell slots to do so.



Donna the Wise

Born in Loniel, Donna the Wise grew up in the safety of the city, and has been the representative of the Center (p.12) for three years now. As the youngest sibling of the Tristhana family, she has had paramount education and training.

Donna is an elf of 233 years old and has a tall, slim figure, black bob-cut hair, and lilac colored almond eyes. She likes spending time with children and playing musical instruments.

Donna's Story

Donna was born in the Tristhana family, a well-known family of the city that settled in the city in the Era of Light (p. 7). The family has helped tens of organizations and charities, hosted hundreds of events, and taken the lead in helping artists. Donna grew within this environment, she took lessons, learned from her family, and spent time with artists, researchers, and travelers. Despite all the opportunities presented to her, she was drawn to stories of travelers. Unlike most of her family members, she wanted to see other realms and make a difference not only in Loniel, but also in other worlds.

She started traveling between realms, sending meticulous reports to the city, and letters to her loved ones about her journeys. During her travels, she learned a few more languages, and helped many people and communities by solving their problems and educating them. She spent almost a hundred years abroad. When she returned, she wrote the book "A Hundred Years Abroad". She inspired many Loniel residents to follow a similar path and became an important member of the Explorers' Guild (p. 54). Oftentimes, she gives speeches in the organization.

She believed her knowledge and experience could help the city to progress, so she wanted to be the representative of the Center. Both her family and the community of the Center were very supportive of this decision; in fact, she was elected the first time she ran.

Overall, the residents are happy about her representation and other activities, yet many criticize her approach to the military. Her calm, pacifist approach to militaristic matters causes opposition against her. Some residents are uncomfortable about her showering most of the resources on the arts and charities. The opposition believes that the security of the city is more important than anything, so one must pay attention and allocate money to it.

Within a year, she gradually lost some of the support she had from the residents for this reason alone. However, she is not sad or angry about it, since she completely understands and respects the opposition.

Donna's Goals

Donna tries to give weight to all the needs of the Center's residents, supporting organizations, and artists. However, she is not very good at paying attention to the militaristic wants and needs. Her personal goal is to be the leader of a charity for the kids.

Roleplaying Donna

Donna is a kind and intelligent person who loves to enjoy the moment. Yet, when it comes to her responsibilities as a representative, she may look cold and serious. She wears dark, pastel tones and speaks slowly but surely. If she is not doing her duties, she spends time with children, donates toys, teaches them some languages and how to play instruments.

DONNA THE WISE

Medium humanoid (elf), neutral good

Armor Class 16 (studded leather)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dexterity +9, Charisma +10
Skills History +7, Insight +13, Perception +13, Performance +15, Persuasion +15
Damage Immunities poison, psychic, thunder
Condition Immunities charmed, deafened, frightened, poisoned
Senses passive Perception 23
Languages Common, Celestial, Draconic, Elvish, Sylvan
Challenge 14 (11,500 XP)

Center's Protector. Donna is the representative of the Center, thus she knows the area very well. Also, since she protects the city, the divine energies of Loniel protect her back. While in the Center, Donna cannot be lost and she can track a target without any roll or check. This is a magical means of tracking.

Loniel's Hope (2/day). Donna can cast the *beacon of hope* spell without expending a spell slot.

Innate Radiance. Donna's attacks are magical. When she hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

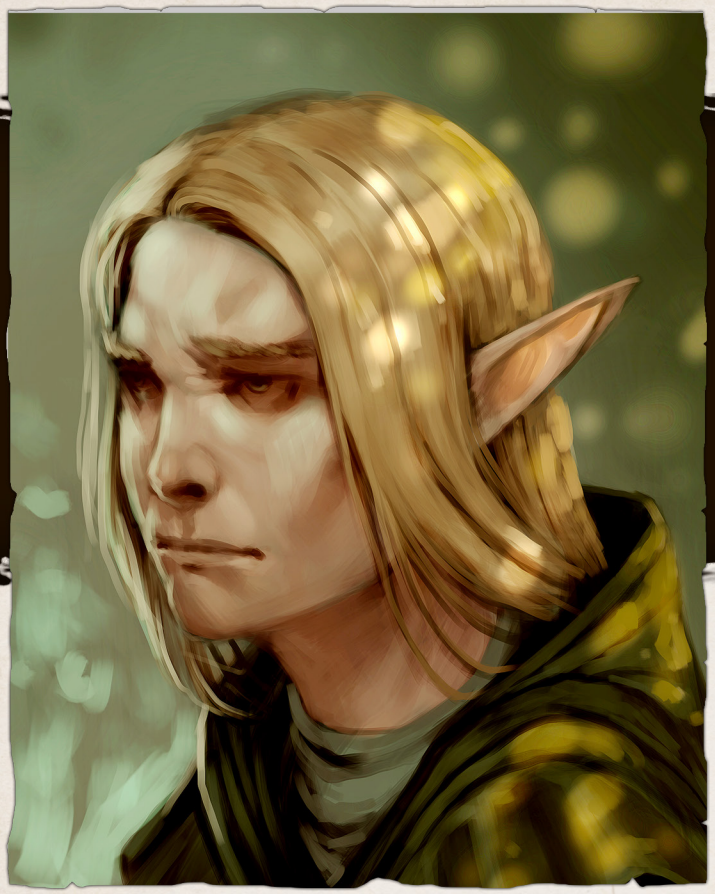
Spellcasting. Donna is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Donna has the following bard spells prepared:

Cantrips (at will): *message, light, prestidigitation, vicious mockery*
1st level (4 slots): *charm person, cure wounds, detect magic, heroism*
2nd level (3 slots): *calm emotions, lesser restoration, suggestion*
3rd level (3 slots): *clairvoyance, sending, tiny hut*
4th level (3 slots): *confusion, greater invisibility, polymorph*
5th level (2 slots): *planar binding, teleportation circle*
6th level (1 slot): *guards and wards*

ACTIONS

Multiattack. Donna makes three melee weapon attacks.

+3 Rapier. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 13 (3d8) radiant damage.



Dusceva

A botanist, wise person, a party animal by heart, and a powerful druid, Dusceva has been the representative of the Gardens of Nataniel (p. 23) for the past three years. He is both liked and respected by the community of the Gardens.

Dusceva has good fortune and opportunities, yet he chooses to live a simple life with few assistants, simple meals, furniture, and clothing. His biggest expenses are always his legendary parties. Other than these parties, his biggest joy is reading, learning, and collecting documents.

Dusceva's Story

Dusceva's story began with a joyful childhood, yet his life took a sad turn when he was only 8. He lost all his family and friends in a forest fire and was captured by bandits. He grew up with the bandits and learned a lot about various crimes.

One day, the bandits came to a big city. While Dusceva was scouting the neighborhood to spot the wealthy houses, he came across an old lady. The lady was poor and had nothing to offer, but she wanted Dusceva to carry some packages for her. He accepted this task to learn about the packages. The lady offered him tea, freshly-baked bread, and some orange marmalade. She talked to him so gently and forgivingly that Dusceva remembered his childhood and family. He decided to change his ways.

After a few months, Dusceva found the courage to leave everything behind. He spent more than two decades in the wilderness, escaping his sins and helping nature. One day, he found a portal inside the oldest tree and when he entered, he found himself in Loniel. First, he thought it was a dream, however, as time went by he got used to the city and became a resident. Dusceva developed a passion for reading and learning. He started combining his experiences on nature with academic readings. While his works became more and more useful and important in the Gardens of Nataniel, people liked his personality and the way he enjoyed life.

After spending twelve years in the streets of Loniel, the residents of the Gardens wanted to see Dusceva as the representative of the Gardens. For him, it was a great honor, therefore, he accepted this offer and entered the election. Today, Dusceva is still the representative of the quarter. His knowledge, courage, story, and parties are famous among all residents.

Dusceva's Goals

Dusceva's main priority is helping other communities that are struggling to feed the population. He has organized hundreds of agricultural workshops to increase productivity.

Other than helping other communities, he finds great comfort in helping plants and creatures in need. He visits the organization Green Haven (p. 56) often, to see the creatures and learn about the operations.

Roleplaying Dusceva

He has soft features, a naive figure, and a soft voice. His medium-length blonde hair frames his beautiful, calm face. His light brown eyes look strong and determined. Dusceva likes listening to people and learning something new from them. He also likes taking slow walks through the streets of the Garden. Yet when it comes to parties, his calm habits and personality change and Dusceva looks full of life and joy. He eats, drinks, makes jokes, laughs, and dances.

DUSCEVA

Medium humanoid (halfling), chaotic good

Armor Class 16 (studded leather)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	17 (+3)	16 (+3)	17 (+3)

Saving Throws Dexterity +8, Constitution +8, Wisdom +7

Skills Animal Handling +7, Nature +7, Sleight of hand +8, Stealth +8, Survival +7

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Celestial, Common, Druidic, telepathy 90 ft.

Challenge 10 (5,900 XP)

Aid of Gardens. The nature of the Gardens aids Dusceva, sending 1d8 beasts whose CR is 1/8 or lower when Dusceva rolls for initiative.

Garden's Protector. Dusceva is the representative of Gardens of Nataniel, thus he knows the area very well. Also, since he protects the city, the divine energies of Loniel protect him back. While in the Gardens of Nataniel, Dusceva cannot be lost and he can track a target without any roll or check. This is a magical means of tracking.

Shepherd of Heaven. Creatures summoned by Dusceva with the *conjure animals* and *conjure elemental* spells or the Celestial Spirit feature are blessed by the powers of good. The creatures have resistance to radiant damage and they emit a 10-foot-radius aura. When a hostile evil-aligned creature enters the aura for the first time or ends its turn within, it takes 1d4 radiant damage.

Tongue of Heaven. Dusceva can communicate with celestials within 90 feet of him telepathically.

Spellcasting. Dusceva is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, resistance*

1st level (4 slots): *bless, cure wounds, detect magic, entangle*

2nd level (3 slots): *animal messenger, moonbeam, prayer of healing*

3rd level (3 slots): *conjure animals, plant growth, spirit guardians*

4th level (3 slots): *death ward, hallucinatory terrain, polymorph*

5th level (2 slots): *greater restoration, conjure elemental*

6th level (1 slot): *sunbeam*

ACTIONS

Celestial Spirit (1/Day). Dusceva summons a celestial spirit to his aid. The spirit is shaped like an angel. The spirit is a Large celestial. Its AC is 15, and it has 76 hit points. Also, the celestial spirit has resistance to poison and radiant damage, and immunity to being petrified and poisoned. It has a base walking speed and flying speed of 30 feet. It has a +3 bonus on its initiative roll. It makes a melee spell attack, which has 10-foot reach, +7 bonus to hit, and deals 2d8 radiant damage on a hit. The celestial spirit disappears after 1 minute or when it drops to 0 hit points.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Wild Shape (2/Day). Dusceva magically assumes the shape of a giant eagle.



Eezen Goldberry

Eezen Goldberry has been the representative of Radiant Forge (p. 38) for two years and he has a workshop there, where he crafts and sells all kinds of items. People of the Radiant Forge love Eezen and look up to him as he is a great craftsman and maybe an even better representative.

Eezen is a middle-aged, human male. He is a very energetic person and is easily excited even by the smallest detail. He mostly wears a blacksmith apron, but sometimes forgets to wear other clothing. His mostly white and brownish hair and beard always look unkempt.

Eezen's Story

Eezen Goldberry was a hardworking artisan who crafted weapons for brave warriors and jewelry for great rulers before he found out about the city of Loniel.

With his reputation, his business quickly grew and demand for his magical items rose. While working as an artisan, he studied magic on his own terms. But at some point, while he was traveling to gather materials, Eezen uncovered knowledge of a hidden city founded by angels to provide a safe haven for every good soul. That is when he gathered his tools and left his shop to his apprentice, to find Loniel and master his craft.

He thought *"Why not do what I do best in the haven of strongest warriors and the fairest of rulers? The best weapons must be in the hands of those who are mighty enough to carry them,"* and sought the ways of entering the floating city of angels. Not surprisingly, his pure intentions and his great capability with the hammer and anvil got the attention of the former representative of the Radiant Forge, and Eezen was personally invited.

He managed to find a loan and establish his own shop to craft magic items in the Radiant Forge. Loniel once was a battleground of fiends and angels, and Eezen works hard to forge items that would help the forces of good against the forces of evil, in case an army of fiends manages to attack Loniel again.

Soon enough, his capability as an artisan was acknowledged by the residents of Loniel. On top of his artisanship, he is a joyful and fair person; and these were the traits that got him elected the representative of the Radiant Forge. To this day, he works hard to develop and maintain the magnificence of his district.

Eezen's Goals

Eezen wants to craft magic items to help the forces of good in their righteous battle against forces of evil. To do so, he makes sure every artisan in Radiant Forge is capable of crafting superior items compared to the realms of mortals. Also, with his inventions, Eezen dreams of making Loniel an even more magical place to live.

To achieve these goals, Eezen accepts apprentices once a year and trains them in his way, and he believes that crafting is best taught accompanied by a master-apprentice relationship.

Roleplaying Eezen

Eezen Goldberry mostly stays in his workshop to craft new magic items and study magic. Because of this, he acts awkwardly when there are people around. Sometimes he talks too loudly and sometimes too quietly, but always too fast. Eezen is a funny person and he likes to make jokes and play harmless pranks on his friends.

EEZEN GOLDBERRY

Medium humanoid (human), chaotic good

Armor Class 14 (18 with Goldberry's Mage Armor)

Hit Points 209 (22d8 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Strength +10, Dexterity +9, Charisma +9

Skills Arcana +9, Nature +9, Perception +7, Performance +9, Sleight of hand +9

Damage Resistances acid, fire, poison

Senses passive Perception 17

Languages Celestial, Common, Draconic

Challenge 16 (15,000 XP)

Cinder Leverage. When Eezen's current hit points drop to half of his hit point maximum, he casts the *instant summons* spell to summon his ultimate creation, Cinderheart. While Eezen wields Cinderheart, he makes one melee weapon attack with it and can't use any other actions. Cinderheart is a metal gauntlet with a burning red gem on the upper side.

Forge's Protector. Eezen is the representative of Radiant Forge, thus he knows the area very well. Also, since he protects the city, the divine energies of Loniel protect him back. While in the Radiant Forge, Eezen cannot be lost and he can track a target without any roll or check. This is a magical means of tracking.

Goldberry's Mage Armor. Eezen cast the *mage armor* spell in a peculiar way he developed. Goldberry's Mage Armor makes Eezen's base AC 14 + his Dexterity modifier.

Master Crafter. Eezen is an excellent artisan thus he can understand the abilities of a magic item by a brief examination. Eezen can cast the *identify* spell as an action, requiring no material components.

Spellcasting. Eezen is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Eezen has the following wizard spells prepared:

Cantrips (at will): *acid splash, mending, minor illusion, prestidigitation*

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

2nd level (3 slots): *locate object, magic weapon*, shatter*

3rd level (3 slots): *dispel magic, remove curse, tiny hut*

4th level (3 slots): *fabricate, hallucinatory terrain, stone shape*

5th level (2 slots): *animate objects, creation*

6th level (1 slot): *instant summons*

*Eezen casts these spells on himself before combat.

ACTIONS

Multiattack. Eezen makes two Golden Smith Hammer attacks and two Throw Random Scrapped Magic Item attacks.

Golden Smith Hammer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d4 + 8) bludgeoning damage plus 2 (1d4) radiant damage.

Throw Random Scrapped Magic Item. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. Before making an attack, roll a d6. On a 1, the thrown item is an exploding ring and on a hit, it deals 19 (3d12) fire damage. On a 2, the thrown item is a shrinking dagger and it automatically deals 10 (4d4) piercing damage. On a 3, the thrown item is a transforming axe and when thrown, it transforms into a plush toy dealing no damage. On a 4, the thrown item is a golden necklace, and on a hit, it deals 15 (6d4) bludgeoning damage. The target creature must succeed on a DC 18 Dexterity saving throw or it is wrapped in the necklace until the end of its next turn and is restrained. On a 5, the thrown item is a small figurine of Eezen himself and on a hit, it shines and casts the *guardian of faith* spell in an unoccupied space next to the target creature. On a 6, the thrown item is a vial that contains a bolt of lightning and on a hit, the vial explodes dealing 18 (4d8) lightning damage to every creature within 5 feet of the target, including the target creature.

Cinderheart. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 31 (4d8 + 13) bludgeoning damage plus 18 (4d8) fire damage plus 18 (4d8) radiant damage. On a hit, the creature must succeed on a DC 20 Constitution saving throw or it is stunned until the end of its next turn.



Elran Torveister

Raised as a hunter, a fighter, and a leader, Elran was the prince of a militarist sovereignty. He was once a powerful general, commanding thousands, conquering uncharted lands, and shedding blood in the name of his mother's empire. A rough life led this warmonger to Loniel and made him find peace.

Almost 7-feet tall and weighing more than 280 pounds, this giant man towers over many of his soldiers. He smiles frequently, which suits the strong features of his face.

Elran's Story

The third child of a supreme warlord, Elran had two older sisters who were already commanders of their own units when Elran was born. He had thirty caretakers when he was a young boy. His mother, the Empress, made sure that Elran was educated thoroughly on martial subjects, history, and diplomacy. He liked to be the center of attention and had developed a passion for the art of war.

At the age of 15, Elran participated in his first real battle. His mother made him kill injured enemy soldiers after the clash. At the age of 17, his mother considered him to be ready for a real fight and sent him to end a minor conflict. He did as his mother asked with a hundred soldiers in his command. At the age of 20, he had already killed hundreds with his own hands and thousands with his troops. He was thirsty for blood, seeking conflict and war wherever he went. At some point, even his older sisters began to fear him.

This man, who sought glorious battle all his life, lost his ambition when he experienced the truth. He was about to ascend to the throne when it happened. A court wizard discovered the existence of other planes of existence and different realms and worlds. This wizard showed his research to Elran, offering him countless worlds to conquer. At that moment, Elran came to a realization; there are countless worlds, countless wars, and a never-ending cycle from which no one gains nothing. Elran beheaded the wizard on the spot and destroyed his research. But, it was too late. The wizard had sent his apprentice to the Empress before briefing Elran. Other wizards took over the planar research and after a year, the first portal opened to another world. The great conquest had begun.

Elran lost his will to fight but continued to fight in his mother's name, lost his prestige but continued to command armies under his sisters' rule, and lost his chance to become the Emperor but continued to act like a prince. He kept up with this crusade until one day, they opened a golden portal for their greatest prize, Loniel. Elran couldn't take it anymore. Ending innocent lives, and for what? What was the worth of gold pieces, gems and jewels, lands and castles in an endless reality where there were an infinite number of those things? So, Elran struck his mother, killing her with a swift blow; then, he escaped to Loniel and gave the invaders an ultimatum; if they were to try to invade Loniel, they would have to go through him first.

Elran's Goals

He wants to train soldiers and think of strategies against foreign invasions in order to protect the city. Also, he aims to kill his older sisters at some point to stop their neverending crusade.

Roleplaying Elran

To his subjects, he is extremely harsh, physically and mentally; to all others, he is a big and friendly man. He has a beautiful wife, two daughters, and a son; he is extra protective of them.

ELRAN TORVEISTER

Medium humanoid (human), chaotic neutral

Armor Class 19 (unarmored defense)
Hit Points 190 (20d8 + 100)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	15 (+2)	19 (+4)	17 (+3)

Saving Throws Strength +11, Constitution +10, Wisdom + 9
Skills Athletics +11, Insight +9, Intimidation +8, Investigation +7, Perception +9, Survival +9
Damage Resistances bludgeoning, piercing, and slashing
Condition Immunities frightened
Senses passive Perception 19
Languages Common, Dwarvish, Elvish
Challenge 15 (13,000 XP)

Magic Whetstone. Elran's weapon attacks are magical.

ACTIONS

Multiattack. Elran makes three Axe of the Commander attacks.

Axe of the Commander. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage plus 6 (1d12) force damage.

Commander's Responsibility. Regardless of the situation, a commander should keep fighting and directing the soldiers who put their faith in them. Elran can end a condition, effect, or spell on himself.



Garav Oldhammer

The strong and respected representative of Illuminated Peaks (p. 28), Garav lived his life to the full and earned wisdom throughout the years.

Garav's Story

Garav was a child when his mountain clan was attacked by unspeakable horrors. His mother sent him away magically through the stones to save him. Not knowing what to do, he did everything to survive.

Garav's clan, Oldhammers, were known for their special fighting technique, having built up a mystical connection with the mountains while swinging hammers. Thanks to the martial and mystical training Garav had been given by his clan, he easily survived in the streets, gradually becoming a crime lord, and he grew famous for his talents with the hammer.

One day, in a bar fight, some monks beat Garav so well that Garav wanted to follow and learn from them. The monks saw the mercy and goodness in his heart, and brought him to Loniel, where he could nurture the purity of his soul before he began training.

Moving to Loniel was quite the culture shock for Garav. He didn't have to fight to eat, there wasn't anyone that wanted to steal his belongings; there was no crime at all. For a couple years, Garav lived in Loniel, caused no trouble, and was fascinated by the effects of goodness. Then the monks approached Garav and offered him the training that he had asked for, and Garav gladly accepted. These monks were not members of a specific temple. Instead, they followed the teachings of all good deities and worked as their emissaries.

Garav traveled with the monks and his training took more than 10 years. It was hard to teach him that just because he could swing a hammer did not mean that he should swing it. But Garav learnt the meaning of justice, mercy, protection, good, evil, war, order, patience, temperance, chaos, neutrality, and many other things. When the monks decided that Garav had completed training, they brought him back to Loniel. Now an older dwarf, Garav started to work for all the temples in Illuminated Peaks. Whenever someone needed help, Garav was there. For years, Garav worked without asking for a reward, even rejecting the positions offered by the temples, and learned the methods and philosophies of all of them. When the last leader of the district passed away, all of the high priests and priestesses of the temples voted for Garav to lead the district.

Garav's Goals

Garav wants to redeem his clan, restore its good name, and see goodness spread.

Roleplaying Garav

As a former crime boss and adventurer, he understands the needs of young adventurers and the reasons why people sin. He is understanding, merciful, and loves to play with children. He even lets the children hide beneath his massive beard in their hide and seek games. However, he does not hesitate to use his hammer if needed. Although he has not needed to swing his hammer against an enemy in Loniel yet, he continuously trains with his hammer, which is mesmerizing to watch.

GARAV OLDHAMMER

Medium humanoid (dwarf), lawful good

Armor Class 20 (+2 plate)

Hit Points 322 (28d8 + 196)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	13 (+1)	26 (+8)	16 (+3)

Saving Throws Strength +13, Constitution +13, Wisdom +14

Skills Athletics +13, Insight +14, Perception +14, Religion +13

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 24

Languages Common, Dwarvish

Challenge 20 (25,000 XP)

Cleric of All (10/Day). Garav can cast any cleric spell of 9th level or lower. The spell save DC for these spells is 22, and Garav's spell attack modifier is +14. However, Garav can only cast one 8th level and one 9th level spell each day.

High Priest of All. Garav is respected as the high priest of all temples, and he is able to understand all philosophies of all temples in Loniel. As a result, Garav is able to use the Channel Divinity options of all domains that have a place in Loniel. He carries a holy symbol that is the combination of the holy symbols of all deities represented in Loniel and uses it while using these Channel Divinity options.

King of the Mountain (Recharge 5-6). Each time Garav hits a creature with a warhammer or maul, he can choose to cast the *thunderwave* spell along with the attack.

Mountain Cleaver (3/Day). When Garav hits a creature with melee weapon attack, he can also hit a target within 5 feet of the target that is also within Garav's reach as a part of that attack.

Peaks' Protector. Garav is the representative of Illuminated Peaks, thus he knows the area very well. Also, since he protects the city, the divine energies of Loniel protect him back. While in Illuminated Peaks, Garav cannot be lost and he can track a target without any roll or check. This is a magical means of tracking.

ACTIONS

Multiattack. Garav makes three melee weapon attacks.

Warhammer of Radiant Might. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) bludgeoning damage plus 9 (2d8) radiant damage or 15 (1d10 + 10) bludgeoning damage plus 9 (2d8) radiant damage if used with two hands. Also, the target has disadvantage on saving throws until the end of its next turn.

Hand of the Divines (3/Day). Garav can cast one of the following spells of his choice by simply touching a target without requiring material components; *raise dead, revivify, resurrection, true resurrection*.



Grandmaster Ushi

A martial arts prodigy, the grandmaster of the Temple of Intrigue (p. 38), and a strange person; Grandmaster Ushi is a creature of unknown origin from an unknown realm. His bodily and facial features are round, he is bald and short, and he has no beard. He always looks like he is smiling.

Although he looks like a chubby and strong human, a person might notice oddities about the grandmaster if they look carefully. For example, he doesn't blink regularly and when he does, it seems like he does it on purpose because everyone else blinks.

Ushi's Story

In a world full of plenty of resources, Ushi was born to a hermaphrodite parent. His parent was very kind and patient, and an excellent cook to boot. He was a happy child; playing in safe gardens with his friends, swimming in safe rivers, and socializing with trusted folk. All the meals prepared by his parent and all the nonstop physical activities such as running, swimming, and climbing made him become strong and a little chubby.

After he became an adult, he decided to open his own bakery and become a pastry chef. He struggled for a couple of years, cutting trees, cleaning logs, making bricks out of mud and stone, and constructing the building and its large stone ovens. During this time, he also sowed his own fields with wheat, corn, sugar beet, and carrots and also planted several fruit trees. He tamed several animals for their milk to make butter. After a total of 3 years of hard work, he opened his bakery and started to make delicious pastries.

In the second week after the opening, a customer choked on a cookie and died. The next day, a dozen of the customer's siblings came into the shop, beat Ushi up, and burned the place down. The next day, his parent went to talk to the parents of the customer, but the siblings beat Ushi's parent up too. Seeing no better alternative, Ushi took his parent, left their house and started traveling, eventually ending up in Loniel.

In the city, a monk took Ushi and his parent under his wing and trained them, teaching them how to protect themselves. They lived there and trained for many years, until the time the monk and Ushi's parent passed away. Left alone, Ushi has done nothing but train ever since; he never cooked pastries again. Now, he has become the perfect martial artist and founded the Temple of Intrigue.

Some hermaphrodite people of Ushi's kind can reproduce but he is not one of them. He can't have a child and he knows that. It makes him sad to think about this, knowing that his bloodline ends with him. He thinks about adopting a child but he is also afraid of misinterpreting the needs of a baby because of his monstrous nature.

Ushi's Goals

Ushi has already achieved his goals. He lives because he simply enjoys living.

Roleplaying Ushi

Always smiling, even while scowling, Ushi moves and talks gently. He does not waste words or movements. His actions are precise and exact while his mood is relaxed and calm. Ushi never gets tired and he takes action immediately when he chooses to do something.

If he is given baked goods, he becomes happy and nostalgic. He prefers to speak the truth and shares his story if asked to. He can't be manipulated through words and words can't hurt his feelings; he knows himself too well.

GRANDMASTER USHI

Small monstrosity, lawful good

Armor Class 24 (unarmored defense, controlling the flow)

Hit Points 230 (20d8 + 140)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	24 (+7)	24 (+7)	13 (+1)	21 (+5)	19 (+4)

Saving Throws Strength +8, Dexterity +13, Constitution +13, Intelligence +7, Wisdom +11, Charisma +10

Skills Acrobatics +19, Athletics +8, Insight +11, Perception +11, Religion +7

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 21

Languages All

Challenge 20 (25,000 XP)

Controlling the Flow. Ushi controls the flow of combat; directing attacks, parrying, dodging, manipulating the movements of combatants, and using the battlefield for his advantage. He has a +2 bonus to AC.

Fast Strikes. Ushi makes two *unarmed strike* attacks as a bonus action.

Golden Rings. Ushi has three golden rings on each of his arms, hovering around his wrists. Grandmaster Ushi's unarmed strikes are magical and deal an additional 1d8 radiant damage (included in the attack).

Mastery Over Self. Ushi is immune to disease and poison. Ushi can reroll a failed saving throw once per turn. Also, he can move along vertical surfaces and across liquids. He does not take damage from falling, he does not need to eat, drink, and breathe. He does not age and can't die of old age.

Mending Ki. Ushi regains 9 hit points at the start of each of his turns. This feature does not function if Ushi is at 0 hit points.

ACTIONS

Multiattack. Ushi makes three *unarmed strike* attacks.

Unarmed Strike. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage plus 4 (1d8) radiant damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or is stunned until the end of its next turn.

REACTIONS

Fast Steps. Grandmaster Ushi can move up to his speed when subjected to an effect that allows him to make a Dexterity saving throw to take only half damage. He can negate the damage completely by moving out of the effect's area or he takes only half the damage.



Lanvar the Blessed

Lanvar has been the ruler of Loniel for 8 years, the longest-serving ruler of the Age of Fade (p. 9). In Loniel, the rulers are elected every seven years a maximum of 3 times, and Lanvar is the first person to be elected for two consecutive terms. Many people believe that he'll be elected again when the election time comes. He is an excellent orator who is good at assuring people about their safety.

Lanvar is a person that feels nothing but love and devotion towards Loniel and its residents. Residents are also aware of this and want him to continue his service.

Lanvar's Story

Lanvar wasn't born inside the secure walls of Loniel, but he grew up there. He was found abandoned near a battlefield when he was only three. It is believed that he lost his parents in a nameless battle in a distant realm of existence. The soldiers brought him to Loniel and handed him over to Blossom Shelter (p. 52).

Despite his ill fate, Lanvar had a comfortable and fun childhood full of friends. Even in those times, he was special in the eyes of his friends thanks to his merciful and graceful behavior. He frequently visited the libraries in Loniel, as he still does, and studied history, languages, and art. When he left the shelter at the age of 18, he worked several jobs. However, he finally decided that he could make the universe a better place with the power of education, and started his own education in the Tower of Permanence (p. 14) at the age of 27. During 12 years of education, he kept working many part-time jobs, and volunteered in events held for the benefit of Loniel's residents. Thanks to his diligence, exemplary behavior, and goodness of heart, he was liked and respected both in academic circles and among residents. After graduation, he pursued an academic life and started giving lectures in the Tower of Permanence, also writing several papers about the economy and population. He adopted a girl, Sia, from the Blossom Shelter. Also during this time, thanks to his curious and hard-working personality, as well as his noble heart, he learnt wizardry to understand the workings of the universe, and focused on the school of illusion to make children happy with fun tricks.

After a decade with the academy, he wanted to serve the city. When he became a candidate, people supported him for his kind heart, even though there were stronger or more experienced candidates. First, he became the representative of the Center (p. 12), and then ruler in the next election. The first thing he did was to use professionals as advisors for each unique topic in the ruling system.

Lanvar's Goals

Lanvar is a humble and good-hearted person. He aims to make Loniel better and better, to be an example to all the universe. He just wants to leave the city a better place for his daughter and the other children.

Roleplaying Lanvar

Lanvar is a kind, humble, and merciful person. He has a soft yet crowd-pulling voice. He frequently walks in Loniel's streets and listens carefully to all people. He values all opinions and thinks that people can learn from anyone, anywhere, at any time.

He has a soft spot for children. He loves to talk and play with children, and creates illusions to entertain them. He also carries small gifts for the children while walking in the streets.

Although Lanvar is a peaceful person, if he sees Loniel or its citizens harmed, he conjures angelic wrath.

LANVAR THE BLESSED

Medium humanoid (dragonborn), lawful good

Armor Class 14 (17 with mage armor)

Hit Points 260 (13d8 + 52 + 150)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	23 (+6)	21 (+5)	21 (+5)

Saving Throws Constitution +10, Intelligence +12, Charisma +11

Skills Arcana +12, History +12, Investigation +12, Insight +11, Persuasion +11

Damage Immunities poison, radiant, weapons of rare or lower rarity

Damage Resistances bludgeoning, piercing, psychic, slashing

Condition Immunities poisoned

Senses passive Perception 20

Languages Celestial, Common, Draconic, Dwarvish, Elvish, Halfling

Challenge 17 (18,000 XP)

Blessed Hands of Loniel. Lanvar's weapon attacks are magical and deal an extra 4d8 radiant damage on a hit (included in the attack).

Chosen by Loniel. When Lanvar drops to 0 hit points, he is automatically teleported to a safe place of his choice within Loniel. He also regains all of his lost hit points in 1 hour.

Scepter of Loniel. As a bonus action, Lanvar can conjure a golden scepter decorated with precious gems and that has a crown motif on the top. The scepter has 60 charges. By expending a number of charges equal to the spell level as an action, Lanvar can cast a cleric or paladin spell of his choice. To do this, he is not required to be able to cast the spell without the scepter. The scepter vanishes when it is not under the possession of Lanvar. The scepter regains any expended charges daily at dawn.

Spellcasting. Lanvar is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Lanvar has the following wizard spells prepared:

Cantrips (at will): *dancing lights, mage hand, mending, prestidigitation, shocking grasp*

1st level (4 slots): *color spray, detect magic, disguise self, mage armor**

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

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

4th level (3 slots): *banishment, confusion, phantasmal killer, resilient sphere*

5th level (2 slots): *creation, hold monster, seeming*

6th level (1 slot): *disintegrate*

*Lanvar casts these spells on himself before combat.

ACTIONS

Multiattack. Lanvar makes three melee weapon attacks.

Image of the Wrathful Angel. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 28 (5d8 + 6) psychic damage. Lanvar chooses a target and shows it a realistic image of an angel wielding a greatsword flaming with holy fire and charging at the target.

+3 Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 6) slashing damage plus 18 (4d8) radiant damage or 11 (1d10 + 6) slashing damage plus 18 (4d8) radiant damage if used with two hands.

Ruler of Loniel Template

When a creature is chosen as the ruler of Loniel, the holiness of the city blesses the new ruler with divine powers. This template can be applied to any creature that is rightfully chosen as the ruler of Loniel. When a creature gains this template, apply the following changes.

Type. The creature's type does not change.

Speed. While in Loniel, the creature has a fly speed of 60 feet.

Senses. While in Loniel, the creature has advantage on passive Perception, and is constantly under the effects of the *true seeing* spell.

Ability Score Increase. All ability scores of the creature increase by 5, up to 23.

Damage Resistances. The creature has resistance to bludgeoning, piercing, psychic, and slashing damage.

Damage Immunities. The creature has immunity to radiant and poison damage, as well as being charmed, frightened, and poisoned. Also, weapons of rare or lower rarity cannot harm the creature.

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

Hit Points. The creature's hit point maximum increases by 150.

Blessed Hands of Loniel. The creature's weapon attacks are magical and deal an extra 4d8 radiant damage on a hit.

Chosen by Loniel. When the creature drops to 0 hit points, it is automatically teleported to a safe place of its choice within Loniel. It also regains all of its lost hit points in 1 hour.

Scepter of Loniel. As a bonus action, the creature can conjure a golden scepter decorated with precious gems and has a crown motif on the top. The scepter has 60 charges. By expending a number of charges equal to the spell level as an action, the creature can cast a cleric or paladin spell of its choice. To do this, the creature is not required to be able to cast the spell without the scepter. The scepter vanishes when it is not in the possession of the creature. The scepter regains any expended charges daily at dawn.

Challenge Rating. The creature's challenge rating increases by 11.



Nepreri Andel

Nepreri Andel is one of the most extraordinary individuals living in Loniel. She is a lich who wears a white veil and a robe of golden yellow, blue, and red that is decorated with many valuable gems. As the leader of Mystic Songs of Blade and Faith (p. 57), she wanders the city, talking to the adventurers and listening to their stories. She carries a golden khopesh in one hand and a silver scepter in the other.

Nepreri's Story

Nepreri was a young elf who has dedicated her life to destroying an ancient evil trying to conquer and consume her world. She finally found a way after a 50-year struggle; a sacred ritual to banish the evil entity in a sacred tomb beneath desert sands. Although she succeeded in banishing the entity, the ancient one cursed Nepreri, transforming her into a lich.

As a grandmaster storyteller and a famous bard, Nepreri didn't lose hope and continued to search for a cure for her lichdom. When she learned the existence of Loniel, she immediately traveled there. Unfortunately, Nepreri couldn't find a cure for her curse of lichdom, yet she decided to form a guild of storytellers called Mystic Songs of Blade and Faith to gather information from different realms.

Permanent spells and other magical effects in the city that normally harm the undead do not harm Nepreri. Also, because of her curse, Nepreri must consume the life force of 5 humanoids per year to sustain her existence. Luckily, the magic contained in Spirit Quartz (p. 32) is enough to feed the curse.

Nepreri's Goals

Nepreri has several goals: finding a cure for the curse of lichdom, finding a way to completely destroy the ancient evil she fought, and helping other adventurers by telling them stories about the evil entities they are going to battle.

Roleplaying Nepreri

Nepreri loves telling stories and playing her string instruments. Since she is an undead, deprived of mortal pleasures, and since drinking wine used to be her favorite activity, she offers wine to her guests. Watching others enjoying life eases the pain Nepreri feels in her soul.

Although Nepreri couldn't discover a way to cure her lichdom, she has found a way to have more than one phylactery, which are created by bardic magic. Nepreri's phylacteries are her string instruments. This is a secret, and she is often seen gifting her instruments to other bards. This is to spread her phylacteries to different realms, both to spy on them with divination magic and to ensure her revival if something happens.

Also, Nepreri is a bard and loves music. She plays her mandolin with great skill, especially when she is happy.

She has also found new goals she can fulfill in her eternal existence. At the beginning, lichdom did not only deprive her of the warmth of life, but also took her emotions away from her. Being a bard, living the excitement of the moment, not just hearing music but feeling it had once meant everything to Nepreri, but her undead nature slowly rot away her emotions, just as it did her body. However, this changed during her time in Loniel. Living in Loniel and being exposed to so much goodness, happiness, and life repelled her melancholic state of mind and brought back her emotions. One does not come across a lich like Neprer, who can smile sincerely, every day. Now, she wants to study the effects of Loniel on one's spirit and to save other hopeless undead from the fate that was about to befall her.

NEPRERI ANDEL

Medium undead, chaotic good

Armor Class 18 (garments of the lich queen)

Hit Points 230 (20d8 + 140)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	21 (+5)	15 (+2)	16 (+3)	24 (+7)

Saving Throws Strength +11, Constitution +12, Charisma +14

Skills Arcana +9, History +16, Insight +10, Perform +21, Persuasion +14

Damage Resistance fire, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Draconic, Dwarvish, Elvish, Infernal

Challenge 21 (33,000 XP)

Bardic Inspiration (7/Day). Nepreri can use a bonus action on her turn to choose one creature other than herself within 60 feet of her who can hear her. That creature gains one Bardic Inspiration die, a d12.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Desert Queen of Loniel. While Nepreri is in a desert or in Loniel, her spells that deal fire or necrotic damage ignore resistance to these damage types.

Lich of Loniel. Nepreri is immune to features that turn undead and that are used by evil-aligned creatures.

Lich of the Sands. Nepreri can transform into a sandstorm along with everything she is wearing and carrying for 1 minute. The effect ends if she drops to 0 hit points. While in this form, her only method of movement is flying, and she has a flying speed of 30 feet. She can enter and occupy the space that is occupied by another creature. She has resistance to damage from nonmagical attacks, and disadvantage on Strength saving throws. She can easily pass through small holes, narrow openings, and even small cracks. However, liquid surfaces count as solid for her. She can't fall; she remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a sandstorm, she can't talk or manipulate objects, and she (or any other creature) can't drop, use, or otherwise interact with any objects she was carrying or holding (or the other creature was carrying or holding) before the transformation. She can't attack or cast spells.

Spellcasting. Nepreri is a 20th level spellcaster. Her spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can cast the following bard spells:

Cantrip (at will): *dancing lights, light, mage hand, vicious mockery*

1st level (4 slots): *bane, cure wounds, detect magic, heroism*

2nd level (3 slots): *enthrall, heat metal, see invisibility, silence*

3rd level (3 slots): *bestow curse, dispel magic, fireball, speak with dead*

4th level (3 slots): *compulsion, confusion, freedom of movement*

5th level (2 slots): *awaken, dominate person, dream, greater restoration, legend lore, mass cure wounds*

6th level (1 slot): *guards and wards, irresistible dance*

7th level (1 slot): *arcane sword, fire storm, mirage arcane*

8th level (1 slot): *feeblemind, mind blank, sunburst*

9th level (1 slot): *foresight, meteor swarm*

ACTIONS

Multiattack. Nepreri makes two melee weapon attacks or two Desiccating Touch attacks.

Desiccating Touch. *Melee Spell Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage plus 7 (2d6) necrotic damage.

Khopesh of Sands. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (1d10 + 7) slashing damage plus 9 (2d8) fire damage.



Olivia Branchbel

A strong person, a clever strategist, and a threatening soldier, Olivia has been the instructor of the soldiers in Knightly Grounds (p. 33) for almost twenty years. She is known among both the soldiers and residents as a charismatic and determined person who has completely dedicated herself to her duty.

Olivia's Story

Olivia Branchbel was born in a small village in a distant realm, where the people were suffering from decades-long wars and conflicts. Her mother was the ruler of the town and she raised Olivia as her heir since Olivia was very clever, strong, and independent, even as a child. She used to sneak into the village council meetings, learn from the guards, and talk with travelers. Even though the world they were living in suffered a lot from the pains of the war, the village was relatively remote and secure, and Olivia had had a relatively safe and fun childhood.

Despite the serenity of her formative years, she was in fact destined to fight, and this came to light when the village was attacked by enemy forces one fateful night. Her mother, like the rest of the village, tried to fight back, but their efforts were doomed from the start. The whole village was butchered, stables and barns burnt down. She fought with all her might until she fell unconscious. She woke up to a bloodbath, a horrible massacre and looked on as all she knew and held dear went up in smoke. She had lost her guidance, family, friends; home. Without knowing where to go, she walked until she collapsed. When the darkness started to crawl in the middle of the wilderness, she started praying for guidance and help.

Then, she saw a gentle light in the night sky; four soldiers in shiny, gold armor were on their way to rescue her. Olivia thought she was in a dream when she was taken to Loniel. After that, a bigger group of soldiers returned to her village to check for any survivors and fight the enemy that remained.

Not long after Olivia got into Loniel, people started to notice her abilities both as a soldier and a leader. She started her training at a very young age and learned a lot from her masters. Thanks to her personality and good manners, she was elected the representative of Knightly Grounds before Elran Torveister (p. 88) who has acted as the head of Loniel's military for over 15 years.

While she was a representative, she worked hard for her community and represented their needs in the Assembly (p. 47). She gathered communal meetings, listened to people carefully, and tried to decide the best option for everyone and everything.

Olivia's Goals

The tragedy of losing everything still hurts Olivia. She wants to help people outside Loniel as much as possible, and she believes the soldiers should take part in protecting other realms. Olivia therefore tries to prepare the soldiers for all conditions and all enemies.

Roleplaying Olivia

Even though she has the toughest look, and nerves of steel, Olivia is a loving and caring person at heart. However, it's hard to see this side of her. Nobody in Loniel sees her singing or dancing, even though she enjoys doing both immensely. After a hard day's work, a nice and warm bowl of soup gives her all the comfort she needs.

She is a quiet person who likes to listen more than she likes to speak. She plays with her hair or earrings while listening intently.

OLIVIA BRANCHBEL

Medium humanoid (half orc), lawful good

Armor Class 20 (+2 plate)

Hit Points 178 (21d8 + 84)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	19 (+4)	15 (+2)	18 (+4)	22 (+6)

Saving Throws Strength +10, Dexterity +10, Constitution +9, Charisma +11

Skills Athletics +10, Deception +11, Insight +9, Intimidation +11, Perception +9, Persuasion +11

Damage Immunities necrotic, poison

Damage Resistances cold, bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses passive Perception 19

Languages Celestial, Common

Challenge 15 (13,000 XP)

Brave. Olivia Branchbel has advantage on saving throws against being charmed and frightened.

Captain (3/Day). Olivia's allies within 10 feet of her gain a +3 bonus to attack rolls. Also, she resists falling down before her soldiers. She has advantage on checks she makes against being prone and restrained.

ACTIONS

Multiattack. Olivia Branchbel makes two melee weapon attacks.

Lightning Caller. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 18 (4d10) lightning damage.

Call of the Captain (Recharge 6). If Olivia Branchbel is somewhere in Loniel, she calls two Knights of Seven (p. 75) to aid her. The knights try to protect Olivia unless they are commanded otherwise.

Command (3/Day). Olivia can command someone within 60 feet of her that can see and hear Olivia. The target must make a Wisdom saving throw or it obeys the command of her for 1 minute. The creature won't harm itself or its allies while under this effect. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.



Sir Bolsilad

Sir Bolsilad is a young, powerful sorcerer who has been the representative of Exalted Towers (p. 16) for the past three years. He is the youngest representative there, and likes to engage with others at community meetings and parties. His naive appearance, slim body, elegant outfits, and lively voice contrast with his highly deformed, tentacle-like left arm. It seems that he doesn't care about this deformity, but instead, he embraces it.

Bolsilad's Story

Born to a modest family in Loniel, Bolsilad is the middle child of a small family who had to escape from a war in a distant realm. Bolsilad was a brilliant and remarkable child. As a kid who was born into the carefree life of Loniel, his only concern was games, education, and most importantly his innate powers.

Bolsilad wanted to see the limits of his magic and learn everything about it. With these intentions, he applied to the Tower of Nataniel (p. 17). When he was accepted, he became one of the youngest students in the Tower, yet he could keep up with the others. He wanted to see different ways of doing magic and to learn its limits. He loved meeting teachers with experimental approaches. His unique approach to magic caught the attention of the archmage, Styrdia Flowermoon (p. 102). She helped Bolsilad learn, and provided resources for his experiments. As time went by, this relationship blossomed into a strong friendship. Other than his academic life, he always had an active social life within the city.

Bolsilad had hundreds of experiments that went wrong in his over two decades of work. Yet, one of them, in which Bolsilad tried to evoke the powers of the outer realms, ended in disaster. His office exploded and Bolsilad lost his left arm. He was unconscious for weeks. Many healers, paladins, and even family and friends tried to wake him up and heal his left arm but could not. Then, one night, a tentacle started to grow out of his shoulder and replaced his arm while he was still unconscious. When he woke up the next morning, he had no recollection of what had happened.

He thought it would be beneficial for many if he wrote about his works, and he did so in a book titled "Experiments for the Curious Mage". The book was an instant bestseller, because many were curious about the experiment that had left him crippled. What Bolsilad did not know was that his experiments had not failed. He had actually evoked the power of an aberration and become a warlock. Although he developed strange powers, such as his tentacle or his ability to cast different spells, he assumed that it was the result of his experiments going awry. His patron never got in contact with Bolsilad to let him know that he had become a warlock and Bolsilad never suspected this.

A few years after the experiment, he decided to become a candidate to represent Exalted Towers. He believed he knew the wishes and desires of the community well, and others evidently agreed, as he was elected.

Bolsilad's Goals

Even though the arcane arts are Bolsilad's true passion, he now pays more attention to his duties as representative. He wishes to improve the quality of life in the community, provide new opportunities for students, and help protect Loniel.

Roleplaying Bolsilad

Bolsilad is a young, vivacious man who likes to talk about art and magic, spend time out in the streets, and attend meetings. He looks people in the eye and listens very carefully.

SIR BOLSILAD

Medium humanoid (gnome), chaotic good

Armor Class 14 (17 with *mage armor*)

Hit Points 165 (22d8 + 66)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Constitution +8, Wisdom +9, Charisma +11

Skills Arcana +13, Nature +8, Persuasion +11, Religion +8

Damage Resistances psychic, bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 14

Languages Common, Draconic, Dwarvish, Elvish, Halfling, Gnomish, Sylvan

Challenge 15 (13,000 XP)

Amulet of Green Bark (5/Day). This amulet with a piece of solid green tree bark protects Bolsilad from outer threats. Bolsilad can choose to not be affected by a condition.

Ring of Green Armor. This emerald ring grants resistance to bludgeoning, piercing, and slashing from nonmagical attacks as long as Bolsilad wears it.

Strong Mind. Bolsilad has immunity to effects that would read his mind by any means.

Tower's Protector. Bolsilad is the representative of Exalted Towers, thus he knows the area very well. Also, since he protects the city, the divine energies of Loniel protect him back. While in Exalted Towers, Bolsilad cannot be lost and he can track a target without any roll or check. This is a magical means of tracking.

Spellcasting (Sorcerer). Bolsilad is a 20th level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He has the following spells prepared:

Cantrips: *acid splash, chill touch, dancing lights, mage hand, prestidigitation, true strike*

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

2nd level (3 slots): *blindness/deafness, blur, levitate*

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

4th level (3 slots): *banishment, dimension door, greater invisibility*

5th level (3 slots): *cloudkill, creation, hold monster*

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

7th level (2 slots): *etherealness, teleport*

8th level (1 slot): *power word stun*

9th level (1 slot): *gate*

**Bolsilad casts this spell before combat.*

Spellcasting (Warlock). Bolsilad is a 1st level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *eldritch blast (4 beams), minor illusion*

1st level (4 1st level slots): *illusory script*

Spellcasting (Wizard). Bolsilad is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following spells prepared:

Cantrips: *fire bolt, light, message, ray of frost*

1st level (4 slots): *expeditious retreat, find familiar, identify, shield*

2nd level (3 slots): *arcane lock, misty step, scorching ray*

3rd level (3 slots): *dispel magic, slow, tongues*

4th level (2 slots): *confusion, conjure minor elementals*

ACTIONS

Multiattack. Bolsilad makes two Tentacle Arm attacks.

Tentacle Arm. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) psychic damage.

Wand of The Transcendent. This wand has 5 charges. While holding it, you can use an action to expend 1 charge to randomly cast one of the following spells listed; *false life (3rd level), fear, hold person, magic missile (3rd level).* Roll a d4 to determine which spell is cast. The wand regains 1d6 + 1 expended charges daily at dawn. If Bolsilad expends the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

REACTIONS

Protected by the Unknown (Recharge 5-6). When Bolsilad is hit by a spell attack that deals damage, he can ignore the damage and deal half of the damage to the caster as psychic damage.



Styrdia Flowermoon

The old archmage of the Tower of Nataniel (p. 17) in Exalted Towers (p.16), Styrdia Flowermoon is an old tiefling lady who has dedicated her entire life to learning and teaching about the arcane arts. She is a wise and powerful-looking woman with her wrinkled green eyes, calm voice, and almost white-blonde hair that she wears in a bun.

Styrdia's Story

Styrdia was born to a family that had been shunned from society long before her birth. They were accused of conspiring to replace a rightful leader with someone close to them. Before the family was exiled, their horns were magically removed as well, as they were considered an embarrassment to tieflings everywhere. Styrdia spent her childhood and early adulthood with her family in exile. Her younger brother and sister became members of some gangs and fell into a life of crime.

Even inside her crowded family home, she started to feel alone. Around this time, she heard about Loniel, where nobody lived in poverty and everybody could find employment. Her first thought was to visit the city and then move here with all her family.

Styrdia's first visit to Loniel was a pure magical memory for her. She says she could feel the powerful magical aura of every piece of land in the city but for her, the most dazzling of all was the Tower of Nataniel and Arcane Boulevard (p. 19). All these feelings revealed her interest in the arcane arts and she found jobs in shops, taverns, and inns around Arcane Boulevard to learn from the students and travelers. During this time, she sent almost all her earnings to her family and tried to convince her siblings to come to Loniel.

After spending a few years working hard to earn money and learn more about the arcane arts, she finally found the courage to apply to the Tower of Nataniel and was accepted. Even though she lost her beloved mother in the first year of her education, she was a remarkable student. She became an apprentice under the supervision of the old archmage Lurian Magnus who, at those times, rarely supervised apprentice students due to his old age. After becoming an expert-level spellcaster, she returned to her hometown to visit her siblings to find that her siblings had become the leaders of an evil organization. She tried to talk to them, but her siblings refused to listen and ended up attacking her.

Styrdia became a whole other person after that visit, and has carried the grief, sadness, and guilt that it bore with her ever since. Despite that, she managed to become a grandmaster. After the death of Lurian Magnus, the Council of the Tower chose her as the archmage of the Tower of Nataniel.

Styrdia's Goals

Styrdia's main goal is to serve and protect the city from any possible threats, and she is always working hard to that end. Other than that, she likes experimenting with magic and introducing new ways to cast spells.

Roleplaying Styrdia

Despite her cold and tough demeanor, Styrdia has a heart of gold that she doesn't show very often. She is an inquisitive soul who likes to hear about anything new, especially if it concerns the city, her students, or the arcane arts.

Styrdia likes attending meetings and social gatherings as she enjoys being around people. When she is alone, she almost always has a fire source around as she finds the sights and sounds of flames to be calming and relaxing.

STYRDIA FLOWERMOON

Medium humanoid (tiefling)*, chaotic good*

Armor Class 13 (16 with *mage armor*)
Hit Points 266 (28d8 + 140)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	20 (+5)	24 (+7)	20 (+5)	19 (+4)

Saving Throws Strength +7, Constitution +11, Intelligence +13, Wisdom +11

Skills Arcana +13, Insight +11, History +13, Perception +11, Religion +13

Damage Immunities cold, fire, lightning, thunder

Damage Resistances necrotic, piercing, slashing, and bludgeoning damage from nonmagical items

Condition Immunities charmed, frightened

Senses passive Perception 21

Languages Celestial, Common, Draconic, Elvish

Challenge 20 (25,000 XP)

Eyes of the Archmage. Owing to her abilities as a teacher and long years of practicing magic, Styrdia can understand if a creature is a spellcaster (innate or not) or not, just by looking at it.

Headmaster. The angelic power of Nataniel helps the headmasters within the grounds of the Tower of Nataniel. When Styrdia deals damage to an enemy with a successful spell or weapon attack, she deals extra 16 (3d10) radiant damage (included in the attack).

The Woman in Flames. Styrdia loves working with fire; at some point, her interest and practice of it made her immune to any fire damage. Whenever Styrdia is subjected to fire damage, she takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Years of Training. Long years of practicing the arcane arts, experimenting with magic, and teaching thousands of students make Styrdia immune to cold, fire, lightning, and thunder damage, and resistant to necrotic and piercing, slashing, and bludgeoning damage from nonmagical attacks.

Spellcasting. Styrdia is a 20th-level spellcaster. Styrdia's spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). Styrdia has the following wizard spells prepared:

Cantrips (at will): *fire bolt, sacred flame, true strike*

1st level (4 slots): *aid, cure wounds, heroism, mage armor*, prayer of healing*

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

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

4th level (3 slots): *fire shield, guardian of faith, private sanctum*

5th level (3 slots): *greater restoration, mass cure wounds, wall of force*

6th level (2 slots): *freezing sphere, true seeing*

7th level (2 slots): *arcane sword*, prismatic spray*

8th level (1 slot): *holy aura*

9th level (1 slot): *prismatic wall*

**Styrdia casts these spells before combat.*

ACTIONS

Multiattack. Styrdia makes two Fiery Blade attacks.

Fiery Blade. *Melee Spell Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) fire damage plus 16 (3d10) radiant damage. Styrdia conjures a blade of fire and uses it with great expertise.



Wynataras Enalorimol

A war veteran, who had already lived in two different worlds and suffered in both, has been living in a third one for the last thirty years, trying to find peace. He is a half-elf with unusually short ears, but he stands tall and muscular as if he were human. His hair is black and short, and he has no beard. His body and face are full of scars. He is almost always in his full plate armor, which helps his already intimidating person radiate confidence.

Wynataras's Story

He was born to a beautiful world filled with forests and wildlife. He lived a happy childhood with his parents guiding him through every step. When he became an adult, he chose to join the guardians of his city and started his training. He became a soldier, married, and had a daughter. He was satisfied with his life until their city was targeted by the plans of nearby human expansionists. After years of diplomatic tension, a war broke out. Many lives were lost, as happens in all wars, and eventually, the expansionists started to lose their advantage and retreat. During their retreat, human conjurers opened a portal as a last resort, to summon aid from other worlds. The conjurers escaped through the portal to be able to sustain it from the other side. Without knowing the sacrifice he was making, Wynataras followed the conjurers by going through the portal and slew them, destroying the portal. He then found himself left alone in a foreign world; his wife and daughter out of his reach.

For tens of years, he struggled in this new barren world. He tried everything to return to his family and failed in each of his attempts. After almost a hundred years, he gave up. The world had inordinate amounts of dangerous creatures in it, yet there were also sentient creatures and even some elves. He came across a quaint little temple and he took refuge in it. The temple was guarded by an elf with a mellifluous voice who, after a couple of months, became his wife. He had a daughter with her as well. Many years later, they received news that the destruction of this world was fast approaching; some were claiming that the Apocalypse had begun and regardless of its truth, their world began crumbling before them. Using a family heirloom, Wynataras's wife opened a portal to a land renowned for its benevolence, which consumed the heirloom in the process. It was their only chance to escape the end. Together, they passed through the portal, yet only Wynataras came out from the other side. That is how he arrived in Loniel.

Nowadays, he leads the special troops guarding the entrances to Loniel, believing that his wives and daughters will make it there eventually. He has been so helpful to the people of Loniel that over the years, their blessings have turned his armor into gold.

Wynataras's Goals

He hopes to see his wives and daughters someday. To that end, he guards the entrances of Loniel and asks travelers if they have seen, or if they know anything about, his wives and daughters.

Roleplaying Wynataras

Wynataras is an extremely focused and dedicated elf. There is indiscriminately a sad look in his eyes, and one can usually find him lost in his own thoughts. Even when it seems that he is not paying attention to his surroundings, he always does. He is kind and thoughtful, but he is a little socially incompetent.

WYNATARAS ENALORIMOL

Medium humanoid (half-elf), lawful neutral

Armor Class 18 (plate)
Hit Points 152 (16d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	20 (+5)	15 (+2)	14 (+2)	11 (+3)

Saving Throws Strength +8, Dexterity +10, Constitution +9
Skills Perception +6, Survival +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish
Challenge 12 (8,400 XP)

Blessed Adamantine Plate. Critical hits scored against Wynataras become normal hits. Also, his AC can't be reduced by any means while he wears this armor.

Magic Arsenal. Wynataras's weapon attacks are magical and deal an additional 1d10 radiant damage (included in the attack).

ACTIONS

Multiattack. Wynataras makes four melee weapon attacks.

Silvered Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 5 (1d10) radiant damage.

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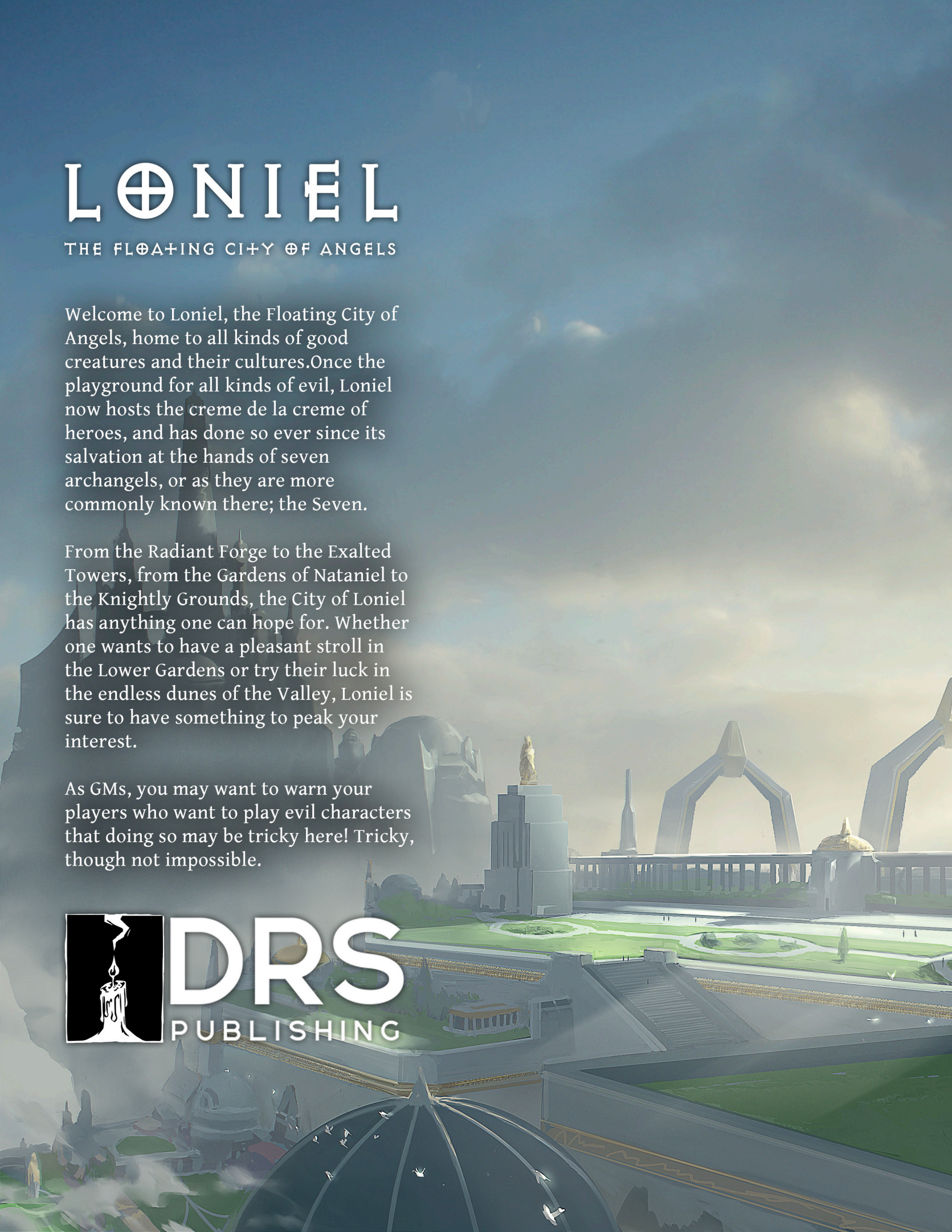
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LONIEL

THE FLOATING CITY OF ANGELS

Welcome to Loniel, the Floating City of Angels, home to all kinds of good creatures and their cultures.Once the playground for all kinds of evil, Loniel now hosts the creme de la creme of heroes, and has done so ever since its salvation at the hands of seven archangels, or as they are more commonly known there; the Seven.

From the Radiant Forge to the Exalted Towers, from the Gardens of Nataniel to the Knightly Grounds, the City of Loniel has anything one can hope for. Whether one wants to have a pleasant stroll in the Lower Gardens or try their luck in the endless dunes of the Valley, Loniel is sure to have something to peak your interest.

As GMs, you may want to warn your players who want to play evil characters that doing so may be tricky here! Tricky, though not impossible.

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