

MINDABAR

THE CITY OF MALICE



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MINDABAR

THE CITY OF MALICE

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ON THE COVER

In this scene illustrated by Muhammet Feyyaz, we see The City of Malice in all its dark glory at sunset. The Obelisk, which can be noticed all the way in the back, looks over the sinful city with a sinister splendor.



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INTRODUCTION

In some realms, the name “Mindabar” is equivalent to feelings of evil and misfortune, and in some others, the name reminds folks of a myth that nurtures nightmares. Very few people believe in the existence of such a place of evil and maleficence, but it is very real, even though it does not stay in one place, but rather floats around all the realms, haunting the fertile lands of great kingdoms.

It is the city for evil, and it is the city of evil. Sabnock, The God-King of Earth buried in the depths of the city in a half-awake state, whispers about the ways of destruction that are to come, and Aborath the Earthbinder listens to these whispers intently. The city and its folks have been nourished with anomalies for 2000 years, and evil has penetrated into every inch of the city. This book tells the tale of this city’s 2000th year in detail.

Sand-colored, strong walls and a giant obelisk can be seen in the horizon that ooze an overwhelming feeling of supremacy. Outside of the city walls is a hellhole for many; the air is poisonous, the soil is polluted, and there are undead creatures wandering around. There are no seasons in this city, and for many, this is yet another sign of the corruption of the place; it may rain for two days, and then it may be dry for months-on-end. The weather does, however, generally feel unnaturally warm, and the air is always dry and filled with dust. The orange sun tints everything with a sickening yellow hue. However, the night sky is beautiful. It is so beautiful, in fact, it has caused some naive travelers to believe that life, through nature, can always find a way to flourish, even in such maleficent places. Two moons, which both have bluish hues, diffuse the color of the city with their soft, gentle lighting. The bigger one is called The Big Sister and it is on the east, while the Brother lies on the west. Other than these two moons, one can also see many stars if the sky is clear.

This book provides you with everything you need to wander around the dusty streets of Mindabar in any 5th Edition campaign. It is a great place to experience evil on a deeper level. Plot hooks for Mindabar are provided in the next chapters.

WHAT IS THIS BOOK?

Mindabar is an evil campaign setting, which has been designed as a city, as well as a kingdom, with dark

themes and concepts, made for 5e. In these pages, both Game Master and players can find what they might need to explore the streets of Mindabar, meet its impressive characters, and learn about its culture.

Below, is a brief summary of the chapters in this book;

☞ **CHAPTER 1- The History of the city and Sabnock:** All information about the history of Sabnock, the God-King of Earth can be found in this chapter.

☞ **CHAPTER 2 - The City:** Includes information on the streets of the city, where maleficence flows like a river. You can find detailed information about the city, its quarters, and its buildings in this Chapter.

☞ **CHAPTER 3 - Life and Culture:** The pace of life in Mindabar is quite different from what we are used to, the regular life of a citizen is full of crime, maleficence and hate; more so than any other city in all the realms. Here, you can find detailed information about the culture of the city; as well as its cults and organizations; its military, defenses, and law. Also, in the *Magic in Mindabar* section of this book, you will find what sort of limitations to magic can occur, due to the nature of the city, and the existence of Sabnock.

☞ **CHAPTER 4 - Economy:** Mindabar is a big trade center that does business with many other cities and towns throughout the realms. All information about the trade, the services, and the items relevant to Mindabar are provided in this chapter.

☞ **CHAPTER 5 - Residents of Mindabar:** It is a big, metropolitan city that is a melting pot of people from different cultures. The city is full of noticeable characters and many exotic creatures; however, you can only find information on the most important NPCs and monsters in this chapter as there might not even be a record of all creatures that wander around the ominous streets of this great city.

WARNING

This book is for mature readers. If you find the contents of the book disturbing, please do not proceed. We are creating this book to have a better depth of evil characters, parties, and villains. We do not support evil. We think there is a greater, more fulfilling reward for vanquishing an evil darker than what is presented in 5E.

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HISTORY OF THE CITY
AND
SABNOCK

THE HISTORY OF MINDABAR

All that is known about the city of Mindabar is that it was once a peaceful and fertile part of a great kingdom in a realm of which the name is unknown. Then Sabnock, a primordial being, infested the land with all the signs of an apocalypse, destroyed the quarters, slaughtered the people, and rotted the land. Thankfully, the entire city was banished away from the Material Plane along with the source of destruction through the workings of a mighty druid.

Now, Mindabar is thought to be a demiplane that is constantly expanding. Other than that, details about the last residents are not known, that is, if there were any. It is not known what Mindabar was exactly like, before it was banished from the Material Plane, and the way in which people lived in the city before it was as we know it now, remains a mystery.

Some scholars named this plane the "Plane of Destruction" because the land consumed itself, along with everything around it. The peaceful lands of the kingdom metamorphosed from being fertile havens to vile pits. There was nothing but ancient whispers on the plane for over one thousand years. The adventurers who were unlucky enough to happen upon the place became the victims of madness that was in the very soil of the earth, and the very air they breathed. Sailors who wanted to rest died in the darkest of depths.

Aborath the Earthbinder was the first-known resident of the plane. He is known to have arrived two thousand years ago, after his nights became filled with the infinite torment of unknown whispers and voices. When Aborath arrived, he found a tombstone and buried himself in the ground beneath for 50 years to communicate with the earth and the plane itself. It is said that he didn't die, but that he waited for his body to be consumed by the earth and the worms, while his mind was continually defiled by whispers. At the end of 50 years of torture, he was "enlightened" and he rose from the earth.

Although the land was already desolate as a result of the relentless rains washing over it, and of the harsh, cutting winds that eroded the earth and stone; Aborath was able to build an obelisk with the power to collect the souls of the dead from this realm (and according to legend - from other realms) and constructed a city filled with slaves along with it. This would come to be known as the Temple of Destruction (p.45), and it would be a haven for devastating thoughts, evil intentions, and pestilence.

As the great walls of Mindabar grew taller, the population rose as well. Summoners invited people and criminal groups to Mindabar, and merchants were introduced to this new and profitable market. With these new big groups and caravans roaming around, many outlaws also settled in Mindabar, where there were no laws to punish them. The city embraced

its residents and it welcomed all criminals, outsiders, outlaws, lunatics, aberrants, thieves, and murderers; without question. Thus, the true history of Mindabar began.

SABNOCK, THE GOD-KING OF EARTH

Sabnock the God-King has been resting in a half-awake state in the ground for thousands of years, consuming everything around it. When it is fully awake, it will unleash the true power of destruction upon all existence.

When fully awake, and while in its true form, it looks like a cross between a gigantic worm with thousands of tentacular arms and a centipede. On its head, it has two round eyes and above those, two big whip-like antennas, as well as a big, circular mouth with thousands of small, claw-like, layered teeth.

BACKGROUND

There was once a mighty kingdom of an ancient age. It had wealthy towns, bountiful soil, and a peaceful atmosphere. They were quite advanced in art, architecture, medicine, and magic. However, the serenity did not last; the soil lost its fertility, the lakes dried up, the crops rotted away; and ancient whispers echoed through the kingdom. First, the people lost their crops and their fruitful soil; then earthquakes destroyed all quarters and the rotten soil even swallowed up the animals and people within.

An evil cult, whose name is unknown, started talking about a dark god, Sabnock; believing that only Sabnock could lead them to salvation. They made sacrifices to awaken unspeakable decay. They worshiped and praised the name of this immeasurable power of entropy. All the cities of the kingdom fell to ruin one by one, and this destruction even started to spread to other lands.

Sabnock, now the King of Earth, settled down in Mindabar with its fanatics; who swore that they would die for Sabnock. It started to rule over and contribute to the spread of the

annihilation. Then a mighty druid, Letude (p.7), traveled over from distant lands, to stop Sabnock and restore nature to this once magnificent kingdom. She was supported by the spirits of nature that surrounded her, and together, they fought back Sabnock and the cultists for nine days and nine nights.

For those nine days and nights, the rain, which looked and sounded as though the sky was weeping, never stopped; and a majestic thunderstorm electrocuted the wet soil over and over again. On the ninth day, at midnight when the land was lit by the full moon, she called out to all the gods of nature. Her voice penetrated soil, sky, and sea.

“Hear me, the almighty, powerful gods of nature,
Hear me, the god of the seas and of thunder, hear me,
the goddess of the sky, hear me the archaic spirit of the
forest!
Hear me,
I invoke you,
who did create the soil, the wind, the fire, and the seas!
who did create the fertile lands and the ancient forests,
who did create the wind, the thunder, the frost and the
warmth,
who did create the night and the day,
who did create the seed and the fruit!
Hear me! Hear me and tell all of nature to come to my
aid!
Hear me and help me banish the beast to where it
belongs!
I am Letude, the druid, and I invoke the unparalleled
power of nature! Come, and follow me!
Hear me, and support me to the very end!”

The gods of nature answered her call and blessed her, but at that moment she realized that she could not be able to kill the flesh of the beast as it was more powerful than she could have ever imagined. Thus, she sealed the creature in the ground, lay it down to an eternal sleep, and banished this part of the land, away from her realm. For many long years, Sabnock has been sleeping in the darkest depths, grumbling in its sleep.

GOALS

Sabnock's goal is to wage war against all existence, annihilating it completely with the power of destruction, while still being hidden within the soil. The day on which Sabnock is planning this destruction is called “the Great Destruction” or “the Great Nothing” among its followers. On this day, it plans to put an end to all living creatures; with all their vulgar needs, wants, and misery, making them sink to their knees in the face of entropy; the one and only truth.

Still, Sabnock lays its schemes carefully, only reaching out to those who are sinful and evil at heart. It first provides endless rewards to its potential servants, if they demonstrate their selfishness and rebel against the common good, or their own cultures. When Sabnock feels that the corruption has spread enough, it will use these pawns to bring doom and devastation upon worlds.

SIGNS

Sabnock's state of semi-consciousness has some consequences. Due to it, the soil rots, and earthquakes never seem to stop; however, it is not clear to ordinary people that Sabnock is the one causing this phenomena. As they cannot see the signs of this apocalypse, they cannot get ready for it. Only those who are trained and experienced can see the real danger hidden in those seemingly unimportant incidents.

To identify a sign for what it is, a character must succeed on a DC 15 Arcana check.

NAMES OF SABNOCK

The followers of Sabnock call it by many names, many of which comprise a set of adjectives that might represent it. The names can be used interchangeably. Seven of them are common both in the texts, and among common folk:

The God-King of Earth
The Devourer
The Dormant King
The Destructor Queen
The Carrier of Great Destruction
The Carrier of Great Nothingness
The God of Destruction

THE ROTTEN SOIL

☞ **Faint.** Small plants die, the trees stop growing. The soil does not yield enough crops.

☞ **Moderate.** All small plants and flowers die; birds, bugs, cats, turtles and other small forest animals leave the land; either because they die from sickness or because they try to migrate elsewhere. Trees start to rot. From time to time, a bad smell irritates people, and starts to change their bodies and diminish their abilities. Creatures who eat the remaining available plants must succeed on a DC 12 Constitution save or become poisoned for 8 hours.

☞ **Strong.** All the plants have already died, there are very few trees around that are barely hanging on. Creatures who eat the remaining plants and animals must succeed on a DC 15 Constitution check each day. On a failed save, a creature suffers 1d4 poison damage and becomes poisoned for 24 hours.

☞ **Overwhelming.** There are no trees, crops or vegetation left alive. All animals are either dead or extremely sick. The smell of the soil bothers all living creatures. Creatures who must breathe that are in the area must succeed on a DC 15 Constitution check every six hours. On a failed save, they suffer 1d4 poison damage and become poisoned for 24 hours. On the other hand, creatures who eat the remaining plants and animals must succeed on a DC 20 Constitution check each day. On a failed save, they suffer 1d6 poison damage and become poisoned. On a successful save, a creature feels sick, but is otherwise unaffected.



CONFRONTING SABNOCK

Sabnock the Devourer is a prisoner under Mindabar, it has been trapped here for thousands of years. Aborath feeds it with the souls captured by the Obelisk. All this time, Sabnock has been sleeping and waiting for the time when it will be set free. Once it is completely awakened, people will face an indefinable horror and power. No one knows its true nature and capabilities but it is said that Sabnock is so powerful that it can kill ordinary people with just a glance, and nearly all monstrosities are afraid of its presence.

However, what makes the entire situation even more dangerous than it seems is that the thing sleeping under Mindabar is only a part of Sabnock's entity, and that only the death of this part will unleash the rest of its nature, power, and fury.

SABNOCK, THE GOD-KING OF EARTH

Gargantuan aberration, chaotic evil

Armor Class 23 (natural armor)

Hit Points 717 (35d20 + 350)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	30 (+10)	29 (+9)	27 (+8)	30 (+10)

Saving Throws Strength +19, Constitution +19, Intelligence +18, Wisdom +17, Charisma +19 **Wisdom** +16, Charisma +18

Skills Athletics +28, Perception +26

Damage Immunities acid, necrotic, poison

Damage Resistances cold, fire, lightning, force; bludgeoning, piercing and slashing from non-magical attacks

Condition Immunities blinded, charmed, deafened, exhausted, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 240 ft., darkvision 240 ft., tremorsense 240 ft., truesight 240 ft., passive Perception 36

Languages all, telepathy 240 ft.

Challenge 30 (155,000 XP)

☞ **Absorption.** When Sabnock is targeted by an attack, spell, or any other magical effect that deals acid, necrotic, poison damage, it regains hit points equal to half of the amount at the start of its turn.

☞ **Legendary Resistance (3/Day).** If Sabnock fails a saving throw, it can choose to succeed instead.

☞ **Magic Resistance.** The Sabnock has advantage on saving throws against spells and other magical effects.

☞ **Innate Spellcasting.** The Sabnock's innate spellcasting ability is Charisma (save DC 27, +19 to hit with spell attacks). Sabnock can cast the following spells, requiring no material components:

At will: *false life*, *giant insect*, *raise dead*, *speak with dead*, *stinking cloud*
5/day: *counterspell* (as a 6th-level spell), *wall of force*, *wall of stone*, *wall of thorns*, *weird*

3/day: *antimagical field*, *arcane sword*, *demiplane*, *earthquake*, *feeblemind*, *prismatic spray*

1/day: *control weather*, *planeshift*, *power word kill*

ACTIONS

☞ **Multiattack.** Sabnock makes two melee weapon attacks with its antenna and bite.

☞ **Antenna.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage, plus 22 (4d10) psychic damage and 22 (4d10) necrotic damage. If the target takes any damage from an antenna attack, it is Stunned for 1 minute.

☞ **Bite.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 40 (4d6 + 19) piercing damage plus 11 (2d10) necrotic damage and 11 (2d10) poison damage. Also, the target is poisoned for 1 minute. If the creature's type is Medium or smaller, it is grappled (escape DC 20).

Until the grapple ends, the target is restrained, and Sabnock can't bite another target.

☞ **Earthbinding.** Sabnock is the ultimate god of the earth. It can shape a 100-foot cube of earth, it can even create a fine mechanism out of it. Sabnock can try to restrain creatures with earth or strangle them within the soil. In such a case, a creature must succeed on a DC 27 Dexterity saving throw or it is restrained and starts to choke if Sabnock wills it so. The shaped earth has 23 AC, and 180 hit points.

☞ **Earthcrafter.** Sabnock can craft golems from the elements existent in the soil. As an action, it can magically craft and summon 1d4 stone golems or 1d6 clay golems obeying its command.

☞ **Rotten Breath.** Sabnock releases dark shadowy energy from all its pores. Each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 86 (17d8 + 10) necrotic damage on a failed save or half as much damage on a successful one. If this effect reduces the hit points of a humanoid to 0, it rises as a wraith after 1 minute. The wraith is under the control of Sabnock, and issuing a command to it requires no action. Sabnock can not control more than 20 wraiths with this feature.

☞ **Rotten Presence.** Each creature within 120 feet of Sabnock must succeed on a DC 15 Charisma saving throw. On a failed save, creatures take 64 (12d8 + 10) necrotic damage, become frightened for 1 minute, and their hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the targets finish a short rest. The creatures can repeat the saving throw at the end of their turns with disadvantage. On a successful save, the target takes half as much damage.

☞ **Master of the Realm.** Sabnock can resurrect any creature who died in Mindabar as the soul of the dead goes to Sabnock through the obelisk, including Aborath, and the high priests.

REACTIONS

Pullulate. Whenever Sabnock is dealt radiant damage, a piece of soil on its body, which remained on it when it came off of the underground, falls. A swarm of insects comes out of this piece and attacks the creature that dealt the radiant damage.

LEGENDARY ACTIONS

Sabnock 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. Sabnock regains spent legendary actions at the start of their turn.

☞ **Move (Costs 1 Action).** Sabnock moves up to half its speed.

☞ **Earthshield (Costs 2 Actions).** Sabnock lifts elements within the soil up to the ground and commands them to form an armor all around its body. The Earthshield absorbs damage dealt to Sabnock and it has 60 hit points. The Earthshield has vulnerability to bludgeoning and force damages. When the Earthshield's hit points drop to zero, it no longer protects Sabnock.

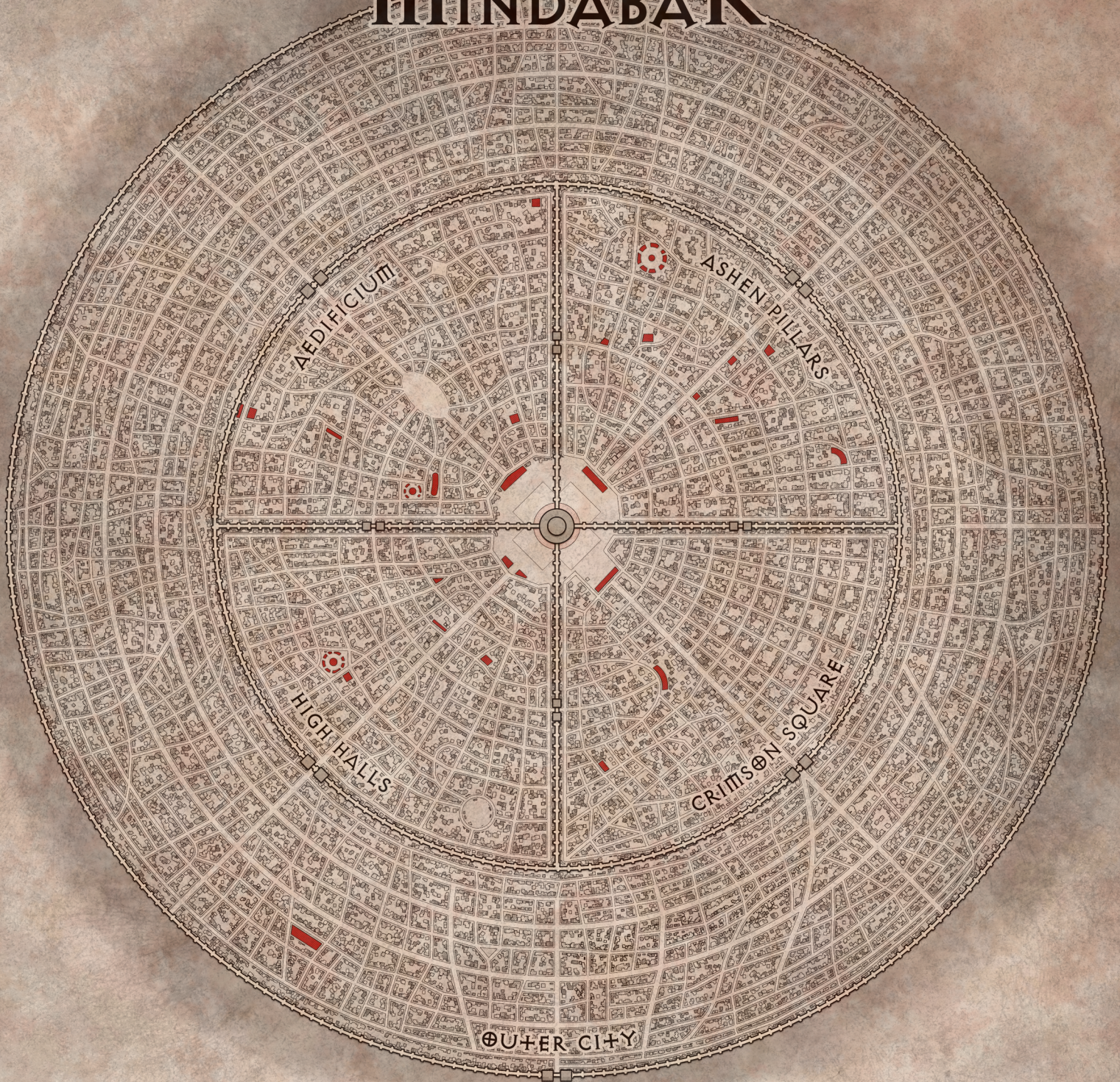
☞ **Earthbinding (Costs 3 Actions).** Sabnock uses its Earthbinding.

☞ **Spellcasting (Costs 3 Actions).** Sabnock casts spells from its list of prepared spells, using a spell slot as normal.



THE CITY

MINDABAR



Mindabar is a densely populated city, with more than 200 thousand people living inside its walls. It is divided into five quarters, and tall, stone walls form their boundaries. Still, these boundaries among the districts are not guarded strictly, as there are huge doors on the walls, and they are only closed at times of emergency.

The map above shows all the quarters of the city and the doors connecting them. This book contains information about the location of many of these doors; and this information is meant to act as guidance to the Game Masters, as most of these locations are determined by the GM according to the campaign at hand.

THE CITY: GENERAL

Mindabar is an unusual harmony of chaos; which is the result of all of the creatures, cultures, languages, and traditions arriving from realms that are completely different from one another. It is a loaded city in that it contains more wickedness and misery than a hundred cities combined. A traveler could spend a lifetime and still see a new thing with each passing day, although these new things are all grim and dark. The lights are always on, the prison is always full, and there are always those dying from hunger, just as there are those dying of gluttony. Here, the only 'blessed' thing is sin itself, and it is the one thing that is ever-present under the shadow of The Great Temple and Obelisk.

THE OBELISK

The Obelisk and the building that surrounds it have many different names in Mindabar: The Palace, The Home of Great Nothing, Haven of Destruction, The Column; and many more... Even though all of these titles can be used to refer to it, one usually hears this place being called "The Great Temple" or "The Obelisk".

The Obelisk was crafted by Aborath, as a giant artifact that steals the souls of the dead, to feed them to Sabnock. Made of sand-colored adamantine, it is a majestic tower that is 410 feet tall. It is magically protected by both High Priests and Aborath, which means that no one can scry past its borders.

If anyone dares attack the Obelisk, all the priests and guards are alarmed. Its AC is 30 and any critical hit against The Obelisk becomes a normal hit. Also, it has resistance against bludgeoning, piercing and slashing damage from nonmagical attacks. If it is demolished, everything within a 5-mile radius must take 10d10 psychic damage.

The Obelisk and the palace surrounding it are the most remarkable pieces of construction in the entire city. They can be seen from almost anywhere in Mindabar. When the Obelisk is activated by Aborath, lights with a greenish hue form around it, and sometimes, random, chilling whispers can be heard within the city walls. The Obelisk was constructed by Aborath himself, as a show of might and will. He wants his people to feel his presence anytime and anywhere. The Obelisk does not only serve this purpose, but it also acts as a magical and mighty construct that can capture the souls of people who die both in this realm and in other realms.

Mindabar is a crowded city, as there are more than 200 thousand people living within its stone walls. Outlaws find shelter in the inns, assassins are constantly on the lookout for opportunities that could bring them some coin, and murderers are always thinking about who their next victim is going to be

unless they are not already in pursuit of it. Mindabar is a home to outsiders, and those that are unwanted in other realms.

Many different creatures from different realms live inside the buildings. These twisted creatures await their next victims, while *Summoners* (p.89) lurk in the shadows in other realms and whisper to rancorous hearts, inviting them to Mindabar, where they can finally belong.

The city is divided into five sections: Outer City, Ashen Pillars, Crimson Square, High Halls, and Aedificium. Each quarter is ruled by the Temple of Destruction high priest of the relevant quarter. The high priests meet once every 28 days, informing Aborath of their respective quarters.

The tall, dull-grey colored stone walls, the menacing silhouette of the giant Obelisk, and the brownish, dust-laden air; all come together to produce a landscape unlike anywhere else in the universe. The rotten soil outside the city taints the air. Anyone can sense the evil that lurks here, even from a distance, and yet it is a haven for evils.

There is one entrance to the city, which is a 40-foot tall, swinging door, made of black iron, with no ornament or engraving on it. A sign hanging above a wooden pole welcomes travelers, saying "Welcome, all." The sentiment of the sign is absolutely sincere, as anyone can enter the city, without question. The tyrant, Aborath the Earthbinder, believes that those who enter the city with any sense of morality will soon become corrupted, tainted, and wicked; fitting right in with the crowd when they do.

BUILDINGS

Mindabar is a big city with thousands of buildings in it. Most buildings are made out of stone and mud-brick, but there are some wooden constructs in the city as well. The styles of these constructs vary from one street to another, although they all have sharp corners and triangle rooftops. The buildings are asymmetric and very close to one another. Different carving techniques and decorative elements such as statues are used for aesthetic purposes in the wealthier homes and shops. Stained glass is also a popular decorative element used in the homes of wealthy neighborhoods.

Oil lamps illuminate some streets after sunset. The streets

are well-built in the whole city even though some of them are narrow, dark, and dangerous, especially at night.

WEATHER ENCOUNTERS

Mindabar is a cursed land (and a 'blessed' land, if you were to ask the folks living there) that does not have one fixed location but rather floats around all realms. Sabnock rots the soil, wickedness corrupts the people and nature tries to respond to this evil, with evil in its own rite. For this reason, the weather conditions here can be quite unusual and gruesome. Even if they are rare, the residents of Mindabar know of the havoc that may be created through these weather phenomena that are listed below:

d6 Encounter

- 1 **Foul Rain.** A mild acid pours down from the sky, flaying the creatures below. At the start of each hour you spend in the rain, you suffer 1d4 acid damage.
- 2 **High Gallows.** The sky above the city is filled with a light cloud. With these clouds, thousands of silhouettes of hanging bodies appear, swaying in the wind and dripping blood and sweat wherever they go. If you encounter this phenomenon and are good-aligned, you must succeed on a DC 13 Wisdom saving throw or cannot take a long rest for 1d6 days. You can repeat your saving throw at the end of each day.
- 3 **Beige Serenity.** A beige powder pours down from the sky, covering everything. A DC 15 Intelligence (Medicine) check reveals that it is bone powder. Each ounce of this powder enhances necromancy spells in ways that are determined at the GM's discretion. The effects of the powder end at the end of 1d4 hours.
- 4 **Fire Aureole.** A bright circle of burning fire forms in the city for 1d4 days. As a result, fiendish creatures gain advantage on their Charisma checks. Any creature who enters the aureole takes 1d10 fire plus 1d10 radiant damage at the start of each of its turns as long as it stays inside.
- 5 **Hellhole.** Blood-red clouds form in the sky and cast a red shadow. A dull-grey fog slithers over the streets and buildings. A warm, heavy rain pours down from the sky. Visions from hell appear in random locations. People who witness these visions can hear the voices, smell the stench, and feel the actual misery of hell. The weather remains intact for 1d12 hours. If you are evil-aligned, you have advantage on Wisdom checks and saving throws for the duration. If you are good-aligned, you must succeed on a DC 13 Wisdom saving throw or have disadvantage instead.
- 6 **Firepit.** This is a piece of weather phenomena that is quite rare and equally devastating. At first, lava pits open, out of nowhere, outside of the city walls, and dark clouds cover the sky. Then, "cyclones in the shape of 20-foot-diameter-cylinders with a speed of 60 feet form

on each side, and approach the city from each direction. They sweep across the pits as they cross into the city, and when they do, they become fire cyclones. Buildings are strong enough to withstand the cyclones, but any creature that ends its turn in the cyclone must make a DC 15 Dexterity saving throw or take 1d10 fire damage on each of the turns it remains within the area.

EERIE ENCOUNTERS

People experience and report weird and uncanny incidents in Mindabar. Some lose their mind as a result of these occurrences, and some are not that affected by them; but it is undisputed that bizarre things do happen in Mindabar. Here, characters may hear whispers, screams, or see visions or shadows in unexpected places. They can also have some bizarre encounters, a list of which is provided below:

d8 Encounter

- 1 In a matter of seconds, all lights in the city flicker and die. The city is completely covered in darkness for 1d6 minutes; those who don't have darkvision must succeed on a DC 10 Wisdom saving throw or become frightened until the darkness ends.
- 2 In an instant, all the mirrors located in a large area crack on their own. As people think the breaking of a mirror will bring them misfortune for a year, they become scared (see below).
- 3 A random door or window opens up to reveal a vast, black void. If a creature passes through the door into that void, it wakes up in the place it was before passing through after 1d4 hours has passed. When it does so, the creature must succeed on a DC 15 Wisdom saving throw or become frightened for 1d8 hours and afflicted with short-term madness because of an experience it can no longer remember.
- 4 A tasty food or beverage instantly goes sour to a degree that the substance has produced worms, mold, or other signs that the food or beverage has gone incredibly bad.
- 5 The hollow cry of a sad woman echoes out on the street. When a creature approaches its source, it sees the dark shadow of a woman, thus encountering a Seeker (p.87).
- 6 When an evil creature sees its own reflection, it gets a glimpse of how it would have been if it was not corrupted by Mindabar, causing this thought to be a burden on its heart. The creature has disadvantage on all ability checks for 1 hour.
- 7 All creatures must succeed on a DC 8 Wisdom saving throw or start to hear subtle but unavoidable whispers coming from everywhere. These are the whispers and murmurs of Sabnock. On a failed save, a creature is afflicted with short-term madness.

- 8 Silhouettes of hollow, sad souls are seen gliding towards the Obelisk where they will remain for all eternity.

BROKEN MIRRORS

There is an old legend about broken mirrors, which have caused the people of Mindabar to believe that they are actually gates connecting their realm to an even more sinister place, due to a small mistake made during the creation of the realm. Most residents of the city believe that when mirrors are broken, they leak a wicked and twisted, but otherwise identical version of the last person who looked in the mirror.

NEW CONDITION : SCARED

The idea of an evil identical twin or twins causes mistrust among the people. They are extremely suspicious and paranoid after they break a mirror. A creature who has been scared in this way has disadvantage on Wisdom checks and saving throws. If the creature succeeds on a DC 13 Wisdom saving throw, it can suppress the effects for 10 minutes. Also, the creature must succeed on a DC 10 Wisdom saving throw right before taking a long rest to be able to finish the rest. The condition passes when the creature succeeds on the saving throw for a total of 3 times.

THE CITY QUARTERS

ASHEN PILLARS, A QUARTER OF BONES

This quarter was established by the half-elf Symnar, a necromancer who was influenced by Aborath's offer of power. She had a dream of leading a powerful necromancer community but she passed away before she was able to see her dream community; a sad end for a necromancer. However, her quarter grew in strength and reputation both before and after her death, as people across the realms started to gather here. Agnon the Tangler (p.72) has been the leader and high-priest of the quarter for the past five decades. Now, it has everything a necromancer might need.

As visitors enter the quarter from the Outer City doors, they see a big, crowded street named Dancing Skeletons, right across the door. Many shops, tall buildings, and some animals could be among the things seen on this street. Four *Tangled Ones* (p.90), who are an unlikely combination of humanoid and animal parts, always guard the door.

The quarter gets its name from the ash-colored pillars, which can be seen in the entrances, and from the general exteriors of the tall buildings on the main streets. The origin of their color or material is unknown. Some say that they are made of solidified ash, while others insist that the pillars were formed from crumbled bones.

REMARKABLE PLACES

Ashen Pillars has many places of interest. From the Temple of

Destruction to The Trickster Salvage, each place serves various purposes and has its own unique properties. For tired visitors who have had a long day, a warm fire and good meals await in the inns and taverns. A brief list of remarkable places in Ashen Pillars are given below:

AMPHITHEATER

The Amphitheater is a sizable construction in the north of the quarter. It was built approximately 150 years ago, by the order of Aborath. Many forms of punishment are carried out in the Amphitheater and many events are organized here on Death Day (p.41). On the day, a wooden stage is built for each of the events.

On other days, the local residents sometimes meet up here. Other than special occasions such as the two that were aforementioned; some event or other is always organized here; be it by the people of the city, by the guilds, or by the organizations.

For instance, Merchants of the Void (p.48) open up a market here, selling products found from all over the realms, and this is one of the biggest markets in Mindabar. People can find anything here; from exotic artwork to wild animals.

THE TRICKSTER SALVAGE

The Trickster Salvage is a shop famous in both the Ashen Pillars and in the rest of Mindabar. Located at Dancing Skeletons, it is the biggest street in the Ashen Pillars. It is a stone, four-story building with a large, clean, glass window. The metallic sign hanging above the wooden door

reads “The Trickster Salvage: The Trickster always wins.” Entering through the door, visitors are overwhelmed by the heavy smell of incense, the loud, exotic music playing in the background, and the overall look of the place. The shop is chaotic; piles of books, boxes, candles, incense, and clothes are basically flung everywhere. There are also many plants here and there; some dead and some alive.

The owner of this shop is a young and beautiful elf; Aila. She wears colorful baggy trousers, robes, and big, stone jewels. She designs and produces all kinds of trick materials with the help of her apprentices. Many goods that could be used for thievery and trickery, including components for illusion spells, can be found in her shop. Aila is fond of different types of teas, teapots, and mugs, and she enjoys serving tea to customers. Her teas have a nice, calming effect, as she uses complex mixtures of various flowers, herbs, and spices when making them. She has many friends from Merchants of the Void (p.48), who provide her with some of their excess materials.

Aila inherited the building from her mother, and they used to live here before she died. After she died, Aila started using the ground floor and the first floor for her new shop, and she started to use the third and fourth floors as her living quarters. She refuses to rent rooms or floors to anyone under any circumstances.

TEMPLE OF DESTRUCTION

Right across the Door of Ashen Pillars; a big, rectangular, grey building immediately draws the attention of travelers. This building is the Temple of Destruction. It is completely

identical to the other temples in the other districts of the city.

When people approach the building, they can feel the heaviness and melancholy that lurks within its walls, even from the outside. On the other hand, anyone can say that it is a well-maintained building. It has long, narrow, grayscale windows, which give the building more of a melancholic appearance.

Three-meter-tall, black, metal fences surround the building. Pushing through the black metal fence smoothly, one is immediately awestruck by the well-groomed garden with exotic plants and trees and the one-meter-tall statues, which are placed here and there. Another eye-catching thing about the garden are the wells on the left and right side of the door. These wells are empty, as they are used by the high priest while it worships Sabnock.

Similar to other high priests, Agnon the Tangler lives in the temple, on the third floor. When people get in the building, they see the cold, dull, grey light breaking through the windows, illuminating a long hall. Visitors notice that most of the décor is in various tones of red and grey.

NYKI'S DREAM HOUSE

Located on Vermilion Street, Nyki's Dream House is a well-maintained, four-story grey building. Its metal sign hangs above the entrance with the name “Dream House” written on it. This venue is famous among the folk here, and people often come here to have their bravery challenged. Folks challenge one another here to prove their courage to their friends and family.



Nyki, the owner of the house, generally sits outside the door. He was an adventurer who has seen many realms and has had many encounters. He now offers a “fresh thrill” for travelers who claim to have seen it all, as well as those who may not have much experience but who would like to challenge themselves anyway.

Nyki designed the whole house to allure others into visiting the place, and he uses spells, mundane and magic items in the design of the house. However, most of its reputation comes from a specific item called the Dream Catcher. The Dream Catcher is a small and circular item that can create the illusion of memories. Memories of battle, of horrible creatures one might have encountered, and of fearsome villains.

One must enter the house alone. Once a creature is inside the house, strange elements start to affect the creature’s mind. A dim light starts to reflect visions of nightmares from different realms. Some hear the relentless screams of a young woman who was trapped behind a brick wall that seems to be built from within, some see a tower where criminals are chained to iron bars and await being killed by lightning as they die from hunger, thirst, and as a result of the relentless pecks of wild birds. Here, one can face unnamed creatures in complete darkness and silence. Most people come out of the house with a terrified look on their faces, sweating uncontrollably, and breathing erratically; with no recollection of the details of what they experienced inside.

After each 30 minutes you spend here, you must succeed on a Wisdom saving throw (rolling on the table below) or become scared (p.14) for 30 minutes.

Minutes	DC
30	8
60	10
90	12
120	14
150	16
180	18

TEMPLE OF TORMENTED SOULS OF MINDABAR

This building is generally referred to as the Tormented Souls Temple. It is a big, windowless, three-story stone building that offers salvation and true annihilation. It is located on Stone Street, which is the main road to the High Halls.

Those who approach the building start hearing whipping voices and moans. If they come closer, they see priests in grey robes, whipping their own backs. This is a tradition of the temple; six people must suffer in the garden to welcome and show what true prayer is, to those who arrive. Other than that, some cult members spend some time in the garden, the members who partake in such activities generally being very pale and thin due to the long hours they spend praying and to their malnutrition.

After passing through the big wooden door, which is the entrance to the temple, one is faced with the big, stone hall with little to no decoration, where the visitors to the

temple can generally be found. Moving down the stairs and further into the building, one finds oneself in a long corridor; the three doors at the end of it, being the first thing that catches the eye. These pitch-black doors are always guarded by six cultists. A successful DC 15 Intelligence (Arcana or Investigation) check reveals that the door has magical properties, with several ancient runes carved on the metal parts of it.

The entire corridor is illuminated with the use of candles and torches. To the right and to the left there are many doors, through which incoherent moans, clicks of the chain, whipping noises, and faint sounds of prayer can be heard.

BONELUST SUPREMACY HEADQUARTERS

“The evil in hell is nothing compared to what is inside this one building.”

- A Merchant

Bonelust Supremacy is located on the crossroads of two crowded streets: Rosewood Street and Botanical Street. It is the guild of necromancy masters and practitioners. The headquarters itself is infested with traces of necromancy, with specks of wickedness and darkness. Those that are good, if there could be such a thing in such a city, try their hardest to ignore the overwhelming energy of the building.

The building was made in the times of the old ruler; Symnar. She was an epicure and a tasteful monarch, and her taste is still felt in small details in the building. Neither Agnon (p.72) nor the other members of the guild have ever thought of changing the design of the building. In fact, Agnon personally likes the building and visits quite often.

There are two flesh golems waiting for the arrival of guests and members near the main entrance. Beyond the main entrance, people are not allowed to enter. Beyond this point, nearly everything about the building is speculation for all, except for the highest-ranking members of the cult. When members get in through the big doors, dark energy penetrates their bodies, and they are met with a dim-lit, long hallway with a high ceiling. The corridor has black obsidian statues of a skeleton and a necromancer on either side, giving the impression that one walks with these two characters as one moves forward.

At the end of the hallway, there is an area on a slightly lower level, with a green fire crackling in a large hearth. Necromancers hang out around the area; eating, drinking, and talking. There are also some other services offered by the guild; such as private rooms, a variety of corpses, and rare spell components for practice.

INN OF THE SMILING DEMON

Located in one of the busiest shopping districts in Ashen Pillars, a two-story stone building stands within a short walking distance from the Outer City doors. The fact that it is well-maintained



is obvious even from the outside. A wooden sign with a big, demonic smile carved on it hangs above the wooden door; creepily, but warmly, greeting the guests.

Loud noises and the sound of music can be heard, even from the street. The lights in its windows seem warm, bright, and welcoming at night. When travelers enter, they find themselves in a busy crowd; eating, drinking, and talking all together. The big fire right across the door looks comforting to many.

The large bar, located on the right, can accommodate up to 20 people. Behind the bar, a portly-looking demon named Enneketh who is also the owner of the inn; smiles as it looks on the customers and prepares drinks for visitors. It is a large fiend with a tail, claw-like hands, and thorns on its skin and face. It talks to the visitors, as it eats and drinks. It is a cheerful and friendly innkeeper.

The inn has twenty rooms; there are some rooms on the first and second floors, and some in the basement. The rooms of the inn are comfortable; they all have beds, chairs, tables, and footlockers.

Gerard (half-orc, commoner)

Gerard is a tough-looking but friendly staff member with a very deep voice. He often runs from one table to another and serves people. He likes telling stories of other realms after he has had a couple of drinks. No one knows whether he actually visited these places or not, since he tells the stories in a very mystical way leaving out many details. In reality, he does travel a lot; although it is not to fight but to cook new dishes.

He has many scars on his arms and hands from preparing meals. He always says “Cooking is serious business. You cook, boil, fry, cut, and smash things. If you don’t know what you are doing, you can lose your fingers.” People are not sure about whether he means this literally, as some apprentice cooks are missing some of their fingers.

THE MALEVOLENT CIRCUS

The Malevolent Circus is actually a big market that is packed up and built again in the quarter every week. It consists of hundreds of temporary stalls and tents that form a maze along the streets. Folks say that one cannot see all the stalls of this great market in one day. Dancers, fire eaters, exotic animals, singers, and storytellers can constantly be seen around, surrounded by big groups who watch their performances. People may find and purchase a great variety of exotic animals here, many of whom are caught by the employees of the Merchants of the Void (p.48). Some servants or individuals from the Taming Club (p.20) are always interested in these animals.

Music, movement, and money merge together and flow through the streets of Ashen Pillars in harmony. People eating, drinking, and generally enjoying the atmosphere rich with various tents and vendors. So, the “circus” serves as a great center for entertainment and trade. Shoppers may find just about anything they want here; ranging from exotic fresh fruit, to freshly chopped body parts. It is also the best place to find necromancy-related items at their lowest possible prices.

SKINNERS’ GUILD

Located on Tanner Street in Ashen Pillars, 10-foot stone walls enclose the three-story building. A strong smell of leather distracts anyone who enters through the main gate. The smell is stronger than it is on the street. In the garden, a big fire pit at the center catches the eye. This fire is where the skin is generally burned; but it also proves to be a common area for skimmers to eat, drink, sharpen their tools, and generally hang-out.

When visitors pass through the wooden doorway, an old man with a large hump welcomes them and asks them how he can be of help. If visitors cannot come up with a coherent response, he kindly asks them to leave. This old man is the servant of the guild’s leader; Ulesse, who can, most of the time, be found inside the building since he lives in the basement of the guild.

On the ground floor, there is a library, a meeting room, and a kitchen. The first and second floors are allocated to the members, who stay in these rooms at night and who leave their belongings here as well.

TATTOOS & SCARS

Just in the middle of the Dancing Skeletons street in Ashen Pillars, stands a three-story building called Tattoos & Scars. It is a famous place that offers scarification, tattoos, subdermal implants, piercings, and corset training. These deformations can be made both with magic and with regular tools. The ones made with the use of spells provide some additional benefits, while the regular ones are for aesthetic purposes, only. Magical deformations must be applied carefully and slowly because it is not easy for a body to accept a new form. Also, there must be enough space to scar or tattoo for the artists.

Below is a small list of available alterations one can make, but people can actually request any type of alteration, including those different from the ones stated below.

Name/ Body Part	Types
The Teeth	blackening, whitening, sharpening, incrustation, and removal
The Limbs	flattening, constriction, amputation
The Torso	corset training, stretching necks, distention or compression of breasts
The Skin	scarification, tattoo, subdermal implant, piercing
The Genitalia	circumcision, castration, perforation, clitoridectomy, infibulation, dilatation
The Head	all the skin alterations; such as deformation of skull, tongue splitting, perforation of lips, ears, tongue, nose

Specials

of the Smiling Demon

BLOOD BUN (45 GP/ PIECE)

A small, fluffy, red bun filled with cinnamon and cherries. The dough is made of bone flour, fresh blood, and yeast. It is a delicious dessert that is generally ordered after meals. It is not very filling, but it is portable, so it is a favorite among travelers passing through.

Effect. When you consume a Blood Bun, you gain resistance to necrotic damage for 10 minutes. Once you benefit from this effect, you cannot do so again until 24 hours have passed.

HERB TART (75 GP/ PLATE)

The herb tart is a delicious tart made of fresh herbs, cheese, and some exotic seasoning. The dough of the pastry is flavored with salt and olive oil. Some other flavors that are included are parsley, dill, rosemary, and aged cheese. The filling is usually made from the meat of wild animals and different types of dried fruit.

Effect. It is a nutritional and refreshing meal. When you consume a fresh Herb Tart, you count as though you finished a short rest. Once you benefit from this effect, you cannot do so again until 24 hours have passed.

RAVEN PICKLE (90 GP/ BOWL)

Raven Pickle is a famous delicacy of the Ashen Pillars and is served beside meals. For the making of this appetizer, ravens are packed into animal skin, seasoned with salt, and sewn up. Over the course of the next couple of months, the ravens are fermented, and after this process, they are ready to eat. A Raven Pickle is a salty and savory side dish, perfect for those looking for sharp flavors.

Effect. When you consume it, you gain resistance to psychic damage for 10 minutes. Once you benefit from this effect, you cannot do so again until 24 hours have passed.

NORTHERN BOTANICALS

Northern Botanicals is a garden located on Rosewood Street. The entire area hosts a small botanical society here. For this reason, plenty of different species blossom or grow near the pavements, buildings, and even some walls. Society likes to grow new/different species, experiment on the plants, and on their various effects on creatures. Some say that this society is the creator of *Street and Sewer Ivies* (p.85). Mainly, they are known for irrigating the plants and the earth with the blood of different creatures.

A blood fountain in the middle of five buildings is the main landmark of Northern Botanicals, aside from the general uniqueness of it as a habitat. There is a study chamber around the fountain, where practitioners work on their projects and crafts. The

small society also sells some exotic potions and rare plants in exchange for some money. Society usually opens a tent or a stall in the markets but they also have strong connections with the Merchants of the Void, (p.48) so their creations can also be sold to the other realms. In the markets, they open up a dark green tent with silver engravings on them, where they place their goods up for sale. Below is a sample list of their products:

☞ **Flesh Eater Flowers (2 sp/ flower).** These tulip-shaped flowers eat more than 1 pound of meat per day. They wrap the flesh slowly, make it rot, and then suck on it for nutrients. They can be used to get rid of corpses, or their stems can be used in “Flesh Eater Potion” (see below).

☞ **Flesh Eater Potion (150 gp/bottle).** It is a very acidic, green slimy potion with tiny pieces of meat floating around in it. **Effect.** After drinking this potion, for 1 minute, each time you eat raw meat, you regain 2d4 + 2 hit points. Eating raw meat requires an action.

CRIMSON SQUARE, A QUARTER OF BLOOD

Crimson Square is one of a kind; it is the only place where one can see demons and devils live side by side, and – relatively – in peace, even if the two groups do live in different sections.

When the city of Mindabar was first built, Crimson Square was used as the home of devils. Many devils lived here, crafted astonishing spells and items, and created a strong and powerful society. After some time, the quarter became so powerful that it overshadowed the others thanks to the cunningness of devils, and some people in the city started to call the place hell itself. These developments bothered Aborath, who felt it necessary to get involved. He secretly invited some powerful demons to the quarter to make use of

their wealth, while he also planned and schemed towards a bloody war between demons and devils.

One night the city doors were left open, so a huge demon group including very powerful demons among them were able to enter. For all those who remember that night, it remains a horrendous, bloody memory. On that Crimson Night, as it is called, the devil lord, Agoroth, was tortured and murdered in his own home; the throne of whom Count Sel’gereth took over, with the support of his followers. After many devils were butchered violently, the empty buildings were occupied by demons, and the belongings of the devils who used to reside there were either sold or seized by the new owners.

Now, Crimson Square is the most unstable place in Mindabar, in terms of the regimen here. Demons and devils are at constant odds to try and occupy more space. In the blink of an eye, a street might be blocked with barricades and conflict may break out. Even if it is not illegal to fight and kill, 3d6 Destruction Guards (p.84) led by a Torment Bearer (p.83) watches the streets to protect residents who regularly pay the Tax of Protection.

It is important to underline that neither Destruction Guards nor Torment Bearers interfere with any thievery, murder, arson, or any other crime; unless it is directed towards the Temple of Destruction, or unless the victim is under the safeguard of the Tax of Protection.

REMARKABLE PLACES

Crimson Square seems big and complicated to many. It is not known whether the streets, buildings, parks, and bazaars are under the control of devils, or of demons. The political conflict among these two groups generally does not bother the others. However, the situation has definitely worsened in time. One must be careful when walking around the streets, keeping in mind that a violent street fight may break out at any time.

Other than that, one can find joy, freedom, and entertainment here. Below is a brief list of remarkable places located in Crimson Square:

THE DRY STREET

The Dry Street is where it all happens, or in other words, it is the biggest and busiest street in Crimson Square. The sights, the smells, all the gabbing and humming noises continue all the way from the entrance of the Outer City to the Temple of Destruction. Shops, street vendors, inns, taverns, and suspicious-looking buildings are all cramped, side by side, within this intriguing tapestry:

A big wooden wagon with multiple seats awaits customers near the entrance of the street. A faded logo can be seen on the wagon, and it reads the Downtown Kindred (p.51). Generally, a tall, strong demon addressed in formal attire, can be seen waiting beside the doors of the wagon, guiding customers. The wagon works as public transportation, and it tours around the entire quarter. The guards of this wagon, also known as Wonderland Brothers, an infamous crime organization of Crimson Square, guarantees that no harm will come to those who participate, nor to their property

during these tours. The wagon is pulled by 16 creatures. These creatures might be horses, oxen, centaurs, unicorns or even animated objects. The price of this transportation is 1 silver piece per ride.

Some buildings on The Dry Street are remarkable for travelers. One of these buildings is the Taming Club, with all the wild animal heads and the exotic gardens it harbors, and the other one is the Wonderland Hotel.

TAMING CLUB

Taming Club is a wide, four-story, stone building with exotic engravings and decorations on its walls. The building is surrounded by relatively high, decorative walls that provide a little privacy for club members but that also still fit in with the beauty of the building and the garden. The arched, metal door leading into the building is guarded by two servants who wear stylish uniforms and hold Goat Hounds (p.82). The club is only for club members, so others must have an invitation to be able to enter. Most members of the Taming Club are wealthy and work in high-paying jobs in temples and organizations. Nonmembers who are interested in creatures or taxidermy are accompanied directly to the Taming Shop.

The garden is well-maintained and is filled with different varieties of plants and trees. Travelers might also see some exotic birds, bugs, and small animals around. Other than that, there is a small pond and a big pool in the backyard, where members observe marine and lake life.

The building has an arched, metal door similar to the one leading to the garden. v entering, a taxidermy *androsphinx* at the center of it catches the attention. The entrance welcomes the guests and members with its floral smells, cozy environment, and its large fireplace. The leather armchairs face either the fireplace, or the large windows next to it. The members here smoke, drink, and eat, and a small wooden bar on the right side of the fireplace is always ready to serve exotic drinks. On the left, there is a stone staircase that leads to the other levels. There are three more levels below the ground floor, the first floor being where club members watch fights between creatures, for entertainment. There are three different fighting pits here, with different habitats; rock, soil, sand, lava, ice, and anything else of the sort. Another bar is also ready to serve at this level. Two levels below harbor animals inhabited in cages or in cells. Taxidermy and the taming of animals are among the most common interests of the club members; however, breeding different, and unusual animals are also popular. Members experiment on different creatures, and in fact, Shadow Hounds and Goat Hounds are the results of such experiments.

WONDERLAND HOTEL

Wonderland Hotel is quite renowned in Mindabar. Built by elvish merchants, the building itself is five-stories tall, with grey stones and big chimneys. Wonderland Hotel is the first choice of most of the travelers who come to Crimson Square, in terms of accommodation. It can house more than 120 people in its comfortable lodgings located on its five-stories and in the basement. The hotel has some sort of a manual elevator system that has a physically powered mechanism connected

to the attic floor. With this elevator system, the owner tries to avoid squabbles between the devils and demons, as they ensure that at any given time, there are fewer creatures in one place, at one time.

Roserilde is the owner of the hotel, which she inherited from her brother after she murdered him. She is good at her job and isn't afraid of making changes. She successfully adds different elements to the hotel to earn more money. For example, she has changed the menu and replaced it with one that is far more refined and tasty, has opened a massage parlor where the visitors can unwind, and has opened a gambling hall on one of the rooms of the basement. Nowadays, nearly all customers can find what they are looking for within the walls of this wondrous hotel. Other than that, the employees are always respectful and seem to enjoy what they do. They are also under strict orders to wear navy blue suits with crimson ties at all times.

When guests get into the hotel from the big, engraved wooden door; they are greeted by the welcoming smile of employees standing behind the reception. The entire reception floor is covered with clean, light blue carpets. Big flowers with red petals are placed in big glass vases, making certain areas of the reception pop with color.

Harlan (half-elf)

Harlan is one of the most important figures of the hotel, to such a point that some guests even mistake him for the owner. He interferes with most tasks and is seen working in all parts of the hotel: the bar, the reception, the floors, the garden, and the kitchen. He has a cheerful, high-pitched voice, and he speaks with a strange accent. He takes good care of the guests, and always looks the part while doing so, with his carefully combed black hair and his presentable navy suit. In return, he enjoys the fat tips that he gets from them. He is also known for having a particular taste for rice stuffed chicken.

TAMING SHOP

The Taming Shop was established by the Taming Club, so the members were able to display their work and earn some money while doing so. It is a big shop on the ground level of a four-story building, situated on the backstreet of the club. Big glass windows and a metal door, similar to the garden door of the club, are among some of the main features of this shop. A metal sign with golden engravings hangs above the metal door, and it reads "Taming Shop: For the dead and the living" in bold gothic letters.

Upon entering, a hot, stinky fume hits the customers' faces. The shop smells awful with droppings of various animals here and there; as well as what some of them are fed with. Flies wander around, landing on creatures from time to time. An elegant servant helps customers while another waits behind the counter, acting as cashier. Here, customers can find a great variety of taxidermy animals, as well as some special breeds and miniatures of regular monsters such as miniature dragons, celestials, and monstrosities.

The miniatures are more expensive than other things being sold, and generally, the harder it is to capture the creature, the higher the price of the miniature.

CONCERNING MINIATURES

Miniatures are approximately 12-inch versions of creatures without their abilities. For example, a red dragon miniature can breathe fire as much as a lighter, or it can bite or use its claws as powerfully as a regular cat. It is also almost impossible to take these creatures as companions or pets.

It is well-known that making miniatures is not easy. Taming Club tries to keep the process a secret, only a few high-level members are privy to it. There are always some limitations, even if one is learned in the craft. For instance, no one can make miniatures of a gargantuan creature or a creature that has a challenge rating of 20 or higher into a miniature.

The approximate price of miniature creatures can be calculated by using the formula below:

Price of a
Miniature = $(\text{monster's challenge rating (CR)} \times 10,000 \text{ GP}) + \text{a small part of the natural environment of the creature (a small rock, a little grass, a sprinkle of freshwater, and etc.)} + \text{gems worth at least 25,000 GP.}$

Below is a brief list of what people can find in the building, aside from the many regular creatures that the place usually has to offer. The price and rarity may differ from time to time.

- A goldfish that can only breathe in blood
- A hound that only eats the meat of fiendish creatures
- A hound that only eats undead creatures
- A very tiny dragon in a very small cage to use as a lighter
- A tiny ooze to use as garbage

BAKER STREET

Baker Street is a paved, well-maintained street in Crimson Square and is also renowned throughout Mindabar. It is a 15-minute walk away from The Dry Street, and a wooden sign on a broken streetlight that reads “Baker Street” in bold, gothic, capital letters; welcomes visitors to the area. A small sign with the words “Made in Hellfire” is nailed on the main sign. Lots of inns and taverns order their pastries from here. Not only shops but also the vendors sell many different varieties of pastries here. Interestingly all bakers add some sort of chemicals or drugs into their pastries since exotic residents of Mindabar love different tastes. Some chemicals are also sold in these bakeries.

Shennon is the most well-known resident of the street; and he is a clever, strong, middle-aged devil. He lives in a narrow, two-story house with his friend/assistant and the housekeeper. He works as a detective to solve the difficult cases in Mindabar, as he likes to be challenged.

Baker Street is so famous that it has made its way to some folk songs.

I think I have some bread on me.
Some moonbread,

Cherry buns,
and other little treats.

If I collapse, take me to Baker Street,
Or just show me the way to it.
Take me to the smell of sweet pastries
of the cherry buns,
of the other sweet treats.

Take me to Baker street, I promise, I'll eat
Take me there, only there will I eat
all the moonbread,
the Cherry buns,
and the other sweet little treats.

Notable Bakeries and Pastries

People can find all kinds of regular pastries here, as well as some that are magical, and indigenous to Mindabar. Many bakeries specialize in different pastries and dishes, and bakers have perfected their products through the use of spells and potions. The kitchen, the appliances, and the ingredients are generally enhanced with some sort of magic. Below, is a list of some pastries that can be found in the area, their particular effects, and the bakery that specializes in them:

☞ **Puffy Bread (1cp/ loaf).** This baked good is a white, salty and fluffy bread with a prominent milk and butter taste. It is served in many restaurants and taverns; but many say that the best puffy bread is served in The Risen. When you enter the street from the South, The Risen is the first bakery on the left. It is a stone, two-story building with plenty of small windows.

☞ **Cherry Bun (3cp/bun).** Consuming this whole-grained, small, steamed bun stuffed with cherries, caramelized sugar and lemon zest; makes you feel more energetic during the day. The best cherry buns are served in Sugary Bite. The three-story building is the dessert heaven of the city. Their menu is incredibly rich, and anyone with a sweet-tooth is bound to find something that will quench their craving.

☞ **Bonebread (5cp/slice).** This tasty white bread seasoned with olive oil and rosemary is served with two sides, which are served in small cups: olive oil and seasoned bone dust. It is customary to dip the bread into the oil first, and then into the bone dust before eating it. Cake Hell, which is a bakery located on the ground floor of a four-storey building across from Sugary Bite, is famous for its bonebread.

Effect. When you eat this bread with bone dust, you gain advantage on the Wisdom (Perception) checks you make about the undead for 1 minute.

☞ **Wild Marmalade (1sp/jar).** The marmalade is sold in small jars containing nearly four servings. Once opened, the jar must be consumed within three days or the contents of it goes bad.

To make this special marmalade, the raw meat of wild creatures is fermented in sugar, vanilla, cinnamon, and cacao beans. The best place to buy this product is a tiny shop at the North edge of Baker Street called Hona's Jar. The shop was established and is ruled by a dwarf named Hona, who makes all the marmalades herself. She refuses to share her recipes, which all have their secrets, with anyone.

Effect. When you eat this marmalade, you gain advantage on your Wisdom (Survival) checks for 1 minute.

TEMPLE OF DESTRUCTION

When travelers arrive in Crimson Square, entering from the direction of the Outer City, they see a large street leading to the Temple of Destruction. It is completely identical to the other temples of Temple of Destruction with long and narrow windows, a gray design, and two big wells in the garden. Similar to the rulers of other quarters, Count Sel'gereth lives in the temple, in the basement. When people get in the building, they see a long hall, lit with torches.

Since Crimson Square is a politically and socially unstable place, various groups are always expected to attack Count Sel'gereth. For this reason, the temple is protected a lot more strictly when compared with any other Temple of Destruction in the city. Apart from his own elite guards, nearly fifty Torment Bearers (p.83) also stand by, in and around the temple, by the order of Aborath.

GOAT HOUSE

Goat House is one of the biggest places for livestock in Mindabar. It is a wide-set, stone building located 20 minutes away from the entrance of High Halls. The building is broad, tall, and it has quite a high ceiling. It has three floors. The first two floors are where goats and cows are raised while the third is used as a slaughterhouse. The livestock is owned by the Oakwound Family, who has a close relationship with the Merchants of the Void (p.48). They also sell raw and processed meat to the whole Mindabar, which makes them known throughout the city.

A while ago, all the animals and animal products came from other realms since farming was, and is, nearly impossible here. However, the Oakwound Family beat the odds and preferred to breed the animals in Mindabar, wanting to sell fresh meat to their people. After some time, the family became the one and only owner of livestock in the city.

From time to time, some people attempt to rob the place or to steal some animals; however, no one has been able to steal more than one or two goats at once. Some people say that the family does not only owe its success to being involved in the livestock business, but that it also abuses its connections to the Merchants of the Void and evades certain taxes.

Creatures trying to enter the building, or those who wish to explore the surroundings encounter 1d12 guards. GMs may choose to roll a d12, each minute the adventuring party spends around Goat House.

GUILD OF THIEVERY AND LOCKSMITHING

The Guild of Thievery and Locksmithing is an organization established in Crimson Square. The headquarters is located in the north of the quarter. It is a three-story stone building with a spacious garden that is full of large and small tents. When travelers enter through the metal, engraved garden door, they see a hectic crowd trying to go about their daily business. Some prepare tools, some educate their young,

some forge new tools; and they all seem engrossed in their work. Generally, a child is assigned to take care of visitors. On certain occasions, the travelers are accompanied to the relevant tents.

Visitors and members find Sen, the leader of the guild, in the building; clothed in a dark tunic, reading books. She likes chatting with visitors and learning new things about other realms and cities. Since she was born in Mindabar, she is curious about the subject. Currently, she is planning to expand her web to the underground, and get into the assassination business. It is said that she has already handled some assassination jobs, and successfully, as well.

NIGHTSONG NEST

Nightsong Nest is a wide, three-story, stone building, with gray, circular columns and long, narrow windows. It is surrounded by a capacious garden full of trees. At night, the flicker of the fireflies dance on the trees and a dramatic melody rises out of the shadows of the garden. Some night birds sing along. This place may have the look of a peaceful nursery; however, it is in fact the headquarters of the Downtown Kindred, an infamous drug and crime organization within Crimson Square.

The leader Krag Rosebud, a powerful and ambitious demon, lives here with his brother Alestor. From time to time, Krag organizes some important meetings and events here. Other than that, it is strictly forbidden to get in or look at both the building and the garden. From time to time, people see weird shadows and lights. Some say that the source of these strange occurrences is an evil fey who Krag has made a deal with, in order to get some abilities and to expand his influence.

Those who enter the building say that it is a very beautiful and tasteful home with all of the furniture made of ebony, pretty pictures, doors with delicate carvings on them, and excellent servants. Each room has a theme and the theme is written on the doors. The themes are usually concepts such as "gentleness", "anger", "love" and "family". The themes are enhanced with the décor of each room and while people are in these rooms, they feel strong emotions relevant to the theme. The guests are generally hosted in the "Kindred" room, which has a table that can accommodate a party of twenty. Large shelves of books, scrolls, and scroll cases surround the walls. Many candles and gas lamps illuminate the room very well, while a large fireplace heats it, and can also be used to cook or boil water.

MOONTOUCH JEWELRY

Located in a wealthier neighborhood, Moontouch Jewelry offers high-quality ornaments. It is a small shop that operates in a four-story building. The building looks well maintained; however, the shop is by far its most aesthetic component; with its big glass windows, and a nice ruby sign. Two bodyguards stand watch near the golden entrance door.

Pushing through the metal doors, one is immediately struck by the amount of jewelry available. Many pieces of jewelry are aligned in glass showcases and are protected by spells. Sweet aromas coming from the lit incenses are calming and welcoming. All other details are meant to make customers feel

like they are in the lap of luxury; comfy armchairs, carpets, and all other furnishings have been designed for shoppers to have a comfortable experience.

Gizur is the short, scar-faced owner of the place, who has a round belly and who wears very formal clothing. He sits in his chair behind his desk, sipping wine or Moontouch (see below) from a glass, eating high-quality foods and watching the customers and personnel, with care. He personally attends to wealthy customers, shows the jewels and tells the components and stories behind it. On rare occasions, he displays his extensive private collection, which is locked in the small room situated behind his table.

The personnel serve Moontouch to customers.

☞ **Moontouch.** A gray and warm liquid served in thin glasses. It has an intense vanilla flavor, and the taste of and burnt sugar; with a sharp, oaky finish.

Effect. When a creature drinks a glass of Moontouch, it feels a little dizzy so it has disadvantage on Intelligence checks it makes to estimate the price of objects for 1 hour.

THE RAGING SONG INN

"I tell you; this is the place to come to if you want to see a good fight. It's why I came."

- A drunken guest

In The Raging Song, life never stops; and an employee can always be found working. The fire always heats the rooms, the kitchen always prepares food and musicians never stop playing music. The Raging song is a three-story building, which is one of the oldest in Mindabar. It was built by an old dwarf traveler named Kartass, whose only desire was to open an inn full of joy and music. At first (before Crimson Square was attacked by demons), it was easy to ensure a safe and pleasant environment to those who came; but today, it is extremely difficult to provide services to both devils and

demons, while also keeping the energy upbeat, and cheerful at all times. Unlike many other innkeepers, Kartass refused to choose only the demons or the devils for his customers and he rebuilt the entire building with many new rooms, corridors, and tempered glasses, and he placed many fearsome protection spells (as well as some spells for other purposes) on it.

There are two doors on the front of the building, one for demons, the other for devils. These doors are identical, except for the two wooden signs hanging above each of them, which read "For Devils", and "For Demons"; respectively. Four bodyguards are assigned to ensure that guests are using the right door. Other people are free to enter whichever way they want. The entrance to the large dining rooms are illuminated with the fire coming from six large hearths. There are many tables and chairs; and a long, oak bar where a great variety of drinks are served to customers. At least one performer is dancing, singing, or telling stories on the corner of the large room, at all times.

Wooden stairs lead to the upper levels where travelers find spacious rooms, with all the essential furniture and services they might need. Moreover, there are some small, private rooms reserved for those who wish to have secret meetings in isolated places.

Kartass (dwarf, innkeeper)

Kartass, the innkeeper who runs The Raging Song, is a dwarf male over 200 years old. If travelers ask who's in charge, anyone in the inn directs them to Kartass. He generally spends his time in a small room behind the bar. He has a gray beard and gray hair, eyes the color of amber, and a round belly. He generally wears high-quality clothes and also wears expensive rings and earrings.





AEDIFICIUM

This place, which could perhaps be the home to the worst creatures imaginable, the darkest of desires, and the vilest of thoughts, is called Aedificium. Here, trust is a luxury; and paranoia is a must. Guards are heavier in this quarter than they are elsewhere. Since Aedificium has the highest crime rate in Mindabar, it is harder to provide safety for those who pay the Tax of Protection (p.64). The nature of crime here is quite different from the other parts of the city. In Aedificium, people may kill one another just for the sake of killing; not for a desire, a form of satisfaction, or a grudge.

The quarter used to be ruled by twin brothers called the Sun Brothers, before Thaldor the Loud took over the throne twenty years ago. Thaldor is a strong dwarf interested in a variety of subjects that range from fighting to illusion and potions. He is a true believer of Sabnock and his prophet Aborath. He is interested in expanding his knowledge, and hence, is very fond of books. He has close ties to the Library of the Quiet (p.55) and there are some who believe that he is one of the members.

Entering through the big metal doors of Aedificium is a shocking experience for first timers. It is as though everything in the surrounding starts attacking all of the senses as soon as one walks in: A loud howling noise is heard, coming from some sort of a monstrous creature; there is a horrible, damp smell rising from the dirty, muddy streets; buildings come together as if to form a deceptive labyrinth; and a huge, rotten wooden elephant sculpture still stands, wasting away, just across from the main entrance. Travelers who arrive realize how restless and vivacious the quarter is right away. Some

common folk and some guards can always be found waiting on both sides of the door, asking passers-by whether they want any kind of protection or whether they would like to pay a Tax of Protection. People sell basic foods and weapons from carts near the entrance, beggars usually approach the visitors, and so do some sex workers, extolling their magnificent talents. Travelers might see or encounter 3d6 Destruction Guards (p.84) led by a Torment Bearer (p.83) in any area in Aedificium.

REMARKABLE PLACES

Aedificium has many places to visit, there are many shops, inns, and taverns suitable for travelers. Aside from the well-lit stores and streets, dark; isolated streets also await those who come here. One should always have one's wits about them as one explores the quarter, as one could easily find oneself in one of these darker paths and alleyways as they wander around the crowded streets.

ELEPHANT STREET

Elephant Street is the biggest street in Aedificium. The huge metal entrance, consistently surrounded by a noisy crowd, is where the street begins, and on the other end of the street is an identical building to the Temple of Destruction. In the middle, there is a big, wooden elephant structure; left by the administration to rot away.

The street is full of carts, small shops, inns, and taverns. Innkeepers and criers wait outside, trying to draw in the crowd, and to invite people in their places of business. Other than that, some buildings, such as the Library of the Quiet with its pitch black, windowless structure; are particularly intriguing.

THE ELEPHANT SCULPTURE

Most people don't know the origin of the Elephant Sculpture and they don't care either. It is known that it was a gift from the Sun Brothers, the old rulers, who were members of Taming Club. They were fascinated by animals and structures in the shape of animals, and started to build an elephant sculpture in the city. After they were finished with the first draft of the sculpture, they were murdered. The sculpture remains unfinished.

From time to time, children spend some time inside the sculpture. It is very hard to notice but they get in there from a small gap under the elephant's belly.

THE LIBRARY OF THE QUIET

"The building and the folk that live there are just fucking creepy, who knows what the fuck they are up to in that place?!"

- A young street vendor

It is a hefty, two-story building close to the Temple of Destruction, with walls that are painted pitch black, and have no windows or doors anywhere on them. The building works as the complete memory-band of Mindabar and holds secrets of any form of magic. Librarians wander around the realms and collect information on rare and secret sources of magic, and they procure them to be stockpiled in this library. They deliver the materials they find through a small hole kept open by spells, in the forecourt of the building.

The librarians of this library never speak, to protect both the secrets of the library and the priceless knowledge within it. Nobody knows how many librarians live inside this weird

building but the number is estimated to be around 15. If one of these librarians dies, another librarian is elected to get in. The protection of the building is reduced to allow for the chosen one to get in the building through a special teleportation ritual, in which the chosen one loses its ability to speak. Other than during these times, it is impossible to use transformation and teleportation spells within the area of the building. Librarians do not use the assistance of guards around the building, as they can ensure full magical protection on their own.

WALL OF FRAMES

Wall of Frames is a long wall, stretching from Aedificium to the Outer City, on which frames of all shapes and sizes can be found hanging. The frames were magically placed there by a deranged young lady many years ago, and no one knows why she did such a thing or what the effects were. Today, some frames are empty, and some of them are filled with irritating and strange portraits and landscapes. However, the pictures inside the frames change during the night. Some believe that the creatures in the pictures are actually duplicates of others while some others believe that these portraits display creatures of Mindabar who passed away that day.

One of the important things to highlight about this wall is that it attracts many visitors. Some of them just come to have a look, while others wish to study it. Visitors and researchers from the High Halls (p.30) area are very common here. Many have heard them say that the images and even the colors that make them up, come from outer space. The researchers themselves deny talking about it, however, and they usually return to High Halls after staying for a few days at the Frames Inn.



FRAMES INN

After the strange occurrence of frames emerging on what is now known as The Wall of Frames, and the woman responsible vanishing into thin air, the area grew quite a bit in popularity. A merchant, Resne, saw this to be an opportunity and turned an old building that had fallen into disuse, into an inn.

Today, after more than 40 years, the Frames Inn is a four-story building, right across from the Wall of Frames. It has 20 rooms, 15 of which have a view of The Wall of Frames. Resne is still the owner of the inn and she is quite proud of how the inn has turned out. The inn isn't so different from how it was in the beginning; it is old, rusty and moldy; however, it seems that Resne isn't interested in any form of renovation or new furniture. She likes how the inn looks. She is fond of the old, rotten look and she can be heard saying that it is as good as Mindabar deserves; no more, no less.

The ground floor is used as a tavern, with low prices and a festive atmosphere. Owing to these two features, the tavern is always full of customers. All sorts of people can be found eating and drinking together around the two small fireplaces. The tavern is always covered in a heavy smoke, which hides the presence of dirty looks, if there are any.

Resne (human, rogue)

Resne is the old, calm lady of the Frames Inn; she rarely gets angry or upset. However, those who truly know her, warn others about not to get on her bad side. Other than these friendly warnings, no one can hear a bad thing about her. She is seen slowly and peacefully walking from one side to the other, and makes sure that everybody gets what they want with a warm smile. She wears long brownish robes and dresses. She wears her long white hair in a very tight, low bun, just above the nape of her neck.

Rumors and Secret Words

Some travelers expect more than a drink and an enjoyable environment, and they ask for special drinks or inquire about secret meeting rooms. Since this place is as old as forty years, some customers have become permanent, while the inn has become more and more crowded with the arrival of new customers. There are various secret phrases that only a handful of people are privy to, which ensures some special services.

"2093". When a traveler says this directly to Resne, she prepares a secret meeting room on either the fourth floor or in the basement.

SILVER BLOSSOM SANITORIUM

Mindabar is an over-crowded city, and for this reason, many people find it hard to fulfill their basic needs, such as their medical treatments. Here, the daily number of people who need medical operations is higher than any other city in any realm, due to how high the crime rates are. Temple of Destruction doesn't treat all patients and what is worse is that it has no intention of increasing the number of people it can treat. Hence, many operations are performed on the streets, or

at home, in conditions that are quite unsanitary.

Dr. Raven used to be a famous and wealthy doctor; he traveled to many realms and encountered a great variety of illnesses. After he accepted his invitation to Mindabar, which he received from a *Summoner* (p.89), his manner of practicing medicine changed a little. It is recorded that he later said that he found the chance to practice his true interests, freely, in Mindabar. After practicing in his small mansion for a while, he built the Silver Blossom Sanitorium with the help of the Temple of Destruction. The Sanitorium is tasked, not only with the treatment of patients in Mindabar but also with the finding of new diseases.

Silver Blossom Sanitorium is the one and only hospital that takes care of patients in the entirety of Mindabar. It is a two-story building with a wide, well-groomed garden. It was built and is operated by Dr. Raven, an old wizard who likes working on diseases and behaviors. Many patients are treated in the two-story building, however, the mortality rate is not very promising. Many patients have died in the sanitorium and rumor has it that their bodies have been used in experiments.

Here are some treatments people can find in Silver Blossom. However, all patients and thus all ailments are different; and for this reason, the price, the time, and the effects of the treatments below may vary in ways that are determined by the GM.

Treatment	Price	Time
Mental health issues	100 gp - 10,000 gp	1 week to 1 year
Limb injuries (including severed limbs, broken bones and etc.)	11 cp -99 gp	3 hours to 1 day
Stitching wounds and basic pains	1 sp	1 hour to 3 hours
Quitting a substance	50 gp	1 day to 5 days

OAKGARDEN, THE MANSION OF OAKWOUNDS

The Oakwound family is quite influential in Mindabar; they not only manage nearly all of the city's livestock and butchers, but there are also those among them who are important figures in the Temple of Destruction. The family is also engaged in some commercial activities throughout numerous realms.

The family, with more than 50 family members, servants, and housekeepers; all live together in a gigantic mansion, situated on the east side of Elephant Street. It is a three-story building that is quite wide from side to side, buried underneath the old oak trees in its sizable garden. The front of this mansion consists of polished stone and is fashioned with windows and door frames made of rose marble. Two stone columns frame the metal entrance door. On these columns, two big, glass showcases proudly present the skulls of those who disobeyed or betrayed the family. There are always two, strong guards, standing in the ominous glare of the glass

Specials

of frames inn

There isn't much variety and taste to the meals here. The menu is a little limited; with fried meats, giblets, and vegetables as well as some pickles, cold cut platters, and cheese with biscuits. However, the beverages have enough variety to satisfy even the pickiest of customers. These drinks have gained so much attention and popularity that many inns and taverns have begun serving them as well.

FIREPIT (100 GP/GLASS)

Firepit is a hot, red liquid served in big glasses, with ice. No matter how much ice or cold water is added to it, the drink is always hot. When the drink is lit with fire, a faint red glow is observed.

Unlike what is commonly expected, the drink is sweet and fresh like lemonade.

Effect. When you drink Firepit, you become able to breathe fire once within 8 hours, as an action. When you do so, each creature in a 15-foot cone must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 2d6 fire damage or half as much damage on a successful one. Once you use this benefit of Firepit, you can only do so again by consuming another glass of Firepit after you finish a long rest.

WYRMING MILK (3 SP/BOTTLE)

Wrymling Milk is a white liquid with a very strong smell of anise.

It is usually served with snacks and freshwater. It has a bitter taste, and a very strong buzz.

Effect. When you drink Wrymling Milk with a group of people, everybody feels closer to one another after finishing one bottle.

OOZE PUDDING (5 SP/SERVING)

Ooze Pudding is a slimy pudding that has a brownish-green color. It is made out of tiny pieces of different types of ooze. It has a disgusting smell and taste.

Effect. Upon taking your first bite, you must succeed on a DC 13 Constitution saving throw or vomit for 1d4 minutes (while vomiting you are incapacitated). On a successful save, you can also eat and drink whatever you like without feeling nauseous for two days.

SEEKER'S TEARS (3 SP/GLASS)

Seeker's Tears was first produced here and it later became popular in the rest of Aedificium, so travelers may also find it in some other inns and taverns.

It is made from white grapes, pear juice and a drop of *Seeker* blood, which Resne often hires adventurers to get. It looks like clear water with tiny specks of white particles. The drink is cold and tastes salty, just like tears.

BEAR KING'S BREW (4 SP/GLASS)

The recipe of this beverage comes from a far away realm, where a bear gave birth to a humanoid king in the wilderness.

To make it, malt liquor is fermented in big sacs made of bearskin, with rose hips added to it. It is a sour drink, and has a sharp after taste.

Effect. When you consume Bear King's Brew, you feel mighty and courageous. You have advantage on your next attack roll you make within 1 minute.

showcases.

Here, folks can find all sorts of extremism, in terms of social activities and art. The family organizes a closed party on the night of each new moon. Special invitations are sent to the guests, in envelopes that have magically been sealed shut.

HANGING CIRCLE

"It is just so much fun to watch!"

- A tailor

Hanging Circle is an open space close to the High Hall's entrance. It is both the marketplace and the place where punishments are executed. In Aedificium, the Temple of Destruction has a unique punishment that folks enjoy watching. It is called *hanging below*, and as per this punishment, the criminals are tied by the neck and are hung from a tree, and then a priest reverses the gravity of the area so that the criminals are hanged upside down until they die.

What is interesting is that people of Aedificium enjoy watching the punishment so much that the days on which this punishment is scheduled to occur, turn into small festivals. The temple announces the time of hanging and the number of criminals to be hanged, and the people of the city start preparing for the event. Stalls and tents are installed the night before. With the first light of day, one can hear the cries of people coming from all over, arguing over prices, laughing, chatting, and generally enjoying the day.

After the punishment, the corpses are taken in by the Temple employees; however, the event doesn't end. Inns and taverns in the vicinity of Hanging Circle send their criers out to join the crowd to draw the people in. As a result, since many of the audience of the event continue with their celebrations in one of these establishments, the entertainment lasts for the length of (at least) one day.

THE BRONZE BATHTUB

The Bronze Bathtub is a famous bath in all of Mindabar. Despite the other baths in other quarters, it is by far the most preferred; both by the nobility and by the poor.

Built by a young dwarf, this large building is mostly made out of white stone and marble. The roof is covered with ten light grey chimneys, which are always fuming. White marble columns are placed on either side.

It is a big, white building with columns and stairs made of marble, and it has a large garden full of trees, small ponds and fountains.

When customers walk in, they find themselves in a large reception area where they decide the type of bath and services they want, and pay the relevant fee. There are several types of baths that one could take in the establishment, and some of them even have some extra effects. Private baths are available for groups as well as for individuals, and public baths are also an option. As customers move closer to the reception desk, they are greeted with a soft steam with a sweet scent. On the reception desk, customers can find information on the services and the baths that are available, as well as their benefits, and prices. Below, is a list of the most popular

services being offered in this establishment.

☞ **Milk Bath (1 gp/2 hours).** This is a milk bath that is laced with of the customer's preference; by means of oils, flowers, and fruit. The milk in the tub comes from a great variety of creatures. A 2-hour milk bath makes your skin look smooth and shiny for 1 day.

☞ **Bathory's Blood Bath (2 gp/2 hours).** Customers can relax in a large, marble bathtub full of blood, so long as they make their request 1 week ahead of time to allow for the collection of the blood.

As they soak, they can also enjoy their meals and drinks. Some prefer larger bathtubs for a little spa party. In that case, the price is multiplied by the number of people in the party.

After spending half an hour in the bathtub, it starts to work as though a *cure wounds* spell was cast on you. At the end of the session, you look younger and more energetic.

☞ **Deep Tissue Massage (4 gp/1 hour).** Customers lie face down on comfortable beds while experienced masseurs stretch and relax every muscle in their bodies. The masseurs have been trained by specialized necromancers to truly relax all the muscles by tucking their hands inside the skin without causing any harm.

After an hour of massage, the time required for finishing a long rest decreases by 2 hours for the next 2 days.

☞ **Psychic Bath (5 gp/1 hour).** Psychic baths are taken in small individual bathrooms full of steam. In these bathrooms, customers relax in hot, green water laced with the leaves and flowers of various hallucinogenic plants. After a few minutes, a light, sweet smell pervades the room and a very subtle musical tone can be heard.

After a few minutes, you realize that your consciousness is not in your body that is lying in the bathtub. While out of your body in this way, you can wander around, and go to some locations in Mindabar. However, you never know if what you experienced was real or just a figment of your imagination.

☞ **Ice Tub (50 sp/1 hour).** Customers lie in cold water with shards of ice in it, placed in a cold room. This type of bath is not preferred much, as most people can't bear to stay in the tub for that long. Spellcasters, scholars, librarians, and researchers are generally among the few customers who request this service because of its benefits.

After each half-hour you spend in the tub, you must succeed on a DC 15 Constitution saving throw, or cannot tolerate the cold any longer. If you succeed on two consecutive saving throws, and can take the cold for one hour, you feel more alert and energetic when you get out of the tub. You have advantage on Intelligence (Arcana, History, Investigation, Nature, Religion) and Wisdom (Insight, Perception) checks for 1d8 hours. If you can't, you feel cold and dizzy, and can't benefit from the effects.

SNOWEATER NEIGHBORHOOD

Snoweater Neighborhood is a 20-minute walk away from the Ashen Pillar entrance. It is an interesting place where the streets, the buildings that fill them, and their rooftops all have a reddish hue. Fascinatingly, it never ceases to snow here, at any temperature; and the snowfall dyes, and redyes the entire



neighborhood red. Some say that the name “Snoweater” is based on a cannibal community in a distant realm.

The neighborhood has a melancholic atmosphere; with its quiet, narrow streets. Old buildings lean over one another as if they were trying to support each other. The shops have less light than in most places of the city, and the gardens are small and ragged. Travelers who enter this neighborhood are also affected by the melancholic aura, and start to feel depressed almost as soon as they arrive. For this reason, people tend to avoid this neighborhood.

This place is ruled by a young woman, Orchid (a neutral evil half-orc veteran), who used to rule a small crime gang. She wishes to make money to create some wealth in the neighborhood; however, she is not that good at it. No matter how much she tries, other criminal organizations in the quarter restrict the gang’s area of work. For this reason, Orchid believes that it is in their best interest to work with a larger organization such as the Downtown Kindred (p.51).

SILENT HEIGHTS PRISON

The prison is close to the Temple of Destruction in Aedificium. The silent, black towers can be seen from practically anywhere in this wealthy neighborhood. From a distance, it simply appears to be a tall, black, gothic building with very few small windows, long pointy towers and domes. The area around the prison is unpleasant, as the *silence* spell annihilates all natural sounds.

It is said that up to five thousand inmates stay in the building in adequate conditions, even though the capacity of the prison does not appear to be much more than a thousand. Still, this information has never been confirmed. No one knows the conditions on the inside of the prison since something strange befalls those who enter.

Each year, some people come out of prison having served their sentence, covered in wounds and bruises. These people do not remember anything about the prison, the time they spend inside is a complete blind spot in their memories.

HIGH HALLS

High Halls is the southwest quarter of Mindabar, which was built with the help of creatures from distant realms and which has been ruled by Zel the Savoir (p.77) for sixty years. She took the throne from Felatun who had been ruling High Halls ever since the beginning of its existence. After he gave his place to Zel, he disappeared. Many believe that he now wanders around in distant realms.

High Halls is a place where most of the folk are interested in other realms, the creatures in them, and their lifestyles. The merchants of High Halls always collect interesting and new materials from other realms, so they can sell them here. Unlike Aedificium, much has been written about the quarter and its history. Those who know how to read can learn many things about the quarter in the library.

In High Halls, one can conduct a detailed research about other realms and come across creatures from all sorts of realms.. Even though everyone looks and acts different, no one

gives this situation a second thought, as the folk here are used to living together. All kinds of traditions and lifestyles come together to create a horrible cacophony in this quarter.

High Halls stores most of its resources in the temple and many wealthy merchants live and work here. Many say that it is the wealthiest quarter of Mindabar, which is an accurate description. Zel tries to distribute the resources and the money among the people here whenever she can so as to not seem overly rich and to keep from peaking the interest of Aborath. She is very well aware of the fact that Aborath would not tolerate the presence of a dominant quarter in Mindabar.

REMARKABLE PLACES

High Halls is a quarter that has many old and distinguishable buildings within. The wealthiest district in Mindabar, Destruction Circle, is also situated in this quarter. There are many other places worth exploring in this quarter, in addition to the ones given below, including taverns, brothels, public baths, inns, and various shops.

DESTRUCTION CIRCLE

Unlike the other quarters, High Halls has a definitively wealthy neighborhood. Most of the wealthier residents of this quarter live close to the Temple of Destruction. Zel the Savoir and other important figures of the Temple, and of the quarter, also live here.

The neighborhood is quite famous, and most of the rich and wealthy residents of Mindabar come here to shop and to get entertained. Many shops, taverns, and inns are always ready to serve their customers. Brothels and gaming shops, which are places in Mindabar where people can go to enjoy various tabletop and board games, are open all day and they offer services that one could not find anywhere else. There is also a small, two-story building for the Merchants of the Void (p.48) to stay in. All these buildings and the people in them are very well protected. Those trying to enter the area encounter 3d4 Destruction Guards (p.84) led by a Torment Bearer (p.83) here.

LEENA’S BOTANICALS

Leena’s Botanicals is a famous shop among the people who live in Destruction Circle. Not only residents but also their servants come here from time to time. Leena is not an ordinary botanist or healer; but she uses her vast knowledge to make the best drugs and hallucinogens.

The shop was established on the third floor of a four-story commercial building called Stargazer. The shop has a white, wooden door and a metal sign hanging above that has “Leena’s Botanicals” written on it in silver letters. When customers get into the shop, they see that it is quite clean and hygienic. The walls are covered with white showcases that display all sorts of boxes, flasks, and plants.

Leena generally reads and takes notes behind the counter with her thick, round glasses. Since she is the first person who tests the drugs, she is liable to be a little disturbed or to say something offensive. For this reason, she has two assistants

helping her at all times. However, these assistants generally do not last long, due to her erratic behaviors.

Some examples of the products she offers are given below.

Upon taking the substance, the consumer must succeed on Constitution and Wisdom saving throws or become addicted. The degree of difficulty of the saving throw is mainly determined by the addiction level of the drug. There are three main levels: High, Medium, and Low. The addiction levels, the corresponding addiction checks and the satiation periods are given in the Drug Addiction table below.

Table: Drug Addiction

Addiction Level	Addiction Check	Satiation Period
High	DC 20	12 hours (2/day)
Medium	DC 18	24 hours (1/day)
Low	DC 15	72 hours (1/3 days)

➤ **Satiation Period.** Satiation period refers to the amount of time after which you must apply the substance to your body, in order to keep from triggering the Withdrawal Effects. The satiation period varies depending on the Addiction Level.

The satiation period of highly addictive drugs is 12 hours, which means that, you need to take a dose twice per day or you suffer from its Withdrawal Effects. Similarly, drugs of Medium Addiction Level have to be used once per day to keep the Withdrawal Effects at bay, while drugs of a Low Addiction Level need to be used once every 3 days.

➤ **Drug Addiction.** When you use a drug, you must succeed on its Addiction Check by making a Wisdom saving throw with the relevant DC or become addicted. When you get addicted to a drug, you must succeed on its Addiction Check each day, or feel like you would do anything to reach that drug and consume it again.

➤ **Drug Withdrawal Effects.** Withdrawal Effects start to surface when you cannot use the drug you are addicted to. As your body lacks the substance it is used to and craves, it reacts to the absence of the substance, and thus you experience **Withdrawal Effects**. However, your endurance can help you overcome this predicament.

Even if you are addicted to a drug, you can make a Constitution saving throw with the relevant DC to overcome the drug's Withdrawal Effects, each Satiation period in which you didn't consume the drug. If you succeed in overcoming your addiction to a drug, you no longer need to make this saving throw to overcome withdrawal.

➤ **Quitting a Drug.** If you succeed on a drug's Addiction Check for 3 days in a row, you successfully quit that drug: You no longer feel the urge to consume it, nor do you suffer from its withdrawal effects.

In order to quit a High Addiction drug, you must succeed on a total of 6 Addiction Checks for this 3-day period, for a Medium Addiction drug; a total of 3 checks, and for a Low Addiction drug; a single successful check.

THE MINDABAR PASTE

Addiction level: Low, inhaled, price: 5 gp/dose

It is either sold as a powder or a paste. It is made out of the soil and some plants.

Satiation Effects. You have advantage on Wisdom (Survival) checks for 1d4 hours.

Withdrawal Effects. You must succeed on a DC 15 Constitution saving throw at the end of the satiation period. Otherwise, you become paralyzed for 1 hour.

THE FERAL MILK

Addiction level: High, injected, price: 5 gp/dose

It is a white liquid, sold in glass flasks, made out of the milk of poisonous animals, as well as plants and exotic mushrooms. Users are easily detected, as they have white irises for 120 minutes after injecting themselves with Feral Milk.

Satiation Effects. You cannot become charmed or frightened for 1d6 hours. Also, you have advantage on your Intelligence (Nature) checks for 1d6 hours.

Withdrawal Effects. You must succeed on a DC 20 Constitution saving throw at the end of the satiation period. Otherwise, you suffer one level of exhaustion. When you have 5 levels of exhaustion, you fall unconscious for 1d6 hours. Then, you wake up with 3 levels of exhaustion.

WOLFGAZE

Addiction level: Medium, inhaled, price: 1 gp/dose

It is a grey powder, which is a mixture of wolf parts, plants, and some hallucinogenic herbs.

Satiation Effects. You don't care about anything, starting the moment you inhale the Wolfgaze. You are therefore extremely and unreasonably brave: You cannot become frightened for 1 hour. Also for 1 hour, once per round, you can choose to attack recklessly and have an advantage on your attack roll, although this causes other creatures to have advantage on their attack rolls against you as well.

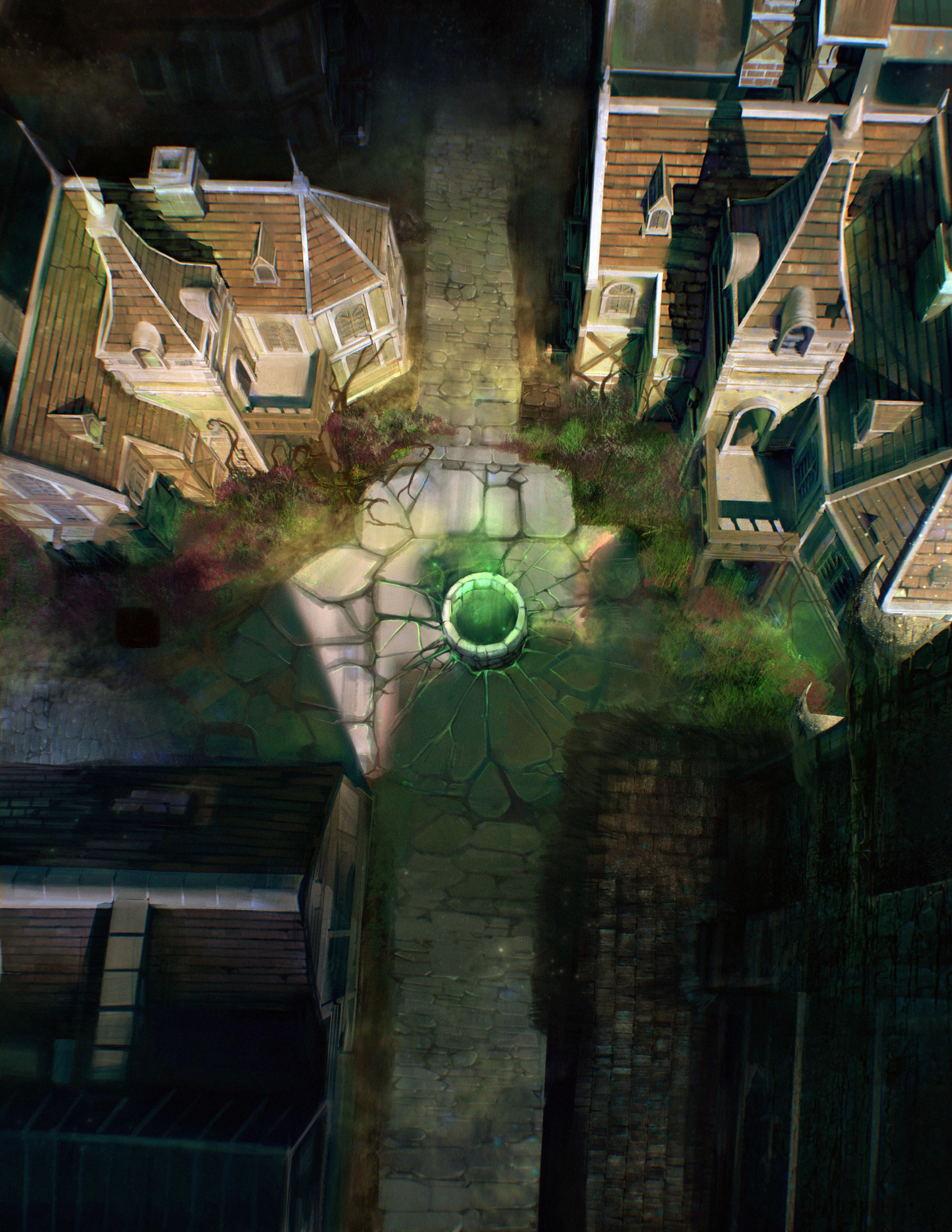
Many people claim that they commit crimes because they were under the influence of this drug.

Withdrawal Effects. You must succeed on a DC 18 Constitution saving throw at the end of the satiation period. Otherwise, you feel more and more vulnerable and weak, and you may even start to cry, scream, or beg for more drugs. You have disadvantage on all Wisdom checks until you find another dose or quit the drug completely.

LAVENDERS' BOOKSTORE

Lavenders' Bookstore is the biggest bookstore in Mindabar which was established in Destruction Circle. It looks like a regular small shop, located on the ground floor of a five-story building. Although it looks small from the outside, it has two more floors below the ground floor. The store has lavender colored walls and a sign hanging above the old wooden door. Two big glass windows display some books to catch the eye of collectors. When travelers enter through the door, they are met with a chaotic array of books, smells and various antique objects.

The Lavender family is an old family, who has always



collected and sold books and parchments. Those passing through, who are interested in knowledge, are certainly in need of their resources. Mr. Lavender manages the shop; he is young, strong and always wearing elegant clothes. He sometimes offers some tea, wine or even coffee to the customers as they enjoy their books, as well as his pleasant conversation.

Secret Words

It isn't easy to find books about deities other than Sabnock, or about other religions, in the bookshops in Mindabar. Even if it is not illegal, it is frowned upon and barely tolerated. Lavenders' Bookshop is one of the places in which people can find such books.

When customers speak the words needed to cast the *tongues* spell, Mr. Lavender shows them their collection of religious books.

OBSERVATION CENTER

The Observation Center is close to Destruction Circle and it is one of the most distinguishable buildings in High Halls. The big and round building with an absurd number of windows on top, attracts many travelers. However, most people are not allowed to enter the center, they must have permission from either Acrux, who is also the leader of The Palace of Mirrors (p.35), or from the High Minds Club (p.52).

Inside the center; there is a big library, a great variety of tools, telescopes, mirrors, a dining hall and a tiny sleeping quarter for those who have permission to stay here.

Zel the Savoir, the ruler of the High Halls quarter, often visits here, and openly discusses a variety of subjects with the researchers.

THE LAKE

The Lake is only a five-minute-walk away from the Guild of Beggars, and for this reason, there are always some beggars around. "Lake" really isn't the right word for this body of water since it is actually a pond with a diameter of 10 feet. The water looks gray or black, and at night, a colorful glare can be seen on the surface. Some folks refuse to come closer, while some others throw coins in, believing that it brings good luck.

The pond appeared out of nowhere nineteen years ago, in one night, and at that time it created quite the sensation. People came from far and wide to examine this mysterious pond; however, no one could come up with a proper explanation for this sudden apparition. Moreover, no one could measure its depth, and many believe that it is deeper than one mile. With all these mysteries, it attracts many academics and researchers, even today.

Many people living close to this area claim that they hear weird voices and see strange things. However, none of these claims have been proven.

HIGH MINDS CLUB

High Minds Club is one of the most important buildings in the Destruction Circle. It is known as the place where academic minds come together, and many people get in and out both during the day and at night. People who visit the building have a wide knowledge of many topics. Some come to the club looking for answers, some want to bring depth to their research, while some others just want to enjoy some high-quality conversation. Although their activities are not shared with the public, many people know that they are interested in other realms and in the stars.

The headquarters of the club is an old, three-story building located ten minutes away from the Temple of Destruction. A very special black marble is used in the construction of certain parts of the building, such as columns and stairs. Somehow, the black marble looks pleasant and disagreeable at the same time. When people look at the material closely, it looks like it contains some nebulas.

The club has a small garden, hidden by a powerful spell. For this reason, only members and those who have special authorization can see this garden, and others only see an empty space with small ponds and well-groomed trees. The building is very busy; many people get in and out, day and night. Two guards standing at the entrance of the garden gate both protect the building, and control who gets in and out. Those wishing to enter must have a special necklace that lights up only when a member is wearing it. Aborath is the only one who can enter without a necklace. Even Zel, the leader of the Temple of Destruction in High Halls, must show her necklace to get into the building.

Aborath carefully observes the Club and its activities. Although he says that he is there for the sake of his own curiosity in other realms and creatures, some think that he is trying to control the activities of the club.

For the members, the garden looks like a big planetarium, the sky is always covered in stars and nebulas. When members pass through the black marble columns, servants welcome them. Big leather seats, large drinking bars, dining tables, and all sorts of comfy furniture welcome the crowds. The atmosphere is quite pleasant, people chat, enjoy drinks and meals, and entertain themselves with shows.

GUILD OF BEGGARS

The Guild of Beggars is very close to the main gate of High Halls. Even from a distance, the building looks stranger than any other buildings. Numerous people get in and get out during the day and at night. Some of those who enter are the members of the guild, and some of them are just those who want to become one. Other than that, a respectable amount of people bring their kids here so that they can learn a profession.

Although the Guild of Beggars used to be a minor branch of Merchants of the Void (p.48), it later evolved into something bigger and more complicated. Today, the Guild of Beggars has a good amount of income and influence not only in Mindabar but also in some other realms. Some beggar convoys, with the

permission of Merchants of the Void, are sent to other realms to collect money and to gather intelligence

The building itself is huge and old, with a circus-like, wooden roof and a gigantic door. The door is always open and members can get in and out whenever they want. Perhaps this is the reason behind the chaos inside the building. As can be seen from the outside, the door opens into a very large hall. A heatwave and an intense mist strike the face of those who step through this door. The ceiling is perhaps high enough to fit three floors. Fireplaces are always lit, dancers and storytellers are always lost in one performance or other, and people tell each other's fortunes. Some members can be seen sleeping, while others are changing clothes. The most oxymoronic thing is the sight of these elegant people, dressed in stylish, expensive clothes, enjoying their time in this giant hall; and the idea that these people generally make a living through begging.

Beleres is the leader of the guild. She is a half-orc who was exiled from her village by her own mother for reasons unknown. For a long time, she tried to return to the village and help those who needed it. However, after her mother tried to murder her with the help of assassins, she changed her ways. After coming to Mindabar and begging for a while, she became the leader of the guild. Today, she lives in this building, with two people always guarding the stairs leading to her room. In addition to her management, there is a senior committee that helps Beleres hire new members, and decide who is going to work in which neighborhood.

CLOCK TOWER

Clock Tower is an old, gothic building with narrow windows and stained glass. The tower doesn't have any doors to enter through, since nobody is allowed to go inside. The tower not only shows the time of Mindabar but also of some other realms, in the form of runic markings. It works with the help of great arcane knowledge, and a time stone. The stone has notched sides, which can magically show the time of the day.

The Timekeeper (p.91) is assigned to take care of the stone and guard the tower. It was constructed by Aborath and some members of the Temple of Destruction more than forty years ago. It is a powerful, intelligent construct designed to protect the tower at all cost. It not only harms people but also small creatures such as birds, rats, or spiders who get close to the building. The Timekeeper is one of a kind and is very rarely seen by people, and those who have seen it don't live long enough to tell the tale.

OWLSONG CROSS

Owlsong Cross is a small neighborhood that is a five-minute walk away from the Temple of Destruction in High Halls. It is one of the different places one could visit here. The neighborhood functions very differently than any other place. Here, orcs and goblins dressed in stylish outfits and walk around with a gentle attitude. It is possible to see the orcs who are careful not to splash mud when walking, and goblins that wipe their mouths with silk handkerchiefs after they eat.

The main distinctive quality about this neighborhood is that the orcs and goblins here are actually controlled by three aberrations who live in three separate villas. They use the orcs and goblins in the entire neighborhood as they wish, and make them perform tasks such as cooking, protection, transportation, and collection.

Once folks enter the place, they realize that something is off. The streets are full of orcs and goblins who live like gentlemen. They wear fancy suits, pin precious pieces of jewelry to their clothing, and walk carefully to keep their pants from getting dirty.

KNOWLEDGE MARKET

"I have seen many places, I have been in dark caves, frozen mountains, grand cities, and the most solitary of villages. But I haven't seen anything like the Knowledge Market. An immense amount of data binds all kinds of people together. Here, everybody is welcome, and even the smallest detail matters."

- Osso, Retired Adventurer/Owner of Osso's Letters

Knowledge Market is an overcrowded street in Mindabar. There are criers in front of each shop, trying to attract customers.

Many people come here from other districts to get information on a variety of topics. Some small shops sell magical items on top of regular ones as well.

THE CRAWLING SKULL

The Crawling Skull is a famous tavern located on the back street of Knowledge Market. In the beginning, the tavern was just a flat, and the owner of the apartment, Blenda, lived there. She started to organize some private parties to earn some money and fund her education. She did all the jobs herself; she cooked and prepared the food in the morning, got the living quarters ready in the evening and she sang and danced at night for the customers.

It is in a five-story building, however, the tavern itself is now three-stories. Thanks to Blenda's hard work, the business was able to expand. The other stories are now living quarters.

Blenda (human berserker)

Normally a big tavern like this requires a big team of professionals. However, she did most of what was necessary, for a long time. Even though she has many employees right now, she still prefers doing most of the work herself. She is talented, clever, and fun. Most people enjoy her company however some think that she is hiding something.

She wears long, colorful dresses without sleeves. Her long, black hair is always well-combed and mostly tied in a bun. When talking to people, she generally plays with her earrings.

THE PALACE OF MIRRORS

The palace of Mirrors is a large, two-story building, close to the gates of Crimson Square. The building is nearly as old as the city itself. Aborath had the palace built in the time of the first ruler of the quarter: Felatun. It is said that it is possible to find a mirror of any size and of any structure here. Although it is generally used by academics and people who are interested in outer space, those who are simply curious also come here from time to time. Academics do not talk about their experiences here, but it is known that the common folk have unpleasant memories.

The palace consists of large halls full of mirrored labyrinths, and tiny waiting areas. The waiting areas have very few furniture, and no food or water in sight. As the time remaining inside increases, the possibility of communicating with a higher being, alien, or aberration also increases. Some people have reported that they saw their “copies” on the reflections inside the mirrors. Moreover, some claim that their evil twins leak from the mirror, and if the GM determines so, those that do may get the scared condition (p.14). Because of such rumors, many people believe that the palace is the source of the eerie condition called Broken Mirrors (p.14).

The Palace is run by Acrux, who is also the director of the Observation Center (p.33). However, he is not the owner of these two centers and couldn't inherit or sell them if he wanted to. It is known that both buildings are the property of the High Minds Club (see above).

OUTER CITY

Outer City is the broad area between the city walls and the citadel. It is the poorest quarter in the entire city. The services, rent, and food are generally cheaper than in the rest of Mindabar. Many groups who come to Mindabar in large groups live here. It is complete chaos; with its variety of buildings, one-way streets, and the enormous crowd. Most buildings in Mindabar are constructed of mudbrick and stones, and they are either too close to one another, or adjoined. These homes and shops are generally two to five-story buildings.

There are two main parts of Outer City: the Upper Ward and the Lower Ward. Both wards possess the properties of Outer City; however, the crime rate and level of income are higher in the Upper Ward. On the other hand, Lower Ward has many more guards and a lot more governance since the Temple of Destruction and the guard barracks are located here.

Since the main gate of the city is here, those who come to the city from the wilderness are met with people who offer them guidance at the gate. Waiting under a large metal sign that says “All Welcome” at the entrance, these people work for hourly or daily wages. There aren't many guards walking around since almost no one can pay the Tax of Protection (p.64).

Outer City is a highly populated area of the city and it is ruled by a young woman named Seren the Bloodseeker (p.79), who is a powerful wizard known for her keen interest in

spilling blood. She took control over the old ruler, Telrin by killing him.

REMARKABLE PLACES

Hundreds of buildings lean on one another, concealing the dirtiest of secrets, pleasures, and intentions. One can always spot interesting buildings, shops, or statues in Outer City. A few examples of these remarkable places are given below.

ROTTEN RAVEN ALLEY

“Why don't we just burn this alley? Would it even ignite...”

A young beggar

Rotten Raven Alley is one of the most well-known places of Outer City, a local landmark and a meeting place for many. It is located just north of the Main Gate in the Lower Ward. With all the twists and turns of this alley, even the locals find it difficult to find their way. The streets rarely see the sunlight even at midday, and mold and rot grow on the soil and the pavements because of the constant wetness and humidity. A foul scent covers the entire alley.

Working on and studying corpses is a common occupation in this alley; some residents even have special cages for the undead. For this reason, many people get rid of corpses by selling them here.

A few taverns and inns are here to welcome the guests; although, they are generally full. Also, most of the residents of this alley struggle to survive the day and cannot pay their Tax of Protection (p.64), which in turn makes them more vulnerable to thievery and arson.

HOUSE OF ETHEL THE FORTUNETELLER

There are countless fortune tellers in Mindabar; some look at cards, some look at glass spheres, some look at the stars, some ask the souls, and some look at the remains of coffee or tea. But all of them know of one name: Ethel Blackwood.

It is not known exactly where she came from but it is said that she used to be a priestess of a good deity. However, the god fell and was severely tortured, along with its priest and priestess. Even though she, herself, never tells her story, this is what is said among the people.

She cannot read or write, and lives in an old two-story house in the North Ward of Outer City. No matter how much money she earns from her customers, she insists on staying in Outer City and in this house. She rarely leaves her home.

When customers enter her house from a dark, narrow, and dirty street; they cannot see much of a difference, as the hall is also dark, narrow, and dirty. The second floor, where she lives, is cleaner.

TEMPLE OF DESTRUCTION

The Temple of Destruction in Outer City is located in a building with the same big, garish design. The building is in

the Lower Ward and it is a ten-minute walk away from the Main Gate. It is obvious that the building is guarded very well, and at any given time, people might see 1d4 Torment Bearers (p.83) and 1d12 City Guards (p.84) near the temple.

The Temple is always open and crowded. Seren organizes many events in and around the temple to attract attention and to influence people.

Seren (p.79) lives in the temple building.

IRONSLAYERS' ADVENTURE GEARS

Adventure Gears has been a shop and meeting place for many, for more than 10 years. It was established by a powerful Outer City family; the Ironslayers. It was just a shop at the beginning but the family made sure that the business grew with each passing year, both to become more powerful and to increase their profit. Today, Adventure Gears is the biggest employer in Outer City, even surpassing the Temple of Destruction, as organizations from other quarters also use this place to find employees and tools. It is known that neither the Temple nor the Merchants of the Void is pleased with the situation.

The headquarters is a big, two-story building in the Lower Ward. It provides essential tools, gears, and labor force for those who need it. At least six people are always on guard near the building, in case there is any need for them. They are generally strong and powerful since they are trained by adventurers and experienced soldiers.

Pushing through the old wooden doors, the sight of the chaotic crowd might shock those who aren't used to it. All around, people are scrambling to get to where they need to go, perhaps some are trying to find a place to wait for others, some are sleeping in the corner, while others are gambling and shopping. There is a bar and a couple of tables on the right, while on the left, hundreds of tools are hung on the wall behind the bench. Just across the entrance room, a middle-aged woman waiting on the big reception door registers the employees and employers in hefty books. There are a great variety of services provided by people in various lines of work; ranging from sex workers to alchemists and artists. In addition, if a customer is given a special ticket, they are allowed to access the basement and the second floor, where they can receive services and products that are even more indecent than the ones being offered on the ground floor.

SPICE MARKET

The hustle and bustle never grinds to a halt at the Spice Market; the criers never cease to try and attract new customers, while the artisans of the market can always be seen chopping, grinding, drying, or baking something or other. With at least ten small shops and hundreds of workers, it is one of the biggest markets in all of Mindabar. Many things are produced here: different flavors of salt and sugar, spice blends, flavor additives, all sorts of powdered materials and other things of the same sort. Some are available to all of Mindabar, while others are packed and sent to Merchants of the Void.

During the day, a big crowd wanders around, passing between the stalls and sunshades, buying and tasting some

spices. Most of them either work for a tavern or for a wealthy house. Some of them are cooks who are in search of new tastes. At night, it is generally empty. Only a few guards, mercenaries, or watchdogs can be seen on the streets.

The whole area is controlled and guarded by the Merchants of the Void since the organization is the main beneficiary of the entire production.

THE RETIRED QUEENS

"I must go there, don't know why, but I MUST! I must listen to the sisters..."

- A drunk

The Retired Queens is a famous tavern in the Lower Ward, not only among Outer City residents, but also among those living in the other quarters.

The lights are always on in this two-story wooden building, and the air around is always filled with noise. Music, fighting sounds and the shouts of drunkards are all part of the atmosphere.

When customers enter the building, they see that it is much louder than it looks from the outside. The chaotic combination of sounds creates a harmonized howl. There is a big stage right across from the door, and it always has someone on it. There is always someone in front, cheering for the person on stage. The bar on the right, serves a variety of drinks, just like the ones in taverns in the rest of Mindabar. Generally, there are people standing next to the bar, listening to the music and chatting with one another.

What is most famous and fascinating about the tavern is its artists. A big variety of performers showcase their abilities all day long; but the most well-known performers are two fairy sisters: Tessa and Raine. These two fairies are also the owners of the tavern. While singing on stage, they also dance with acrobatic moves. When they do, almost the entire hall falls silent and begins listening to, and watching, the performance, as though they were completely entranced with each flick of the wrist, and each change in melody. This is why many believe that their performances are laced with some kind of spell or drug.

In actuality, Tessa and Raine are masters of alchemy. While on stage, they pump some kind of steam to the hall through small pipes that lead to the basement. This steam has a pleasant effect that makes people feel more pleasant, calm and relaxed.

Tessa and Raine (fey, alchemist)

These two sisters are always the center of attention and they love being so. During the times when they are not on the stage, they walk around the tavern, talking to people and enjoying other performances. Both of them are always drinking a special wine called Flower Wine.

Specials

the retired queens

BL⊕D ⊕F †HE BU††ERFLY (3 SP/GLASS)

Cold and fresh with a minty flavor, this is a greenish drink with tiny chunks of caramelized butterflies floating around in it.

You gain advantage on Wisdom (Perception) checks for 1d4 hours.

FL⊕WER WINE (1 SP/GLASS)

The grapes are fermented in oak barrels with a variety of edible flowers and a big piece of honeycomb. The drink has a nice, rose color with golden sparkly pieces in it. It is quite sweet and makes people feel a bit woozy, even after the first sip.

You feel your muscles get warmer and more relaxed after the first sip. You are also a lot more cheerful than usual for 1 hour.

G⊕A† (5 CP/GLASS)

A mixture of various sugary liquors, brewed with the addition of locust beans and honey. It is garnished with brown sugar and lemons.

You feel more energetic and brave upon taking the first sip for 1 hour.

THE BLACK SWAMP COFFEE HOUSE

Coffee is a new but popular beverage in Mindabar, imported by Merchants of the Void (p.48) from some exotic places. Its price is equivalent to beer in many parts of the city, and there is more than one coffee house in every part of the city. These coffee houses are places where information flows from ear to ear, and where people get to gossip about the Temple of Destruction and other organizations. For this reason, the coffee houses are often controlled by the Temple. Moreover, it is even said that there are some spies from the Temple, who secretly listen to the conversations in some of them.

The Black Swamp Coffee House is a large coffee house, located in the Upper Ward. Before turning into a coffee house, it used to be a bakery. Today, people come here early in the morning, sitting in large comfortable chairs or pillows, drinking their coffee. It helps people start their days.

Hookahs are more popular in the evenings.

Edunn, who is an old man, is the owner of this place. He has eyes with white irises that make most people comfortable to look at.

He says that he was once a sailor but was later cursed by a sea goddess. Then his whole life turned upside down and he decided to come to Mindabar, accompanying a large group. He is known to be the first to introduce coffee to Mindabar.

THE ANIMATED PAN

Situated across from an old tailor's shop, called Suna's Furs; the Animated Pan is a famous inn with its parties and pranksters that are known to approach its customers. Everyone is welcome here, with no exceptions or limitations, everybody can come, enjoy themselves and stay here. Although overcrowding is the biggest problem of the inn, Heratt the Lionchoker, who is the owner of the place, doesn't consider this to be much of a problem. In fact, for him, this is something to be encouraged.

Most of the folk who visit the inn like his hospitality, but this is especially true for thieves. Thievery is a serious problem inside, as many people lose their belongings while staying or dining here. Lionchoker does not seem to care about, nor does he take steps to prevent this issue.

Heratt loves to play jokes on his customers. He swaps meals and drinks, hides clothes and jewelry, and sneaks wild animals into guest rooms. He also likes sending fake notes and letters to customers and gives them some chemicals to help them see vivid dreams. Despite his weird behaviors, most people like him and keep coming to the Animated Pan.

There is an old engraved door with a metal sign hanging above. The door opens to a wide staircase illuminated in dim light, with faded purple walls behind it, and small, weird ornaments that Heratt might, from time to time, animate. Rumor has it that customers must stay away from these ornaments, otherwise they might start moving and might even end up attacking them. When customers go up the stairs and

into the dining hall, they enter a crowded dining hall. A large fireplace and oil lamps light the area.

Heratt the Lionchoker (gnome)

Heratt is a skinny, middle-aged man with a red, braided beard and extremely fair skin. His attitude and demeanor more closely resembles a child as opposed to an adult. His voice and his sentences have a childish quality about them. He loves to tell jokes, stories of his pranks, and customers' reactions to those pranks.

FIREWATCH TOWER

"If I were Ella, I would love to watch the city burn... Just imagine how grand the fire would be: flames rising from buildings, thousands of people screaming, a grey smoke covering all the dirt... It would be awesome! On top of that, I could write a poem about the fire, one to match its majesty!"

- A young lyrist

Temple of Destruction charges certain groups in every quarter with watching for fires while other groups are tasked with controlling the city's water resources. The headquarters of these groups is the Firewatch Tower in the Upper Ward.

The stone tower is a tall, cone-capped cylinder that offers a panoramic view of Mindabar. The tower's design is not only practical but also artistic with its marble stairs, detailed engravings, and stained-glass windows. Many artists draw pictures of the tower. For this reason, it is quite easy to find artwork depicting this tower, at very low prices. One could also come across some people who come to Mindabar with an invitation letter or a postcard that possesses an image of Firewatch Tower.

In this building, four people constantly watch the view to spot any fire. Ella is the ruler of the headquarters, as well as all groups assigned to this task. She is a young woman, who lives in this tower, and who is passionately committed to her job. No one ever sees Ella complaining about her job.

BLACK FEATHER PERFUMERY

Black Feather Perfumery is a tiny perfumery in the Upper Ward of Outer City. It is established on the ground floor of an old, three-story building. This small shop has big glass windows, an old wooden door, and high ceilings. When customers go inside, hundreds of small flasks welcome them; each with a stronger, and more exotic scent. The walls are covered in wooden cupboards full of all sorts of glasses. There are also various taxidermy animals hung here and there.

There is an old lady waiting behind an old, wooden counter, Ella. She generally wears long robes and doesn't trouble herself with combing her tangled grey hair. Still, the most remarkable thing about her is her nose. She has an enormous nose with huge nostrils. She often claims that her nose is what makes her good at her job. Folks can find a variety of different scents in Black Feather Perfumery, ranging from honeysuckle to human flesh. Ella herself is known to have found many of the scents in the shop.

Some people believe that some of these scents can be used in some spells and Ella secretly works on certain improvements to these spells.

BODHAN'S BOOKSHOP

Bodhan's Bookshop is a two-story, stone building in Lower Ward. It is the cheapest bookshop in all of Mindabar, and people are able to find a great variety of books here.

Bodhan, a short, handsome man at the age of 31, is the owner of the bookshop. It is known that he has always wanted to be a wizard. However, he always stays inside this bookshop and sells books. He lives in the basement of the bookshop, and the second floor is used as a kind of workshop.

The workshop on the second floor never stops, and more than 20 people can always be found here; reading, writing, and swapping notes. Even if there is a great number of books in the shop, their quality is questionable. Many books are sold with missing or illegible pages.

THE SMOKING PIPES

Located on the rooftop of a four-story building The Smoking Pipes is a famous shop in Mindabar. Gassu, the owner, is a fat, young man whose skin turned a yellowish pale because of the potions he tried. The name of the shop is carved on the wooden door in a handwriting with a Victorian style.

Gassu is not hospitable like most owners; he often refuses to open the shop or to welcome customers. When he opens the door, the entrance area welcomes the customers with the smell of exotic spices and burning chemicals. In the entrance, faded murals contain images of plants and flowers, and a dim light coming from the rooms illuminates the space. Across the entrance, a wooden stair leads to the roof where Gassu keeps and cares for many unique and exotic plants. On this roof, which has a 11-foot-square area, one is met with a couple of greenhouses, as well as some open spaces.

Gassu refuses to move to other quarters of the city, even though v He says he likes being around Outer City, and watching what everyone is up to from his rooftop.

Gassu likes serving a great variety of potions but also offers some tea and even meals, if it pleases him to do so. But most people do not recommend consuming the food here, since they have a reputation for taking one's breath away in all the wrong ways, making one feel queasy. He may agree to brew specific potions at the request of customers.



GASSU'S POTION AND POISONS

☞ **Tongue of Fire (500 gp).** The liquid is red and contains small of slimy-looking chunks of an unrecognizable object. It has a sharp, bloody taste. Gassu disagrees to give the recipes however rumor has it that each bottle contains the tongue of a fiendish creature.

When you consume this potion, you can speak Abyssal and Infernal for 1d8 days.

☞ **Against the Fire (1000 gp).** It is a white potion that almost looks like snow, and it is always cold no matter how much you try to up.

When you consume this potion, you have an advantage on attack rolls against fiends for 1d4 hours. Also, you gain resistance to fire damage for 1 hour.

☞ **Red Pudding (600 gp).** It is a red slimy pudding with a sweet-and-sour taste that smells like apples.

When you consume it, you gain an advantage on your attack rolls against non-humanoid creatures for 1 hour.

☞ **Eyes of Dead (1000 gp).** The potion is a mushy, gray mixture that almost looks like a cement slurry. You must add an eyeball and wait until the mixture turns into a black liquid before you drink it.

When you drink it, you start seeing what the creature (from whom the eyeball was taken) had seen in the past several days.

☞ **Suppress Fiendish Nature (2500 gp).** The potion is a red slimy liquid with small chunks of raw meat swimming around in it. It tastes like Tongue of Fire, but the effects are completely different. When you drink it, the fiendish creatures

can suppress their nature and their creature types cannot be detected by spells or magical effects for 1d4 days.

Some devils and demons prefer to use the potion for raids and investigations.

☞ **Paranoid (500 gp).** The potion has no taste, color or scent.

When you drink this potion, you must make a DC 15 Constitution saving throw. On a failed save, the GM chooses one character flaw from the list below, which is added to your existing personality flaw(s) for 1d4 days.

- You find it hard to sleep again and cannot finish a long rest until you have 3 levels of exhaustion.
- You constantly feel like you need something to pacify your mind. You must either take a dose of drugs or drink a bottle of alcohol every hour; or you are afflicted with short-term madness.
- You lose your awareness of your body. You cannot feel anything unless you take damage. For this reason, you have a constant urge to hurt yourself, to make sure that you are still in your own body. At the start of each hour for the duration of the potion, you must deal 1d4 necrotic damage to yourself, or become incapacitated until you take the required damage.

On a successful save, you start to see images and hear sounds that are unreal but makes sense to you. You feel serene and divine, and have advantage on Wisdom saving throw for 1d20 hours.



III

LIFE & CULTURE

LIFE IN MINDABAR

Most people who live in Mindabar do not know and do not care about its history or its society. They just try to survive each day, fulfilling their various devious agendas, without paying attention to others, to the culture, or to life in general. Some say, "Nothing more than pure maleficence can be found in history."

This is a place where the concepts of entertainment and freedom come to die. People have learned to enjoy torturing others or watching them suffer. Many people spend more money on entertainment than on nutrition and shelter. All casinos and restaurants are open day and night. Everyone believes that they are free, except for what is considered a crime by the temple.

THE FOLK AND CULTURE

Mindabar is a cosmopolitan city, where more than 200 thousand people live in chaos. Some are native to the city or are caught by the Obelisk (p.12), but most of them come from other realms. For this reason, the variety is unbelievable; aberrations, beasts, corrupted celestials, constructs, dragons, elementals, feys, fiends, giants, humanoids, monstrosities, oozes, the undead and awakened plants; all live together in a form of lethal harmony. Even so, humanoids from different realms make up the majority (one third) of the population.

This much variety in population creates the complexity that is present in almost everything. The language(s), the literature, the science, the music, the dance, the sculpture, the food, the clothes, and even the buildings in the kingdom are the total sum of this complexity.

HOLIDAYS AND FESTIVALS

Folks are free to celebrate their own festivals as long as it does not involve the worship of other deities, as worshipping other deities is strictly forbidden. Three noteworthy celebrations take place every year in Mindabar, and two of them represent the very soul of the quarters in which they take place. Other than that, there are plenty of small celebrations, sacrifices, and festivals that take place at various times in the city.

DEATH DAY

Ashen Pillars hosts this festival in the middle of winter. People come from all quarters of the city to enjoy the festival. People flock to the taverns and inns, and most of these places are filled in a matter of minutes. Some people pitch tents in dead-end streets and they either stay in them, or rent them to others who have come to join in the festival.

During the festival, Bonelust Supremacy (p. 50) showcases all its power by presenting its newly crafted spells, new necromancers, and new crafts. Also, Aborath attends the opening ceremony in the Temple of Destruction to see what new developments and improvements have been made.

Games, Activities, Contests and Remarkable Food

☞ **Dance of Death.** This is the most popular activity of the day. Bonelust Supremacy resurrects many dead creatures and commands them to dance at the center of the district. The dancing and the music never stop. During the dance, some people shout out bets regarding which corpse dances the best, and there are usually those in the crowd who do so.

☞ **Beauty Contest.** This is a contest in which necromancers enter their creations. These creations dance, or run, or perform some other tasks on stage; showcasing the talents of their creators. From time to time, the audience participates in the performance, and shouts out demands for some other things. The most successful and beautiful contestee is chosen by the audience and the necromancer who created it is rewarded with some gold and some items.

☞ **Desecrated Ash Slurry. (1gp/each bowl)** The brownish, mushy soup is made out on the streets in big desecrated cauldrons, and is sold to the attendants. It is made of the ashes of dead creatures. The soup tastes and smells like a zesty, savory barbeque sauce. When you eat the soup, you either gain resistance to necrotic damage for 1 minute, or can breathe under the earth for 1d4 hours. The GM randomly determines the effect that takes place. The ash slurry that grants the ability to breathe under the earth is seen as a sign of luck and a blessing from Sabnock.

People say that many brothels have new services available on Death Day, owing to the addition of the undead to the workforce.



VOID FESTIVAL

Every autumn, the High Halls quarter organizes the Void Festival; and with it, the streets are filled with people, all enjoying the joyous ambience and celebrating. However, this festival is particularly different from the Death Day festival of Ashen Pillars.

The first notable thing about this festival is that it not only attracts commoners but also the wealthy folk, as well as the members of notable families in Mindabar. In addition to the big crowds on the streets, the High Minds Club (p.52) is also a lively and busy location during the festival. Noble families and powerful figures from each quarter come to attend the meetings. The club organizes meals, parties, and workshops in its headquarters. Sometimes the club, who is among the main organizers of the festival, holds presentations in its headquarters, during which it displays new spells or gives a detailed report about a previously unknown realm to the members. Aborath usually attends these presentations, as well.

Secondly, art takes center-stage in the Void Festival; the streets are full of various weird-looking people who do distinct forms of art. Weird music, unimaginable pictures,

and disturbing illusions can be seen through the gaps among the bustling crowd. The High Minds Club assigns artists, musicians, and spellcasters to each crowded street. However, they are not free to do whatever they like; these artists all receive instructions and all illusions they display are predetermined. The artwork may disturb some, since they contain grotesque, or eerie images.

Another notable thing about the festival is a special drink sold on the street; called *Juice of Infinite Madness*. The popular drink is made by the High Minds Club and is distributed to the participants a day before the festival. Apparently, the fact that the ingredients are unknown does not bother people much, because the drink is sold out easily. Some think that the drink may be a strong drug that drives people crazy for a few hours, as people start behaving in uncanny ways upon drinking it.

☞ **Juice of Infinite Madness.** (2gp/ each glass) It is a milky white fluid with tiny colorful particles floating around in it. It is sold in medium-sized, glass flasks. It is an unstable drink which may have different effects on each person who drinks it. It is said that there were times when some people lost their minds for weeks or even for months because of this drink. Roll a d20. If the result is 1 or higher, you gain the following

benefits. Upon drinking, it you start to have hallucinations of incredibly beautiful images, you smell the nicest things, and you feel an inordinate amount of happiness. This impervious state of mind grants you resistance to psychic damage for 1 minute. If you roll a 1, you still gain the benefits stated above; however, you also become super-alert afterwards. As a result, your passive Perception increases by 10. You start to hallucinate weird places, scenes, and creatures. The hallucinations and your constant alertness do not leave you alone long enough for you to sleep properly, so you can't gain the benefits of a long rest unless you have 3 or more levels of exhaustion. The effects end after 1d4 days. You also cannot have advantage on any checks for the duration.

EARTH FESTIVAL

Earth Festival is the biggest event in Mindabar and it is organized by the Temple of Destruction in midsummer. The aim is to irrigate the earth and thus to awaken the power of Sabnock within. The festival begins with the activation of the Obelisk in the morning, and some souls are caught for the purposes of the festival. As soon as the pale green lights of the Obelisk go out, folks start to sacrifice humanoids and animals, and they collect all the blood that is spilt. Sacrifices continue to take place until dawn.

During the day, crowds spill blood ravenously. At night, nearly everyone is out on the streets: meals are prepared (generally made of the remaining blood and meat), and the streets are filled with dance and music. Some vendors rent *Ring of Greed* (p.67), shops offer special discounts, and brothels introduce some unique services; all of which are available only on the day. All exotic services and products are sold on the streets. Earth Festival is also profitable for the inns and taverns around. These places are also full of people during the day. Special events, meals, and drinks are offered in each of them for the sake of the festival as well.

Many use a saying that is inspired by the festival that goes "The soul-work begins at midnight" because there is a big event in front of The Great Temple, where Aborath lives. The souls caught beforehand are placed in magical cages below the earth. That way, they have to listen to the maddening whispers of Sabnock for an entire year. The souls captured during the previous year are either released or taken away by Aborath on the day of this festival at midnight. When the "the soul-work" is done, the blood taken from the sacrifices is poured down from the city walls.

BIRTH CEREMONY

This is a ceremony that is compulsory for each child born in Mindabar. According to the Temple of Destruction, all newborns must be blessed by the earth of Mindabar. New mothers go to the temples, taking their newborns and some of their delivery blood with them. The babies are buried in the ground wearing a special mask that ensures their breathing. Then the blood is spilled on the soil. The newborn must stay underground for one hour while the mother prays to Sabnock and its prophet.

The ceremony represents the purity of the earth. If the newborn in question is born to nobility or is expected to be a powerful member of society, the ceremony is celebrated by a larger number of people. The family of the newborn even host some meals on the streets.

CUISINE

The city's cuisine is as chaotic as Mindabar itself. It is the total sum of all the cuisines, tastes, and ingredients that have been accumulated from all the realms and kingdoms that the people of Mindabar come from. Even if Mindabar is not an ideal place for plants and animals to flourish, the advanced state of commerce makes finding a variety of materials in markets easier than most other places.

The most beautiful thing about the variety here is that anyone can find something to their liking. Traditional recipes and cooking styles differ; not only from quarter to quarter but also from neighborhood to neighborhood. For example, Crimson Square cuisine often concerns smoking or frying the ingredients, while the food that can be found in Ashen Pillars is often fermented.

The most well-known specialties of each quarter are given below:

Ash Slurry, *Raven Pickles*, and *Fermented Raven Eggs* are popular in Ashen Pillars.

- **Raven Pickles (5 sp/portion).** Raven Pickles are consumed in large quantities. It is a side dish, and can be served next to many meals. To make it, ravens are packed into animal skin, are salted, and are sewn up. Over the course of several months, the ravens become ready to eat, as they are fermented inside these packages. It is a salty and savory side dish that has sharp flavors.

Effect. When you eat it, you have advantage on your first Wisdom (Perception) check that relies on sight for the next 1 minute.

- **Ash Slurry (5 cp/bowl).** This brownish, mushy soup is made out on the street in big cauldrons, and is sold to passers-by. It is made out of ashes of dead creatures, and is seasoned with some exotic spices. It tastes and smells like a tasty barbeque sauce.

Black Magic: Alien Spiced Rum, *Stuffed Octopus*, and *Sea Stew* are popular in High Halls.

- **Black Magic: Alien Spiced Rum (48 sp/shot).** It is a type of rum made in High Halls. It is distilled in larch barrels, has a rich black color, and a spicy flavor. Some believe that it also has particles taken from the bodies of alien beings from distant realms, which some believe is the reason why this beverage affects everyone differently. However, in actuality, it contains a highly addictive narcotic component.

Effect. To determine how Black Magic affects you, roll on the table below:

Die Effects

- 1 You become addicted to it.
- 2 It drives you mad, you have advantage on Intelligence and Wisdom saving throws for the next hour.
- 3 You have advantage on your attack rolls made against aberrations for 1d4 hours.
- 4 You have advantage on your Charisma checks for 1d4 hours.
- 5 You have advantage on your Strength checks for 1d4 hours.
- 6 You feel as though you were the sole possessor of true wisdom, and are immediately filled with extreme confidence. You have resistance to psychic damage for 1d6 hours.

Red Salt, a variety of meals concerning fried wild animals, and *Stuffed Guts* are dishes popular in Crimson Square.

- **Stuffed Guts (7 gp/ portion).** *Stuffed Guts* is a popular dish of Crimson Square. Some beef, kidneys, and hearts are stuffed into lamb guts, with the addition of some herbs and spices. Then these stuffed guts are cured in salt for a few months for them to completely dry-off. After they dry, the guts are removed from the salt and are boiled in water. The dish is served with melted butter and black pepper.

Effect. When you eat it, you feel healthier. You have advantage on Constitution saving throws for 1d4 minutes. Minor bruises, and scratches on your body are closed.

Stuffed Caterpillar, *Ice Cooked Duck*, and *Lemon Pudding* are dishes popular in Aedificium

- **Iced Cooked Duck (3 gp/ portion).** Ice Cooking is a common method for not only duck but also many types of meat. The meat is processed at extremely low temperatures. Iced Cooked Duck is the most popular dish that is cooked in this way. To make it, the duck is marinated in milk, blood, and salt, and is then processed at extremely low temperatures.

Effect. When you consume it, you gain resistance to cold damage but become vulnerable to fire damage for 1 minute.

Ginger Bonbons and *Eye on Top on* are dishes popular in Outer City

- **Eye on Top (5 cp/cup).** *Eye on Top* is a popular dish in Outer City, as it is delicious and affordable by many. It acts as a morning energizer for many residents in Mindabar. It is a poached eyeball (preferably taken from a large mammal), served on toasted white bread with some herbs and cheese. The eyeball must be boiled until its texture looks like soft-boiled eggs. Many people enjoy feeling this eyeball explode in their mouths, releasing its juices. It makes you feel more relaxed and alert upon consumption.

ART

Artists usually don't need harmony; cacophony, in all its forms might be a source for the brightest inspiration. And in Mindabar, the cacophony never stops. There are always many different smells, rich colors, strong sounds, and feelings to be experienced out on the streets of the city. An array of emotions penetrates every solid body; cries, evil laughter, and screams are heard all around. It seems that everything about the city is in excess; rich colors catch the eye, smells are overwhelming, and sounds are disastrous. All people are colored with feelings of greed, fear, anxiety, surprise, anger, and disgust. However, only those who are gifted can channel these feelings, and turn them into art.

Many forms of art can be found within the city walls: dancing, singing, sculpting, poetry, acting, drawing and any other form of art one can imagine is somehow represented here. Some artists prefer the classical, traditional method of doing things, but some others prefer to come up with new and interesting things to add to the art-form, combining their abilities with the experience of these traditional art forms. Below are two examples the forms of art that are native to Mindabar:

DANCING SKELETON

The Dancing Skeleton is a special combination of dancing and acting. The necromancers who practice this artform are also choreographers and performers. They try to evoke different feelings in the audience with the motion of the skeletons they animate. Sometimes the performance is accompanied by music to enhance emotions.

This spectacle is so popular that the biggest street in Ashen Pillars is called "Dancing Skeletons", named after an amazing performance, which took place in the past.

BLOOD-INK

Blood-ink is a special material that is used in a special way, by artists. This ink is made by the distillation of the blood of humanoids and animals. Many artists prefer to use their own blood for it, because they believe that in this way, their soul seeps into whatever they draw using the ink, giving it "life". Some exhibits are organized in the quarters, and the artwork in the making of which blood-ink is used are sold in markets as well as in some galleries.

ADDICTION

If Mindabar was like any other big city, addiction would be one of the biggest problems here, and would probably lead to many other crimes. However, most of the population of this city, from teenagers to the elderly, from the common folk to those who have power, is addicted to one or more substances, and therefore finds addiction to be a fact of life. It is thus legal to sell, buy, and produce these substances without any restrictions.

The substances that can be found on the streets of Mindabar are listed in "The City" section (p.12). In this subsection, one can find the two substances to which the folks of Mindabar are

mostly addicted: Ammo and Blood Wine.

AMMO

Tobacco has been imported for a very long time. Although many people have different tastes and preferences about tobacco, most of the residents of Mindabar developed a certain common taste for Ammo. In fact, it is so popular that people have even developed some jokes and jargon with it being the common theme. It can be purchased from any vendor; be they in shops, inns, taverns, or even back alleys. It smells more

earthy and smoky than other types of tobacco found here.

BLOOD WINE

Blood Wine is probably one of the most popular drinks in Mindabar. It is a sweet, earthy, and fruity red wine. What makes this wine special is the place where the grapes are grown. The grapes from which this wine is made are grown in an old cemetery in a distant realm. It can be found in any inn and tavern in Mindabar.

CULTS, ⊕ ORGANIZATIONS ⊕ AND FAMILIES

The human body is the perfect metaphor for the society of Mindabar. The buildings are the skeleton, the folks are the blood and the organizations are the organs. These parts, which all need one another to be able to function as they should, come together to form the entirety of Mindabar; the body. The organizations are the ones who organize all the vital functions of the city: the trade, the religion, the law, the entertainment, and the daily life all revolve around these cults and organizations.

One can practically find any kind of group in Mindabar, since the city is quite packed, and organizations are not limited by any sort of law. Empty buildings, dark corners, large halls, and dead ends may be among the meeting places, while almost anybody can be a member or even a leader of an organization. Some cults, organizations, and families are given below.

THE CULTS

There are only two cults in Mindabar. Aborath does not allow for the existence of any other cults besides The Temple of Destruction, and Tormented Souls of Mindabar. These two cults are the leaders who set the moral values of the community.

TEMPLE OF DESTRUCTION

"There is nothing to be afraid of my friends, nothing to lose, nothing to escape... There is no mighty lord, who will punish us for our sins, for there is no such thing as sin my friends! We have been forgiven, from the very beginning."

- Cornelius, the Black Tulip

The Temple of Destruction is an evil and monotheistic religion on which the foundation is built on the teachings of Aborath, which is believed to be the one and only messenger and prophet of Sabnock. The temple teaches the ways of Sabnock the God-King of Earth, which are libertarian, destructive, and all-powerful; a quality for which followers believe and worship the almighty power of Sabnock. The teachings also talk of the glory of the day of Great Destruction, which will eventually vanquish everything and everyone.



HISTORY

The teachings began as soon as Aborath was resurrected and started to gather people in Mindabar. Aborath chose some priests from among the fellow followers, and these priests started to tell others how Sabnock and its religion will bring equality and freedom to the people of Mindabar. These ideas captured the attention of many people, and the variety of the folk of Mindabar started to increase.

Five temples were built with the help of followers, priests, and slaves. The buildings became the one and only altar of the quarters. Since the beginning of these temples' existence, the priests stayed inside, and participated in the daily life of the quarters. Soon; celebrations, festivals, and other practices became one of the main concerns of the temple. These new areas of interest were not very well received by most of the followers and some priests, however, the revolt was swiftly suppressed by the temple, as those who opposed these new practices were swiftly suspended.

INITIATION

When one enters the city, they are considered a part of the Temple of Destruction. After that point, one must respect the rules and regulations of the temple and behave accordingly.

Even though everyone in the city is considered to be a part of the Temple, there is still an initiation process for those who want to be a part of the priesthood. The priests are not only influential in the temples but also in the rest of Mindabar. Those who want to be a follower, must follow certain rules for 14 days. After these 14 days, the priests of the Temple choose who deserve to be a follower. What happens after one becomes a follower is given in the following pages of this section. The list of tests and rules are given below:

- They must eat soil only. (Ring of Soil Eating p.67)
- They must sleep no more than 3 hours per night.
- They must wear a brown sac-like robe for the entirety of the 14 days.
- They must abstain from all sources of light.
- They must repeat the following sentences 300 times a day:
 - *Destruction is the foundation of my existence.*

- *It (Sabnock) is the one and only source of existence through nothing. It is the one who is everything and who needs nothing.*
- *Aborath is the one and only prophet who has power over all lands and creatures. He returned from nothingness to light my way towards Great Destruction.*

HIERARCHY

All people in the city have a part in the hierarchy of the temple, as everyone is accepted to be a believer of Sabnock. There are five levels in the temple: Commoners, followers, priests, summoners, and high priests. The hierarchy is as follows:

- High priests are below Aborath himself. There are five high priests, each from one of the five quarters. They attend to law cases, organize festivals, and control the trade that goes on in their quarters. They are effectively the leaders of their quarters.
- Summoners hold the second-highest level in the temple. Twenty Summoners live in the Great Temple that surrounds the obelisk with Aborath and they travel to other realms to gather new people. Even though in a normal hierarchy, those that are higher up in the system would have the authority to give orders to the ones that are in lower positions, here; the Summoners only answer to Aborath himself.
- Priests are tasked with teaching people about the rule of Sabnock and the Great Destruction (p.7). The priests are chosen by high priests from among the followers. They organize the day-to-day ceremonial events such as funerals, birthing ceremonies, and prayer circles. They live in the temple and are paid by the temple for their services.
- Followers are people who have signed their names in the book of Aborath. They pledged their alliance and fate to Sabnock and its prophet in Mindabar. Most of the time, they run the errands that are needed in and around the building; such as sweeping the entrance, or cooking the meals.



- Commoners are regular folk who have fate in Sabnock, the day of Great Destruction and Aborath.

THE ACT OF WORSHIP & WORSHIPPING PRACTICES

Many people believe that they can commit any crime except be disrespectful to the faith. This rule is partly true, because even though this is what is said to the commoners, they are still prohibited from behaving against the will of Sabnock and the Temple. Other than the commoners, there are some basic rules and regulations set out by the temple for followers, priests, and summoners to follow, as well. These rules are listed below:

- Even though the murder of other residents is technically legal, disrespecting any priests, high priests, or summoners is prohibited, as this is considered to be disrespectful to Sabnock and its prophet, Aborath.
- Using the temples' resources for individual interests is prohibited to all.
- All have to attend the Earth Festival (p.43).

GOALS AND ACTIVITIES

The ultimate goal is to bring the Great Nothing to every plane of existence, and thus destroy them all. However, the high members (priests, summoners, and high priests) of the Temple always make Mindabar their priority, and with the help of Aborath they always seek to strengthen the city and spread the teachings of Sabnock to the hearts and minds of its residents.

RUMORS

From time to time, some rumors spread around the city about the presence of some priests or followers who disrespect the temple or who use the Temple's resources the temple's resources in various ways. Most rumors are just that; just rumors. However, it is said that there are also some priests who are punished as a result.

TORMENTED SOULS OF MINDABAR

"Bless pain; which holds the entire universe within its destructive power... Suffering means the unification of the soul and the universe!"

- Faria the Mad

Tormented Souls of Mindabar, also known as Mortification of Humanity, is a smaller temple than the Temple of Destruction. It is considered to be a part of the Temple of Destruction, however, pain and suffering are the main focus of this club, as opposed to destruction. Members and priests believe that pain is the

best and most blessed way of destruction. If all souls are to be destroyed, and become one in the Great Nothing that is the universe, the only way of turning this beautifully unsanctified cause into a reality could be through pain.

Tormented Souls of Mindabar try to expand their area of influence and of their teachings throughout Mindabar. They go from door to door in Mindabar, and invite people to the one and only way of salvation, and offer them food, shelter, and safety. The cult owns some homes in the city, members are staying in those houses together.

HISTORY

Tormented Souls of Mindabar is an organization formed by three former members of the Temple of Destruction, who were avid believers of Sabnock, but who wanted to bring reform to the way things were run in the Temple. The three leaders sought new and better ways of worshipping Sabnock, and were rewarded for their sense of initiative (see below).

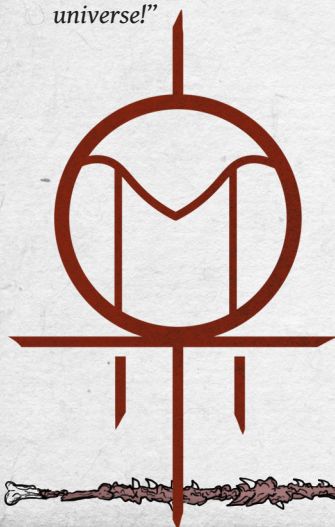
When it was first formed, there was tension between the two groups, due to the influence this new organization was starting to gain. When Aborath found out about a clash between the Temple of Destruction and the Tormented Souls of Mindabar, he organized a big festival and pacified both groups. He announced his recognition of a new temple called the Tormented Souls under the Temple of Destruction. After that, Tormented Souls of Mindabar started to operate in the city. At first, it was hard for them to find new members because the cult had strict rules which were not in keeping with the lifestyles that the folk of Mindabar are used to. Now, however, it has many followers from all its quarters, as well as many places of worship, both ones that are open to the public and ones that are exclusive to the members.

LEADERS

Once, Black Masks were just naive, young men of Mindabar, who were aware of the corruption that ran amuck in the Temple. They were convinced that there was a better way of worshipping their one true master, and its prophet. Taking inspiration from the story of Sabnock (p.6), they first locked themselves in a small cabin, close to the temple; and tried new forms of prayer and worship, seeking recognition from Sabnock or Aborath. Seeing that their prayers were left unanswered, they tried burying themselves in the soil of Mindabar after performing a ritual, just like their prophet. After they spent three days in the soil, Aborath recognized the determination that lurked in the hearts of these young men, and bestowed various powers on each of them, that were even stronger when combined.

Black Masks are three tall, lean, hooded figures who rule the Tormented Souls of Mindabar, who all live in the headquarters together, and who are usually seen together around the rest of Mindabar as well.

Many fear the aura that fills the room with their presence, just as they are afraid of their supernatural powers.



INITIATION

Unlike the Temple of Destruction, which even accepts peasants to its ranks, Tormented Souls of Mindabar only accepts a selected few who can bear the initiation process, which includes extreme fasting, intense beatings, and brutal torture.

Two gifts are given to newcomers: the first being a whip, and the second being a special collar with inward spikes. For this reason, newcomers can often be seen wandering around in clothes with blood on their collars.

The members are expected to strictly follow certain rules after they have been initiated into the cult, and they have received their gifts. These rules concern the prohibition of anything that would improve wellbeing, and are listed below:

- Wearing high-quality clothing is prohibited since it may protect the wearer from the hot and the cold.
- Wearing armor of any kind is prohibited.
- Hiding or dressing a wound is prohibited.
- Eating until full is prohibited.
- Marrying and having children is prohibited.

GOALS AND ACTIVITIES

Tormented Souls of Mindabar wants to spread the idea that pain is a blessing. The cult has a remarkable number of members and sympathizers in Mindabar. They go from door to door collecting gold from houses and shops in the city, for the sake of Sabnock and Tormented Souls of Mindabar. Other than the idea of the day of Great Destruction and pain, they do not pay attention to anything else.

From time to time, Tormented Souls of Mindabar organize a special event called "First Blood", in which people willingly, undergo torture. The intention behind this event is to introduce the true and beautiful nature of pain to the residents of Mindabar. Usually, there are those who are able to appreciate the artistry and delicacy of true pain, and who ask to be a member of the cult, after the event is done.

ORGANIZATIONS AND FAMILIES

Faced with the day-to-day maleficence, treachery, and deceit of Mindabar, it was not long before the folk here decided to join together and found some organizations. Due to the high population and multiculturalism present in the city, a great array of organizations and guilds were able to find a place for themselves within. Some of these organizations are given below. A large portion of the economic goings-on in the kingdom are carried out by organizations similar to, but not only limited to, the ones given.

The city is home to hundreds of groups and organizations; both large and small. Many families prefer to stick together and live together, even keeping their business in the family. Some of the organizations below are known to have started as family businesses, some others still work with family members only, while some others have a strange tendency to operate as

a family even though they are not.

From time to time, folks hear rumors of secret societies with unacceptable goals such as murdering Aborath or propagating a new religion, although these rumors are never confirmed.

MERCHANTS OF THE VOID

"We have more refined tastes than you bumpkins; with your inferior pleasures, your low-grade clothes, and cheap meals. We just can't... But you have no right to call us "greedy" just because we can appreciate the finer things in life. All of us in this city need and want more money... but we are just more upfront about it."

- A new Merchants of the Void member, at a party

Merchants of the Void is one of the most influential groups in Mindabar. They are tasked with the organization of trade and commerce. The organization registers new merchants who work with the previously recruited members, organizing the trade, controlling cash flow and collecting the fees.

The headquarters of the guild is located in Aedificium. It is a two-story, stone building with a well-kept, vast garden with guards patrolling it at all times.



LEADERS

Ezra Shade is the dwarven master of the guild popular for her maleficence and villainy. Ezra used to be one of the assistants of the last guild master, Gudrick. He even presented her with a powerful, magic axe for her years of loyal service to the organization. However, one day, Ezra turned on Gudrick, and killed him with the very same axe.

INITIATION

New merchants are either invited to Mindabar by *Summoners* (p.89) or registered members can recommend them as new additions. Once a merchant is registered, they must pay two main fees: the Merchants of the Void Registration Fee and the Subscription Fee. Details about the fees are provided in the "Trade" section (p.63). After they pay the fees, all merchants are given a registration document, which must be on their person at all times.

GOALS AND ACTIVITIES

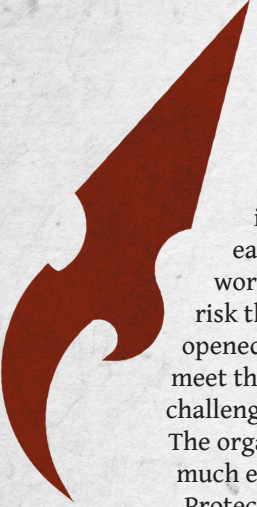
The guild's main goal is increasing their own wealth. Merchants either stay in the guild's headquarters or benefit from the special merchant discounts for lodging. They also organize an exclusive party for the more upscale merchants (see Trade section p.63) every month.

Ezra runs the organization herself, but she also has a small number of merchants who she consults about her business. These merchants meet once per week, and Ezra reports the details of each meeting to Aborath.

THE ORDER OF SERENITY

"I hate those who blame the people for the murders and shit, everyone should just open their eyes... We are the ones who hire them, and give them money to kill others. They are not in the wrong one bit! I wish I was one of them."

- A young beggar



The Order of Serenity is a powerful organization who plans and carries out assassinations, and in which customers can find a great variety of options to satiate their thirst for revenge, or for blood. Even if murder has never been illegal in Mindabar; it has never been an easy job as those who work in this line of work have to spend their own resources and risk their lives. The Order of Serenity was first opened with the permission of Aborath himself to meet the need for a group willing to undertake the challenge, approximately five hundred years ago. The organization accepts jobs that target pretty much everyone; save those who pay the Tax of Protection (p.64), since murdering people who pay the Tax of Protection is considered disrespectful

to the temple. It could thus be inferred that the organization is technically controlled by the Temple, like everything else in Mindabar. Every ten days, a group of priests visits the headquarters in High Halls and investigates the murders, sometimes taking documents to be viewed by the high priests (see Law and Punishment p.60).

The organization also plays an important role in the workings of the Temple of Destruction since they are usually tasked with the murders of some important figures and priests residing in other realms, in the name of the temple and of Aborath. Sometimes the elite of Mindabar also hires them to murder their old rivals in other realms. Aside from these important assignments, the organization also takes care of the day-to-day needs of the people of Mindabar. Hence, The Order of Serenity has a great amount of wealth and an abundance of resources. Nevertheless, the organization has always avoided throwing big parties and being in the public eye for obvious reasons; and for five hundred years, they have grown with caution, in seclusion. The members follow the same principles as they did when the organization was first starting out; they either live secluded lives or are careful to never introduce themselves as members. For this reason, it is hard to estimate how many members there actually are in the organization.

The headquarters is a mansion with a big garden but it has no sign whatsoever. The garden and the entrance are both hidden in the midst of the trees and the big bushes within. When they go in, people find themselves in a large idyllic garden in front of a big, four-story, grey mansion.

LEADERS

From the very beginning of its existence, the organization has been ruled by powerful families. The Stormbone family

has been the current ruler of the organization for more than a hundred years after, having staged a successful coup conducted against the Firebrew family.

Aire Stormbone has been the leader of the organization for the past seven years, after having been chosen to this position after the old leader Aston, her uncle, got old and sick. Aire is young, passionate and aware of her responsibilities. She proudly serves the organization, and although she listens to the opinion of others on both insignificant and significant matters, she is always the one who has the final say. Her dedication is appreciated, as most members of the organization respect her and are satisfied with her hard work.

INITIATION

Those who wish to become a member cannot simply apply to the organization; instead, The Order of Serenity use talent scouts who wander around the streets of Mindabar in search of young and talented people to educate. If the people in question are willing, and they complete the training they are subjected to successfully, they receive a triangular, leather badge that symbolizes their bond to the organization, which they are expected to wear at all times.

GOALS AND ACTIVITIES

The Order of Serenity has an important place in Mindabar, and thus their first aim is to preserve this reputation. Other than that, it is known that the members are uncomfortable about the work of the Guild of Thievery and Locksmithing that lies outside of Mindabar, because they feel as though this infringes on their area of operation.

RUMORS

From time to time, folks start to talk about the organization being responsible for some murders of those who pay the Tax of Protection or even some priests and followers. Although these rumors are investigated, they have never been proven.

SKINNERS' GUILD

"A Creepy crowd with an even creepier occupation... I wouldn't buy anything they sell."

- A young milkman

Skidders are those who skin the dead to help them dissolve into the earth faster; helping others find their place beside Sabnock. They are hired by the families and the friends of the dead. Anyone can recognize a skinner, as they must wear a leather mask that covers their mouths.

Skidders have to be registered members of the Skidders' Guild, and imposters are rounded up and



punished by the Temple of Destruction. Even if the job doesn't pay that well, it comes with many perks. Skinners are well-respected throughout Mindabar, the members never have to worry about accommodation, and usually receive gifts from the friends and family of the dead that they skin. However, it is important to note that skinners are not allowed to take money from their customers.

Even though the guild is supposed to be a part of the municipal system of the city, it still acts like a cult. The guild requires full commitment from skinners. They live, pray, and work together. Most of them sleep beneath the earth wearing special masks, so that they are close to Sabnock.

SKINNING

In Mindabar, skinning the corpses is a common practice, so this organization has many members.

LEADERS

Ulesse is the leader and founder of the organization. She has a long, pale face that is framed with long, white hair. She always wears a black, leather armor underneath a black robe. She is well-liked and well-respected by skinners. Ulesse despises healers and cannot tolerate the idea of the practice of health and medicine.

INITIATION

One can apply for the job anytime, so long as they are proficient with the *Skinner Kit*. The guild members generally want them to skin some animals to see that they are skilled enough in their use of the equipment.

Skinner's Kit (1gp, 5lb)

A skinner's kit includes a variety of knives, forceps, pincers, and scissors. Proficiency with this kit lets you add your proficiency bonus to the Wisdom (Medicine) checks you make to skin creatures.

GOALS AND ACTIVITIES

The main goal is to help the folk of Mindabar be a part of the Great Nothing. They are not interested in menial politics and forming relationships for the sake of power. They skin people to help their bodies dissolve and rot faster.

RUMORS

It is said that skinners make clothes and furniture from the skin they are supposed to burn, and that they then sell these items, at quite the handsome price, to wealthy citizens. The guild strongly objects to these claims.

BONELUST SUPREMACY

"Life is too short to be taken seriously. One should spend it in the midst of joy and pleasure."

- A young apprentice

Bonelust Supremacy is a guild for the necromancers of Mindabar. The organization is considered to be harmless since the practitioners are devoted to improving necromancy and spreading the practice over to other realms, rather than the brutality that most necromancers seem to be interested in. Still, they kill all kinds of creatures to use their corpses for practice, and they do not hesitate to do so. One of the most important things about the guild is Death Day (p. 41), which is an important festival for the rest of Mindabar as well. The guild organizes the festival to earn some money, and to prove how powerful and capable the organization is. The organization is famous and thousands of people attend the celebrations that take place on Death Day each year.



Bonelust Supremacy has an important position in Mindabar since Agnon the Tangler, who is also the leader of this organization as well as a powerful necromancer, is the ruler of Ashen Pillars. They also have the means to let their members experiment with rare items and components. Trying new spells and trying to combine the effects are among the day-to-day activities of the members. They also make and craft various unique items both to use themselves, and to sell to others.

LEADERS

The guild is ruled by Agnon the Tangler, who is also the ruler of Ashen Pillars. Agnon is a powerful necromancer who likes to experiment with spells and potions. Other than Agnon; Elverit Shadowtan, Floris Hunt, and Gol the White are among the important figures of the guild.

INITIATION

All members of Bonelust Supremacy are required to be necromancers. Initiates are only asked to cast a couple of basic necromancy spells in front of the other members.

GOALS AND ACTIVITIES

Most members believe in the supremacy of necromancy above all the other schools of magic. They seek to improve on this already immense power by developing new techniques of necromancy, just as they wish to perfect the methods that are readily available. They also believe that it is their duty to demonstrate necromancy's superiority to all spellcasters, every realm.

THE DOWNTOWN KINDRED

"I lost count of all the business they are involved in. Basically, they can do anything for you, just as they can do anything to you. Unfortunately, it is up to them."

- A young city dweller



The Downtown Kindred is a newly established demon organization that mostly operates in the drug business. Krag Rosebud is the cold and hardworking leader of the Downtown Kindred. He leads the organization from his headquarters named Nightsong Nest, which is located in Crimson Square.

The organization is also extremely good at recruiting new members, and all the members consider the others to be their kin; swearing to help one another in any and all circumstances. Moreover, most of them live together in groups of three to ten. Each of these groups throw some parties with various themes to attract new members to their

ranks. The one thing that all of these parties have in common is their level of debauchery; all kinds of drugs, alcohol and acts of carnal pleasure can be found within.

The organization has two labs in Crimson Square, the first one being a small, experimental one in the basement of Nightsong Nest; and the other, close to Moontouch Jewelry, which is used as a center of production and distribution.

LEADERS

The Rosebud family is among the earliest demon residents of Crimson Square, after the Crimson Night (p.19). They were a wealthy and powerful family, whom most people thought would gain an important position in the Temple. However, one-night, a large group of devils raided their home. They slaughtered all the servants and family members, leaving only Krag and Alestor alive.

The Temple of Destruction in Crimson Square assigned some members to be servants and teachers for Krag and Alestor, since they were both still quite young, and because they wished to be respectful of their family. Then Krag Rosebud established The Downtown Kindred at the age of 210. Today, he has been the leader of the organization for more than ten years. He has the appearance of a tall and muscular humanoid, but he also has some fiendish traits such as horns, pointy ears, and fangs. He is exceptionally charismatic and incredibly strong. He likes living in luxury; wearing expensive clothes, eating high-quality meals, and admiring exquisite artwork. Alestor, on the other hand, isn't interested in any of these luxurious items. He tests the new drugs himself, and uses them on himself.

INITIATION

The Downtown Kindred is ready to embrace anyone who wants in, except for devils. Other than that, the organization requires no entrance fee, monthly payment, or complex rituals to become a member. After the initiate proves its skills with crafting drugs, Krag or Alestor gives it a small, triangular badge to carry.

GOALS AND ACTIVITIES

The Downtown Kindred produces most of the drugs in Mindabar and they want to continue to do so for the foreseeable future. The organization also wants to expand its area of commerce by striking up a contract with Merchants of the Void.

The Downtown Kindred isn't interested in the positions in the Temple of Destruction. It even has a tendency to stay away from the temple and its area of influence, even though this area is quite vast.

The Kindred also want to surpass the operations of devil groups by purchasing/stocking the raw material that these groups need, by murdering important figures in their circles, or by devaluing their products.

RUMORS

The headquarters, Nightsong Nest, is known for a dramatic, magical melody that can be heard at night. Many believe that an evil fey with whom Krag has made a deal is the source of these dramatic songs.

OAKWOUND FAMILY

"I know that maleficence, desire, villainy, tragedy and hate lurk among these trees. Still, I watched them... I learned their secrets even though I knew it would kill me... They are just... just... excessive; in everything they do. Anyone with a smidgen of logic would escape this family before it's too late."

- An old dweller



The Oakwound family is an old and powerful family that lives in Mindabar. The members are involved in various occupations and organizations. Some of them also have some important positions in the Temple of Destruction. For this reason, the family is always invited to important events such as meetings, executions, and festivals.

Yet, the reason behind the importance of the family is not only these positions, but also the fact that they have a great influx of wealth, which they manage quite competently.

Their most well-known business is their trade in livestock. They own almost all of the livestock in Mindabar; they breed the animals, and also prepare, and distribute the meat. The family is also engaged in some commercial activities through many realms. They have good and close relations with Merchants of the Void.

The family organizes private parties once every new moon, where only those who have a special invitation can get in. In these parties, family members and guests torture and murder people, have sex, and do drugs all night long. These parties are quite popular and not at all frowned upon among the residents of the city, as it is perfectly legal to murder those who do not pay the Tax of Protection (p.64).

LEADERS

The Oakwound family has more than 50 members, each of whom live in their mansion, Oakgarden, in Aedificium. Luna the Ranger is the oldest member and the leader of the family. She is more than 100 years old, and she is still very powerful and capable of ruling and protecting the family.

Luna was a ranger before she came to Mindabar, and it is said that this is the reason why she loves the oak trees. She designed the family symbol herself, which depicts twigs and

branches that are intertwined. All family members wear or carry this symbol, which signifies their identity.

INITIATION

People might be close friends, business partners, and neighbors of the family but the only way of becoming a member of the family is to marry into it. Only family members can be part of the business and home.

GOALS AND ACTIVITIES

The Oakwound family wants to have a prominent position in the trading activities of Mindabar. It is said that Luna the Ranger has plans to open a bank in the city to turn this goal into a reality.

RUMORS

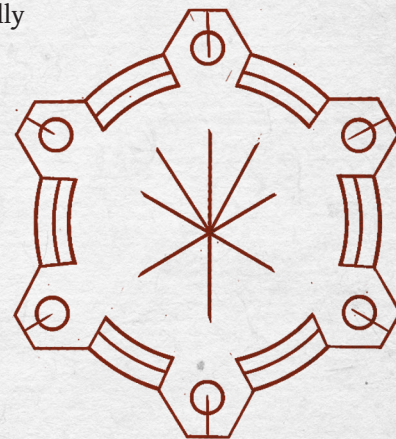
It is said that most babies born in the Oakwound household are murdered, either by Luna or by their parents, due to the strange appearance they usually have. People think that these anomalies are due to the fact that all of their offspring is the result of the twisted incestuous relations between family members.

HIGH MINDS CLUB

"The sword of knowledge sharpens day-by-day."

- A club member

The High Minds Club is a well-known club in Mindabar that most people in Mindabar heard of, but about the activities of which, very little is actually known. It is a social and academic club, where people share their ideas about other realms and creatures. The building of the club has rooms with telescopes, mirrors, altars, and various other scientific tools. Zel the Savoir, the ruler of the High Halls quarter, often comes and works here. During her visits, she openly discusses a variety of subjects with anyone looking to broaden their minds.



LEADERS

Acrux has been the leader of the club for more than three years. He was chosen with the majority of the votes of the club members. A blind, middle-aged man with long black hair, he always wears silver accessories such as rings, earrings, and cufflinks, as well as clothes made of the finest of materials. Even if the club is ruled by Acrux, Zel the Savoir (p.77) generally interferes with his business.

INITIATION

Even if the club is charming with its exclusive buildings and fancy meetings, most people are not allowed to enter the club. Initiates are interviewed and are asked to prove that they are intelligent and knowledgeable, so as to indicate that they would be a useful addition to the club.

Initiates' Intelligence or Wisdom score must be 15 or higher, and they are asked to solve various tests as puzzles to prove their intellectual worth.

After the initiation, the members are gifted with a special necklace that they must display to be able to get into the club and a high-quality notebook worth 5 gp. The necklace is charmed to slightly light up, only when certain people are wearing it. For this reason, it would be impractical to steal a necklace to enter the club.

GOALS AND ACTIVITIES

The main purpose of the High Minds Club is to do research about other realms, the creatures that inhabit them, and the space that surrounds them. Also, with the permission of Aborath, they conduct investigations in regard to the secrets of Mindabar and the complexity of its existence. The club also provides recreation to its members. They have the right to come and go to the building as they please, and to entertain themselves with the high-quality drinks, lavish meals, exquisite music, unique books, and extraordinary shows that are always available here.

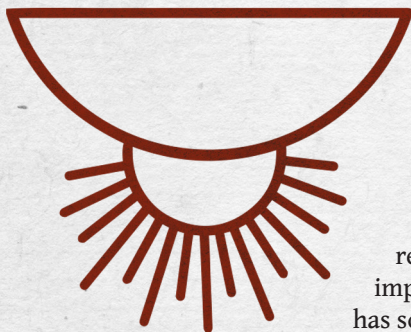
RUMORS

A couple of people suspect that Zel the Savoir is using the club to find an otherworldly creature to be the new ruler of Mindabar, overthrowing Aborath. However, no one has reported such thoughts to the Temple of Destruction as of now.

GUILD OF BEGGARS

"Ours is a rough line-of-work: you need to be a performer, a laborer, and a practical thinker; all rolled into one... You need to work hard; you've got to cry, beg, and struggle on the shiny streets, only to then be slaughtered in the back streets."

- A young apprentice



Guild of Beggars is one of the most influential guilds in Mindabar. It consists of beggars who work both in Mindabar, and in other realms. It has many members and many residences, as well as many important connections. It even has some residences in distant

realms, which makes them way more independent and more important than many other organizations that have to depend on domestic resources alone.

At the beginning, when Mindabar first started trade with other realms, Guild of Beggars used to be a small part of Merchants of the Void, which meant that they traveled to other realms, but had no control over their own routes. As time passed, the guild was able to gather enough strength and knowledge to be able to separate from the organization to form one of their own. For more than 20 years, Guild of Beggars has mostly been an independent organization. They decide their own routes, and they can organize beggar convoys that also work as an intelligence service for the Temple of Destruction and for Aborath.

Dozens of people apply to the Guild of Beggars each month to become a part of the organization. Some parents take their children here, and some people take the elderly for them to learn the art of trade; while some others simply visit the guild because they are fascinated with the work being done here. However, it seems that the guild never reaches full capacity, and always has something that needs doing for the newcomers.

LEADERS

A new leader is chosen by election once every five years, during which each member has the right to vote. A senior committee, chosen from among the oldest members of the guild, helps the leader make decisions. Both the committee and the leader have to swear allegiance to the guild when they are first elected, which means that they have to abide by the customs, rules, and tradition of the guild.

Beleres has been the leader of the Guild of Beggars for two and a half years. She is a half-orc who was exiled from her village by her own mother. For a long time, she tried to return to her village and help those in need. However, after her mother tried to murder her with the help of assassins, she decided to change her ways. After coming to Mindabar and begged to make a living for a while, until the members of the guild took notice of her, and she was chosen to become the leader of the guild.

INITIATION

Becoming a member of Guild of Beggars is quite easy. What's hard is to advance in the profession, to be able to go to other realms with the convoys, or to become a member of the senior committee.

All applicants are tested by the senior committee. They are generally asked to perform (anything that proves their talents; such as begging, lying, or crying) in front of a jury and work a specific area to collect a certain amount of money or knowledge.

The applicants must be proficient in the Performance (Begging) skill.

The guild gives a disguise kit to each member and they are allowed to stay in the main building of the guild situated in Crimson Square.

GOALS AND ACTIVITIES

Guild of Beggars has an important position in the economy of Mindabar and the guild tries to keep it that way. They want to expand their route in other realms with the permission of the Temple of Destruction (p.45).

RUMORS

It is said that the Guild of Beggars has a lot of information, including the policies of other realms, which makes them incredibly valuable to Aborath. If what is said is true, they hold the power to topple empires in the palm of their hands

GUILD OF THIEVERY AND LOCKSMITHING

“Hahaha! Don’t get too close to those folks! They can steal your underwear by just looking at you... Seriously, they are that good...”

- A drunken old woman



Guild of Thievery and Locksmithing is a famous organization that was established in Crimson Square. They mostly operate inside Mindabar. However, it is very well known that they also operate in other realms for the Temple of Destruction.

They steal books, objects, and goods of value for the temple and its senior members.

The guild is nearly as old as the city itself, it was first established by the Temple of Destruction, and it then became independent through time. At first, the aim of the organization was to obtain resources for the Temple, but this has changed drastically; and the guild turned into a thievery organization in a few years.

Even if the guild is powerful and nearly as old as the city, one cannot call them “organized” in good conscience. The rules, leaders, and members seem to change in the blink of an eye with no apparent reason. Even if the guild has a good amount of resources in their vaults, the guild is not good at investing.

LEADERS

Sen has been the young ruler of Guild of Thievery for six months. She always wears dark clothes and heavy makeup, with especially dark eyes. She also likes to read books in a variety of subjects ranging from botanic to war tactics. She also likes chatting up strangers about other realms,

the lifestyle of their inhabitants, and their cultures. She is fascinated with such concepts and stories because even if the guild engages some operations in other realms, she has never been part of the operations that lie outside of Mindabar. Sen has close ties to the Temple of Destruction, which is disturbing for some members of the guild, as they believe that the guild must be independent from the Temple completely.

INITIATION

One can easily find and hire thieves on any big street in Mindabar; however, it is a challenge to find a good one. Ironically, one has to hire a good thief if they want to be successful, since most of the people living in Mindabar are aware of the crime rate, and are thus prepared to defend their property, or take precautions to make sure that is not necessary. Therefore, many thieves want to improve on their skills and become a part of bigger operations. For this reason, there are many who apply to the organization each week, many of whom are teenagers and young adults who have no other job experience other than stealing food and basic supplies.

Since the number of applicants is much higher than the guild needs, guild members ask the applicants to perform certain tasks in a certain amount of time to pick who gets in and who doesn't. The tasks are determined by experienced thieves and locksmiths; although, the guild has always been looking for the same set of skills ever since it was first established. Guild members determine whether an applicant qualifies for entry after the challenge has been met. New initiates can start out as pickpockets, burglars, or locksmiths, depending on the results.

On the days when applicants are accepted into the guild, a small party is thrown in their honor, in which a small, oval badge is given to them, symbolizing their membership. Each member is also provided with Thieves' Tools one week after their initiation.

GOALS AND ACTIVITIES

Today, many members are assigned to posts within the city, while more than 100 members work in more important jobs in other realms (with the permission of the Temple). The main goal of the guild is to at least preserve this power and to make sure that the Merchants of the Void and Guild of Beggars steer clear of their areas of expertise, which are thievery and locksmithing. The guild also sells their services as well as some products such as magical keys, keyholders, and chests both in Mindabar and in other realms.

Sen, the leader, as well as many important figures of the guild want to see the guild achieve the greatness that they believe it deserves. They want to improve on the guild's financial status by eliminating the Guild of Beggars. Even

if there is some opposition in the guild, many members are ready to follow Sen's orders at all cost.

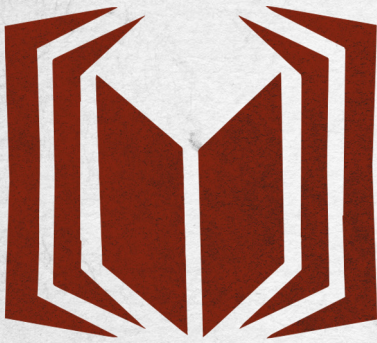
RUMORS

Assassination is quite popular in Mindabar, killing many people off each year. It is said that Sen, the leader, wants to expand the operations of the guild to include assassination. There are also some who say that she has already done it.

LIBRARY OF THE QUIET

"No! I'm not lying! I swear, I saw the faceless man, no face, no nose, no eyes, with a red bloody mouth and sharp teeth... He wants me to join them, he wants me to walk through the realms, dreams, minds.... Hahah! Don't look at me like that, I'm not mad!"

- Ezra, an old mad resident of Aedificium



The Library of the Quiet is one of the oldest organizations in Mindabar even though it functions with 30 members, or perhaps even less. The organization mainly collects resources, and archives them, aiming to encompass the knowledge of all the realms within its walls. It is said that the

small organization hides the biggest secrets behind its pitch-black walls with no doors or windows, because only a handful of people know what goes on within. The members are called librarians and the Library of the Quiet in Aedificium is the headquarters of the organization.

The building is strictly protected by powerful spells. Only some of the librarians, tasked with wandering around the realms to collect knowledge (see below), approaches the building from time to time to deliver some books or parchments.

It is estimated that 15 librarians live inside the headquarters, and they are the ones who copy, organize, and memorize the books while the remaining 15 members wander around the realms in search of new information.

LEADERS

Library of the Quiet is ruled in a way that is different from any other organization in Mindabar. The librarians inside the library are called the Inner Circle and the others, the Epicycle. These groups are independent from one another, although both require any decision to be made unanimously. There is no effective ruler, or council; and each member plays an important part in the decision-making process.

INITIATION

Library of the Quiet is a very small group of 20 people who have completely dedicated themselves to the library. It is not possible to apply for membership, nor is it possible to enter the building unless you are a member. On the other hand, if the organization wants somebody to be a member, a faceless figure speaks to the possible member in its dream.

Each member is also expected to do the following after the initiation:

- Disconnect with all friends and family
- Cut out their tongues with a silver knife
- Shave every part of their bodies, including their head, eyelashes, eyebrows, and any other facial hair
- Enlarge their ear holes with silver tunnels

GOALS AND ACTIVITIES

Library of the Quiet wants to own the biggest library in all the realms. Today, nobody knows the actual size of their archives; only that it is vast beyond imagination.

They wholeheartedly believe that knowledge is the one true power that exists in the multiverse. They are also planning on destroying all the copies of each piece of writing one by one after collecting all the knowledge. In this way, they believe that they will be the wisest beings among all others.

RUMORS

Many people believe that Thaldor, the ruler of Aedificium, is one of the members of the Library of the Quiet even though he is not disfigured in any way.

RESEARCHING IN LIBRARY OF THE QUIET

As it is explained above, Library of the Quiet has a vast collection of books, making the library a heaven for researchers. However, since there are so many books about so many topics, even basic research takes too much time. Although the books can be found easily, as they are categorized in an order and as the librarians work in methodical ways, reading lots of books about a single topic takes a considerable amount of time.

Because of the reasons explained above, the members can learn detailed information about a topic only if they spend an adequate amount of time. A member gains a +10 bonus on one of the following checks of its choice after it studies for 4 hours in the library: Intelligence (Arcana, History, Nature, or Religion).



MAGIC IN MINDABAR

Mindabar is a unique place. Its government, religion, people, and many other aspects are much more different from anywhere else in all the realms. It is therefore no surprise that magic also works differently in Mindabar. This is because the city itself is magic and there is an artifact obelisk erected in the middle of the city, which affects how certain spells work within the kingdom (see below). Sabnock's unquestionable dominance and Aborath's unparalleled power also has some unique effects on the magic of Mindabar.

Although the mentality behind the magic can be the same as the setting of your choice, some spells work differently. They may create additional effects; their powers may be dampened, or they may not take effect at all (see below).

If you are a GM, below is a list of the spells that you may want to change while running a campaign in Mindabar.

❏ **Arcanist's Magic Aura.** When cast by an enemy of Sabnock, the effects of this spell may not take effect if Aborath knows that the spellcaster is a heretic.

❏ **Animal Friendship.** Since the animals in Mindabar are more savage than what is used to, a targeted creature has advantage on its saving throw against the spell.

❏ **Astral Projection.** Only those who are authorized by the Temple of Destruction (p.45) can cast this spell.

❏ **Banishment.** Only those who are authorized by the Temple of Destruction can cast this spell. Also, you cannot send a creature to its original plane of existence by means of this spell.

❏ **Clairvoyance.** This spell, and other divination spells used to observe the Temple of Destruction, do not take effect.

❏ **Conjure Animals.** You can only conjure an animal that is already in Mindabar by means of this spell, unless you have the Temple's permission. Also, when the spell ends, the conjured creature does not disappear, although you do lose your control over it.

❏ **Conjure Celestial.** You can only conjure a celestial that is already in Mindabar, unless you have the Temple's permission. Also, when the spell ends, the conjured creature does not disappear, although you still lose your control over it.

❏ **Conjure Fey.** You can only conjure a fey that is already in Mindabar, unless you have the Temple's permission. Also, when the spell ends, the conjured creature does not disappear, although you still lose your control over it.

❏ **Conjure Minor Elementals.** You can only conjure an elemental that is already in Mindabar, unless you have the Temple's permission. Also, when the spell ends, the conjured creature does not disappear, although you still lose your control over it.

❏ **Conjure Woodland Beings.** You can only conjure a woodland being that is already in Mindabar, unless you have the Temple's permission. Also, when the spell ends, the conjured creature does not disappear, although you still lose your control over it.

❏ **Contact Other Planes.** Because of the planar boundaries and the confinement of Mindabar, this spell does not work.

❏ **Demiplane.** Because of the planar boundaries and the confinement of Mindabar, unless you have the Temple's permission, this spell does not work.

❏ **Divination.** Although this spell technically functions, Sabnock alone answers the questions asked through this spell.

❏ **Earthquake.** Only those who are authorized by the Temple of Destruction can cast this spell.

❏ **Etherealness.** Only those who are authorized by the Temple of Destruction can cast this spell.

❏ **Flesh to Stone.** The saving throw made against this spell has disadvantage.

❏ **Gate.** Only those who are authorized by the Temple of Destruction can cast this spell.

❏ **Hallucinatory Terrain.** Only those who are authorized by the Temple of Destruction can use this spell.

❏ **Locate Animals or Plants.** The Temple of Destruction can protect an animal or plant against the effects of this spell; in which case, the spell fails.

❏ **Locate Creature.** The Temple of Destruction can protect a creature against the effects of this spell; in which case, the spell fails.

❏ **Locate Object.** The Temple of Destruction can protect an object against the effects of this spell; in which case, the spell fails.

❏ **Magnificent Mansion.** Because of the planar boundaries and the confinement of Mindabar, this spell does not work.

❏ **Maze.** Only those who are authorized by the Temple of Destruction can cast this spell. Also, the created maze is under the city of Mindabar.

❏ **Mirage Arcane.** Only those who are authorized by the Temple of Destruction can cast this spell.

- ☞ **Nondetection.** The Temple of Destruction can protect a creature against the effects of this spell; in which case, the spell fails.
- ☞ **Planar Ally.** Only Sabnock, Aborath or the High Priests can send a creature to aid you if you try to summon an ally by means of this spell.
- ☞ **Planar Binding.** A creature in Mindabar can only cast *planar binding* with the Temple's permission. If a creature is bound to the service of another creature that is in Mindabar by means of this spell, the former cannot be bound to the service of another in any other plane. Also, if a creature is bound to Mindabar by means of this spell, it cannot leave the plane when the spell ends.
- ☞ **Planeshift.** Only those who are authorized by the Temple of Destruction can cast this spell.
- ☞ **Private Sanctum.** The spell cannot prevent the Temple of Destruction from observing the sanctum.
- ☞ **Raise Dead.** When a creature dies, its soul goes to the Obelisk. Therefore, this spell does not work in Mindabar unless Sabnock wills it so.
- ☞ **Reincarnate.** When a creature dies, its soul goes to the Obelisk. Therefore, this spell does not work in Mindabar unless Sabnock wills it so.

- ☞ **Resurrection.** When a creature dies, its soul goes to the Obelisk. Therefore, this spell does not work in Mindabar unless Sabnock wills it so.
- ☞ **Teleportation Circle.** Only those who are authorized by the Temple of Destruction can cast this spell.
- ☞ **True Resurrection.** When a creature dies, its soul goes to the Obelisk. Therefore, the spell does not work in Mindabar unless Sabnock wills it so.
- ☞ **Scrying.** A creature can be protected against the effects of this spell by the Temple of Destruction.

SPECIAL CASE FOR THE CLERICS AND PALADINS OF DEITIES OTHER THAN SABNOCK

The powers granted by deities other than Sabnock decays with time in Mindabar because of the planar restrictions and wards surrounding the plane. Such a cleric or paladin loses a spell slot of its highest spell level each day. It is therefore no surprise that many of them start to worship Sabnock after some time has passed.

MILITARY, DEFENSES AND LAW

MILITARY AND DEFENSES

Mindabar has many lines of defense, which ensures that it is always ready to defend itself against all kinds of attacks, coming from the inside and from the outside. For years, both Aborath and the high priests of the Temple have taken countless steps to ensure the safety of the city. The city's first line of defense are the natural conditions around the city. For a 50-mile radius around the city, the soil is completely rotten, smelly, and soggy. The smell of the soil disturbs all living things but the spell-bound walls of the city protect the city from the poisonous gas. Creatures who must breathe in the area must succeed on a DC 15 Constitution check every six hours. On a failed save, they suffer 1d4 poison damage and become poisoned. Also, the sogginess of the soil restricts their movements. Neither a plant nor an animal can be found in the area. In addition to the rotten soil, poisonous gas, and

generally barren atmosphere, there is an army of fifteen thousand undead, which Aborath has deployed to the borders of the city, and who are prepared to defend their post at all cost. If this army should struggle, Sabnock can also send hundreds of centipedes, reptiles, and worms from under the soil.

Those who survive their travels through an area where the air is poison, as well as their combat, are faced with the majesty of the walls of Mindabar. The city is shielded with a strong, 45-foot-tall wall protected by watchtowers, gargoyles, and warding spells. The city has only one entrance which is a black, 40-foot-tall, swing door that is made of black iron. The door is also supported by wards and fortified by metal. If any intruders can make it through the doors, they must also pass the first quarter, Outer City before they move on to other quarters.

The final line of defense is the elite army forces of Mindabar. Even though they mostly deal with criminals, they are more than competent to defend the city if there is any need. The armed forces of 14 thousand people divide into three



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branches; Torment Bearers, City Guards and Mercenaries. Other than these three branches, each high priest (ruler) of every quarter is tasked with the recruitment of new forces during an invasion or attack.

TORMENT BEARERS

Torment Bearers wear full black chainmail, and carry special swords called the Swords of Torture. These elite soldiers are known for their powerful equipment, extreme style of training, and experience. For this reason, they are generally assigned to the more difficult tasks. Torment Bearers take orders from directly Aborath himself. There are only 500 Torment Bearers, each of whom live in Guardhouses near The Great Temple and who are tasked with watching over the obelisk and the temple.

Torment Bearers are chosen from among Destruction Guards by the commanders, through a series of hard and painful tests, and they take their orders from high priests, and of course, from Aborath himself.

CITY GUARDS (DESTRUCTION GUARDS)

Although most residents call them City Guards, their official name is "Destruction Guards", although this name is only used in some official meetings.

City Guards patrol the streets, protect the Temple, and find and arrest those that are disrespectful. Even if everyone is free to do anything in Mindabar, Aborath doesn't appreciate big disturbances. In times of war, they are tasked with protecting the city and fighting the enemy. Henna is the commander of the 12,500 Destruction Guards of the city, and she directly reports to Aborath once every three days.

MERCENARIES

Mercenaries are a part of the military forces of Mindabar; however, they are not ready to fight at all times. They are hired and equipped by Aborath based on need, in an attack that cannot be pushed back. 1000 mercenaries are hired in case of need. Since they are not paid in peacetime, they find other jobs when their services are not required by Aborath.

THE LAW AND PUNISHMENT

Interestingly, there are no written laws in such a complex city. The one and only rule is respect: "Respect Sabnock, its temples, and its prophet". Other than that, everything is legal; from creature trafficking to robbery and murder. One can commit any crime unless it is committed against a prominent member of, the temple, or against Aborath. People thus try to protect themselves by paying the Tax of Protection to the Temple of Destruction or by hiring guards and mercenaries for themselves.

Aborath is the highest legal authority in Mindabar. What he says is considered to equal the words of Sabnock and is

accepted without question. He, and five priests of the Temple preside over the big cases, and these priests are chosen from the quarter that the accused creature is from. Most trials and instances of physical punishment are carried out openly. Punishments are infamous for their egregiousness. Torture and execution are common punishments that are imposed, and folks really like attending and watching the punishments. Stoning and live burials are reserved for the nobility since it is believed that The Great Destruction will come from the earth. The most common crimes committed by the nobility are; trying to get in and get out of the city without the permission of the Temple, being disrespectful to Aborath using temple resources for personal interest, or secretly worshipping other deities.

Most cases are concluded within two days, the results usually being death sentences. Usually, death is a precious gift for those who believe in Sabnock since they believe that it will have them reach their rightful place beside Sabnock. However, those who are punished with death are marked by priests for Sabnock to know that they were heretics, and to punish them with eternal torture.

A dark truth lies behind "death"; and it is a truth that only Aborath knows... All souls are captured by the obelisk and Sabnock doesn't care whether people are marked or not. All souls are tortured eternally, since all that is important is The Great Destruction (p.7).

Cruel punishment and torture are also a large part of the justice system, either used as punishment or to coerce suspects into a confession. Silent Heights Prison (p.30) is the only place for criminals to stay, as this is the only prison in Mindabar. Almost everything within the prison is done undercover; nobody knows how many people are in it, its capacity, or the living conditions.

Crime and punishment are an inseparable part of this city. Going about a regular day in Mindabar, one could come across countless scenes of racking, stoning, mutilation, drowning, impalement, and sawing off body parts. These are ordinary ways of punishment here. People are used to these scenes, so much so that they even enjoy watching punishment as recreation. Some applications that are not practiced quite as often, capture great attention.

Here are some unique ways of punishment one could come across in Mindabar:

CAGING

Caging is a very common punishment in which a criminal is hung above with a cage, out on the street. They have to stay in the cage and put up with all the insults and debris hurled at them for the duration of their punishment, which the high priests have the authority to determine. These cages are a common fixture of the city, as one or two can be seen hanging above all the more crowded streets of Mindabar.

Children and teens especially like to torture these people. Children humiliate them in every way imaginable, they throw stones, dirt, and rotten fruit at them, and even wet them with

especially disturbing fluids.

CARRIER

Carrier is a gruesome method of punishment. It is given to those who steal food from the Temple. Some believe that the punishment is too much for such a petty crime, but no one dares question the methods of justice in the city.

As per the punishment, the criminal is firstly completely undressed and put in a cage. Here, no food is given for three days for the bowels to empty out completely. After three days, a creature egg (coming from a beast, vermin, or monstrosity) is inserted through the criminal's intestines. At this point, the person becomes a "carrier". The carrier stays in either a cage or a prison cell and does not eat anything so as to keep the eggs from harm. Finally, when the time is right (one to three weeks after the insertion), the carrier is transferred into a public place.

People gather around to watch the punishment. The carrier screams in pain several times as the egg hatches and the creatures are born inside of it. Finally, after one hour or less, the newborn creatures come out of the carrier's mouth or anus.

Although this is not a death sentence per se, many people die as they are subjected to it nonetheless, due to severe intestinal ruptures and other damage to internal organs. Those who survive still have to go through a painful and long

period of recuperation and recovery.

STONE MOUTH

This is a common punishment for those who speak disrespectfully about the Temple, the priests or Aborath. The criminal's tongue is cursed to get bigger and turn into stone. The worse the disrespect, the bigger the criminal's tongue grows. Criminals subjected to this punishment cannot speak or eat so long as they have the stone tongue in their mouths. They also have to carry the heavy tongue, which causes them an overwhelming amount of chin and neck pain, and might in fact break their teeth or jaw.

JAW CRACKER

Jaw Cracker is another punishment imposed on those who verbally disrespect Aborath and Sabnock. This punishment is reserved for cases that are more severe. A heavy iron mask with a flat mouthpiece that can be bitten down on, is placed on the criminal's head, locked and is set to pop open at a certain time, of which the criminal is unaware. Usually, the criminal is allowed to return to daily life with the iron mask on their head. Unaware of when they will die and of little else, they have to wait for hours, days, or even weeks in a state of great paranoia, which survivors (although there aren't many) say is worse than the physical effects of this punishment.





IV

ECONOMY

TRADE

Trade is the main source of income in Mindabar, and it is controlled by those in two important positions: the high priests and a trade guild named Merchants of the Void (p.48). Generally, high priests are the ones who create portals for merchants to get in and out of the city, while the guild takes care of anything to do with materials and services. However, from time to time, high priests let Merchants of the Void open portals with the permission of Aborath.

Thanks to its connection with other realms, one can find anything and any service in Mindabar. A great variety of ethnic and racial goods and services are available here. The people of Mindabar are generally willing to try them. Merchants from different realms must apply to the guild in order to operate in the city. At first, the merchants were invited to Mindabar only by *Summoners* (p.89). However, as years went by, this tradition has changed. Nowadays, summoners rarely get involved in the process since most merchants are invited by other registered merchants of the guild. The registered merchants still need to have permission from the guild leaders to both operate in the city, and to get in and out, but it's safe to say that the whole process is a lot freer.

Similar to the other areas in life in Mindabar, it is said that one can buy and sell anything as a merchant. The trade of any goods or services is completely free unless what you do is disrespectful to the temple, the primordial, or Aborath. Religious items: such as books, clothes and jewelry depicting these "holy" entities are considered to be disrespectful. Other than these, merchants can import and export any goods to the city if they pay the required taxes and fees to operate. The taxes and fees vary, because there are three main types of merchants in the city.

MERCHANT TYPES

Being a merchant is practically synonymous to being wealthy in Mindabar, even if there are a considerable number of poor merchants. For this reason, many people want to trade some goods and services, however most people do not have enough capital to open a shop, or to pay the required taxes and fees. This situation leads many people to sell goods and services on the streets. Street vendors and peddlers are quite common in Mindabar. Since these people are not considered to be merchants, they do not have to pay trade taxes.

The guild divides the merchants into three sections, upscale merchants, moderate merchants, and poor merchants.

☞ **Upscale Merchants.** Merchants who earn at least 5 gp a day are considered to be upscale merchants. They provide exclusive materials and services all around the city. At the same time, they control a big part of the circulation of wealth in Mindabar. Upscale merchants must pay the Tax of Reverence (see *Tax of Reverence* below) to the Temple of

Destruction (p.45). Many believe that this tax is implemented to simply suppress the power of wealthy merchants.

Upscale merchants are invited to some special parties in the temple, where they can enjoy the darkest of pleasures and satiate the deepest of desires. These parties have earned the reputation of being a chaotic harmony where one is met with both nudity and expensive clothes, both beauty and ugliness, both hate and love.

☞ **Moderate Merchants.** Most merchants in Mindabar fall into this category. Merchants who earn 1gp to 5 gp per day are considered to be moderate merchants. They generally cannot afford to pay Tax of Protection for their goods, and for this reason their shops are vulnerable to attacks. Many prefer to hire some guards to solve this issue. There are also some who stick fake stickers on their shops, which state that they have paid the Tax of Protection (p.64), even if this is considered disrespectful to the temple.

☞ **Poor Merchants.** Poor merchants are those who earn less than 1 gp per day. Most of them hardly pay the subscription fee to Merchants of the Void (p.48). For this reason, they are usually in debt to usurers or banks. They generally offer simple goods and services such as basic household items, food, regular clothing, or basic bathing services.

COSTS OF TRADE

Both Merchants of the Void and the Temple of Destruction ask for some fees and taxes from merchants. The following is the list of payments for which merchants are responsible.

☞ **Tax of Reverence.** Upscale merchants must give back 10% of their profits at the end of each month. The taxes are collected by the followers of the Temple of Destruction.

☞ **Merchants of the Void Registration Fee.** It is compulsory to be a registered member of Merchants of the Void in order to operate in Mindabar, and the guild takes a registration fee from all merchants. This fee can vary from business to business. The bigger their monthly capital gets, the more a merchant has to pay.

If a merchant wants to enter the city with products worth more than 10,000 gp, the merchant has to pay 1000 gp. If the worth of the products is between 10,000 gp to 5000 gp, the merchant has to pay 550 gp. If the worth of the products is less than 5000 gp, the merchant has to pay 250 gp.

☞ **Subscription Fee.** Merchants of the Void provides some

services to the merchants and their families. In return, all merchants must pay a subscription fee of 20 gp to the guild every month. For some, 20 gp is nothing, considering that the city is full of potential customers. However, there are also some who struggle to pay this amount and have to borrow from banks or usurers.

➤ **Portal Creation Fee.** Merchants use portals to get in and out of the city by paying a total of 750 gp for departure and arrival. Since the high priests are the only ones who have permission to create portals, this fee goes directly to them. The portals are controlled by the priests and are heavily guarded at all times.

➤ **Tax of Protection for Goods.** The Tax of Protection for Goods is a well-known tax among merchants. Since it is not illegal

to steal in Mindabar, all merchants generally find it hard to maintain their stocks. Even the poorest of merchants might be attacked by City Thugs, individuals, or other organizations. For this reason, Merchants of the Void and the Temple of Destruction (p.45) provide some protection to those who can pay for it.

When merchants pay 10 gp for this service, they get a magic sticker to stick on the door or window of the shop. In case of any attack, the sticker sends a signal to the Destruction Guards (p.84) that are the closest to the location by using divination magic. When they receive a signal, the Destruction Guards run over and protect the goods (see *Tax of Protection* below for details).

SERVICES

Everyone can enter Mindabar, but not everyone can survive in it. Travelers here can get all of the services available in any other regular city. One can find any good quality basic service such as food, cleaning, security, animal handling, or assassination at low, affordable prices. Moreover, one can experience and hire some services exclusive to Mindabar. These exclusive services are generally taken from other realms, and they are a bit pricier, compared to the regular ones.

There are two types of service provided in Mindabar; one provided by the Temple of Destruction (p.45), and the other provided by private businesses. While the first one is called Temple Services, the second one is called Private Services.

TEMPLE SERVICES

The folk of Mindabar have to pay some taxes to get some basic services such as protection and privacy. In Mindabar, residents must pay these governmental taxes every four months. Taxes are collected by the temples in each quarter. In return, the payers are marked with temporary tattoos on their hands or necks. Imitating these tattoos or trying to get one removed is considered disrespectful to the temple and temple members. Nevertheless, trickster tattoo artists are often caught trying to do just that.

There is a number of services that the residents can get from temples, and a few examples are given below:

➤ **Tax of Protection.** Guards and temple members can track the time and location of an incident by means of the marks tattooed on those who have paid the tax. For example, one can be attacked or even killed in front of city guards, but since the act of murder is legal in the city, they probably would not even attempt to interfere. If the victim has the tattoo, however, the guards will get involved in order to protect the holy symbol, which is the tattoo.

➤ **Tax of Secrecy.** The marks of this tax can be used both on bodies and on people's homes. Folks and homes that carry this mark cannot be spied on. Spies that are caught are put on trial for disrespecting the temple's sign.

➤ **Resurrection Services.** Since souls of the dead are captured

by the Obelisk and are claimed by Sabnock, and since it is the only deity that one can legally devote themselves to in Mindabar; resurrection is an invaluable luxury in this city. Only the Temple priests have the authority to resurrect people, and they only resurrect those that are valuable for the city, for Aborath, and for Sabnock.

The cost of these services is two times the cost of the material components of the *resurrection* spell. However, this cost is sometimes bypassed and paid by the Temple itself, if the subject to be resurrected is valuable beyond measure.

PRIVATE SERVICES

Other than temple services, the people of Mindabar can benefit from many private services. The folk here can find any service provided by any other big city, as well as a number of special services. These services can be found in the shops, the organizations, and the markets. The most common services used in Mindabar are given below:

➤ **Servant Services.** Servants are generally made out of humanoid and animal flesh, and they are not all the same size. They are used in many jobs and are often used for menial jobs that require little mental work, such as carrying, pushing, and pulling objects. Moreover, these flesh servants are often used as experimental objects on which the people test spells (as well as some other things).

They can be bought and sold in markets and golem makers. Some people request special flesh servants made out of enemies' or loved ones' flesh. The prices start at 10,000 gold pieces. The challenge rating of flesh servants can be between 1 and 10. The price can vary according to special requests, as well as the size and shape of what is requested. Servants

requested for fighting or protection purposes go for a much, much higher price in comparison to the other types of servants (see Table: *Flesh Servant*).

Table: Flesh Servant

Servant's CR	Max Str, Dex, and Con Scores	Max Int, Wis, and Cha Scores	Total of Ability Scores	Price
CR 1	16	2	45	10,000 gp
CR 2	16	2	48	20,000 gp
CR 3	18	3	54	30,000 gp
CR 4	18	3	57	40,000 gp
CR 5	19	4	60	50,000 gp
CR 6	19	4	63	60,000 gp
CR 7	20	5	66	70,000 gp
CR 8	20	5	69	80,000 gp
CR 9	21	6	75	90,000 gp
CR 10	22	6	78	100,000 gp

☞ **Secret Messenger Services.** Secret messenger services are quite common, since the city is very large, crowded, and inherently evil. Organizations and some wealthy folks have their own secret messenger services. Other than that, many other people get to communicate intimate or secret things with each other through couriers. Secret service messengers can be found on the streets, and the messenger barracks are located on the big streets. They require 2 sp for each message but the price may vary according to the length of the message, the distance that must be traveled, and the danger implied.

☞ **Investigation Services.** Private investigators can be found in every district, since guards often do not investigate crimes committed against the regular residents of Mindabar. Private investigators often find criminals and missing people; or locate missing objects. Hiring an investigator costs at least 2 gp per day but the more dangerous the mission, the higher is the price.

☞ **Special Conversation Services.** Special conversation services provide the types of communication that cannot be met through regular messenger services. These services include things such as magical communication. These are generally provided in Ashen Pillars and require at least 100 gp.

☞ **Speak with Dead.** This service is used by people who try to communicate with the dead, for various reasons. Detectives

use the service to learn the truth about a murderer, while some people try to communicate with their loved ones. The cost of this service is 300 gp for each communication session, plus the cost of any spell components required for the spells.

JOB OPPORTUNITIES

In Mindabar, travelers and residents alike may find it useful to look for small tasks and job opportunities in order to survive the day. There are probably hundreds of different tasks available in the city, at any given time. However, most people may never know whether these tasks are safe or not, and thus generally prefer signing up for tasks given by the Temple or other organizations. Here are some examples, and the possible income they may provide.

☞ **Carrying cases and chests.** The employer of this job is Merchants of the Void (p.48). Your Strength score should be equal to or higher than 12 to apply. When you get it, you earn 2 sp per hour.

☞ **Clearing an empty building.** The employer of this job is the Temple of Destruction. When you get it, you (probably) encounter *gargoyles* or city thugs along the way, and you earn 1 gp per building (which may increase according to the size of the building).

☞ **Finding a certain amount of fresh blood.** The employers of this job are bathhouses. When you get it, you earn 4 gp per 100 ounces of blood.

☞ **Finding and bringing rocks spellbound by Sabnock.** The employer of this job is Ironslayers' Adventure Gears (p.36). Your Intelligence score must be equal to or higher than 14 to apply. When you get it, you (probably) encounter *giant centipedes* as you work, and earn 4 gp per day.

☞ **Finding someone for particular jobs.** The employer of this job is Ironslayers' Adventure Gears (p.36). Your Intelligence and Charisma scores must be equal to or higher than 12 to apply. When you get it, you earn 2 gp per day.

☞ **Gravedigging.** The employer of this job is Skinner's Guild (p.49). When you get it, you (probably) encounter *giant centipedes* as you work, and earn 2sp per Medium grave, and 2 sp more for each size category larger.

☞ **Handing out some fliers.** The employer of this job is Ironslayers' Adventure Gears (p.36). When you get this job, you (probably) encounter city thugs as you work, and earn 1 sp per hour.

☞ **Opening a blocked street or sewer.** The employer of this job is the Temple of Destruction (p.45). When you get it, you (probably) encounter *sewer ivy* or *street ivy* as you work, and earn 3 gp per street or sewer.

☞ **Raise funds for an execution.** The employer of this job is the Temple of Destruction (p.45). Your Wisdom and Charisma scores must be equal to or higher than 12 to apply. When you get this job, you earn 1 gp per day.

☞ **Torturing willing people in special events.** The employer of this job is Tormented Souls of Mindabar. You must be proficient in the Medicine skill to apply. When you get this job, you earn 1 gp per day.

ITEMS AND EQUIPMENT

As with many other subjects, Mindabar is a place where unimaginable variety can be found in terms of items and equipment. Thousands of people from different realms have brought their items to this place, as well as the knowledge of the techniques behind their making. This has increased the variety and quality of the items in Mindabar. Besides all sorts of merchants, smiths, and other artisans, one can find hundreds of different magic items and equipment suitable to their needs.

Very rare and exotic items are sold both out on the streets and in the markets. One can find both the *Black Ice Sword*, coming from a distant realm and an *Iron Flask* in the same marketplace.

In addition to the information and equipment accumulated from distant lands, those who have lived in this land for centuries have started to make weapons and equipment that are native to Mindabar as well. Most of these new products are made to meet certain needs. People living in the city use these products for luck and protection purposes. In addition, everyone from the youngest to the oldest has the habit of buying and equipping some sort of weapon.

The following is a simple list of items and equipment that is made and used in the City of Malice: Mindabar. Additionally, these items can be found in many other realms.

MAGIC ITEMS

ARMORS

ARMOR OF DECAY

Armor (leather), very rare (requires attunement by an evil-aligned creature)

Armor of Decay is a leather armor made of the decayed skin of a variety of creatures, including humanoids. It is generally made in the workshops of Skinners' Guild (p.49). It looks different from any other leather armor. Moreover, it smells so unique that you emanate an aura of decay.

While you are wearing this armor, you radiate a 10-foot aura of decay. Any creature that enters the aura has disadvantage on attack rolls



and ability checks if it is a good-aligned creature, or it has disadvantage on saving throws against the effects caused by you if it is evil-aligned. You also have resistance to necrotic damage while wearing this armor.

IRON VESTMENT

Armor (splint), very rare (requires attunement)

Iron Vestment of Decay is a stylish armor that is generally worn by retired generals of Destruction Guards (p.84) or Torment Bearers (p.83). It is made out of iron, and has gothic and elegant carvings on it. While wearing this armor, you gain a +1 bonus to AC. Also, you have advantage on all of your Charisma checks, and you are immune to being charmed and frightened.



RINGS

RING OF DEVOTION

Ring, rare (requires attunement)

Many high-ranking members of the Temple of Destruction (p.45) own a Ring of Devotion. It is a dark brown ring that has a simple brown carnelian with little black spots decorating it. While wearing this ring, you can breathe while you are completely buried in soil.



RING OF DISGUISE

Ring, uncommon (requires attunement)

While wearing this ring, you can disguise yourself as a particular person that you have observed at least for ten minutes, as an action. You can have 4 different disguise types prepared at once, and these disguises must be of types whose size is same as yours and has the same number of limbs as you have. You can use a bonus action to end the effects of the ring, or the effects end when you take off this ring.



RING OF SOIL EATING

Ring, uncommon (requires attunement)

Ring of Soil Eating is made of iron and is ornamented with little amber pieces. It is produced in the temples. It is given to the new disciples before they fully devote themselves to Sabnock. While wearing this ring, you can eat the soil of Mindabar to satiate your hunger without getting sick.



RING OF GREED

Ring, uncommon

Mindabar is home to sinful underground parties and the Ring of Greed is the key used to get into these parties. These parties are filled with excess; people have sex, eat, dance, laugh, torture one another, and even kill each other all night long. Some say that it is even common to see people have sex, eat, and gamble; all at the same time.

Ring of Greed is a thin silver ring with tiny toad, pig, and goat carvings on it.

While wearing this ring, you feel an overwhelming desire to earn more money, land, jewelry, or other material goods.

As soon as you put on the ring, you feel an unbridled and unstoppable sexual desire. You also feel extremely hungry, and you must eat and drink a full day's worth of food at the end of each hour or suffer one level of exhaustion.



WEAPONS

SWORD OF TORTURE

Weapon (longsword), rare

Sword of Torture is a magic iron sword reinforced with coal and valuable gems such as amethyst and moonstone. It is designed to make

the target live through any and all types of pain imaginable.

When you hit a creature with this magic sword, it deals an extra 1d4 acid damage, 1d4 necrotic damage, 1d4 fire damage, and 1d4 cold damage. If a creature takes all four of the damage types above (meaning that, for instance, it did not bypass any damage due to immunities), the creature is frightened until the end of its next turn.

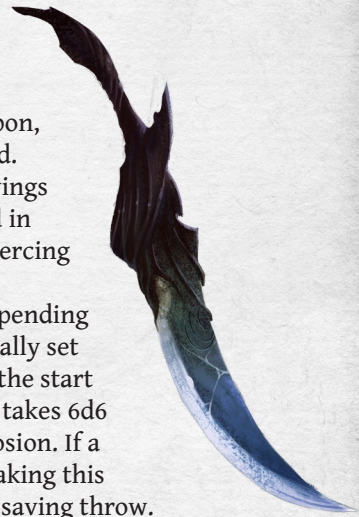
DAGGER OF BLOODTHIRST

Weapon (dagger), very rare

Dagger of Bloodthirst is a magic weapon, made for those who like spilling blood. It has a black handle with gothic carvings on it. If you are the first to spill blood in an encounter, it deals an extra 2d4 piercing damage to the first target.

This weapon has one charge. By expending it as a reaction, you are able to magically set a target to explode by stabbing it. At the start of its next turn, the stabbed creature takes 6d6 force damage from this magical explosion. If a creature's hit points drop to 0 after taking this damage, it explodes and fails a death saving throw.

The magic dagger regains all expended charges at the stroke of each midnight.



SWORD OF PETRIFICATION

Weapon (longsword), very rare (requires attunement)

Sword of Petrification is a magic longsword that was first made by some priests of the Temple of Destruction (p.45). They used this magic sword to frighten off the enemies of the temple. Some say that it has become available in many realms with the help of Merchants of the Void.

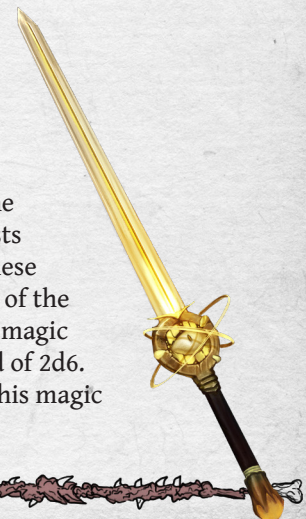
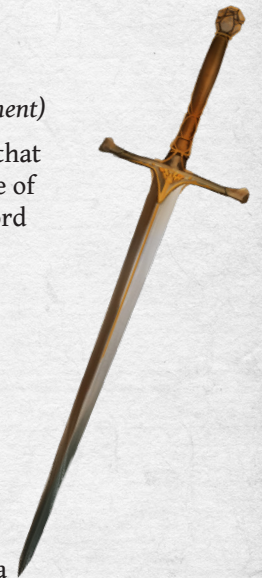
The magic sword deals an extra 2d8 necrotic damage if the creature hit is not a believer of Sabnock.

Additionally you can choose to activate the effects of the *flesh to stone* spell on the creature you hit with this weapon. If you choose to do so, the target must succeed on a DC 15 Constitution saving throw, or suffer the effects of the spell. Once you use this property, you cannot do so again until 24 hours have passed.

SWORD OF PROPHECY

Weapon (greatsword), legendary (requires attunement)

Sword of Prophecy is a legendary magic greatsword that draws its power from the Obelisk. The Temple of Destruction priests in High Halls and Ashen Pillars forged these swords while researching the properties of the Obelisk and the realm of Mindabar. This magic sword deals 3d6 slashing damage instead of 2d6. Also, when you score a critical hit with this magic



weapon, it deals an additional 1d6 necrotic damage.

Attunement. While attuned to the Sword of Prophecy, you regain 1d6 hit points on each turn that the Obelisk is active. The magic sword warns you of the hidden enemies you receive, so you cannot be surprised. Also, after you finish a long rest while attuned to this magic sword, it tells you one thing that is going to happen on that day. The GM roleplays the Sword of Prophecy, and the importance of this information is determined at the GM's discretion.

WHIP OF FIRE

Weapon (whip), very rare (requires attunement)

Whips are popular in Crimson Square and the leader of the quarter, Count Sel'gereth, is known for his magic whips. Thus, Whips of Fire are generally made in Crimson Square. It is a long, blood-red magic whip that is known for the whistling sound it makes when you crack it.

This magic whip deals an extra 2d10 fire damage. Additionally, if you score a critical hit with this magic whip and the target takes the fire damage, the fire not only starts to consume its body but also its mind; and the creature suffers the effects of the *confusion* spell until the end of its next turn.



WONDROUS ITEMS

CLOAK OF TENTACLES

Wondrous item, rare

Cloak of Tentacles is made in High Halls and is a more popular item here. It is normal considering the inventor of the cloak was a member of High Minds Club (p.52).

It is a full black cloak with silver stitches that always look wet. It has two charges. You can expend one charge as a bonus action, and cast the *black tentacles* spell (DC 14). The tentacles fill the skirts of the cloak.

The cloak regains all of its expended charges daily at dawn.



INK OF BLOOD

Wondrous item, common

The ink is nearly as common as other sorts of ink in the city, many people use this ink to create a form of privacy. It is used to write secret messages that only reveal themselves when the



blood of the writer or the blood of someone who is in the writer's family is sprinkled on the page.

Other than its personal use, it is very common among families and organizations of some power in Mindabar, and for this reason, some shunned or exiled members of families and organizations sell their blood on the markets secretly, as retaliation; because all of the secret messages written in the ink by their family can then be read by anyone.

JAR OF INSECTS

Wondrous item, rare (requires attunement)

Jar of Insects is a glass jar with a metal lid full of insects. When opened as an action, it releases a *swarm of insects*. If you use the jar without being attuned, the swarm attacks the nearest creature. While attuned, you can control the swarm as a bonus action. The swarm goes back into the jar at the end of one hour.

If the swarm released from the jar is destroyed, a new swarm reappears within the jar each night at midnight.



NECKLACE OF LOYALTY

Wondrous item, rare (see text for attunement)

In Mindabar, distrust has penetrated into all relationships, and thus it is not uncommon for people to give these necklaces to their servants, friends, workers, and apprentices. People wearing them cannot take off the necklace without permission. Also, both parties must state that they are willing to use the necklace for the item to take effect.

The necklace is designed to strangle the wearer if it behaves in a disloyal manner. The conditions of loyalty are determined by the giver. For instance, the giver may require the wearer not to talk about a specific topic, not to go to a specific area or not to harm a specific person.

If the wearer does the opposite, the necklace is activated immediately and starts to choke it. The wearer must succeed on a DC 20 Constitution saving throw or fall unconscious and start to make death saving throws, but it fails the death saving throws (during which it is still wearing the necklace) automatically.

The wearer cannot take the necklace off itself.

To pull off the necklace, someone else must make a DC 20 Strength Strength (Athletics) check. On a success, the wearer breaks free from the effects of the necklace; however, it immediately drops to 0 hit points, or it automatically fails a death saving throw if it is already at 0 hit points.





RESIDENTS
OF MINDABAR

FACES OF THE CITY

ABORATH THE EARTHBINDER

powers and strengthening his connection to Sabnock. He has focused on religious studies and has also done some research on other realms and their dynamics.

"I heard the whispers of destruction itself, and I listened to them for half a century. In the end, I gave my soul to these whispers. I left my entire being, all my senses, and my whole body at the hands of the soil; and from the soil, I was reborn. I am not human, nor am I alive; I am solely and simply The Prophet. Now, hear me, and heed my words. All of your lives, with all the misery and all the worry they contain, will be buried in the eternal darkness that lies beneath the soil."

- Aborath

Aborath is a skeletally thin, pale man who is over six-feet tall. He has broad shoulders and wears a high-collared, shoulder-padded cloak. Worms move all over his face and body, which are usually visible from the outside. Underneath his cloak, Aborath wears his breastplate and scythes made of the bones of his enemies. He generally wears a golden crown with blood-red gems atop of his cloak. However, a monstrous face with many deformations can be seen underneath. He has the most sinister smile with jagged, unnaturally pointy teeth.

STORY

Aborath, once a sorcerer, heard the whispers of Sabnock, all the way over from distant realms, and dedicated himself to finding their origins. When Aborath found Mindabar and buried himself in the soil, Sabnock appeared to him, and told him that he must be The Prophet, teaching him all that he would be tasked with teaching others from that point on.

After 50 years, Aborath rose from the ground as a lich. He was surprised, as he was not expecting to survive that long. Then, he started building a city with either the followers of Sabnock or the slaves of it. After building the city, he became the one and only leader of it. Due to its very nature, Mindabar went through a lot in its years of existence, and Aborath always proved that he was a competent leader through his many accomplishments at times of crisis.

For two thousand years, he has ruled the city, practicing his



GOALS

Aborath wants nothing more than to spread destruction over all realms in the name of Sabnock. He considers himself to be destined to start the doomsday for the sake of his Lord. Aborath aims to get more and more creatures to be believers of Sabnock to strengthen and awaken its aspect under Mindabar. For that purpose, he is planning on attacking cities in other realms and on expanding Sabnock's influence.

ROLEPLAYING

Aborath is a cruel, unforgiving, and serious leader. Everything he does is for the ultimate domination of realms and destruction, which is to be caused by Sabnock. He lives in the Great Temple in the middle of the city. He sits on his throne in a big and empty hall underground.

Aborath spends most of his time in the temple, studying spells and worshipping Sabnock. In social encounters, he turns into a cold and calculating king. His chivalrous behavior is somehow impressive and sarcastic at the same time. When it comes to physical encounters, Aborath's power is far beyond imaginable. Many people think that he is unstoppable, for many say that he is a demigod himself.

Aborath becomes a violent, gruesome creature in combat. He likes spilling blood, using the earth as a weapon, and using

the undead in the most twisted ways imaginable. He uses his weapons and spellcasting abilities to bury the corpses of his enemies in desecrated ground, only to resurrect them once again.

PHYLACTERY

Aborath stored its life essence in long parchments filled with magical phrases in a variety of languages. The parchments are sealed in a stone box and hidden in an underground maze under the Obelisk. The tunnels are filled with traps and guarded by golems, the undead, and constructs. Other than that, the complex maze system is so close to Sabnock that any careless spell might wake up the The Carrier of the Great Nothing. Despite his known nature, Aborath was quite sensitive and caring while making his phylactery. He believes that Letude is as important as himself. He, the prophet, may rule the city, but Letude has created this beautiful place for Sabnock, even if her only wish was to silence Sabnock forever (Letude p.7). For this reason, Aborath wanted Letude to be a part of his phylactery, which is why he distilled her tears and made an ink out of them. All of the parchments in the box were written in that ink.

ABORATH

Medium undead, lawful evil

Armor Class 22 (bone breastplate, earthblessed)
Hit Points 323 (34d8 + 170)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	20 (+5)	20 (+5)	18 (+4)	26 (+8)

Saving Throws Constitution +12, Charisma +15
Skills Arcana +12, History +12, Religion +12, Insight +11, Perception +11, Deception +15, Intimidation +15, Persuasion +15
Damage Resistance acid, force
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 120 ft., truesight 60 ft., passive Perception 21
Languages Abyssal, Common, Deep Speech, Infernal, Terran
Challenge 24 (62,000 XP)

Earthblessed. Thanks to his connection with Sabnock, the prophet is protected by the earth all the time. The prophet's AC is increased by 6 thanks to the earth covering its body.

Legendary Resistance (3/Day). If Aborath fails a saving throw, the prophet can choose to succeed instead.

Necrotic Absorption. When Aborath is dealt necrotic damage, the

prophet regains hit points equal to the dealt amount.

Rejuvenation. If it has a phylactery, Aborath gains a new body in 1d10 days, regaining all its hit points and becoming active again if the prophet is destroyed. The new body appears within 5 feet of the phylactery.

Transfer Life. Aborath can transfer 10 (1d20) hit points from an undead creature that he controls and that is within 20 feet of him to himself as a bonus action.

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

Spellcasting. Aborath is a 20th-level spellcaster. The prophet's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Aborath has the following sorcerer spells prepared:
Cantrips (at will): *acid splash, mage hand, poison spray, prestidigitation, ray of frost, shocking grasp*
1st level (4 slots): *false life, magic missile*
2nd level (3 slots): *blindness/deafness*
3rd level (3 slots): *counterspell, dispel magic, protection from energy*
4th level (3 slots): *blight*
5th level (3 slots): *cloudkill, insect plague*
6th level (2 slots): *disintegrate, move earth*
7th level (2 slots): *finger of death*
8th level (1 slot): *earthquake, power word stun*
9th level (1 slot): *power word kill*

ACTIONS

Multiattack. Aborath makes two melee attacks with its bone scythes.

Bone Scythe (+3). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 7 (2d6) necrotic damage.

Aura of Fear. Aborath's existence can frighten people if he chooses to show its monstrous side. As an action, Aborath can emanate an aura of 30 feet. Creatures in the aura must succeed on a DC 23 Wisdom saving throw or they are frightened for the duration of the aura. They can repeat their saving throws at the end of their turns. On a successful save, frightened condition ends. If a creature fails three saving throws consecutively with more than 5 difference in score, it has a heart attack because of the unbearable fear and dies immediately.

Earthbinding (Recharge 5-6). Aborath has a special link with the earth letting him command earth. He can shape a 15-foot cube of earth but he cannot create a fine mechanism out of it. Aborath can try to restrain creatures with earth or strangle them within the soil. In such a case, a creature must succeed on a DC 23 Dexterity saving throw or it is restrained and starts to be choked if Aborath wills it. The shaped earth has 19 AC, and 60 hit points.

Grave Raiser (Recharge 6). Aborath can raise the dead within a 60-foot radius centered on itself. When Aborath does so, 5 (1d10) skeletons and 5 (1d10) zombies are created.

Paralyzing Touch. *Melee Spell Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 23 Constitution saving throw or be paralyzed for 1 minute.

The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

Aborath 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. Aborath regains spent legendary actions at the start of their turn.

Cantrip. Aborath casts a cantrip.

Paralyzing Touch (Costs 2 Actions). Aborath uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). Aborath fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 21 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Earthshake (Costs 2 Actions). The earth trembles under the power of Aborath. All other creatures on the ground within 60 feet of the prophet must succeed on a DC 23 Strength saving throw or be knocked prone.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of Aborath must make a DC 23 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

AGNON THE TANGLER

"I am what nightmares are made of... I am both the monster and the monster maker."

- Agnon the Tangler

Agnon is the high priest of the Ashen Pillars quarter and an influential member of Bonelust Supremacy (p.50). Everyone in the guild loves necromancy but none love it more than Agnon. He researches and works on his experiments so much that he barely does anything other than work. His hard work has resulted in a new style of necromancy, which he likes to call "tangling". He can tangle and tie different species and elements such as plants, blood, animals, oozes, and humanoids together.

STORY

Agnon was a brilliant child who was born in a wealthy neighborhood. He lost his family and friends, all in one night, at a very young age. Afterwards, he had to take care of himself and started to work for an illegal organization in a distant realm. His superiors quickly saw his potential in assassination and in the dark arts,



after which point he worked as an infamous assassin for a long time. Around the same time, his interest in death and life grew, and Agnon started experimenting on a great variety of creatures.

When he understood that he did not have enough time to work and develop such a complex area of work as “tangling”, he decided to consult a vampire. His wish was to be immortal to study necromancy forever, and this wish was fulfilled by a vampire lord, by the name of Corgeti. He learned a lot from him about both vampirism and necromancy. After a while, Aborath invited both of them to Mindabar to become a part of the city and the guild. Corgeti refused to come but Agnon took the chance. He has now been the ruler of Ashen Pillars and Bonelust Supremacy (p.50) for a long time.

GOALS

Agnon wants to secure his position on Bonelust Supremacy and Ashen Pillars. Moreover, he works on a new form of

necromancy that he wants to promote. Thus, he basically has no interests other than Mindabar and necromancy. Wealth, friendship, or love means nothing to him; on the other hand, he does have a secret loyalty to his lord Corgeti, even though his sole devotion should actually be to Sabnock and Aborath.

ROLEPLAYING

Agnon manipulates and domineers in social encounters. He speaks slowly, and with an uncanny tone. He hates those who don't respect necromancy or vampirism. According to him, they are stupid, ignorant creatures who obey the limitations of life.

Even if he isn't too eager to get into a physical encounter, he looks like he enjoys one when it does happen. He also enjoys using his abominations that he created with “tangling” in the fights.

AGNON THE TANGLER

Medium undead (shapechanger), lawful evil

Armor Class 18 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	21 (+5)	22 (+6)	16 (+3)	19 (+4)

Saving Throws Constitution +10, Intelligence +11, Wisdom +8, Charisma +9

Skills Arcana +11, History +11, Insight +8, Perception +8, Intimidation +9, Persuasion +9

Damage Resistances acid, necrotic; bludgeoning, piercing and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 18

Languages Abyssal, Common, Dwarvish, Elvish, Infernal

Challenge 14 (11,500 XP)

Legendary Resistance (3/Day). If Agnon fails a saving throw, he can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, Agnon transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. Agnon regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of Agnon's next turn.

Shapechanger. If Agnon isn't in sunlight or running water, he can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form. While in bat form, he can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than its size and speed, are unchanged. Anything he is wearing transforms with it, but nothing he is carrying does. He reverts to his true form if he dies. While in mist form, Agnon can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Spider Climb. Agnon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tactician. Agnon can move to an available space without giving opportunity attack chance to the enemies around it.

The Face of Death. Agnon's face and eyes are twisted because of years of practicing necromancy and his vampire nature. He can frighten a creature within 20 feet of him by looking straight to it as a bonus action. The creature must succeed on a DC 17 Wisdom saving throw or be frightened for 2 (1d4) rounds.

Vampire Weaknesses. Agnon has the following flaws:

Forbiddance. Agnon can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Agnon takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the Agnon's heart while he is incapacitated in its resting place, Agnon is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Agnon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Spellcasting. Agnon is an 11th-level spellcaster. Agnon's

spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Agnon has the following spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *mending*, *minor illusion*, *true strike*

1st level (4 slots): *detect magic*, *false life*, *hideous laughter*, *unseen servant*

2nd level (3 slots): *darkness*, *darkvision*, *magic mouth*

3rd level (3 slots): *animate dead*, *protection from energy*, *vampiric touch*

4th level (3 slots): *conjure minor elementals*, *fire shield*, *phantasmal killer*

5th level (2 slots): *wall of force*, *wall of stone*

6th level (1 slot): *circle of death*

ACTIONS

Multiattack. Agnon makes two melee weapon attacks.

Necrotic Scythe (+3). Melee Weapon Attack. +10 to hit., reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 11 (2d10) necrotic damage.

Necrotic Arrows (4/Day). Ranged Spell Attack.: +11 to hit. 60/120 ft., one target. Hit: 15 (2d8+6) piercing damage plus 33 (6d10)

necrotic damage. Agnon can create a physical arrow that has a light green color and silvery tone. The arrow is formed in the air near Agnon. Also, if Agnon scores a critical hit, the arrow will stick to the target's heart. Once he does so, the creature falls into unconsciousness until the arrow is removed.

Necrotic Aura. Agnon releases a necrotic aura, any undead creature within 120 feet rises. Up to 10 undead creatures within this range must succeed on a DC 17 Wisdom saving throw or obey the orders of Agnon. An affected creature stays under the influence of Agnon. He can command all the creatures as a bonus action issuing the same order to all of them. This effect lasts for 1d12 hours, until Agnon falls unconscious, or until Agnon dismisses it as another bonus action.

Shape Flesh (Recharge 5-6). Agnon has the ability to shape the flesh of creatures thanks to his studies on necromancy and tangling. Agnon can choose up to 3 creatures within 30 feet of him and force their flesh to change. A creature must succeed on a DC 19 Constitution saving throw or its speed decreases by 10 feet, its initiative score decreases by 2 or it suffers from a -2 penalty to its attack rolls until the end of its next turn (on Agnon's choice).

COUNT SEL'GERETH

"I like short stories, long deaths, and loud screams."

- Count Sel'gereth

Count Sel'gereth was once a powerful demon but he is now settled in Mindabar. While his body has been hardened through years of fighting, he has also trained his mind with spellcasting. He has two horns on his forehead, and he generally wears a black robe and a half-mask that covers his forehead and cheeks. His pitch-black eyes can be seen through the mask but they become red-hot coals when Sel'gereth is angry. A monstrous, large smile with rotten teeth completes this disturbing image.

STORY

Sel'gereth is a shady character; nobody really knows about his life before Mindabar. It is known that Count Sel'gereth was invited to Mindabar by Aborath himself. He has always been a popular and well-respected person in the city but he did not contend himself with these accolades. Therefore, he was able to increase his status and become a priest in the Temple of Destruction. After serving five years in the temple, he and his followers took over the rule.

A lot has happened since Sel'gereth has started ruling the quarter, but nothing has changed. Crimson Square is still home to the biggest fights and the most unstable street life imaginable. He successfully

eliminates any who want to take his power.

GOALS

Before anything else, Sel'gereth wants to rule his quarter for many long years and he is determined to do anything for that purpose. He likes the idea of ruling both demons and devils, and he feels that he could only acquire such a position in Mindabar.. In line with this purpose, he wants to secure his position in the temple, collect some financial resources and make handy connections.

COUNT SEL'GERETH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 172 (15d10 + 90)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	22 (+6)	22 (+6)	17 (+3)	21 (+5)

Saving Throws Constitution +11, Wisdom +8

Skills Arcana +11, Deception +10, Insight +8, Persuasion +10

Damage Resistances lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, fire, poison

Condition Immunities poisoned, stunned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, Common, Infernal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Acidic Regeneration. Count Sel'gereth regains 4 (1d8) hit points at the start of its turn if he is targeted by an attack, spell, or any other magical effect that deals acid damage.

Chaotic Aura. Count Sel'gereth can emanate 4 different auras thanks to his chaotic nature for 1 minute. When he chooses to do so, each creature within 30 feet of Sel'gereth must succeed on a DC 19 Wisdom saving throw or be affected by the aura that is determined randomly from the following;

Necrotic Aura. A creature takes 21 (6d6) necrotic damage if it ends its turn within the radius of the aura. If the creature is an undead, it regains 10 (3d6) hit points instead.

Poisonous Aura. A creature takes 21 (6d6) poison damage if it ends its turn within the radius of the aura. If it takes more than 40 poison damage, it must succeed on DC 20 Constitution saving throw or be poisoned for 1 minute.

Fire Aura. All ignitable objects within the range catch fire, and a creature takes 17 (5d6) fire damage if it ends its turn within the radius of the aura. If the creature is a fiend, it regains 10 (3d6) hit points instead.

ROLEPLAYING

Count Sel'gereth is a cruel, hedonistic, and chaotic leader. Everything he does, he does for power or pleasure. He lives in the Temple of Destruction in Crimson Square. He sits in his chair covered with fire, and with a few slaves on both sides of him. In social encounters, he turns into a kind and calculating count. When it comes to physical encounters, however, Sel'gereth is a violent, brutal beast. He likes spilling blood in all ways possible, burning people alive, and listening to their screams. He uses his *Whip of Fire* (p.68) to do so.

Acidic Aura. A creature takes 21 (6d6) acid damage if it ends its turn within the radius of the aura. Also, the acidic aura damages any nonmagical weapon made of metal or wood within the range, corroding them slowly. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical Ammunition made of metal or wood within the aura is destroyed after dealing damage.

Fiery Regeneration. Count Sel'gereth regains 4 (1d8) hit points at the start of its turn if he is targeted by an attack, spell, or any other magical effect that deals fire damage.

Greed. If Count Sel'gereth scores a critical hit, it deals an additional 33 (6d10) necrotic damage by syphoning a part of the creature's soul.

ACTIONS

Multiattack. Count Sel'gereth makes three Whip of Fire attacks.

Whip of Fire. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 5 (2d4) fire damage. Sel'gereth forms a whip of fire and attacks with it.

Song of the Burning. Count Sel'gereth slowly takes his right hand to the ear and starts listening. Then all light sources change color to a hellish red; a dark, disturbing aura surrounds people. All creatures within 100 feet of Sel'gereth start hearing the sounds coming from the deepest pits. The sound of creatures suffering, screaming, groaning, and begging in different languages. The creatures within the range take 16 (2d10 + 5) necrotic damage and they must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute.

REACTIONS

The Roar from Abyss. When Count Sel'gereth is hit by a creature, he senses the creature's alignment if it is good-aligned. Since the Count can't stand being harmed by any good-aligned creature, after being damaged by one, he roars loudly with anger and vengeance. All the creatures hearing the roar within 30 feet of Count Sel'gereth feel the horror to the bone therefore they must succeed on a DC 15 Wisdom saving throw or be stunned for 1 round.

LEGENDARY ACTIONS

Count Sel'gereth 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. Count Sel'gereth regains spent legendary actions at the start of their turn.

Random Aura (Cost 1 action). Count Sel'gereth emanates one random aura.

Slaughter of Goodness (Cost 2 actions). When it's activated, fire rises from the ground and surrounds all the creatures. Any good or neutral aligned creatures within 30 feet around the Count must make a DC 19 Dexterity saving throw. On a failed save creatures take 22 (4d10) fire damage at the beginning of their turn. On a successful one, they take half damage at the beginning of their turn.

THALDOR THE LOUD

"If you look wisely, you'll see that I am an artist; the flesh is the palette, and the mind is the color that I use."

- Thaldor the Loud

Thaldor is the ruler of Aedificium, where people commit evil acts, just for the sake of being evil. He has been the ruler for more than 20 years. He is a powerful character in Mindabar; however, he is not interested in politics or in expanding his fortune. He spends most of his time reading and praying.

STORY

Thaldor was one of the earliest members of the Temple of Destruction, he saw the construction of the many buildings in Mindabar, and was even involved in some of it. He came from a distant dwarf kingdom, which was invaded and of which the king was murdered.

He came to Mindabar with an invitation from a *Summoner* (p.89) to start a new life and was immediately struck by the influence of the Temple. He joined its ranks, starting out as a follower, and then becoming a priest. He spent the years of his priesthood buried in hard work. Thaldor often organized long prayer sessions in which he buried himself in the ground for days. As he did so, he also developed his abilities, became a master of combat, and learnt how to cast some basic spells from his colleagues.

After thirty years, his talents caught the attention of Aborath, who at this time did not approve of some behaviors of the former rulers of the Aedificium, the Sun Brothers. One day, Thaldor murdered the twin brothers by the order of Aborath.

GOALS

Thaldor is a true believer in Sabnock and his one prophet, Aborath. He is always ready to kill for them, and be killed both for them, and by them. His one and only mission is to follow the words of Aborath and spread the

teachings of the Temple of Destruction (p.45).

ROLEPLAYING

Unlike what his nickname suggests; "loud" Thaldor is usually calm and quiet. He always listens to those who speak very carefully, and sometimes even takes notes as they do so. He speaks slowly and has a wise tone of voice, however this changes drastically if anybody insults Sabnock or Aborath in front of him. If anyone dares disrespect either of them in his presence, he shows them no mercy, and punishes them immediately.



THALDOR THE LOUD

Medium humanoid (dwarf), lawful evil

Armor Class 19 (breastplate)

Hit Points 264 (23d8 + 161)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	24 (+7)	17 (+3)	18 (+4)	15 (+2)

Saving Throws Strength +12, Dexterity +12, Constitution +13

Skills Acrobatics +12, Athletics +12, Animal Handling +10, Stealth +12, Insight +10, Perception +10, Religion +9

Damage Resistances cold

Condition Immunities charmed, frightened, grappled, prone

Senses darkvision 60 ft., passive Perception 20

Languages Common, Dwarvish

Challenge 17 (18,000 XP)

Legendary Resistance (3/day) If Thaldor fails a saving throw, he can choose to succeed instead.

Order of the Prophet. Thaldor is a true believer, he is ready to do anything by the order of Aborath. If he engages an activity ordered by Aborath, he has advantage to all saving throws while pursuing the mission.

Rejuvenation. Sabnock and Aborath always protect their true believers. If Thaldor dies on the soil, he gains a new body in 1d10 days as an undead. He regains all his hit points, memories, and abilities. If Thaldor dies in undead form, he will rise again after

1d8 days. A *wish* spell can keep Thaldor from regaining his new body.

ACTIONS

Multiattack. Thaldor makes two melee weapon attacks.

Warhammer of the Believer. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage plus 9 (2d8) necrotic damage. The weapon was given to Thaldor from Aborath as a gift. If Thaldor deals any damage to a nonbeliever of Sabnock or the prophet, the creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The creature can make a saving throw again if it takes damage, ending the effect on a success.

LEGENDARY ACTIONS

Thaldor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time at the end of the creature's turn. He regains the action points at the beginning of his turn.

Attack (Cost 1 action). Thaldor makes one more melee weapon attack with his warhammer.

Move (Cost 1 action). Thaldor can move up to half his speed.

Call for the Destruction (Cost 2 actions). Thaldor swings his Warhammer of the Believer to the soil. All creatures within 15 feet of where the warhammer hits must succeed on a DC 19 Strength or Dexterity saving throw or take 22 (4d10) thunder damage and fall prone.

ZEL THE SAVOIR

"I came to slay, bitch."

- Zel the Savoir

Zel the Savoir has been the relentless ruler of High Halls for the past 60 years. She is tall and has an intimidating aura. Her short, brown hair is always well-groomed and combed. She attends almost every social event and spends time with people. However, she is not as comfortable in the events that Aborath also attends.

STORY

Zel was a smart child who liked reading about a great variety of subjects even though neither her nature nor her habits were supported by her family. In her teenage years, she managed to attend a wizard school in a distant realm, where she worked extremely hard and developed her impeccable work ethic, which she still has to this day. After graduating from school, she managed her family



business, and ran their small shop for a while. Despite her extreme working hours, she married a few times before coming to Mindabar. However, when she was invited to Mindabar, she sold everything she owned and came here without telling anybody where she was going, because she felt that her work and passion were more important than the relationships she had formed.

GOALS

Zel has a secret purpose, which she has carefully hidden for years: she wants to rule Mindabar herself. She wishes to contact an extremely powerful entity to annihilate Sabnock and kill Aborath. She tries to hide her true intentions, grow in power, and extend the influence of her domain at all times.

Other than this extremely dangerous, secret goal, she also obsessively works on celestial powers. She doesn't want to feel

vulnerable as an evil being when she is faced with creatures especially equipped to battle evil.

ROLEPLAYING

Zel rarely looks angry or impatient. She always has a kind and welcoming energy about her. She always listens to those who speak to her carefully and answers with a sweet, calm smile on her face. Most people love her "calm" nature; however, those who know her well also know how she can show her true colors if something makes her angry, or sad. If it does, her voice completely changes from the soothing tone into a maddening scream. Her eyes look completely different as well. Spilling blood becomes her biggest joy, and she burns, slashes, and shatters all in her path with a strange, twisted smile on her face.

ZEL THE SAVOIR

Medium humanoid (elf), lawful evil

Armor Class 14 (17 with mage armor)

Hit Points 230 (20d8 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	24 (+7)	22 (+6)	21 (+5)	18 (+4)

Saving Throws Constitution +13, Intelligence +12, Wisdom +11, Charisma +10

Skills Arcana +12, History +12, Investigation +12, Insight +11, Perception +11, Deception +10, Intimidation +10, Persuasion +10

Damage Resistances radiant

Damage Immunities cold, necrotic, psychic

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 21

Languages Abyssal, Common, Celestial, Elvish, Sylvan, Terran

Challenge 18 (20,000 XP)

Ambition. Zel is extremely ambitious and she learnt how to channel her ambition to her vitality magically. Whenever Zel's hit points drop below 100, she gains resistance to any damage for 3 minutes.

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

Legendary Resistance (3/Day). When Zel fails a saving throw, she can choose to succeed instead.

Point to Kill (2/Short Rest). As a bonus action, Zel can point her Staff of Savoir at a creature she sees and cast the *finger of death* (spell save DC 20) spell on it.

Trance. Zel does not sleep. Instead, she meditates deeply, remaining semi-conscious, for 4 hours a day. The Common word for this meditation is "trance". While meditating, Zel dreams after a fashion; such dreams are actually mental exercises that have become reflexive after years of practice. After resting in

this way, Zel gains the same benefit a humanoid would from 8 hours of sleep.

Spellcasting. Zel is a 15th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *charm person*, *hideous laughter*, *mage armor*

2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *misty step*

3rd level (3 slots): *animate dead*, *counterspell*, *fireball*

4th level (3 slots): *black tentacles*, *ice storm*, *wall of fire*

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

6th level (2 slots): *disintegrate*, *mass suggestion*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *clone*

9th level (1 slot): *weird*

ACTIONS

Multiattack. Zel makes two melee attacks with Staff of Savoir.

Staff of Savoir. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 5 (1d10) psychic damage; or 8 (1d8 + 4) bludgeoning damage plus 5 (1d10) psychic damage if wielded with two hands.

Matriarch (Recharge 5-6). Zel can command any non-hostile creature within 120 feet of her to aid her in battle. A creature must succeed on a DC 19 Wisdom saving throw or it joins the battle immediately to help Zel. It is under the influence of Zel for 1d4 hours. If Zel falls unconscious or dies, the effect disappears.

REACTION

Fast Learning. Zel can learn any spell from the wizard spell list when she sees one during its casting.

LEGENDARY ACTIONS

Zel can take 3 legendary actions, choosing from the options below. Only one legendary action can use at a time at the end of the creature's turn. She regains the action points at the

beginning of her turn.

Sacrifice (Costs 1 action). Zel slashes open her hand and sacrifices 5 (1d10) hit points to gain 11 (2d10) psychic damage for the next attack she makes with Staff of Savoir.

Another Hit (Costs 1 action). Zel can make one more attack with her Staff of Savoir.

Eyes of A Matriarch (Costs 2 actions). Zel's eyes change color when she gets into a challenging encounter. She starts emitting a very powerful aura that makes the creatures start thinking that they have no chance against her. A creature that can see Zel must succeed on a DC 19 Wisdom saving throw or is stunned until the end of its next turn.

Spellcasting (Costs 3 actions). Zel casts a spell from her list of prepared spells, using a spell slot as normal.

SEREN THE BLOODSEEKER

"You can love me, hate me, or be afraid of me; whichever you like. I just don't care."

- Seren the Bloodseeker

Seren has been the young and powerful leader of Outer City for nearly ten years. During her rule, she came up with and started the implementation of various new practices. For instance, she put up announcement boards on many streets of Outer City. Folks are free to post whatever they want on these boards, and Seren also posts the services and jobs that are offered by the Temple.

STORY

Seren was born in Outer City. She worked as a housemaid in a wealthy neighborhood in High Halls for several years. She is so naturally ambitious and curious that she learns many things by secretly listening to the classes taken by other children. She also secretly read many books in the homes where she worked, even though she was harshly punished when she got caught.

It is said that she met Zel the Savoir, who is the ruler of High Halls, here. As she grew older and got stronger, both mentally and physically, the Temple of Destruction took notice of her. Then Seren started working in the temple and returned to Outer City. After gathering support from many, rallying forces around herself, she raided the home of the ruler of Outer City and murdered him and his whole family (simply because she could). Then she swore her allegiance to Aborath and became the ruler of Outer City, under his command.

GOALS

Seren likes power, and she always wants more. She is known to be a great supporter of Zel the Savoir, who is the leader of High Halls. Other than that, she is secretly interested in dreams and nightmares, and she wants to learn more and more about the subject.

ROLEPLAYING

Seren is an ambitious young woman who prefers bloody duels to long conversations. When she walks into a place, she has the uncommon ability to intuit whether some form of ferocity, massacre, or a bloody duel took place there, up to one week beforehand. Aside from her "bloody" side, she is very good at speaking calmly and wisely. She has a tendency to pace around as she speaks, or thinks. It is impossible to scare her since she saw (almost) everything there is to see, and she read about the things she did not.

She likes animals, monsters, and all sorts of wild creatures. For this reason, she got a place built near the Temple of Destruction, where it is full of wild and exotic animals. Aside from her love for all animals, she has a big pet yellow snake, Ogul which has been her companion for more than 10 years. They can always be seen at each other's side; they sleep, eat, and train together.



SEREN THE BLOODSEEKER

Medium humanoid (half-orc), lawful evil

Armor Class 17 (+1 breastplate)

Hit Points 157 (15d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	22 (+6)	15 (+2)	21 (+6)	14 (+2)

Saving Throws Strength +9, Constitution +11, Wisdom +11, Charisma +7

Skills Acrobatics +9, Animal Handling +11, Athletics +9, Intimidation +7, Nature +7, Perception +11, Persuasion +7, Stealth +9

Damage Immunities cold, necrotic, psychic

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 21

Languages Common, Druidic, Orc

Challenge 15 (13,000 XP)

Smell of Blood. If there are more than or equal to three creatures within 20 feet of Seren that are bleeding (for example who took slashing or piercing damage), she starts enjoying the encounter. She takes a deep breath, smiles, and radiates a powerful aura of 50-foot radius centered on her. Any enemies within the range must succeed on a DC 15 Charisma saving throw otherwise be frightened for 1 minute. The aura stays active until the end of the encounter, yet a creature who makes a successful Charisma saving throw cannot be affected again until Seren takes a long rest.

Relentless Endurance. When Seren is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead. She can't use this feature until she finishes a long rest.

Savage Attacks. When she scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. Seren is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

She has the following druid spells prepared:
Cantrips (at will): *druidcraft, guidance, mending, poison spray, produce flames,*

1st level (4 slots): *charm person, entangle, fog cloud, speak with animals*

2nd level (3 slots): *barkskin, heat metal, hold person, pass without trace*

3rd level (3 slots): *call lightning, dispel magic, speak with plants*

4th level (3 slots): *dominate beast, freedom of movement, polymorph*

5th level (2 slots): *commune with nature, mass cure wounds*

ACTIONS

Multiattack. Seren makes two melee weapon attacks with the Sword of Savoir.

Sword of Savoir (+2 longsword). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 4 (1d8) psychic damage, or 11 (1d10 + 6) slashing damage plus 4 (1d8) psychic damage if wielded with two hands. This sword is the sign of the close friendship between Seren and Zel as they made it together a few years ago.

Evil Mother of Nature. Evil-aligned beasts and monstrosities cannot attack Seren unless she attacks them. Also, she can calm an evil-aligned beast and monstrosities whose CR is lower or equal to 11 as an action, and tame them within a week.

LEGENDARY ACTIONS

Seren the Bloodseeker can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time at the end of the creature's home. She regains the action points at the beginning of her turn.

Sword of Savoir (Cost 2 Action). Seren makes another melee weapon attack with her sword.

Help (Cost 2 Actions). She calls her companions to help. One goat hound (p.82) comes at the end of Seren's turn and obey her orders.

Spellcasting (Cost 3 Action). Seren cast another spell from her spell list using a spell slot as normal.

OGUL

Medium beast, lawful evil

Armor Class 16 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	8(-1)	8(-1)

Damage Immunities acid, poison

Senses blindsight 10 ft., darkvision 60ft., passive Perception 9

Languages -

Challenge 5 (1,800 XP)

Keen Hearing and Smell. Ogul has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Protective. Ogul loves Seren, it doesn't tolerate any harmful behaviors against her and immediately attacks the ones that try to harm her.

ACTIONS

Multiattack. Ogul makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 5 (2d4) poison damage.

Wrap Up. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage. If the creature takes damage from the attack, it must succeed on a DC 15 Strength or Dexterity saving throw (whichever is higher) or becomes prone. Ogul usually tries to pull the creatures over by attacking their feet and legs.

M ⊕ N S T E R S

Mindabar hosts many exotic creatures that come from distant realms. Those that are harmless wander around the streets with the rest of the residents, while those that are deemed “dangerous” are not allowed to pass through the portals. Only some wealthy folks who are authorized by the temple are allowed to bring a harmful, exotic creature from another realm. Although it would be deemed strange anywhere else, Mindabar has its own “natural” habitat as well: the undead, humanoids, aberrations, plants, and constructs all live in the city in some kind of a curious harmony.

CITY THUG

Mindabar is a giant metropolitan city and like all big cities, it is home to thugs and petty crime, although they are not considered crimes at all in Mindabar. There is a considerable number of city thugs in each quarter, most of which look for work in the cults and organizations, while some of them are interested in establishing organizations themselves. Therefore, one could easily find small crime groups here and there on the streets of Mindabar.

Since things that would be considered crimes in other places are legal in Mindabar, neither guards nor the Temple of Destruction prevents them.

A city thug could also be a fiend or an undead. In such cases, they gain the following features:

Damage Resistances (Fiend) cold, fire, lightning

Damage Immunities (Fiend) poison

Condition Immunities (Fiend) poisoned

Senses (Fiend) darkvision 120 ft.

Languages (Fiend) Common, Abyssal, Infernal

Challenge (Fiend) +1 CR

Magic Resistance (Fiend). A fiend city guard has advantage on its saving throws against spells and other magical effects.

Damage Resistances (Undead) cold, poison

Damage Immunities (Undead) necrotic

Condition Immunities (Undead) charmed, exhaustion, poisoned

Senses (Undead) darkvision 120 ft.

Challenge (Undead) +1 CR

Undead Fortitude (Undead). If damage reduces the undead to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead drops to 1 hit point instead.

CITY THUG

Medium humanoid (any race), any neutral or evil alignment

Armor Class 13 (studded leather)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	11 (+0)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Strength +4, Dexterity +3

Skills Athletics +4, Stealth +3

Senses passive Perception 10

Languages any one language (usually common)

Challenge 1 (200 XP)

Creature of Streets. It is hard to detect a Mindabar thug on the streets. The thug has advantage on its Dexterity (Stealth) checks when it is on the streets.

Great Collection. Thugs have a chance to reach a variety of weapons because many people are murdered in the backstreets of Mindabar and looted by thugs. Most thugs carry 2 or 3 weapons on them.

Nothing to Lose. Thugs live hard lives, many do not fulfill their basic needs and they learn to survive in this life. If the thug's hit points drop below 5, it can make an additional weapon attack each turn.

ACTIONS

Multiattack. City Thugs can make two melee weapon attacks.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Whip. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

GOAT HOUND

Goat Hounds are popular creatures in Mindabar, and they are created and sold in the Taming Club. For some, they are lovely pets, and for some others they act as guards. Some of the nobility in Mindabar use this monstrosity to protect their gardens, homes, and even shops. Although goat hounds are rare, one can encounter them on the streets, since these creatures are clever enough to escape, find their way, and track the scent of creatures.

A goat hound has a hound's body with hooves and the head of a goat. Since it is a carnivore, its teeth are powerful enough to bite through the flesh of other creatures.

GOAT HOUND

Medium monstrosity, unaligned

Armor Class 14

Hit Points 59 (7d8 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	9 (-1)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +6

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages Understands Common but can't speak.

Challenge 3 (700 XP)

ACTIONS

Multiattack. The goat hound makes two melee attacks, one with its bite and one with its ram.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) acid damage.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. On a successful hit, the target creature must succeed on a DC 14 Strength (Athletics) check or be pushed back up to 10 ft.

Spit Acid. *Ranged Weapon Attack:* +6 to hit, reach 20 ft., three targets. *Hit:* 7 (2d6) acid damage. At the beginning of each encounter, the goat hound can spit acid to up to 3 creatures within 20 feet of itself.



GUARDS OF MINDABAR

Nearly one thousand guards serve on the streets of Mindabar. They work in groups of two to ten depending on the job to which they are assigned, or the area they are tasked with protecting. They operate from Guardhouses situated near the Obelisk, in each quarter.

TORMENT BEARERS

Torment Bearers are elite soldiers of Mindabar, who are tasked with the protection of the Obelisk and the Great Temple in the city. They are trained in harsh conditions, in the barracks they stay in, close to the Obelisk. Sometimes, Aborath himself also attends these training sessions.

The torment bearers are well-respected and well-known all around the city. They have a very distinct look, with the golden mask they wear with small horns, their half plate and their big shoulder pads. They generally serve as the commanders of Destruction Guards.



A torment bearer or a destruction guard could also be an undead. In such cases, they gain the following features:

Damage Resistances (Undead) cold, poison

Damage Immunities (Undead) necrotic

Condition Immunities (Undead) charmed, exhaustion, poisoned

Senses (Undead) darkvision 120 ft.

Challenge (Undead) +1 CR

Undead Fortitude (Undead). If damage reduces the undead to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead drops to 1 hit point instead.

TORMENT BEARER

Medium humanoid (any race), lawful evil

Armor Class 16 (half plate)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Strength +6, Dexterity +4, Constitution +7

Skills Athletics +6, Sleight of Hand +4, Stealth +4, Intimidation +5

Condition Immunities frightened

Senses passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Not In My Watch. The torment bearer has advantage on attack rolls against a creature who directly disrespects the Temple of Destruction or Aborath himself.

This is My City. The torment bearer never gets lost in the streets of Mindabar. The torment bearer knows its exact location while in the city.

ACTIONS

Multiattack. The torment Bearer makes two melee weapon attacks.

Sword of Torture. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 2 (1d4) acid damage, 2 (1d4) necrotic damage, 2 (1d4) fire damage, 2 (1d4) cold damage. If a creature takes all kinds of damage, the creature is frightened until the end of its next turn.

CITY GUARDS (DESTRUCTION GUARDS)

City Guards are also called Destruction Guards on paper and in elite parties. They patrol the streets, protecting the temple, finding and arresting those who are disrespectful to the Temple, to Sabnock, or to its prophet Aborath. In times of war, they are tasked with the protection of the city and with fighting with the enemy. The commander of the 7500 city guards is Henna, who directly reports to Aborath once every three days.



SONG OF CITY GUARDS

Pretty much every guard in Mindabar is familiar with the Song of City Guards. From time to time, guards can be heard from the barracks, singing this song slowly but loudly, and sometimes they whistle its melody as they patrol the city.

We march, we run
Until the day we become one.

When in the night, we await the day,
to destroy ourselves, and destroy the worlds.

We march, we run
Until the day we become one.
Until the day we're buried deep down.

DESTRUCTION GUARD

Medium humanoid (any race), lawful evil

Armor Class 15 (chain shirt)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	11 (+0)

Saving Throws Strength +4, Dexterity +4, Constitution +4

Skills Stealth +4, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Not in My Watch. A destruction guard has advantage on attack rolls against a creature who directly disrespects the Temple of Destruction or Aborath himself.

This is My City. A destruction guard is never lost in the streets of Mindabar. The guard knows its exact location while in the city.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. Hit: 6 (1d8 + 2) plus 5 (2d4) poison damage.

Hand crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 5 (2d4) poison damage.

A torment bearer or a destruction guard could also be a fiend. In such cases, they gain the following features:

Damage Resistances (Fiend) cold, fire, lightning

Damage Immunities (Fiend) poison

Condition Immunities (Fiend) poisoned

Senses (Fiend) darkvision 120 ft.

Languages (Fiend) Abyssal, Common, Infernal

Challenge (Fiend) +1 CR

Magic Resistance (Fiend). A fiend destruction guard has advantage on its saving throws against spells and other magical effects.

IVIES OF MINDABAR

In Mindabar, ivy is a part of the city's daily life. In general, they do not create problems for residents but when they do, these problems might be hard to solve; because these ivies have a strange tendency to expand in a short period of time and take over entire streets, buildings, and sewers. Some residents are known to have disappeared after leaning on these ivies, and some have been found dead in the bathroom. Residents either hire merchants or report to the Temple of Destruction in order to solve the problem.

It is said that these plants are the result of some botanical experiments that tried to create small, intelligent plants in the digestive system of a living creature, and that this is the reason why they now live in sewer systems. However, there are tons of theories and research done about these subjects. Many adventurers are tasked with investigating and writing reports about the issues caused by these ivies, later finding that these ivies were behind many murder and missing person cases.

STREET IVY

Street Ivies are huge plants that can be wrapped around entire streets or buildings. They can grow from 5 inches to 15 feet in just one night. For this reason, from time to time, some shops, inns, and taverns cannot operate since the plant blocks the doors and windows.

Their nature might be unpredictable: in some streets, these ivies cover the walls and do not harm any creature, while some other street ivies attack all creatures within their reach.



STREET IVY

Huge plant, unaligned

Armor Class 15 (natural armor)

Hit Points 119 (14d12 + 28)

Speed climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	14 (+2)	2 (-4)	4 (-3)	4 (-3)

Saving Throws Strength +6, Dexterity +6

Skills Stealth +6

Damage Immunities poison

Damage Vulnerabilities fire, radiant, lightning

Condition Immunities blinded, exhaustion

Senses Tremorsense 100 ft., passive Perception 7

Languages -

Challenge 4 (1,100 XP)

Expand. Street Ivy can expand over to the whole street in one night.

ACTIONS

Branch. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) poison damage. The target must succeed on a DC 10 Constitution saving throw or it is poisoned for 1 minute.

Rooted. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage plus 5 (2d4) poison damage and the target must succeed on a DC 15 Strength (Athletics) check or be pushed up to 15 feet directly away from the ivy and be knocked prone.

SEWER IVY

Similar to Street Ivy, Sewer Ivy can grow 5 inches to 20 feet in one night. It often grows in the sewers or in underground tunnels. Residents can tell the presence of a Sewer Ivy by checking for two signs: an obstructed sewer system and tremors in small areas.

In general, sewer ivies are more dangerous than street ivies, and they often attack any creatures they reach. They can also pull down the sewer systems, buildings, or streets.

SEWER IVY

Gargantuan plant, unaligned

Armor Class 16 (natural armor)

Hit Points 130 (9d20 + 36)

Speed climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	4 (-3)	4 (-3)	5 (-3)

Saving Throws Strength +7, Dexterity +7

Skills Stealth +7

Damage Vulnerabilities fire, radiant, lightning

Damage Resistances force; bludgeoning and piercing from nonmagical attacks

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, poisoned, exhaustion

Senses blindsight 120 ft. (blind beyond this radius), tremorsense 120 ft.

Languages -

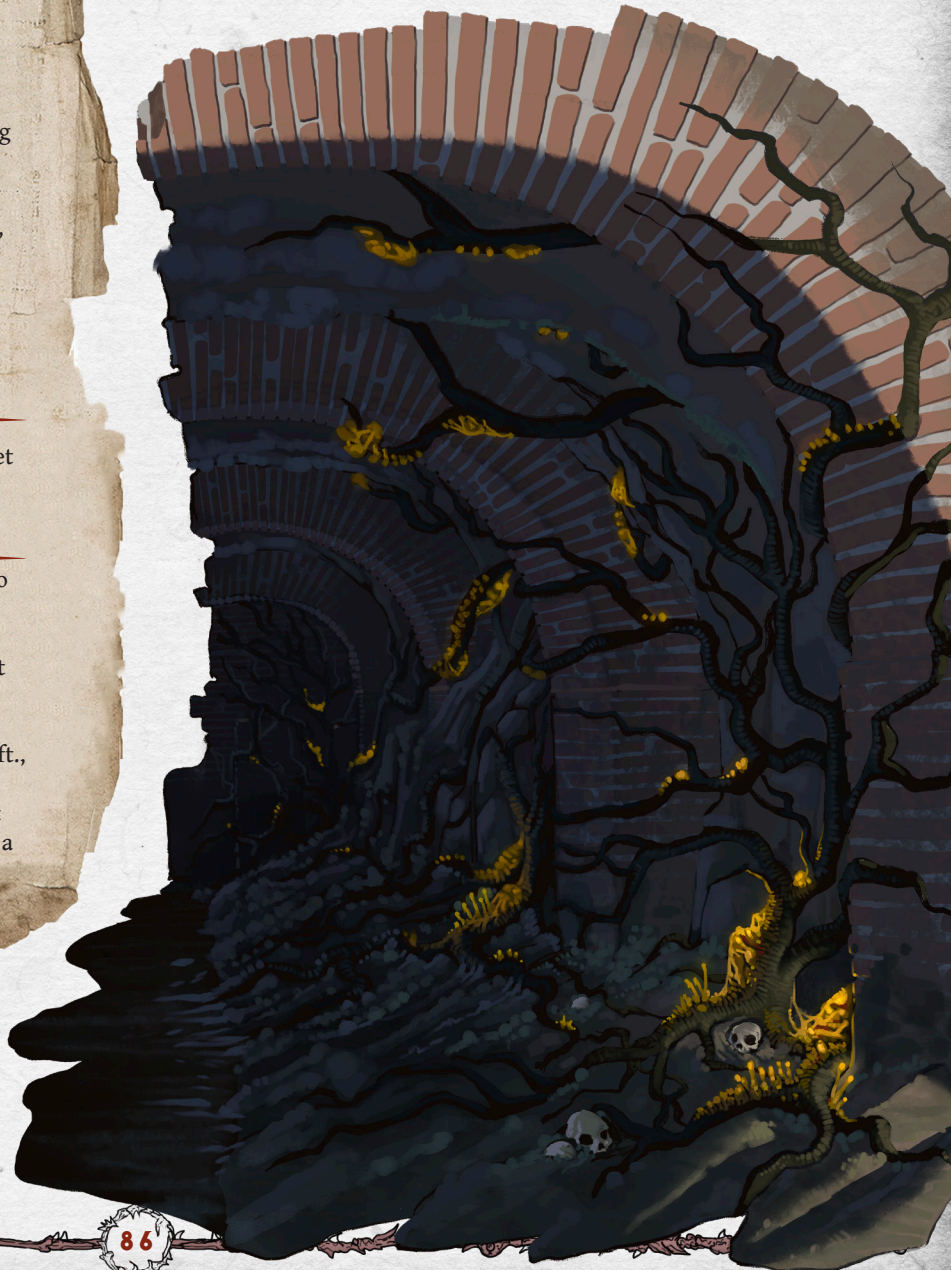
Challenge 7 (2,900XP)

Expand. Street Ivy can expand over to the whole Street in one night.

ACTIONS

Branch. *Melee Weapon Attack:* +7 to hit, reach 20 ft., two targets. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) poison damage and the target must succeed on DC 20 Strength (Athletics) checks or be pushed 40 feet away from the ivy and be knocked prone.

Bone Crusher. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 32 (8d6 + 4) bludgeoning damage. The sewer ivy wraps one creature and squeezes the target until it crashes its bones. The target must succeed on a DC 20 Strength (Athletics) checks or be grappled.



SEEKER

Seekers are mothers drenched in agony, as they are those who lost their children out on the sinister streets of Mindabar. These mothers are a part of the dark and grim emotions that fill the air in the city, also changing and evolving day-by-day. As the days go by, they can eat and drink, and think less and less. They get lonelier and sadder with each passing day. In the end, they die due to their grief and are reborn from it. They transform into wraith-like creatures doomed to look for their children for all eternity.

Because they think that their own children are bored in the afterlife and that they must take care of them, they hunt other children, kill them and bury them near the graves of their own children, so that their children have some “friends” to play with.

SEEKER

Medium undead, neutral evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	15 (+2)	11 (+0)	13 (+1)	19 (+4)

Damage Resistance acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages The languages it knew in life

Challenge 5 (1,800 XP)

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

Sunlight Sensitivity. While in sunlight, the seeker has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Uncanny Lullaby. The seeker sings a sad and maddening lullaby. Each creature within 60 feet of the seeker must succeed on a DC 15 Wisdom saving throw or be charmed until the end of its next turn.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



SHADOWLURKER

Shadowlurkers are trickster creatures that are a part of Mindabar. They were once the spirits of the soil, and a natural part of this realm. However, while the walls of the city were being built (on top of them), these spirits were tormented, twisted, and filled with hatred. They lost their identities and have become *Shadowlurkers*. Although their true form resembles a shadowy humanoid, they can transform into more appealing shapes. They generally live in packs and do not hesitate to use their high numbers to their advantage, whenever it is necessary.

Shadowlurkers' existence is in a never-ending miserable cycle. They try to kill the residences of the city by luring them into shadowy streets to satiate their anger towards the city. They can never stop doing so, as their hunger is insatiable and they feed the primordial as all of the souls are captured by it.



SHADOWLURKER

Medium fey, chaotic evil

Armor Class 12

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	9 (-1)	11 (+0)	16 (+2)

Skills Deception +5, Persuasion +5, Stealth +4

Damage Vulnerabilities radiant, lightning

Damage Immunities psychic

Senses darkvision 60 ft. (blind beyond this radius in darkness), tremorsense 60 ft. (blind beyond this radius)

Languages Common, Elvish, Undercommon

Challenge 1 (200 XP)

Fey Ancestry. The shadowlurker has advantage on saving throws against being charmed, and magic can't put the shadowlurker to sleep.

Delusive Image. The shadowlurker can show itself as appealing creatures to attract people into dark and isolated streets. A creature within 60 feet of the shadowlurker that sees it for the first time must succeed on a DC 13 Wisdom saving throw or is tricked by the delusive image, feels the urge to follow it, and is charmed until it sees the shadowlurker's true image.

Innate Spellcasting. The shadowlurker's innate spellcasting ability is Charisma (spell save DC 13). The shadowlurker can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*

1/day each: *pass without trace*

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

Sunlight Sensitivity. While in sunlight, the shadowlurker has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Shadow Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) psychic damage or 6 (1d8 + 2) piercing damage plus 5 (2d4) psychic damage if used with two hands.

Shadow Spear. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) psychic damage.

SUMMONER

Inviting people to Mindabar and protecting the city from possible attacks require close communication with other realms. For this reason, Aborath assigned some powerful fey to do this task. These fey, who were given status, power, and sources, are tasked with calling people to Mindabar and acting as agents when necessary.

It is very difficult to come across Summoners in the city, as they use humanoid forms instead of their true forms while they are in Mindabar. They give Aborath very detailed reports every three days. Summoners are loyal to Sabnock and Aborath in any and all circumstances, and they refuse to give any information that might harm the city, the temple, or the primordial being lying beneath. Those who have been captured or are otherwise forced or coerced into doing something prefer to kill themselves rather than betray Sabnock and its Prophet.

It is known that Aborath sends Summoners to many different realms, as he is interested in extending his power with trade.

Summoners were once a part of the natural habitat of Mindabar. They were powerful and had an established culture for centuries before Mindabar was built. But they were later discovered by Aborath, and as their powerful nature made them very useful for him, he started to use them to invite creatures to Mindabar.

They do not reveal their image unless someone looks at them using Truesight, and when others look at them by doing so, they generally see a tall, pitch black, genderless humanoid figure surrounded by light smoke. Their bodies are completely smooth and have a certain slimy look about them. They have no facial structure, nor any hair, and they do not wear any clothing. Considering the fact that the fey are one of the original inhabitants of the lands of Mindabar, these fey serving Aborath proves that Sabnock has completely dominated these lands.

SUMMONER

Large fey (shapechanger), lawful evil

Armor Class 19 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	24 (+7)	18 (+4)	20 (+5)	24 (+7)

Saving Throws Dexterity +10, Constitution +13, Wisdom +11, Charisma +13

Skills Arcana +10, Deception +13, Intimidation +13, Insight +11, Investigation +10, Perception +11, Religion +10

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

Damage Vulnerabilities radiant

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages All, Telepathy 120 ft.

Challenge 17 (18,000 XP)

Humanoid Form (3/Day). The summoner may prefer to deliver the invitation to Mindabar in different forms depending on the delivery place of it. So, it can change its appearance to a humanoid or back to its original form as a bonus action. While in this form, the summoner loses its damage immunities.

Legendary Resistance (3/Day). If the summoner fails a saving

throw, it can choose to succeed instead.

Knock Knock Knock. When the summoner knocks on a door or a wall three times, the creatures behind the door realize a dark aura (sometimes horrifying) and feel an extreme curiosity. A creature must succeed on a DC 20 Charisma saving throw or it opens the door.

Regeneration. The summoner regains 10 (2d10) hit points at the start of its turn if it has more than 1 hit point.

ACTIONS

Multiattack. The summoner makes two melee attacks with its Shadow Mace.

Shadow Mace. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 27 (4d10+5) bludgeoning damage plus 13 (3d8) necrotic damage.

Self Destruction. If a summoner decides that it will be captured or it won't survive, it can choose to explode. The creatures within a 15-foot radius take 110 (20d10) necrotic damage. The remains cannot be raised or resurrected.

REACTIONS

Shadow Kiss. When the summoner is flanked, it can turn itself into a shadowy figure and move up to its remaining speed for the turn. While in this shadowy form, it can pass through a creature by dealing 11 (2d10) necrotic damage to it and the summoner takes 5 (1d10) force damage if it ends its turn inside a creature.

TANGLED ONES

Agnon the Tangler is not only the ruler of Ashen Pillars but is also the inventor of a new technique called *fleshcrafting*. With this new technique, a great variety of creatures' parts are sewn into one another. However, this new technique requires the corpses of multiple creatures, enchanted ropes, needles and an extended amount of time. For this reason, Agnon the Tangler has created most of the Tangled Ones in Mindabar.

Some consider them to be artistic and beautiful pieces of art, with all the twisted and disoriented body parts fitting together to form an entirely different being; while some others think that they are the disgusting result of wicked experiments.

It is said that people may find Tangled Ones in some exclusive brothels.

TANGLED ONES

Medium construct, neutral evil

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	6 (-2)	6 (-2)	6 (-2)

Saving Throws Strength +6, Constitution +4

Skills Athletics +8, Intimidation +6

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 60 ft., passive Perception 8

Languages understands common but cannot speak

Challenge 4 (1,100 XP)

Frightening Strength. Tangled ones have a frightening shape and a strong build made up of several bodies. It can use its Strength modifier while making Intimidation checks instead of Charisma modifier. It can also add its proficiency bonus again on Athletics checks.

ACTIONS

Multiattack. The tangled one makes two bite and two bone longsword attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bone Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.



TIMEKEEPER

Life moves fast in Mindabar, and the folks here are always in a hurry; walking, talking, and running around as if they always have somewhere to be. Therefore, many people wear watches and there are clocks on the walls of many workplaces. People set their watches by looking at clock towers. The biggest and most important clocktower is in High Halls (p.30).

Timekeeper is a creature assigned to stay in the tower, guard it, and set the clock. This creature is as old as Mindabar itself, since it was constructed by Aborath himself at the very beginning.

Timekeeper is a large construct with a humanoid figure made of stone and sturdy metals; it has two legs, two arms, and a head. Many people of Mindabar think that the creature is a heavily armed soldier. It has golden and bronze parts with tiny engravings.



TIMEKEEPER

Large construct, lawful evil

Armor Class 19 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	20 (+5)	15 (+2)	20 (+5)	14 (+2)

Skills Athletics +11, Acrobatics +10, Stealth +10, Investigation +7, Perception +10

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, fatigued, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Understands Common but can't speak.

Challenge 15 (13,000 XP)

Pendulum of Life (5/Day). As a bonus action, the timekeeper can turn its hit points to previous turn's hit points.

ACTIONS

Multiattack. Timekeeper makes two vane attacks.

Vane. Melee Weapon Attack: +11 to hit, reach 10 ft. **Hit:** 33 (6d8+6) piercing damage.

Vane. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one target. **Hit:** 32 (6d8+5) piercing damage

Bell of Mindabar (Recharge 5-6). The timekeeper can create a giant golden bell at a point within 30 feet of itself and starts ringing. Each creature within a 20-foot radius must succeed on a DC 15 Constitution saving throw or they take 33 (6d10) thunder damage and are deafened until the end of its next turn. Moreover, the creature must succeed on a DC 15 Wisdom saving throw or take disadvantage on all Wisdom saving throws until the end of its next turn.

The timekeeper is immune to the effects of the Bell of Mindabar.

REACTIONS

Made of Stone. When the timekeeper takes damage, it can choose to absorb it so that it doesn't take any damage.

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Welcome to Mindabar, the city of malice!

“Welcome, welcome dear wicked ones, to our beloved city of Mindabar! In this city, you are free to do anything you want! We are not limited by the laws or the morality of petty deities. We are free from it all!

Imagine how you would feel when there is no one to tell you what you can do, or no one to prevent you from doing what you want. This is how it feels like to live in Mindabar. Here, you can display your art no matter how unorthodox or grotesque it is. You can study your magic or focus on your academic work without any wizards’ guild to tell you that it is forbidden. You can eat, drink, and have fun to excess. You can even murder people for sport!

Just be careful not to disrespect our ever-powerful primordial being of destruction, Sabnock, and its prophet Aborath. They, and their Temple of Destruction are the true masters of our city. Still, have no fear, as long as you are respectful of and devoted to their teachings, the only boundary for your life here exists in your imagination!”

Mindabar is an evil-themed campaign setting for 5E. The setting consists of a giant demiplane called Mindabar, a city that can appear in any realm, at any time. It invites people who have pure wickedness in their hearts to fill its streets.

This campaign setting is suited for those who wish to play a campaign or adventure in an urban fantasy, for character parties of both good and evil. Evil characters can have the time of their lives here, as there are no laws, no boundaries, and no limits to wickedness in here. On the other hand, good characters can try to infiltrate or assault this gargantuan city, to try and destroy a dangerous primordial and its lich prophet.

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